

# Make Up Stories

You can let your imagination soar with these games. There is no wrong way to play and many kinds of stories you can create - short and long. Make them silly or serious. Craft a mystery or fantasy. Create a story in one sitting or over a few days. Maybe write down the story as you progress. You may have an award winner!

## Round Robin

2 or more players

In this game you start with one word and take turns adding a word to make a sentence. One sentence turns into two, two turns into three, etc. You go round and round until there is some kind of ending. Or take turns creating full sentences to make a story.

To make it more challenging each player repeats the words from the starting word and then adds a word. See how long you can go before forgetting some of the words. Do not worry about creating proper sentences.

## Silly Sentences

1 or more players

Use prompts to get the story going such as a sign, place, animal, pictures or person. Using something that your child is very familiar with such as a favorite toy or pet is a great way to start. Usually the beginning of a silly story introduces the main characters and the setting.

Such as "This morning I saw a blue belly **duck** get on a **bus**." However, part of being silly is building the story anyway you want. Silliness can appear in all sorts of ways. Use funny voices and sounds. Let the imagination go to provide silly descriptions of places and action.

Another way to play the game is have your child pick a person or animal, a place and a thing. If they have a hard time thinking of the words to get started have them select them from what they can see around them. Use the 3 words to build a silly sentence. "The goofy, purple spotted **dog** went to the **rodeo** on a flying **surfboard**."

## Street Sign Stories

1 or more players

This game can be played while in any mode of transportation. Even walking. Pick a sign, any sign with or without words. Use your imagination to build a story. You can also use signs to practice words, numbers and definitions.

"Once upon a time there was a boy and a girl crossing the street on their way to the park. In this park they found a very large goose that could talk."

*When building or reading a story, ask questions. "What happens next?" "Where do you think they will go?" This encourages or prompts further involvement in the story.*

