

STORY POSTERS

ELEMENTS

CHARACTERS

The characters are the people, animals, or creatures in the story.



Goldilocks is a very curious and adventurous girl. She wants to explore the bears' house.

She is brave because she goes into the house, even though she doesn't know who lives there.

She is impulsive and makes quick decisions about the porridge.

SETTING

The setting is where and when the story takes place.



Bella is reading outside on a hot, sunny day.

She can hear a bee buzzing in her ear.

She can smell the flowers in the air.

THANK YOU!

THANKS SO MUCH FOR YOUR PURCHASE!



let's connect



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PRODUCTS YOU'LL LOVE

LETTER RECOGNITION INTERVENTION

COLOR & BLACKLINE



ALPHABET BUNDLE

Created by ERIN COLEY

This bundle features a clipboard with a worksheet for letter recognition. The worksheet includes six circular images: a cow labeled 'cow', cookies labeled 'cookies', a carrot labeled 'carrot', a cactus labeled 'cactus', and a cake labeled 'cake'. Large letters 'C', 'c', 'K', 'k', 'S', and 's' are scattered around the images. A hand is pointing to the 'cactus' label.

LETTER SOUNDS INTERVENTION

COLOR & BLACKLINE



ALPHABET BUNDLE

Created by ERIN COLEY

This bundle features a clipboard with a worksheet for letter sounds. The worksheet includes a 'MY WORD LIST' section with a grid of words: 'flower', 'frog', 'fish', and 'flamingo'. A hand is writing the word 'flamingo' in a box. There is also a drawing of a pink flamingo and a green frog. Large letters 'S', 'F', and 'A' are visible.

PHONEME SEGMENTATION INTERVENTION

COLOR & BLACKLINE



BLENDING BUNDLE

Created by ERIN COLEY

This bundle features a worksheet for phoneme segmentation. It includes a drawing of a shark in the water with the word 'fin' segmented into 'f', 'i', and 'n'. There is also a drawing of a girl on a couch with the word 'nap' segmented into 'n', 'a', and 'p'. Large letters 'K', 'b', and 'a' are visible.

PHONEMIC AWARENESS INTERVENTION

COLOR & BLACKLINE



275 WORD CARDS

Created by ERIN COLEY

This bundle features a 'BEGINNING SOUND' grid with a grid of boxes containing letters: 'm', 'f', and 'ire'. There are also several word cards with illustrations and partial words: a rainbow with 'ainb', a cow with 'ow', a snail with 'sna', and a top with 't_p'.

COLOR SCHEMES

BRIGHTS

GROOVY

**BUBBLEGUM
POP**

BLACKLINE

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Look at what the characters do, how they feel, and what they are like to understand them better.

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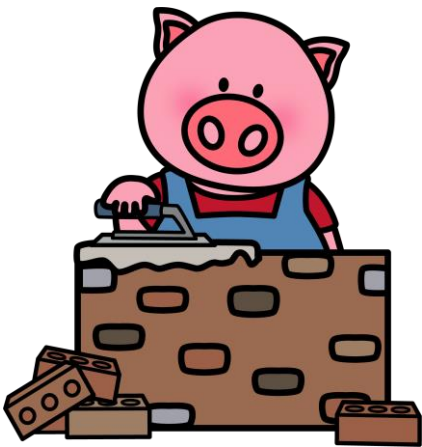


Think about what you see, hear, smell, and feel to imagine the time and place of the story.

PLOT

The plot is the events that happen in the story.

