



## How to use The Winstar Story Game

- Have fun.
- Use the instructions as a guideline only.
- Be imaginative; use it to support specific spoken, written and behavioural difficulties.
- Support a child in playing, play with them or play with up to 5 people.

### **Classic story plot:**

Set up the cards as follows

<b>Character 1</b>	<b>Character 2</b>	<b>Setting</b>	<b>Object</b>	<b>Event</b>
<b>Character 1</b>	<b>Character 2</b>	<b>Setting</b>	<b>Object</b>	<b>Event</b>
<b>Character 1</b>	<b>Character 2</b>	<b>Setting</b>	<b>Object</b>	<b>Event</b>
<b>Character 1</b>	<b>Character 2</b>	<b>Setting</b>	<b>Object</b>	<b>Event</b>
<b>Character 1</b>	<b>Character 2</b>	<b>Setting</b>	<b>Object</b>	<b>Event</b>

**Turn a card over in turn and fill each gap in as a new card is turned:**

CHARACTER 1 meets CHARACTER 2 in the/ at the SETTING.

CHARACTER 1 gives to CHARACTER 2 a/ an/ the OBJECT which does/  
is/ helps with...

Then they EVENT and... (live happily ever after/ stay friends forever/  
share the treasure/ go home)



## Mix it up!

What happens when the 'plot' is mixed up? Try setting the cards out in the following orders and see how the plot changes.

You could try:

CHARACTER 1 is in a/ at the SETTING. They have an OBJECT which is/ special because/ does...

Along comes CHARACTER 2 and they EVENT and... (live happily ever after/ stay friends forever/ share the treasure/ go home)

Or:

Once upon a time there was an OBJECT which was/ powerful because... It was in a/ at the SETTING.

Along came CHARACTER 1 and CHARACTER 2.

Then they EVENT and... (live happily ever after/ stay friends forever/ share the treasure/ go home)

## Stretch and Challenge

- Try out your own plot ideas!
- Let the child choose/ swap their pictures.
- Make it a remembering game- repeat it from the start each time a new card is added.
- Model sentences- use your child's ideas to make 'proper' sentences.
- Expand on specifics such as creating a character or setting a scene.
- Encourage new words/ Give ideas or suggestions.
- Play alone, with support or with up to 5 people.
- Evaluate each other's stories- how would you have told it/ what did you like.
- Make adjective flash cards or bags full of names to help children decide and develop for the future.
- Include elements of writing or written tasks.
- Write their stories down for them or take photos of the combinations they have chosen.
- Develop basic stories into longer stories. Add more cards/ Extend the plot.