



# Support tool for teachers to imagine new stories



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## Four & 10

This counting game explores differences in the way people talk, focusing on the length of their sentences.

This game can help you avoid having characters that sound alike.



## How to play:

Write a conversation in which one character speaks in four-word sentences and the other speaks in 10-word sentences.

## Scenes cut from a movie

What would have happened if Harry Potter, had been killed by Voldemort? Similarly, what would happen if you added a new panel to your comic that wasn't in your original outline?



## How to play:

Choose a movie you know well. Now imagine a new scene that would change the outcome. You could write a script or just a new story. Aim for 1,500 words

## 60-Second Fairy Tales

This activity teaches a writer how to express a lot in a few words.



## How to play:

Choose any fairy tale and reread it so that you remember the most important details. Summarise all the significant story elements in 150-160 words, making sure to use convincing language that would inspire anyone reading your summary to read the story.

### **Yes, and...**

'Yes, and...!' is a pillar of improvisation. The "and" part of this principle means to build on that reality that has been set.



### **How to play:**

Whatever your scene partner suggests, you should go along with it and try to add onto what is already being built

### **Freeze Tag**

One major difference between writing and improv is that writers spend most of their time sitting at a desk relying on their brains for inspiration, while improvisers are in constant motion. For fiction writers, this game will help you focus on the physical action in a story



### **How to play:**

Write a short description of something physical a person could do. You should write 1,500 words that are inspired by only that physical description. Don't think about where your piece will take you or even what genre it will be.