



# storytelling

GAME FOR CHILDREN

Boost your storytelling powers, create magical tales!





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## Introduction

The ***Storytelling Game for Children*** is a useful teaching tool that stimulates creativity and free expression, encouraging children to find the best words to express what they want to say in their many stories. Bringing imaginary characters to life and giving them emotions and feelings helps to develop empathy and make the child more in touch with their own sentiments and those of others. Making up stories also develops the ability to place facts and events within time and space.



# Storytelling Game for Children

## PLAYERS

This game is aimed at young children aged 3 to 6. The preschool age is an important time to develop imagination and creativity hence they should be given the opportunity to express the content of their dreams and their inner worlds as a way of improving their powers of expression. The first time, it can be useful for parents and children to play the game together.

**Listening.** When young children play together and with adults, they learn new skills. For example, how to ask for explanations and handle different points of view. In conversations with friends and grown-ups, they start to play with language which is key to the ability to make up stories.

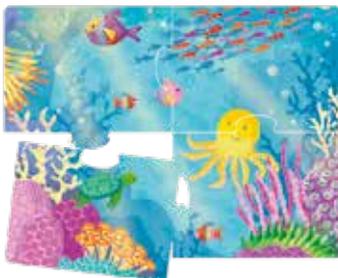


**Speaking.** Storytelling is a way of expressing ourselves, creatively, in our mother tongue, and to become increasingly articulate as we do it. Language is part of every child's identity and it is important for preschool children to be allowed to build effective communication skills and literacy.

## Contents of game

6 jigsaw pictures, setting the scene for endless stories • 20 characters • 9 cut-out objects

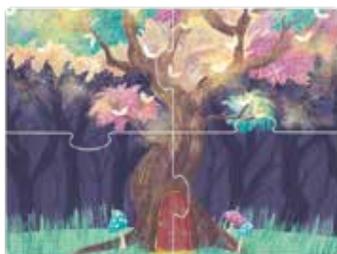
**Woods.** Sunlight filtering through the trees illuminates the magic of the forest. It is home to scores of animals, each of which could be the start of a wonderful story, even without any of the other possible props or characters, of which there are many, all adding to the scene. The animals living in the enchanted forest include the fox, with all-seeing eyes and pointed nose, the mysterious owl with watchful eyes, the nimble squirrel that knows the way into hundreds of different dens hidden inside tree trunks, the white rabbit family, the birds sitting on tree branches.



**The seabed** There's so much life at the bottom of the deep blue sea! Tentacled octopuses, beautiful turtles, parrot fish, anemone and coral, schools of fish of many different species, a thousand bubbles suggesting hidden breaths and mysterious lives. This is the perfect opportunity to make up a deep-sea story full of love for the natural world, in all its mystery and enchantment.



**The Castle.** Amid white clouds and distant peaks, stands a castle with six pinnacles and crenelated towers. The road up to it is rough and rocky. There may be no better place in the world to set a breathtaking adventure with a surprise ending. All you need is oodles of imagination and characters who are up to the task.



**The Magic Tree.** Have you ever seen a hollow tree before? This one is not only hollow - it's also inhabited! Light filters out the little door.. I wonder who lives there. The storytelling possibilities are endless, hundreds just waiting to be told. Butterflies twinkle among the colored leaves. Everything around is quiet. Three polka-dotted mushrooms decorate the entrance. Anything could happen.

**The Enchanted Library.** Even the cobwebs can turn into something else here, promising plot twists and exceptional turns in the tale; in such an incredible place you might find lady birds who like to read and butterflies working as librarians. The trees act as bookshelves, holding the scores of books preserved there for thousands of years, and fairies can never resist the power of a story. Lanterns kept lit through the night keep the shadows at bay.



**Enchanted Village.** Comprising a few small but magic houses, chimneys spluttering colored smoke all day and night, pitched roofs, only one window each. Fireflies buzz around, looking after the village, and the flowers in the borders never go out of bloom.

The characters can be thought of as real actors: it's up to the players to make them move, speak and act properly, all the while having fun. The objects help to increase the sense of magic and surprise in each plot because they all bring something enchanted. Here are the characters, one by one, like the cast in a film.



**Wizard.** Old but very sharp with great magical powers.



**Little Girl.** Who knows what she carries in her backpack... (players can decide). Her favorite book is one of fairy-tales.



**Little Boy.** He carries a small bag with who knows what inside. It's up to the players to decide.



**Troll.** This big, hairy and boorish creature turns to stone in the sun. He can often be nasty and usually only children can see him. He lives in caves near rivers with other trolls. He is very smelly and hates to get washed.



**Hero.** Brave, cautious and never a show-off, always fights to save the weak and the good.



**Griffon.** Endowed with great powers, he always intervenes in favour of the weakest people or good people in difficulty. He is friendly to children.



