SEASONAL

Roll a Story

GAME COLLECTION



How to Use the Roll a Story Games

1

Roll

Roll one standard six-sided die for each category.

2

Record

Circle or write down the matching choice from each column.

3

Plan

Use the planning page to connect the ideas into a beginning, middle and ending.

4

Write

Turn the rolled ingredients into a complete original story.

5

Extend

Add dialogue, sensory details, illustrations or a new ending.

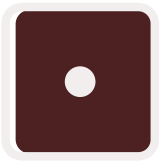
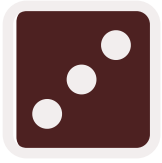
Teacher tip

Let students reroll one category, swap one choice with a partner, or choose freely when a prompt does not suit them.

THANKSGIVING

ROLL A THANKSGIVING ADVENTURE

Roll the die once for each column. Use the five results to create your story.

ROLL	Character	Place	Mission	Problem	Kindness
	a helpful child	a crowded family kitchen	set the perfect table	the tablecloth disappears	everyone makes paper placemats
	a curious squirrel	an autumn farm	find a missing basket	the wind scatters every clue	the animals work together
	a visiting cousin	a Thanksgiving parade	return a lost balloon	the parade starts moving	a musician shows a shortcut
	a young chef	a community dinner	make a special side dish	an ingredient is missing	a neighbor shares theirs
	a playful puppy	a leaf-covered backyard	deliver an invitation	the address is smudged	the whole street joins the meal
	a grateful grandparent	a cozy dining room	share an old family story	the photo album cannot be found	everyone recreates the memory

Story challenge: Include dialogue, at least three descriptive details and a clear ending.

THANKSGIVING

Roll a Thanksgiving Adventure — Plan & Write

MAIN CHARACTER

SETTING

PROBLEM OR GOAL

SPECIAL OBJECT / CLUE

SURPRISE OR ENDING

My story



Optional extension: What happens the next day?



THANKSGIVING

ROLL A TURKEY'S GREAT ESCAPE



Roll the die once for each column. Use the five results to create your story.

ROLL	Turkey	Escape Place	Disguise	Complication	Ending
⚀	A CLEVER TURKEY NAMED TILLY	A BUSY FARMHOUSE	A SCARECROW	A CROW ASKS TOO MANY QUESTIONS	TILLY BECOMES THE FARM MASCOT
⚁	A SPEEDY TURKEY NAMED TOM	A THANKSGIVING PARADE	A MARCHING-BAND DRUMMER	THE DRUM KEEPS SLIPPING	TOM LEADS THE PARADE
⚂	A DRAMATIC TURKEY NAMED TINA	A GROCERY STORE	A STACK OF PUMPKINS	SOMEONE CHOOSES THE PUMPKINS	TINA HIDES IN THE DELIVERY TRUCK
⚃	A TINY TURKEY NAMED PIP	A SCHOOL CAFETERIA	THE LUNCH MONITOR	PIP CANNOT REACH THE DOOR HANDLE	THE STUDENTS HELP PIP OUTSIDE
⚄	A MUSICAL TURKEY NAMED TANGO	A COUNTRY FAIR	A GUITAR PLAYER	TANGO CANNOT STOP GOBBLING	THE GOBBLES BECOME A HIT SONG
⚅	A SLEEPY TURKEY NAMED GUS	A NEIGHBOR'S GARDEN	A GARDEN GNOME	GUS FALLS ASLEEP MID-ESCAPE	THE NEIGHBOR GIVES GUS A SAFE HOME

Story challenge: Include dialogue, at least three descriptive details and a clear ending.

THANKSGIVING

Roll a Turkey's Great Escape — Plan & Write

MAIN CHARACTER

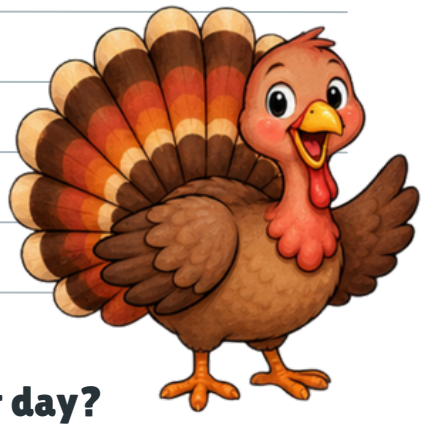
SETTING

PROBLEM OR GOAL

SPECIAL OBJECT / CLUE

SURPRISE OR ENDING

My story



Optional extension: What happens the next day?