



4th Grade Writing Lesson

Standards:

W.4.3.A W.4.3.D
W.4.3.B W.4.3.E
W.4.3.C W.4.5

Duration:
60 minutes

Objectives

The students will be able to...

- Generate ideas for a fictional narrative using a structured prompt.
- Identify story elements: character, setting, and conflict.
- Write a short story with a clear beginning, middle, and end.
- Use descriptive language to add detail and voice to their writing.

Lesson Steps

1. Briefly discuss what makes a great story: characters, setting, problem/conflict, solution.
2. Show a few fun pictures of Waldameer.
3. Introduce the Roll-A-Story activity.
4. Hand out dice, story grids, and graphic organizers.
5. Students roll once for each column (character, setting, conflict) and fill out a graphic organizer with their story elements.
6. Encourage students to brainstorm their character's traits, what the setting might look/sound/smell like, and how the conflict could be solved. Students will fill this in on their graphic organizer.
7. Students write their story using their ideas. Encourage complete sentences, good paragraphing, dialogue, and details using the five senses. Offer sentence starters or vocabulary banks if needed. Students can also illustrate their stories if time permits.
8. Allow volunteers to read their stories aloud or in small groups. Reflect on what made their stories fun or surprising.

Assessment

* Rubric on next page

Materials

- Writing paper or notebooks
- Projector or smartboard
- Roll-A-Story Grid
- Dice (1 per group or pair)
- Roll-A-Story Graphic Organizer
- Tips To Improve Your Writing
- Slideshow of Waldameer visuals

ROLL-A-STORY

Directions: Roll your dice four times. Each roll will tell you your character, setting, problem, and solution. Fill in your information in your graphic organizer to plan your story.

Character	Setting/Place	Problem	Solution
Excited Kid	The Arcade	Lost a Game	Found a Winner
Clumsy Parent	Top of a Water Slide	Open Umbrella	Got Soaked
Whoo-A-Mile Game Worker	Line for the Raffle Prize 2	Lost Ticket	Found a Winner
First Time Visitor	Whooey Shack	Clumsy Parent	Got Soaked
Ride Operator	Water Pool	Lost Ticket	Found a Winner
Grouchy Teenager	Entrance Gate	Lost Ticket	Found a Winner

ROLL-A-STORY GRID

Who is your main character? (Use your dice roll.)

What is your character like? (age, personality, hair, etc.)

Where does your story take place? (Use your dice roll.)

When does your story happen? (Use your dice roll.)

What does the place look, smell, and sound like?

What problem does your character face? (Use your dice roll.)

How does your character feel about it?

TIPS TO IMPROVE YOUR WRITING

- 1. Start with a Bang!**
Begin your story with a strong hook (like a hook!)
• Start with action: "Today! The wave crashed over my head!"
• Ask a question: "Have you ever gotten stuck at the top of a water coaster?"
• Use dialogue: "Hold on tight!" my dad shouted as the ride took off.
- 2. Show, Don't Just Tell**
Instead of saying "I was scared," show what fear looks and feels like.
• "My hands were shaking and my stomach flipped like a pancake."
• Use the five senses: What do you see, hear, smell, taste, or touch?
- 3. Use Paragraphs to Organize**
Each new idea, time change, or speaker needs a new paragraph.
• Think: New time, new place, new speaker = New paragraph.
• Use quotation marks correctly: "The ride off!" they yelled.
- 4. Add Dialogue**
Let your characters talk! It helps readers hear how they're in the story.
• Always read something to go wrong: what a way to fix it. Ask:
• What challenge does the character face?
• How can they solve it or grow?
- 5. Include a Problem and Solution**
Stories need something to go wrong: what a way to fix it. Ask:
• What challenge does the character face?
• How can they solve it or grow?
- 6. Use Interesting Words**
Replace boring words with juicy ones!
• Instead of "said" → use whispered, shouted, cheered, cried.
• Instead of "was" → use raced, strolled, jumped.
- 7. Add a Satisfying Ending**
Wrap up your story so readers feel left wondering what happened.
• Show how the character changed.
• End with a funny or heartwarming moment.
• Link back to the beginning.
- 8. Reread and Revise**
• Check for spelling and punctuation.
• Add details or take out things that don't belong.
• Read aloud: Does it sound smooth?

Writing Rubric

Assessment:

Use the following rubric to assess the students' writing.

