STORY SECRETS FROM SCRIPTURE

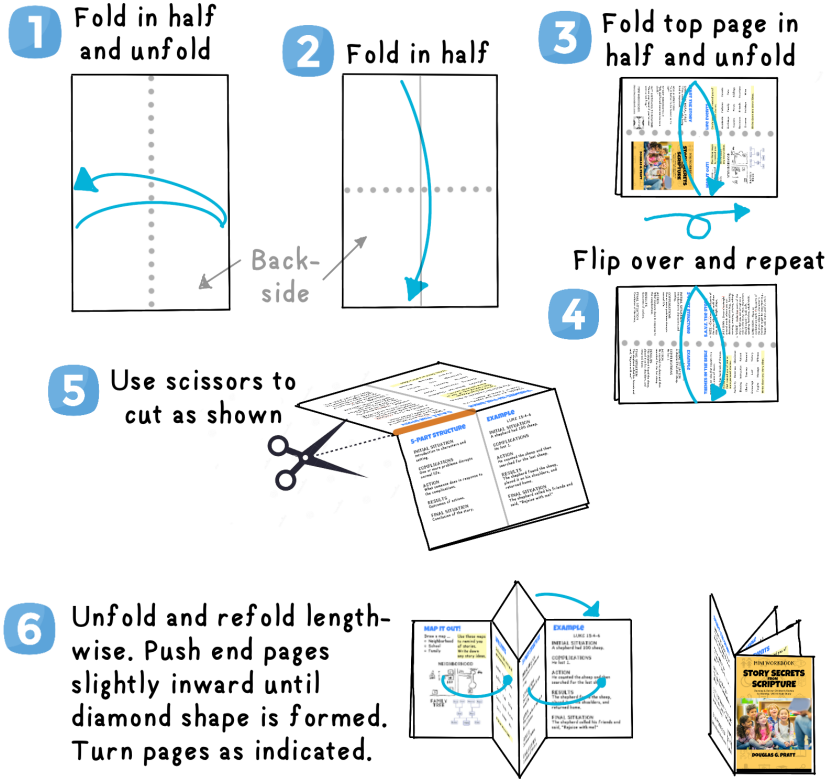
MINI WORKBOOK

INSTRUCTIONS

1. Print both pages of this PDF as one-sided.
2. Use this instruction page as your guide to fold the mini workbook.
3. Recycle these instructions when your mini workbook is finished.

HOW TO CREATE THE MINI WORKBOOK

Tip: Use your fingernail or a bone folder to crease all folds well.



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MAP IT OUT!

- Draw a map ...
  - Neighborhood
  - School
  - Family

Use these maps to remind you of stories. Write down any story ideas.

NEIGHBORHOOD

FAMILY TREE

LIFE EVENTS

Circle events that remind you of one or more stories.

Accidents	Failures	Parents
Birthdays	Family	Pets
Cousins	Firsts	Siblings
Decisions	Friends	Vacations
Divorce	Holidays	Wins

Write down any story ideas.

EXAMPLE
SIBLINGS - My brother kicked a hole in the wall and made my boot fit the hole.

5-PART STRUCTURE

To help with planning your story, make a few notes for each element of the structure.

FINAL SITUATION
Conclusion of the story.

RESULTS
Outcomes of actions.

ACTION
What someone does in response to the complications.

COMPLICATIONS
One or more problems disrupts normal life.

INITIAL SITUATION
Introduction to characters and setting.

EXAMPLE

LUKE 15:4-6

INITIAL SITUATION
A shepherd had 100 sheep.

COMPLICATIONS
He lost 1.

ACTION
He counted the sheep and then searched for the lost sheep.

RESULTS
The shepherd found the sheep, placed it on his shoulders, and returned home.

FINAL SITUATION
The shepherd called his friends and said, "Rejoice with me!"

THEMES IN THE BIBLE

THEME: An idea that repeats in a book or a piece of music.

The Bible has hundreds of themes.

Circle Biblical themes that remind you of one or more personal stories.

Authority	Generous	Obedience
Blessing	Instruction	Patient
Charity	Journey	Reward
Encourage	Lost	Victory
Forgive	Message	Witness

Write down any story ideas.

S.A.V.E. THE STORY

- SIZE - Circle words and parts of the story where you could show size, quantity, height, shape, posture.
- ACTIONS - Draw a rectangle around words where you can demonstrate actions (e.g., looking, running, praying, playing, asking).
- VOICE - Underline parts of the story that you can act out as a role in the story. How characters should sound - loud, soft, speaking fast/slow, adult/child.
- EMOTION - Place an exclamation mark (!) by parts of the story where a character's feelings might be important (e.g., happy, sad, angry, joyful, etc.).

START THE STORY

SHARE THE MORAL FIRST
"This week I learned why being kind is important."

ASK A QUESTION
"Is it better to be honest or to lie?"

START IMMEDIATELY
"My dad loved watermelons as a child."

GET LISTENERS TO RESPOND
"Raise your hand if you've ever seen a red frog."