

To use: Students roll the dice three times. One to pick a setting, one to pick a character(s), and one to pick a plot. For example, if a student rolled a 1 (setting), 5 (character), and 5 (plot), they would be writing a story about a basketball player who breaks his ankle at the beach during the summer.

Let the creative writing begin!

# Roll and Write

## Roll a Setting

1	Where: a beach When: last summer
2	Where: the mall When: at closing time
3	Where: a party When: Friday night
4	Where: your bedroom When: at midnight
5	Where: school When: at lunch time
6	Where: the desert When: summer time

## Roll a Character

1	a rowdy group of kids
2	a frazzled teacher
3	an unhappy chef
4	a curious archeologist
5	a basketball player
6	a lost puppy

## Roll a Plot

1	looking for lost treasure
2	attending a rock concert
3	bargain shopping
4	exploring the rainforest
5	breaks an ankle
6	finds a mysterious locked box

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