

# Dissecting Fairy Tales for Story Elements



## TITLE & MAIN CHARACTERS



## MAIN PROBLEM



## CONFLICT TYPE



## SOLUTION or RESOLUTION



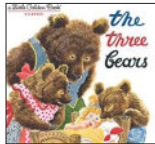
*Cinderella*

Cinderella & stepfamily

Cinderella's stepmother forces her to do all the housework and tries to keep Cinderella from attending the King's ball.

Character v. Character

The prince searches for an owner of the lost slipper and finds Cinderella. They get married.



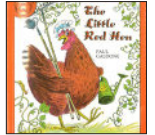
*Goldilocks & the Three Bears*

Goldilocks & three bears

While the Three Bears go for a walk, Goldilocks enters their empty home.

Character v. Character

The bears come home to find Goldilocks asleep in a bed. Startled, she jumps up and runs out of the house.



*The Little Red Hen*

Little Red Hen & three animal friends

The Little Red Hen wanted help with the wheat, but the other animals would not help her.

Character v. Character

The Little Red Hen eats all the bread since she did all the work by herself.



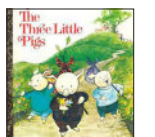
*Three Billy Goats Gruff*

Three billy goats & the troll

The billy goats want to eat grass on the other side of the bridge, but the troll who lives under the bridge wants to eat the goats.

Character v. Character

The biggest billy goat runs at the troll on the bridge and knocks him into the river.



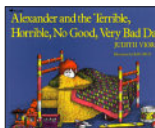
*The Three Little Pigs*

Three pigs & the wolf

The wolf goes to each of the pigs' houses and tries to blow them down.

Character v. Character

When the wolf can't blow down the house of bricks, he goes down the chimney and gets cooked into wolf stew.



*Alexander and the Terrible, Horrible, No Good, Very Bad Day*

Alexander & his family

Alexander wakes up with gum in his hair, and the day just gets worse from there.

Character v. Self

Alexander learns that sometimes you just have a bad day.

# Dissecting Picture Books for Story Elements



**TITLE & MAIN CHARACTERS**



**MAIN PROBLEM**



**CONFLICT AND TENSION TYPE**



**SOLUTION or RESOLUTION**



*After the Fall*

Humpty Dumpty

Humpty Dumpty missed the birds and being so high above the city, but he was afraid to climb back up on the wall after he had previously fallen.

Character  
v. Self

Setbacks

After losing his paper airplane over the wall, he decides to face his fears and climb up to the top of the wall.



*Bagel in Love*

Bagel

Bagel loved to dance, but he did not have a dance partner. He asked several other pastries to be his dance partner, but they all turn him down.

Character  
v. Society

Time  
Pressure

Bagel meets Cupcake, and together they wow the judges with their dance moves.



*The Big Orange Splot*

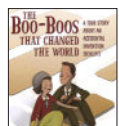
Mr. Plumbean

A seagull dropped a can of paint on Mr. Plumbean's house. His neighbors want him to remove the big orange splot from his roof so that his house will again look like everyone else's on the street.

Character  
v. Society

Setbacks

Mr. Plumbean convinces his neighbors one by one to break from conformity and all paint their houses differently.



*The Boo-Boos that Changed the World*  
Earle & Josephine  
Dickson

Earle devised a bandage that his accident-prone wife could put on her cuts and burns. Even though a company agreed to manufacture the bandages, no one was buying them.

Character  
v. Society

Setbacks

After giving away the bandages to the Boy Scouts and the military, Band-Aids became popular around the world.



*Come On, Rain!*

Tess & Mamma

After three weeks with no rain and oppressive heat, Tess and her Mamma wait, hopefully, for rain.

Character  
v. Nature

Anticipation

As the rain finally comes down, Tess, her friends, and their mammas all run into the streets to get wet and refreshed.



*Dex The Heart of a Hero*

Dex

Dex wants to become a superhero, but Clevis the cat and the other neighborhood animals make fun of him.

Character  
v. Society

Setbacks

Dex saves Clevis and shows everyone he is a superhero.

**TITLE & MAIN CHARACTERS****MAIN PROBLEM****CONFLICT AND TENSION TYPE****SOLUTION or RESOLUTION**

*Fireflies!*  
a boy

After catching fireflies on a summer evening, a young boy has to decide if he is going to keep them in his jar or let them go.

Character  
v. Self

Time Pressure

He sadly lets them go knowing it is the right thing to do.



*Flood*  
a family

A family has to evacuate their home as a rain storm closes in and causes the nearby river to flood.

Character  
v. Nature

Reader Secret

The family returns and begins rebuilding their destroyed house.



*Fox*  
Dog, Magpie,  
and Fox

Dog with his missing eye and Magpie with her burnt wing rely on each other to get around. Fox, who is faster than Dog, talks Magpie into riding on his back so she will really feel like she is flying. Fox takes her out into the desert and leaves her there.

Character  
v. Character

Setbacks

Magpie thinks of Dog and begins hopping her way back to him.



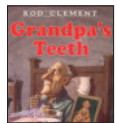
*Good Dog, Carl*  
Carl, Baby, & Mom

Carl has to babysit the baby while Mom is away.

