Animal for a Day

Grade 3

Name _____ Date _____

Remember: A **narrative** is a story. It has **characters** (who), a **setting** (where and when), a **problem**, and events that lead to a **solution**.

Story words: One day … Suddenly … Then … Finally …



1. Story parts warm-up

These ideas could go in this story. What part of a story is each one?

1	Maya, who wakes up as her class hamster	character	setting	problem
2	inside a hamster cage in the classroom	character	setting	problem
3	Maya has to tell her teacher who she is, but she can only squeak.	character	setting	problem
4	Peanut, the real hamster, who is now a girl	character	setting	problem
5	the school hallway at recess	character	setting	problem
6	The classroom cat thinks Maya looks like a snack.	character	setting	problem

Animal for a Day

Grade 3

2. Plan your story

Prompt: You wake up and discover you have turned into an animal for one day. Write a story about what happens. Plan your story.

Who and where?

Beginning: how does it start?

Middle: what goes wrong?

End: how is it solved? How do they feel?

Animal for a Day

Grade 3

3. Write your story

Use your plan. Write at least three paragraphs.

Prompt: You wake up and discover you have turned into an animal for one day. Write a story about what happens.

Check: ☐ A hook ☐ Characters and setting ☐ A problem ☐ A solution ☐ Story words

Answer Key

Animal for a Day · Grade 3

1. Story parts warm-up

1	Maya, who wakes up as her class hamster	**character**	setting	problem
2	inside a hamster cage in the classroom	character	**setting**	problem
3	Maya has to tell her teacher who she is, but she can only squeak.	character	setting	**problem**
4	Peanut, the real hamster, who is now a girl	**character**	setting	problem
5	the school hallway at recess	character	**setting**	problem
6	The classroom cat thinks Maya looks like a snack.	character	setting	**problem**

2. Plan your story

Sample notes. Answers will vary.

Who and where?

Maya, a Grade 3 student, turns into Peanut the class hamster

Beginning: how does it start?

Maya wakes up in the cage with whiskers and tiny paws. She tries to shout but only squeaks.

Middle: what goes wrong?

She escapes to find help, but the school cat chases her down the hallway.

End: how is it solved? How do they feel?

She spells HELP with sunflower seeds on the teacher's desk. At the end of the day she turns back, and she never forgets to fill Peanut's water again.

Model Answer

Animal for a Day · Grade 3

3. Write your story

A model answer to share with students. Their writing will be different.

Squeak! Maya tried to say "Good morning," but that was the only sound that came out. She looked down and saw tiny pink paws. She was Peanut, the class hamster!

Maya squeezed through a gap in the cage and scurried across the floor. She had to find her teacher. But in the hallway, a pair of yellow eyes was watching her. The school cat crouched low and pounced. Maya dashed under a bookshelf just in time.

Finally, she climbed onto the teacher's desk and pushed sunflower seeds into four letters: HELP. As her teacher gasped, Maya blinked and was a girl again. From then on, she never forgot to fill Peanut's water bottle.