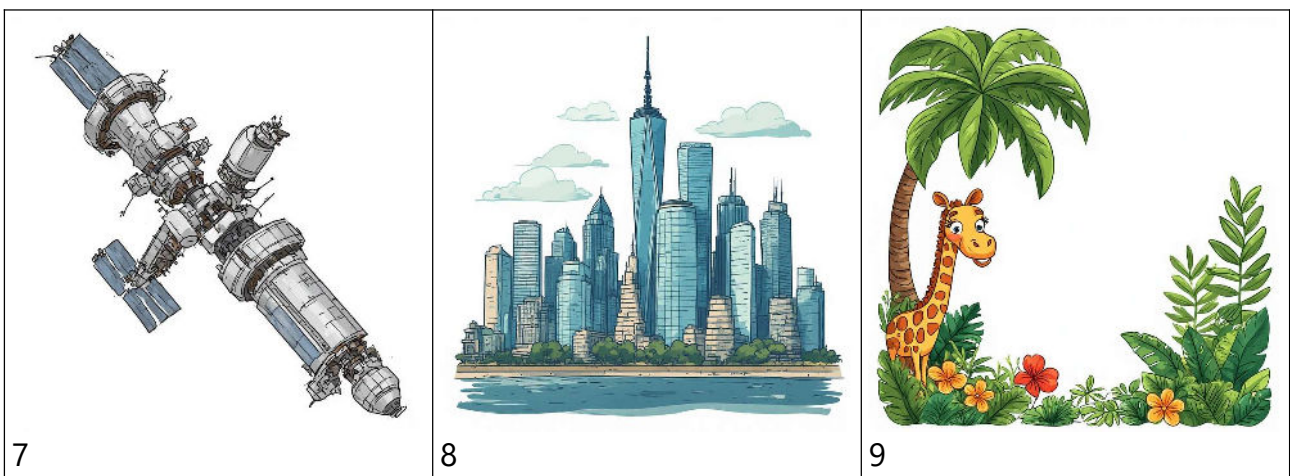


Cards:

### Characters



### Settings



## Plot twists (select two)

1. The Betrayal Twist: One of the characters turns out to be a double agent, working for the antagonist, and reveals their true intentions at a crucial moment.
2. The Identity Switch: A character discovers that they are not who they thought they were.
3. The Talking Object: An inanimate object (like a toy, a book, or a tree) suddenly comes to life and starts giving advice or causing chaos.
4. The Time Travel Surprise: Something goes wrong with a time machine, and the characters find themselves transported to another time or era, affecting their mission.
5. The Switcheroo: Two characters accidentally switch bodies or roles, leading to humorous situations as they try to figure out how to revert back.
6. The Hidden Talent: One of the seemingly ordinary characters reveals a hidden talent or superpower just when it's needed most, changing the course of the story.
7. The Unexpected Ally: A character that everyone thought was a villain turns out to be a hero in disguise, offering help at a critical moment.
8. The False Ending: Just as the characters seem to have resolved their conflict, a new and bigger challenge arises, forcing them to work together once again.
9. The Memory Loss: A character forgets an important piece of information at a key moment, leading to unforeseen consequences, and must regain their memory.
10. The Interruption: Just when the group is about to achieve their goal, an unexpected interruption (like a surprise party, a sudden storm, or an invasion of silly creatures) changes everything.
11. The Secret Connection: Two characters discover they are related or share a pivotal past event that ties them together in unexpected ways.
12. The Mysterious Prophecy: A seemingly random event or object turns out to be part of an ancient prophecy that guides the characters toward their destiny.

Group Activity (45-60 minutes): group of 4 participants

Draw Cards by selecting the number.

Each group randomly draws one character card, one setting card, and one plot twist or object card from the bowl. This will form the basis of their unique story.

Story Creation:

Groups have 20 minutes to brainstorm and write their story. They should weave together the character, setting, and plot twist/object into a cohesive narrative. Encourage them to think about how the characters interact with their environment and how the plot twist affects the story.

Story Presentation

After completing their story, groups can decide how they want to present it. They can act it out, create a mini-play, or simply read it aloud. If you have props or costumes available, encourage them to use those to enhance their performance.

Group Reflection

After all presentations, hold a discussion where kids can share what they liked about each other's stories. Ask questions like, What was the funniest moment? or How did the plot twist change the story?