**Dragon.** It might just be a pup, but this dragon can already spit fire but more often than not, is fairly harmless. This could change when it grows up.



**Wicked Shadow.** This is the most dangerous and the most powerful character of all. It can make good people disappear into thin air, everyone except the wizard that is, as he is the only one who can stand up to the shadow.



**Giant.** Intelligent and friendly, even if a little clumsy and awkward. The giant can't wait to take on the baddies! Especially if they're trolls!



**Hobgoblin.** This spiteful prankster can also fly and make himself invisible. He lives in hidey-holes in the woods or in people's homes, gardens or barns. He roams around at night, getting up to mischief, messing up people's hair and throwing their things into disarray.



**Mermaid.** A nice, kind creature bearing gifts and always falling in love with human beings. She is good, will never harm anyone and has magical powers.



**Wolf.** His teeth are always bared, ready to sink into someone.



**Kraken.** This legendary sea monster has tentacles tentacles that are so long they could wrap themselves around a fleet of ships. It sleeps on the sea bed but when woken, will cause destruction on the surface.



**Puppy dog.** In spite of its innocent appearance, it has unexpected powers which it will share with those who love it. It is faithful to its owner.



**Fairy.** A little distracted and shy, the fairy forgets things but always uses her powers to do good.



**Triton.** The son of Poseidon, god of the sea. He has a sea-shell horn which he uses to announce his father's arrival.



**Witch.** Unpredictable and a bit mad, the witch has many magical powers which she always shares with the baddies.



**Cat.** Apparently harmless and placid, it is able to transform itself into a dangerous black panther. As a cat, it is friendly and a servant to the fairy or to the magician. As a panther, it is dangerous and part of the baddies.



**Princess.** Armed with bow and arrow, the princess is very brave and always ready for adventure.



**Deer and Fawn.** They love going adventuring together. The mother will fight to the last to defend her little one.



**Magic Hat.** Transports the wearer elsewhere, if and when needed.



**Key.** Opens all doors and closes them behind enemies.



**Book.** Hides a dimensional gap, introducing a different narrative setting.



**Chest.** Can contain anything that players want and need in their stories.



**Lightning.** Strikes its enemies but will also very briefly paralyze the person wielding it.



**Ring.** Can make the person wearing it invisible.



**Umbrella.** Changes the weather when open.



**Carriage.** Able to fly; moves very quickly over the ground.



**Enchanted clover leaf.** Gives four wishes so can be used four times.





## PROPOSED ACTIVITIES

**Storytelling Game for Children** leaves the players – children and adults alike – free to create stories like script writers and then, like budding directors, to make the characters come alive.

**1** The **narrative settings** are based on the six jigsaw scenes. Once all six have been assembled, players can leave them on the table for inspiration and where all players can see them, or they can be distributed as follows between the players:

- 2 players: three settings per person.
- 3 players: two settings per person.
- 4 players: one setting per person.
- > 4 players: split into two groups and share settings accordingly.

**2** Once the six settings have been assembled, players can share the characters and objects between them. When they can't be split evenly (odd numbers of players or through choice) any extra characters can be given to the younger players. Otherwise, follow the instructions below.

**3** In the storytelling game, the only rules relate to the powers and characteristics of the characters and objects. More information on the steps needed to build a story are provided below.

**4** Every time you play, try to make up a new story using your imagination and feeling free to write what you want. That includes the ending!

## Storytelling Tips

On the previous page, we explained how to share out the storytelling settings. Now it's time to share the characters and objects between players.

*2 players* (one child and one adult, for example) - distribute the cut-out objects as follows:

Child - ten characters and four objects

Adult - ten characters and four objects

Both adult and child can choose which characters to use and when.

*3 players* (all children) each player receives 6 characters and 3 objects. The two remaining characters are given to the youngest child or set aside.

*4 players* each player receives 5 characters and 2 objects. The remaining card is given to the youngest player or set aside.



## How to build a story in easy steps

Imagination, freedom of expression and creativity are all very important in writing amazing stories. But another very valuable skill is the ability to follow some important steps. It will help you reach your storytelling goals much quicker. Just like in cake recipes, there are steps in telling tales, all of which are useful and we recommend you stick to them.

- A** **Choose your starting point:** you might be inspired by one of the storytelling settings or a character, and this element will be the framework on which to build your story.
- B** **Think carefully about the characteristics of your characters:** the more you do this, the more believable they will be.
- C** **Organize the plot:** even if it's pretty straightforward, a great plot needs a structure. A structure is the bones on which you will have your narrative.
- D** **Move gracefully and stick to the plot:** be ready to change it if you have to.

### To sum up

Players are absolutely free to choose how to use the characters, the cut-out objects and the storytelling settings. Other than the personality features and powers, and the storytelling steps and structure described above, the sky's the limit! You can make up anything you want which means the game never ends, offering new and exciting opportunities every time you play.





**lifelong playing, lifelong learning!**