**Story Mapping**

**Mapping**

Mapping a story and its setting helps to develop a sense of the story world.

**Maps of story settings**

Mapping story settings is a way of establishing the geography of a story more securely and visualising where its characters and events would be located. These kinds of maps can be drawn by pairs, groups, individuals, or by the teacher, drawing on a flip chart or interactive whiteboard to construct a map or plan where characters and events of the story can be located.

**Story maps**

Making a story map is a way of retelling the story. It is a graphic means of breaking a story down into episodes and sequencing its events. This kind of graphic representation helps children to hold on to the shape of the story more confidently so they can re-tell it orally or in writing. Children can also make story maps as a form of planning, to prepare for their own writing.

**Storyboards**

A storyboard is another way of helping to map out key scenes in the story through drawing and annotation. Originally used to plot scenes in film or moving picture work, it is particularly useful for marking out the key scenes in a story within a given number of frames (usually six or eight), or for focussing in on the next few moments in a sequences.

**Drawing comparison charts**

A comparison grid is a visual way of recording similarities or differences in style, language or content, for example when considering the question:

How is this version of the story like that one?

Talking together as a whole class about how you might collect 'evidence' in this kind of way helps children to see patterns in text. A chart could help with comparing story beginnings or looking at different characters.