











ROLL A STORY

ROLL THE DICE 4 TIMES Roll 1: Character, Roll 2: Setting, Roll 3: Problem, Roll 4: Solution

	CHARACTER	SETTING	PROBLEM	SOLUTION
	Kid with super-powers	Space	Monster	Magic egg
	Astronaut	School	Bully	Giant toilet
	Lonely monster	Shopping center	Grumpy teacher	Time machine
	Ghost	Museum	Alien abduction	Escape hatch
	Ninja	Shops	Zombie attack	Fireworks
	Regular kid	Footy oval	Lost something	Rocket
	Dancing Granny	Friend's house	Killer robots	Witch's spell
	Robot	Library	Killer plants	Magic donut
	Unicorn	Future	Evil wizard	Invisibility cloak
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