


















Rory's Story Cubes



Co-funded by
the European Union

<p>Key competence: <i>Literacy, Multilingual</i></p> <p>Soft skills: <i>Written, Non-Verbal, Oral Communication, Creativity</i></p>	<p>Editorial Recommendation</p>	<p> 1 – 12 4 – 6</p>	<p> 20 min 20 min</p>	<p> 6+ 1^o - 6^o</p>																																			
<p>Variants and/or steps</p> <ul style="list-style-type: none"> ★ In this game stories can be spoken or written, either individually or in groups. ★ You can ask them to use different verb tenses during the story. ★ They can also perform the story at the end of the class. ★ You can try to link the game to the class agenda by asking students to include elements explained at class in their story. ★ You can also permit the players to choose which face of the dice to use. ★ It is also possible to work on Multilingual Competence by using a second language. 																																							
<p>Adaptations for special needs</p> <ul style="list-style-type: none"> ➤ It is a very open-scheduled and adaptable game and it can easily be played by most students with special educational needs. If the students have very serious difficulties, we can personalize the way they will deal with dice, such as to ask them to say something with this object, as if they have seen or used such a thing or where we can meet it, or any sentence about it. ➤ There is a version with bigger size dice that may help visually impaired pupils. 																																							
<p>Discussion</p> <p><input type="checkbox"/> Was it easy or difficult to create a story? Why? <input type="checkbox"/> What activities in real life increase your creativity? <input type="checkbox"/> What do you think creativity is useful to? <input type="checkbox"/> How did you find working in group in this game? <input type="checkbox"/> Would you rather work alone or in group? <input type="checkbox"/> What new ideas did you get from your colleagues? <input type="checkbox"/> Did you respect the correct structure of a story? <input type="checkbox"/> What other materials would it help? <input type="checkbox"/> What would you change in your story next time?</p>																																							
<table> <tr> <th data-bbox="99 1585 1128 1648">% of answers based on 238 Primary School students</th><th data-bbox="1128 1585 1226 1648"></th><th data-bbox="1226 1585 1323 1648"></th><th data-bbox="1323 1585 1421 1648"></th><th data-bbox="1421 1585 1498 1648"></th></tr> <tr> <td data-bbox="99 1648 1128 1690">Would you like to play it again?</td><td data-bbox="1128 1648 1226 1690">2%</td><td data-bbox="1226 1648 1323 1690">3%</td><td data-bbox="1323 1648 1421 1690">12%</td><td data-bbox="1421 1648 1498 1690">83%</td></tr> <tr> <td data-bbox="99 1690 1128 1732">Have you communicated a lot with your classmates while you were playing?</td><td data-bbox="1128 1690 1226 1732">2%</td><td data-bbox="1226 1690 1323 1732">7%</td><td data-bbox="1323 1690 1421 1732">15%</td><td data-bbox="1421 1690 1498 1732">76%</td></tr> <tr> <td data-bbox="99 1732 1128 1774">Have you done any calculations during the game?</td><td data-bbox="1128 1732 1226 1774">73%</td><td data-bbox="1226 1732 1323 1774">6%</td><td data-bbox="1323 1732 1421 1774">7%</td><td data-bbox="1421 1732 1498 1774">14%</td></tr> <tr> <td data-bbox="99 1774 1128 1816">How easy was it to understand the rules of the game?</td><td data-bbox="1128 1774 1226 1816">1%</td><td data-bbox="1226 1774 1323 1816">3%</td><td data-bbox="1323 1774 1421 1816">8%</td><td data-bbox="1421 1774 1498 1816">88%</td></tr> <tr> <td data-bbox="99 1816 1128 1858">Have you thought of any strategy while playing the game?</td><td data-bbox="1128 1816 1226 1858">36%</td><td data-bbox="1226 1816 1323 1858">15%</td><td data-bbox="1323 1816 1421 1858">13%</td><td data-bbox="1421 1816 1498 1858">36%</td></tr> <tr> <td data-bbox="99 1858 1128 1900">Are you able to explain this game to another student?</td><td data-bbox="1128 1858 1226 1900">4%</td><td data-bbox="1226 1858 1323 1900">6%</td><td data-bbox="1323 1858 1421 1900">9%</td><td data-bbox="1421 1858 1498 1900">82%</td></tr> </table>					% of answers based on 238 Primary School students					Would you like to play it again?	2%	3%	12%	83%	Have you communicated a lot with your classmates while you were playing?	2%	7%	15%	76%	Have you done any calculations during the game?	73%	6%	7%	14%	How easy was it to understand the rules of the game?	1%	3%	8%	88%	Have you thought of any strategy while playing the game?	36%	15%	13%	36%	Are you able to explain this game to another student?	4%	6%	9%	82%
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