

Story Stations

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Grade Band: K-8

Time/Space Requirements: Large Open Area, 35 minutes

Materials: VIBES poster, CARE poster, Essential Questions visual; Brain/Body Check-In Visual, Story Cubes game and playing mat, story chest game and instructions, story picture cards and instructions (If available: game “Sway” with instructions visual, game “Snake Oil” with instructions visual)

Enduring Understandings:

1. I can tell stories with a beginning, middle, and end
2. I can use plot, character, and setting to help others understand a story
3. I can listen and work with others to tell a story

Essential Questions:

1. What does a story need to make sense?
2. How can I work with others to tell a story?

Lesson Objectives:

1. Campers will think flexibly about story details
2. Campers will practice listening and adding on to someone else’s ideas
3. Campers will explore story elements and arc

Lesson Overview:

Activity 1: Welcome/Intro

Activity 2: Discussion of story elements

Activity 3: Stations

Reflect

Intro (3 minutes)

Hello [insert group name], welcome. Please place your belongings [insert place], get your name tag, and sit/stand in a circle [insert area]. I’ll know you’re ready when I see bodies and voices that are calm and tracking me.

I’m going to pass around our checkin sheet. You can choose to show us how your brain is feeling OR how your body is feeling. And you can choose to show us a frozen picture, or a gesture + a sound. Whatever you show us, we will copy.

[pass around visual]

Thank you for that. Remember that in VIBES, we can use all of these tools (voice, imagination, body, ensemble, and story) to connect with one another and express how we feel. Also, remember that I expect you to show CARE for yourself, the group, and the space while you’re here (Challenge, Adapt, Reflect, Engage). You have tools like the break space, fidgets, and all the VIBES to help you be successful.

Today, we are going to work in a big group and small groups to tell some stories.

Engage: One Sentence Story Cards (5 minutes)

Instructions:

In this activity, we're going to tell a story one sentence at a time. You will also receive a card with a picture on it. You need to make sure that your sentence builds on what the person before you said AND includes your own picture.

[Model]

[Play 1-2 rounds]

Reflect (1 min)

D: Did our story make sense?

A: What's hard about telling a story with other people?

R: What was helpful in understanding the story?

Transition (1 min)

Now that we're warmed up, we're going to dig a little deeper into what helps a story make sense.

Explore: Parts of a story (3 min)

Instructions:

First, we need to think about what a story needs to make sense. What elements do you know from school or your own life about what stories need?

[Write responses on a whiteboard]

This is an awesome list. I have a few more to add.

[Show Visual]

First, we need to think about the Who, what, where, and when of a story.

[Show visual]

We also want to remember that a story has a beginning, middle, and end.

[Show Visual- unless group is too young]

Transition (min)

Now, you are going to break into small groups to play 2 story games. You'll play for about 15 minutes and then switch. It's possible that not everyone will get a turn at each station and that's OKAY!

Explore: Story Stations (30 minutes)

Instructions:

[Groups of 2-4 play at each station for about 15 minutes then switch. Story chest involves more side-coaching than story cubes, so start there. If the group is small or small group work is not productive, play one sentence story cards and story chest as a whole group]

[If Snake Oil or Sway are available, or if the group enjoys the one sentence story cards, those can subbed in as well.]

Story Dice Instructions:

- 1) Roll the 9 dice
- 2) Select 6 dice and place them on the playing board to construct your story (set the 3 dice you don't want to the side)
 - You can put the dice in any order your want
- 3) Set a time for 3 minutes.
- 4) Starting with "Once upon a time..." Tell a story incorporating the elements on your board.
 - Use the symbols to inform who is in your story, where it takes place, what happens in the beginning, middle, and end, and a random element you want to add
- 5) Pass the dice to the next person

***Tips:**

- Interpret the dice how you want!
- Mix and match dice from multiple sets (but only roll 9 at a time)
- Keep stories camp appropriate

Story Chest Instructions:

- 1) Everyone picks a color token and puts the tokens in front of them

Story Stations

- 2) Person A draws a card and picks one element of the picture they want to hear about
- 3) The person to the right (Person B) draws 2 cards and places them on the board. They secretly pick which card to tell a story about.
- 4) Using the color tokens, everyone votes for which card they think Person B will tell a story about
- 5) Person B tells their story, incorporating the element from Person A
- 6) After the story, tip the board to the right or left so the voting coins fall in - correct answers fall to outside bins, incorrect fall to middle bin.
- 7) Person B new becomes Person A and the person to the right becomes Person B
- 8) At the end of the game, count up the coins in the outside bins only. The person with the most coins wins.

Storyboard Instructions:

- 1) You can use pictures to tell a story, like a comic book. Some people use these pictures to outline stories they want to tell, like in a movie.
- 2) Use the boxes to draw what happens 1st, 2nd, 3rd, 4th, 5th, and 6th in a story you've read or watched, or a new story you just made up
- 3) If there is extra time, you can hand off your storyboard to a peer and challenge them to tell the story based on your pictures. You might be surprised what they get right, and what happens when you let another person's imagination run wild with your art!

Transition (1 min)

Please clean up your station and rejoin the group to talk about your experience.

Reflect (3 minutes)

D: Which game did you like best?

A: Were there any really interesting characters that you discovered? Settings? Plot moments?

R: How does telling stories like this help us tell stories in our own lives?

Closing Statement

Thank you for your hard work today. Next time I see you, we're going to

Appendix of visuals

Checkin Visual:

Pick a brain or body check-in to show us with a pose or gesture

My body feels...

make up your own or choose from the list:

- Calm
- Cool
- Wiggly
- Tense
- Warm
- In Control
- Strong
- Out Of Control
- Tired



My brain feels...

make up your own or choose from the list:

- Excited
- Happy
- Focused
- Sad
- Sleepy
- Silly
- Anxious
- Distracted
- Angry



Story Elements Visuals:

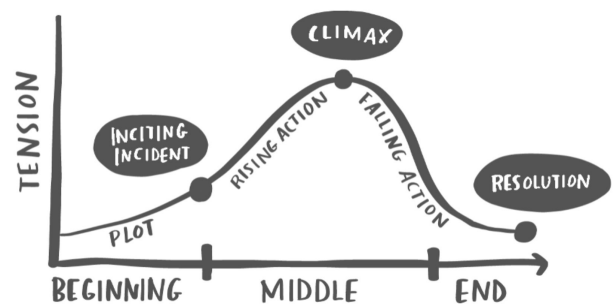
Story Elements

- Character:** Who is in the story
- Setting:** When or where the story takes place
- Plot:** What happens in the story
- Conflict:** A problem the main character is trying to overcome

You may also consider:

- Point of view: Whose perspective is the story from?
- Tone: How does the story make people feel?
- Style: How do you use language to enhance your story?

Elements of Plot: Story Arc



Story cubes Visuals:

Story Cubes: How to Play

- 1) Roll the 9 dice
- 2) Select 6 dice and place them on the playing board to construct your story (set the 3 dice you don't want to the side)
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Story Cubes:

