Narrative Writing

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 ... After that ... In the end ...



1. Parts of a story

Read each part of a story about a lost dog. What part is it?

1	Rosie, a girl who loves her dog Biscuit	character	setting	problem	solution
2	a windy autumn afternoon in the park	character	setting	problem	solution
3	Biscuit chases a squirrel and runs away.	character	setting	problem	solution
4	Rosie follows the paw prints and finds Biscuit at the pond.	character	setting	problem	solution
5	Mr. Green, the friendly park ranger	character	setting	problem	solution
6	Rosie's whistle is too quiet for Biscuit to hear.	character	setting	problem	solution

Narrative Writing

Grade 3

2. Story map

Plan a story about something that goes wrong on a special day.

Characters and setting

Beginning: what is happening, and what goes wrong?

Middle: what does the character try?

End: how is the problem solved? How do they feel?

Narrative Writing

Grade 3

3. Write your story

Use your story map. Write at least three paragraphs.

Write a story about something that goes wrong on a special day. Use story words to move from one part to the next.

Check: ☐ Characters and setting ☐ A problem ☐ Events in order ☐ A solution ☐ Story words

Answer Key

Narrative Writing · Grade 3

1. Parts of a story

1	Rosie, a girl who loves her dog Biscuit	**character**	setting	problem	solution
2	a windy autumn afternoon in the park	character	**setting**	problem	solution
3	Biscuit chases a squirrel and runs away.	character	setting	**problem**	solution
4	Rosie follows the paw prints and finds Biscuit at the pond.	character	setting	problem	**solution**
5	Mr. Green, the friendly park ranger	**character**	setting	problem	solution
6	Rosie's whistle is too quiet for Biscuit to hear.	character	setting	**problem**	solution

2. Story map

Sample notes. Answers will vary.

Characters and setting

Rosie and her dog Biscuit, at the park on a windy afternoon

Beginning: what is happening, and what goes wrong?

Rosie is playing fetch. Biscuit sees a squirrel and runs off.

Middle: what does the character try?

She calls and whistles, but the wind is too loud. She finds muddy paw prints.

End: how is the problem solved? How do they feel?

The prints lead to the pond. Biscuit is there, wet and happy. Rosie hugs him and laughs.

Model Answer

Narrative Writing · Grade 3

3. Write your story

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

One windy afternoon, Rosie took her dog Biscuit to the park. They were playing fetch when Biscuit spotted a squirrel. Suddenly, he dashed away through the trees.

Rosie called and whistled, but the wind was too loud. Then she noticed muddy paw prints on the path. She followed them past the slide and over the little bridge.

In the end, the prints led to the pond. Biscuit was splashing in the shallow water, wet and happy. Rosie laughed and gave him a big, soggy hug.