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**
- Where: a beach
  - When: last summer
- Where: the mall
  - When: at closing time
- Where: a party
  - When: Friday night
- Where: your bedroom
  - When: at midnight
- Where: school
  - When: at lunch time
- Where: the desert
  - When: summer time

**Roll a Character**
- a rowdy group of kids
- a frazzled teacher
- an unhappy chef
- a curious archeologist
- a basketball player
- a lost puppy

**Roll a Plot**
- looking for lost treasure
- attending a rock concert
- bargain shopping
- exploring the rainforest
- breaks an ankle
- finds a mysterious locked box

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