

## Directions:

Name \_\_\_\_\_

Make a list of ten things that have some type of hole. Examples: scissors, a salt shaker, a drinking straw, a bottle, shoelace eyelets, the soundhole on a guitar, compact disks, the ends of a hose.

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Pick any object or objects from your list and create a 5 to 8 card HyperStudio story stack that incorporates the "hole" into a funny story that you create. Make sure you describe the object(s) and cleverly and/or humorously make them part of your plot or conclusion.

## Story Starter:

Below, tell how your story begins, give a brief summary of the plot, and tell how it ends.

The beginning: \_\_\_\_\_

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The plot: \_\_\_\_\_

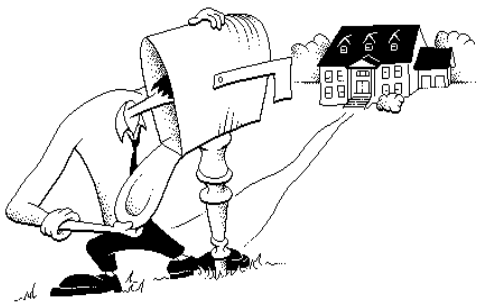
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The end: \_\_\_\_\_

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# The "Hole" Story