

THEY ABANDONED THEIR **DEFENSES** AND RISKED IT ALL
ON THE **FRONT LINES** TO BECOME – **IMMORTALS** !



PLAY THE GAME !

WHAT'S **WRONG**
WITH THOSE PEOPLE ?!
YOU'D THINK THEY'VE
NEVER SEEN A
STORYTELLER
BEFORE !

HA-HA-**NO** ! BUT
STORYTELLERS
ARE NOT
FRIGHTENED
BY THE **WORLD**
INSIDE EACH
OF US !

GASP!
IS SHE
DANGEROUS!

Can I grow
up to be
like her?!





THE STORY SHARING GAME
PLAY THE GAME ! – SESSION #3 HANDOUT

Now it's time to jump into your own memories, not knowing exactly where you'll land ! It might feel like you're returning to a room you haven't been in for a while. You might see that there are things in the room that you missed noticing before, because at the time you were so caught up in your own personal situation. Or the things you thought you remember – suddenly you see in a different light, and they are not as you thought they were.....

ON YOUR

- ✓ **Each player has a printed copy of the lesson**
(this is the ideal way to play, a copy in hand and ability to move about)
- ✓ **Each player has paper and pen to write down ideas**
(for when you have a thought and it's not your time to talk)
- ✓ **Talking Stick ready to pass during Talking Stick rounds**
- ✓ **Stopwatch ready for timed rounds** *(players take turns timing each other)*
- ✓ **(10) Scoring Chips per player**
- ✓ **Crown** *(optional)*
- ✓ **Players take turns reading aloud the lesson**
- ✓ **Audio record session**



'Alone Is Ok If You Are There'

Read Aloud

Sample Memoir

✚ Build Story Profile

✚ Declare What You Think The Theme Is



✚ Choose The Heartbeat For Your Own Mini-Bite Real Life Story From Themes Listed By Players



✚ Answer ?s About Your Idea

✚ Silent Group Orbit Time

✚ Story Sharing



✚ Scoring, Crowning, & Appreciations





PLAY THE GAME ! (cont.)



**‘ALONE IS OK
IF YOU ARE THERE’**

by Trayce

“I was nine and very ‘forlorn’ (*I had just learned the word – it was the worst kind of lonely*) and wanted to disappear. But there I was sitting on the curb in open view because there was no place to hide in Alameda’s Navy base housing.

California didn’t seem to have alleys, laundry rooms, or lines of cars like 1039 E. 80th Street in Chicago, where my family moved from five months before. Here each two-story, oatmeal-colored-with-no-spice building was fortified by vast stretches of scratchy dried-out yellow grass, with no tall tenements (or trees) to cast shade.

My best and only friend had moved away.....All I could see was Louisa flipping her straight red hair and how her freckles emerged when she shouted, “You nigger! My mom says you’re uh nigger! You stay away from me!”

Ugh! This slimy slug was inching toward my flip flop. I snatched my foot back ! But then I watched the slug. I didn’t like it in my space. Except it made me not alone. I decided the slug was the spirit of Louisa, crawling back to me, saying “I’m your friend”. The slug stopped moving. I sat watching. For the first time in twelve and a half days, I was maybe okay.....

Suddenly something gritty was raining down ! My tingling hand jerked back as my head winched around. ‘No-Heart’ towered over me! My lanky teen brother -- with his dark-eyed-cat-ate-the-care-bear-grin -- wielding his saltshaker in triumph. I gasped as I stared at the wet spot and white grains scattered on the pavement where my once-friend had been channeled. **I HATE MY BROTHER!**

I jumped up. But he was already pumping his skinny legs, disappearing into our open apartment door and slamming it. I was so angry!!!! I started pounding my fist into my open hand. Harder! **AND HARDER! SMACK!!!** I liked the sound. Then I decided; I was tough. Even if I lost a fight -- or a friend -- no one was going to take me out! No one was ever going to pour salt on me and make me disappear !”

BUILDING A STORY PROFILE - BRAINSTORMING SESSION

Ask the first question and pass the Talking Stick from player to player for their answer. Then read aloud the Writer’s Response to the question (*find that in the Game Instructions*). Do a round for all (6) questions.

