

# What is The Story Grammar Marker (SGM)?

The Story Grammar Marker is a tool to help us tell, retell, and write stories.

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## The Story Grammar Marker (SGM)

Each symbol or icon on SGM represents an element of a story.

- The Story Grammar Marker



- Character
- Setting
- Kick Off
- Feelings
- Plan
- Actions/Attempts  
( the details)
- Consequence
- Resolution

## The Character / The Face



- **Who** is the story about?
- **Think about:**  
person, animal, or being  
age/gender  
physical description  
likes and dislikes  
personality

## The Setting/ The Star



- **Where** and **When** does the story take place?
- Think about the “ho-hum” day in the setting.

## Kick-Off / The Shoe



- **The Initiating Event:**
- What good or bad *event* happened to the **Character** to cause him/her to do something?
- Think about a football game and how the kick-off starts the game.
- The Kick-Off is the part of the story that changes the typical or “ho-hum” day.
- It’s a “ho-hum” day UNTIL....
- The Kick-Off is often something that one does not expect to happen.

## Feelings / The Heart



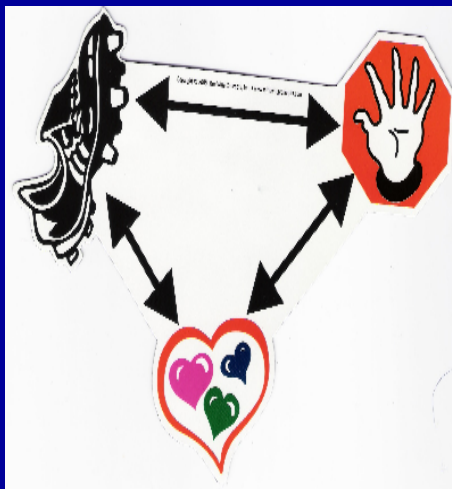
- **Internal Response:**
- What are the Character’s feelings about what happened?
- Emotions, goals, intentions, or thoughts.
- (happy, sad, mad, surprised, disgusted, afraid, embarrassed, proud, lonely)

## The Plan / The Hand



- **STOP - THINK**
- What does the **Character** want to do?
- Think about the kick-off and the internal response?
- What does the **Character** want to achieve?

## Critical Thinking Triangle



- **Initiating Event**
- **Feeling Words**  
(happy, sad, angry, jealous, surprised, scared)
- **Planning Words**  
(want, decide, plan, desire, intend, need)
- **Thinking verbs** (know, realize, think, understand, remember, believe)

## Attempts or Actions / The Rings



- What action does the Character take to achieve the plan?
- Attempt 1
- Attempt 2
- Attempt 3 .....
- May involve multiple plans, or attempts at the plan.
- The **DETAILS** ...  
(To begin with, First, Then, Next, Furthermore, Finally)

## Direct Consequence / The Bow



- What happened as a result of the **Character's plan** and **attempts**?
- The "tie-up"
- As a result....

## Resolution / Hearts and Strings



- How does the Character **feel** about the direct consequence?
- **Think about...**
  - feelings
  - lesson learned
  - moral of the story

## Story Grammar Marker (SGM)



- Face = Character
- Star = Setting
- Shoe = Kick-Off
- Heart = Feelings
- Hand = Plan
- Rings = Actions/Attempts
- Bow = Direct Consequence
- Hearts & Strings = Resolution

# Story Grammar Marker



- You have now learned the icons that make up Story Grammar Marker (SGM).
- Use these icons to:
  - help you understand the elements in a story
  - recall information to retell a story
  - create / write your own story