FableBunch

Little adventures for waiting and wandering

The anywhere story-games pack

Mix characters and places, point to a silly combination or start a one-sentence-each story. Use the sheets at the table or read the prompts aloud.



A little guide for grown-ups

For journeys, rainy afternoons and waiting moments

1. Choose a card or point at a character-and-place combination.
2. Take turns adding one sentence or changing a detail.
3. Try a bingo square or draw your favourite scene.

Inside the pack

Mix-and-match story cards / Nine little what-ifs / Point, pick and tell / Little adventure bingo / Our story in six pictures

Paper and pencils are enough. Draw, tell or dictate. Use only the pages that fit your day.

A little idea for right now

What happens when a rocket in sneakers has to be very quiet in a library?

Free for home and educational use.

Mix-and-match story cards

Cut, choose and tell. Pick a character, a place and a twist—or just one card. Every idea is yours to change.

SOMEONE

A snail who delivers weather



What is in today's parcel?

SOMEONE

A tiny giant with very loud slippers



Where would they like to tiptoe?

SOMEWHERE

A garden inside a teacup



Who has left a little ladder there?

SOMEWHERE

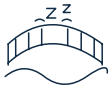
A cloud with a front door



What sound comes from inside?

WHAT IF...

The bridge has fallen asleep



How could a friend get across?

WHAT IF...

The map is missing tomorrow



Where could someone look for it?

Free for home and educational use. Your ideas are yours.

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Your ideas. Your next story: fablebunch.com

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Nine little what-ifs

A pocketful of beginnings for anywhere.

Choose one card. Take turns adding one sentence. Stop whenever your story feels finished; there is no right answer.

A sleepy bridge

What if the bridge asked for a bedtime story before letting anyone cross?

The wrong weather

What if a snail delivered a cloud to the wrong door?

A shy roar

What if a tiny dragon could only roar in whispers?

Moon mail

What if the moon wrote a letter asking for a day off?

A missing colour

What if green disappeared from the garden for one morning?

Noodle wheels

What if a skating noodle had to carry a bowl of soup?

A pocket ocean

What if a seashell held a sea with one very small boat?

The hat's secret

What if every hat remembered one adventure?

A very small giant

What if a giant needed help reaching something tiny?

Change the character, the place or the problem. You have a new beginning.

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Your ideas. Your next story: fablebunch.com

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Point, pick and tell

Six silly combinations. No dice or cutting needed.

Close your eyes and point at one box, or choose your favourite. Use its friend and place, then invent what happens. Swap one detail for the next round.

A rocket in sneakers

At a library where books tell jokes

A roller-skating cheese stick

On a planet made of breakfast

A serious cloud rabbit

At a village floating in a teacup

A tiny lighthouse turtle

In a forest with lost doorbells

A fork-headed duck

At a moonflower garden that needs rain

A shy paper dragon

At a train station for wandering trees

What if: a letter arrives / something goes missing / someone needs a friend?

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Little adventure bingo

Nine playful ways to invent together.

Choose any square and try it together. Tick it when you finish. Aim for a row, or do just one. Your family sets the pace.

☐

Someone unexpected

Give a kitchen object a name and a wish.

☐

A tiny world

Invent a village inside a shoe.

☐

A different ending

Change the last line of a favourite tale.

☐

A voice

Let a character speak in a funny voice.

☐

Your own idea

Fill this square with something you invent.

☐

A kind twist

Let a supposed villain help someone.

☐

A new rule

Make gravity take a short holiday.

☐

A picture

Draw a scene and tell what happens next.

☐

A team tale

Take turns telling a story, one sentence each.

Our favourite idea to revisit: _____

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Our story in six pictures

Draw, scribble or tell a grown-up what to write.

Pictures, words and speech bubbles all count. Use these six moments or invent your own order.

Meet our friend

Who is here?

1

Somewhere new

Where do they go?

2

A little wish

What do they want?

3

Something tricky

What gets in the way?

4

A new idea

What do they try?

5

Our ending

What happens, and how do they feel?

6

Story by: _____ **Title:** _____

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