Character  
v. Character

Time Pressure

Mom gets home, finally, and Carl is exhausted.



*Grandpa's Teeth*  
Grandpa

When Grandpa loses his false teeth, his family, the police, and the whole town try to help him find them.

Character  
v. Character

Setbacks

The town pitches in to buy a new set for Grandpa, but his old teeth were there all along!



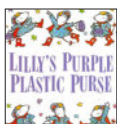
*The Harmonica*  
a Jewish boy

While in a concentration camp, a boy feels guilty when he plays his harmonica for the commandant in exchange for food.

Character  
v. Society

Reader Secret

Another prisoner thanks him for playing the harmonica for the commandant because they get to hear and enjoy it, too.



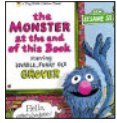
*Lilly's Purple Plastic Purse*  
Lilly & Mr. Slinger

Lilly feels very sorry after writing a mean story about Mr. Slinger when he took her purse away.

Character  
v. Self

Anticipation

Mr. Slinger accepts Lilly's apology the next day.

**TITLE & MAIN CHARACTERS****MAIN PROBLEM****CONFLICT AND TENSION TYPE****SOLUTION or RESOLUTION**

*The Monster at the End of this Book*

Grover

Grover begs the reader to stop turning the pages because he heard there is a monster at the end of the book.

Character v. Self

Anticipation

On the final page. Grover realizes that *he* is the "monster."



*Mudball*

Little Andy Oyler

There are two outs, bases are loaded, and the team is down by three runs. Andy, who never seems to get a hit, is up next.

Character v. Society

Time Pressure

After the ball hit the bat, no one can find the ball in the puddles so Andy gets a home run.



*Night Running*

James & his dog Zeus

James, a runaway slave, tries to escape in the middle of the night, but he doesn't want his loud dog, Zeus, following him.

Character v. Character

Setbacks

After Zeus saves James in each moment of peril, then James announces he will always keep his faithful dog.



*The Race of the Century*

Tortoise & Hare

A rabbit (hare) and a turtle (tortoise) race one another, but the rabbit is much faster.

Character v. Character

Time Pressure

Slow and steady tortoise wins after fast-paced hare stops to take a nap.



*Roller Coaster*

a young girl

A young girl feels uneasy while standing in line for her very first roller coaster ride.

Character v. Self

Anticipation

After riding in the front row with her dad, she is ready to ride again.



*Scaredy Squirrel*

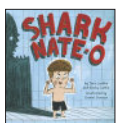
Scaredy Squirrel

Scaredy Squirrel is afraid of leaving his nut tree, so he has prepared himself for every emergency.

Character v. Self

Reader Secret

When Scaredy Squirrel accidentally falls out of the nut tree, he glides down safely when he realizes he is a flying squirrel.



*Shark Nate-O*

Nate

Nate knows a lot of facts about sharks, but he does not know how to swim.

Character v. Self

Setbacks

Nate takes swimming lessons and applies his shark knowledge to become a swimmer day by day.

**TITLE & MAIN CHARACTERS****MAIN PROBLEM****CONFLICT AND TENSION TYPE****SOLUTION or RESOLUTION**

*Spoon*  
Spoon & his family

Spoon thinks his life is boring. He does not get to do exciting things like Knife and Fork.

Character v. Self      Reader Secret

His parents help him realize all the advantages of being a spoon.



*This is a Good Story*  
Hero & Heroine

The Evil Overlord captured all the townsfolk and took them to his Evil Liar.

Character v. Character      Setbacks

Hero and Heroine battle the Evil Overlord and rescue the townsfolk.



*Train to Somewhere*  
Marianne

Marianne heads West on the orphan train hoping to find her mother who went out there to make a new life for them.

Character v. Society      Anticipation

At the last stop, Marianne is the last child left. Although her mother is not there, a nice elderly couple are excited to take Marianne home.

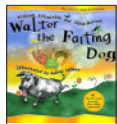


*Unspoken*  
a young girl

During the Civil War era, a young girl finds a runaway slave hiding in her family's henhouse. She has to decide if she will tell someone or help the

Character v. Self      Reader Secret

The young girl takes food to the runaway slave and does not tell her parents or the men searching for the escapee.



*Walter the Farting Dog*  
Walter & his family

Walter's farts smell so bad that Dad announces he will send the dog back to the pound in the morning.

Character v. Self      Anticipation

Walter's farting saves the day when the odor sends the burglars running out of the house.

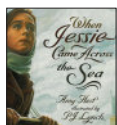


*We Forgot Brock!*  
Phillip & Brock

Phillip's parents accidentally left Brock, the imaginary friend, at the Big Fair. Phillip looks for him and can't find him anywhere.

Character v. Society      Setbacks

Phillip sees Brock playing outside with the little girl and her imaginary friend.



*When Jessie Came Across the Sea*  
Jessie

At 13 years old, Jessie is afraid to leave her grandmother in Europe to travel all alone to New York City and start a new life.

Character v. Self      Anticipation

After many years, Jessie finally has enough money to bring her grandmother to New York City.