

## Deltager

Hvem eller hvad er med i fortællingen?

## Omstændigheder

Hvor, og hvornår foregår fortællingen?

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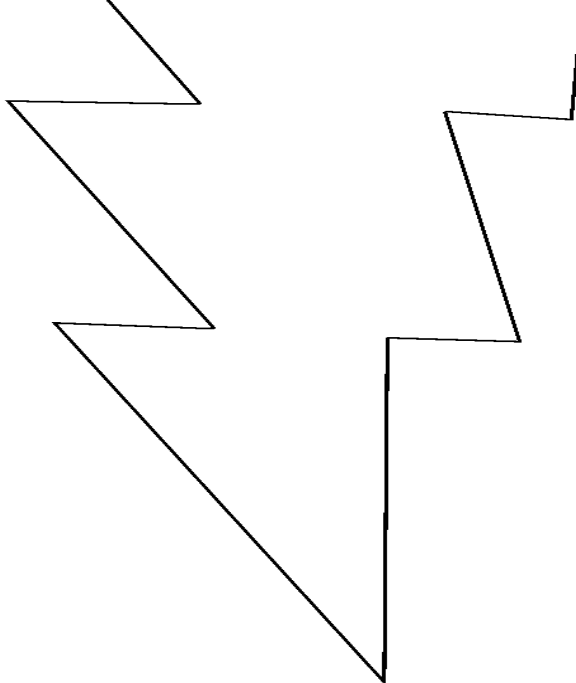
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## Forbinder

Brug ordene

MEN eller  
PLUDSELIG

til at vise, at der sker

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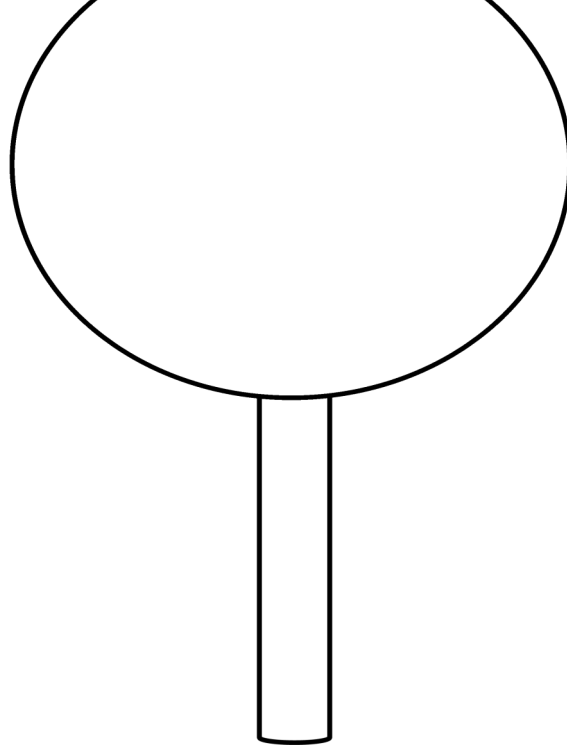
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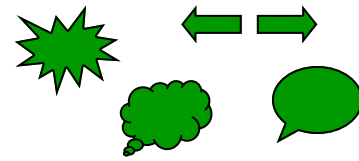
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## proces

Brug forskellige  
processer  
til at prøve at løse  
problemet.



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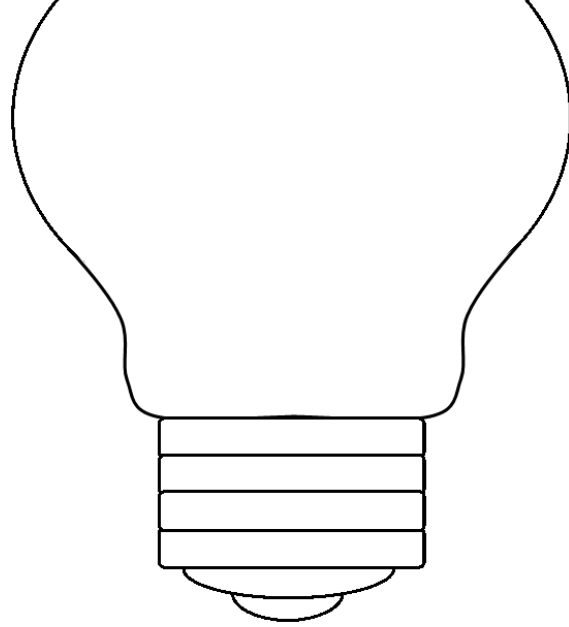
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## Forbinder

Brug en forbinder  
til at vise, at der sker  
noget!

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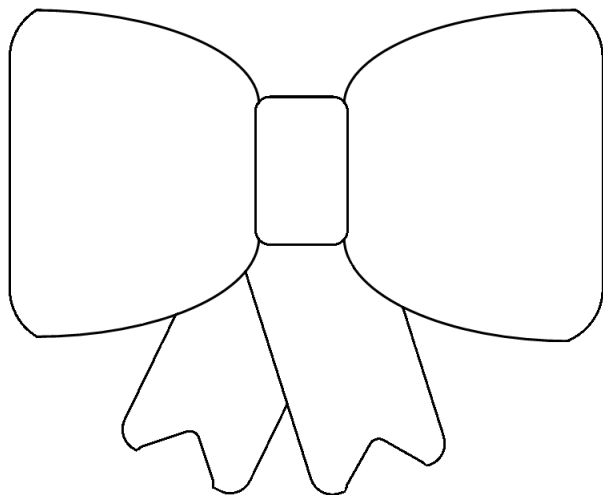
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## Deltager

Hvad sker der for  
Deltageren, efter  
problemet er løst?

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