Middle (conflict)

Problem
(tension)

Solution
(resolution)

Beginning
(call to adventure)

End
(closure, learning)
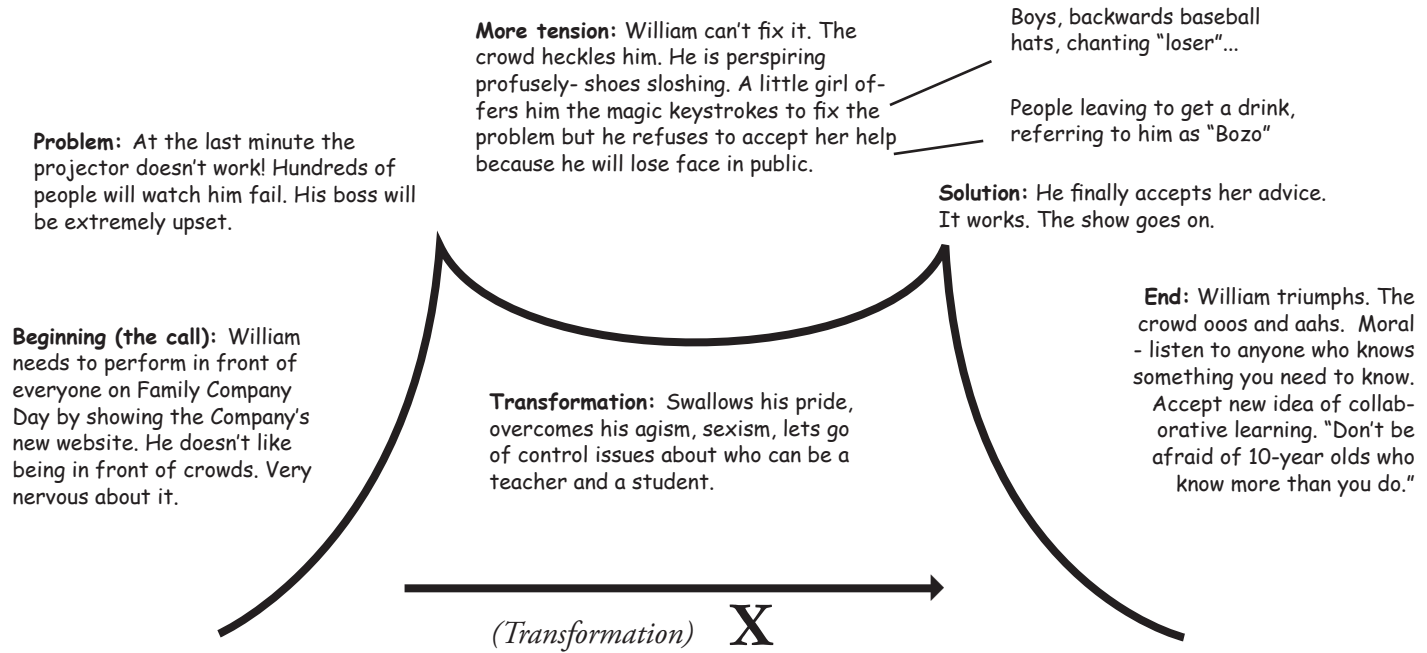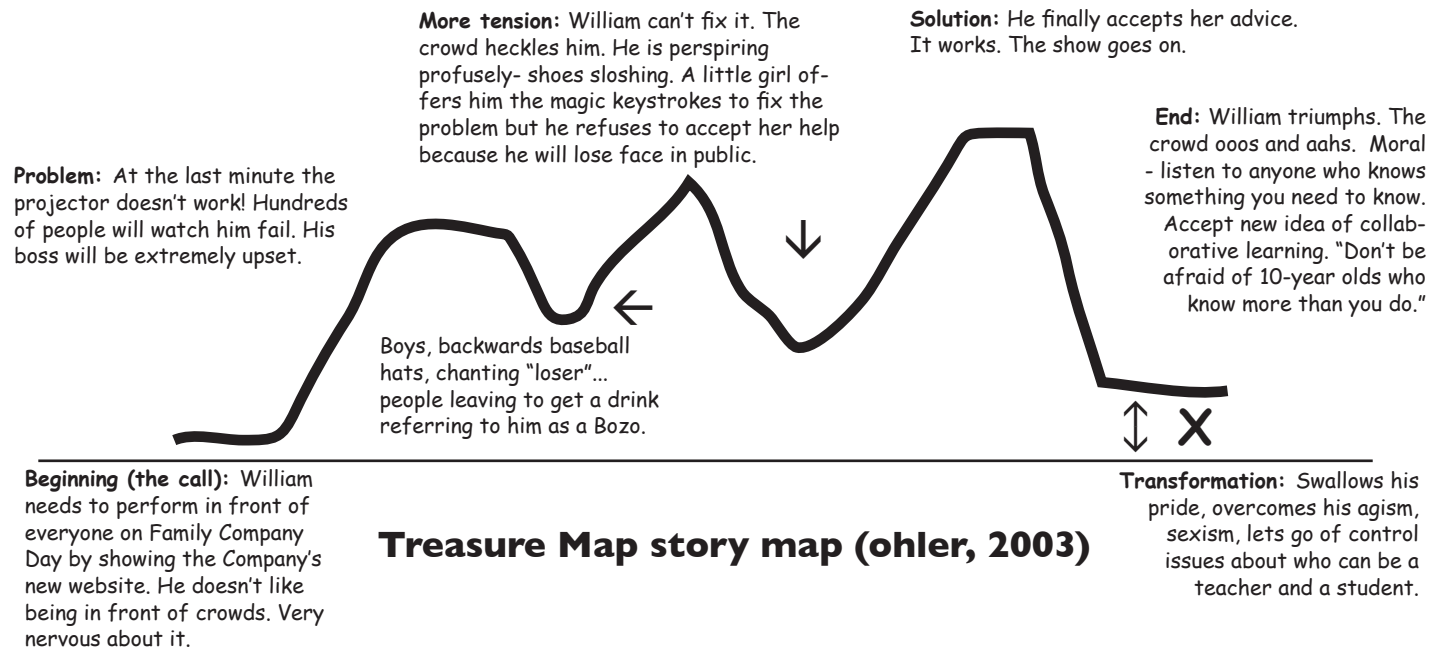
(Transformation) **X**

