

## Canadian Author Study-Richard Thompson

### Web Link

<http://www.drawandtell.com/pictales/hptindex.html>

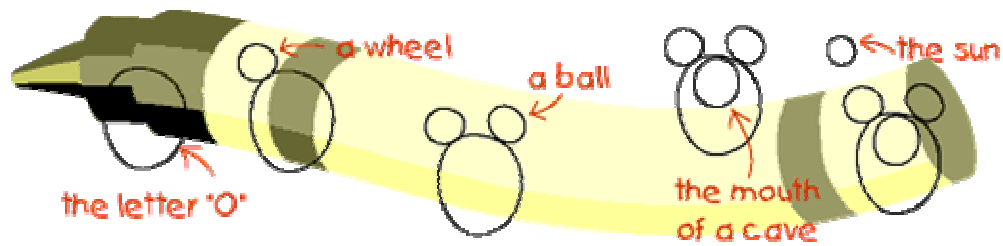
### Instructions

1. Log onto the web
2. Click in the address box and go to [www.drawandtell.com](http://www.drawandtell.com)
3. Click on Welcome, scroll down to Richard Thompson's Name
4. Click on Biography-Read all about this author
5. Click on Main Menu at the end of the biography information.
6. Click on pictales
7. Scroll down to index of draw and tell stories

### What is a draw-and-tell story?

A draw-and-tell story is a story in which, as the teller is telling the story, he or she is drawing simple graphic elements, each of which represents something in the story [...a circle might represent a lake or a ball or a cookie, a triangle might represent a mountain or a hat or a piece of pizza]. By the end of the story, the collection of shapes form a picture that is linked to the story.

Richard gives you two choices of stories...Click-and-tell / print-and-keep. A dynamic click-and-tell version in which you see the story presented a symbol or a shape at a time with the text that accompanies that segment. A print-and-keep version in which the story "map" the collection of symbols, is presented at the beginning of the story with pointers in the text to tell you which piece of the image - or which symbol -- to draw when. This format allows all the material to be presented on one (or a few) html files that you can print and keep in your personal collection.

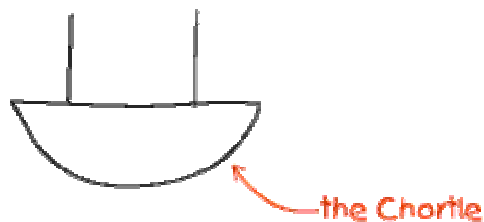


These are stories to tell. So get a big piece of paper and a marker (smelly markers work well because they are washable and they don't bleed through the paper) and practice. Don't memorize the story you want to tell; instead, learn how to draw the image in sequence and use the drawing as a "road map" through the story, giving yourself permission to recreate the story in your own words.

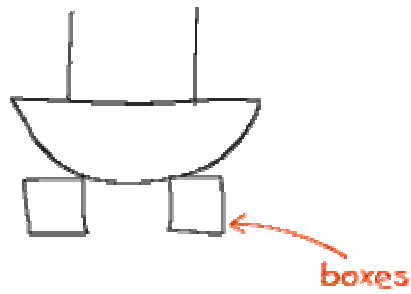
Once you are ready to try telling a story to an audience... and you don't have to be perfect... you will probably want to exhort them to:

Put your finger on your nose!

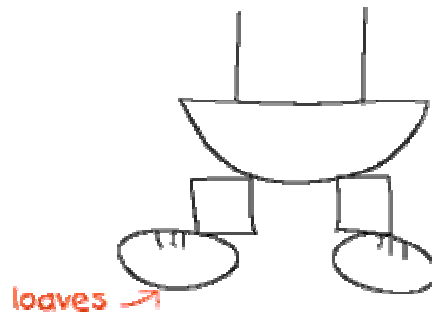
Part of the fun of listening to a draw-and-tell story is trying to guess what the picture will be at the end.



The fact that there is a "puzzle" element to the story is part of the fun of telling one of these stories as well, but it can create a bit of a problem for you, the storyteller.

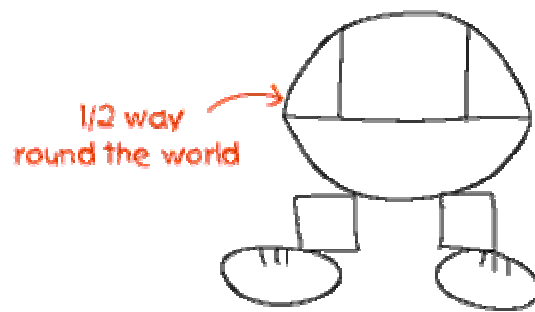


Almost inevitably, someone in the audience is going to figure out what the picture is before you get to the end of the story. And especially if that someone is in Kindergarten or Grade One, that someone is going to want to let you... and the rest of the people in the room... know that she has figured out what the picture is going to be.



She will probably yell out in a nice clear voice: "I know what it is! I know what it is! It's an alligator!"

And now everyone in the audience knows, and everyone in the audience wants to let you know that they know...



So... here is a little trick that can help you get around that problem. Before you start the story, say to the children in your audience:

"As I am telling this story, I will be drawing lines and shapes. Those lines and shapes are going to turn into a picture. Now, you won't be able to tell what the picture is right away, but I know that some of you will figure it out before I get to the end of my story. If you do figure it out, I am going to ask you to do me a favor... don't call out and tell me what it is. Wait until the end of the story to tell. There will probably be some people who need a little more time to figure it out, and we want to give them a chance. BUT... you can tell me that you have the picture figured out by sending me a silent signal. If I see you put your finger on your nose... once... like this... I will know that you have figured out the picture... And then at the end of the story, we will see if you were right."

(By the way, she was wrong... that wasn't an alligator that I was drawing there...)