

Story mapping or visual mapping is a technique using graphic organizers that are intended to focus on key elements of a story. This technique can be used before reading to help introduce the story as well as be used as an after reading strategy to determine students' comprehension. The examples that follow are simple applications of the story mapping or visual mapping technique.

These examples correspond to the *Can it!* book and show examples using –

- Picture Communication Symbols (line drawings) from Mayer-Johnson's Boardmaker
- Object symbols
- Tactile symbols
- Photo symbols



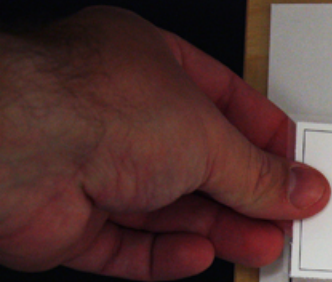
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