

## Storyboard Game

Pieces: Eight Genre Cards, Twenty Four Object Cards, Forty-Eight Main Character Cards and Forty-Eight Conflict Character Cards, and Sixteen Setting Cards.

How to Play: If you have young children or tweens, start out by explaining what a main character is. I.E. hero of the story. Then explain what a conflict character is. I.E. Villain of the story or the person who causes harm/bullies/ or makes the Main Character's life miserable. You can explain that another name for a main character is protagonist and another name for a conflict character is antagonist.

Shuffle each deck of cards separately. Pick a genre, then a main character, an object, a conflict character and then a setting. Tell or write a story containing these components. To make the story more complicated pick a secondary main character, a secondary object, a secondary conflict character and a secondary setting.

Object of the Game: By using these components it stimulates the writer to come up with creative ideas to piece together a story. He or she can play the 'what if game'. I.E. What if an alien stole my shoe?

Genre: There are two unusual genres in this game: Non-fiction and Thriller. Non-fiction was put in as a genre in order to help students understand that non-fiction means fact so whatever they put with this, they must think of some facts to weave into their stories. Thriller was put in as a way to explain a story with a surprise or a twist. For teens, they can use the Thriller genre in the traditional sense. This game is missing one genre: Western but since I can only print eight cards per page, I didn't put it in.

Conclusion: It doesn't really matter what cards or genre a student has to write about or tell a story about as ultimately it ends up sound pretty funny.

