



# LEARNING WITH: RORY'S STORY CUBES

## MAKE A CUBE

**ABOUT THE GAME** # of Players: All    Grade: K-3<sup>rd</sup> grade    Time:45 min    Subject: ELA

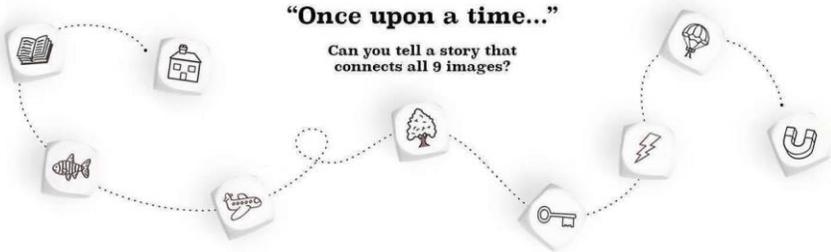
To play the game as intended: Each cube has 6 images with a total of 54 images that can be mixed in over 10 million ways. You roll all 9 cubes to generate 9 random images and then use these to invent a story that starts with "Once upon a time..." and uses all 9 elements as part of your narrative. Rory's Story Cubes also has many other add-ons that are subject specific, i.e., sports, medical field, and actions (verbs), that can be used in conjunction with each other.

What we suggest: The complexity of the story is based on the number of dice that are used. If you are to use this game to spark the imagination of your student's, it may be best to not use all the dice for each student. You may even allow the students to pick their dice that are rolled prior to the activity.

## WHAT THE GAME TEACHES

By rolling the dice (any number of the dice) the students will be able to build on their writing skills by using their imagination to come up with an experience

that includes the images on the dice. The images in the base game can be anything from an object to a face experiencing a feeling allowing for various interpretations to be made. This will allow students to make decisions on how to add the cubes image to their story, and what outside sources to bring into their stories for the images to make sense together.



## EXAMPLE LESSON PLAN

Prep Time: 10

Material Usage: Make a cube worksheet, pencils and Story Cubes

**Standards and Learning Outcomes:** This Lesson can cover a wide range of standards on the *Reading Literary Texts* portion of the Educational Standards. More notably standard 7: *“Analyze the relationship among ideas, themes, or topics in multiple media and formats, and in visual, auditory, and kinesthetic modalities.”*

As well as standard 8: *“Analyze characters, settings, events, and ideas as they develop and interact within a particular*

**Instruction:** Present cubes one at a time and have students roll for setting, plot and characters. Have the students interpret each roll and how it reflects the idea before moving on to the next roll. This will encourage a more symbolic approach to what the cubes image shows rather than a literal interpretation. Encourage the students to think outside-the-box on more difficult images. Once the students understand how the cubes in the game can be rolled to produce images to tell a story with, pass out the make a cube worksheet. Explain to the students they will be making their own cubes!

**Guided Practice:** Perform the actions your students will take in front of the students and give your own interpretations to your cube’s images. This can be done on a whiteboard or smart board, make sure that the students know they do not have to be a good artist, it is simply for fun and they can tell you what it means when it is rolled. Ask for suggestions for images to encourage participation from the class and to jumpstart their active imaginations. Form a story with the cube images that you have drawn by rolling it with some of the games actual cubes and write the story down as the students will do. Make sure to include a setting, plot, and at least one character for your story.

**Independent Practice:** Go around to each student as they are drawing their images and encourage them to think outside the box for images on their cube. Once students are finished drawing their images and symbols have them cut out their cube and fold it to assemble it. Use a glue stick and glue the tabs down to secure the cubes shape. When students are finished, have them roll their cubes in a group and use each other’s images to write a story. You can allow each student to roll the cubes for themselves or roll once for the group and see how different their stories can be!

**Assessment:** Assessment can vary depending on the number of cubes used and on the learning outcomes that you are trying to obtain. Go over the student’s cube with them and ask them about decisions they made. If the story portion of the lesson seems difficult, allow them to roll another cube to possibly obtain an easier option or take a symbol or two off if necessary.

**Extended/Optional Learning:** Rory’s Story Cubes can also be used for verbal story telling skills. Allow for the children to brainstorm a story and tell their story in front of the class. This could be a group activity as well with each member of the group needing to tell a portion of the story with their own 2-3 cubes in addition to the other group members cubes.

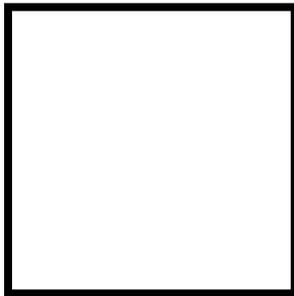


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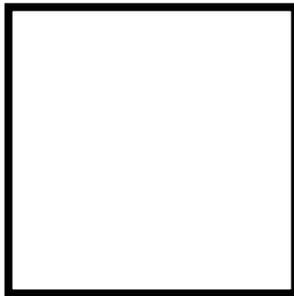
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**INSTRUCTIONS:** Roll the Story Cubes and draw the pictures you get below. Write under the picture what you are naming that cube and what it will represent in your story. Write your story and on the bottom where it begins with "Once Upon a Time...."

