Finish the Story

Children choose fitting endings, then create their own.

C.K.3.d "Create a sense of closure."

NAME _____ DATE _____

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

1 CHOOSE AN ENDING

a | lost | home | away

b | gone | loose | safe

2 MAKE AN ENDING

1 | _____

2 | _____

ANSWER KEY

Finish the Story

KINDERGARTEN · C.K.3.d

HOW TO RUN THIS PAGE

Read each story and all printed choices aloud, then allow think time. In Part 2, listen to each child's spoken ending before they write, and record whether the ending fits and what support was needed.

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

PART 1 · CHOOSE AN ENDING

SAY "A story ending can show what happens when a problem is solved. Listen to each story and its three words, then circle the word that gives it a fitting finish."

ROW	SAY	STUDENTS CIRCLE
a	A puppy wandered away. Its family found it and brought it back. At last the puppy was... I will read the words: lost, home, away. Which word gives the story a fitting finish?	**home**
b	A little boat bumped into the dock. Dad tied it to the dock with a rope. At last the boat was... I will read the words: gone, loose, safe. Which word gives the story a fitting finish?	**safe**

PART 2 · MAKE AN ENDING

SAY "For each box, say your own ending that makes the story feel finished, then write one word from your ending. Box 1: Sam lost his mitten but found it by the door; what does Sam do next? Box 2: Jo built a tower and it fell down; what does Jo do next?"

- Box 1 (beside 1): **A fitting spoken ending, such as 'Sam put on his mitten.' Write one word from the ending, such as 'on'.**
- Box 2 (beside 2): **A fitting spoken ending, such as 'Jo made it again. It stayed up.' Write one word from the ending, such as 'up'.**

WHAT TO ACCEPT

Part 1: home; safe. For Part 2, accept different endings that fit each story and make it feel finished; check that the written word comes from the child's spoken ending.