

Roll-A-Story Challenge (analog)

Challenge Briefing

In this challenge the student has to work with randomly selected subjects to determine their story elements. By rolling two cubes and referring to a chart, they will be given words or phrases to help define their setting, characters, and plot. It's up to the student to then use these words and phrases to build a story.

Materials

Each student will need a 6-sided numbered die, the story subject chart, the question sheet, and the story template. If the student doesn't have any 6-sided dice, they can make their own or use an online number generator instead. We have included a template for how to make a 6-sided dice so that they can print their own template or use it as reference. Finally, the student will need some paper and a pencil or pen. To illustrate the story, the student may also want markers, crayons, or colored pencils.

The Challenge

STEP ONE: Inventing

The student is going to create his or her own story.

First, we will need to fill out the question sheet. Students will follow the sheet and record their answers as they go. When instructed to do so the student will roll the dice and refer to the appropriate chart where they will record the result indicated by the dice.

- 1) The first thing the student will be rolling for will be the setting. Roll the dice, consult the chart for setting (first chart), and record the result.
- 2) The students will continue to roll and record for the protagonist, antagonist, character names, likes, dislikes, so on and so forth (second chart).
- 3) Next, the student will roll to find the conflict of the story (third chart).
- 4) Finally, the student will come up with a resolution to the conflict, to do this they will need to decide the following and record their answer: did the protagonist or antagonist succeed? How? What caused the success or failure?

Note: it is important for students to keep track of which answers apply to which questions! (It will be important for later.) Do this for all of the questions on the question sheet.

STEP TWO: Making

Next, students will write their story by following the template. The student can either:

- a) Print out or write by hand a copy of the template and write their own answers in.
- b) Copy the text from the template onto separate sheets of paper before inserting answers as they were recorded.

With all of their answered questions, students can follow the story template to write their book. For each page indicated on the template will be a separate page. The students will take the template and use their rolled answers to fill in the blanks.

Roll-A-Story Challenge (analog)

For example:

Rolled answers were: 1) castle, 2a) big, 2b) tall, 3) horse 4) Tralfaz, and 5) gardening.

When filled into the template the sentence will read:

Once upon a time, at a place that can only be described as **big** and **tall**, **castle** there lived a **horse** named **Tralfaz**, whose favorite past time was **gardening**.

If done correctly, the result will be a story that can be read from start to finish.

Next, the student is encouraged create a title to their story, a decorated cover, and artwork to go along with each page. The cover should include the title, some kind of artistic design, and their name listed as author. This step can be done digitally on a computer or by hand using any available art supplies.

Note: students will be asked to bind the book next, so leave some room on the left-hand side of the page so that no artwork is cut off.

Finally, it is up to the student to bind the book together. They may use whatever means they like depending on what materials they have access to. For example, a few staples along the left hand edge will work, but so will brass fasteners, or using a hold punch to make holes before lacing the book up with string or yarn.

STEP THREE: Storytelling

Once completed, the student needs to share their story with the teacher and the rest of the class (if possible). This can be done by uploading images of their completed book or typing the story into an email or cloud based document. If the student has access to a computer or mobile device with a camera, they can also take a video of themselves reading their story and showing off the pages of their book.

LESSON LEARNED

In this challenge students learn how to use critical elements to build a story. The structure of the challenge mirrors the standard structure of plot with setting and character introduction at the beginning, encountering the conflict in the middle, and ending with the resolution. Just as we used creativity to find a way to relate randomly chosen objects or people to each other in the stories, we can find a way to relate topics to almost any audience or atmosphere. To be good storytellers, we should tailor our message and style to respond to our particular situation or audience.

