

Storytelling Games

Compiled by Rachel Hedman

The Walk

*Take the children on an imagination journey. Have various environments the kids “walk” through like tall grass (swish swish), rivers (splash splash), or anything else you or they can think of. Perhaps the song “Going on a Lion Hunt” will help.

Picture Story

*Take a poster or picture of some kind. Have the children take turns making up the story behind the picture.

Transformation

*Have everybody pretend they have the power to transform into anything they would like. Have them give suggestions for what to turn into like animals, objects, or people.

Emotions

*Have the children exaggerate their emotions. However, only allow their facial expressions and actions describe their feelings.

Carry On

*Form a circle. One person decides on an imaginary object to pass to the person next to them. This “object” is passed all around the circle. Some examples are a stinky sock, a fragile lamp, and a bowling ball. Let the children decide what the next “object” should be.

Silly Rhymes

*Gather a collection of silly rhymes and poems. As you read them out loud, have the children act them out.

Mad Lib

*Have the children make up their own Mad Lib. You create the basic storyline. They provide the subjects and actions.

A Big Yarn

*Form a circle. Take a ball of yarn and have it wrapped around each person one time. Everyone will be connected. The person with the end of the yarn begins the story. They take the yarn and rewrap the yarn until it is passed to the next person. Then the next person picks up the story from where the other ended. Continue story until yarn is gone.

What is it. . .Really?

*Take any ordinary object. Have everybody brainstorm what it could be used for. Anything goes! Ex. Pencil—used as a fishing pole, as a tongue compressor, etc.

Hitchhiker

*Set up four chairs—two behind the other two. These chairs represent a car. Four people occupy the chairs. One person is the hitchhiker. When the hitchhiker sticks out his thumb, the “driver” slams on the brakes. The driver is bumped out of the car, everybody rotates the chair, and the hitchhiker occupies the remaining open chair. The hitchhiker puts on a certain attitude. The passengers of the car reflect the same attitude. Then another hitchhiker comes along and the rotation continues. Ex. Gloomy attitude, proper attitude, etc.

Freeze!

*Two people stand in front of the audience. The two of them act anything they want. Someone from the audience shouts, “Freeze!” When called, the two people freeze in their positions. The caller takes the place of one of the people—in the same position they held. Then the caller completely changes the scene and it continues until someone else shouts, “Freeze!”

Free Writing

*Hold up an object or picture. Everyone must write NONSTOP for two minutes about ANYTHING they think about when they see it.

The Typewriter

*Someone pretends to type on a typewriter. The typewriter starts the story. For each character or object the typewriter mentions a person from the audience jumps out and plays the character or object. They listen to the writer’s story and act it out, BUT the writer must listen to the characters/objects when they add their own dialogue.

First and Last

*Gather children’s books from the library. Write down the first sentence of the story on a piece a paper and put it into a hat. Then write down the last sentence of the story on a different piece a paper and put it into another hat. Do this for as many books as you like. Then have one person draw one “first sentence” and one “last sentence” from each of the hats. Give no more than 10 seconds for the person to tell the impromptu story. Watch them attempt to connect the first and last sentence. Be prepared for many laughs!