Sevensteps

Step 1: Plan for Success

Fairy Tales and Fables on the Story Graph

One of the best ways to learn is to see examples, like these story graphs.

How to use them:

- Explore favourite stories and how they work
- Look for moments of tension (the pebble, rock and boulder)
- Compare the many ways stories start and end
- Inspire students to create their own story graphs!

There are many more sets of story graphs available, covering books with themes from friendship and belonging to sustainability and First Nations histories and cultures, as well as secondary texts. Members can find them on *Teacher Hub*.

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NARRATIVE N

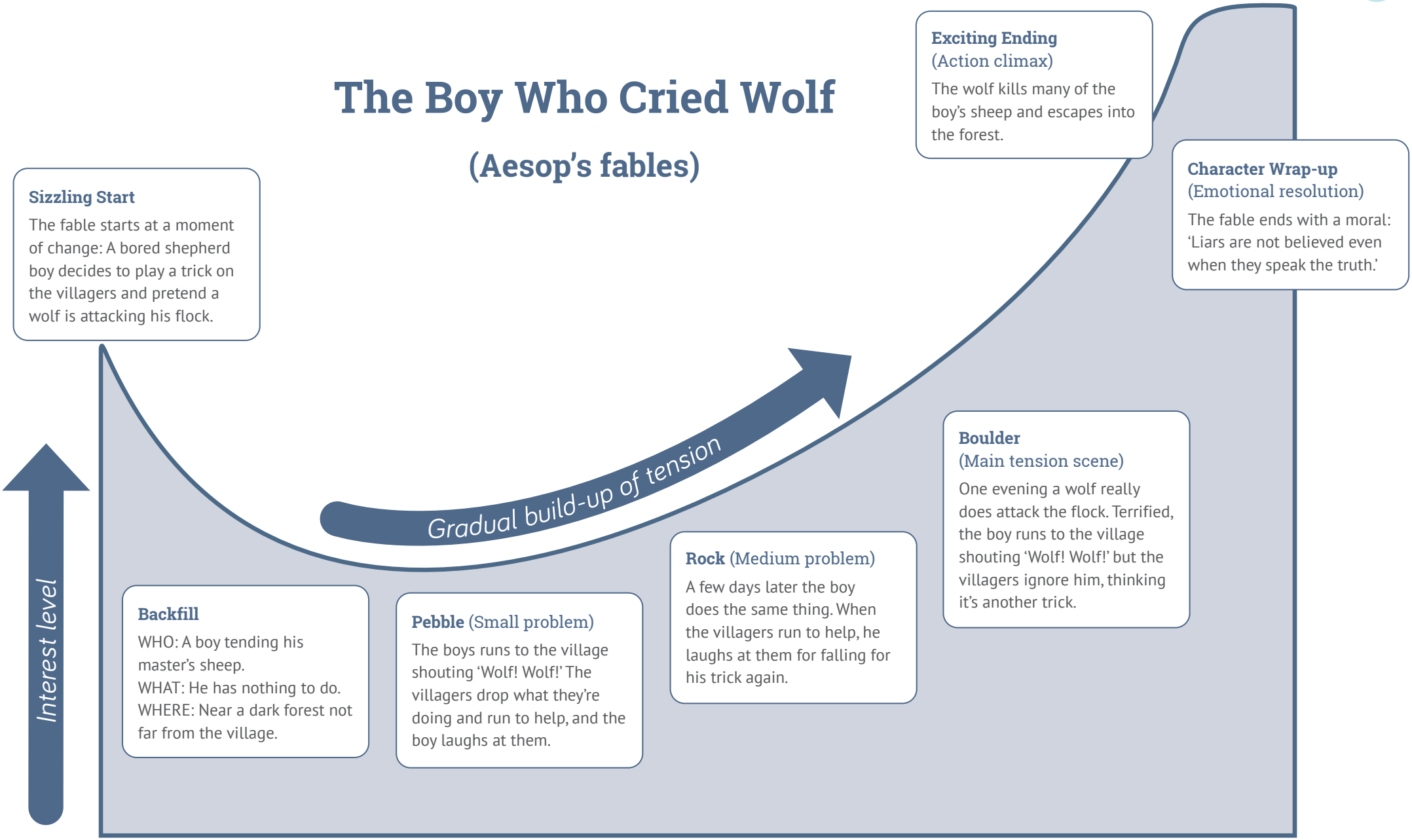
The Boy Who Cried Wolf

(Aesop's fables)

Sizzling Start
The fable starts at a moment of change: A bored shepherd boy decides to play a trick on the villagers and pretend a wolf is attacking his flock.