Beginning



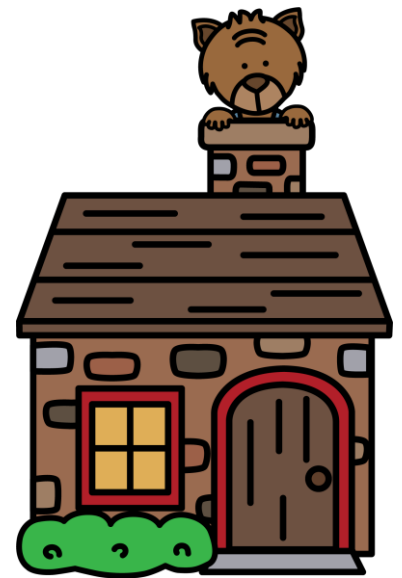
problem

Middle



events

End



solution



The important events in a text usually include the beginning, middle, and end of the story.

PROBLEM

The problem is a conflict or challenge that occurs in the story.



Think about what goes wrong in the story. What needs to change and how can the character fix it?

SOLUTION

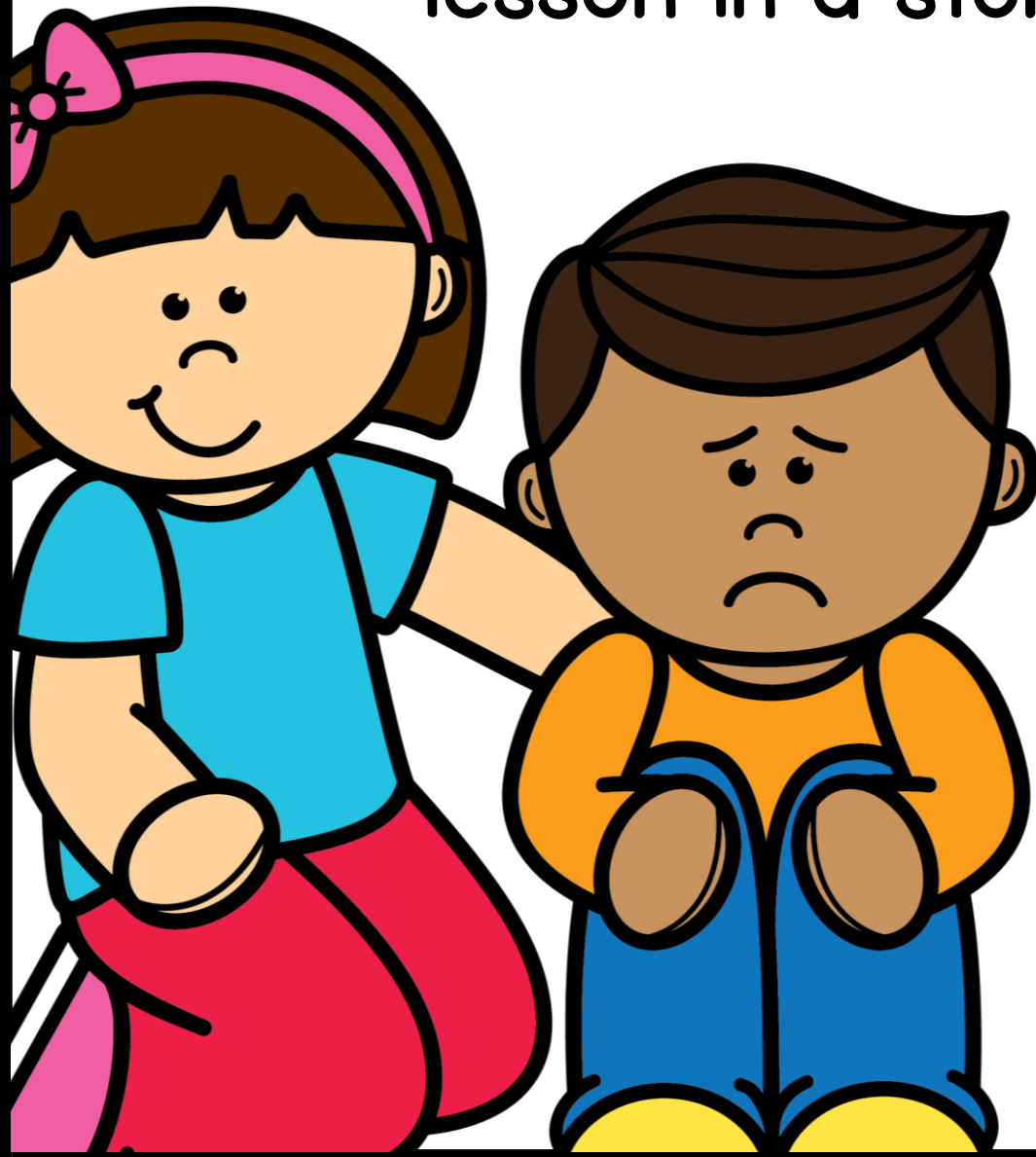
The solution is how the problem in the story is solved.



