



ROLL-A-STORY

Roll a die three times: once for a character, once for a setting, and once for a problem to generate story ideas.

SPRING THEME

	CHARACTER	SETTING	PROBLEM
	butterfly	cozy greenhouse	storm is coming
	bee	buzzing beehive	feeling sad
	bunny	shady park	too muddy
	bird	flower field	needs planting
	ladybug	sunny meadow	magic is fading
	gardener	busy farm	lost its way

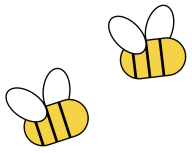


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	CHARACTER	SETTING	PROBLEM
	dragonfly	farmer's market	blanket is missing
	lamb	schoolyard	lost
	teacher	hillside	too dark
	caterpillar	playground	can't find its way home
	explorer	herb garden	disappeared
	chick	treehouse	stuck in a tree

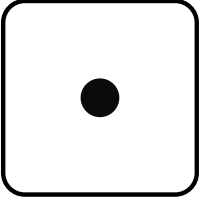
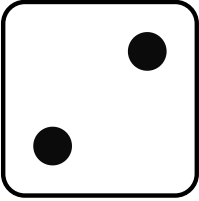
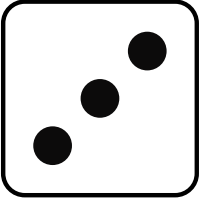
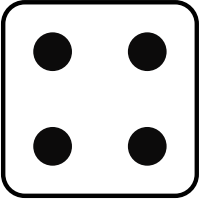
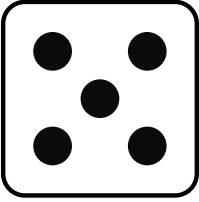
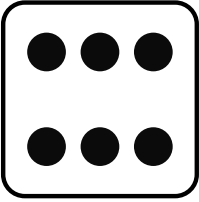


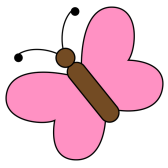
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**SPRING
THEME**

CHARACTER	SETTING	PROBLEM
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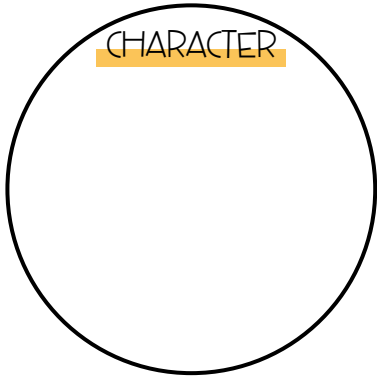


SPRING
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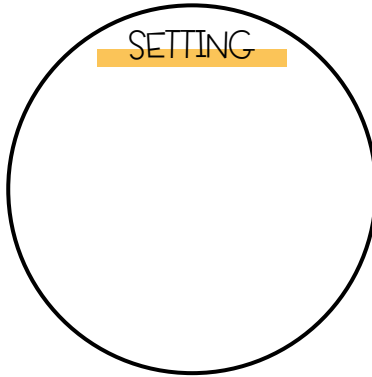
ROLL A STORY

Draw the character, setting, and problem rolled, then use your drawings to write a story connecting all three elements.

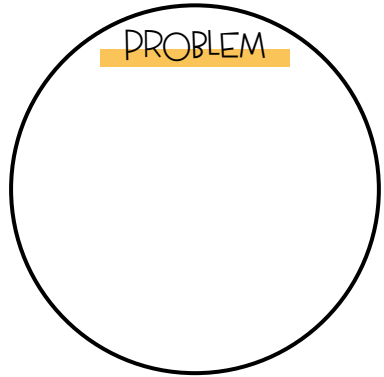
CHARACTER



SETTING



PROBLEM



Handwriting practice area consisting of ten sets of horizontal lines. Each set includes a solid top line, a dashed middle line, and a solid bottom line, providing a guide for letter height and placement.