# Story Mapping

# The Lighthouse Keeper's Lunch

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|---|---|
| **1**<br>**Describe setting**<br><br>**\*cottage**<br>**\*sea**<br>**\*lighthouse** | **Once there was a lighthouse keeper called Mr Grinling.** He lived in a small, white cottage perched high on the cliffs. As far as the eye could see stretched the sea. When it was sunny it glittered and glimmered as rays of sun danced merrily across its surface but when it rained, it was grey and dull. It seemed as though all colour had been drained from the world. |
| **2**<br>**Describe the characters, describe how they spend their day.** | Mr Grinling<br>Mrs Grinling<br>Hamish |
| **3**<br>**Introduce the problem** | The greedy seagulls stole Mr Grinling's lunch |
| **4**<br>**Characters come up with a plan but plan doesn't work** | Hamish will scare seagulls away but plan doesn't work as Hamish is seasick |
| **5**<br>**Come up with new plan** | Mustard Sandwiches |
| **6**<br>**Plan is successful but creates a problem for someone else.** | Mr Grinling gets his lunch but the seagulls find somebody else's lunch to steal |

# My Story Map/Plan

## Draw or write notes for a new Lighthouse Keeper story.

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|---|---|
| **1**<br>**Describe setting**<br><br>***cottage**<br>***sea**<br>***lighthouse** | Once there was a lighthouse keeper called Mr Grinling. |
| **2**<br>**Describe the characters, describe how they spend their day.** | |
| **3**<br>**Introduce the problem** | |
| **4**<br>**Characters come up with a plan but plan doesn't work** | |
| **5**<br>**Come up with new plan** | |
| **6**<br>**Plan is successful but creates a problem for someone else.** | |