Exciting Ending
(Action climax)
The wolf kills many of the boy's sheep and escapes into the forest.

Character Wrap-up
(Emotional resolution)
The fable ends with a moral: 'Liars are not believed even when they speak the truth.'



Backfill
WHO: A boy tending his master's sheep.
WHAT: He has nothing to do.
WHERE: Near a dark forest not far from the village.

Pebble (Small problem)
The boys runs to the village shouting 'Wolf! Wolf!' The villagers drop what they're doing and run to help, and the boy laughs at them.

Rock (Medium problem)
A few days later the boy does the same thing. When the villagers run to help, he laughs at them for falling for his trick again.

Boulder
(Main tension scene)
One evening a wolf really does attack the flock. Terrified, the boy runs to the village shouting 'Wolf! Wolf!' but the villagers ignore him, thinking it's another trick.

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NARRATIVE N

Cinderella

(Disney)

Sizzling Start

The story starts at a moment of change: Cinderella's father remarries, but he dies soon afterwards. Cinderella is left to live with her stepmother and stepsisters.

Backfill

WHO: Cinderella, Lady Tremaine and her daughters, Lucifer the cat, and Cinderella's animal friends.
WHAT: Cinderella is a kind and lovely girl, but her family treats her like a servant.

Pebble (Small problem)

There's a ball at the palace, but Cinderella can't go unless she finishes all her work. The family keeps Cinderella busy all day and then the sisters ruin her dress.

Rock (Medium problem)

Cinderella's fairy godmother helps her go to the ball, but the spell breaks at midnight. Cinderella rushes away as the clock strikes 12, leaving behind a glass slipper.

Boulder
(Main tension scene)

The prince is in love with the girl that he met at the ball, but no one knows who she is. He vows to marry the one who fits the glass slipper. Every lady in the kingdom must try it on. Lady Tremaine suspects Cinderella, and locks her in the attic.

Exciting Ending
(Action climax)

The animals help Cinderella escape. She is about to try on the slipper when Lady Tremaine knocks it onto the ground and it shatters. But Cinderella has the other slipper – and it's a perfect fit!

Character Wrap-up
(Emotional resolution)

Cinderella and the prince get married and everyone rejoices. The story ends with 'and they lived happily ever after'.

Gradual build-up of tension

Interest level

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NARRATIVE N

Cinderella

(Charles Perrault)

Sizzling Start

The story starts at a moment of change: A man marries his second wife, the 'proudest and most haughty woman that was ever seen'.

Backfill

WHO: Cinderella, her stepmother and stepsisters.
WHAT: Cinderella is a kind and lovely girl, but her stepmother is cruel and treats her like a servant.

Pebble (Small problem)

The king's son holds a ball and 'all persons of fashion' are invited. Cinderella is upset because she wishes she could go too.

Rock (Medium problem)

Cinderella goes to the ball thanks to her fairy godmother. She has such a good time that she forgets to leave before midnight. She rushes home as the clock strikes 12, leaving behind a glass slipper.

Boulder
(Main tension scene)

The prince is in love with the girl that he met at the ball, but no one knows who she is. He vows to marry the one who fits the glass slipper. All the young ladies try on the shoe, including the stepsisters, but it doesn't fit.

Exciting Ending
(Action climax)

Cinderella tries on the slipper and it fits perfectly. She pulls the other slipper from her pocket and puts it on. Her fairy godmother touches her wand to Cinderella's shabby clothes and they turn into rich finery.

Character Wrap-up
(Emotional resolution)

The stepsisters apologise and Cinderella forgives them. Cinderella is brought to the prince and he marries her within a few days. She invites her sisters to the palace and finds lords for them to marry.

