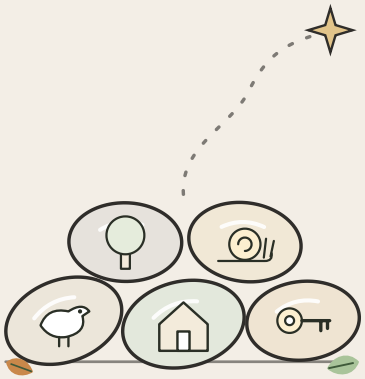
A SPARKATLAS PACK FOR LITTLE EXPLORERS

Story Stones

Draw little pictures on stones, pick three and tell a story that is all your own.



INSIDE THIS PACK

02 Grown-up guide: one minute to read
03 Story spotting walk
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05 Who, where or what?
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07 My story map

YOU'LL NEED

- smooth stones or the paper stones
- crayons or washable markers
- child-safe scissors

TIME

About 10 to 15 minutes a page

Our story walk

Date _____ Where we went _____

Today's weather · Circle one ◯ sunny ◯ cloudy ◯ rainy ◯ windy

AGES Sprout 2–3 Seedling 3–5 Sapling 5–7 Each activity page shows its band.

WHY THIS MATTERS

Children tell stories long before they can write them. A few picture stones give them something to hold and point to, so a story can start with "once there was a snail" and grow from there.

Before You Start

A one-minute read for grown-ups.

How to use it (about 10 to 15 minutes a page)

1. **Start with a walk.**
Look for things that could be in a story: a bird, a puddle, a door. Wonder about them out loud.

2. **Make the stones.**
Draw simple pictures on smooth stones with crayon or washable marker, or cut out the paper stones.

3. **Pick three, tell one.**
Take three stones from a bag without looking. Tell what happens first, then, and in the end.

4. **Stop while it's fun.**
One story is plenty. The stones keep for another day.

Three ways to play

Sprout 2–3

Pick one stone and name it. You tell a tiny story; the child adds a sound or a word.

Seedling 3–5

Pick three stones and tell a story together, taking turns: you say one part, the child says the next.

Sapling 5–7

Tell a whole story alone with a beginning, a problem and an ending, then draw it on the map.

Little safety notes

Stones and paper pieces can choke, so stay close with under-3s and use big stones only. Take stones only where collecting is allowed, and leave living things where they are. Scissors with a grown-up. Wash hands after.

Printing tips

Page 1 is the cover. To save ink, print pages 2 to 7 only. Print page 4 on card if you can, so the paper stones last. Every page works in black and white, on Letter or A4.

Wonder out loud together

- Who is in our story? Where do they live?
- What goes wrong? How do they fix it?
- How does it end? Is everyone happy?
- What if we pick a new stone and tell it again?

FOR GROWN-UPS

There is no wrong story. If a turtle flies to the moon, ask "what happened next?" rather than fixing it. Listening and asking keeps the story going.

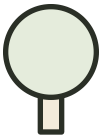
Story Spotting Walk

Things outside that could be in a story. Can you find them?

Look for each one on a walk. Tick the box when you spot it, and say who or what might live there.



a bird ☐



a big tree ☐



a puddle ☐



a feather ☐



a door or house ☐



a funny cloud ☐

Your own find
Something that could start a story. Draw it here.

FOR GROWN-UPS

A story often begins with one small thing you notice. Ask "who do you think lives in that tree?" and let the answer be silly.

PLAY IT YOUR WAY

Easier: Point and name each picture together. Make a sound for each one: tweet, splash, whoosh.
Stretch: For each find, make up one sentence that could start a story: "Once there was a puddle that…"

Paper Story Stones

Cut out the stones. Draw your own on the blank ones.

Cut along the dashed lines with a grown-up. Draw pictures on the four blank stones, then keep them all in a bag.



FOR GROWN-UPS

Making the stones is part of the story. A child who drew the snail or the boat already knows something about it and wants to tell.

PLAY IT YOUR WAY

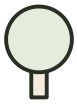
Easier: A grown-up cuts; the child colours each stone and names it.

Stretch: Draw a who, a where and a thing on the blank stones, then copy your best one onto a real pebble.

Who, Where or What?

Is it someone, a place or a thing? You decide.

Look at each picture. Tick who (someone in the story), where (a place) or what (a thing). Some can be more than one.

 **bird**	☐ Who?	☐ Where?	☐ What?
 **house**	☐ Who?	☐ Where?	☐ What?
 **key**	☐ Who?	☐ Where?	☐ What?
 **snail**	☐ Who?	☐ Where?	☐ What?
 **tree**	☐ Who?	☐ Where?	☐ What?
 **boat**	☐ Who?	☐ Where?	☐ What?
 **bee**	☐ Who?	☐ Where?	☐ What?
 **island**	☐ Who?	☐ Where?	☐ What?
 **basket**	☐ Who?	☐ Where?	☐ What?
Draw your own	☐ Who?	☐ Where?	☐ What?

