Presentation Skills: Planning a Branching Story

Aim:	**Success Criteria:**	**Resources:**
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information This is the first lesson in a sequence of three lessons where children apply skills form to create a branching story. Here they plan their story. I can plan a branching story.	I can create a story with different outcomes. I can organise the different outcomes into different branches.	**Lesson Pack** Desktop or laptop computers Presentation application Paper and pens / pencils and / or whiteboards and pens
	Key/New Words: branching story, plan, link, image, picture, audio, video	**Preparation:** **Planning a Branching Story Activity Sheet** - as required

Prior Learning: Children need to be familiar with story planning.

Learning Sequence

	Talk to children about branching stories – what are they? Show presentation of Cinderella from Lesson pack – ask children to identify branches. An example based on Cinderella is provided in the pack, but other sorts of stories are also available **The Plan:** Show children the plan from the lesson pack, and explain how the story is organised by branches. **Branches:** Demonstrate how to use the **Planning a Branching Story Activity Sheet** to plan a story.	
	Plan a Branching Story: Children plan their own branching story. As an extension they consider how images, audio or video could also be used. Children use the simple **Planning a Branching Story Activity Sheet** to plan a story they already know. Children use the advanced **Planning a Branching Story Activity Sheet** to plan a story. Children create their own branching story without a template. They will need to number their slides.	
	Share: Children share their plans with a partner for ideas. Do the branches all work and make sense?	
	Edit the Plan: Children make any necessary changes to the plan and number the required slides.	
	Templates: Briefly prepare the children for creating the slides in the next lesson by showing the 2 slide templates they will need – one with options and one as a dead end.	

Task*it*

***Investigate*it:** Children investigate other branching stories.

Computing

Presentation Skills

Planning a
Branching
Story

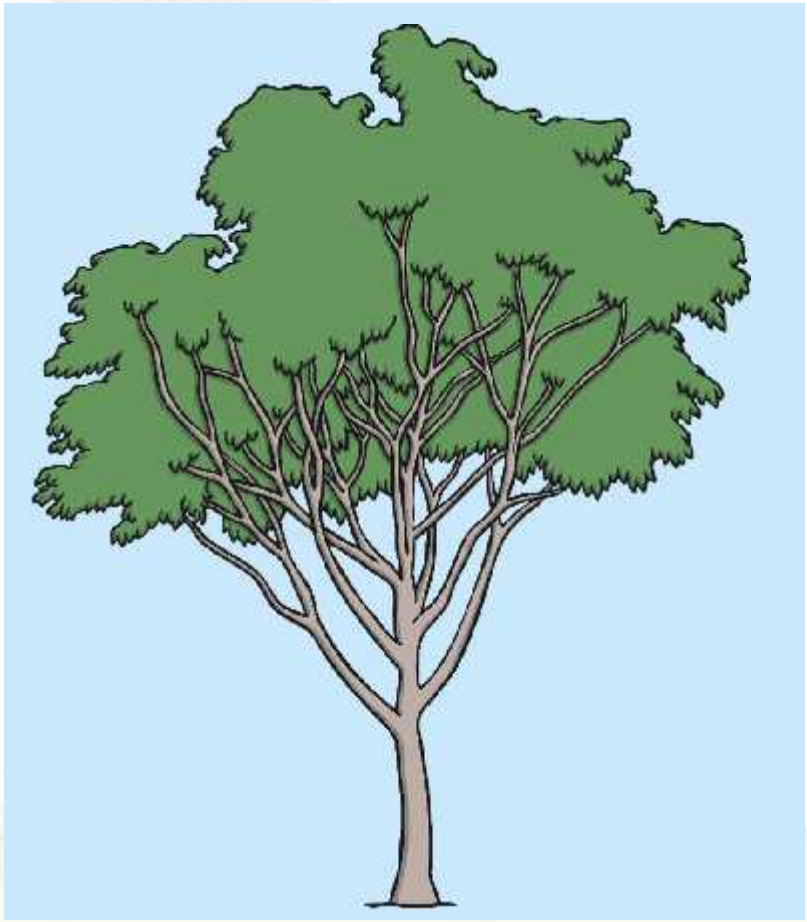
Aim

- I can plan a branching story.

Success Criteria

- I can create a story with different outcomes.
- I can organise the different outcomes into different branches.

Branching Story



What is a branching story?

