

ROLL-A-STORY

Roll the dice 4 times. The first roll picks a time. The second roll picks a character. The third roll picks a problem and the fourth roll picks a location. Then use what you rolled to create a story.



	WHEN?	WHO?	WHAT HAPPENED?	WHERE?
	One hot summer day,	a playful puppy	fell out of a tree	on a sparkling island.
	One cold winter day,	a brave bunny	lost their teddy bear	in an enchanted forest.
	In the middle of the night,	a curious koala	fell in a sinkhole	in a candy coated kingdom.
	As the moon rose,	a silly squirrel	got lost in a maze	in a secret garden.
	Just before sunrise,	a friendly fox	tripped over a mole	on a snowy mountain.
	Just before sunset,	a snuggly otter	got caught in a storm	in a mysterious jungle.