

Satoshi, Where Are You?

In this lesson, students construct a story using four independent ideas written on sticky notes. They begin by recalling the earlier story in which Satoshi disappeared and speculate about where he might have gone. Students then generate four ideas from guided prompts and organize them into a beginning, middle, and end structure. Through structured sharing and a sticky note swap, they revise their narratives to include new constraints. The lesson concludes with either a written or illustrated final draft, or a short dramatic role play using a class-generated story arc.

ACTIVITY TYPE

Creative writing · Experiential learning · Role-play

DURATION

60 min

PARTICIPATION

Small groups · Individual

OBJECTIVES

By the end of this activity, learners will:

- Sequence ideas into beginning, middle, and end
- Construct a logical narrative from independent elements
- Adapt a story when new constraints are introduced
- Participate in structured peer storytelling
- Collaborate in a short dramatic performance

MATERIALS

- Sticky notes (4 per student)
- Markers or pencils
- Handout with three columns: Beginning / Middle / End (See Appendix A) — [A · Three-column student handout template](#)
- Whiteboard
- Timer
- Colored sticky notes, Timer (*nice to have*)
- Whiteboard
- Markers
- Bell or signal for transitions (*nice to have*)

PROCEDURE

OPENING

- Prepare whiteboard space for later three-column setup.
- Ensure markers are accessible.
- Confirm timing signals and group arrangements.

PRE-ACTIVITY

8 minutes

1. Activate prior learning by referencing the earlier story where Satoshi disappeared.
2. Ask:
 - Where do you think Satoshi went?
 - Why might he have left?
 - What could have happened next?
3. Take brief responses.

4. Explain that today students will build their own stories using small ideas that connect together.
5. Ask one student to explain the task in their own words.

Objective In Student's Words

- "We are going to turn small ideas into a full story."

ACTIVITY

30 minutes

Carry Out

1. Distribute Materials - four sticky notes per student and markers. Explain the rule: one short idea per sticky note.
2. Idea Generation - Students respond to the four prompts:
 - What is your dream vacation destination?
 - If you had one bitcoin, what would you do?
 - What could turn a good day into a bad one?
 - Who is your hero?
3. Circulate and ensure responses are concise and readable.
4. Distribute the three-column handout. Students place their four sticky notes into Beginning, Middle, or End. They may place more than one note in a column.
5. Draft Story - Students construct a short story using all four sticky notes. Requirements:
 - Clear beginning
 - A change or problem in the middle
 - An ending that shows what happened
6. Students form groups of 3–4. Each student tells their story. Listeners give one short comment about clarity or interest.
7. Each student removes one sticky note and passes it to the left. Students reorganize their timeline to include the new idea. Students revise and retell their story.

Optional: Repeat swap once more if time allows.

Checkpoint

1. What changed in your story?
2. Was it easier or harder to include the new idea?

Production

Option 1 Students write a final draft (older learners) or draw a three-panel version with captions (younger learners).

Option 2 Collect sticky notes and randomly build a class story arc on the board. In small groups, students create a 2-minute role play using all board elements. After performances, briefly identify the turning point and ending in each.

FOLLOW-UP

2 minutes

1. Review and consolidate learning.
2. Ask:
 - Why does order matter in a story?
 - What makes a middle strong?
 - What changed from your first version to your final version?

CLOSE

- Collect sticky notes and handouts.
- Clear board and materials.
- Return markers.
- Reset classroom layout.

- Store or submit student work appropriately.

NOTES

Classroom management

- Distribute sticky notes only at the moment of writing.
- Set visible time limits for each phase.
- Keep group sizes small to ensure participation.

Extensions & Sponge Activities

- Require dialogue in the final draft.
- Add a secret object that must appear in the middle.
- Introduce a rule that the hero cannot appear in the beginning.

Differentiation

- Younger students: Allow drawing before writing, Provide sentence starters.
- ELL/Accessibility: Provide vocabulary support, Allow oral storytelling before written production.
- Safety: Keep movement controlled during role play.