- 1) What is the physical setting of the story?
- 2) Describe the characters
- 3) Is the slug a character?
- 4) What is the main character’s problem(s)? How long has she had a problem(s)?



- 5) How does she deal with her problem(s)?
- 6) What does the title ‘Alone Is OK If You Are There’ mean?



PLAY THE GAME ! (cont.)



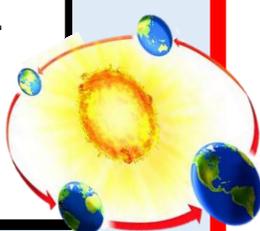
WHAT IS THE THEME ?

What is the theme or message of **'Alone Is OK If You Are There'** ?

PASS THE TALKING STICK

Each player declares what they think the primary theme is of the story. All suggested themes are written down so the players can consider them.

There can be different themes in one story. Two people can disagree on what they see looking at the same thing. Different ages, different backgrounds, different fears, different happiness. Without judging, let all the ideas orbit around you so what might emerge is a new idea, a new understanding, fed by this and that.




CHOOSING A MEMORY TO BASE YOUR STORY ON

Your discussion about the sample story **'Alone Is OK If You Are There'** is to be the inspiration for choosing the memory to base your first mini-bite story on.

SILENT PREP / Stopwatch Starts: (3) Minutes

Players prepare to present their idea for their story. Describe to yourself the details of the situation like you are planning the visuals for a camera:

- 1) When did the situation happen ?
- 2) Where ?
- 3) Who was involved?
- 4) What was the problem ? *(Or surprise or breakthrough)*

As you make notes to yourself, you can think about a theme for your story; what was emotional or exciting; why it happened (if you know); how the situation ended; and how it impacted on your life or thinking – *but you will not present that information yet to other players. Save those surprises for when you actually tell your story. (NOTE: It's ok to choose a situation where the main event happened to someone else and you were an observer as long as it ends up being about how you were impacted.)*

TALKING STICK / Presenting: (2) Minutes

The first player holds the Talking Stick and shares the basics of their story idea:

When / Where / Who / What

TALKING STICK / Feedback Round

After the player's presentation is over, the Talking Stick is passed to each of the other players to make (1) comment about the presentation – either a question about the details or a comment on what was interesting. This sequence repeats. The next player gets the Talking Stick to present for (2) minutes, then the Talking Stick is passed to the other players to make (1) comment – until all have presented.



(3) MINUTES



(2) MINUTES

Uh...argh ...
er...Ha!



PLAY THE GAME ! (cont.)

INCUBATING & SHAPING YOUR STORY IDEA

"You don't start out writing good stuff. You start out writing crap and thinking it's good stuff, and then gradually you get better at it. That's why I say one of the most valuable traits is persistence."

- Octavia E. Butler

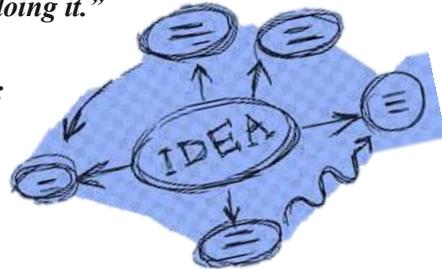
"If writing didn't require thinking then we'd all be doing it."

- Jeremiah Laabs

"Work on a good piece of writing proceeds on three levels:

- 1) *a musical one, where it is composed;*
- 2) *an architectural one, where it is constructed*
- 3) *and finally, a textile one, where it is woven."*

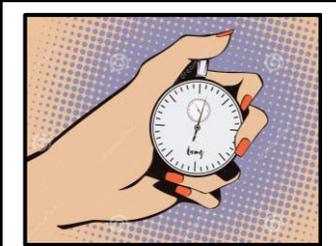
- Walter Benjamin



"The first draft is just you telling yourself the story."
- Terry Pratchett

**SILENT GROUP ORBIT
(15) MINUTES**

**PLAYERS FOCUS ON
DEVELOPING THEIR STORIES**



**YOUR (15) MINUTES
STARTS NOW!**

- Write down notes and an outline
- Players can do research online
- Drawings and dialogue can be part of the storytelling
- (3) minute warning given to wrap up before the end of time



PLAYER SHARES STORY

(5) MINUTES PER PLAYER

If the player finishes telling their story before their (5) minutes is over, they fill it by:

- Talking about any confusions or surprises they had developing their idea, and delivering it as a story
- Asking the other players if they have questions or suggestions that could help improve upon the story

The player holds on to the Talking Stick for their full (5) minutes. Even if they ask others to speak; it is still their time to control.