Take a look at some examples.

Can you draw a plan for how the story is constructed?

The Plan

Look at the plan for the Cinderella Branching Story.

Notice how some choices lead to a dead end.

Can you follow the route to a happy ending?

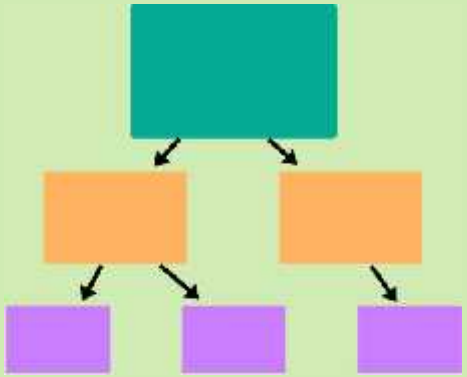
How could you use numbers to help you?

1 2 3 . . .

Share

Share your plan with a partner.

Do the branches work and make sense?



Can you make any suggestions?

Edit the Plan

Edit your plan following any comments or suggestions from your partner?

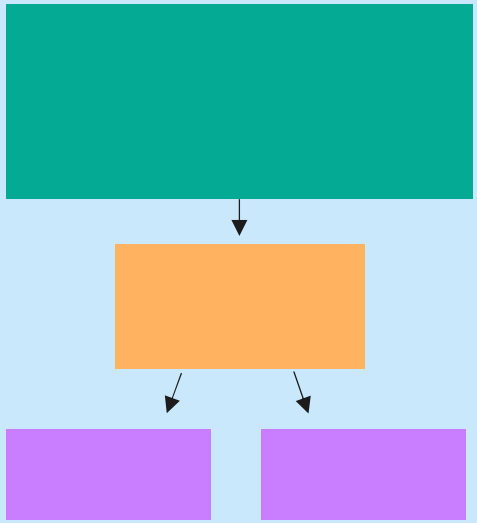
How might you use presentation features to make your story look good?

Think about your slide designs.

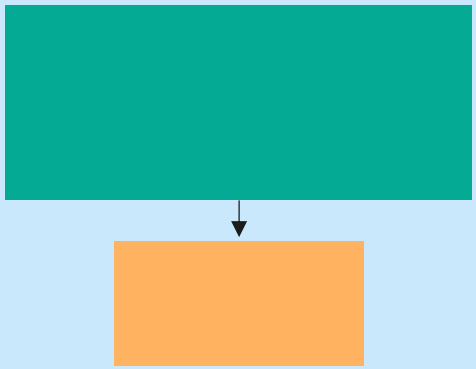
Templates

You will need 2 templates for your presentation.

The choices template



The dead end template



The choices template. . .

The Wicked Step Mother

Cinderella lives with her wicked step-mother and two ugly step sisters.
They receive an invitation to the Prince's ball, where he will choose a wife.
Cinderella is not allowed to go to the ball.

She is locked in her bedroom.

She is left in the house with jobs to do.

The dead end template. . .

The Wicked Step Mother

The Fairy Godmother arrives but can't find Cinderella because she's locked in her room. Cinderella doesn't go to the ball.

