



PIVOT PARTNER GAME

Student Pair Folder



CLASS: _____

Partner A: _____

Partner B: _____

Partner C: _____

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UNIVERSITY of
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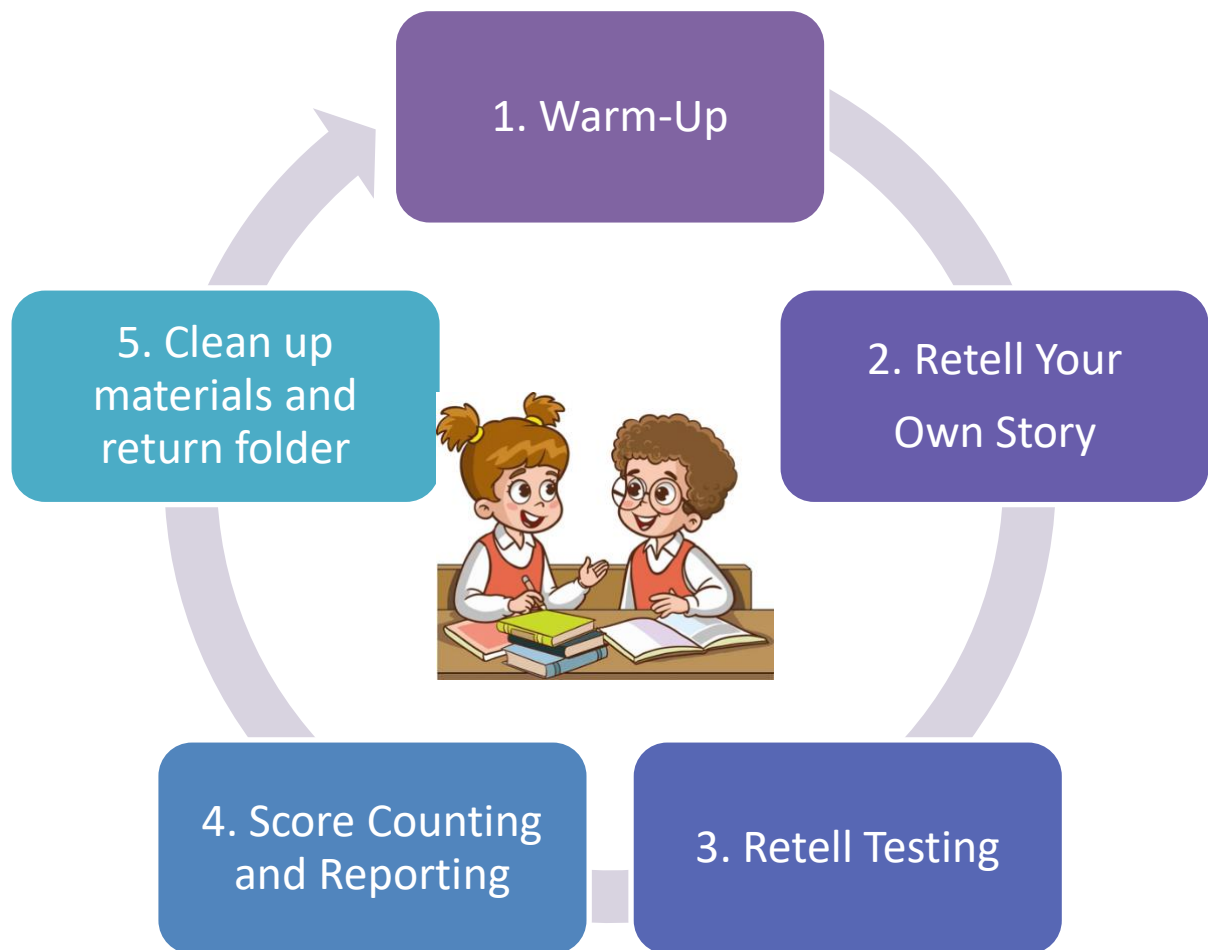


University College of
Teacher Education Tyrol



PIVOT PARTNER RETELL GAME

How to play the game?





