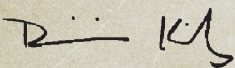


**Dear Educator,**

Inspire your students to take their writing to new heights by using characters, events, and settings based on the popular collaborative roleplaying game, Dungeons & Dragons (D&D), to teach story elements, creative thinking, and narrative writing. This free standards-based language arts program from Wizards of the Coast and the curriculum specialists at Young Minds Inspired provides engaging activities that support ELA and SEL skills.

We hope that you will share this program with other teachers at your school. Please let us know your opinion of these learning materials on the reply card or by visiting [yomiclassroom.com/feedback-bard](https://www.yomiclassroom.com/feedback-bard). We look forward to hearing from you.

Sincerely,



Dr. Dominic Kinsley  
Editor in Chief  
Young Minds Inspired



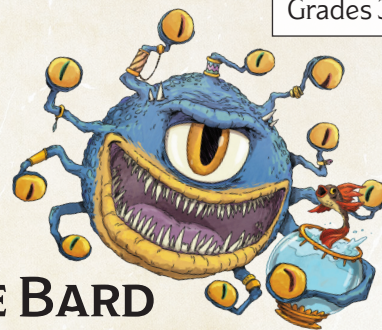
Questions? Contact YMI  
toll-free at 1-800-859-8005  
or by email at [feedback@yomiclassroom.com](mailto:feedback@yomiclassroom.com).

Visit  
[yomiclassroom.com/bard](https://www.yomiclassroom.com/bard)  
in the fall for  
additional activities to  
complement this  
program and continue  
the adventure!

# DUNGEONS & DRAGONS



## STORYTELLING WITH THE BARD



### TARGET AUDIENCE

Grades 3-5

### PROGRAM COMPONENTS

- This teacher's guide
- Three reproducible student activity sheets
- A classroom poster
- A reply card

Additional components available at [yomiclassroom.com/bard](https://www.yomiclassroom.com/bard):

- A D&D Character Overview handout
- A version of the program for grades 6-8
- A reproducible family letter in English and Spanish
- A standards alignment chart

### CONCEPTS AND SKILLS

Story elements Narrative writing Teamwork	Brainstorming Writing clear, descriptive stories Problem solving Analytical thinking
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### HOW TO USE THE PROGRAM

This program can be used with or without prior knowledge of D&D. Make photocopies of the activity sheets for students and display the poster for reference. The activities build, so students will need their completed activity sheets for reference. Download and send home copies of the family letter, email it to families, or post it on your class website to engage families in the learning fun.

### ACTIVITY 1:

#### WELCOME, APPRENTICE!

Ask the students to think of their favorite book, movie, or game. What makes it great? Let the students share ideas. Point out common ideas, such as compelling characters, interesting settings, troublesome problems, and inspiring solutions. Review the details on the poster and explain that these story elements can be found in books, movies, songs, and games.

For example, explain that Dungeons & Dragons (D&D) is a team storytelling game in which players create their own characters and direct their own exciting adventures. One of the characters is a bard, who travels the land gathering lore and telling stories. In this activity, they are a bard's apprentice or student, and part of their training is to help the bard create a story.

Distribute the activity sheet and go over the instructions. Place the students in small groups to complete Part 1, then have them complete Part 2 individually or in groups. Make copies of the Character Overview handout from the website for descriptions of some D&D characters.

**Extension Activity:** Download chapter 1 of *D&D Dungeon Academy: No Humans Allowed!* by Madeleine Roux (illustrator Tim Probert), available at [yomiclassroom.com/bard](https://www.yomiclassroom.com/bard), and have students read the excerpt, and identify and describe the story elements featured.

### ACTIVITY 2:

#### THE ADVENTURE TAKES SHAPE

Share a quick story that touches on the four elements but leaves out details and any sort of plot, such as: "Once there were three friends. They lived in a town surrounded by a magical forest. Suddenly, they got stuck in a fairy trap. Fortunately, they tricked the fairy and escaped!"

*Ask: Is the story interesting?* Explain that the four story elements introduced in Activity 1 aren't enough to tell a great story. Stories need a plot, which is a sequence of events that create a problem and solution. Ask students what they might want to know. For example, how did the friends become trapped? How did they outsmart the fairy and flee? Stories also have themes, which are important messages or lessons learned. For example, perhaps the friends had to learn to work together to escape the fairy. The theme and plot connect the four story elements and drive the growth of the characters.

Pass out the activity sheet and go over the instructions. Have students complete the chart. Once done, have them work in small groups to share their story synopses to practice giving and receiving peer feedback before they write their complete stories.

### ACTIVITY 3:

#### THE QUEST: FOLLOW YOUR IMAGINATION

Tell the students that it's time to help the bard finish the story. Pass out the activity sheet and go over the instructions. Encourage students to captivate their audience by adding some pizzazz to their stories. Suggest that they sprinkle their stories with descriptive adjectives and verbs, add a surprise along the way, and show what the characters have learned instead of telling it. When done, have students share their completed stories.

**Extension Activity:** Select a few stories to have groups of students roleplay as their own version of D&D in which they assume the role of the characters, experience the events and problems, and see if they come up with the same solutions.

