

Storytelling with Japanese Kamishibai

Lesson 3: Develop Story-mapping skills ©Fergus McNicol & Mio Shudo (2019) edited by Laura Boddy

Learning Objectives

- Develop skills to organise and visualise story content using mapping techniques.
- Focus on using effective vocabulary to retell your story with precision and flair.
- Use verbal (discussion) skills to deconstruct and retell a story.
- Edit and proof-read your own work.

Learning Outcomes

- Students will create a story map which explains and illustrates the story effectively which they will edit and proofread.

English National Curriculum links

Year 2:

- Reading : understand both the books that they can already read accurately and fluently and those that they listen to by drawing on what they already know or on background information and vocabulary provided by the teacher
- Writing: draft and write by composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures [English appendix 2](#); make simple additions, revisions and corrections to their own writing by evaluating their writing with the teacher and other pupils, rereading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently, including verbs in the continuous form, proofreading to check for errors in spelling, grammar and punctuation (for example, ends of sentences punctuated correctly).

Lower Key Stage 2:

- Reading: understand what they read, in books they can read independently, by checking that the text makes sense to them, discussing their understanding, and explaining the meaning of words in context.
- Writing: evaluate and edit by assessing the effectiveness of their own and others' writing and suggesting improvements; proposing changes to grammar and vocabulary to improve consistency; proofread for spelling and punctuation errors.

Keywords

Story Map, Journey, Location(s), Character(s), River, Mountain, Island, Farmhouse, Castle, Sea/Ocean.

Resources

- How to make a Story Map with Fergus (Video)
- Example Story Map (Teachers version)
- A3 paper and pens (not pencils)

Task 1: Review story structures

1. Review the structure of a story from Lesson 1; or if students are confident they can try a new story: **Kaguya Hime** (The Moon Princess), **Tsuru no Ongaeshi** (The Grateful Crane), or **Hanasaka Jisan** (The Old Man Who Made Flowers Blossom) are available to download from The Japan Society website. See [Digital Kamishibai](#).
2. In pairs students take in turns to tell the different parts of the story.

Estimated Time: 5 minutes

Task 2: How to make a Story Map

1. Show the video, **How to make a Story Map with Fergus**, or demonstrate yourself using the video as a guide and any well-known story tale (e.g. Three Billy Goats Gruff).
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Task 3: Let's make a Story Map

1. In pairs (to create dialogue/discussion about the story) students create a story-map by drawing key locations relative to each other from the story.
2. For each element of the story students need to draw an image and then write what happens underneath.
3. As they are going through students should highlight one word from each section which they can make more effective. They should then use a thesaurus or a word bank provided by the teacher to edit and improve their work.
4. (Optional) If you wish, you may select questions from the following:
 - How does the story begin?
 - Where is the peach found (Momotaro)? Where is the girl found? (Moon Princess)
 - Who are his companions and where does he meet them? (Momotaro)
 - Where do the Oni (monsters) live? (Momotaro) Where do the old couple live? (Moon Princess).

- How does Momotaro arrive at the place where the Oni live?

Estimated Time: 35 minutes (map could be completed in a second session).

Feedback

- Students should go back through their work and edit it, checking for spelling and grammatical inconsistency. Students should do this with a different coloured pen or pencil and should be provided with a checklist from the teacher based on common errors from the class.
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Extension Activities

- Go into the playground and draw the story maps with chalk on the ground and dramatise the story in different locations.
- Students could create a display map for the classroom wall to illustrate the whole story.