

Max the Monkey's Story Builder

Learning objective: To identify and organise the key parts of a story: the opening, the problem, and the resolution.

Max the monkey has mixed up his story cards! Read the sentences below. Put them in the right order to make a story. Write the numbers 1, 2, and 3 in the boxes to show the order. Then, use the sentence starters to finish the story.

Word bank: beginning · problem · ending · adventure · lost · happy

1. ☐ Max found his missing banana under the tree.
- ☐ Max went into the forest to look for his lunch.
- ☐ Max could not find his lunch anywhere. (3 marks)

2. The start of the story is called the... (1 mark)

3. The part where something goes wrong is the... (1 mark)

4. When the story finishes, we call this the... (1 mark)

5. Complete this sentence: One sunny day, Max the monkey went on an... (2 marks)

Draw: Draw a picture of Max the monkey feeling very happy because he solved his problem.

Extension challenge: Can you think of a new problem for Max? Write one sentence about what could go wrong next time.