



STORY STEW

Aim: To teach main ingredients of a story: Character, Setting, and Problem

Age: 5 – 10

Materials Needed: Paper, pen/pencil, bowls (optional)

Basic Rules:

- Discuss with students what Character, Setting, and Problem are, encouraging them to give examples
- Brainstorm examples of each.

NOTE: There's no wrong answer, if a child says a blade of grass, write it down.

NOTE: For setting be sure to keep it in short quick phrases. Ex) Being chased by a dragon, being stuck in a volcano, no sandwiches

To Play:

(LEVEL ONE)

- Everyone finds their spotlight (their very own space. From there they are always seen. They cannot leave their spotlight, and no one can go into their spotlight.)
- Teacher/Parent/Leader calls out CHARACTERS from list, trying to go through the whole list.
- Teacher/Parent/Leader calls out SETTINGS from list, trying to go through the whole list.
- Teacher/Parent/Leader calls out PROBLEMS from list, trying to go through the whole list.

(LEVEL TWO)

Invite students back to audience position.

- Invite two players onto stage. Using the list, give them two characters to act out and have audience guess. (Players can only use bodies, no voices)
- REPEAT if time allows
- Invite two players onto stage. Using the list, give them two characters and a setting to act out and have audience guess. (Players can only have one sentence each)
- REPEAT if time allows



(LEVEL THREE)

- Invite two players onto stage. Using the list, give them two characters, a setting, and a problem to act out. (Players can use voices and bodies)

HINT: If they are having trouble solving the problem, FREEZE. Let the audience help. Once a doable suggestion is given, let the players play it out.

NOTE: Side coaching is a useful tool as you increase the levels of the game.