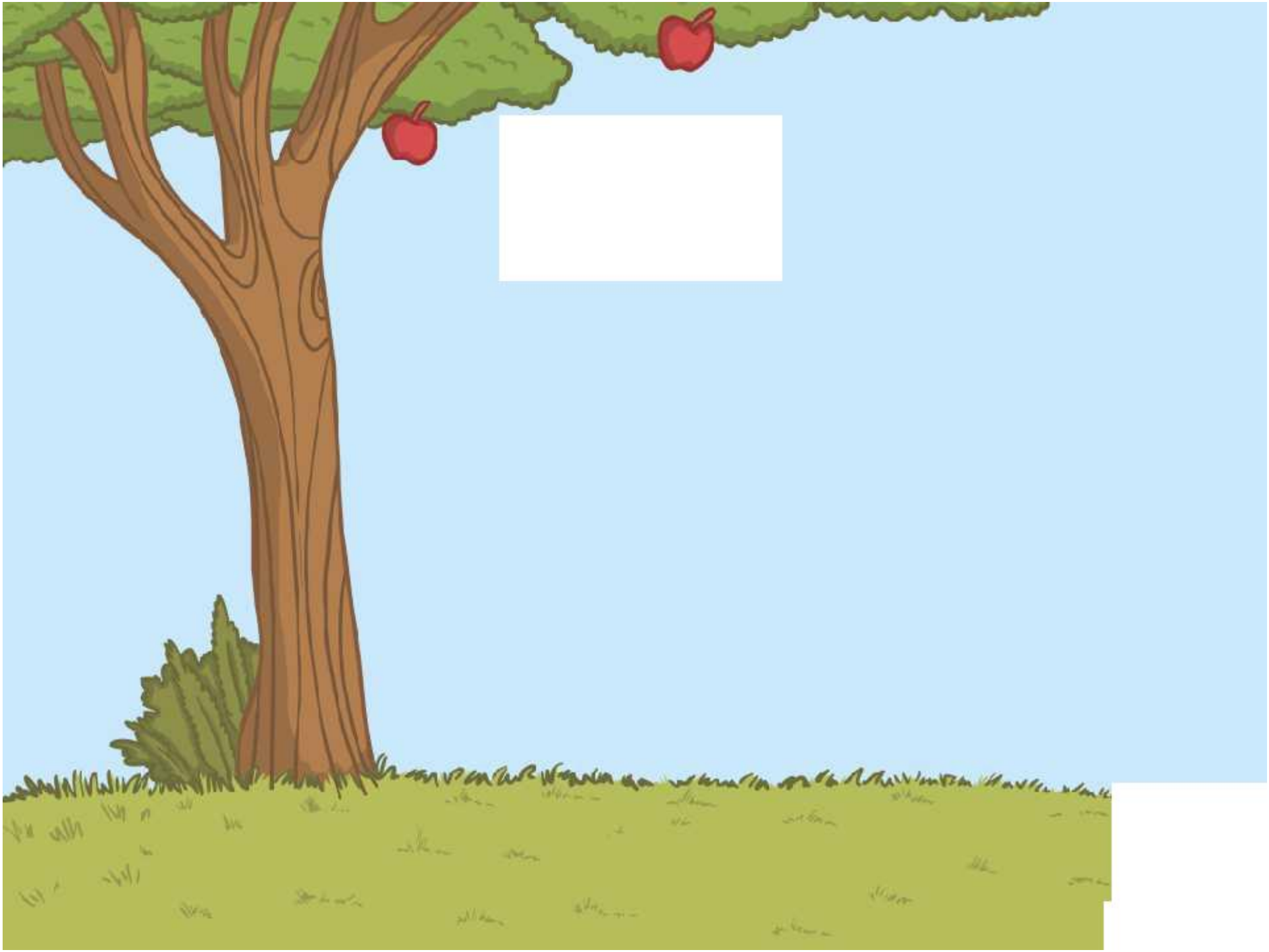
The end

Aim

