

Story dice

- Throw dice to decide on elements of your fantasy story.

Main character

- | | | |
|------------|------------------------------|------------|
| 1. Snowman | 3. Alien from another planet | 5. Mermaid |
| 2. Elf | 4. Teddy bear | 6. Rabbit |

Other main characters

- Shake twice: choose one as a trickster and one as a helper to your main character:

- | | | |
|-------------------------|-------------------|-------------------|
| 1. Talking bird or fish | 3. Wizard | 5. Flying banana |
| 2. Fairy | 4. Matchstick man | 6. Talking flower |

- Remember you can add other characters to your story if you need them.

Setting

- | | | |
|-------------------------|------------------------|-----------------------------------|
| 1. Fairground or circus | 3. Seaside or undersea | 5. School playground |
| 2. Forest | 4. Shopping arcade | 6. Mountains or inside a mountain |

Main Character's problem (central to the plot):

1. Lost – themselves, someone or something else
2. Lonely – wants to make friends
3. Wants to escape from someone or somewhere
4. Hurt or injured – needs help
5. Wants to go somewhere or see someone special
6. Bored and wants adventure and excitement

Plot plan – how your main character's problem is solved.

Remember: they will get help, but first they get tricked!