Gradual build-up of tension

Interest level

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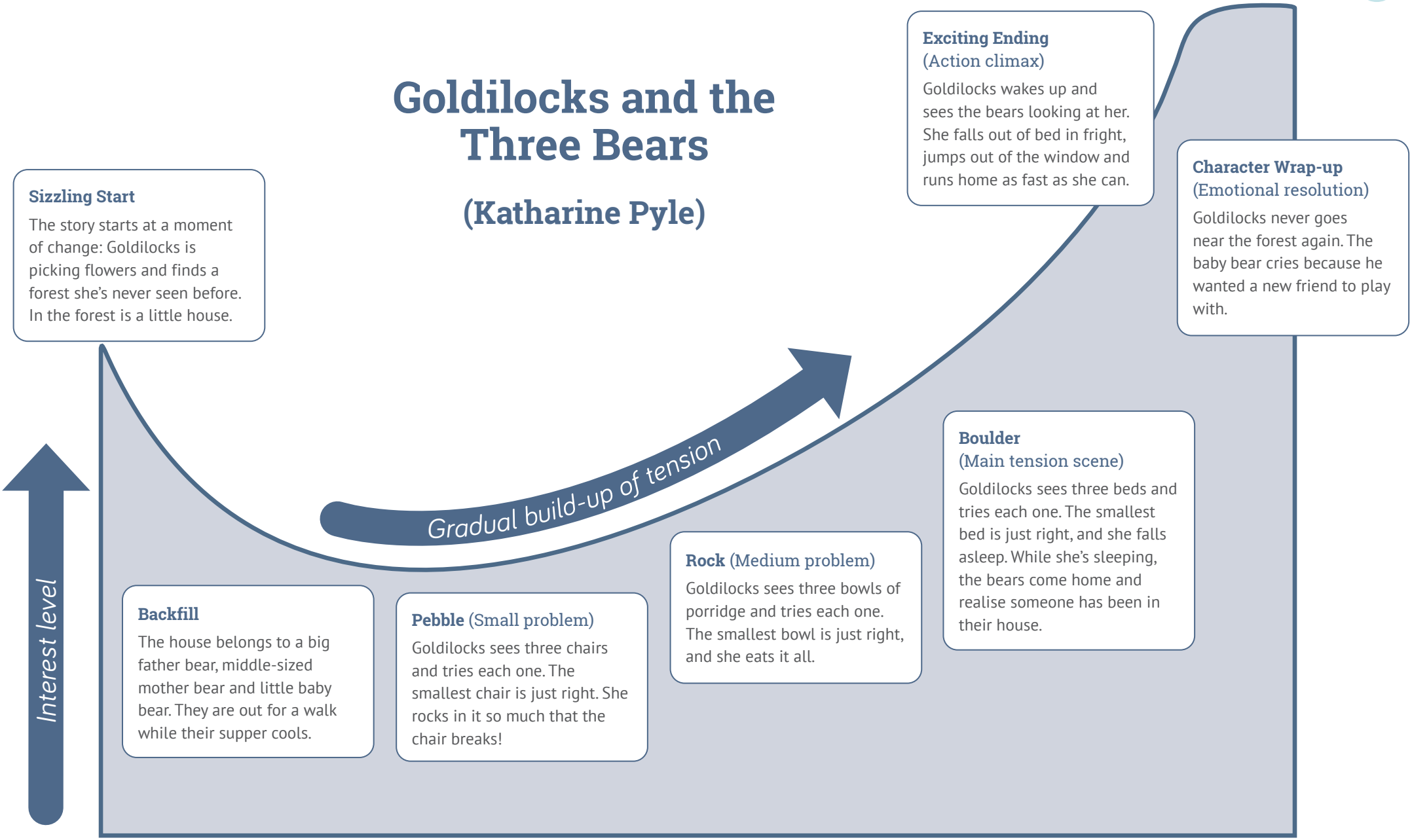
Goldilocks and the Three Bears

(Katharine Pyle)



Sizzling Start

The story starts at a moment of change: Goldilocks is picking flowers and finds a forest she's never seen before. In the forest is a little house.

Backfill

The house belongs to a big father bear, middle-sized mother bear and little baby bear. They are out for a walk while their supper cools.

Pebble (Small problem)

Goldilocks sees three chairs and tries each one. The smallest chair is just right. She rocks in it so much that the chair breaks!

Rock (Medium problem)

Goldilocks sees three bowls of porridge and tries each one. The smallest bowl is just right, and she eats it all.

Boulder
(Main tension scene)

Goldilocks sees three beds and tries each one. The smallest bed is just right, and she falls asleep. While she's sleeping, the bears come home and realise someone has been in their house.

Exciting Ending
(Action climax)

Goldilocks wakes up and sees the bears looking at her. She falls out of bed in fright, jumps out of the window and runs home as fast as she can.

Character Wrap-up
(Emotional resolution)

Goldilocks never goes near the forest again. The baby bear cries because he wanted a new friend to play with.

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NARRATIVE N

Hansel and Gretel

(Brothers Grimm)

Sizzling Start

The story begins at a moment of change: A poor woodcutter lives with his wife and children, and then a famine hits and they have nothing at all.

Backfill

WHO: Hansel and Gretel, the woodcutter (their father) and his wife (their stepmother).
WHAT: They are poor and have nothing to eat.
WHERE: A cottage near the woods.

Pebble (Small problem)

The stepmother plans to get rid of Hansel and Gretel by taking them deep into the woods. Hansel leaves a trail of pebbles so they can find their way home.

Rock (Medium problem)

The stepmother tries again. Hansel leaves a trail of breadcrumbs, but the crumbs get eaten by birds. Hansel and Gretel are lost and hungry in the woods.

Boulder
(Main tension scene)

Hansel and Gretel find a gingerbread house – it belongs to a wicked witch who lures them inside. She puts Hansel in a cage and tries to fatten him up so she can eat him. She makes Gretel fetch the water and heat the oven.

Exciting Ending
(Action climax)

Gretel tricks the witch into coming close to the oven, then gives her a big push so she falls right in! Gretel slams the door and the witch burns up.

Character Wrap-up
(Emotional resolution)

Gretel frees Hansel. They fill their pockets with the witch's treasure and make their way home. Their stepmother is gone and their father is happy to see them. They are never poor again.

