

Time:

Clues that let us know it is the afternoon, evening, the future, colonial times, or clock time.

**Place:**

Might include things like city, state, country, castle, cottage, playground, ship, mountain, or stadium.

**Environment:**

Details that describe weather, the noise level, or darkness.

**Mood:**

The feeling of the story. happy/pleased
mad/angry
scared/fearful
excited/thrilled
sad/heartbroken