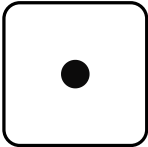
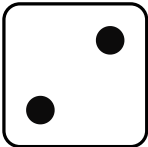
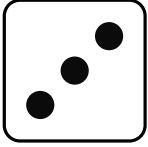


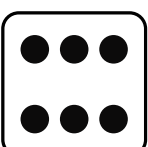
Category	4 - Excellent	3 - Good	2 - Developing	1 - Needs Improvement
Ideas & Story Elements	Story has a clear beginning, middle, and end. Includes strong characters, setting, and problem & solution.	Story is mostly complete with clear characters and problem.	Story has missing parts or unclear characters or setting.	Story is confusing or missing the beginning, middle, and end.
Organization	Events are told in order using transitions like then, next, and finally.	Most events are in order. Some transitions are used.	Events are out of order or transitions are missing.	Story is hard to follow or jumps around a lot.
Details & Description	Uses strong sensory words and "show not tell" to describe events and feelings.	Includes some descriptive words and phrases.	Few details or vague descriptions.	Very few or no details.
Dialogue & Voice	Dialogue sounds natural and helps show character feelings or actions.	Dialogue is present and makes sense.	Dialogue is awkward or limited.	No dialogue or doesn't make sense.
Conventions	Few or no errors in grammar, spelling, and punctuation.	Some errors, but they don't interfere with understanding.	Frequent errors that may make reading difficult.	Many errors that interfere with reading or understanding.

ROLL-A-STORY



Directions:

Roll your dice four times. Each roll will tell you your character, setting, and conflict to create your story. Circle, then put your information in your graphic organizer to plan your story.

	Character	Setting: Place	Setting: Time	Conflict
	Excited Kid	The Arcade	Lunchtime	Character is afraid of heights
	Clumsy Parent	Top of a Water Slide	Opening Time in the Morning	Character gets separated from family or friends
	Whac-A-Mole Game Worker	Line for the Ravine Flyer 2	Fourth of July	Sudden thunderstorm or heatwave
	First-Time Visitor	Whacky Shack	Closing Time at Night	Character's wristband is missing
	Ride Operator	Wave Pool	Late Afternoon	Character accidentally gets on the wrong ride/slide
	Grumpy Teenager	Entrance Gate	Evening	Ride malfunction

Name: _____

Date: _____

ROLL-A-STORY GRAPHIC ORGANIZER

Who is your main character? (Use your dice roll.)

What is your character like? (age, personality, hobbies, fears)

Where does your story take place? (Use your dice roll.)

When does your story happen? (Use your dice roll.)

What does the place look, smell, and sound like?

What problem does your character face? (Use your dice roll.)

How does your character feel about it?

BEGINNING: How does your story start? Include your character and setting.



MIDDLE: What happens next? Explain the conflict and what the character does about it.



END: How is the problem solved? What does the character learn or feel at the end?



TIPS TO IMPROVE YOUR WRITING



1. Start with a Bang!

Begin your story with a strong lead (aka, a hook):

- Start with action: "Splash! The wave crashed over my head."
- Ask a question: "Have you ever gotten stuck at the top of a roller coaster?"
- Use dialogue: "Hold on tight!" my dad shouted as the ride took off.



2. Show, Don't Just Tell

Instead of saying "I was scared," show what fear looks and feels like:

- "My hands were shaking and my stomach flipped like a pancake."
- Use the five senses: What do you see, hear, smell, taste, or touch?



3. Use Paragraphs to Organize

Each new idea, time change, or speaker needs a new paragraph.

- Think: New time, new place, new speaker = New paragraph.



4. Add Dialogue

Let your characters talk! It helps readers feel like they're in the story.

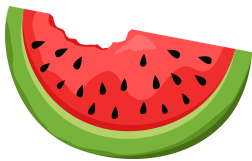
- Use quotation marks correctly: "We made it!" Max yelled.



5. Include a Problem and Solution

Stories need something to go wrong—and a way to fix it. Ask:

- What challenge does the character face?
- How do they solve it or grow?



6. Use Interesting Words

Replace boring words with juicy ones:

- Instead of "said" → use "whispered", "shouted", "cheered", "cried"
- Instead of "went" → use "raced", "strolled", "zoomed"



7. Add a Satisfying Ending

Wrap up your story so the reader isn't left wondering what happened.

- Show how the character changed.
- End with a funny or heartwarming moment.
- Link back to the beginning.



8. Reread and Revise

- Check for spelling and punctuation.
- Add details or take out things that don't belong.
- Read it aloud. Does it sound smooth?