Gradual build-up of tension

Interest level

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NARRATIVE N

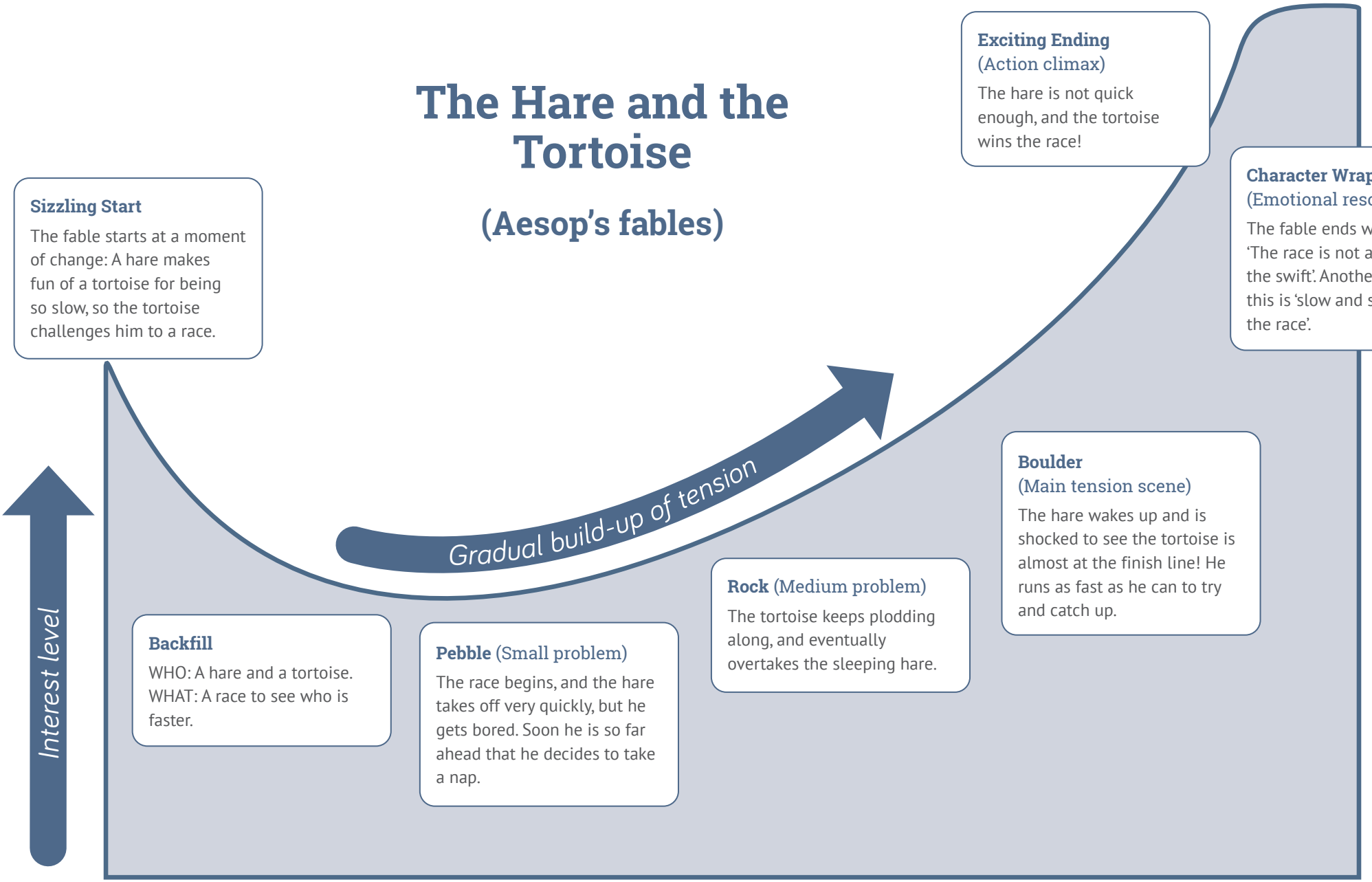
The Hare and the Tortoise

(Aesop's fables)

Sizzling Start
The fable starts at a moment of change: A hare makes fun of a tortoise for being so slow, so the tortoise challenges him to a race.

Exciting Ending (Action climax)
The hare is not quick enough, and the tortoise wins the race!

Character Wrap-up (Emotional resolution)
The fable ends with a moral: 'The race is not always to the swift'. Another way to say this is 'slow and steady wins the race'.



Backfill
WHO: A hare and a tortoise.
WHAT: A race to see who is faster.

Pebble (Small problem)
The race begins, and the hare takes off very quickly, but he gets bored. Soon he is so far ahead that he decides to take a nap.

Rock (Medium problem)
The tortoise keeps plodding along, and eventually overtakes the sleeping hare.

Boulder (Main tension scene)
The hare wakes up and is shocked to see the tortoise is almost at the finish line! He runs as fast as he can to try and catch up.

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NARRATIVE N

Little Red Riding Hood

(Brothers Grimm)

Sizzling Start

The story starts at a moment of change: Little Red Riding Hood's mother asks her to visit her grandmother, who is unwell. She tells her to behave and not to leave the path.

Exciting Ending
(Action climax)

A nearby hunter hears the wolf snoring loudly and finds him in the cottage. He cuts open the wolf, and Little Red Riding Hood and her grandmother fall out.

Character Wrap-up
(Emotional resolution)

The hunter keeps the wolf-skin, the grandmother feels better after eating her cake, and Little Red Riding Hood has learnt to listen to her mother.

Gradual build-up of tension

Interest level

Backfill

WHO: Little Red Riding Hood, her grandmother, and a wolf.
WHERE: In the woods and at the grandmother's cottage.
WHAT: Little Red Riding Hood goes to visit her grandmother in the woods.

Pebble (Small problem)

Little Red Riding Hood meets a wolf. He asks where she is going. She doesn't know he's dangerous, so she tells him. The wolf suggests that she go and explore the woods because it's such a nice day.

Rock (Medium problem)

The wolf runs ahead to the grandmother's cottage. He eats her up and then puts on her clothes and gets into bed. Little Red Riding Hood arrives late after picking flowers.

Boulder
(Main tension scene)

Little Red Riding Hood is nervous when she sees how strange her 'grandmother' looks. 'What big ears/eyes/teeth you have …'
'All the better to eat you with!' cries the wolf, and eats her up.

