FableBunch

A little creativity, at your pace

Seven days of little story sparks

Seven small invitations to invent together, with cards, bingo and drawing pages to help the ideas along.



A little guide for grown-ups

For families looking for a small shared ritual

1. Put the seven-day page somewhere you will see it.
2. Choose today's invitation and borrow any sheet that helps.
3. Skip, repeat or take longer. Keep the ideas you love.

Inside the pack

Seven days of little story sparks / Nine little what-ifs / Little adventure bingo / An interview with our new friend / The little rules of our world / Our story in six pictures / Our family story passport

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

A little idea for right now

What tiny story could fit between a snack and the next thing on your day?

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Seven days of little story sparks

One small invitation a day. Your family's pace.

Try a few minutes together. Skip a day, repeat a favourite or spread this over several weeks. Draw or note one thing you want to keep.

- [ ] **Day 1: invent someone**

  An everyday object has a secret talent. What is it?

- [ ] **Day 2: imagine somewhere**

  Where would your new friend feel at home?

- [ ] **Day 3: add a wish**

  What small thing do they really want today?

- [ ] **Day 4: make it tricky**

  Something unexpected gets in the way. What?

- [ ] **Day 5: try another idea**

  Their first plan doesn't work. What could they try next?

- [ ] **Day 6: tell it together**

  Take turns joining your ideas into one little story.

- [ ] **Day 7: keep a favourite**

  Draw one scene. What would you like to happen next time?

We would love to do this again: _____

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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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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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An interview with our new friend

Get to know the character behind the funny face.

One person asks, another answers as the character. Swap roles whenever you like. Draw the answers or let a grown-up write them down.

What makes you laugh?

Tell us about a very small funny thing.

What is in your pocket?

Why do you keep it?

What do you wish you could do?

Who might help you try?

What gets you into trouble?

A habit, a mistake or a misunderstanding?

Who matters to you?

What would you do for them?

Where shall we go tomorrow?

Give us one reason to come along.

Interviewed by: _____ Our friend's name: _____

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Your ideas. Your next story: fablebunch.com

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The little rules of our world

A place becomes a story when something works differently.

Invent a world with one surprising rule. Draw a place where we can see that rule in action, then talk through what it changes.

This is what our rule looks like

In our world, this is ordinary

Perhaps houses walk, or trees remember names.

But this one thing is tricky

What problem could the rule create?

Our character discovers

A secret, a shortcut or a new use for the rule.

A small adventure could begin when

Let something change for just one day.

World name: _____ Our world's makers: _____

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Your ideas. Your next story: fablebunch.com

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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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Our family story passport

A little keepsake for a world that keeps growing.

Draw a badge for your family world. Add a few memories after a story. You can use a new sheet each month or whenever you like.

Our world's badge, flag or favourite friend

The name of our world

A character we want to meet again

A moment that made us laugh

Something our character discovered

Our next little adventure could be

Made together by / date

Keep this page with your drawings. Little ideas can become tomorrow's story.

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