Lost in a Maze

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	Theo, a boy who thinks he never gets lost	character	setting	problem
2	a giant corn maze at the fall fair	character	setting	problem
3	Theo takes a wrong turn and cannot find his family.	character	setting	problem
4	a friendly farm dog named Pumpkin	character	setting	problem
5	the maze at sunset, when the sky turns orange	character	setting	problem
6	Theo's map blows away in the wind.	character	setting	problem

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2. Plan your story

Prompt: You get lost in a giant corn maze at a fall fair. Write a story about how you find your way out. Plan your story.

Who and where?

Beginning: how does it start?

Middle: what goes wrong?

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

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3. Write your story

Use your plan. Write at least three paragraphs.

Prompt: You get lost in a giant corn maze at a fall fair. Write a story about how you find your way out.

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

Answer Key

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1. Story parts warm-up

1	Theo, a boy who thinks he never gets lost	**character**	setting	problem
2	a giant corn maze at the fall fair	character	**setting**	problem
3	Theo takes a wrong turn and cannot find his family.	character	setting	**problem**
4	a friendly farm dog named Pumpkin	**character**	setting	problem
5	the maze at sunset, when the sky turns orange	character	**setting**	problem
6	Theo's map blows away in the wind.	character	setting	**problem**

2. Plan your story

Sample notes. Answers will vary.

Who and where?

Theo, at a corn maze at the fall fair, with his family

Beginning: how does it start?

Theo races ahead, sure he knows the way. Soon every path looks the same.

Middle: what goes wrong?

The sun starts to set and his map blows away. He hears no voices.

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

A farm dog leads him to the exit by following the smell of apple cider. His family cheers. Theo decides to stay with the group next time.

Model Answer

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3. Write your story

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

"I'll find the exit first!" Theo yelled, and he ran into the corn maze ahead of his family. Left, right, left again. The corn stalks were taller than his dad, and soon every path looked exactly the same.

The sky turned orange, and the wind snatched the map right out of his hand. Theo called for his mom, but the only answer was the rustling corn. His heart started to pound.

Then a fluffy farm dog trotted around the corner, sniffing the air. Theo followed her down one path after another until he smelled warm apple cider. The exit! His family rushed over to hug him. Next time, Theo decided, he would stay with the group.