(1) WORD

After a player's (5) minutes, the other players pass the Talking Stick and make a (1) word comment about the story. Then the next player presents.



Your Story
Surprised Me.
Made Me Laugh !



PLAY THE GAME ! (cont.)



(10) SCORING QUESTIONS

Revealing The Storytellers Who Moved Us Most

READ ALOUD & ANSWER QUESTIONS

Pass the Talking Stick. Every player answers the question by giving the appropriate player (1) of their chips and a brief explanation of what in the player's story impressed them or caught their attention (*per question being asked*).

1. WHOSE STORY IDEA SURPRISED YOU THE MOST?
2. Who best used their voice and body when telling their story to pull you in?
3. Which story made you suddenly think of one of your own memories?
4. Who included the most interesting details about their story's time period, setting, props, and wardrobe (*so you could see their story*) ?
5. Who described the most vivid characters who you can easily imagine as people (*if the story includes people you know, imagine you only know them as described in story – did the storyteller create a vivid impression of them?*).
6. Who amused (charmed) you most / made you laugh?
7. Who told the most emotional / touching story?
8. Who had the best line or description that you still remember clearly?
9. Which story can you imagine most as a short film?
10. Which story left you with the most questions? (*Confusions about what happened in the story or curiosity about what happened next after the situation.*)

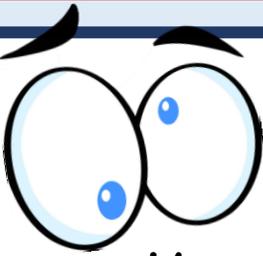
DEDUCTIONS

Each player is allowed to deduct (1) chip and add it to their own from (1) player they believed did not live up to the Game's communication agreements. To do so they must describe the moment in the Game when the player (*in their eyes*) broke in a major way one of the AGREEMENTS:

1. Player interrupted during another player's speaking time
2. Player did not try to fill their assigned speaking time
3. Player spoke beyond their time or beyond the (1) comment or word limit

OK if no deductions happen





PLAY THE GAME ! (cont.)



DID YOU NOTICE ?!!!!

How wacky are the Scoring Questions ?!!!!



Just become someone's story surprised you the most or even if it made you laugh – that doesn't make it the best story! In fact maybe the story didn't make sense or was missing important information – yet there was something you really liked or thought unique about it. The truth is there are so many different ways a story can be good – and so many ways it can be confusing or even boring. But if you engage an audience even over one small thing, you have something to build upon! And if your story scores a chip because a player found it the most confusing and has questions about it --- well that chip is to encourage you to keep working on making that story better. When you play the Game again, instead of coming up with a new story you are allowed to re-think that story and share a new version.

The Game Is About Expression -- Not Boast !
It's the *Story Sharing Game* -- not the *Supreme Storyteller Game*.



APPLAUSE !!! FOR ALL PLAYERS !

NOW COUNT YOUR CHIPS....

APPLAUSE FOR THE STORYTELLER WITH THE MOST !
DO YOU WANT TO COME UP WITH A SPECIAL NAME FOR THE WINNER ?
IT CAN BE A SILLY NAME !

(We don't want the crown to go to anyone's head!)



DUTIES OF CROWNED STORYTELLER



ACCEPTANCE SPEECH: The crowned player shares why they enjoyed playing and thanks other players for awarding their chips.

DUTIES: Part of the responsibility of wearing the crown is to support future storytelling. If a player has been left with (1) or (0) chips, it is your duty to award the player from your bounty: (1) chip (or more) and (1) comment about why the player is valued.

*(Example: You ask great questions / Your perspective is unique / You're a great listener
It's inspiring how you overcame your fears about playing / You brought joy to the game...)*

(See Game instructions for where to find new sample stories to inspire future Game sessions.)