Story Clue Hunt

Students sort clues for characters, settings, events, and dialogue.

1.T.T.1.a "Identify techniques used to craft stories, including characters, setting, major events, and dialogue. (I)"

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 CIRCLE CLUES

a

Ava	**sings**	**fair**

b

Kai	**gate**	**Go!**

2 MATCH CLUES

Suri	•	• **event**
farm	•	• **character**
danced	•	• **dialogue**
Help!	•	• **setting**

ANSWER KEY

Story Clue Hunt

GRADE 1 · 1.T.T.1.a

HOW TO RUN THIS PAGE

Read each spoken mini-story and its choices aloud, then give students time to mark an answer. Students show this skill by identifying clues that tell who a story is about, where it happens, what happens, and what a character says. Before beginning, use a different oral example, such as "Eli waved in a barn," and ask which part tells where.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · CIRCLE CLUES

SAY "Listen to each tiny story and the words in its row. Can you circle the word that answers the question?"

ROW	SAY	STUDENTS CIRCLE
a	Listen: "Ava sings at the fair." Which printed word names the character: Ava, sings, or fair?	**Ava**
b	Listen: "Kai said, 'Go!' by the gate." Which printed word is what Kai says: Kai, gate, or Go!?	**Go!**

PART 2 · MATCH CLUES

SAY "The left side has story clues. The right side has names for story parts. Can you draw a line from each clue to the story-part name that matches it?"

- **Suri** matches **character**
- **farm** matches **setting**
- **danced** matches **event**
- **Help!** matches **dialogue**

WHAT TO ACCEPT

Part 1 answers are Ava and Go! Part 2 matches are Suri to character, farm to setting, danced to event, and Help! to dialogue.