# Story Path

Build a story as you travel along the path.

| | | | | |
|---|---|---|---|---|
| 30<br>**THE END: tell the story** | 29<br>**Pick a CHARACTER card** | 28<br>**Add a sound: bang, whoosh, crash** | 27<br>**How does the character feel?** | 26<br>**A surprise appears!** |
| 21<br>**Pick a PLACE card** | 22<br>**A problem! Pick a PROBLEM card** | 23<br>**Add a time word: suddenly, then, later** | 24<br>**Describe it with two adjectives** | 25<br>**What do they say? Add speech** |
| 20<br>**Pick a CHARACTER card** | 19<br>**Add a sound: bang, whoosh, crash** | 18<br>**How does the character feel?** | 17<br>**A surprise appears!** | 16<br>**What do they say? Add speech** |
| 11<br>**Pick a CHARACTER card** | 12<br>**Pick a PLACE card** | 13<br>**A problem! Pick a PROBLEM card** | 14<br>**Add a time word: suddenly, then, later** | 15<br>**Describe it with two adjectives** |
| 10<br>**Add a sound: bang, whoosh, crash** | 9<br>**How does the character feel?** | 8<br>**A surprise appears!** | 7<br>**What do they say? Add speech** | 6<br>**Describe it with two adjectives** |
| 1<br>**START: Once upon a time** | 2<br>**Pick a CHARACTER card** | 3<br>**Pick a PLACE card** | 4<br>**A problem! Pick a PROBLEM card** | 5<br>**Add a time word: suddenly, then, later** |


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# Story cards

Cut out. Keep CHARACTER, PLACE and PROBLEM cards in three piles.

CHARACTER

**a shy dragon who loves counting**

CHARACTER

**a girl with a very big umbrella**

CHARACTER

**a robot that cannot stop dancing**

CHARACTER

**twin brothers who can talk to birds**

CHARACTER

**an old fisherman with a golden net**

CHARACTER

**a clever fox who is learning to read**

CHARACTER

**a baker whose bread can sing**

CHARACTER

**a tiny elephant who wants to fly**

PLACE

**a bus stop in a thunderstorm**

PLACE

**the top of a lighthouse**

PLACE

**a market in the middle of the night**

PLACE

**a forest where the trees whisper**



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# Story cards

Cut out. Keep CHARACTER, PLACE and PROBLEM cards in three piles.

PLACE
**a school library after dark**

PLACE
**a train that never stops**

PLACE
**a beach full of shells**

PLACE
**a mountain village in the snow**

PROBLEM
**The map is missing.**

PROBLEM
**Everyone is arguing about who is right.**

PROBLEM
**The bridge has fallen down.**

PROBLEM
**A strange noise is coming from the cupboard.**

PROBLEM
**The lights go out.**

PROBLEM
**Someone has lost something very important.**

PROBLEM
**The rain will not stop.**

PROBLEM
**A letter arrives with no name on it.**



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# How to play

Story Path

1. Play in groups of three or four. One counter each, one dice, three piles of story cards face down.
2. Roll and move. Read your square aloud. If it says Pick a card, take it and add that idea to the group story.
3. Each player tells one or two sentences about their square, continuing the story so far. The story is shared, not separate.
4. Reach THE END: the group retells the whole story together in order.
5. Writing task: each child writes the story afterwards, using the cards they met as a plan.
6. Teachers: for older children, ask for a different connective in every sentence.


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