

Dear Parents/Family,

Recently your child participated in a lesson at school that introduced Braidy, the StoryBraid™; a tool used to help children retell and develop a story. Braidy is a plush “creature” that can be touched and manipulated. Braidy is composed of parts (icons) that will help students remember the important elements of a story, which are essential to retelling, and ultimately writing.

Enclosed you will find a further description of Braidy, as well as two drawings to be kept at home. One drawing is for your reference, and the other is for your child. After you or your child has read a story, ask him/her to retell the story using “Student Braidy” as a reference. I appreciate your support, and if you have any questions, please feel free to contact me.

Sincerely,

Braidy is a plush “creature” that students can touch and manipulate. Braidy is composed of icons that will help your child remember the important story elements to relate when retelling a story. Your child is being taught that when a story is told, the following elements should be included. However, it is important to remember that, as early readers, this is a learning process. It is not expected that your child remember all of these elements until he/she has had plenty of practice!

1.  **Main Character**—referenced by specific name (if noted in the story), or physical description
2.  **Setting**—when and where the story takes place
3.  **Kick-Off**—the event that began the action in the story (sometimes it is a problem, but it can also be something exciting too). It is helpful to remember the phrase, “...it was a ho-hum day until...”
4.  **Feeling**—how does the main character feel about the “kick-off”
5.  **Plan**—how the main character plans to respond to the kick-off
6.  **Attempts**—how the main character attempts to respond to the kick-off
7.  **Direct Consequence**—what happens as a result of the attempts/actions taken by the main character
8.  **Resolution**—how the main character feels about the consequence

The way that Braidy helps your child remember to retell these important story elements is through its different components, which are icons for the following story elements:

1. Braidy’s **face** remind us to tell who the story’s **character or characters** are.
2. Braidy’s **star** reminds us to tell **where and when** the story takes place.
3. Braidy’s **shoe** reminds us to tell what event “**kicked-off**” **the action** in the story. Use the phrase, “...it was a ho-hum day until...”
4. Braidy’s **heart** reminds us to tell how the character or characters **feel** about the kick-off.
5. Braidy’s **hand** reminds us to **stop, think and make a plan** in response to the kick-off.
6. Braidy’s sliding **rings** remind us to tell how the main character **attempts** to respond to the kick-off – This is the action of the plan.
7. Braidy’s **tie** (on its shoe) reminds us to tell **what happened** as a result of the attempts taken by the main character.
8. Braidy’s **three hearts** remind us to tell how the main character **felt**, and if there was a lesson or moral as a result of the tie-up.

Your child will practice retelling and writing about stories they have read. Their retell of the story will be supported by referring to Braidy for the important story elements. Please note that Braidy is not intended to help your student retell a non-fiction book. Therefore, before a retell activity is begun, we determine whether the book your child is going to read is fiction or non-fiction. For non-fiction books, your child is asked to state the main idea of the book, and to tell as many facts from the book that he/she can remember. Additional information about Braidy can be found at www.mindwingconcepts.com, creator of Braidy, the StoryBraid™.

Parent/Family Braidy™

Character: *who?*

The **Character** icon represents person, animal, or other being.

Setting: *when and where?*

The Star was chosen as the icon for the **Setting** because sailors, when lost at night, look to the Stars to determine their location and direction. The Star is a good center for a semantic map or web.

Initiating **E**vent: *what?*

The Shoe was chosen by students themselves, because the **Initiating Event** is the “Kick-Off” of the story, just as the “Kick-Off” is the beginning of a football game.

Internal **R**esponse: *how?*

The Heart represents the **Internal Response** or Feelings a Character has in response to the Initiating Event.

Plans of Action: *what?*

The **Plan** is represented by a Hand, because a Hand may signal “Stop!” and make a Plan.

