

DUNGEONS & DRAGONS®

ROLL FOR ADVENTURE!

TARGET AUDIENCE

Grades 3-5

COMPONENTS

Available at ymiclassroom.com/rollforadventure:

- This teacher's guide and student activity sheets
- Character Overview handout
- Map of the Keep
- A parent/caregiver letter
- D&D offers for educators handout
- A standards alignment chart
- An online feedback form

CONCEPTS & SKILLS

Storytelling Character and setting development Measurement Probability	Creativity Problem solving Collaboration Communication
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ABOUT DUNGEONS & DRAGONS

DUNGEONS & DRAGONS (D&D) is a collaborative storytelling game in which players create their own customized characters and weave exciting, unique tales with the help of a Dungeon Master or DM, who directs the gameplay. Players use logic, dice, and probability to decide what to do during the game, such as how to manage an encounter with a dragon.

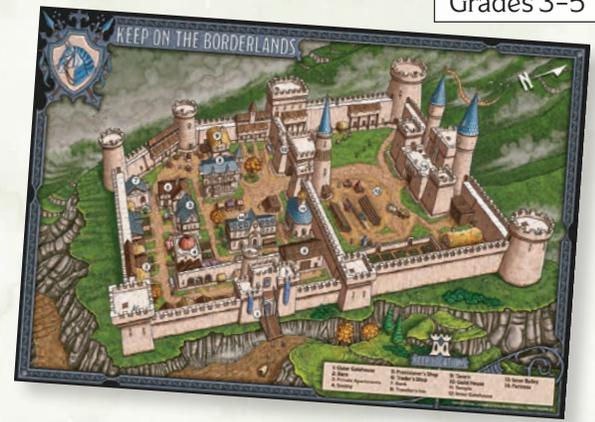
HOW TO USE THE PROGRAM

This program can be used with or without prior knowledge of D&D. Make photocopies of the activity sheets and Character Overview handout and distribute them to students. Have students work in small groups of four to eight to complete the activities. Graph paper is needed for Activity 2.

ACTIVITY 1: ANYONE CAN ADVENTURE

Read the "About D&D" information above to students and explain that players start their storytelling adventure by creating characters who work as a team throughout the game.

Distribute and review the activity sheet and Character Overview handout. Ask students how the characters complement each other and could help each other during an adventure. Then, using the classes presented on the Character Overview, have students work together to create their own D&D characters, commonly called adventurers. When done, have each group share their characters.



ACTIVITY 2: BEYOND THE BORDERS

Tell students that it's time to start their adventure. Display the illustration of the Keep (from *Heroes of the Borderlands*) available at ymiclassroom.com/rollforadventure. Explain that the class will map the territory surrounding the Keep, with each team exploring in a different direction. In the end they will be able to fit their maps around the edges of the illustration to show what lies beyond the Keep's four walls. Pass out the activity sheet, rulers, and graph paper. Review the instructions. Assign each team a compass direction: N, S, E, and W, plus NE, SE, SW, and NW if you have more groups. Have students use the North-pointing arrow in the illustration to find the site for their adventure. Once they do this, have them mark the side of their graph paper where the Keep is. This is where they will start their journey out of the Keep into their territory.

When they have completed Part 2, have students compare maps with the teams exploring adjoining territories to see how the segments connect and to resolve any contradictions (e.g., a massive mountain range in the midst of a placid lake). Then have the teams fit their maps around the illustration of the Keep and tape everything in place to create a giant map for ongoing class story adventures.

Answer: Part 1: 40 miles, 8 inches. Part 2: Answers will vary.

ACTIVITY 3: WHAT ARE THE CHANCES?

Going on an adventure means facing challenges, and in D&D, a roll of the dice can determine the outcome. Pass out the activity sheet and go over the directions. Dice are not required. Students determine their chances of rolling less/more than the targeted number based on the number range. Have students share their results and decisions. Enhance the fun by rolling dice to see how the students' decisions pan out. (A digital d20 die is available at rolladie.net/roll-a-d20-die.)

Answers: Part 1 - chances of rolling are better for:
1. 13 or less; 2. 16 or less; 3. more than 8.

TIME FOR ADVENTURE

Use the story starters below to have the groups use their characters and the class map to engage in their own roleplay and write a summary of their adventure.

- Strange noises have been heard outside the fortress walls each night. The guards have not seen anything, but there are strange footprints by the walls.
- A member of your adventuring party finds a mysterious map by the barn on the Keep. A nearby cave is circled on the map.
- You find a unique spinning ring outside the provisioner's shop. It does not belong to the shop owner.

