



EduTrend Contents

G4C · STORYTELLING AND NARRATION GAMES · PRIMARY

Story Stones

Draw a picture stone from a bag and add it to a group story until someone gives it an ending

Ages 4–9

Level: Foundation

15 minutes

Groups of 2–6 · up to 30

Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Story Stones

Put 10 to 15 picture stones or card circles in a bag, each showing a simple object such as a key, a house, a fox, the moon or a boat. The first player draws a stone and starts a story that includes that object. The next player draws a stone and continues. When the bag is empty, the last player gives the story an ending.

Learning outcomes

By the end of the session pupils can:

- start, continue and end a story;
- include an object in a sentence;
- listen to the previous speaker;
- retell the story in order.

KEY WORDS

beginning · middle · end · then ·
because · suddenly

CURRICULUM LINKS

English: spoken language,
narrative. Early writing.

1**WARM UP**

Voices and bodies
ready

2**EXPLAIN**

One game, clear
rules

3**PLAY**

Invented roles

4**LISTEN**

Everyone heard

5**TALK**

What worked?

6**CLOSE**

Calm and positive

Materials (per group)

- 10–15 picture stones or card circles per group
- A bag per group
- Worksheets 1, 2 and 3

Before the session

- Draw simple pictures on stones or card.
- Prepare one bag per group.
- Model with one group.
- Plan a retelling time.

SAFETY

Allow a pass. Keep stories invented and light.

ACTIVITY 01 · SESSION PLAN

Step by step

Ask one follow-up question rather than correcting grammar.

Time	What happens	Say or ask
0–2 min Warm up	Name the objects in the bag.	<i>“What could happen with a key?”</i>
2–4 min Explain	Model two turns.	<i>“How did I link my part?”</i>
4–12 min Play	Groups tell stories.	<i>“What happened next?”</i>
12–15 min Close	Retell in three sentences.	<i>“How did your story end?”</i>

CHALLENGE CARD (print or copy onto the board)

Add your stone to the story so it links with what the last player said.

ACTIVITY 01 · FACILITATOR NOTES

The storytelling game know-how in brief

Oral storytelling lets children work on structure before spelling and handwriting slow them down.

Objects and pictures give younger children something concrete to talk about.

Common ideas to listen for

- “A story needs a perfect sentence.” Ideas come first.
- “My part doesn’t need to link.” Listening makes it one story.
- “Only the end matters.” Every part moves the story on.

Adapting the activity

Support

An adult tells the story and children add the object, for example “and then they found a key”.

Stretch

Each player must use a connecting word such as however or meanwhile.

WORKSHEET 1

Our story map

Name: _____

Class: _____ Date: _____

Draw the stones in order.

Story map

Stone	What happened

WORKSHEET 2

Linking words

Tick the words you used.

Words

Word	Used?
then	
because	
suddenly	
finally	

WORKSHEET 3

Draw the story

Draw your favourite part.

My favourite part was...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Adds to the story	Links to the last part	Retells in order

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Story Stones is a sample activity from the EduTrend Contents G4C Storytelling and Narration Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with pupils in your own school, club or home. It may not be resold or published elsewhere. Photos: Michał Parzuchowski / Unsplash.