

Story Mapping with Inspiration

Think of a story that you are reading with your class, or a novel that you have recently completed. Can you recall the author, title, main characters, setting and the most important event? Use these elements to create a story map by following the directions below!

Opening Inspiration

1. Double click on the *Inspiration* icon to open the program
2. If the words "Tip of the Day" appear, choose the close button.
3. In the *Main Idea* symbol, type the title of the story or novel. The Main Idea words will be replaced by your text.

Adding Related Symbols

4. Find the two *Create* buttons on the toolbar at the top of the screen. Notice the four arrows on each button for the direction in which this symbol will be created.
5. Click on one of the arrows to draw a symbol that is connected to your title. Type in the word **Setting**.
6. Click an arrow on the *Create* button to make a new symbol. In this symbol, type in details about the setting of your story.
7. Click on the *Main Idea* symbol that now contains the title of your story/novel.
8. Using the *Create* buttons, click on one of the arrows to create a new symbol in a different direction from the setting symbol.
9. Type in the word **Characters**.
10. Use the arrows to create another symbol connected to the Characters symbol and type in the names of the main characters.
11. Repeat the steps above (steps 5 and 6) as many times as necessary to add new symbols for each of the following story elements:

Major Story Events


Story's Main Problem

Story's Problem Solution

12. Use the *Create* button to add one or more symbols to each of the story elements you have just created. Type in the story details.

Changing the Look of the Story Map

13. You may want to change the look of some of your symbols, here's how to change the actual shape or symbol:

 Click once on any of the symbols

 This should place "handles" on that symbol

- ☞ Take a look at the *symbol palette* on the left-hand side of your screen.
 - ☞ Choose any of the new shapes or pictures by clicking on top of it. This should replace the old symbol with your newly selected one!
14. If you want to change the color of the symbol or the color of the text, here's how:
- ☞ Click on the symbol and get handles on it.
 - ☞ Use the tool on the *drawing toolbar* at the bottom of your screen that is for the *Fill Color*. Click on it and view the color palette and select the color that you want!
 - ☞ To change the text color, click on the symbol and highlight the text by clicking and dragging.
 - ☞ Once the text is selected, click on the *Font Color* tool on the drawing toolbar at the bottom of your screen.

How to View Your Diagram as an Outline

15. To see the story map as an outline, click on the *Outline View* button in the toolbar at the top of the screen.
16. To switch back to the diagram, click on the same button which now has become the *Diagram View* button.

Printing and Saving your Diagram and Outline

17. Go to *File* and pull down to *Print*.
18. Select the Printer you want to print to and then click *OK*.
19. Go to *File* and pull down to *Save* or *Save As*.
20. Select where you want to save your diagram to and give your document a name.
21. Click on the *Save* button.

Other Things to Try!

To try using some of the Templates provided with the software, go to *File* and pull down to *Template*. Take a look at some of the great templates that have already been created for you for all subject areas!

Visit <http://www.inspiration.com/resources> for more lesson ideas and tips!