What did the character do to fix the problem? How did they make things better?

THEME

The theme is the big idea or lesson in a story.



EXAMPLES:

FRIENDSHIP

KINDNESS

FAMILY

COURAGE



Think about the main events and the characters' feelings. What lesson can you learn from the story?

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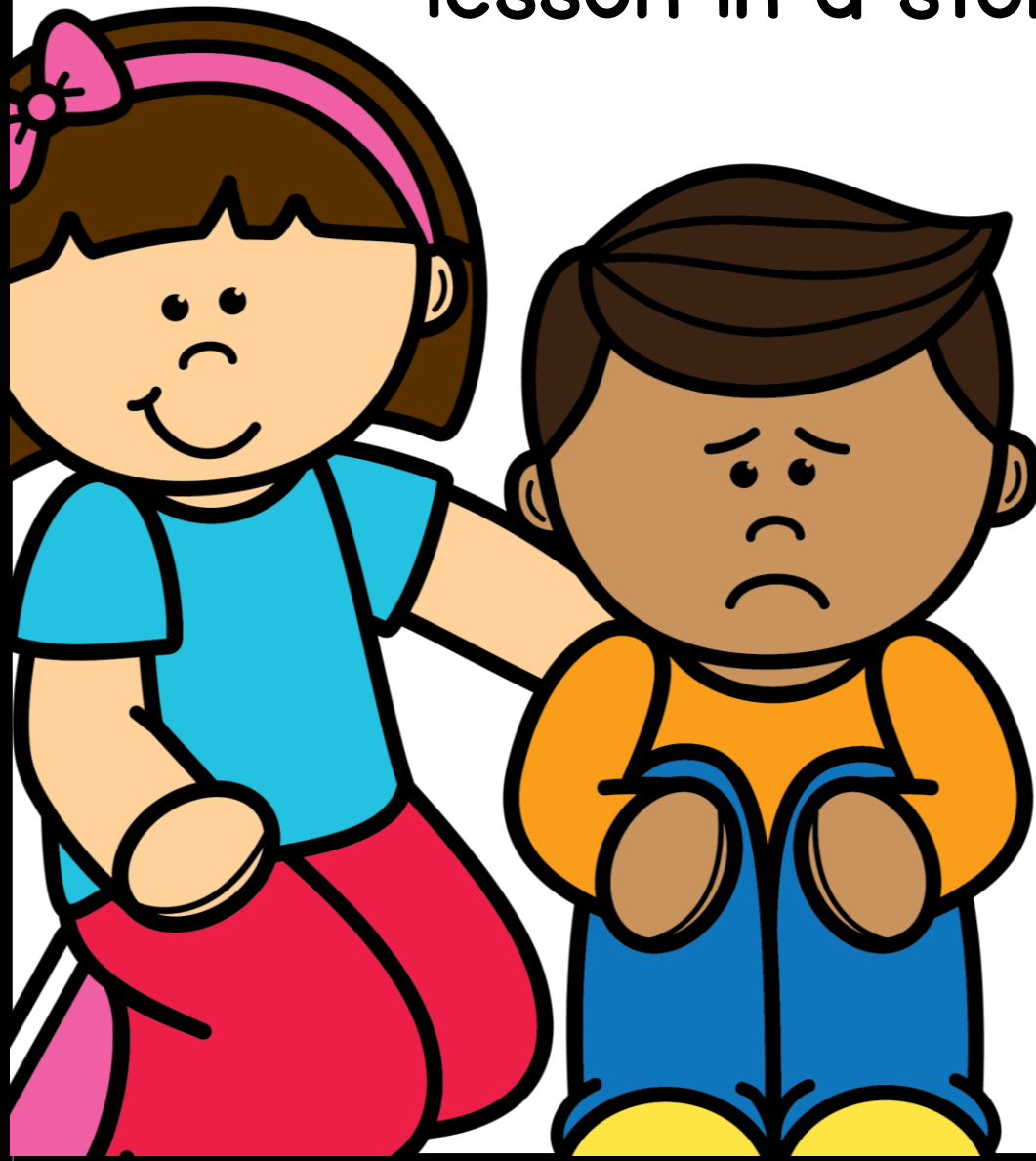
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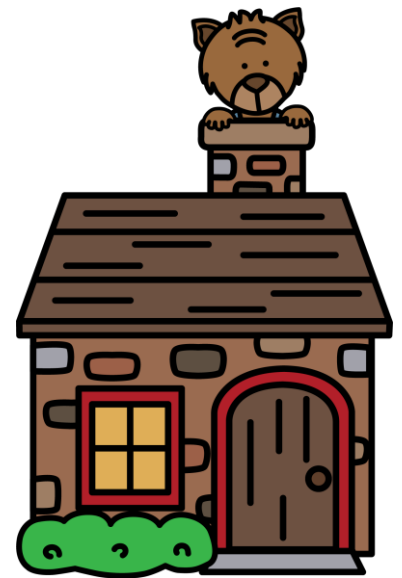
