

Random Story Machine



— a creative writing game from

Person
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Place
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Thing
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Action
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Problem
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

List 6 random words for each category. They should fit their category, but they do not have to be related to words you wrote in other categories.

Be creative!

Now roll a 6-sided die for a person, place, and problem. This is how your story starts.

Write a story where the main character tries to solve this problem.

Every time you need a person, place, thing, action, or problem, roll the die for that category to get a random result.

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Note to the Teacher

I invented this game for a student who hated writing and got distracted so easily we could never do anything (he also had a tendency to stick his tongue out and spit at me every time I asked him a question).

We played this game, and he was totally engaged. Not only that, but he wrote one of the best stories I've ever seen from a third grader. And *then* he wanted to play *again*!!

It didn't take long for him to be able to play on his own without my help. If your child is younger, they may need more guidance.

Let them be as creative as they want, and see how far they can take the story.

For the best results, think of the elements of a typical story: the main character wants something, and things (actions perhaps?) happen to prevent him/her/it from getting what they want. They have to overcome these obstacles.

Variations:

- Create your own categories: random events, villains, accessories, etc.
- Use two six-sided dice so you can have 12 items in each category (well, 11 I guess because the lowest you can roll is a 2).
- Set limitations for the story. For example, "no violence," "nobody can die," or "it has to have a happy ending."