

Roll a story!

Make lots of different stories with a roll a story game.

You will use your imagination to think up:

- 6 or 12 different and unusual characters
- 6 or 12 situations / locations
- 6 or 12 problems.

An example of these might be:

Character— 'bubble breathing monster'

Location— 'snowy mountain'

Problem— 'lost his favourite socks'.

Once you have noted down 6 or 12 of each you will need to give them a number 1 – 6 or 1 – 12.

Roll one or two dice three times, the first number is your character, the second is your location and the third is your problem. Once you have these three you can start your story, adding more details about the character and the location and when happens with their problem.

Why not illustrate your story!

What you will need?

Pen or Pencil

Paper

One or two dice!

How do I gain credits for this Children's University activity?

Simply take part in the activity and evidence your wonderful work. Make a note of the special 'Activity Stamp Code' at the bottom of this page and take it into school. If you have a Passport to Learning call the Activity '*Enrich Education Online*' and write down the activity code in the '*Stamp of Approval*' section.