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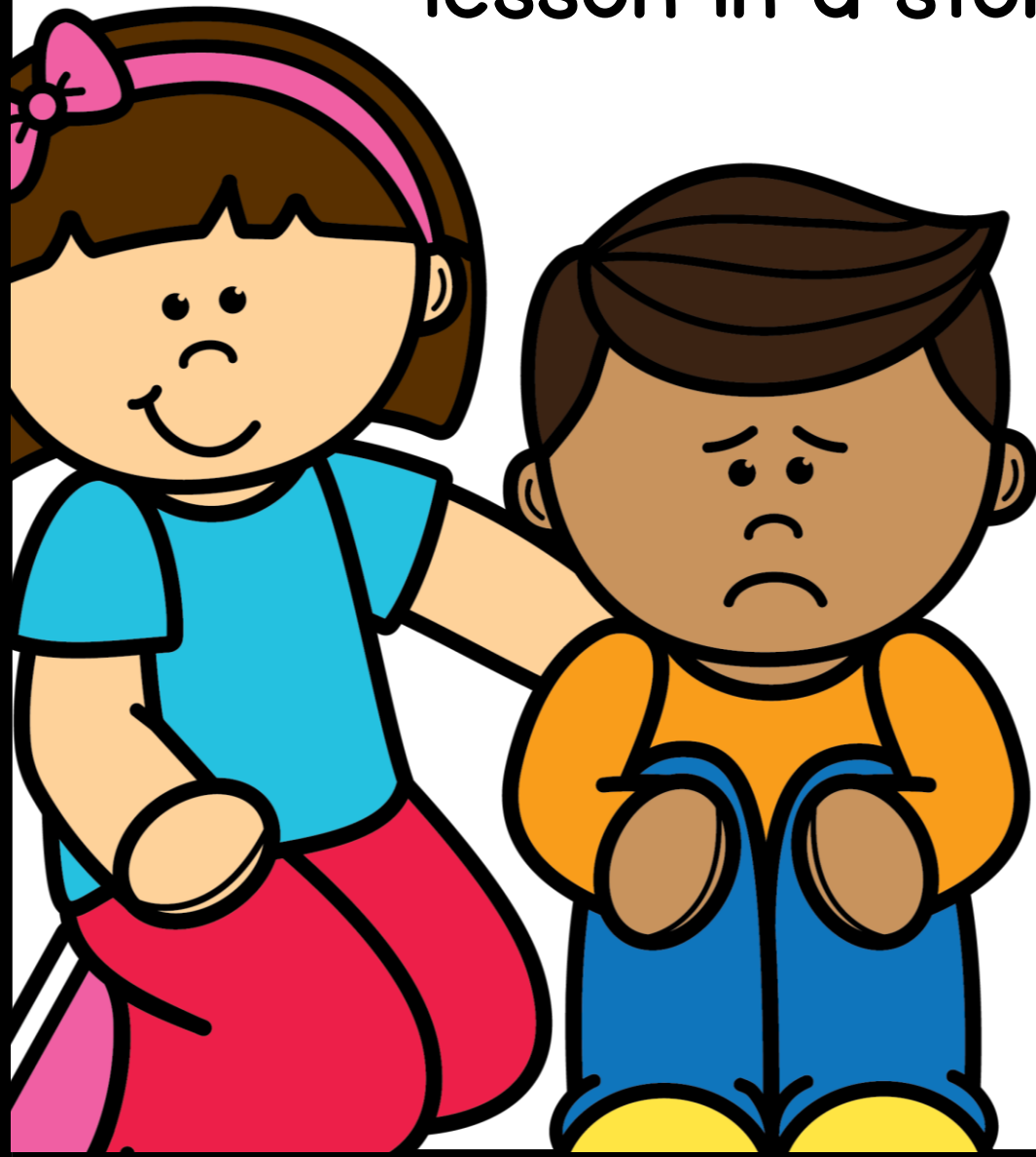
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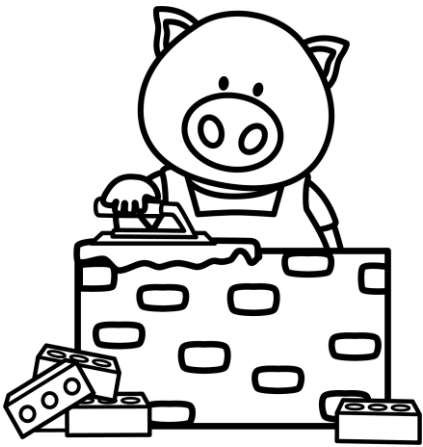


