

Similar to improvisation, storytelling also has a framework structure. This structure always includes a beginning, climax, and end. Also, there is usually wisdom at the end of the story, which means something that we have learned through the story.

a) Telling a story in a group

A person starts a story with a sentence. The opening sentence can be 'Once upon a time...'. If this game has been played more often, other beginnings can be created, such as 'There was...' or 'Long before our time', etc. The next person in line continues the story by adding an appropriate sentence. Then it's the next person's turn, etc. The last person has to find an ending for the story.

b) Storytelling with slips of paper

Each participant writes a word on a piece of paper. Nouns are best. These words are collected in a box and each participant draws a piece of paper. Just as in game a), one person begins to tell a story. This time, two to three sentences can also be used. However, the word that the participant has drawn must appear in the sentences.

c) Story with random order

This time the story is created in a random order. This means that, for example, the first person to enter the stage tells the end of the story in one sentence and stands on the stage in a place where it is clear that the person is the last in the story. The next person can now tell the beginning of the story in one sentence and stands in a place that symbolizes the beginning. The other participants randomly add parts to the story until it is complete.

d) Picture book story

There are two players and a narrator. The players present a still image, which represents the beginning of the story. The narrator looks at the still image and creates three sentences based on it. Then the players present the climax of the story and the narrator tells another three sentences. Finally, the players present the end of the story and the narrator the last three sentences.

e) Moving story

This game works like 'Picture book story'. However, the narrator first tells three sentences, after which the players play a short improvisation. That means the narrator starts with the initial sentences, after which the players play a short improvisation. This continues with the climax and the end of the story.