



Short Activity
Ages 6-8
15–20 minutes

Random Storytelling Game

Description

Participants will roll storytelling dice to create short stories.

Number of participants

For any number of participants

Space considerations

An open space (indoor or outdoor) is needed to fit all participants in a circle of chairs

Competencies

- Creative and imaginative thinking
- Following directions
- Logic and sequencing
- Oral communication skills
- Vocabulary building

Materials

- Customize Your Dice handouts for
 - characters
 - settings
 - objects
 - conflicts
- Safety scissors
- Paper
- Pens or pencils
- Crayons, markers or pencil crayons (optional)
- Tape or glue sticks

Preparation

- Distribute materials to create custom dice.

Implementation

1. Participants create 1–4 types of dice (characters, settings, objects, conflicts).
2. Roll 1–4 dice to decide story elements.
3. Create a story based on what is rolled.
4. Share the story with other participants either in a small or large group.

Accessibility considerations

- Allow participants to create their own prompts using the customizable dice template.
- Dice options
 - **Oversized dice**
 - Create the list of six words for characters, settings, objects and conflicts and assign a number to each, then use an oversized die to choose something from each list (e.g., for setting dice, 1 is desert, 2 is rainforest).
 - **Tactile sticker dice**
 - Create dice using tactile foam stickers with each sticker replacing the number on the dice and assign a word to each like in the oversized dice example (e.g., for setting dice, yellow triangle is desert, green square is rainforest).
 - **Picture dice**
 - Pictures can be drawn on the dice instead of using words.
- Alternatives to dice
 - **Tactile items from a box**
 - Put small objects or labelled pieces of paper in plastic eggs or plastic capsules for participants to select.
 - **Playing cards**
 - Playing cards corresponding to numbered character, setting, object or conflict prompts (e.g., for characters, ace—cat, 2—celebrity, 3—chef) can be laid out facedown.
 - Participants can point to or select from the facedown cards.
 - **Numbered spoons/spoons labelled with prompts**
 - Assign numbered spoons to characters, settings, objects and conflicts.
 - Select spoons from a cup.
- Playing method options
 - Provide an option for group storytelling where the whole group creates the story together.

- Group of four can create a story together, with each participant rolling a die.

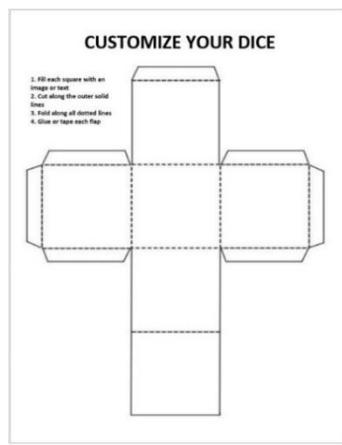
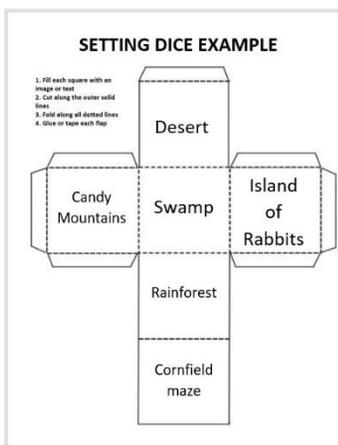
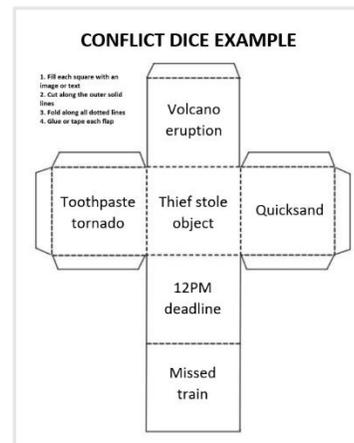
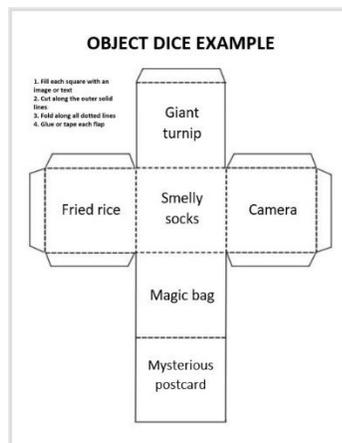
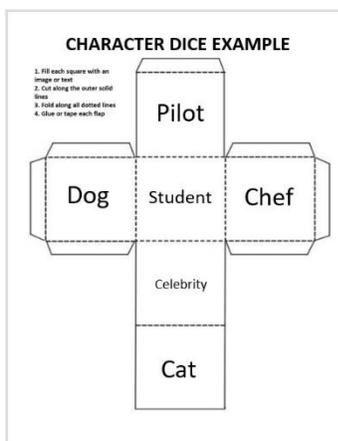
Book suggestions

