

# The Turtle Story

You are going to play a game where the players' job is to tell a complete story about a turtle! To tell a story, you need several key ingredients:

One thing you need is a conflict. Your turtle character has to want something, but something or someone gets in his or her way. Print 2 copies of the second page in this file. DO NOT look at pages 4-5. Think of some things your turtle character might want and what might try to keep him from getting it. These can be real things turtles need or silly things—it's all up to you! When you have thought of 8 conflicts, write one on each of the cards you printed (be sure to write one example of what the character wants and one example of something that gets in his way on each card). Cut them apart, or have a parent or older sibling cut them apart for you.

Another thing you need for a story is a setting—where does your story take place? Does it happen in the ocean, in the pond, or at a shopping mall? You decide! Think of 8 settings. Print 2 copies of page 3 and write one setting on each card.

One more thing that you need is a main character! The main character of a story is sometimes called the protagonist. You've already spent some time thinking about what your character wants and where he or she lives. But we're going to add a twist to the game. Have a parent print pages 4-5 and write either the words "main character" or the word "protagonist" on the back of each one.

Without turning the cards over, shuffle each stack so that you have one stack of characters, one stack of conflicts, and one stack of settings. Now each player takes a turn drawing one card from each stack. Your goal is to write a story using the 3 elements you drew and any more ideas you can think of! Try to make sure your story answers who is the main character, what he or she wants, where the story takes place, what stands in their way, and how the character ultimately succeeds (or doesn't succeed). Everyone who writes a story—no matter how silly—wins!

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Conflict

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Setting

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