

Story Analysis for

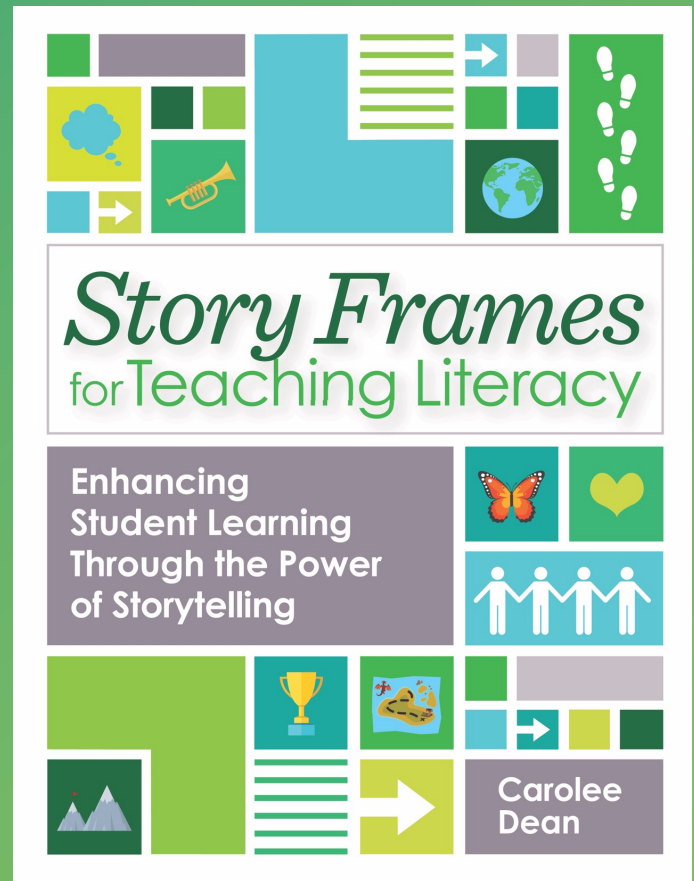
The Creation of Man
A Greek Myth Told in Three Parts

By Carolee Dean, M.S., CCC-SLP, CALT

Based on Books 1,2,3 from
Set 1 of the [HOT ROD](#) series



+
0



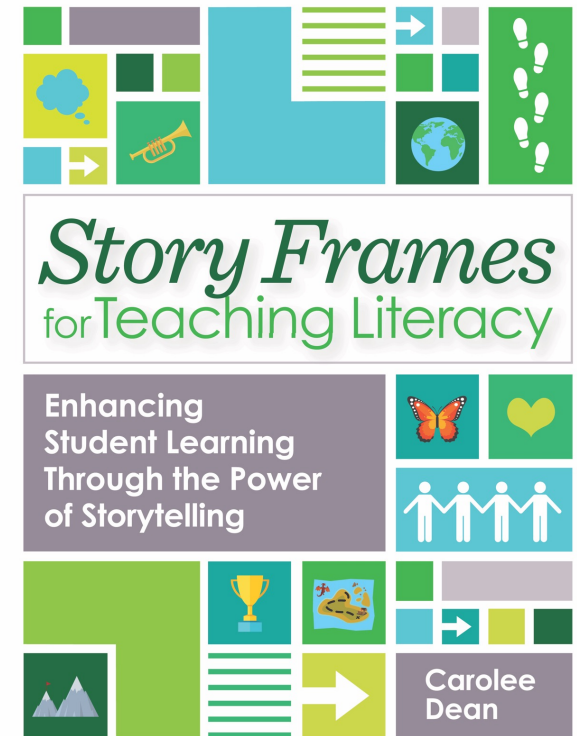
Inspired by activities from
[Story Frames for Teaching Literacy](#) (Brookes Publishing)

The Story Analysis described in the following pages is based on my book, [*Story Frames for Teaching Literacy: Enhancing Student Learning Through the Power of Storytelling*](#) (Brookes Publishing, 2021). The book is not needed to complete the story analysis in this unit, but if you would like to take a deeper dive into narrative intervention with access to 35 adaptable lesson plans along with downloadable resources, you can find my book at [Brookes Publishing](#).

