Language Arts
Reading

Story Elements 4 Corners **Purpose**: to introduce, enrich, and reinforce knowledge of story elements through physical activity. **Grade**: K	**Length** **20 min**	**Activity**
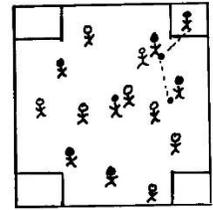
Materials	**Advanced Prep**
• Labels for each corner (attached) • Multiple clues for each corner (attached) • List of locomotor skills	• Print labels and tape them in the 4 corners of the room.

Procedure

1) Have the students stand behind their chairs then give them a locomotor skill to travel to a corner.
2) Count down from 5, once the students are in a corner they should freeze.
3) Once the students are frozen, read aloud a clue.
4) Have the students in the correct corner do 5 jumping jacks, students in the incorrect corner do 5 sky punches.
5) Give the students a new locomotor skill to use while traveling to a new corner.
6) Repeat until you have used all clues or until time is up.

Cool Down

• Pretzel arms with deep breathing.

Suggestions/Modifications

• Have a student helper pull a clue out of a bag instead of teacher choice.
• Change clues to fit stories being used in classroom.

Setting

Problem/Solution

Characters

Events

Locomotor Skills

Hop

Hop on 1 foot

Skip

Gallop

Shuffle

Football fast feet

March

Tip toe

Heel walk

Slow motion

Jump open/close

Dance

Walk backwards

Giant steps

Walking lunges

Walking cross crawls

Hands on knees walks

In a boat (setting)	Little Bo Peep (character)
In a house (setting)	Junie B. Jones (character)
In the woods (setting)	Lost her tooth (Problem/solution)
My bedroom (setting)	Lost her sheep (Problem/solution)
In the cafeteria (setting)	Ran out of water (Problem/solution)
Jack (character)	Couldn't follow the rules (problem/solution)
Jill (character)	Went up a hill (event)
Spider (character)	Wiggled her tooth (event)