Dear Educator,

Lead your students on an exciting adventure with activities inspired by DUNGEONS & DRAGONS® (D&D) and the new *Heroes of the Borderlands* adventure game. With this free, standards-based program from Wizards of the Coast and the curriculum specialists at Young Minds Inspired, students will use D&D as a launchpad for quests, challenges, and classroom adventures that spark creativity and teamwork.

We hope that you will share this program with other teachers. Please let us know your opinion of these learning materials at ymiclassroom.com/feedback-rollforadventure. 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@ymiclassroom.com.



CONTINUE THE ADVENTURE!
Visit ymiclassroom.com/dd for additional classroom kits and resources. And learn more about D&D at dndbeyond.com/en/heroes.

ANYONE CAN ADVENTURE

You are about to set out on a journey with your fellow adventurers to explore a new land. First step – choose the class of character that you would like to play.

PART 1

Read the Character Overview handout and select one of the character class options below. These are six of the main types of characters in DUNGEONS & DRAGONS® (D&D). Circle your choice.

Cleric Fighter Rogue Wizard Barbarian Warlock

PART 2

Now, imagine your character. What makes them unique and interesting? Fill in the blanks below to share your character’s information with the members of your group (called an *adventuring party* in D&D). Be as creative as you like!

My character’s name: _____

Age	
Where your character grew up	
Favorite foods	
Likes	
Dislikes	
Hobbies	
Good at	
Not so good at	
Favorite place	
Pet (type and name)	

Circle your character’s preferences from each pair of words below.

- | | |
|---------------------|-----------------|
| 1. Exploring | Vacationing |
| 2. Morning person | Night owl |
| 3. Observing nature | Reading |
| 4. Solving puzzles | Building things |

What else would you like to share about your character? Write it below.

PART 3

Now, draw a picture of your character on the back of this sheet.



Artist: Nathaniel Himawan

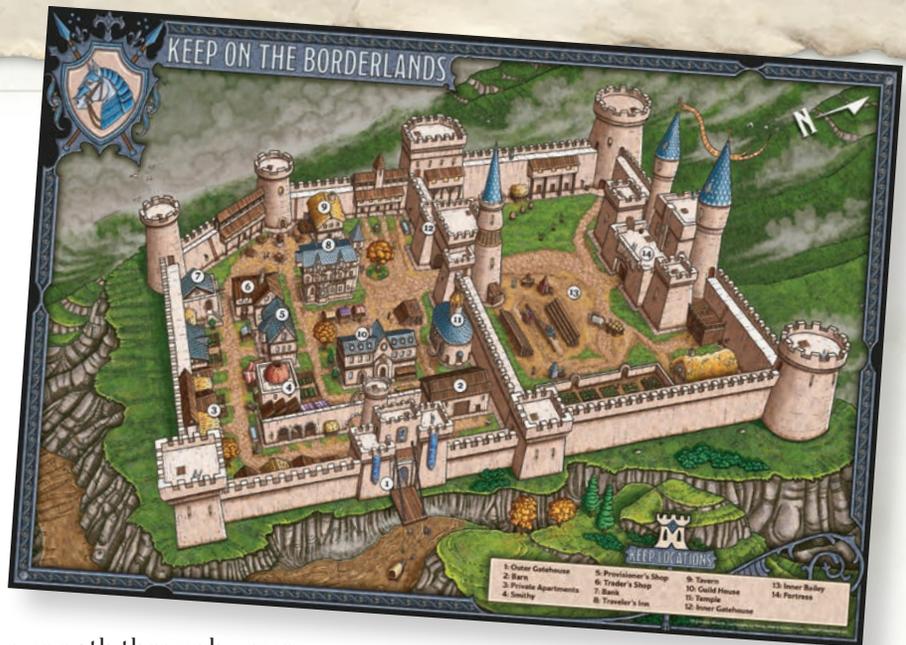
BEYOND THE BORDERS

Maps are a helpful tool for adventurers! Your adventuring party has discovered a Keep, a small community defended by a stone wall with sentries on guard. Your team's task is to map the territory outside the Keep by venturing in your assigned direction and imagining what you might discover.

Our assigned direction lies

_____ **of the Keep**

Use the North-pointing arrow on the illustration to find the territory you will explore. Mark where the Keep is on one edge of your map. Then start here to trace your path through your territory into the unknown. That way, when you complete this adventure, you can fit your map to one side of the illustration of the Keep to reveal what lies in that direction.



PART 1 Draw your map on graph paper using a ruler and a scale of 1 inch = 5 miles. To practice, map the distances and locations described in the situations below.

A. Your adventuring party sets out on a journey from the Keep. You **walk for 10 miles**. Suddenly, you are attacked by a monster! The fight lasts 30 minutes, but you are victorious!

The fight leaves you all hungry, so you **walk 15 miles** in a different direction and then stop to eat the lunch you packed. After sitting for 30 minutes, you **walk another 5 miles** until you come to a place where you can camp overnight.