Pair Letter Name: _____ Team Number: _____ Date: _____

Partner A Name: _____ Partner B Name: _____



SCORE CARD

Each time a point is given, we cross out (X) a number from the score card. The last crossed number is your final score to report.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Transition words: help move the story forward and show the sequence of events

Visual Aid

Emotion words: make our story attractive and help us describe how the characters feel in the story



B
beginning

- One _____ day/morning/night,
- Once/Once upon a time,
- First/First of all,
- In the beginning,
- Initially,
- It started when...

M
middle

- Next
- Then
- Later
- Also
- Soon
- While
- However,

- After that,
- Suddenly,
- Before long,
- In the meantime,
- Meanwhile,
- Unfortunately,
- As soon as,

E
ending

- Finally,
- At last,
- Eventually,
- As a result,

- Therefore,
- In conclusion,
- To sum it up,

- Happy
- Pleased
- Satisfied
- Angry
- Furious
- Mad
- Confident
- Relaxed
- Worried
- Shy
- Anxious
- Scared
- Confused
- Upset
- Disappointed
- Joyful
- Surprised
- Peaceful
- Excited
- Bored
- Nervous



Story Retell Guiding Questions

During “Retell your Own Story” activity, you may use these questions to guide your partner to move on with their story:

STORY ELEMENTS	GUIDING QUESTIONS
Characters	Who are the characters in the story?
Setting	Where does the story take place?
Time	When does the story take place?
Problem (What?)	What problem is the character faced with?
Feelings	How does this problem make the character feel?
Plan 1	What plan does the character come up with to fix the problem?
Attempt 1 (Try)	How did the character’s attempt to fix the problem go?
Consequence 1	What was the result of the character’s attempt?
Feelings	How does the character feel after trying to fix the problem?
Plan 2	If the problem has not been solved, what is the new plan?
Attempt 2 (Try 2)	How did this new attempt go?
Consequence 2	What was the result of the second attempt?
Ending	How does the story end?



Retell Partner Checklist

My Name: _____ My Partner: _____

Partner Retell Checklist

Put a check mark (✓) in each box if you saw your partner doing each step.

The **beginning sentence** has:

Characters (Who?)	☐
-------------------	--------------------------

Time (When?)	☐
--------------	--------------------------

Setting (Where?)	☐
------------------	--------------------------

Transition word	☐
-----------------	--------------------------

Emotion word	☐
--------------	--------------------------

Told the story in order.	☐
--------------------------	--------------------------

Told the story with no pauses or hesitations (emm, uhhh, hmm)	☐
---	--------------------------

Used transition words in the beginning, middle and end.	☐
---	--------------------------

Used emotions in the beginning, middle and the end.	☐
---	--------------------------

Circle:

Number of things (action verbs) retold in the **beginning** (circle):

1. 2. 3. 4. 5.

Number of things (action verbs) retold in the **middle** (circle):

1. 2. 3. 4. 5. 6. 7+

Number of things (action verbs) retold in the **end** (circle):

1. 2. 3. 4. 5.

TOTAL POINTS EARNED out of 26

- Count the number of check marks.
- Count the total number of things retold.
- Add both numbers and enter the sum in the box.

☐

My Name: _____ My Partner: _____

Partner Retell Checklist

Put a check mark (✓) in each box if you saw your partner doing each step.

The **beginning sentence** has:

Characters (Who?)	☐
-------------------	--------------------------

Time (When?)	☐
--------------	--------------------------

Setting (Where?)	☐
------------------	--------------------------

Transition word	☐
-----------------	--------------------------

Emotion word	☐
--------------	--------------------------

Told the story in order.	☐
--------------------------	--------------------------

Told the story with no pauses or hesitations (emm, uhhh, hmm)	☐
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Used transition words in the beginning, middle and end.	☐
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Used emotions in the beginning, middle and the end.	☐
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1. 2. 3. 4. 5.

