

## **Voices in the Night**

Story Starters

Materials: Pencils ● Notebook Paper ● Story Cards ● Story Paper ● Bat Pattern ● 11x17 Paper or Brown Construction Paper ● Stapler

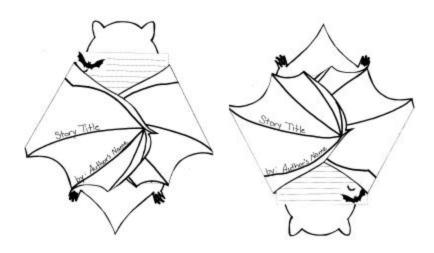
Students will write a story using one of the story ideas on the Story Cards. You can choose which card to use in many ways:

- Each student gets a copy of the sheet and chooses a story.
- Teacher assigned.
- Glue the story starters to index cards and have students draw one.

Students should go through each of the steps when writing their stories, including pre-writing, editing and revising. They should then write the final draft of the story on the bat paper. If you would prefer final drafts to be computer generated, the finished copy should measure 4.5" x 7.5".

After the stories are finished, they should be mounted onto bats. The bat pattern can be traced onto a sheet of 11"x17" paper folded in half. Students should cut out the bat shape and staple their story pages where indicated. The stories can be attached right side up or upside down, depending on whether the student wants his or her bat to be hanging from the ceiling or flying.

Fold the wings over the story on the dotted lines. The title and author's names should be written on the outside of the wings. The students may wish to draw finger bones. See samples below...

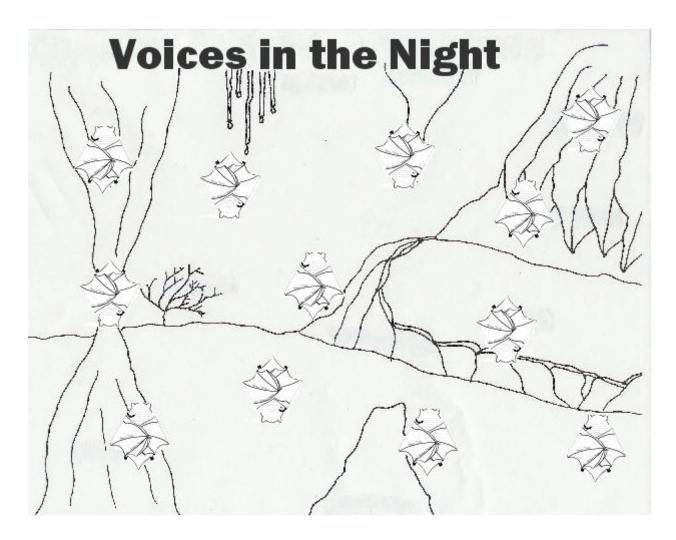






## Changing your bulletin board from *Karst in the Classroom* (see Activity 1) to *Voices in the Night*

Remove the letters and the structure labels but keep the cave background. Place the bats with the stories that the students wrote onto the board. Hang bats upside-down or rightside-up so that their story is able to be read.





## **Voices in the Night • Story Starter Cards**

On a field trip to a cave and it's surrounding nature preserve, you and your friend ignore your chaperone and take a trail that's been closed. Suddenly the ground beneath your feet gives way and you fall into the earth.

You awaken at dusk, stretch your wings, and flap them gently several times. All around you your aunts stir the air as they leave the roost. One more stretch, and you take to the air to join the hunt.

Everything is still and cool in the hibernaculum, and as you drift to sleep amongst your brothers and sisters you have the most amazing dream.

The girl who lives
down the block wants
to show you a really
cool creature she
found while exploring a
cave on their summer
vacation. You tell her
she should not have
taken it from it's home,
but you can't resist
your curiosity...

Voices in the Night • Story Starter Cards

