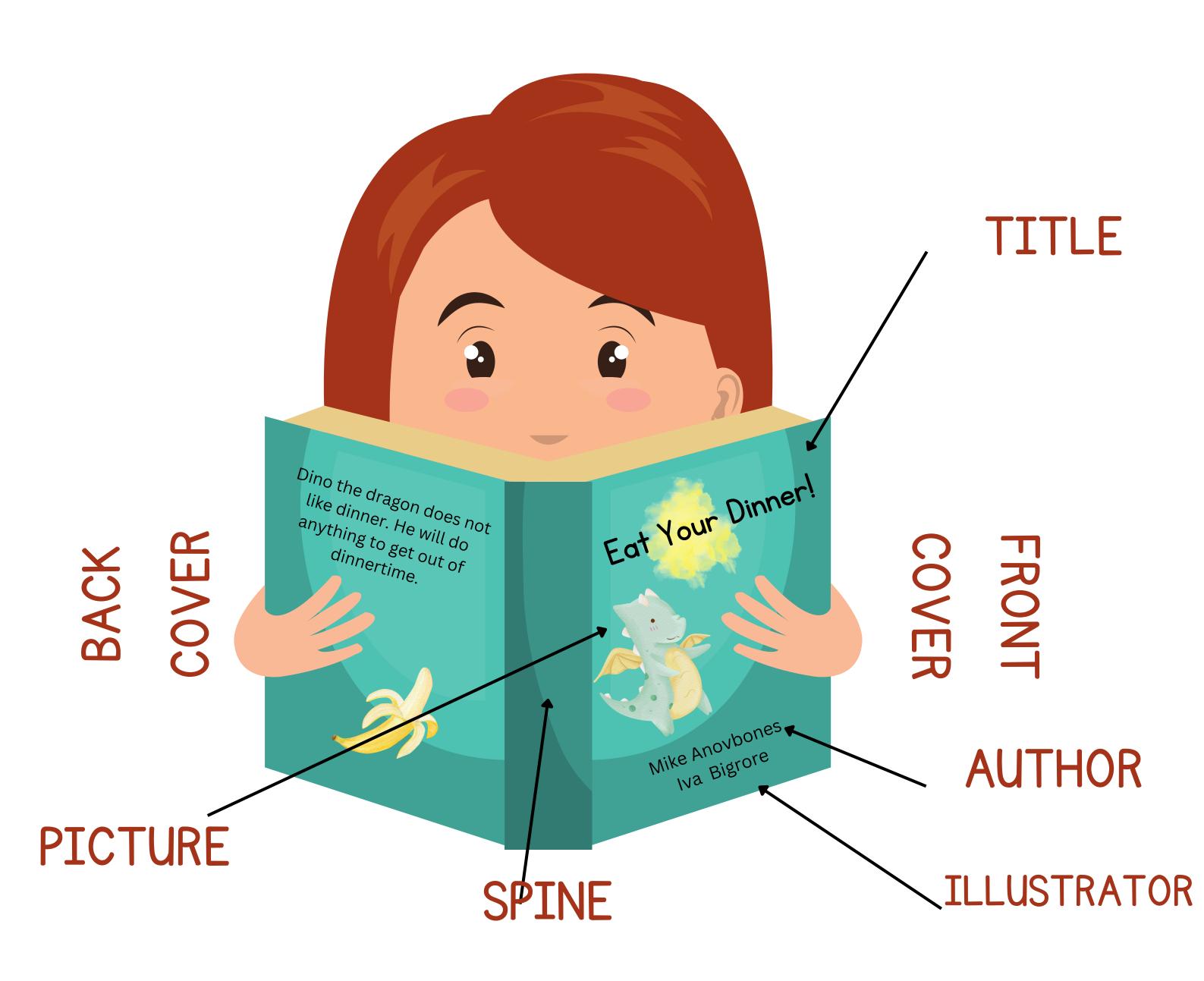
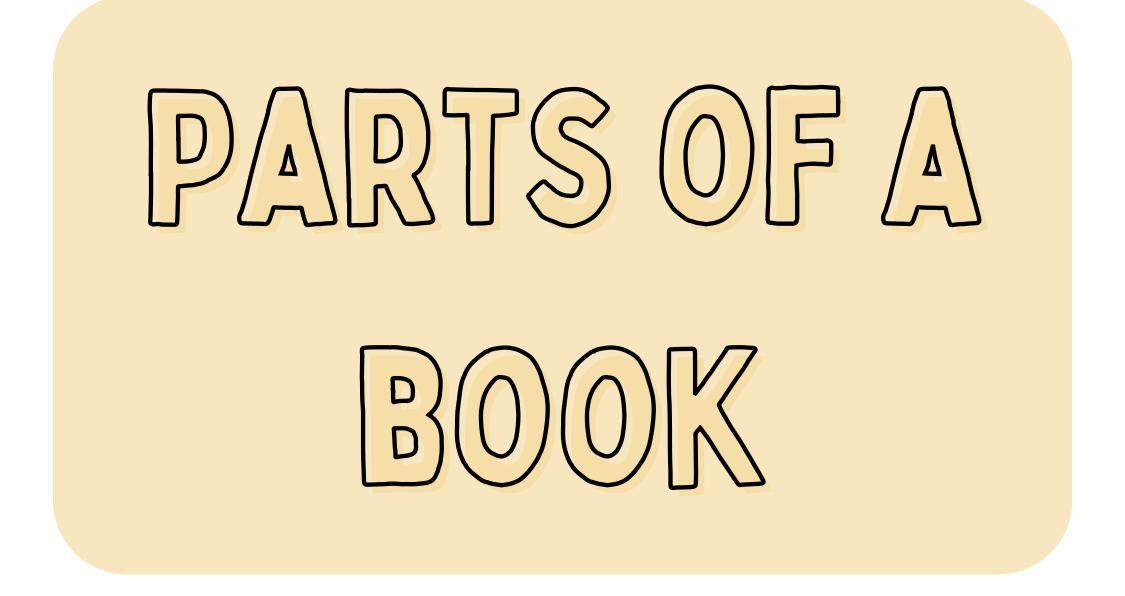


