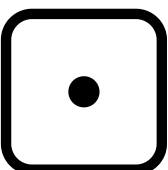



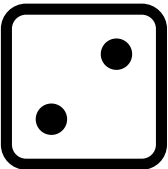




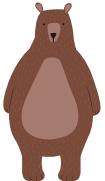






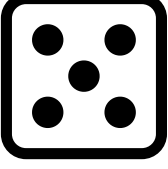








# Roll a Story

Roll a dice three times to pick a character, setting, and problem.  
Then, use these to write your own creative story.

	Character	Setting	Problem
	A zoo keeper 	In a dark forest 	Finds a magic wand 
	A beautiful princess 	On a ship 	Gets stuck in a fire 
	A big bear 	In a desert 	Meets a big monster 
	An old man 	In a hidden cave 	Gets lost 
	A friendly alien 	At a farm 	Is chased by a wolf 
	A brave policeman 	On a spaceship 	Sees a ghost 