

Discover the Possibilities



of *what you can do* using Character and Setting Cards



- Insert a new character and setting into a familiar folktale to create a new story:
- *The Three Little Fairies and the Big Bad Garden Gnome.*
- Draw a Character card out of a stack - then walk, talk, and sing like this particular character would.
- Each person draws a Character and a Setting card, then assumes the personality of the character. They sit together and talk about their latest vacation spot (the Setting card).
- Compare two characters to create a metaphor or simile.
- Combine two or more characters together to create a new fantasy character.
- Draw a Setting card from the deck. Invite 5-6 volunteers to stand in a semi-circle. Point to one and have them begin describing the setting. Point to another person - they must begin where the first person stopped.
- Divide into several groups. Each group chooses a Character and Setting card. Assign the groups one of these familiar tunes: *Jingle Bells*, *Twinkle Twinkle Little Star*, *Row Row Row Your Boat*, or *Mary Had a Little Lamb*. The group works to come up with a campfire song using the tune, character and setting.
- Pick a Character card from the deck, then create a mini-manual on how you would train that particular character to be a circus performer - or a pet.
- Pick a Setting card and create a travel brochure for a vacation in this setting.
- Pick a Character and a Setting card. Write a postcard to a friend pretending you are the character visiting that setting.
- Pick a Character and Setting card, then come up with a crazy story, such as: *'Plastic Pink Flamingos on the Moon.'*
- Pick a Character card then imagine, tell or write how a momma of this character would show or tell her child how she loves him/her.
- Pick a Character card. Tell a story about why this character has a specific physical feature, does something the way he does, or acts the way he does.
- Pick a Character card then write about how you are alike and different from the character.
- Pick a Setting card. Imagine, then tell or write what it would be like to live in the setting you picked.