Republic of the Philippines
Department of Education
NATIONAL CAPITAL REGION
Misamis Street, Bago-Bantay, Quezon City

UNIFIED SUPPLEMENTARY LEARNING MATERIALS
(USLeM)

ENGLISH 3

Expectation

This USLEM was designed and written with you in mind. Learning English lets you, learners, explore several concepts and competencies. For you to become a more effective user of the language, you need to enhance your skills in its different areas such as reading, writing and grammar. The scope of this USLEM permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of learners. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using.

After going through this USLeM, you are expected to:

   1. define the elements of a story;
   2. write a simple story; and
   3. write a simple story using its elements.

Pretest

Directions: Identify what is being described in each sentence. Choose your answer from the heart.

_____1. It is an element of a story which refers to a person, an animal, or a thing.

_____2. It is a brief work of fiction where, usually the main character faces a conflict that is worked out in the plot of the story.

_____3. This resolves the problem.

_____4. It refers to the time and place (or when and where) the story happened.

_____5. It is an element of a story that refers to the conflict that affects the character.

Simple story   Problem

Character   Solution

Setting

Looking Back

DIRECTION: Unscramble the jumbled letters to form the correct word in each number.

1. This resolves the problem.
   I T S L U O ON   _____

2. Usually, the main character faces a conflict that is worked out in the plot of the story.
   P E L M S I T R Y S O   _____

3. It refers to the conflict that affects the character.
   R L M P B O E   _____

4. It is where or when the story happened.
   G N T S I T E   _____

5. It is one of the essential elements of a story. It can be a person, an animal or a thing.
   C T R E A R H C A   _____

Brief Introduction

SIMPLE STORY

A simple story is a connected series of events told through words, imagery, body language, performance, music, or any other form of communication. You can tell a story about anything, and the events described can be real or imaginary, covering both fiction and nonfiction.

Stories can be categorized as Fiction and Non-fiction. FICTION STORIES - are based on made-up or imaginary events.

Examples: Fairy Tales, Folklore, Mythology, Legends, Epic, Dramas, Adventure Stories, Fantasy, Science Fiction, Love Stories, Ghost Stories, Bedtime Stories

NON-FICTION STORIES – are based on real-life events or experiences.

Examples: Historical events, News and Current Events, Biographies and Autobiographies, Memories and experiences, Cultural history, Science, Love, Family, Travel Stories, Survivor Stories and War Stories.

ELEMENTS IN WRITING A SIMPLE STORY:

- CHARACTER – It refers to a person, animal, or a thing in a story. It answers the question who.

- SETTING – It refers to the time and place where the story happened. It answers the question when and where.
- PROBLEM – These are the conflicts that affect the character.
- SOLUTION – It is an element of the story which resolves the problem.

Activities

ACTIVITY 1

DIRECTIONS: Read the short selection. Make a simple story by sorting the underlined words or phrases into the correct column of the chart.

The Fastest Rider in Town

<u>Alicia</u> was the fastest bike rider in town. No one could beat her in a race. She won every trophy. But one day, Alicia was riding <u>at the park</u>. She was speeding on the trail, and she put her head back to feel the wind on her face. Just then, her front tire hit a rock and her bike began to wobble. Alicia <u>fell off her bike</u> and landed on the sidewalk. Her knees were scraped, and her elbow was hurt. <u>Her friend helped her back on the bike</u>, and they rode slowly and safely out of the park.

Character	Setting	Problem	Solution
1.	2.	3.	4.

ACTIVITY 2

DIRECTIONS: Read the story below and answer the questions that follow. Identify the elements of a story by encircling the letter of the correct answer.

You Should Listen with Magic

There was a good witch named Welda Kobbler. She used her magic to help all the people in the village, but her magic goes crazy if someone does not follow instructions.

Welda helped the policeman in the village with his police car. It was not moving as fast as he wanted, so the witch cast a magic spell on his car chair. She instructs him, "Move the chair back to go fast, but do not hit it hard."

Welda leaves and the policeman did not listen. He hit the chair to test it. Then, the car zooms past the policeman's home. It bounces on a hill and goes so fast that it flies into a tree.

1-2. Who are the characters?

    A. Welda, nurse
    B. Policeman, Welda
    C. Welda, doctor

3. Where did the story happen?
    A. Tsunami   B. City   C. Village

4. What is the problem in the story?
    A. The police car is not fast enough.
    B. The witch is hungry.
    C. The cook wants more cookies.

5. What is the solution to the problem?
    A. The witch makes a magic noodle pot.
    B. The witch makes the car faster with magic.
    C. The witch gets a hat.

_____

Remember

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Stories can be categorized as Fiction and Non-fiction.

ELEMENTS IN WRITING A SIMPLE STORY:

- CHARACTER – It refers to a person, animal, or a thing in a story. It answers the question who.
- SETTING – It refers to the time and place where the story happened. It answers the question when and where.
- PROBLEM – These are the conflicts that affect the character.
- SOLUTION – It is an element of the story which resolves the problem.

_____

Checking your Understanding

DIRECTIONS: Arrange the following events in chronological order. Then, write a simple story by copying the sequenced sentences on the space provided.

> The ambulance brought all the victims in the nearest hospital.

> One afternoon, Michael heard a jeep stop very suddenly in front of their house.

> All our neighbors are running towards the accident. Everybody was shocked and in panic.

> Then there was a loud cry. He ran to the window to see what happened.

> Someone was crying loudly. "Call an ambulance quickly," somebody shouted.

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Posttest

Directions: Encircle the letter of the correct answer.

1. It resolves the problem.
    a. character
    b. problem
    c. setting
    d. solution

2. It refers to a person, animal, or a thing in a story.
    a. character
    b. problem
    c. simple story
    d. solution

3. It refers to the time and place where the story happened.
    a. problem
    b. setting
    c. simple story
    d. solution

4. It can be fiction or non-fiction.
    a. problem
    b. setting
    c. simple story
    d. solution

5. These are the conflicts that affect the character.
    a. character
    b. problem
    c. setting
    d. solution

UNIFIED SUPPLEMENTARY LEARNING MATERIALS
Grade 3 LEARNING AREA

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Answer Card

Pre-test	Looking back	Checking your Understanding
1. Character	1. Solution	One afternoon, Michael heard a jeep stop very suddenly in front of their house. Then there was a loud cry. He ran to the window to see what happened. Someone was crying loudly, "Call an ambulance quickly," somebody shouted. All our neighbors are running towards the accident. Everybody was shocked and in panic. The ambulance brought all the victims in the nearest hospital.
2. Simple Story	2. Simple Story	
3. Solution	3. Problem	
4. Setting	4. Setting	
5. Problem	5. Character	

Activities		Post Test
Activity 1	Activity 2	
1. Alicia	1-2. B	1. D
2. at the park	3. C	2. A
3. fell of her bike.	4. A	3. B
4. Her friend helped her back on the bike	5. B	4. C
		5. B

References

https://literaryterms.net/story

www.education.com

https://www.k5learning.com/

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