



ROUND ROBIN

INTRODUCTION

Players create a group story by adding a few lines at a time.

LEARNING OBJECTIVES

Kids will gain fluency in reading, writing, and vocabulary.

MATERIALS

- Story Line Starter cards in an envelope
- Lined paper, pencils
- Clock, watch, or timer



ACTIVITY

1. Make a set of at least 15 Story Line Starter cards with one sentence to get a story going on each card. Make them up, or get opening lines from exciting novels, plays, articles, news items, advertisements, advice columns, etc. Put the cards in an envelope marked Story Lines.
2. Get a group together of at least three; more is better. Sit in a circle.
3. Put out the envelope of Story Starters and explain how the story is going to develop. At the end, the group will vote for Funniest, Scariest, Longest, Craziest, Most Interesting (or other categories).
 - Each person takes a Story Starter and a piece of paper, then copies the starter on the top line of the paper.
 - In two to four minutes, everyone adds a sentence or two to continue the story. Give enough time so no one feels stressed if they write slowly, but not so long that it gets boring. Emphasize speed over grammar or spelling!
 - When the time is up, or everyone's done, pass the story to the right
 - Everyone reads the new story they have, and adds a line or two. (Again, fast thinking and fluent reading and writing are the goals, not spelling.)
 - When everyone has his or her starter back again, read the stories aloud.
 - Have the group vote on Funniest, Scariest, etc.

Adapted from *More Than Just Talk: English Language Learning in Afterschool*