### RESOURCES

[playdnd.com](https://playdnd.com)  
[dnd.wizards.com/resources/educators](https://dnd.wizards.com/resources/educators)  
[yomiclassroom.com/bard](https://www.yomiclassroom.com/bard)



WIZARDS  
OF THE COAST

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Illustrations by Tim Probert and Rudy Siswanto.



# WELCOME, APPRENTICE!

You are an apprentice to a bard, which means you are a storyteller in training. The bard wants you to help them create a new story. First, you need to start with the basics.



## SAMPLE STORY ELEMENTS

**PART 1:** Map out your story elements. Choose compelling characters. (Tip! Create more than one character, because characters always have companions who help them along the way.) Next, select one or two interesting settings, a troublesome problem, and an inspiring or creative solution. Use the table of Dungeons & Dragons story elements to help you or think of your own.

Character	Setting	Problem	Solution
Wizard	Ancient ruins	Retrieve a stolen item	Trap the monster or enemy
Paladin	Magical forest	Prevent an attack on your town	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 sage or wizard/get help

## MY STORY ELEMENTS

Characters: \_\_\_\_\_

Setting(s): \_\_\_\_\_

Problem: \_\_\_\_\_

Solution: \_\_\_\_\_

**PART 2:** Write a brief description of your characters, settings, problem, and solution.

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# THE ADVENTURE TAKES SHAPE

It's time to add details to the bard's story! Think about the four story elements you chose. What events might happen that connect the characters and setting to the problem and solution?

**PART 1:** Fill in the characters, settings, problem, and solution you selected in the boxes below. Then add an event that causes the problem, and an event that leads to the solution. Next, add a theme or lesson the characters learn. Use the examples from Dungeons & Dragons below to help you, or think of your own.

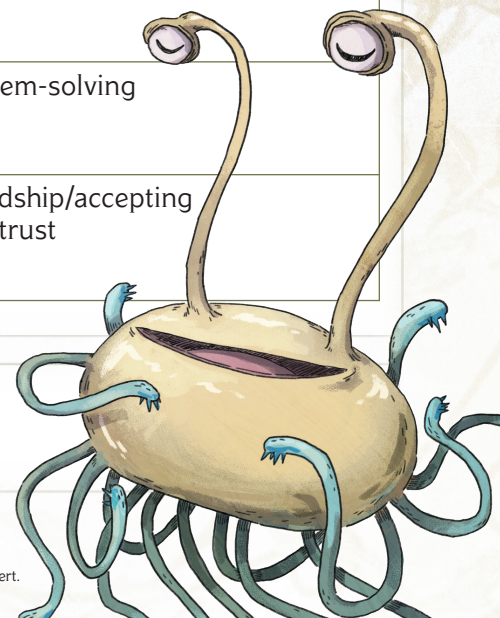
CHARACTERS AND SETTING	EVENT	PROBLEM

EVENT	SOLUTION	THEME

## EXAMPLES FROM DUNGEONS & DRAGONS

Event that causes the problem	Event that leads to the solution	Theme or lesson learned
Thieves steal a precious item.	You and your companions follow the trail the thieves leave and trick them into giving you back the item.	Perseverance (keep trying)
A monster is loose in a nearby town.	A wise old sage tells you and your companions the secret to defeating the monster, but it will take all of you working together to defeat the monster.	Teamwork/trust
A magical item belonging to the Queen has gone missing.	You and your companions use your wit and smarts to discover that the Queen is lying and trying to stir up trouble.	Good vs. evil
The royal dragon was kidnapped.	You and your companions use clues and a magical map to find the dragon and return it.	Problem-solving
Your enemies have trapped you and your companions in a dungeon.	A mysterious figure appears and gifts you a magical item that helps you and your companions escape.	Friendship/accepting help/trust

**PART 2:** Using your answers from Part 1, write a brief summary of your story on the back of this sheet.





# THE QUEST: FOLLOW YOUR IMAGINATION

You have worked hard as the bard's apprentice! The bard is thrilled with your story so far, and thinks you have what it takes to become a bard. But first, you have to write the full story.

**PART 1:** Use the first two activity sheets and the questions and tips below to guide you in your writing.

## BEGINNING (SETTING AND CHARACTERS):

Start by introducing your characters and the setting. Who are the companions, where are they, and where are they going?

- **TIP!** Remember to show, not tell! For example, instead of saying that the companions are in a dark, cold forest, describe tall trees that block the light, shadows covering the ground, and show that it's cold by having the characters shiver and stomp their feet to keep warm. Add dialogue to help the readers get to know the characters' names and personalities.

**EVENT:** What happens to the characters and what problem does it cause?

- **TIP!** Add details such as how the characters are feeling and reacting to the event. Use descriptive words.

**PROBLEM:** What is the problem? How are the characters feeling about it?

- **TIP!** People react to problems in different ways. Think about how each character will react to the problem (especially if they are in danger), and how that might strengthen – or weaken – the team.