- **Into the Sideways World** by Ross Welford
- **The Journey of the Ancestors' Gifts** by Linda Trinh and Clayton Nguyen
- **Kwame Crashes the Underworld** by Craig Kofi Farmer
- **Tasty: A History of Yummy Experiments** by Victoria Grace Elliott

Download links

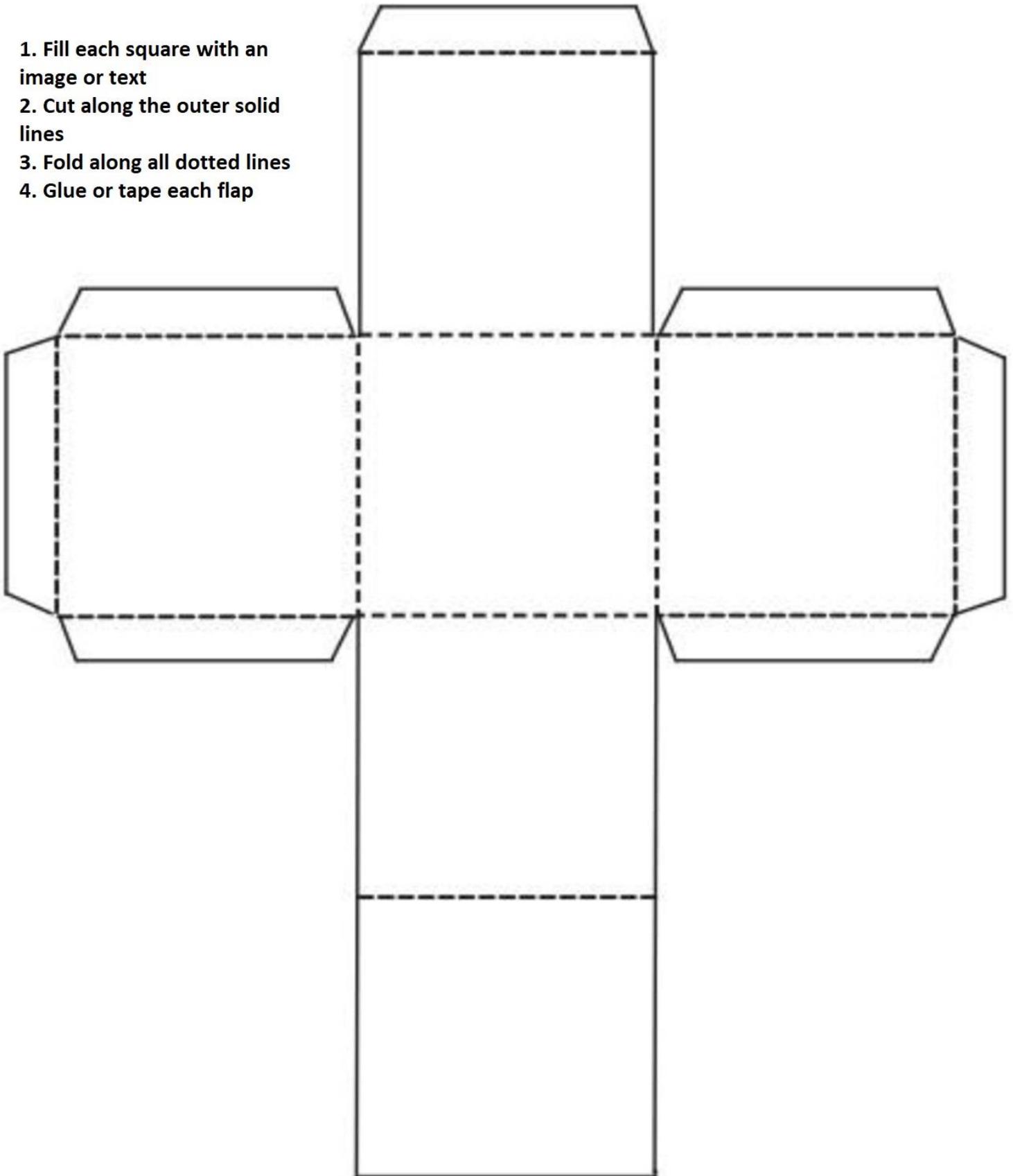
- Random Storytelling Game—Full Activity PDF
- Customize Your Dice Handout
- Dice Examples

