

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.

Scottish National Curriculum for Excellence

First level:

- I can select ideas and relevant information, organise these in a logical sequence and use words which will be interesting and/or useful for others (LIT 1-06a).
- Throughout the writing process, I can check that my writing makes sense (LIT 1-23a).

Second level:

- I can select ideas and relevant information, organise these in an appropriate way for my purpose and use suitable vocabulary for my audience (LIT 2-06a).

Throughout the writing process, I can check that my writing makes sense and meets its purpose (LIT 2-23a).

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)
- 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.

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.