STORY ELEMENT ANCHOR CHARTS













CHARACTERS

The people, animals or things that move a story forward.









SETTING

The time and place where a story happens.





The lion wants to eat the boy!

PROBLEM

A conflict in the story that must be fixed





The boy makes friends with the lion!

SOLUTION

How the story's problem is solved.



MAIN IDEA

What is the story mostly about.



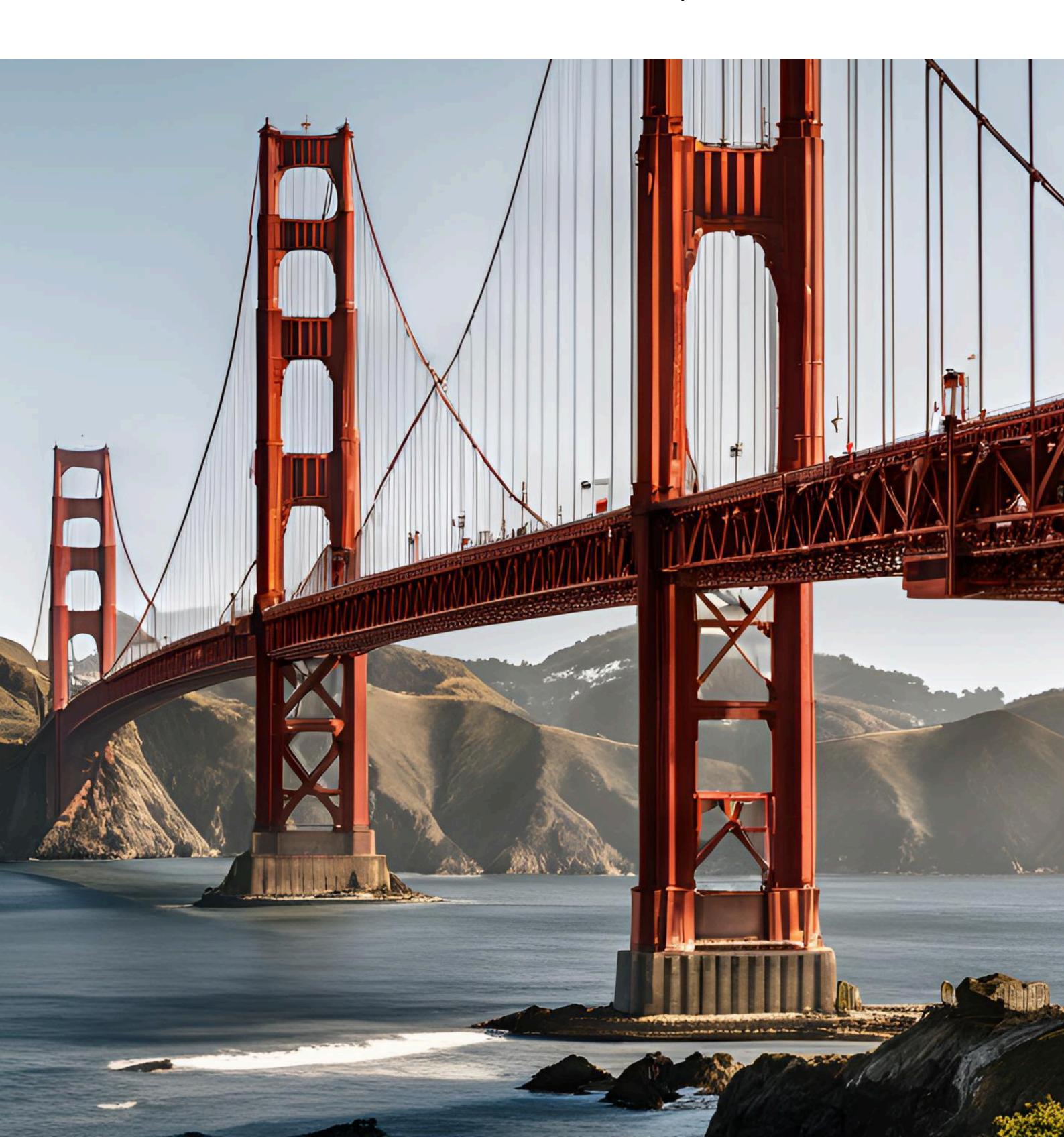
Pieces of the story that supports the main idea

