

Storymatic Studios suggests several teaching techniques in the booklets that come with each box. Here are two that will add to the fun and creativity:

Add to It

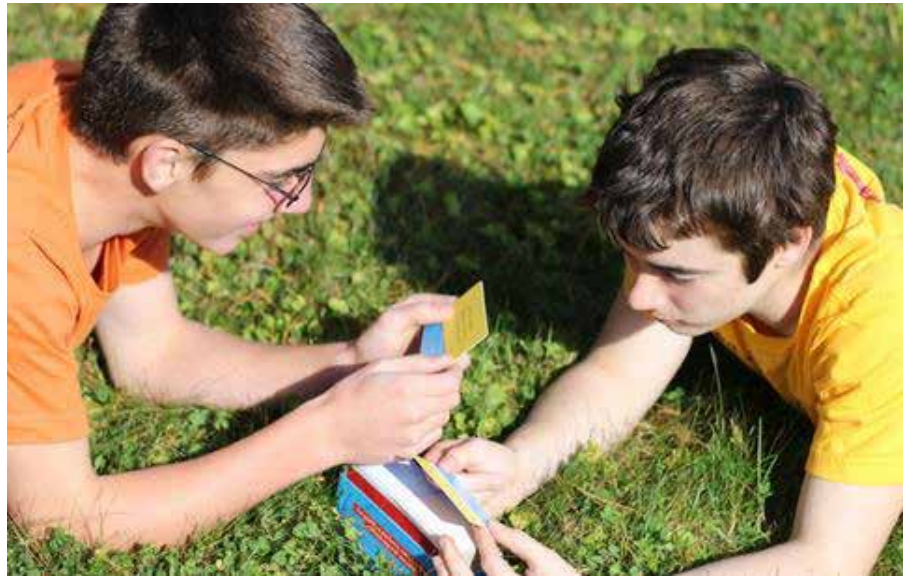
Add to It is perfect for the car, camping trip, and party. Take turns adding twists and turns with Add to It, an ideal all-ages game for the car, camping trip, and dorm, and for family gatherings and parties. Add to It is a great way to get people talking, listening, and laughing.

1. One person draws two gold cards (yellow in Kids and Colonial Williamsburg), combines them to make once character, and begins telling a story about that character. Go for a minute or so.
2. When you are ready to pass the story along, a new storyteller draws a card (either color) and adds to the story.
3. Then a third storyteller draws a card and adds to the story, then a fourth, and so on.
4. Keep in mind the Two Laws of The Storymatic.
5. The story is over when everyone has contributed, or when 10 cards have been drawn... or go as long as you like!
6. When you finish that story, start another!

Teachers and parents: **Add to It** is a great way to build a healthy group dynamic and get everyone participating equally in a creative, fun activity. It's an excellent, improvisational way to start a class or introduce activities, and it hits dozen upon dozens of the Core Standards.

Add to It is just one of the many games, prompts, and suggestions included in the booklet that comes with The Storymatic Classic, The Storymatic Kids, and the Colonial Williamsburg Edition.





Shake It Up

Stories in the Grass

When you sit down to write a story, do you run out of steam after a page or two? Is your screenplay stalled in the first act? Do you have the nagging feeling that you're spending all your time on your character's back-story, and the plot isn't going anywhere?

Well, then **Shake It Up** is for you:

1. Draw two gold cards to create your main character.
2. Describe a normal day for your character. "Normal" means different things to different people—what is "normal" for your character? Take your time with this. Settle into your character's normal.
3. Your next card (it can be either color) will shake up your character's world. It will turn your character's world upside down.
4. Continue the story. Will your character try to restore the old normal? Will your character adjust to the new normal? What will your character do?
5. When you finish that story, start another!

If you ever hit the wall with a story, give **Shake It Up** a try. Stories often work by addition: a stable environment exists only until something is added to it. Characters then act to address whatever has shaken up their world—in other words, they change. That's sometimes the place where people get blocked—but Shake It Up can help you blast through that block.

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