This resource features 35 adaptable lesson plans and a complete package of online support materials that include:

- sample storyboards and templates with icons for each story element
- templates for writing summaries that incorporate the icons.
- A game board and game cards
- data collection sheets
- slide decks to use in instruction
- 30+ sample story analyses of books for children and young adults, and brief literature guides for applying *Story Frames* to picture books, chapter books, and novels.
- 40+ handouts and worksheets including graphic organizers for writing personal narratives, cue cards for self-questioning, haiku grammar builders, a key features worksheet to form connections between narrative and expository text, vocabulary foldables, a story Ad Lib, and more...

Find out more at <https://products.brookespublishing.com/Story-Frames-for-Teaching-Literacy-P1238.aspx>



The BASIC STORYBOARD

The BASIC STORYBOARD is based upon the traditional story analysis outlined by Stein, N., & Glenn, C. (1979). An analysis of story comprehension in elementary school children. In R. Freedle (Ed.), *New directions in discourse processing* (Vol. 2, pp. 53-120). Norwood, NJ: Ablex.

Their story elements include *setting, initiating events, internal responses, internal plans, attempts, direct consequences, and reactions.*

The 8 elements of the *Story Frames* BASIC STORYBOARD include:

1. **Ordinary World:** The Main Character (MC) and setting are described.
2. **Call and Response:** An initiating event occurs to get the action going and the main character's inward and/or outward response to that event are described.
3. **Problems and Prizes:** A problem or a prize (or both) are described
4. **Plans:** The MC makes plans that may be obvious or implied.
5. **Attempt:** The MC attempts to attain the goal with consequences.
6. **Attempt:** The MC makes another attempt to attain the goal with consequences.
7. **Climax:** A final attempt to attain the goal is made.
8. **Reward:** The MC receives an award or consequence. Internal responses to the events and outcome of the story are explored.

The BASIC STORYBOARD is from *Story Frames for Teaching Literacy: Enhancing Student Learning Through the Power of Storytelling* (Brookes Publishing, 2021) by Carolee Dean

©2022 Word Travel Press LLC

The COMPLETE STORYBOARD

The COMPLETE STORYBOARD goes beyond traditional story grammar to analyze stories the way that professional authors do. It was inspired by books for professional authors on the topic of plotting including *The Writers Journey: Mythic Structure for Writers* (2007) by Christopher Vogler whose work was inspired by *The Hero with a Thousand Faces* by Joseph Campbell (1949).

The twelve elements of the. COMPLETE STORYBOARD include.

1. **Ordinary World:** The Main Character (MC) and setting are described.
2. **Call and Response:** An initiating event occurs to get the action going and the main character's inward and/or outward response to that event are described.
3. **Mentors, Guides, and Gifts:** Helpers are described.
4. **Crossing:** The MC often travels to a new setting, or something new arrives in the MC's Ordinary World.
5. **New World:** A new setting and characters are introduced.
6. **Problems, Prizes, and Plans:** A problem or a prize (or both) are described, and the MC makes plans that may be obvious or implied.
7. **Midpoint Attempt: Going for the Prize:** The MC attempts to attain the goal with consequences.
8. **Downtime Response:** The MC reflects on what happened and makes new Plans. Internal responses are described.
9. **Chase and Escape:** The MC continues to pursue the goal. This may include another attempt.
10. **Death and Transformation:** Someone or something important goal is in danger.
11. **Climax: The Final Test:** A final attempt to attain the goal is made.
12. **Final Reward:** The MC receives an award or consequence. Internal responses to the events and outcome of the story are explored.