FOR GROWN-UPS

Stories need someone, somewhere and something. In stories a tree can talk and a boat can be a home, so there is no single right tick.

PLAY IT YOUR WAY

Easier: Ask "is it alive?" for each picture. Living ones can be the who.

Stretch: Pick one who, one where and one what, and tell how they meet.

First, Then, in the End

Pick three stones and tell a story in three parts.

Put one stone (or draw one) in each space. Tell your story out loud. A grown-up can write your words on the lines.

1 First

Who is there, and where?

Put a stone here or draw

2 Then

What happens? What goes wrong?

Put a stone here or draw

3 In the end

How does it finish?

Put a stone here or draw

Wonder together

- How does the snail feel when it happens?
- What sound would this story make?
- What would you do if you were there?
- Can you tell it again with one new stone?

FOR GROWN-UPS

A beginning, a middle and an end is the shape of nearly every story. Saying "first, then, in the end" gives small children a path to follow.

PLAY IT YOUR WAY

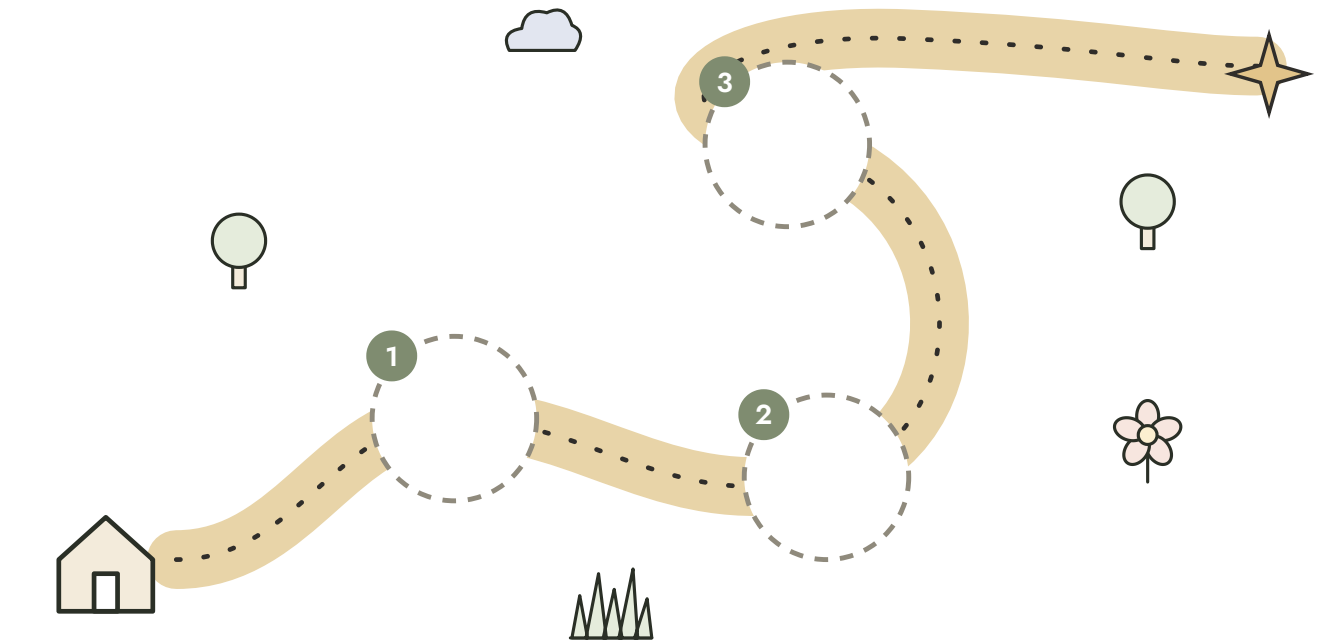
Easier: Use one stone only and tell what happens to it, while the child acts it out.
Stretch: Add a problem in the middle and a surprise at the end, then tell it to someone new.

My Story Map

Where does your story go? Draw the places on the path.

Start at the house. Draw a place in each circle where your character goes, and finish at the star.

Draw your story on the path



Start · The end · 1 Places on the way

My character

My story is called

Tell it to a grown-up. They can write it here.

FOR GROWN-UPS

A map turns a story into a journey a child can see and point to. Moving a finger along the path helps them remember what comes next.

PLAY IT YOUR WAY

Easier: Draw just one place together, then walk a stone along the path while you tell it.
Stretch: Make your own map on a big sheet with more places, a shortcut and a hidden treasure.