**PART 2:** On the back of this page, create an illustration for your completed story.

**EVENT:** What event leads them to the solution?

Does it involve new characters, luck, skill, magic, a natural event, or a combination of those things?

- **TIP!** Add one or two-word interjections or exclamations, such as "Wow!" "Excellent!" "Stop!" "Look out!" or "No way!" This helps add dialogue and excitement.

**SOLUTION:** How is the problem solved? How do the characters feel about the solution?

**CONCLUSION AND THEME:** The theme should lead to the conclusion of your story. What did your characters learn? Did the theme help them find a solution to the problem? What lesson will they carry with them?

- **TIP!** Leave the reader wanting more by giving a hint at the end of your story that the companions may face more adventures in the future!



## CONGRATULATIONS!

You have helped the bard write an exciting story, and now you have completed your training to become a bard!





**DUNGEONS & DRAGONS**

# STORYTELLING WITH THE **BARD**

**GO WHERE YOUR IMAGINATION TAKES YOU!**

Use the four basic story elements below to create your own adventure!



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Illustrations by Clint Cearley, Caroline Gariba, Alexandre Honoré, One Pixel Brush, Rudy Siswanto

## CHARACTERS



Companions who have or form relationships as the story progresses.

Characters can be whoever you imagine – including animals and magical creatures!

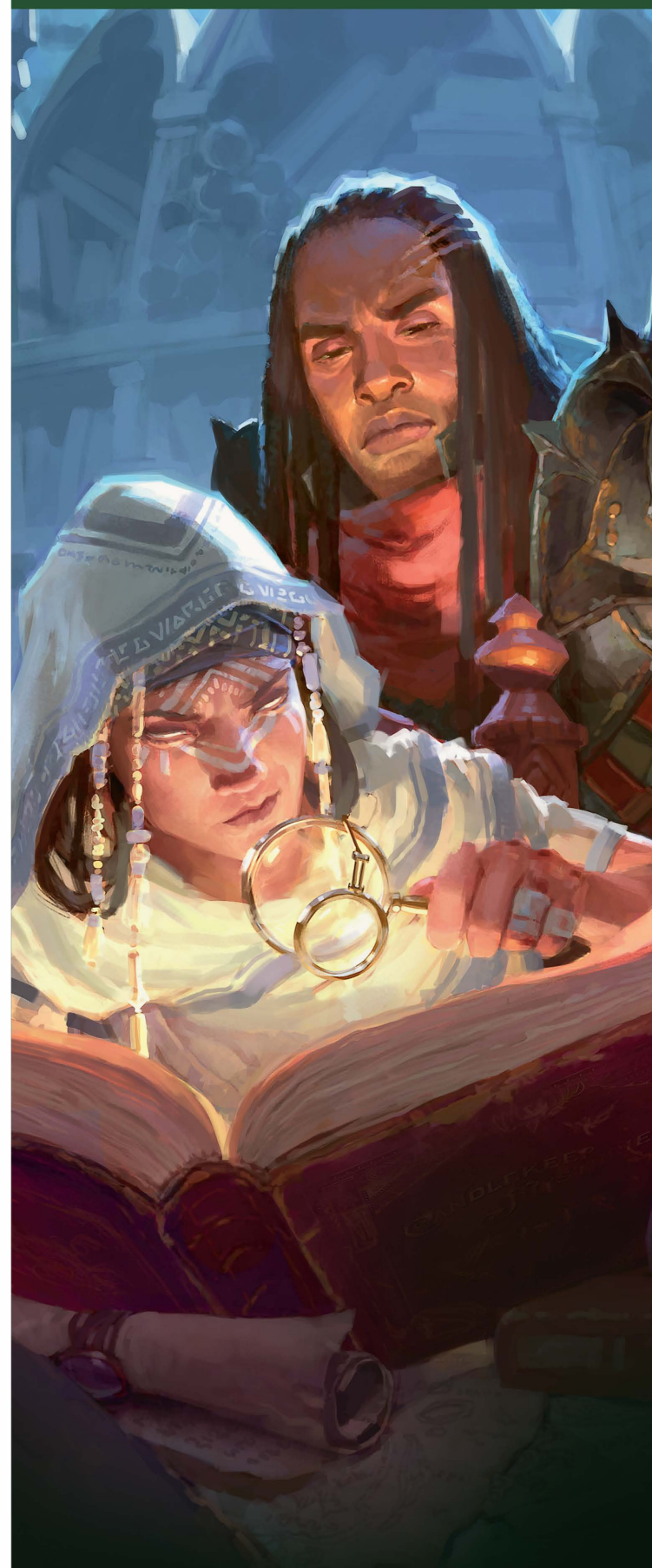
## SETTING



The world in which the characters interact.

This can be realistic or magical and is limited only by your imagination!

## PROBLEM



This is the issue that the characters must overcome.

It can be simple or complex, a mental puzzle or physical. It might be emotionally difficult or dangerous.

## SOLUTION



This is how the characters solve the problem and save the day!

Solutions often have more than one component, such as a combination of luck and wit. Often a solution comes because of help from a new character, teamwork, inspiration, or magic.