

Story time

Age group: 5–100

Number of players: at least 4

Tools: playing cards (at least one per player), an envelope for each card or a bag for all of the cards, a tablet for each player, pens and paper (or recording devices)

Game play: Put the playing cards in envelopes, shuffle them and lay them on a table (or put all of the cards in a bag from which players can draw them). The player whose birthday is the closest or who can say the current date the fastest goes first. The player takes one card off the table and describes the player who can go next (e.g. a girl with blonde hair, a yellow sweater and blue shoes). After everyone has taken a card, players form groups of four to five members. Each player takes a tablet, a pen and paper (or a recording device) and each group finds a spot in the room where they can sit down in a circle. Each player takes a card out of their envelope, opens their tablet and scans the QR code to see their virtual object. They examine their object and think of some phrases to describe it, e.g. 'blue like a cornflower', 'white like the belly of a barn swallow' or 'straight like Tall Hermann Tower'. They will either record, write down or just share the phrases with one another. Afterwards, they will use the phrases to try and create a story, which will either be recorded or written down. The story can later be turned into a book with illustrations.