



# Once upon a time



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**Key competence:** *Literacy, Multilingual*

**Soft skills:** *Written & oral communication, creativity*



Editorial

2 – 6



30 min



8+

Recommendation

4

20 min

1<sup>o</sup> - 6<sup>o</sup>

## Variants and/or steps

- Since Once Upon a Time is a game to develop creativity, we encourage you to let every student create a complete story. Avoid the rule of interruptions. It's better if students create their own stories before creating a story in the group. Give each student from 4 to 6 cards for their first story.
- The story created by each student can be written and then shared. This can be done also in teams.
- It could be interesting and funny performing the stories..

## Adaptations for special needs

- For special needs pupils it is suggested that each student takes 2 cards and chooses one of the two when it is his/her turn, and throws it so as to continue the story with the goal of reaching the end they have as a goal. No interruptions are allowed.
- The story is being told orally and when it is finished we try to repeat the story by looking at the cards that were placed in a row.
- Afterwards, if we want, we can ask them to write it, too, if it is possible.

## Discussion

○ Was it easy or difficult to create a story? Why? ○ What activities in your life increase your creativity? ○ What do you think creativity is useful to? ○ Did your colleagues give you new ideas for next stories? ○ Would it help you to work in pairs or groups? ○ What changes in the game would help you to improve? ○ How many sentences did you say for each card? ○ Do you think you could say more next time? ○ What did you learn from this game?

% of answers based on 238 Primary School students



Would you like to play it again?

8%

4%

20%

68%

Have you communicated a lot with your classmates while you were playing?

4%

8%

0%

**88%**

Have you done any calculations during the game?

**72%**

24%

4%

0%



## Once upon a time



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How easy was it to understand the rules of the game?	0%	4%	36%	60%
Have you thought of any strategy while playing the game?	<b>56%</b>	12%	20%	12%
Are you able to explain this game to another student?	8%	16%	8%	68%