



EduTrend Contents

G4C · STORYTELLING AND WRITING GAMES · PRIMARY

Story Dice

Roll three picture cubes and tell a short story with the character, place and object you get

Ages 5–9

Level: Foundation

20 minutes

Groups of 2–5 · 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 Dice

Make three paper cubes: one with characters, one with places and one with objects. The first player rolls all three and tells a story of four or five sentences that includes the character, the place and the object. Then the dice pass to the next player. Older players write their favourite story down afterwards.

Learning outcomes

By the end of the session pupils can:

- combine ideas into a sequence;
- tell a story with a beginning, middle and end;
- use describing words;
- write a short story.

KEY WORDS

character · place · object ·
sequence · beginning · end

CURRICULUM LINKS

English: narrative writing and
speaking. Art: cube making.

1**WARM UP**

Words and ideas
ready

2**EXPLAIN**

One game, one rule

3**TELL**

Say it first

4**WRITE**

Record the story

5**IMPROVE**

Change one thing

6**SHARE**

Read aloud

Materials (per group)

- Three paper cubes per group with pictures on each face
- Paper and pencils
- Worksheets 1, 2 and 3

Before the session

- Make cube templates.
- Draw pictures on faces.
- Model a story.
- Plan groups.

SAFETY

Allow a pass; let children draw instead of write.

ACTIVITY 01 · SESSION PLAN

Step by step

Telling the story first means writing becomes a matter of recording it.

Time	What happens	Say or ask
0–3 min Warm up	Name what is on the cubes.	<i>"Who could this be?"</i>
3–5 min Explain	Model a dice story.	<i>"Did I use all three?"</i>
5–15 min Play	Roll and tell.	<i>"What happened next?"</i>
15–20 min Write	Record a favourite story.	<i>"How does it end?"</i>

CHALLENGE CARD (print or copy onto the board)

Tell a story that uses your character, place and object in a clear order.

ACTIVITY 01 · FACILITATOR NOTES

The story writing know-how in brief

Children who can tell a story aloud with a clear structure find it easier to write one.

Combining unrelated ideas into a sequence builds flexible thinking.

Common ideas to listen for

- “My story must be long.” Four good sentences are enough.
- “Spelling comes first.” Ideas come first.
- “The dice make it silly.” Silly can still make sense.

Adapting the activity

Support

Roll only the character and place cubes, and let the adult start the first sentence.

Stretch

Include a problem and a solution, and write it in no more than 80 words.

WORKSHEET 1

My dice roll

Name: _____

Class: _____ Date: _____

Draw what you rolled.

Roll

Character	Place	Object

WORKSHEET 2

Story plan

Plan your story.

Plan

Beginning	Middle	End

WORKSHEET 3

My story

Write or draw.

Once upon a time...

FOR THE TEACHER

Assessment checklist

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

Pupil	Uses all three ideas	Tells in order	Records the story

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

ABOUT THIS ACTIVITY

Story Dice is a sample activity from the EduTrend Contents G4C Storytelling and Writing 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.

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