Images



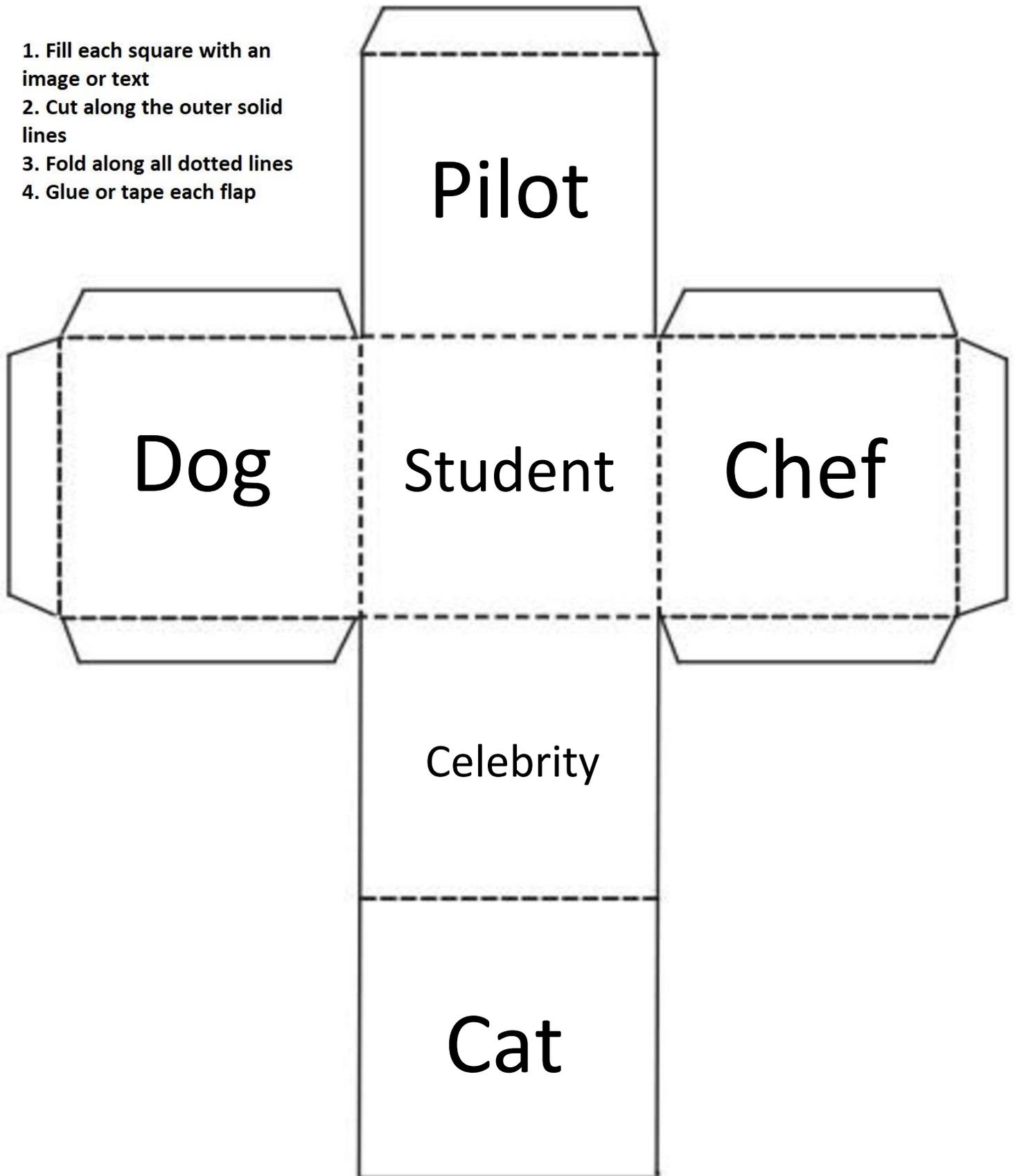
CUSTOMIZE YOUR DICE

1. Fill each square with an image or text
2. Cut along the outer solid lines
3. Fold along all dotted lines
4. Glue or tape each flap



