

# STORYBOARD

**Resources:** A4 Story flashcards, Story sentences (mounted on card, if possible), Storyboard pictures and Storyboard sentences, scissors, glue

- a) Place the A4 flashcards around the room-on the board, on the walls, on the floor. Divide the class into teams.
- b) Say a sentence from the story. In turn, a member of each team runs and touches (or stands next to) the correct flashcard.
- c) Now place the **Storyboard sentences** around the room. Give your children some time to walk around the room and read each sentence.
- d) Hold up one of the flashcards. In turn, a member of each team runs to the correct story sentence. (The children may also read the sentences aloud.)

Alternatively, give each team a set of **Story cards** all jumbled up and ask them to order the pictures. Then give them the sentence strips and ask them to work out which picture they match.

- e) Now place all the flashcards on the board in the correct order. Nominate individual children to place the story sentence strips under the story cards. Check that the correct strips match the cards with the whole class. Now remove the sentences.
- f) Give your children a copy of the **Storyboard pictures** and a set of the **Storyboard sentences**. Ask your children to cut up the sentence strips and place them under the correct pictures.
- g) Ask your children to check they have the same sentences under the same pictures. Ask one of your children to replace the story sentences on the board for everyone to double-check their work.
- h) Now your children can glue their sentences in place.



1

One day, Jack takes his old cow, Daisy, to the market.



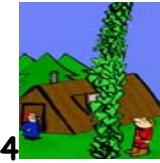
2

On the way he meets a stranger. The stranger gives Jack 5 magic beans for his cow.



3

Jack goes home. Mum isn't happy. She throws the beans on the ground.



4

In the night the beans grow into a tall beanstalk.



5

Jack climbs up and up the beanstalk.



6

Finally, he sees a castle and goes inside.



7

A huge giant smells Jack. "FEE FI FO FUM! Here I come, bad boy, YUM YUM!"



8

Jack jumps inside a cupboard. The giant can't see him.



9

The harp plays some music and the giant falls asleep.



10

Jack jumps out of the cupboard and takes the gold coins.



11

Jack takes the hen.



12

Jack takes the harp and runs out of the castle. The harp shouts "Help!" and the giant chases Jack.



13

Jack climbs down the beanstalk.



14

Jack shouts "Help!" His Mum chops down the beanstalk.



15

The giant falls down, "ARGHHH!!!!" Jack and his Mum never see him again and live happily ever after!