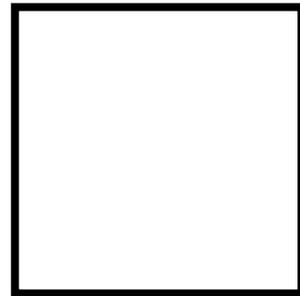
**MY STORY CUBES:**



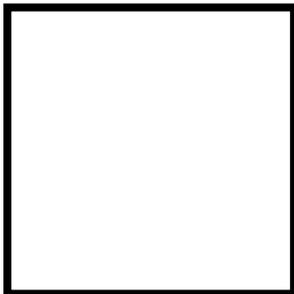
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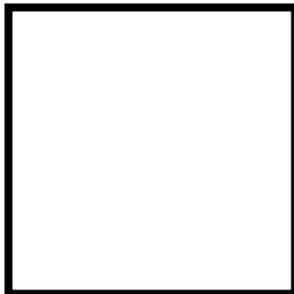
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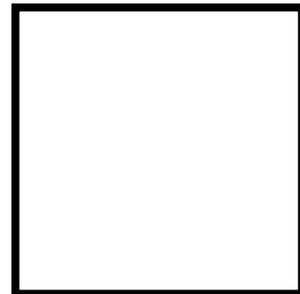
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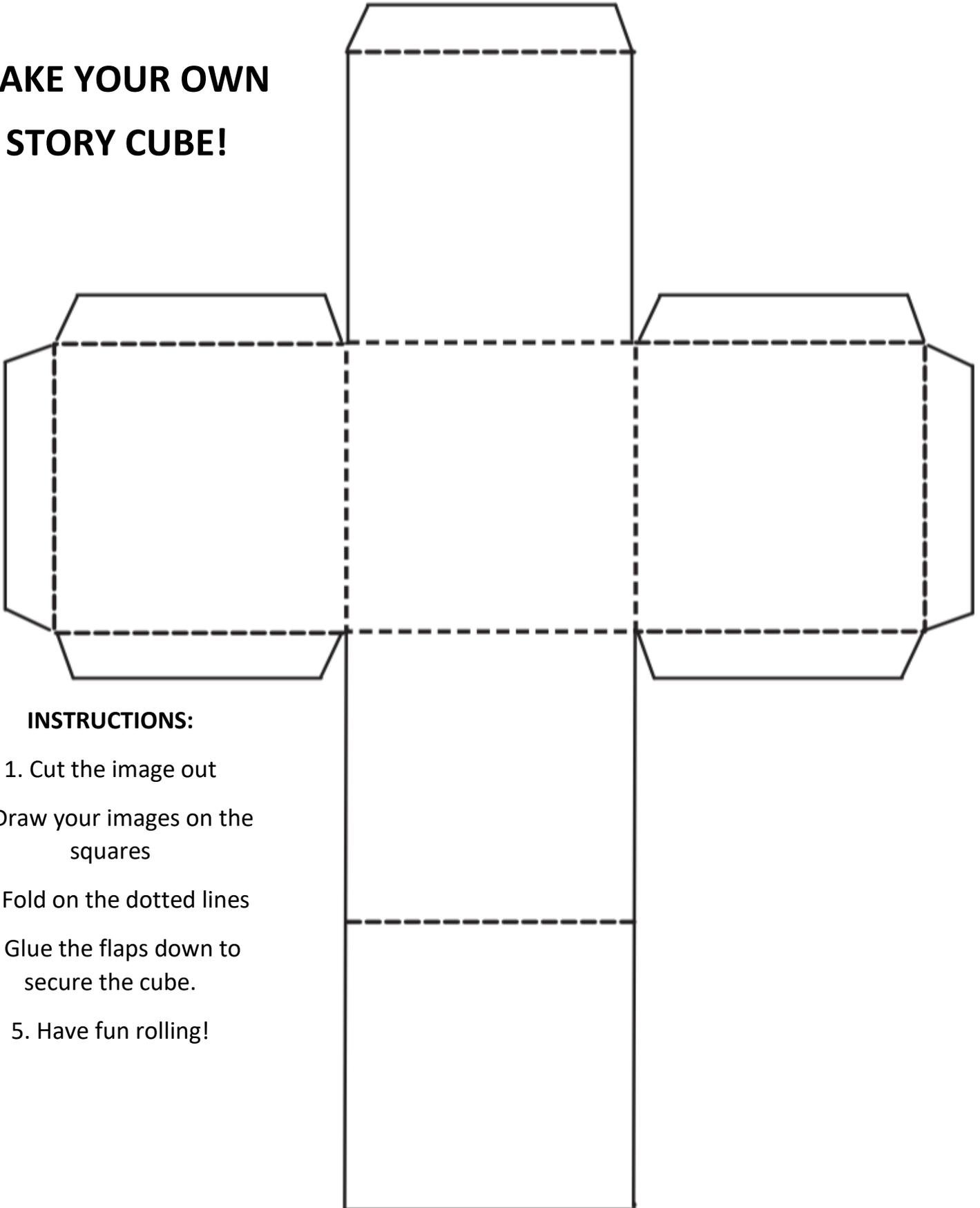
**ONCE UPON A TIME....**

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\_\_\_\_\_  
\_\_\_\_\_

## Cube Pattern

Cut on solid lines - Fold on dashed lines

# MAKE YOUR OWN STORY CUBE!



### INSTRUCTIONS:

1. Cut the image out
2. Draw your images on the squares
3. Fold on the dotted lines
4. Glue the flaps down to secure the cube.
5. Have fun rolling!