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NARRATIVE N

Little Red Riding Hood

(Charles Perrault)

Sizzling Start

The story begins at a moment of change: Little Red Riding Hood's mother asks her to go and visit her grandmother, who is unwell.

Backfill

WHO: Little Red Riding Hood, her grandmother, and a wolf.
WHERE: In the woods and at the grandmother's cottage.
WHAT: Little Red Riding Hood goes to visit her grandmother in the woods.

Pebble (Small problem)

Little Red Riding Hood meets a wolf in the woods. He asks where she is going. She doesn't know he's dangerous, so she tells him.

Rock (Medium problem)

The wolf runs ahead to the grandmother's cottage. He eats her up and then puts on her clothes and gets into the bed.

Boulder
(Main tension scene)

Little Red Riding Hood arrives at the cottage and is very surprised to see how strange her 'grandmother' looks. ('What big ears you have …')

Exciting Ending
(Action climax)

Little Red Riding Hood says 'What big teeth you have!' and the wolf replies, 'All the better to eat you with!' He jumps out of bed and eats her up.

Character Wrap-up
(Emotional resolution)

The moral of the story is that children should never talk to strangers.

Gradual build-up of tension

Interest level

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NARRATIVE N

Snow White and the Seven Dwarfs

(Brothers Grimm)

Sizzling Start

The story opens at a moment of change: A princess called Snow White is born but her mother, the queen, dies.

Backfill

The king marries a new queen (Snow White's stepmother) who is beautiful and vain. The queen has a magic mirror. It tells her every day that she is the 'fairest of all'.

Pebble (Small problem)

One day the magic mirror tells the queen that Snow White is 'a thousand times fairer'. The queen is filled with envy, and orders a huntsman to kill Snow White.

Rock (Medium problem)

The queen learns that Snow White is still alive – she is living in the forest with the seven dwarfs. The queen tries to kill Snow White herself. The first two times, the dwarfs save Snow White.

Boulder
(Main tension scene)

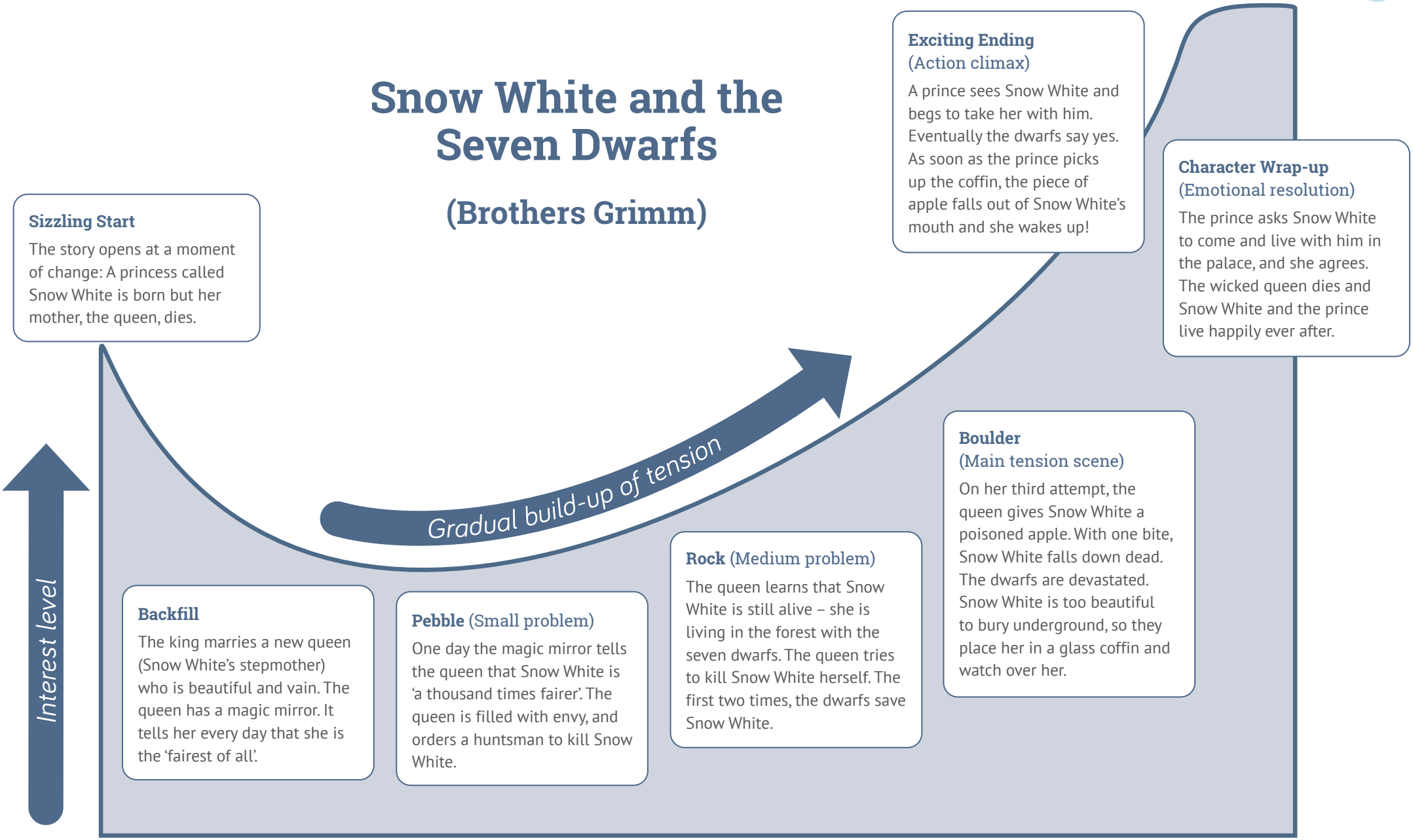
On her third attempt, the queen gives Snow White a poisoned apple. With one bite, Snow White falls down dead. The dwarfs are devastated. Snow White is too beautiful to bury underground, so they place her in a glass coffin and watch over her.

