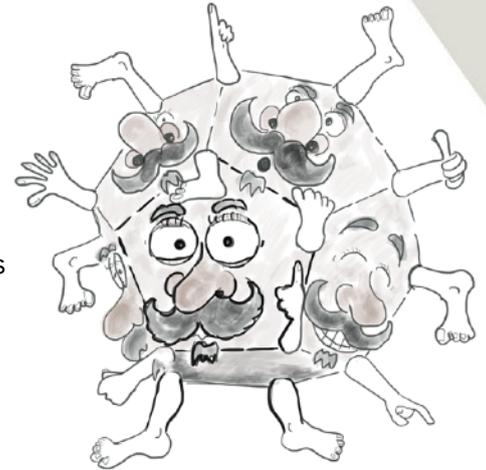


The Dodecahedron is such a unique, bizarre character and I love any game or activity that has a multitude of possibilities!

Writing stories with children - working on a sentence together or taking turns writing sentences so they can see, copy and learn - is a marvellous way to teach children to improve their stories, take risks they wouldn't usually take and invent stories they can be proud of.



## The Game

You will need: **A dodecahedron.**

You can use a twelve sided dice, if you have one. Anyone who has ever played role playing games, will definitely have a few D12s knocking around. If you want, you can make your own dodecahedron and, to help you, I have included a net to cut and fold and stick. My advice is to choose a heavyweight paper or card.

### **Paper or a word processor.**

Aim to use lots of paper or screen space. This game is not about being precious with your ideas but practicing. Be prepared to practice and fail, this way you can be sure you'll also turn up some great ideas along the way.

Objective: **Write the best story you can.**

Feel free to give yourself (as this is a task you should do with a student) a time limit or a sentence limit, but I often start without an end in sight, so that we don't need to worry about that aspect at least!

### **Get students to make new choices and develop their writing style.**

The game forces you to break the normal rhythm of your writing, whatever that may be, and to explore other choices. To show the writer how many choices they have every time they are faced with their next full stop.

Method: **Roll the die and let the face tell you what to write.**

The 12 choices to assign number values to, or to write on the die if you have made your own, are:

1	2	3	4	5	6
<i>Description (place)</i>	<i>Description (emotion)</i>	<i>Description (person)</i>	<i>Action</i>	<i>Action</i>	<i>Short Sentence</i>
7	8	9	10	11	12
<i>Long Sentence</i>	<i>Direct Speech</i>	<i>Reported Speech</i>	<i>Twist</i>	<i>Repeat / Continue</i>	<i>Free Choice</i>

I have attached a glossary to further explain each of the sentence types if needed, so do check that out.

Examples: **Here are a few I completed recently with a student.**

My sentences are in italics, the number of the die rolled is before each sentence in bold

**(1)** *The room was dark and cold with dusty floors and simple furnishings.* **(5)** She paced across the wooden floor and muttered to herself. **(12)** *Why had she been kept waiting for this long when they knew why she was here?* **(6)** The clock struck six. **(4)** *Suddenly the door was flung open and the room filled with armed men.* **(1)** They gathered under the stone archway that framed the stairway door, ripping the tapestry with their long spears.

(Year 6)

**(9)** She had told them not to wait for her. **(7)** *Eventually, they had left but not before the cupboards were emptied of food, the fire burned out and their voices had become hoarse with story and song.* **(3)** She felt sorry to have missed the party but she was tired and still angry from the night before. **(8)** *"Freya," she spoke into the darkness, "are you still awake?"* **(12)** No one answered. **(6)** She sat. **(3)** Her face was still beautiful, despite the years of travelling and the effects of the desert sun and wind.

(Year 5)

**(3)** *Sitting at his desk, his dark eyes were clouded with care and his brow was furrowed.* **(4)** The phone rang and he quickly picked it up. **(2)** *As he listened the anger started to boil up deep inside.* **(2)** The conversation made him feel embarrassed. **(9)** *When he put down the phone he told the caller never to contact him again.* **(10)** Suddenly, the phone exploded!

(Year 4)

## Extra: Face Glossary

This game can be endlessly adapted depending on the focus of your class or tutorial. You can swap out any of the 12 options for whatever sentence type or writing element you want the student to prioritise. You could choose *metaphor*, *alliteration*, *rhetorical question*, for example, or you might want to try *fronted adverbials* and *compound sentences* or sentences that include a *semi-colon* or *parentheses*.

Here's more detail on my particular choices:

#	Sentence Type	
1	<i>Description (place)</i>	Description of the setting, usually what it looks like but also the sounds or smells of a place.
2	<i>Description (emotion)</i>	Description of the feelings of a character or the narrator, about the events of the story.
3	<i>Description (person)</i>	Description of the look, sound, smell or mannerisms of a character in the story.
4 / 5	<i>Action</i>	A plot point or character action, something which advances the narrative of the story.
6	<i>Short Sentence</i>	A sentence containing 4 or less words.
7	<i>Long Sentence</i>	A sentence containing 20 words or more.
8	<i>Direct Speech</i>	Speech using speech marks.
9	<i>Reported Speech</i>	Speech without speech marks, described by a character or the narrator.
10	<i>Twist</i>	Anything unexpected that takes the story in a different direction.
11	<i>Repeat</i>	Players must use the previous sentence type another time. If rolled at the start of the story you get a Free Choice.
12	<i>Free Choice</i>	The player may write any sentence of any type they choose.

## Extra: Net of a Dodecahedron

Use scissors and glue to construct this **dodecahedron**. Be careful - it's very fiddly!