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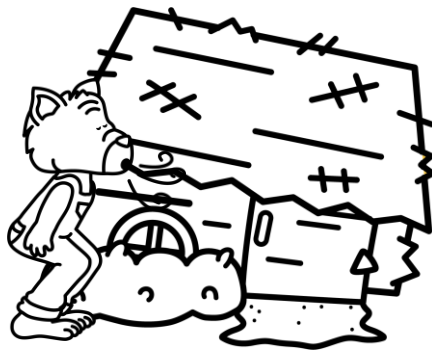
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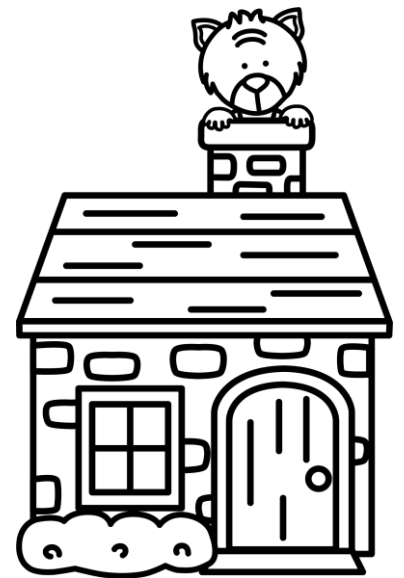