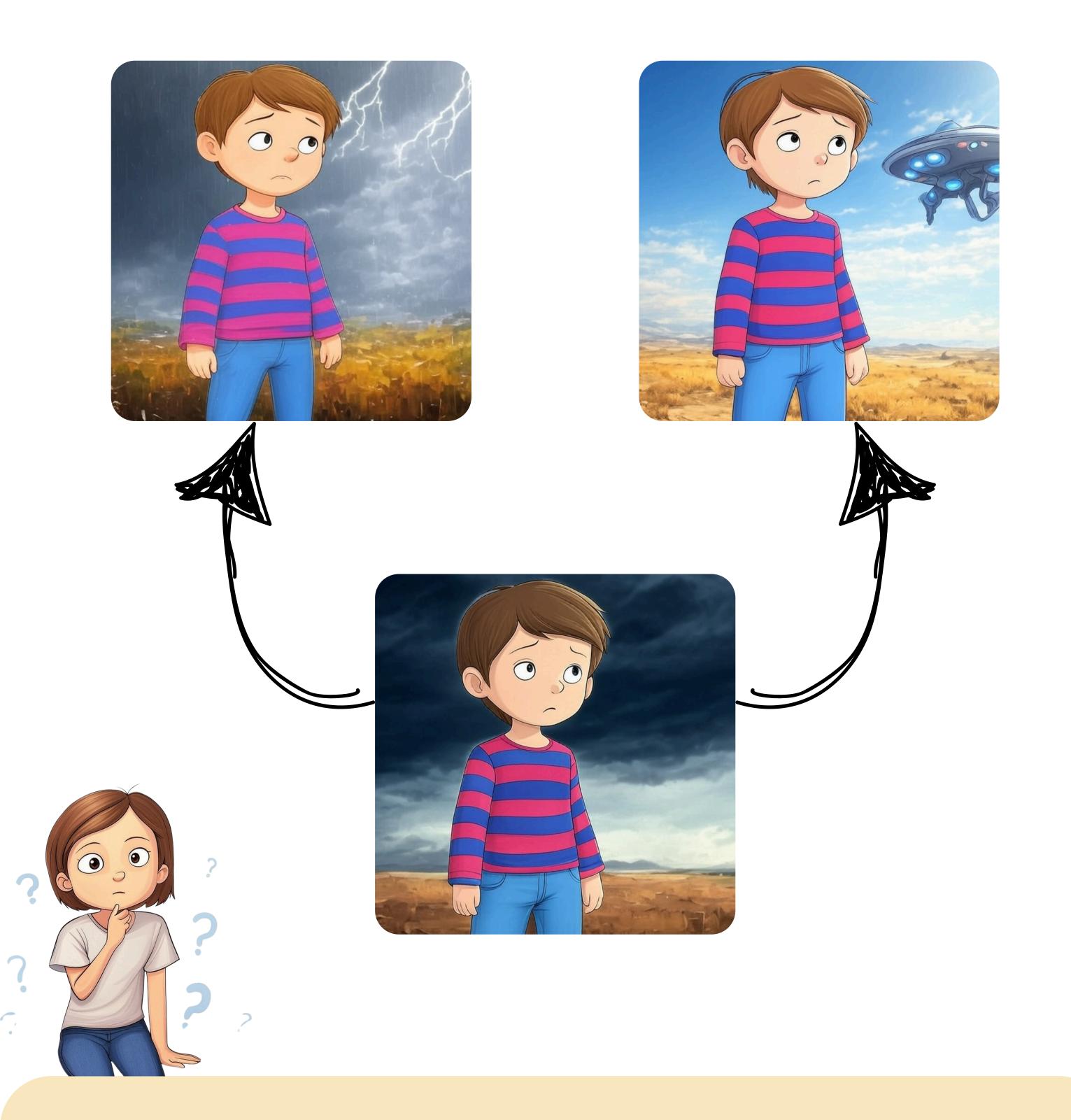




NON-FICTION

Non-fiction texts are real and explain true facts.





PREDICTION

Guessing what will happen next using the pictures and text



Why is the helicopter flying towards the boat?

How do you think the people on the boat are feeling?

Why might the weather be a problem?



INFERENCE

Making a guess about what we can see and read using clues