AHalloween

Tale



Lively Lesson



20 minutes +



5+ dice



Instructions

Divide the class into small groups and give each group a dice. The dice is used to set the scene of the short story which the group will act out in front of the class. 1st throw = story setting, 2nd throw = characters and the 3rd throw = storyline. Give the class a few minutes to decide on their stories and then let them practice for a few minutes before acting out their story.

Health & Safety

- Ensure floors are clear of trip hazards
- Remind pupils of their own spatial awareness
- Give clear instructions

Teacher Tips

This activity is best suited to KS1 & KS2 but can be made suitable for Foundation. See activity sheet for examples.

Foundation: This activity could be carried out as a whole class and they create an active story led by the teacher and the pubils follow along





A Halloween Tale

Split your class into groups and give them a dice. Roll the dice three times which will dictate the story setting, the characters and the storyline. Let the groups have time to create their short story before performing it to the whole class.

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	1st Roll : Story Setting	2nd Roll: Characters	3rd Roll: Storyline
	Haunted House	3 lost friends	Its pouring with rain, you run inside to stay dry. But the door closes by itself!
	Halloween Party	Casper the friendly Ghost	You are dressed up as casper the ghost. Your costume won't come off and your friends say you have become see through
	Hogwarts	Wizards	You've just arrived at Hogwarts school of magic, its time to meet your teachers. But all is not what it seems.
	A secret passage	Werewolf	You wake up as a werewolf in a pack of other werewolves. You come across a secret passage inside a tree. You jump in
	Graveyard	Zombie	You find your friends who you've been looking for in the graveyard, but when they see you they run away
	A dark cottage	Group of friends	While trick or treating you come across a dark cottage. A dark witchy figure appears at the door with sweets