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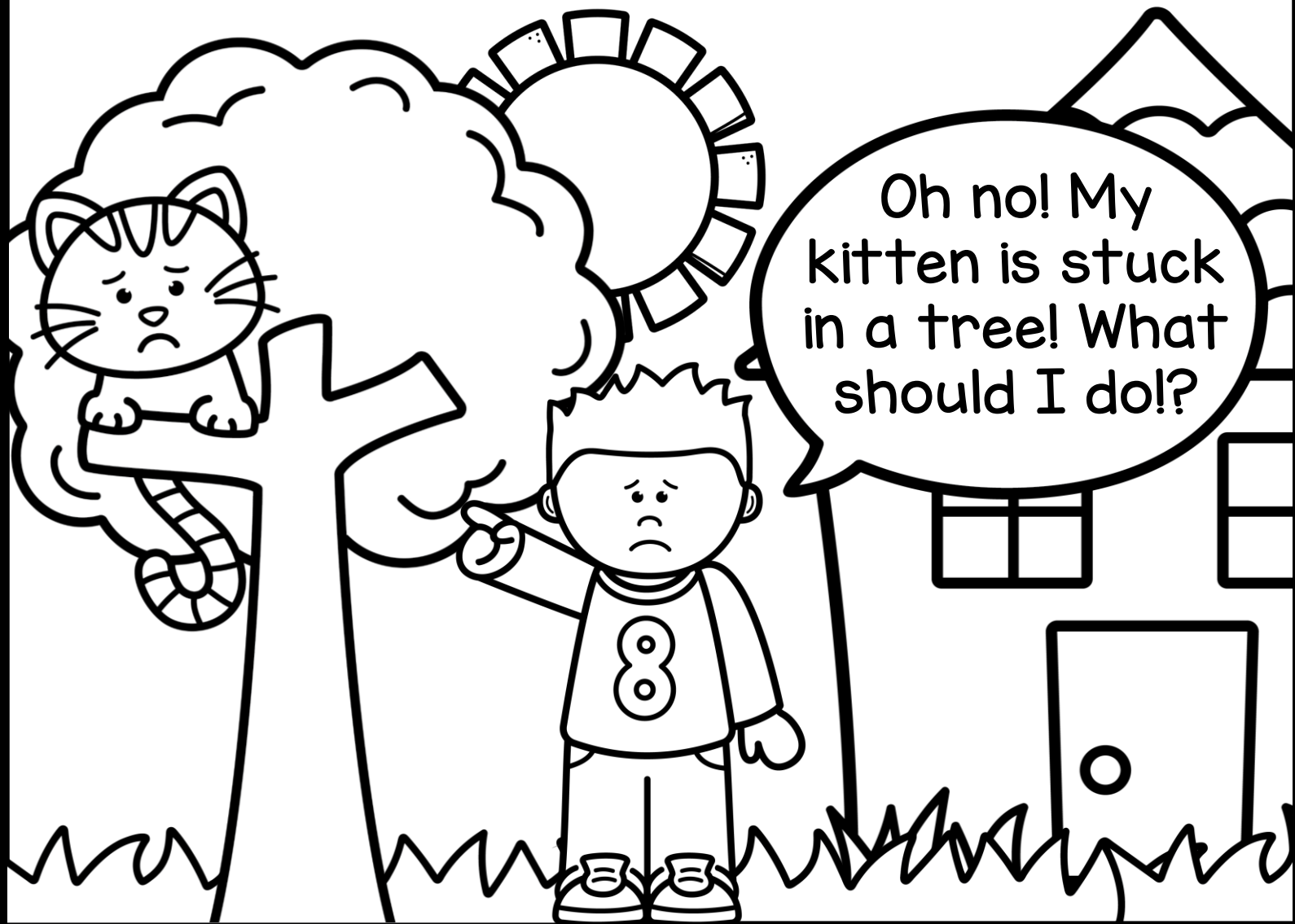
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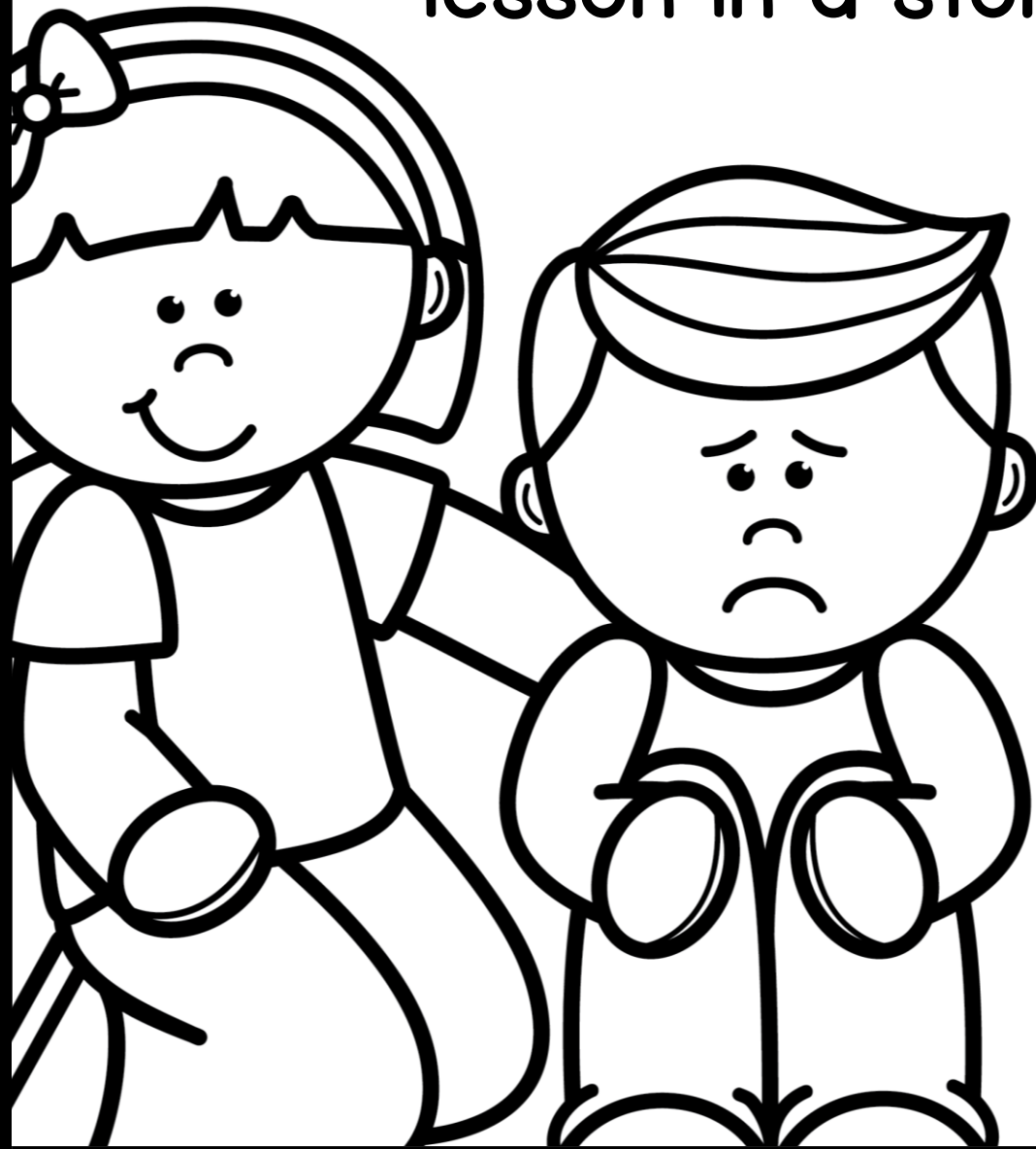
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CREDITS

