



CREATIVITY : HERITAGE : EDUCATION

TELL A GRAND CAYMAN STORY!

Storytellers of all ages, prepare to have lots of fun! Using the picture cards below as prompts, you can make up a Grand Cayman **story** all by yourself to tell your family or your classmates.

For even more fun and laughter, ask a friend to help you make up the **story**. Afterwards, your whole family or a group of your classmates may want to take turns making up another tale based on the picture cards.

If you want some variety, search magazines and cut out other photos to make up other sets of picture cards. What about a scary **story** for Halloween? Or a funny yarn about Santa and his reindeer on the beach in Cayman for Christmas? The possibilities are endless and the more **stories** you tell, the better **storyteller** you'll become!

CONTENTS: 12 picture cards

PLAYERS: 1 to 12 **storytellers**, age five to adults

BEFORE THE GAME: Cut out the 12 picture cards below. Glue each image to a piece of heavy card or cardboard. You can use the sides of a cereal box. You may want to cover each card with clear contact paper so that they can be used again. Store the cards in an envelope, small box or Ziploc bag.

RULES FOR ONE STORYTELLER: Gather your audience and arrange the picture cards in front of you in the order that you want to tell your **story**. Using the cards, make up the most extraordinary **story** following the order of the cards. The **story** may be true or imaginary. You decide.

Don't know how to start? Try to think of an opening that will get everyone interested in listening. For example:

- "Once upon a time..."
- "Have you heard about...?"
- "You won't believe the **story** I'm about to tell you..."



RULES FOR TWO STORYTELLERS:

- Lay out the picture cards in the order you both agree on.
- Tell the **story** taking turns. The first **storyteller** uses the first card, the second **storyteller** uses the second card, and so on. Have fun listening to each other!



RULES FOR A GROUP OF STORYTELLERS (Up to 12 persons):

- All **storytellers** sit in a circle. Decide who will begin the **story** and then go around the circle taking turns.
- Shuffle the 12 picture cards and place them facedown in a pile in the centre of the circle.
- The first **storyteller** takes the first card from the top of the pile, turns it over and begins to tell the story, using the image on that card, and using a very interesting opening.
- Moving to the right around the circle, each of the other **storytellers** take turns picking up the next card from the top of the pile and using their card's image to add to the original story.
- The **story** ends when the last **storyteller** uses the image on the last card in the pile to end the **story** with a dramatic closing.
- At the end of the game all **storytellers** and their audience may vote for the **storyteller** who made the best/funniest/ or most scary contribution to the group **story**.

Laugh or cry, but above all HAVE FUN!