Attempts/Action: *how?*

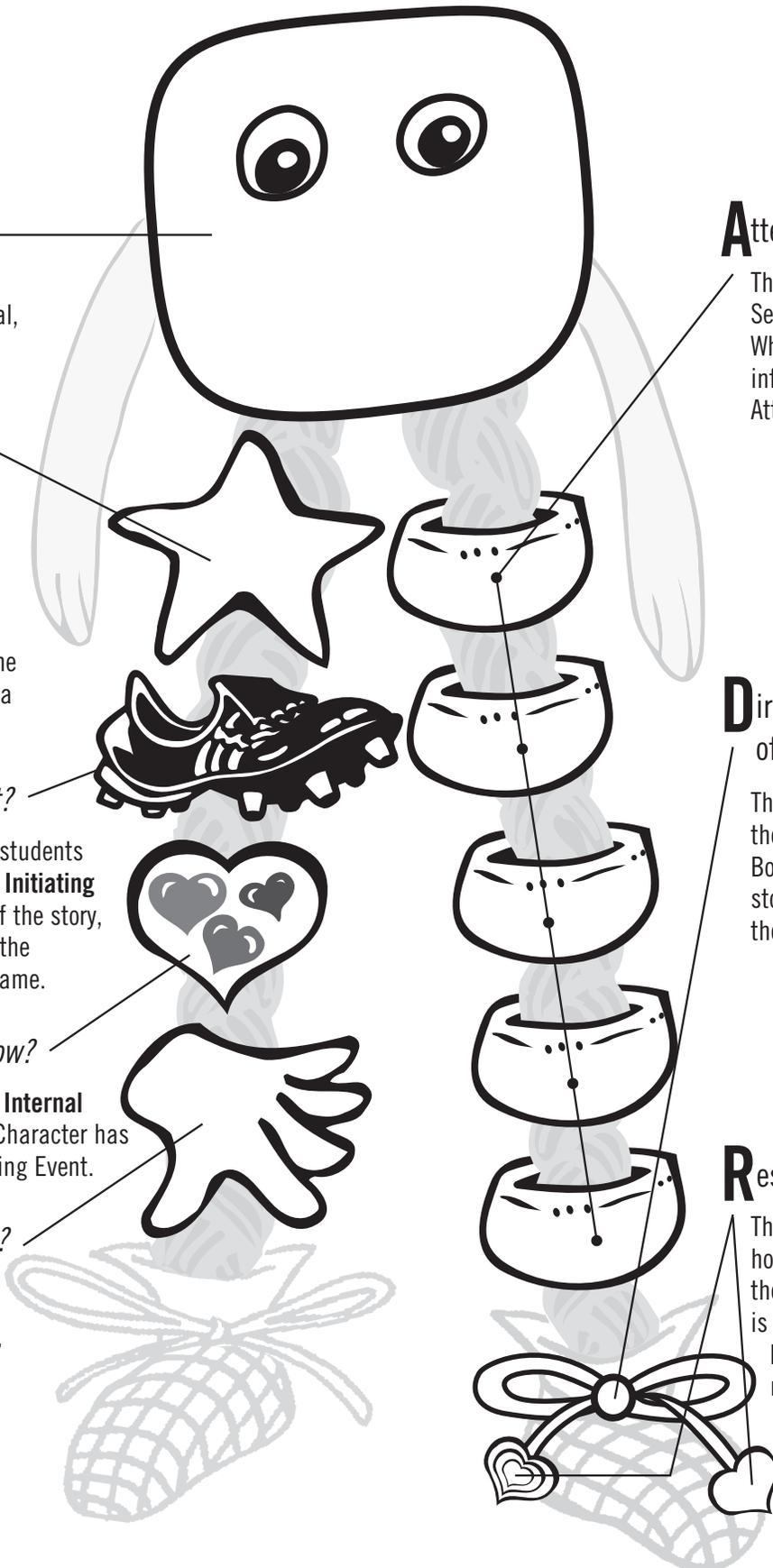
The Beads represent a Sequence or List of **Actions**. When there is a Plan stated or inferred, the Beads represent Attempts to carry out the Plan.

Direct **C**onsequences of Action: *what?*

The **Direct Consequence** of the story is represented by a Bow because it “ties” the story together. It is called the “tie-up.”

Resolution: *how?*

The **Resolution** of the story is how the Character Feels about the Direct Consequence, and is represented by three small Hearts. It may include a moral or lesson learned.



Student Braidy™

