

~Flash cards~ STORY TELLING

Have fun telling stories with these fairy-tale flashcards. Young children revel in their abilities to group together the fairy tales while playing the card game. Older children can have a go at making up and telling a new story, exercising their imaginations and creativity!



SKILLS

Make up stories;
Build narratives;
Boost imagination and
creativity;
Follow rules

These flashcards can be grouped by context-location: castle (green background), forest (red background), sea (blue background), village (yellow background), or even by the functions/roles indicated by the symbol on the card.



FAMILIES GAME (2-4 players, age 4-5)

Take all 20 fairytale cards, mix them up and give three to each player if there are four players, five cards each if there are two players, four cards each if there are three players. Place the remaining cards, face-down, in a pile in the centre of the table.

The youngest player starts by asking one of the other players for a card from a fairy tale which they already hold in their hand. For example, "Do you have the princess in the red fairy tale?" or "Do you have the king in the green fairy tale?" If the card is produced, they can then ask another player for another card.

If a player can't hand over the requested card, the asker picks up a card from the pile in the middle and the next player takes a turn at asking.

The first player to complete a fairy tale (5 cards) lays their cards out on the table. When they have no more cards left in their hand, they ask for any card.

The game is over when all fairy tales have been completed. The player with the most completed stories wins.



The cards can be grouped by functions and characters. A symbol on each card shows the relative function and character.



The cards can be used to make up new fairy tales:

CREATE A FAIRYTALE (1+ PLAYERS, AGE 6-7)

To make up a new fairy tale, group the cards by function and split them into five bundles, cards facing down. Players take it in turns to pick up a card from each bundle. They then lay out their cards in this order: place, hero, villain, helper, magic object. Each card is given a name. For example:



Using the five words for the subjects shown on the cards, and using them as inspiration, we can try to make up a story. For example:

Once upon a time there was a great castle. In the castle lived a king and queen. The king and queen had a child, a **little boy** called David. David loved hunting insects...An old **witch** came to the castle one day and cast a spell on David, turning the little boy into a butterfly. The king was distraught and decided to kill the witch but she got away from the castle on the back of a horse. But as she climbed onto the horse's back, a **pearl** fell out of a little bag. The guards picked it up and took it to the king. The king's **wizard** knew right away that it was a magic pearl and rubbed it. The pearl turned into a butterfly and at the exact same time, his little son David reappeared with a huge smile on his face.