



Short Activity
Ages 6–8
20–30 minutes

Random Storytelling Game

Description

Participants will roll a character dice and a setting or object dice to begin a story. The first participant starts the story with a sentence, then the next participant adds a sentence, the next person does the same, and so on.

To be inclusive, use generic characters rather than specific ones. Remember, not all kids are familiar with European mainstream fairy tales.

Number of Participants

For a minimum of two participants

Space Considerations

Any space where participants can sit in a circle on chairs or on the floor

Competencies

- Creative and imaginative thinking
- Logic and sequencing
- Memory
- Oral communication skills
- Working collaboratively

Materials

- Dice template
- Pencils or pencil crayons (optional)
- Markers (optional)
- Paper (optional)

Preparation

- Staff create storytelling dice for this activity by adding images and text, or just text, to the dice templates

- Optionally, you can add the element of making storytelling dice to your program by allowing participants to make their own and then playing the random storytelling game

Dice examples

CHARACTERS	SETTINGS	OBJECTS
<ul style="list-style-type: none"> • princess, prince, cat, unicorn, wizard, monster 	<ul style="list-style-type: none"> • castle, garden, kitchen, playground, cave, pyramid 	<ul style="list-style-type: none"> • wings, magic shoes, rope, harp, magic pot, book

(Use “wolf” rather than “big bad wolf” or “princess” instead of “Cinderella” or “Snow White”)

- Print out extra blank dice templates for participants to take home

Implementation

Random storytelling game:

1. Participants sit in a circle
2. The first participant rolls two dice and begins the story based on what is rolled
3. The next player continues the story, and so on
4. Once the story is completed, the second participant rolls and begins a new story

Options for creating storytelling dice:

- Smaller storytelling circles can be formed
- Participants can design their own dice using blank templates
- Participants can take their own blank templates to make their own dice at home
- Paper can be provided for participants who would prefer to write stories down rather than do oral storytelling
- Paper can be provided to do a written version of this activity

Accessibility Considerations

- Blank dice templates are provided for both 8.5” x 11” and 8.5” x 14” to customize with text only or images with text

- If using images, please identify image with text as well (castle card : image of castle + "castle" in text)
- Dice text should consist of only one or two words per side and one image per side
- Instead of dice, use one of the following options:
 - Cards: Create a set of six cards for characters and six cards for settings or objects; players randomly draw a card from both piles each turn to determine their character and setting or object
 - Bag and items: Find items (toys, pictures, etc.) for characters and settings or objects; put them in two separate bags, and players will choose an item from each bag to start their story

Book Suggestions

Brothers Grimm: The Most Beloved Fairy Tales by Jacob Grimm, Wilhelm Grimm and Manuela Adreani

Forgotten Fairy Tales of Kindness and Courage by Mary Sebag-Montefiore, Josy Bloggs, Maribel Luchuga, Maxine Lee-Mackie and Khoa Le

Indonesian Children's Favorite Stories: Fables, Myths and Fairy Tales by Joan Suyenaga and Salim Martowiredjo

Myths and Legends of the World by Allie Brydon and Julia Iredale

Download Links

[Random storytelling game: dice template DOCX](#)

[Random storytelling game: dice examples DOCX](#)

Images

- Dice template and dice examples