Exciting Ending
(Action climax)

A prince sees Snow White and begs to take her with him. Eventually the dwarfs say yes. As soon as the prince picks up the coffin, the piece of apple falls out of Snow White's mouth and she wakes up!

Character Wrap-up
(Emotional resolution)

The prince asks Snow White to come and live with him in the palace, and she agrees. The wicked queen dies and Snow White and the prince live happily ever after.



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NARRATIVE N

The Three Billy Goats Gruff

(Peter Christen Asbjørnsen & Jørgen Moe)

Sizzling Start
The story starts at a moment of change: Three goats are hungry and need to go up the hill to eat some grass.

Backfill
WHO: Three billy goats and a troll.
WHAT: The goats must cross a bridge over a stream, and the troll lives under it.
WHERE: A hillside or mountain.

Pebble (Small problem)
The youngest goat goes first. The troll is about to eat him but the little goat tells him to wait for the next goat, who's much bigger.

Rock (Medium problem)
The second goat comes to cross the bridge. The troll is about to eat him but the goat tells him to wait for the third goat, who's even bigger.

Boulder
(Main tension scene)
The big billy goat Gruff is last to cross the bridge, and the troll is waiting. But the big goat is not scared – he challenges the troll to fight.

Exciting Ending
(Action climax)
The goat attacks the troll with his big horns. He crushes the troll to bits and tosses him aside, then continues on his way.

Character Wrap-up
(Emotional resolution)
The three goats reach the hillside and eat all the grass they want.

