

# Outdoor Random Story Generator

Use random outdoor objects to inspire stories

9 - 12

Speaking  
&  
Listening



## Background information:

Ideas can come from anywhere, at any time, or from any given item.

This activity will let the imagination run loose and also prompt questions that can be used to create a story and characters within it.

It doesn't matter what your setting is like, this will work anywhere.

This is great activity for stretching your imagination; and then taking it further to composing sentences, reading aloud and listening.

Stories generated could be recorded as a play script.

## Activity

In small groups find an object that is interesting but that does not 'belong' in the space. They must not touch or move it

They come back and share information about the found object. Encourage them to think about where the item could have come from, who it belonged to, where has it been, what will happen to it next?

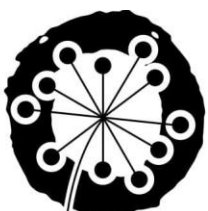
Each group can use their answers as the basis of a story. They can be as crazy and creative as they like.

The next step is telling the story. Each person must have a share in the story telling by reading it aloud or acting it out.

## Alternative Ideas

Collect a variety of objects, use these random objects to generate the story. The objects must all appear (in a specific order to make it more challenging!) The objects can be used to represent something relevant instead of a literal interpretation.

Interview an outdoor feature such as a tree. How does the tree feel? Why is one of its branches damaged? What has the tree witnessed? How does the tree feel about the changes it has seen? The interview could be performed as a role play.



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