

How To Use Story Dice

Begin with 'Once Upon a Time' and tell a story that links together all the dice images. Start with the first image to grab your attention. Use three cubes for the beginning, three for the middle and three for the end of the story.

Really, there are no rules to this game. Most importantly, there are no wrong answers!

Check Your Understanding

1. What phrase should you begin your story with?
2. How should you decide which image to start your story with?
3. How many cubes should you use for the beginning of the story?
4. How many cubes should you use for the middle of the story?
5. How many cubes should you use for the end of the story?
6. What should you do with the images on the cubes?
7. How many cubes in total will you use for the entire story?

Example Story 1A



Once upon a time, in a quiet little village where time seemed to stand still, 🕒, people noticed something unusual about the 🌙. It appeared larger and brighter than ever before, almost as if it was trying to communicate something.

Meanwhile, in a tiny house at the edge of the village, Lucy found an ancient 📖 in her attic. The book spoke of a legend that every 1000 years, the moon would reveal the location of a magical 🔑. This key had the power to unlock doors to other dimensions.

Intrigued and guided by the ⚡ of inspiration that struck her, she decided to investigate.

She took the ↑ path leading to the mountain's peak, where she encountered a 🐛 that

looked like a beetle. This wasn't just any bug; it was the guardian of the magical key. After solving a difficult riddle the bug told her, it handed her the key.

Lucy hurried back to her village as the 🌙 reached its highest point. She inserted the key into an ancient lock hidden beneath the village's 🌱, a sapling said to be as old as time itself. As she turned the key, the moon's light focused on the seedling, making it grow rapidly into a magnificent tree with leaves made of silver and gold.

The tree had a hollow trunk, acting as a gateway to different dimensions full of many treasures. The villagers celebrated Lucy's courage and the newfound riches that the magical tree brought. From that day on, every full moon, they would gather around to tell stories, play 🎲, and celebrate the mysterious and wonderful world they were a part of.

And so, the village and its inhabitants lived happily ever after, always thankful for the magical night that changed their destiny.

Example Story 1B

Once upon a time, in a big city that never slept, 🌃, a young gardener named Tim discovered a peculiar 🌱 in his greenhouse. It was unlike any plant he had ever seen, with leaves shimmering like emeralds under the 🌙 light.

Intrigued, Tim decided to investigate this mysterious seedling further. Guided by a 📍 signpost he found buried next to the seedling, he set off on a journey to the ancient Library of Lore, 📖. The library was said to contain knowledge about mythical plants and magical herbs.

Upon arrival, Tim was greeted by an old librarian who handed him an enchanted 🔑. "This will unlock the secrets you seek," she said. Tim used the key to open a dusty old book about mythical plants and learned that the seedling he found was called the "Emerald Whisper," a plant capable of granting wishes when nurtured with care.

Armed with this knowledge, Tim returned to his greenhouse. Just then, a sudden ⚡ of lightning struck, illuminating the seedling and revealing a hidden compartment in its pot. Inside was a single die, 🎲, with symbols Tim had never seen before.

Realizing the die was another key to unlocking the seedling's magic, Tim rolled it. To his amazement, the seedling sprouted into a magnificent tree with fruits shaped like 🐞 beetles. Each beetle-fruit contained a gemstone, fulfilling Tim's lifelong dream of prosperity.

From that day on, Tim lived a life of abundance, sharing his wealth and knowledge with the community. Every full moon, people would gather around the magical tree to make wishes and roll the mystical 🎲, forever grateful for the magical 🌱 that changed their lives.

And so, the city and its inhabitants lived happily ever after, blessed by the Emerald Whisper and the young gardener who discovered it.

Example Story 2A



Once upon a time, in a small coastal town, 🕒, where time seemed to move a little slower, children playing on the beach saw a beautiful 🌈 appear over the ocean. As they gazed at it, they noticed that it seemed to touch the water at one end.

Intrigued, young Sarah decided to investigate. Taking her grandfather's old rowboat, she followed the 🦶 that led to the water's edge, symbolizing the path she must take. With each stroke of the oars, she moved closer to the rainbow's end, until she finally reached it. To her amazement, she found a 🛶 floating gently on the water.



Curious, Sarah lay down on the bed and was instantly transported to a realm of dreams and possibilities, represented by 😊. There, she met creatures who communicated 💬 telepathically, sharing their thoughts and wisdom without uttering a single word.



They led her to a door locked with a mystical 🔑. "What's behind this door ?" Sarah asked. The creatures communicated that it was a gateway back to her world but also a portal that could solve one problem in her life.



Empowered by a sudden ⚡ of courage, Sarah used the key and made her choice. She returned to her town to find that the community garden, which had been struggling, was now thriving, thanks to her wish in the dream realm.



From then on, every time a rainbow appeared, people would gather to make wishes and share stories, always wondering about the magical world Sarah had visited.


Example Story 2B

In a quaint little village, where questions  were as common as greetings, lived an inquisitive boy named Peter. One day, he stumbled upon a peculiar set of  that seemed to appear out of nowhere in the middle of the forest.

Driven by his unquenchable curiosity, Peter decided to follow the mysterious shoeprints. They led him to a hidden cave with a  over the doorway. Inside the cave, Peter found a  that seemed to be running backward.

Puzzled but fascinated, Peter touched the clock, and suddenly, he found himself in a world of , where everyone wore masks representing their current emotion. People communicated through , sharing snippets of thoughts and feelings in speech balloons.

In this world, Peter met a guardian who held a magical . "This key unlocks the secret of genuine happiness," the guardian said. "But to use it, you must first find the  of dreams where your deepest desires and fears are revealed."

Guided by the guardian, Peter found the Bed of Dreams and lay down. As he slept, he was transported to a magical meadow with a breathtaking . At that moment, Peter realized that happiness didn't come from answers but from the joy of questioning and exploring.

Using the key, Peter unlocked a door beneath the rainbow, which led him back to his village. He returned with a newfound sense of purpose and a story that gave his community a fresh perspective on life. From that day on, villagers viewed questions not just as inquiries but as keys to personal growth and collective wisdom.