TOTAL POINTS EARNED out of 26

- Count the number of check marks.
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☐

Take turns using your partner voice



Be an active listener

**Help your partner move forward (e.g,
What's next? What else happened?)**

Do your best in story retell





STORY RETELL MAP			DIRECTIONS: TRAVEL AROUND THE STORY MAP IN A CLOCKWISE POSITION TO RETELL YOUR OWN STORY		
START HERE 	CHARACTERS	SETTING/TIME	PROBLEM	FEELINGS	PLAN
FEELINGS	Remember to Use Transition Words...				ATTEMPT 1
ENDING	<i>First</i> <i>Later</i> <i>Then</i> <i>As soon</i> <i>While</i> <i>Initially</i> <i>After that</i> <i>Also</i> <i>Soon</i> <i>Once</i> <i>Eventually</i> <i>Howeve.</i> <i>As a result</i> <i>At last</i> <i>Finally</i>				CONSEQUENCE
HAS THE PROBLEM BEEN SOLVED? IF YES, KEEP GOING. IF NO, WHAT HAPPENED INSTEAD?	CONSEQUENCE	ATTEMPT 2	PLAN	FEELINGS	DID THE PLAN WORK? IF YES, SKIP TO ENDING. IF NO, KEEP GOING



STORY RETELL MAP

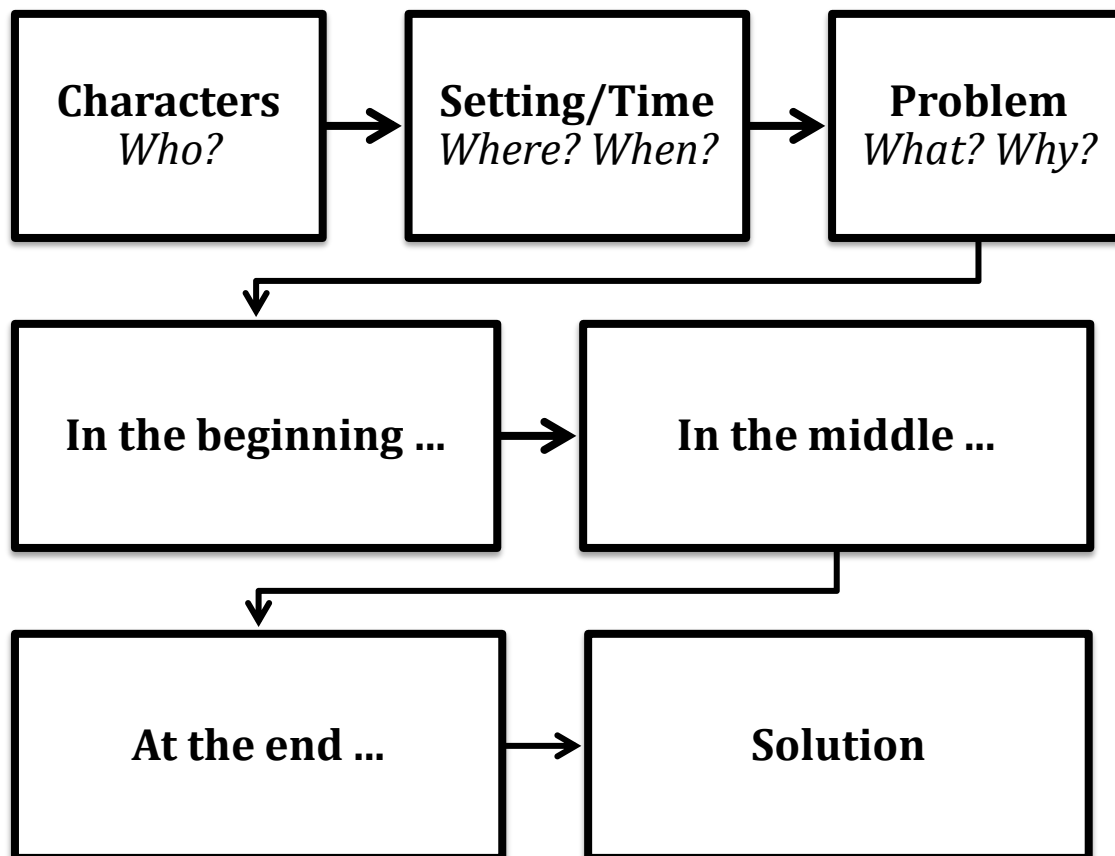
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STORY RETELL MAP

Follow the arrows from left to right and retell your own story



Remember the Transition
Words...