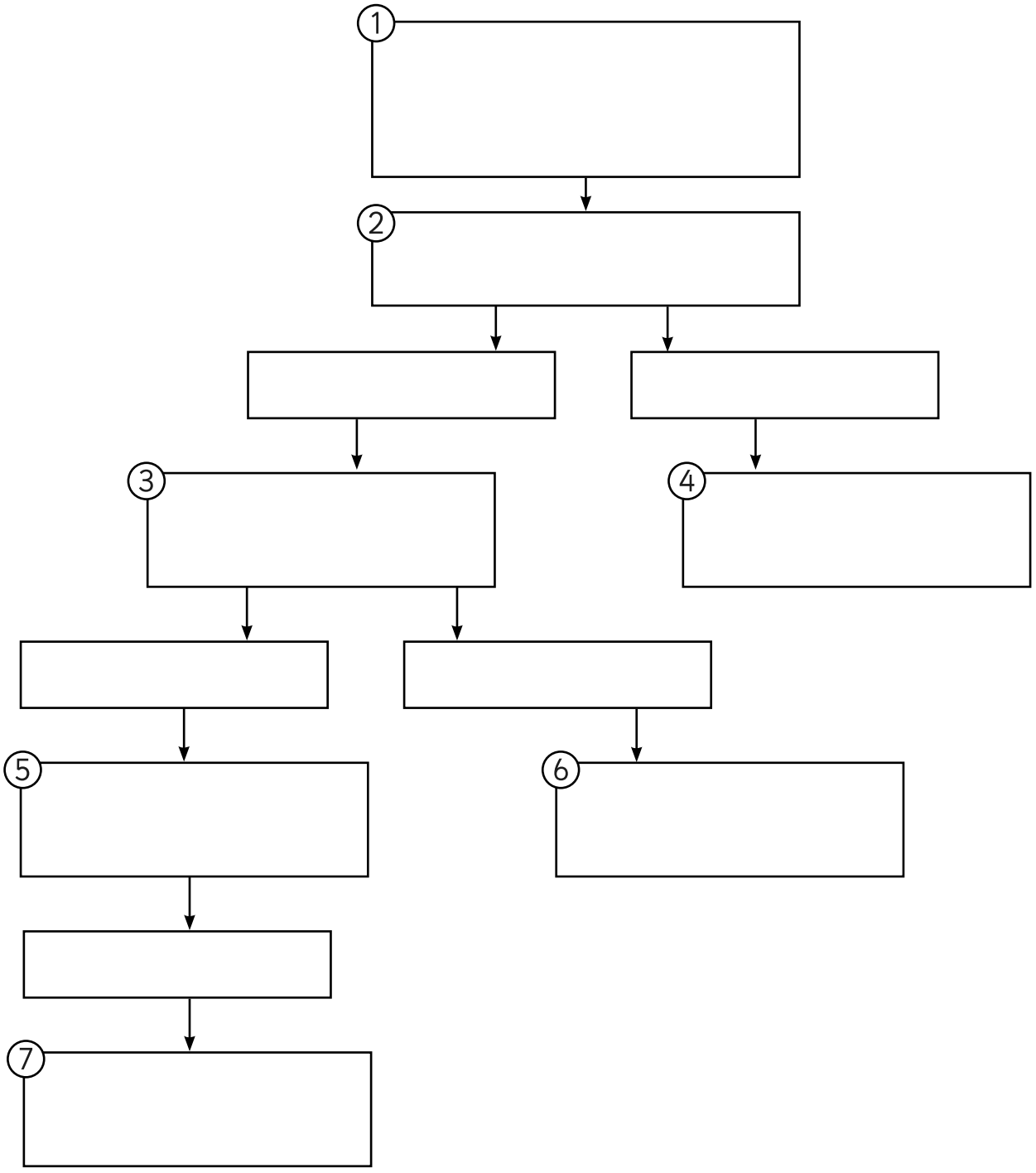
- I can plan a branching story.

