Sequencing Activities

Learn About Sequencing Activities

Sequencing activities help students to arrange information in a logical order, making it easier to track information over time.
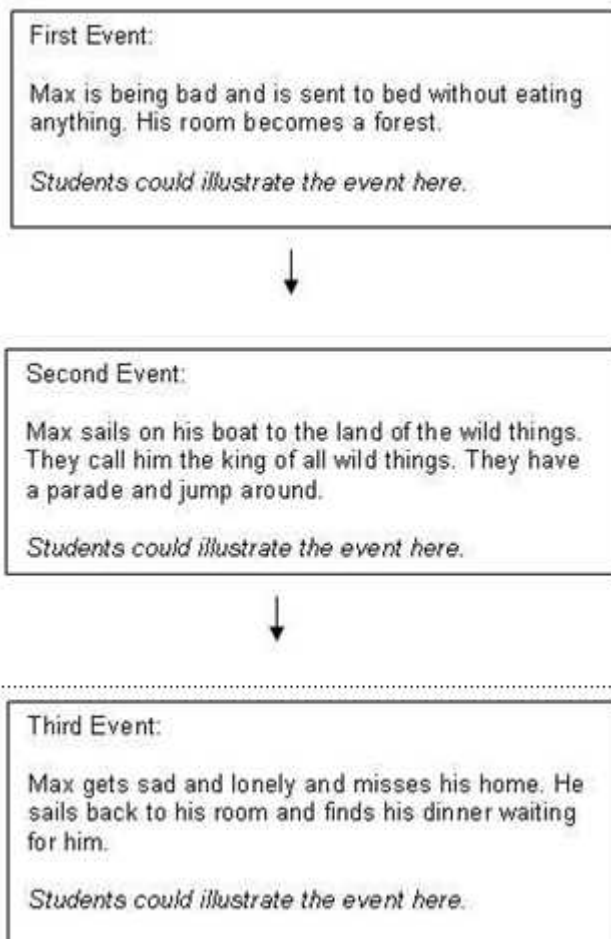
Chain-of-Events
The use of a chain-of-events graphic organizer is a valuable way to:

- Organize steps in a procedure
- Trace plot development in a story or novel
- Document actions of a character
- Record the important stages of an event

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.
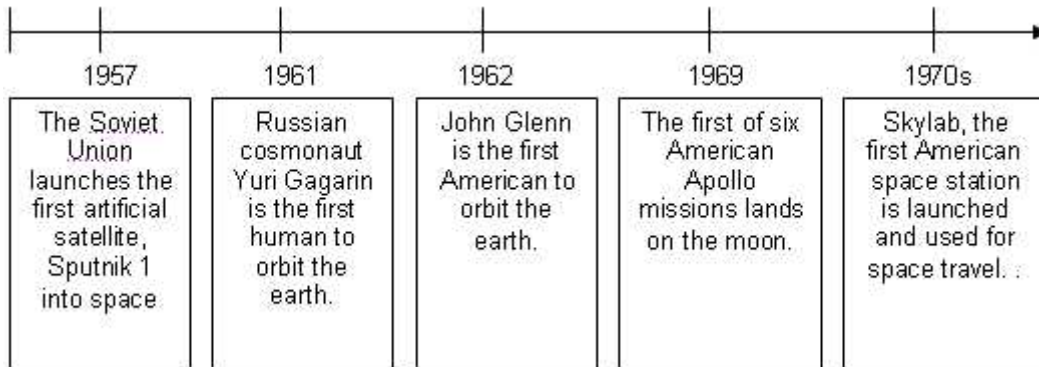
Students could illustrate the event here.

Timelines
Like a chain-of-events organizer, timelines help students place events and people in

chronological order. Throughout a lesson or unit, students can add to the timeline, use it as a reference and a benchmark to make sense of dates and events and to see patterns in history. By sequencing important events, students can make connections to past and current content. Individual and class timelines can be effective ways to represent events and time periods.

Space Exploration Timeline
This is a sample timeline a student might create.

1957	1961	1962	1969	1970s
The Soviet Union launches the first artificial satellite, Sputnik 1 into space	Russian cosmonaut Yuri Gagarin is the first human to orbit the earth.	John Glenn is the first American to orbit the earth.	The first of six American Apollo missions lands on the moon.	Skylab, the first American space station is launched and used for space travel.

Storyboard Planners
Storyboard planners are helpful ways to construct ideas and organize information before creating a product. Students can create storyboards, using multimedia technology or paper and pencil. These storyboards can be used as a pre-writing or brainstorming activity before students create a final product. The storyboards can be checked by a peer or teacher to make sure the student is on-track and provide feedback before getting to work.

This is a sample storyboard a student might use.
This storyboard is from the Unit Plan, *African Adventure Safari* from *Designing Effective Projects*.

Work with your group to decide what will go on each page.

Web Site Storyboard

Names_____
_____

Introduction	Habitat	Food Web
Tell about your animals.	Describe the habitat, where your animals live in the habitat, and what other plants and animals will be found there.	Combine information from your individual food webs and show the producer, consumer, decomposer, and sun relationships in the food web.

Survival Strategies	Compare	Conservation
Describe how your animals get along in their habitat. What adaptations do they have to make them perfect for their niche? What would happen if there were too many or too few of any one animal?	Compare your animal to other animals or to humans (size, speed, longevity, sensory acuity, food consumption, care of young, etc.)	Find out about the health of your animals in their habitat. Compare populations over time. Compare risks over time. Give suggestions for how people can help.