Building the Story: Additional Ideas

Below are prompts to inspire even more activities:

1. Build a modern-day version of a classic fairy tale, and use the StoryVisualizer software to document it.

2. Build a silly version of a famous fairy tale, and use the StoryVisualizer software to document it.

3. A person is transported back to fairy tale land. Build a story depicting how he/she copes in this strange land. Use the StoryVisualizer software to document it, and create a first-person account of the adventure.

4. Create a circle story. Have one student build the start of a fairy tale stating setting, characters, and time. Have another student build on and yet another student finish the fairy tale. Share the finalized fairy tale and discuss initial intentions and how the plot may have changed.

5. Build a fairy tale story to be read aloud to four- to five-year-olds. Using the StoryVisualizer software, write a fairy tale book and read it aloud to the target audience. Focus on all the characteristics of fairy tales and include great pictures.

6. Choose an issue or problem from a fairy tale. Using the StoryVisualizer software, write a letter of complaint to the proper organization regarding that issue, for example, a letter to the building inspector about the materials used in the houses of straw and twigs in “The Three Little Pigs” and their safety concerns. Have students design and build new homes for the pigs.

7. Choose a character from a fairy tale. Build a replica of the character with visual clues. Use the StoryVisualizer software to create a three to five panel set of clues to identify the character.

8. Write a persuasive advertisement selling a new, improved product, such as organic apples for potions, that a fairy tale character might use. Build the set for the commercial, and use the StoryVisualizer software to write the advertisement or design an ad for a magazine.