Success Criteria

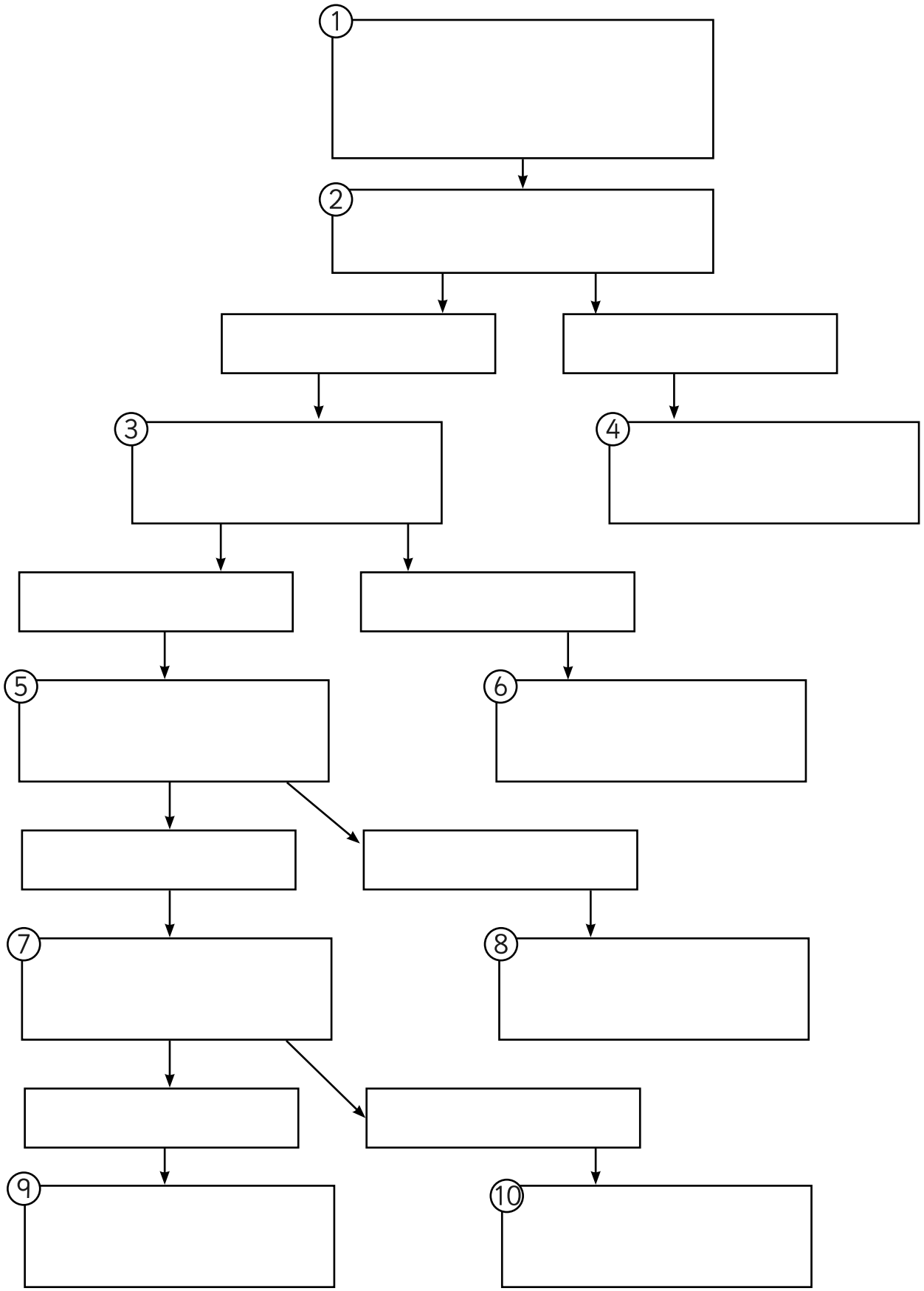
- I can create a story with different outcomes.
- I can organise the different outcomes into different branches.



Planning a Branching Story



Planning a Branching Story



Cinderella
A Branching
Story

The Wicked Step Mother

Cinderella lives with her wicked step-mother and two ugly step sisters.

They receive an invitation to the Prince's ball, where he will choose a wife.

Cinderella is not allowed to go to the ball.

She is locked in her bedroom.

She is left in the house with jobs to do.

The Fairy Godmother

The Fairy Godmother arrives.

Cinderella is given a beautiful dress, glass slippers and a carriage to get to the ball.

She is told she must be home by midnight.

She goes to the ball.

The carriage gets lost on the way.

The Fairy Godmother

The Fairy Godmother arrives.

But she can't find Cinderella because she's locked in her room.

Cinderella doesn't go to the ball.

The End

The Ball

Cinderella arrives at the ball.

She meets the Prince.

She dances with him all night.

She realises the time.

She doesn't realise the time.

The Lost Carriage

The carriage is lost.

Cinderella doesn't make it to the ball.

She has to walk home in the rain.

The End

The Clock

Cinderella looks at the clock.

She sees it's half past eleven.

She runs out to her carriage which takes her home.

She wants to see the Prince again.

She is locked away by her step-mother.

Midnight

At midnight the clock strikes.

Cinderella realises she must leave.

She runs out of the castle, losing one of her glass slippers.

The slipper is lost.

The Prince finds her slipper.

Poor Cinderella

Cinderella never sees the Prince again.

The End

Back to the Castle

Cinderella sneaks back to the castle.

The Prince is at the gate.

The Prince is away.

Wedding Bells

The Prince finds Cinderella.

She tries on the slipper and it fits!

They get married, and live happily ever after.

The End

The Poor Prince

The Prince never finds Cinderella.

The

End

At the Gate

The Prince sees Cinderella.

He runs to her and welcomes her back to the castle.

They get married, and live happily ever after.

The End

Poor Cinderella

Cinderella never finds the Prince and she goes home.

The

End

Cinderella Plan

Avery Template: Name Badge Label, 8 per sheet | **Compatible Products**:15395, 25395, 42395, 45395, 48395, 5395, 8395, 88395, 85395.

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		

Computing | Planning a Branching Story

I can plan a branching story.		
I can create a story with different outcomes.		
I can organise the different outcomes into different branches.		