



Storytelling Adventures

Family Guide

• Color Inspires Creativity



This guide helps families **PREPARE** for the Crayola Creativity Week daily theme *Storytelling Adventures*. You can print the two downloadable Thinking Sheets: *Start with a Storyboard* and *An Adventure Setting*, or you could use the Thinking Sheets as your guide while children work on plain paper. Either way, children can use a variety of art materials you have on hand.

Storytelling is an ancient artform and is an important way of communicating life lessons. Stories introduce children to new experiences and help them explore ideas and relationships in new ways. Enjoying the adventures of beloved characters and creating original stories are ways family members can learn more about each other.



Help children visualize the storytelling framework as sides on a triangle: **characters (who the story is about)**, **setting (where the story takes place)**, and **plot (what happens during the story)**.

LEARNING OBJECTIVES—Children will:

- explore the roles that characters, setting, and plot play in storytelling,
- consider how a beloved character, such as Bluey, comes to life in episodes and books,
- reflect on what they enjoy about nature and outdoor adventures,
- create a story that can be told through a storyboard and adventure setting art, and
- see how collaboration enriches original stories.



Using the **Start with a Storyboard** Thinking Sheet, help children plan, create, and share an original story. The characters could be anyone, perhaps Bluey and her family or members of your family. Encourage the young storytellers to **CONNECT** ideas from their imagination with those they've seen in episodes and books as they develop a new adventure.



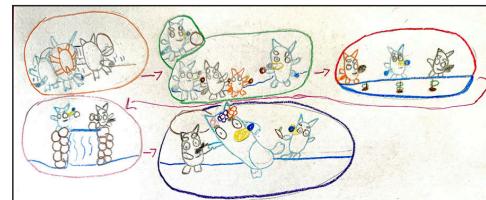
Have children **RESPOND** to questions that will help them plan their story. For example, who is the main character? What other characters will be part of the story? Where will they be during this story? What happens at the beginning, middle, and end of the story? One story could be created collaboratively as a family with each person contributing ideas, or each individual could develop a separate story that is later shared.



The storytellers will **CREATE** a storyboard that uses small sketches to show the story's flow from beginning to middle and end. The storyboard sketches can include character outlines, setting clues, symbols, and perhaps some phrases that evoke the actions and relationships as the plot moves along. Encourage the artists to review the visual flow and see if additional details or arrows would help others "read" their art to determine the story.



After the storyboards are completed, it is time for the storytellers to share. Ask family and friends how they visualize the story flowing as they "read" the sketches. Does the tale the audience envisions align with the storytellers' intent? Encourage the storytellers to incorporate some of the audience's ideas to make the plot even more exciting.



Jayleen G.



This book is based on the TV series *Bluey*.

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Penguin
Young
Readers

For more information about *Bluey*, head over to <https://www.bluey.tv/>

Bluey: The Creek was published in Australia in 2020 by Puffin Books and published in the United States in 2020 by Penguin Young Readers Licenses, an imprint of Penguin Random House LLC, New York.



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The *An Adventure Setting* Thinking Sheet can help children **RESPOND** to questions about outdoor adventures that your family has experienced or that they've seen in *Bluey* episodes or books. What outdoor settings do children remember? What aspects of those settings surprised, excited, or concerned them? They might remember that in *Bluey: The Creek*, the characters were concerned about the slippery path and some aspects of the woods that made them feel uncomfortable. At the end of the story, Bluey felt proud and brave.



Have children **CONNECT** how illustrators and animators contribute to stories by providing important information about where the characters are and how that place influences the plot. Visual storytelling provides information about the characters, setting, and plot and uses art elements of color, shape, line, form, space, and texture to communicate ideas.



Mayah B.



Annajulia R.Q.



Have family members **CREATE** an adventure scene that includes the setting, characters, and some action that pertains to the plot. The art could focus on any adventure your family has experienced or any story the artists remember from a *Bluey* episode or book.



Family members **PRESENT** their art and assume the role of oral and visual storytellers as they share their adventure through images and expressive narration. Practicing out loud and using art to convey main ideas will help build skills that capture the audience's attention.



After family members have completed the **Storytelling Adventures** activities, ask them to **REFLECT** on what they have learned about visual storytelling and the roles that characters, setting, and plot play in adventure stories. You can review the **LEARNING OBJECTIVES** while you listen to their thoughts. Collaboratively plan another storytelling activity to help children build their creative confidence as well as their visual literacy and storytelling skills.

Note for teachers and parents:

For more creative inspiration and hands-on explorations

go to [Crayola.com/CreativityWeek](https://www.crayola.com/CreativityWeek)

To share student artwork on social media please post using

#CrayolaCreativityWeek