

# THE STORY SHARING GAME !

Instead Of 'Breaking The Ice' – Warm People Up !

Play With Friends, Family, Groups & Classes Or To Help Strangers Become Familiar  
Great For Intergenerational Play ! (13yrs+up)

## HOW TO PLAY

PLAYING TIME: For 3 – 5 Players (30) Minutes

### STEP #1: CHOOSE THE 'INSTIGATING' STORY

Before playing the Game one Player acts as facilitator and chooses a random instigating or 'inciting' story -- a short true story (*memoir*), to inspire Players to remember little stories from their own lives. There are many free online short memoir collections to pick your story from. Here are a few:

- For adults of all ages and teens (accepts new ones): [www.sixwordmemoirs.com/](http://www.sixwordmemoirs.com/)
- Teen memoirs (accepts new ones): [www.teenink.com/nonfiction/memoir](http://www.teenink.com/nonfiction/memoir)
- Reader's Digest True 100 word stories (accepts new ones): [www.rd.com/article/100-word-stories/](http://www.rd.com/article/100-word-stories/)
- 100s of 100-word stories (accepts new ones): [www.100wordstory.org/](http://www.100wordstory.org/)

### STEP #2: READ ALOUD THE STORY & COMMENT

- Each Player takes a turn reading a line from the instigating Story until it is told.
- Each Player makes ONE COMMENT about the Story, whatever they want to say, or they can share how something similar happened to them. Other Players can make little supportive remarks, but cannot open a discussion on something said.
- Next each Player shares ONE LINE about what they think the Story is about (*theme, message, or lesson learned*).

### STEP #3: SHAPE YOUR STORY & SHARE

- Each Player thinks of a story from their past. To begin the facilitator asks each Player to share only two things: 1) How old were they ? (*It's ok if they guess around what age they had been.*) 2) Where did it happen – city / state / country + physical location (*i.e. a bedroom, on the football field, at a checkout register, etc.*)
- 'Silent Orbit' Time: Facilitator gives Players up to 5 minutes to silently flesh out how they want to tell their stories. (*It engages audiences more if you include visual descriptions of the people and the setting in your Story.*)
- Players become StoryTellers and share their real life Stories. One Player shares their Story and then the facilitator asks each of the other Players to make one comment or share if something similar happened to them. Then the next Player tells their Story followed by a round of comments, until all the Players have shared their stories.

### STEP #4: THE STORY SHARING GAME'S SCORING QUESTIONS

- As each of the surprising (10) Scoring Questions are read each Player will orally indicate which Player's Story best answered the question for them.
- If you want to increase the gameness of the scoring, each Player can be given (10) chips to give out. The Player who has gained the most Chips at the end of Scoring is crowned that Game's StoryTelling Mentor. If any Player has been left with no Chips having received none, the StoryTelling Mentor is to bestow at least one of their Chips on that Player and give them words of encouragement to continue telling their stories.