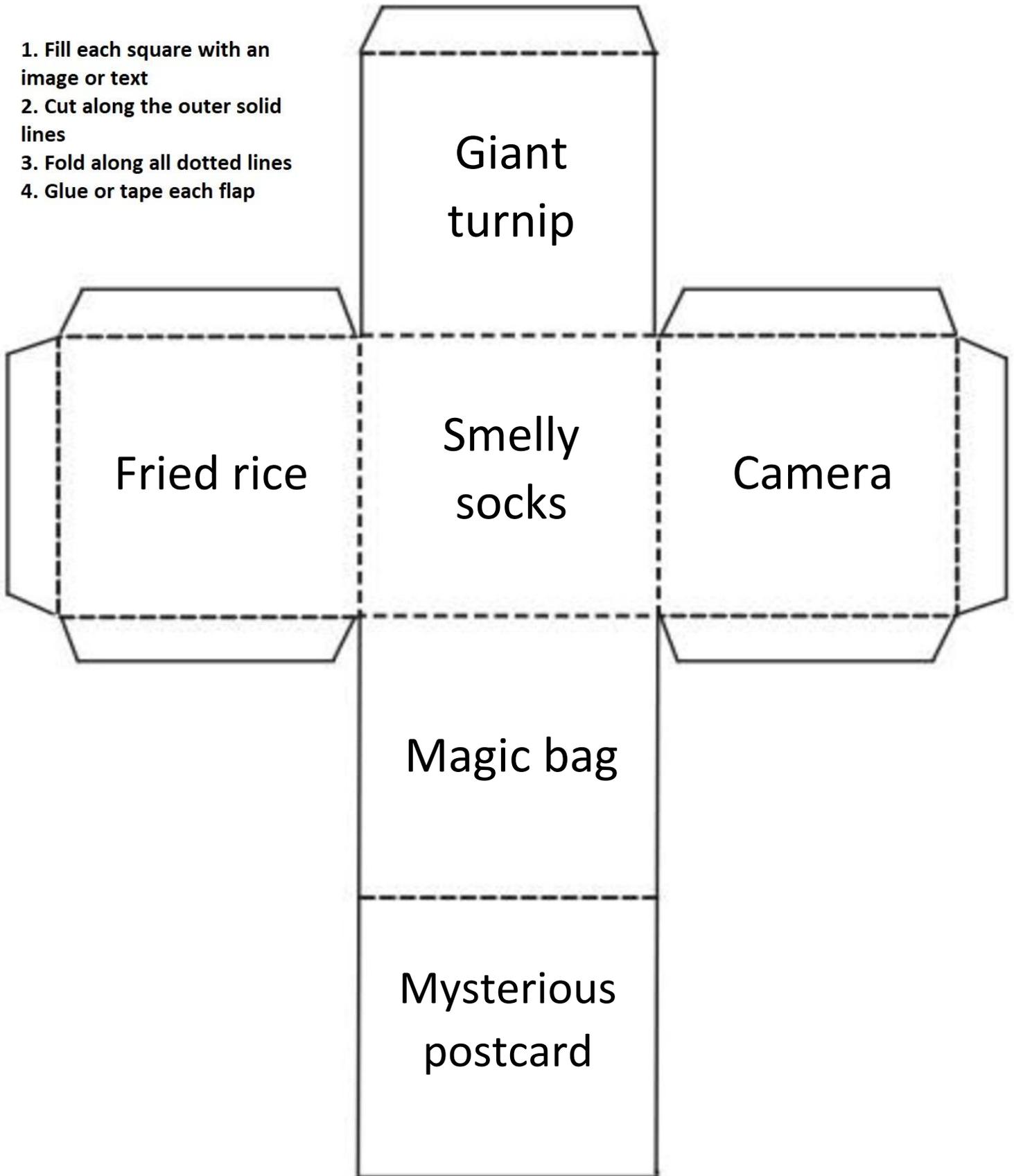
CHARACTER DICE EXAMPLE

1. Fill each square with an image or text
2. Cut along the outer solid lines
3. Fold along all dotted lines
4. Glue or tape each flap



