



EduTrend Contents

G4C · STORYTELLING AND NARRATION GAMES · PRIMARY

Fortunately, Unfortunately

Build a circle story that swings between good luck and bad luck, one sentence at a time

Ages 6–10

Level: Developing

10 minutes

Circle of 2–20

Activity 02

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

ACTIVITY 02 · AT A GLANCE

Fortunately, Unfortunately

Sit in a circle. The first player says one sentence beginning with “fortunately”. The next adds a sentence beginning with “unfortunately”, and so on. For example: “Fortunately, Sam found a bicycle. Unfortunately, it had no wheels.” The story swings between good and bad luck until the group decides it has ended. Each sentence must follow on from the one before.

Learning outcomes

By the end of the session pupils can:

- use cause and effect;
- listen to the previous speaker;
- keep a story consistent;
- agree an ending.

KEY WORDS

fortunately · unfortunately · cause · effect · follow on

CURRICULUM LINKS

English: spoken language, narrative, cause and effect.

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 (whole group)

- Starter sentence cards
- Worksheets 1, 2 and 3

Before the session

- Prepare starter sentences.
- Model a short example.
- Agree the pass rule.
- Decide how the story ends.

SAFETY

Allow one pass. Keep bad luck mild and invented.

ACTIVITY 02 · SESSION PLAN

Step by step

Works well on walks or at bedtime too.

Time	What happens	Say or ask
0–2 min Warm up	Good news, bad news examples.	<i>“What is good luck?”</i>
2–3 min Explain	Model four sentences.	<i>“Did my sentence follow on?”</i>
3–8 min Play	Circle story.	<i>“What happens because of that?”</i>
8–10 min Close	Retell the best part.	<i>“Which twist surprised you?”</i>

CHALLENGE CARD (print or copy onto the board)

Make your sentence follow on from the last one and start with the right word.

ACTIVITY 02 · FACILITATOR NOTES

The storytelling game know-how in brief

Alternating good and bad luck practises cause and effect.

Each player must listen closely to the previous sentence to continue.

Common ideas to listen for

- “Any sentence will do.” It must follow on.
- “Unfortunately means it ends badly.” The story can recover.
- “Longer is better.” One clear sentence works best.

Adapting the activity

Support

Allow a pass once, and the adult offers a starter sentence.

Stretch

Keep the story in one setting, or make every sentence exactly ten words.

WORKSHEET 1

Story chain

Name: _____

Class: _____ Date: _____

Write the story in order.

Chain

Fortunately...	Unfortunately...

WORKSHEET 2

Cause and effect

Link cause to effect.

Links

Cause	Effect

WORKSHEET 3

My own story

Write or draw.

Fortunately... Unfortunately...

FOR THE TEACHER

Assessment checklist

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

Pupil	Follows on	Uses cause and effect	Listens to others

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

ABOUT THIS ACTIVITY

Fortunately, Unfortunately is a sample activity from the EduTrend Contents G4C Storytelling and Narration Games programme (primary, level: developing). 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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