Additional Sheets Attached

Story Subject Charts Sheet

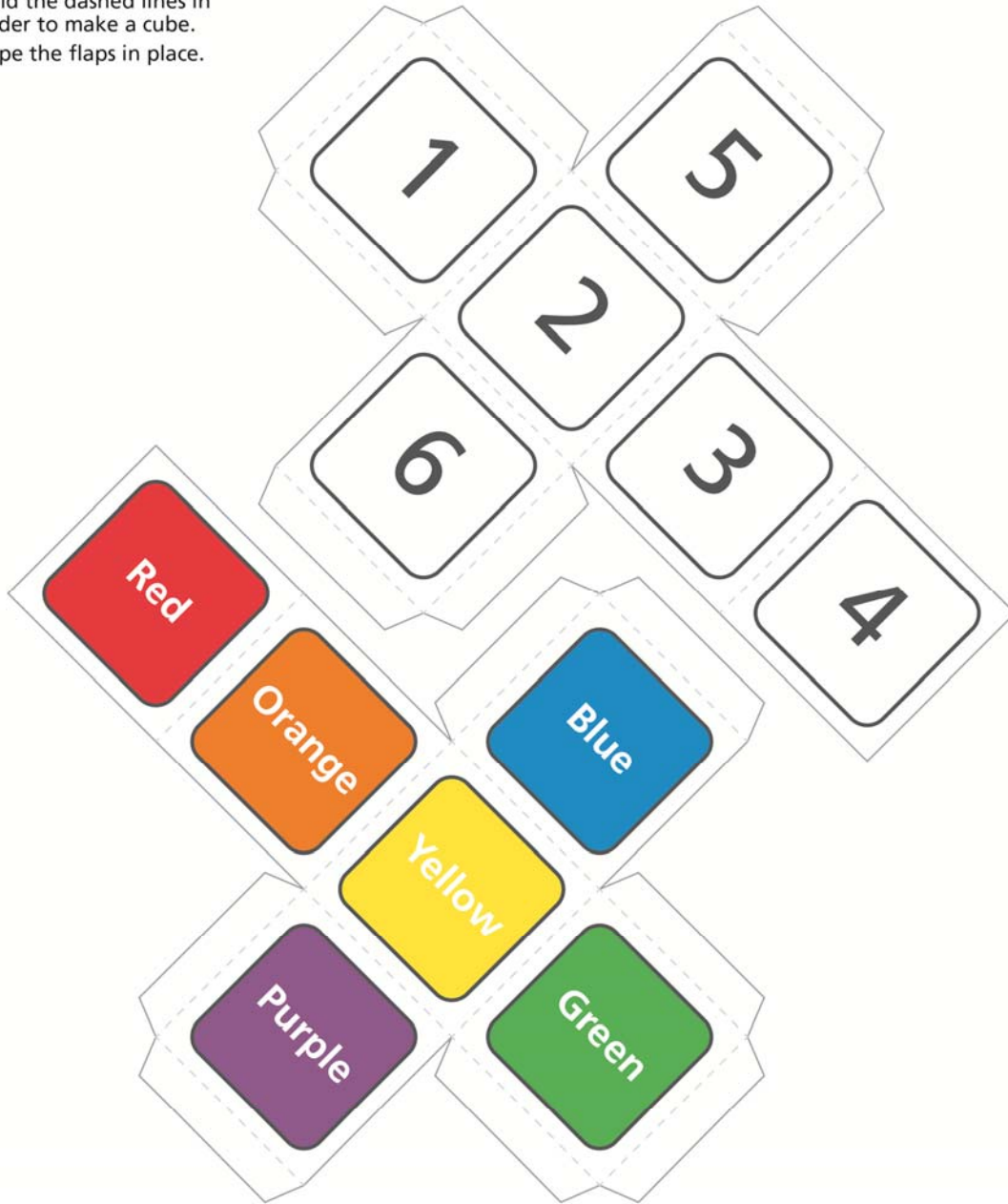
Roll-A-Story Cube Cutouts

Roll-A-Story Questions Sheet

Story Template Sheet

Cube assembly instructions:

- Cut the solid lines.
- Fold the dashed lines in order to make a cube.
- Tape the flaps in place.



Story Subjects Charts

Setting:

1st roll of your cubes!

The time and place in which the story takes place- the environment.

	1-Red	2-Orange	3-Yellow	4-Green	5-Blue	6-Purple
1	Forest	Space Station	Factory	Pirate Ship	Ghost Town	Train station
2	Desert	Grand Canyon	Farm	Castle	Highway	School
3	City Under Water	Submarine	Tropical Island	Log Cabin	Restaurant	Cafeteria
4	Snowy Iceburg	Distant Planet	Mountain Range	Tree House	Bounce House	Junk Yard
5	Campsite	Moon	Beach	Ball Park	50's diner	Volcano
6	Cruise Ship	Space Ship	Race Track	Future World	Big Office Building	Frozen Glacier

Characters:

2nd roll - Protagonist, your main character. This is who the story is about.

