

# Roll a story

## What you need to create your own story: one die and your imagination



### How to roll your own story

1. Select the **main character** in your story by rolling the die and finding out which character from the first row of the story grid matches that number.
2. Roll the die again to find the **setting** of your story from the second row of the story grid. The setting is where the story takes place.
3. The final roll of the die will reveal the **problem** of your story. This is what needs to be resolved by the ending.

### How to tell your story

Stories can be told in many different ways. Here are some ideas of how you can share your story:

- Write it on paper to make your own book (you could even add illustrations to make it a picture book)
- Read it aloud to anyone who will listen (including on the phone)
- Act it out (with family members or with toys)
- Record a video or audio of you telling your story (you could even film pictures you have drawn)

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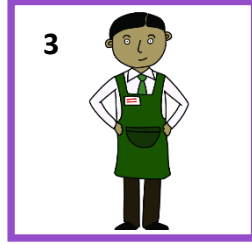
# Story grid



**chef**



**scientist**



**shopkeeper**



**builder**



**doctor**



**journalist**



**bookshop**



**castle**



**forest**



**cellar**



**desert island**



**volcano**

**1** There is a lost item that needs to be retrieved

**2** Someone is trapped and needs help to escape

**3** Someone is being chased by an enemy

**4** A day where everything goes wrong

**5** A magical item is a portal to another location

**6** Items keep going missing and the mystery needs solving