



**EDUCATOR
SERIES**

NARRATIVE

Three Games to
Help Writers Identify
Small-Moment
Stories

society of
**young
inklings**



#1

GENERATE IDEAS: I Have Never



HOW TO PLAY:

Sit in a circle of chairs. One player stands in the middle. They say one thing they have never done. Anyone in a chair who has done this thing stands up and looks for an open chair. The middle player tries to steal an open chair. The player who ends up in the middle gives a new "I have never..." statement.

TIPS:

- Players cannot sit in the chair they've immediately left.
- Players should all think of a few ideas at the start so they're ready.
- Players remember exciting, funny, or memorable life events through ideas introduced in the game.
- After the game, discuss ideas the game sparked. These ideas will spark more.

PROMPTS:

- What foods have you never eaten?
- Where have you never traveled?
- What activities have you never tried?
- What pets have you never had?
- What books have you never read?
- What have you always wanted to try but haven't experienced yet?
- Have you ever been stung by a bee, broken a toe, or twisted an ankle?

#2

TAP INTO EMOTIONS:

Walk As If



HOW TO PLAY:

Once the class is able to move with focus, ask them to walk as if they feel a specific way, such as lonely. Then encourage the players to remember a time they felt this way. Where were they, and what were they doing? Count down from five and ask them to freeze as though they are back in that moment.

TIPS:

- Before starting, define the playing space and ask players not to touch objects or one another. Usually, this game works best with voices turned off.
- Start with general movement and fun prompts, such as, "Walk in zigzag lines."
- Call "freeze" periodically to keep the players listening and focused.
- Help players spread out by saying, "Fill in the empty spaces with your bodies."

PROMPTS:

- How does feeling surprised affect your back? Your face? Your hands?
- How does feeling disappointed change the speed at which you walk?
- How does feeling surprised affect your shoulders? Your stomach?
- How does feeling proud affect the top of your head? Your legs?
- How does worry feel in your body? How is excitement different?
- Think of a time you felt excited. Where were you and what were you doing?
- Choose the high point of your excitement. Freeze in that exact moment.

#3

STORY STRUCTURE:

Slideshow



HOW TO PLAY:

Play standing. Guide the writers through a series of frozen poses that show the beginning, middle and end of an important moment. With each “click,” the writers move on to the next pose.

TIPS:

- Start with three simple poses. Then, rewind and add more steps between the beginning and the middle. Then, add poses between the middle and the end.
- Help writers picture these poses as photos as a slideshow.
- What moments are the most important? Which moments are photo-worthy?
- If your writers are stumped, invite one player to be an example. Have the others close their eyes between clicks. Magic!

PROMPTS:

- Think of a time when you felt ... (challenged, excited, nervous, proud)
- Where were you? What were you doing?
- Strike a frozen pose of yourself at the beginning of this experience.
- Let's exaggerate that pose. Add some emotion, some detail, some oomph.
- Now, show me what happened in the middle, the high point of the experience.
- How about at the end?
- Now, let's rewind. What happened between the beginning and the middle?