

Story Starters

Cut out the WHO cards

a very small dragon

a lost robot

a talking fox

a girl who can fly

a grumpy giant

a curious astronaut

twin detectives

a shy witch

Story Starters

Cut out the WHERE cards

at the bottom of the
garden

on a floating island

inside a giant library

in a town made of sweets

under the frozen lake

at the last lighthouse

in a forest that moves

on a train with no driver

Story Starters

Cut out the WHAT-GOES-WRONG cards

who has lost something
precious

and nobody believes them

and the door will not open

and there is only one hour
left

who must keep a big secret

and it starts to snow

who made a promise they
cannot keep

and the map is wrong