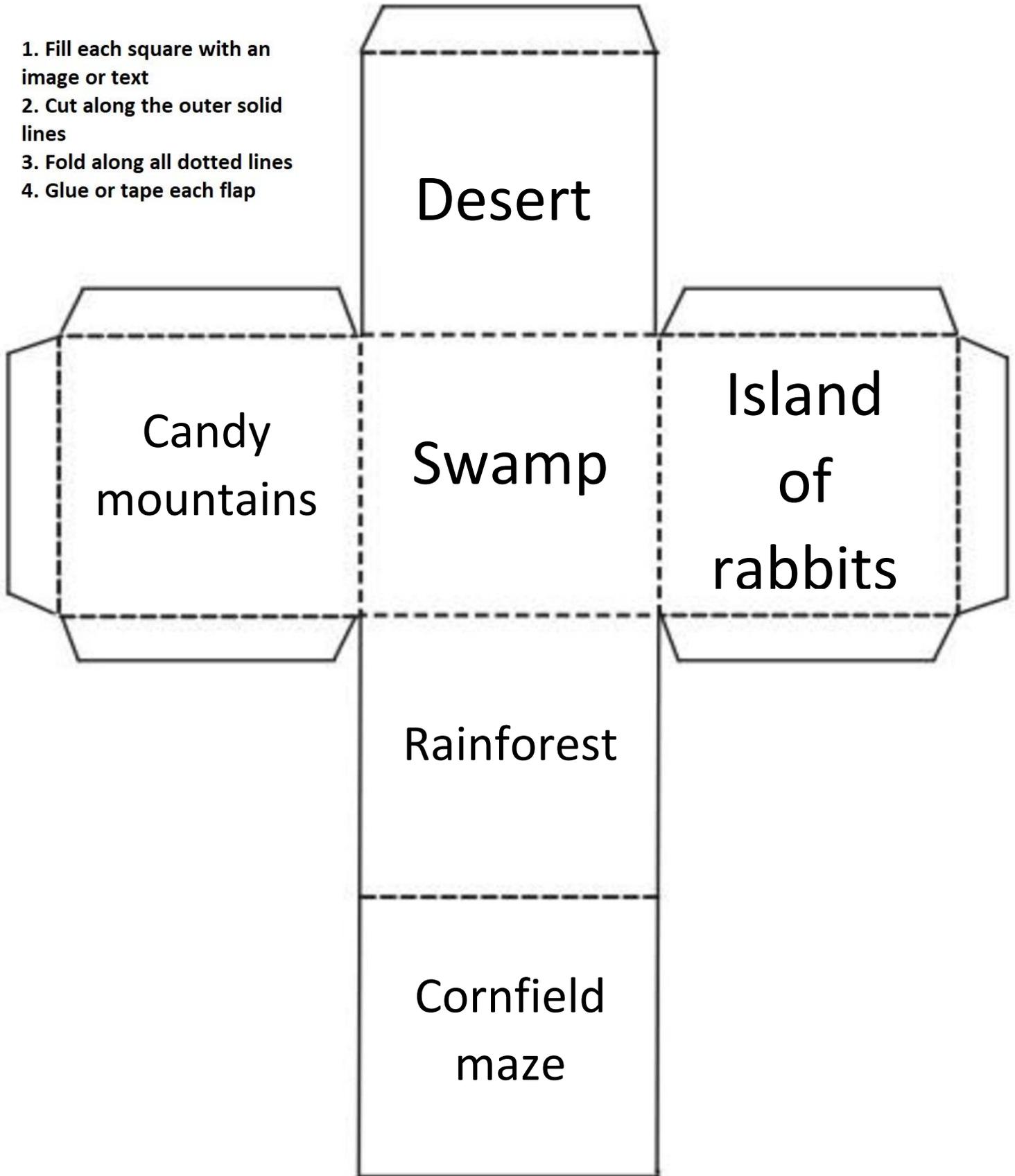
OBJECT DICE EXAMPLE

1. Fill each square with an image or text
2. Cut along the outer solid lines
3. Fold along all dotted lines
4. Glue or tape each flap



SETTING DICE EXAMPLE

1. Fill each square with an image or text
2. Cut along the outer solid lines
3. Fold along all dotted lines
4. Glue or tape each flap



CONFLICT DICE EXAMPLE

1. Fill each square with an image or text
2. Cut along the outer solid lines
3. Fold along all dotted lines
4. Glue or tape each flap

