

Roll a story

To play this game you just need one die and your imagination



How to roll your own story

1. Select the **main character** in your story by rolling the die and finding out which character from the first row of the story grid matches that number.
2. Roll the die again to find the **setting** of your story from the second row of the story grid. The setting is where the story takes place.
3. The final roll of the die will reveal the **problem** of your story. This is what needs to be resolved by the ending.

How to tell your story

Stories can be told in many different ways. Here are some ideas of how you can share your story:

- Write it on paper to make your own book (you could even add illustrations to make it a picture book)
- Read it aloud to anyone who will listen (including on the phone)
- Act it out (with family members or with toys)
- Record a video or audio of you telling your story (you could even film pictures you have drawn)



chef



scientist



shopkeeper



builder



doctor



journalist



**doncaster
library**



**doncaster
market**



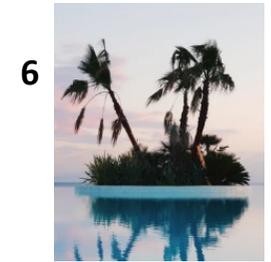
castle



**sandall beat
wood**



cusworth hall



desert island

1 **There is a lost
item that needs
to be retrieved**

2 **Someone is
trapped and
needs help to
escape**

3 **Someone
is being
chased by
an enemy**

4 **A day
where
everything
goes wrong**

5 **A magical item
is a portal to
another
location**

6 **Items keep
going missing
and the
mystery needs
solving**