Appendix Two

The Story-making cards game

Traditional stories often contain many similar 'motifs' - that is, commonly repeating images, characters or objects, giving the story structure and meaning. Such characters as the witch, the beast, or the wise man / woman and places such as a forest, as a dark and mysterious place, or a wishing well, have both good narrative and symbolic uses. We can use such characters to help create stories, and in so doing, help children learn about narrative structure.

The story making cards, illustrated in this Appendix, can be printed out, cut up and used to help create stories using these motifs. A child can select a number of cards, perhaps one from each separate category of places, people, creatures and objects, and then the foster carer makes up a story using those cards. Then roles can be reversed and the child makes up a story from the foster carer's selection. Keep the stories short and fun with a playful atmosphere. It is not about getting it right or wrong - but having fun together. You could also create games together using the cards or even write your own cards.



Appendix Two: Storytelling Cards

'Places Cards' to print and cut-out



A Secret Garden

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An Enchanted Forest

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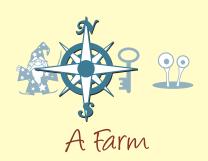
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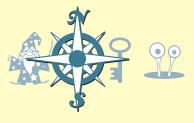
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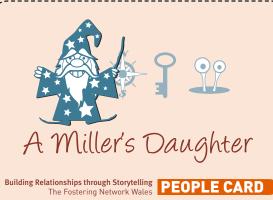
(write your own idea here)

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Appendix Two: Storytelling Cards

'People Cards' to print and cut-out

















Appendix Two: Storytelling Cards 'Creature Cards' to print and cut-out



A Snake

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CREATURE CARD



An Injured Lion

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CREATURE CARD



A Black Stallion

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CREATURE CARD



A Raven

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CREATURE CARD



A Werewolf

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CREATURE CARD



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CREATURE CARD



A Talking Cat

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CREATURE CARD



(write your own idea here)

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CREATURE CARD

Appendix Two: Storytelling Cards

'Object Cards' to print and cut-out



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OBJECT CARD



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OBJECT CARD



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OBJECT CARD



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OBJECT CARD





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OBJECT



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OBJECT CARD



(write your own idea here)

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