

# Storytelling Walk



Telling stories is an important way for humans to pass on information, teach others and remember important events, it's also really fun!

## What you need:

To try on-the-go storytelling, all you need is your imagination!

## What to do:

Follow these steps to get your story started and then see where your imagination takes you.

1. Step outside your front door and think about who you want the main character in your story to be. What is the brightest colour that you can see after stepping outside? Maybe it is the green moss, or a bright red car? Make this colour the same as your character's hair.

*Mack's hair was green and squishy, just like moss.*

2. As you walk along, look down at the ground and see if there is anything lying on the pavement or path ahead, for example a pebble or a piece of litter. Make this shape the same as your character's body.

*Underneath all the green squishy hair, Mack's body was round, shiny and hard, just like a tin can. She could only move when the wind blew and rolled her along the ground, with a clattering noise.*

3. As you keep walking, look around and see if you can spot a good hiding place that could become your main character's home, for example a hole at the bottom of a tree or a crack in the pavement!

*Mack lived in a hole between the roots of a mighty Oak tree, but it was often tricky for her to get home unless the wind was blowing her in the right direction!*



4. Can you spot any birds or animals around you? How are your bird identification skills? Check out this [ID guide](#) if you need some help!
5. Use the creatures that you have spotted to become extra characters in your story.

*Mack's best friend, the Blackbird, liked to sit in the Oak tree and sing very loudly. When Mack was rolling and clattering around, Blackbird joined in the noise and sang even louder. This made the nearby family of squirrels very cross; they needed peace and quiet to concentrate on burying their food for the winter!*



6. All good stories have a journey or a quest in them, so think now about where your main character is going and what they are trying to achieve! Where are you going on your walk? Perhaps your character is trying to get to the same place, be that the top of a steep hill, the shops, or even the bus stop!

*Mack and Blackbird decided they would try and get to the top of the steep hill nearby, so that they could sing and clatter as loudly as possible, far away from the grumpy squirrels.*

7. This part of the story is where you should give your characters a bit of challenge to overcome, don't make their quest too easy! What is happening on your walk right now that could make things tricky for your characters? Perhaps it has started to rain and huge puddles are appearing, or maybe your bus has broken down and will be very late!

*Mack and Blackbird tried to set off up the hill. Blackbird gave a quick flap of her wings and took off into the sky. But the wind had started blowing very hard and was pushing Mack further down the hill! Off she went clattering and bouncing off rocks and stones until she landed in a ditch full of brambles.*

8. Now you need to help your character out of trouble so that they can complete their quest! What can you see around you that might be able to save your character? A big stick to use as a bridge over a puddle? Maybe there's a dog passing that could come to the rescue, or another creature who has already featured in your story?

*Meanwhile Blackbird had noticed that Mack was nowhere to be seen! She spun around in mid-air and flapped back towards the Oak tree. Further down the hill she spotted Mack tangled up in the brambles and swooped down to grab the little tin can in her claws. Blackbird gave a great HEAVE and pulled Mack out of the brambles, flapping faster and faster until they both rose high over the trees.*



9. Finally, you need a conclusion to your story. Will your characters complete their quest? Will it all end happily ever after?

*'WeeeeEEEEEEEEEEEEEE' - as Mack and Blackbird soared through the air, the wind whistling through Mack's tin can body made a great noise, much more tuneful than the usual clattering sound! Blackbird started to sing and together, they made a beautiful melody that echoed from the very top of the hill, all the way down to the squirrels in the trees! From then on, Mack and Blackbird often travelled together and made music for all the woodland creatures. Mack found that she loved flying - it definitely beat waiting for the wind to push her in the right direction too!*

Well done, you have created your own story! You can try it again next time you are going for a walk, or if you really liked the story you have just made, you can write it down or draw pictures of it!

This activity can also be done indoors too, why not look out of your window and see what you can spot for inspiration?

Share your stories and drawings with us using the hashtag [#DynamicEarthOnline](#) and [#NationalStorytellingWeek](#)