The Story Grammar Marker®
Defined with Core Vocabulary and Pixons® & Unity® Icon Sequences

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• *The Story Grammar Marker®* was developed by Mindwing Concepts, Inc.

• *The SGM®* is for narrative development: re-telling, telling, writing and comprehending stories.

• The SGM® incorporates MindWing’s patented icons to give children a visual, kinesthetic tool for help with *wh* story grammar questions and common graphic organizers.

• The SGM® delves into “why” questions: motivations, feelings, plans – all necessary for the development of critical thinking skills.
Story Grammar Marker

• Each symbol or icon on a SGM® represents an element of a story.

1. Character = Who it is about?
2. Setting = Where or when did it happen?
3. Kick Off = What happened?
4. Feelings = How does he/she/they feel?
5. Plan = What does he/she/they want to do?
6. Actions/Attempts = What does he/she/they do?
7. Consequence = How does it turn out?
8. Resolution = How does he/she/they feel now?
The Face = The Character

• Who is the story about?
• Think about ...
  – person, animal, or being
  – how old
  – boy or girl
  – how looks
  – what likes or doesn’t like
The Star = The Setting

• Where and when does the story take place?
  – Think about everyday “ho-hum” times and places.

• Think about using …
  – prepositions (*in*, *out*, *inside*, *by*, *with*)
  – place words (*home*, *school*, *town*)
  – determiners (*here*, *there*)
  – time adverbs and adjectives (*now*, *long ago*, *late*, *early*, *before*, *after*)
The Shoe = The Kick-off

• What is the “kick-off?”
  – What good or bad thing happened to the character that made him or her do something?
  – What happened to change the day from an “everyday ho-hum” day to a “special day”?
  – What happened that you didn’t think would happen?

• Think about using ...
  – *until* or *then* or *because*
The Heart = Feelings

• How did the character feel about what happened?
• What feeling words would you use to describe how the character feels or thinks?
• Think about using ...
  – happy or sad
  – good or bad
  – good or bad idea, thing, way
The Hand = The Plan

• Stop and Think!
  – What is the character’s plan?

• Think about ...
  – What does the character want to do?
  – How does the character feel?
  – What is the character thinking?
Critical Thinking Triangle

• Think about using ....
  – Thinking words
    • think, know, understand, believe, remember
  – Feeling words
    • happy, sad, good, bad, surprised, afraid, angry, excited, tired
  – Planning words
    • want, need, will, might, should, could, decide
The Rings = The Attempts or Actions

• What does the character do to meet his/her plan?
  – Try 1:
  – Try 2:
  – Try 3:

• Think about using ...
  – *first, next, last*
  – *before/after*
  – *finally, then, until*
The Bow = The Direct Consequence

• What happened because of the character’s plan and tries?
  – How did everything “tie-up?”

• Think about using ...
  – *because, since, so*
Hearts & Strings = Resolution

• How does the character feel about the direct consequence?
• Think about ...
  – feelings
  – lessons learned
  – the moral of the story
The Story Grammar Marker®

• You have learned the icons from the Story Grammar Marker.
• Use them to ...
  – help you understand parts of a story,
  – remember stuff to tell the story again, and
  – write your own story.
• Use them with students using Unity® or Pixon® to help them use more core vocabulary.
Pixons®

1. Who is it about?

2. Where or when did it happen?

3. What happened?

4. How does he, she, or they feel?

5. What does he, she, or they want to do?

6. What does he, she, or they do?

7. How does it turn out?

8. How does he, she, or they feel now?
Unity®45

1. Who is it about?

2. Where or when did it happen?

3. What happened?

4. How does he, she, he, she, or they feel?

5. What does he want, does she want, or do they want to do?

6. What does he, she, or do they do?

7. How does it turn out?

8. How does he feel, does she feel, or do they feel now?
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2. Where or when did it happen?

3. What happened?

4. How does he, she, or they feel?

5. What does he want, does she want, or do they want to do?

6. What does he, she, or do they do?

7. How does it turn out?

8. How does he feel, does she feel, or do they feel now?
Unity®84

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3. What happened?
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