The COMPLETE STORYBOARD is from *Story Frames for Teaching Literacy: Enhancing Student Learning Through the Power of Storytelling* (Brookes Publishing, 2021) by Carolee Dean

©2022 Word Travel Press LLC

Using Storyboards and Story Frames

Directions:

1. For students who need decoding and vocabulary practice before reading, see activities for **Syllable Sorts, Wonder of Words (WOW), Morpho Mania, Rhyme Time, and more** in the supplementary materials section at <https://wordtravelpress.com/>
2. Read *No Gift for Man* with students. The book will be available at [Amazon Books](#) in the fall of 2022. The other two stories – *The Bandit* and *The Box* will be available Winter of 2022, but their content can be paraphrased using the storyboard found here. A free version of the text only for *No Gift for Man* without illustrations is available in PDF form on the website for [Word Travel Press](#).
3. After reading the story, the student uses the blank version of the BASIC STORYBOARD and either draws stick figures, writes keywords, or both in each square to show what is happening in each frame of the story. Model as needed. This step may be completed as a class or individually. Storyboards with the content described are for teacher reference.
4. The completed student storyboard may then be used to retell the story verbally or to write a summary. Each row of the storyboard is used to create a paragraph except for the bottom row which functions like a word wall and contains key terms.

The longer, COMPLETE STORYBOARD version with 12 story frames is available on page 133 of [Story Frames for Teaching Literacy: Enhancing Student Learning Through the Power of Storytelling](#).

Story Frames (Basic Version) – THE CREATION OF MAN by Carolee Dean

Ordinary World	Call & Response	Problem & Prize	Plan
Attempt	Attempt	Climax	Reward
Vocabulary	People & Places	Conjunctions	Transitions
forethought afterthought create present gift fragment indignant antagonistic	punishment revenge splendid tempest Epimetheus (ĕp-ə-MĒ-thē-əs) Olympus (ō-LĪM-pəs) Olympians (ō-LĪM-pē-ənz) Pandora (pan-DOR-ə) Prometheus (prō-MĒ-thē-əs) Titans (TĪ-tənz) Vulcan (VUL-kən) Zeus (zūs)	and but yet or so then because when although before after unless while where even if	first next last in addition as a result eventually consequently surprisingly finally

Story Frames (Basic Version) – THE CREATION OF MAN by Carolee Dean

Ordinary World	Call & Response	Problem & Prize	Plan			
The war between the Titans and the Olympians ended and Zeus was getting a little bored.	Zeus asked Prometheus and his brother, Epimetheus, to fill the world with living creatures. They agreed to take on the task.	Epimetheus gave away all the gifts to the animals and there was nothing left for man.	Prometheus wanted something special for mankind, so he planned to steal fire from Mount Olympus.			
Attempt or Event	Attempt or Event	Climax	Reward			
Prometheus took a small bit of fire from Mount Olympus and hid it in a plant. He shared the gift of fire with humans. They could keep warm and heat their food.	Zeus chained Prometheus to a rock as punishment for stealing fire. Then the gods got revenge on mankind by making Pandora and giving her to Epimetheus as a bride.	As a wedding gift, the gods gave Pandora a box and told her never to open it. When she finally did, all sorts of evil things came out like war, disease, and sickness.	The last “gift” in the box was hope. It kept mankind going in spite of the evils that came out of the box. Eventually, Heracles freed Prometheus.			
Vocabulary	People & Places	Conjunctions	Transitions			
forethought afterthought create present gift fragment indignant antagonistic	punishment revenge splendid tempest	Epimetheus (ěp-ə-MĒ-thē-əs) Olympus (ō-LĪM-pəs) Olympians (ō-LĪM-pē-ənz) Pandora (pan-DOR-ə) Prometheus (prō-MĒ-thē-əs) Titans (TĪ-tənz) Vulcan (VUL-kən) Zeus (zūs)	and but yet or so then because when	although before after unless while where even if	first next last in addition as a result	eventually consequently surprisingly finally

Terms of Use

Copyright 2022 by Word Travel Press LLC. Sharing, copying, distributing, selling, and/or posting on a website is prohibited unless permission is granted. You may reprint for your students. The purchaser is granted permission to share contents via teletherapy or tele-education sessions for their students only and on a limited basis.

If you would like to share this resource with friends or colleagues, please ask them to visit www.wordtravelpress.com.

The STORYBOARDS are from *Story Frames for Teaching Literacy: Enhancing Student Learning Through the Power of Storytelling* (Brookes Publishing, 2021) written by Carolee Dean.

For additional permissions or other information contact info@wordtravelpress.com.

Find more resources as well as the Scope and Sequence of the HOT ROD series (Higher Order Thinking through the Reading of Decodables) at www.wordtravelpress.com.