Gradual build-up of tension

Interest level

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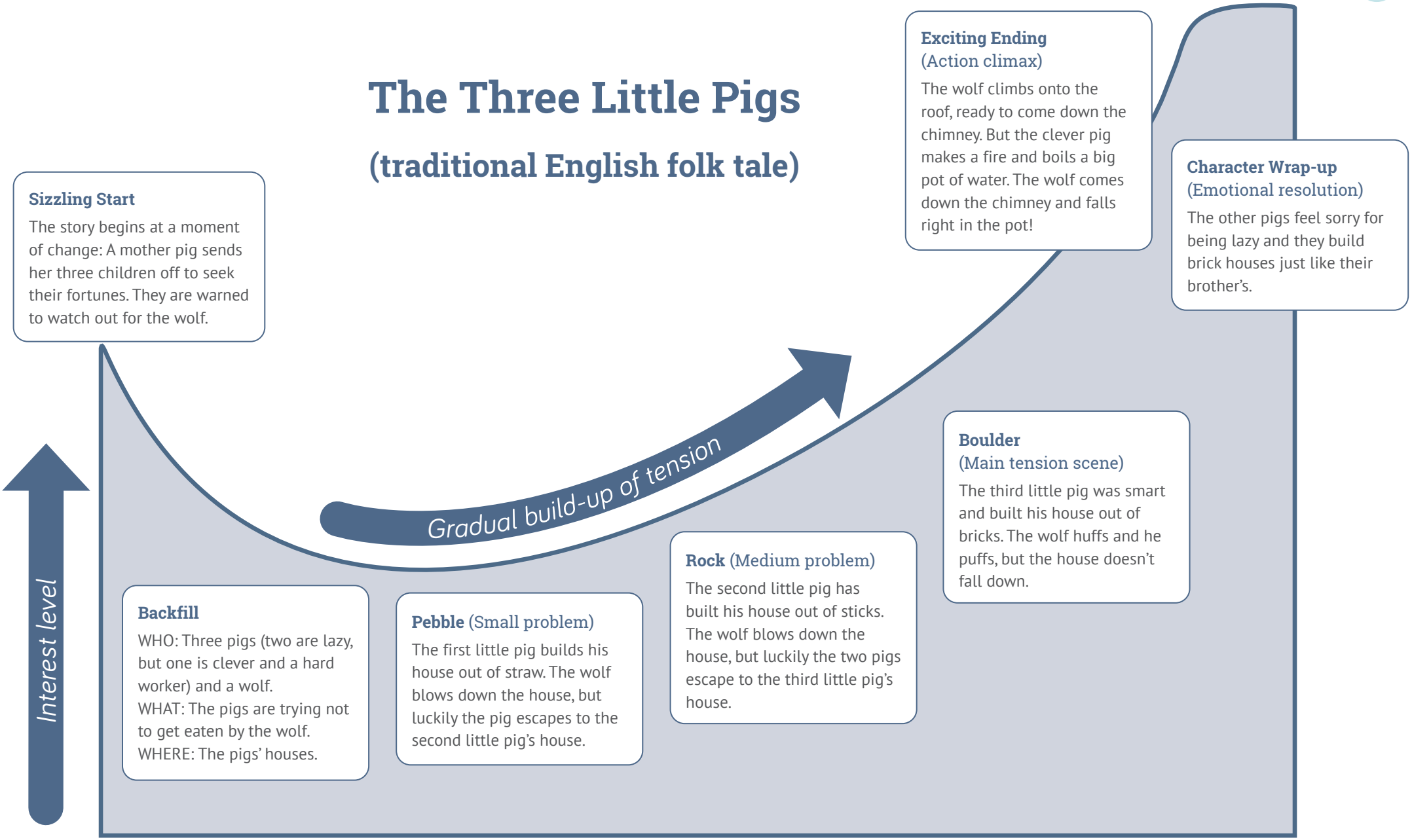
The Three Little Pigs

(traditional English folk tale)



Sizzling Start

The story begins at a moment of change: A mother pig sends her three children off to seek their fortunes. They are warned to watch out for the wolf.

Backfill

WHO: Three pigs (two are lazy, but one is clever and a hard worker) and a wolf.
WHAT: The pigs are trying not to get eaten by the wolf.
WHERE: The pigs' houses.

Pebble (Small problem)

The first little pig builds his house out of straw. The wolf blows down the house, but luckily the pig escapes to the second little pig's house.

Rock (Medium problem)

The second little pig has built his house out of sticks. The wolf blows down the house, but luckily the two pigs escape to the third little pig's house.

Boulder
(Main tension scene)

The third little pig was smart and built his house out of bricks. The wolf huffs and he puffs, but the house doesn't fall down.

Exciting Ending
(Action climax)

The wolf climbs onto the roof, ready to come down the chimney. But the clever pig makes a fire and boils a big pot of water. The wolf comes down the chimney and falls right in the pot!

Character Wrap-up
(Emotional resolution)

The other pigs feel sorry for being lazy and they build brick houses just like their brother's.

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