

# STORYTELLERS

## READY

**EQUIPMENT:**

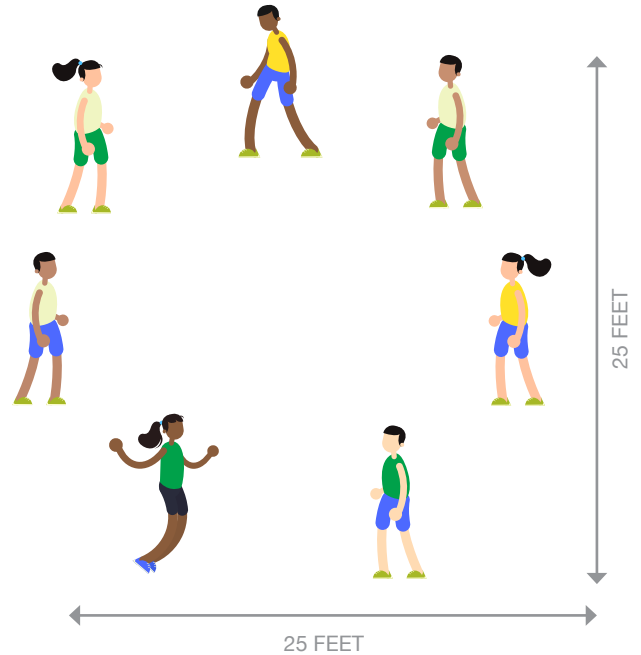
NONE

**SET-UP:**

PLAYERS FORM A CIRCLE

**NUMBER OF PLAYERS:** 5+

**TIME:** 10 MINUTES +



## EXPLAIN

- 1 Players form a circle, standing 6 feet apart from one another.
- 2 All players are storytellers!  
They will be creating a story together as a group.
- 3 Select a story leader. The leader will start by saying one word, and the person to his or her right will then add another word that connects to it like a story. This pattern will continue throughout the game.
- 4 If a player cannot think of a word to add to the story, then he or she must do 10 jumping jacks before rejoining the game as the new story starter.

✓ **For Understanding:**

- How many words does each player add to the story?
- What happens if you cannot think of a word?

**GAME TIP:**

- Reinforce that the goal is to create a cohesive story.  
Players should choose words that link together, not trip each other up.

**CONFLICT RESOLUTION TIP:**

- Ensure that players understand the story will go in many different directions,  
but if there are any disagreements, players can play rock-paper-scissors to settle them.

**CATEGORY:**  
BEGINNER

**ENVIRONMENT:**

AUDITORIUM,  
CAFETERIA,  
CLASSROOM,  
GYMNASIUM,  
HALLWAY,  
LIBRARY,  
PLAYGROUND

**GRADES:**

K-5

**FITNESS FOCUS:**



**BACK-UP GAMES:**

ANIMAL FARM  
HIDING NEMO  
HIGH WIRE

## PLAY → REP IT OUT!

- **EASY:** Add a sentence.
- **MEDIUM:** Hold a balancing position until the story finishes.
- **HARD:** Jog in place until the story finishes.