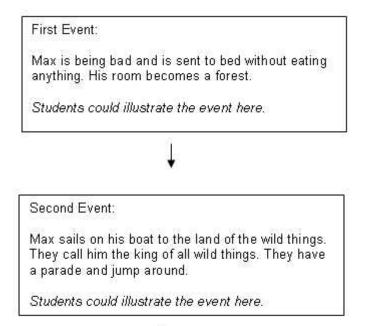**Designing Effective Projects: Sequencing Activities**
Chain-of-Events

Example of a Chain-of-Events Organizer

Chain-of-Events for *Where the Wild Things Are* by Maurice Sendak
This is a sample graphic organizer a student might create.

First Event:

Max is being bad and is sent to bed without eating anything. His room becomes a forest.

Students could illustrate the event here.

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Second Event:

Max sails on his boat to the land of the wild things. They call him the king of all wild things. They have a parade and jump around.

Students could illustrate the event here.

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Third Event:

Max gets sad and lonely and misses his home. He sails back to his room and finds his dinner waiting for him.

Students could illustrate the event here.