

STORYTELLING CIRCLE: SWC EDITION



Tips for Strong-Willed Kids

- ♥ Give them a “lead role” in the story early to keep engagement.
- ♥ If they interrupt, hand them a quick “note-taking” role: “Save that thought—draw or jot it down so we can add it when it’s your turn.”
- ♥ Match their energy—big stories for high-energy days, slow and cozy tales for winding down.

HOW TO PLAY:



1. Gather in a circle (or sit facing each other).
2. Choose a “Story Baton” – something to hold when it’s your turn (spoon, stick, plush toy).
3. Set the Rule: Only the person with the baton can speak. Everyone else listens.
4. Start with a prompt (see next page).
5. Pass the baton after your sentence. Keep turns short (1–2 sentences).
6. Add drama! Use voices, sound effects, or actions. Encourage your SWC to be silly or dramatic.
7. End together – when the story feels complete, agree on a final sentence.

STORY STARTER PROMPTS

Pick one to begin the story. Keep them open-ended so imagination can run wild.

Adventure Starters:

- "Deep in the forest, there was a tree that could..."
- "One morning, a mysterious letter arrived in the mailbox..."
- "On top of the tallest mountain, there lived a..."
- "A fox woke up to find its tail had turned into..."

Funny Starters:

- "The sandwich on my plate started talking and said..."
- "My pet goldfish told me it wanted to..."
- "At the park, I saw a squirrel wearing..."
- "When I opened the fridge, a penguin..."

Magic & Mystery Starters:

- "The old library book whispered..."
- "In the middle of the night, the moon turned into..."
- "A golden key appeared in my pocket and..."
- "I found a door in my bedroom wall that led to..."

Helpful Phrases for Guiding the Game:

- "Hmm... I wonder what happened next?"
- "Tell me how the character feels right now."
- "What could go wrong here?"
- "Should we make it funnier, scarier, or more exciting?"
- "Let's add a surprise twist!"
- "Now it's your turn—remember, only the baton talks."