

ACTIVITY 1

WELCOME, APPRENTICE!

Congratulations! You are an apprentice to a bard – a master of song, speech, and magic, who travels the land gathering lore and telling stories. As part of your training, you must help them create a story.



PART 1: To get started, brainstorm story elements that you would like in your story – characters, setting, problem, and solution. Choose ideas from the sample Dungeons & Dragons (D&D) story elements below, or create your own.

TIP! Create more than one character because characters generally have companions who help them along the way – just like an adventuring party in a D&D game!

SAMPLE STORY ELEMENTS

Character	Setting	Problem	Solution
Wizard	Ancient ruins	Retrieve a stolen item	Trap or fight the monster or enemy
Paladin	Magical forest	Prevent an attack	Outwit the enemy
Fairy	Distant galaxy	Hunt a specific monster	Hide from the monster
Rogue	Deserted town	Find a magical item	Use magic to defeat someone or escape
Dragon	A roving caravan	Rescue someone	Follow clues or a map/solve a riddle
Monster	Underground city	Escape from a dungeon	Ask for advice from a wise person or wizard/get help

MY STORY ELEMENTS

Characters: _____

Setting(s): _____

Problem: _____

Solution: _____

PART 2: Now, on the back of this sheet, organize your story details by creating a story map, one-pager, or outline. With a story map, the story elements are organized into defined elements using a table or thought bubbles. A one-pager combines sketches and words to represent story ideas. Another option is a traditional outline.

Next, write a brief summary of your chosen characters, setting(s), problem, and solution. Use additional paper as needed.