3rd roll - Antagonist. This is the character that opposes the main character.

	1-Red	2-Orange	3-Yellow	4-Green	5-Blue	6-Purple
1	Detective	Whale	Ballet Dancer	Sailor	Graphic Designer	Business Owner
2	Dragon	Fisherman	Medieval Warrior	Deep Sea Diver	Horse	Dinosaur
3	Babysitter	Goldfish	Librarian	Cow	Shark	Scientist
4	Frog	Coach	Secret Agent	Camel	Farmer	Doctor
5	Squirrel	Baseball player	Housekeeper	Super Hero	Park Ranger	Rock Star
6	Police Officer	Fire fighter	Space explorer	Taxi Driver	Teacher	Time Traveler

Plot:

4th roll - Situation. The situation is the circumstances that your characters find themselves in. Once the situation has been established, the action can begin.

	1-Red	2-Orange	3-Yellow	4-Green	5-Blue	6-Purple
1	Horse Race	Soccer Game	Rock Concert	City Wide Blackout	Gorilla Doctor Visit	Piano Concert
2	Political Campaign	Olympic Game	TV Show	Science Experiment	Gorilla Running Amok	Tree House Build
3	Big Test	Hard Class	Robotics Project	Teleportation Accident	Crime Busting	Babysitting
4	Car Problem	Bad argument	Time Travel Accident	Wilderness Adventure	Friend's Problem	Search for a Phone
5	School Play	Baking cook-off	Dino Stampede	Computer Problem	Pet Problem	Day out with Parents
6	Talent Show	Bank Robbery	Jail Break	Plan to Grow Food	Singing Competition	Breakfast



Your name: _____

	Questions:	Your Answers:
Setting:	1.) Roll the cubes. Refer to the FIRST chart on the Story Subjects Charts sheet. What is the result from the chart?	_____
	2a) Choose one word you would use to describe the setting from question 1.	_____
	2b.) Choose another word you would use to describe the setting from question 1.	_____
Protagonist (your main character):	3.) Roll the cubes. Refer to the SECOND chart on the Story Subjects Charts sheet. What is the result from the chart?	_____
	4.) What is the protagonist's name?	_____
	5.) What is the protagonist's favorite activity?	_____
Antagonist (the character who opposes your main character):	6.) Roll the cubes. Refer to the SECOND chart on the Story Subjects Charts sheet. What is the result from the chart?	_____
	7.) What is the antagonist's name?	_____
	8.) What is the antagonist's LEAST favorite thing?	_____
Plot/ Situation (rising action):	9.) Roll the cubes. Refer to the third chart on the Story Subjects Charts sheet. What is the result from the chart?	_____
	10.a.) Choose one word you would use to describe the situation from question 9.	_____
	10.b) Choose another word you would use to describe the situation from question 9.	_____
Conflict:	11.) Conflict: During the situation, what was the protagonist trying to do?	_____
	12.) Conflict: What was the antagonist doing that got in the way of what the protagonist was trying to do?	_____
	13.) Conflict: What did the protagonist do to try to reach his or her goal?	_____
	14.) Conflict: What did the antagonist do in response?	_____
Resolution:	15.) Resolution: Who succeeded?	_____
	16.) Resolution: Who failed?	_____
Plot/ Conclusion:	17.) Conclusion: Why?	_____
Story Title:	_____	_____



Once upon a time, at a place that
can only be described as a

_____ and _____
(2a) (2b)

_____, there lived a

_____ named

_____, whose favorite

past time was _____.
(5)

Front Cover

Page 1

Also at the _____,
(1)

lived _____, an unhappy

_____ who hated

_____.
(8) (4)

and _____ lived in

relative peace until the day when
everything changed.

Page 2

Page 3

But _____ was

(7)

_____.

(12)

This went on throughout the

_____ until

(9)

finally _____ took action.

(4)

_____.

(4)

_____.

(13)

_____ saw this and

(7)

_____.

(14)

In the end _____

(15)

succeeded and _____

(16)

failed. Why?

_____.

(17)

The end.