While
First
Initially
Eventually
Then
Once
While
Second

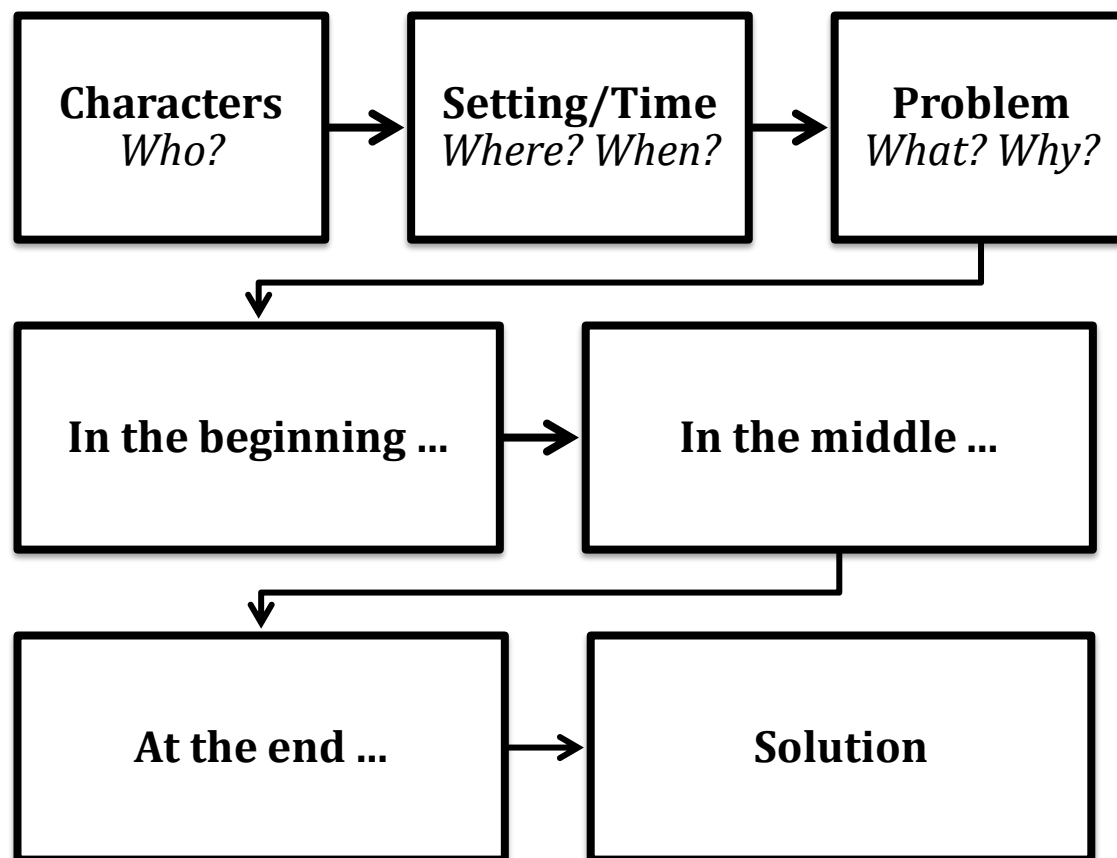
Remember the Emotion
Words..

Pleased
Joyful
Furious
Satisfied
Angry
Excited
Sad



STORY RETELL MAP

Follow the arrows from left to right and retell your own story



Remember the Transition

Words...
While
First
Initially
Eventually
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Remember the Emotion

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