Visual Portrait of a Story (dillingham, 2001), with transformation (ohler, 2003)

Using the virtual portrait of a story map to map "William and the Little Girl Who Could fix Computers"

More tension: William can't fix it. The crowd heckles him. He is perspiring profusely- shoes sloshing. A little girl offers him the magic keystrokes to fix the problem but he refuses to accept her help because he will lose face in public.

Boys, backwards baseball hats, chanting "loser"...

People leaving to get a drink, referring to him as "Bozo"

Problem: At the last minute the projector doesn't work! Hundreds of people will watch him fail. His boss will be extremely upset.

Solution: He finally accepts her advice. It works. The show goes on.

End: William triumphs. The crowd ooos and aahs. Moral - listen to anyone who knows something you need to know. Accept new idea of collaborative learning. "Don't be afraid of 10-year olds who know more than you do."

Beginning (the call): William needs to perform in front of everyone on Family Company Day by showing the Company's new website. He doesn't like being in front of crowds. Very nervous about it.

Transformation: Swallows his pride, overcomes his agism, sexism, lets go of control issues about who can be a teacher and a student.

(Transformation) **X**

Visual Portrait of a Story (dillingham, 2001), with transformation, (ohler, 2003)

Using the treasure map to map
"William and the Little Girl Who Could fix Computers"

More tension: William can't fix it. The crowd heckles him. He is perspiring profusely- shoes sloshing. A little girl offers him the magic keystrokes to fix the problem but he refuses to accept her help because he will lose face in public.

Solution: He finally accepts her advice. It works. The show goes on.

End: William triumphs. The crowd ooos and aahs. Moral - listen to anyone who knows something you need to know. Accept new idea of collaborative learning. "Don't be afraid of 10-year olds who know more than you do."

Problem: At the last minute the projector doesn't work! Hundreds of people will watch him fail. His boss will be extremely upset.

Boys, backwards baseball hats, chanting "loser"... people leaving to get a drink referring to him as a Bozo.

Beginning (the call): William needs to perform in front of everyone on Family Company Day by showing the Company's new website. He doesn't like being in front of crowds. Very nervous about it.

Treasure Map story map (ohler, 2003)

Transformation: Swallows his pride, overcomes his agism, sexism, lets go of control issues about who can be a teacher and a student.