Using your ruler and the map scale, mark the locations of the monster encounter and the campsite on your map.

B. The next day, you **walk for 10 miles** in a new direction. You find a freshwater stream bubbling up from the ground that is perfect for filling up your water flasks!

Mark and label the stream on your map.

How many miles did you walk in all? _____ How many inches does this equal? Miles ÷ 5 = _____ inches

PART 2 What else does your team find while exploring? What is the terrain like? Imagine a landmark to add to your map. Maybe it's where a magical creature lives, an abandoned cave, or a new village. Decide as a team. Mark and label the new landmark on your map.

Then on the back of this sheet, write a description about the place and how far and long your team traveled from the stream to get there.



WHAT ARE THE CHANCES?



How do you think the character you created would do on an adventure in mysterious lands inhabited by strange creatures? Read the situations below. Then decide: Based on your character's skills and strengths and the chance of rolling the number needed on a 20-sided die (a d20), will your character succeed at each task? Use a ruler or a number line to help you figure out the numbers.

1. Your team is exploring and comes to an old bridge hanging over a stream. If you roll a 13 or lower using a 20-sided die, your character will make it across the bridge. If you roll more than 13, they fall and could injure their leg.

Which do you think you have a better chance of rolling? Circle your answer and explain why.

- 13 or less
- More than 13

Will your character take the chance of crossing the bridge? Why or why not? Write your answer below.

2. A shy spirit of the woods has grown angry and has twisted the trails through the wilderness outside the Keep into a maze. Your character must roll the dice to see if the spirit will accept their apology for entering their space. If you roll 16 or less, the spirit will fix the trails. If you roll more than 16, the spirit will reject the apology, and your character will wander endlessly through the maze. The annoyed spirit will follow them.

Which do you think you have a better chance of rolling? Circle your answer and explain why.

- 16 or less
- More than 16

Will your character take the chance of apologizing to the spirit? Why or why not? Write your answer below.

3. Your character has a magical map of Fens Trap (wetlands) that shows the safe way through the bog. They want to use the map, but they must cast a spell correctly to make the map reveal itself to them. If you roll 8 or less, your character will be successful casting the spell. If your roll is more than 8, you will be unsuccessful and cannot use the map, plus your spell may open a disguised trap.

Which do you think you have a better chance of rolling? Circle your answer and explain why.

- 8 or less
- More than 8

Will your character take the chance on casting the spell? Why or why not? Write your answer below.



Artist: Brian Veleza

DUNGEONS & DRAGONS®

ROLL FOR ADVENTURE!



Dear Parent or Caregiver,

In school, your child is building skills and practicing teamwork with activities inspired by DUNGEONS & DRAGONS® (D&D) – the same collaborative roleplaying game that you and your friends may have played and may play today! The activities celebrate the storytelling aspect of D&D, which creates a welcoming space where everyone can feel confident, included, and excited to play their part in the story.

TRY STORYTELLING ACTIVITIES AS A FAMILY!

Get your creativity flowing with these story ideas. Let your imaginations drive the fun!

- **Create a team of adventurers.** Have each person think of a character and describe them. Maybe you are a Wizard with knowledge of magic, a Fighter with expertise in combat, or a sneaky Rogue that is ready to disarm a trap! Think it and be it.
- **Now pick one of the story ideas listed below.** Have each family member share a part of the story and/or pose a challenge to the team:
 - You're journeying through a forest and come across a cave. You'd like to explore the cave for hidden treasure, but you've heard that dragons often live in caves. What do you do? What happens?
 - Your adventuring party comes to a town surrounded by walls and a guarded entrance. To get in, you must provide a secret phrase. What's the phrase? How do you learn the phrase? Are you admitted or do you sneak into the town? What happens?
 - You approach a similar town. You learn from a traveler that there is a magic curse on the town. If you enter, you can never leave. Do you enter and explore this magical mystery? What happens?
 - You travel to a faraway land. You meet a Wizard who offers you a Ring of Invisibility. In exchange you must give them all of your possessions. What do you do? What happens?

If you're ready for another adventure, give DUNGEONS & DRAGONS a try.

D&D IS FUN FOR THE WHOLE FAMILY!

You can enjoy storytelling around the table or even online. D&D has resources for new players – including ready-made encounters and character sheets to help families jump right into the game. The new *Heroes of the Borderlands* adventure game is a beginner-friendly D&D experience designed to help new players dive into the action. It includes adventure books with step-by-step

guidance, cards, maps, dice, tokens, and everything you'll need for a storytelling adventure. To learn more and start your own quest, visit dndbeyond.com/en/heroes and discover tips, tools, and inspiration for family game nights!



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