



ROLL-A-STORY

Roll a die three times: once for a character, once for a setting, and once for a problem to generate story ideas.

CAMPING THEME

	CHARACTER	SETTING	PROBLEM
	camper	river	lost compass
	ranger	campsite	wet matches
	scout	clearing	broken tent pole
	hiker	tent	burnt food
	dog	trail	injured ankle
	fisherman	lake	mosquito bites



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	ranger	riverbank	lost flashlight
	photographer	fishing spot	sudden rain
	Emma	lakeside	empty water bottle
	Taylor	campground	bee stings
	Mr. Tom	mountain peak	leaky tent
	Ms. Choi	wilderness	twisted ankle



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	Camper Ben	lakeside camp	depleted water supply
	Sam	pine forest	lost hiking boots
	Mia	mountain pass	snapped fishing rod
	Scout Ethan	river bend	sprained wrist
	April	meadow	misplaced compass
	Ms. Emily	cabin	torn backpack strap



ROLL-A-STORY

Write your own characters, setting, and problem, then roll a die three times to generate story ideas.

CAMPING THEME

CHARACTER	SETTING	PROBLEM



CAMPING THEME

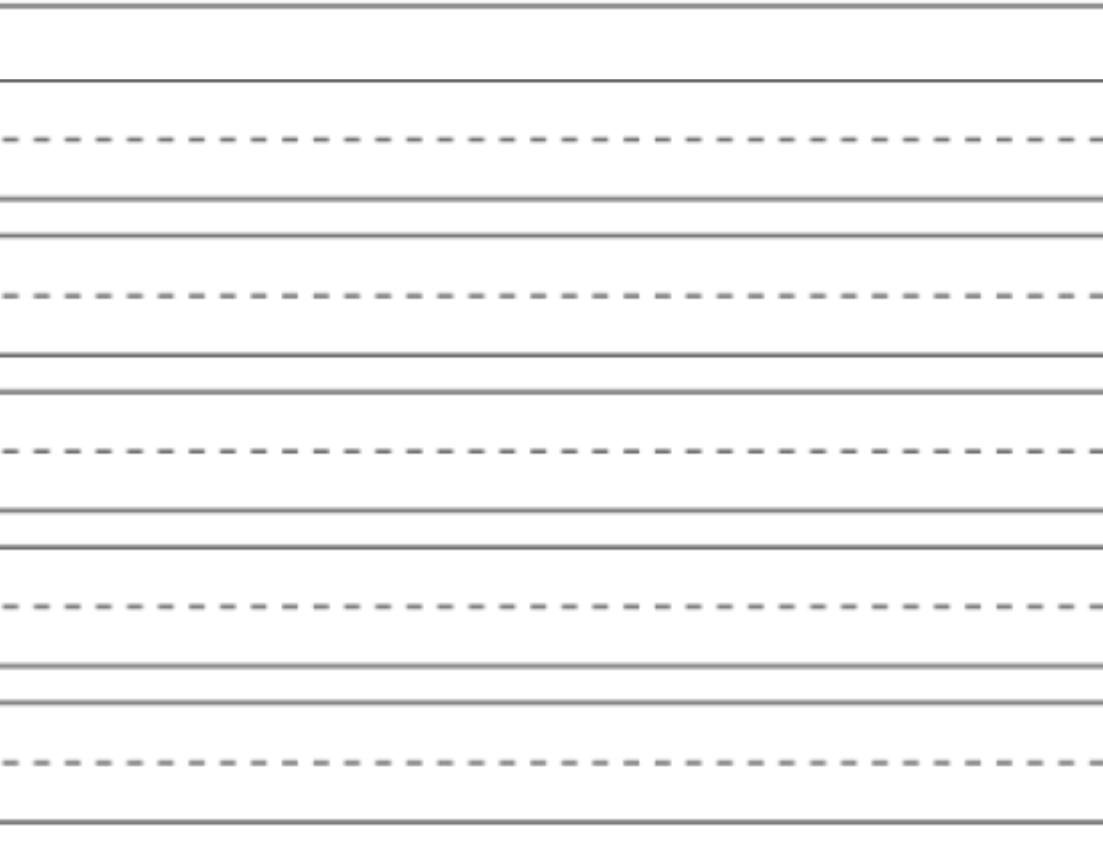
ROLL-A-STORY

Draw the character, setting, and problem rolled, then use your drawings to write a story connecting all three elements.

CHARACTER

SETTING

PROBLEM



Handwriting practice lines consisting of three horizontal lines per row. Each row features a solid top line, a dashed midline, and a solid bottom line, providing a guide for letter height and placement.



CAMPING THEME

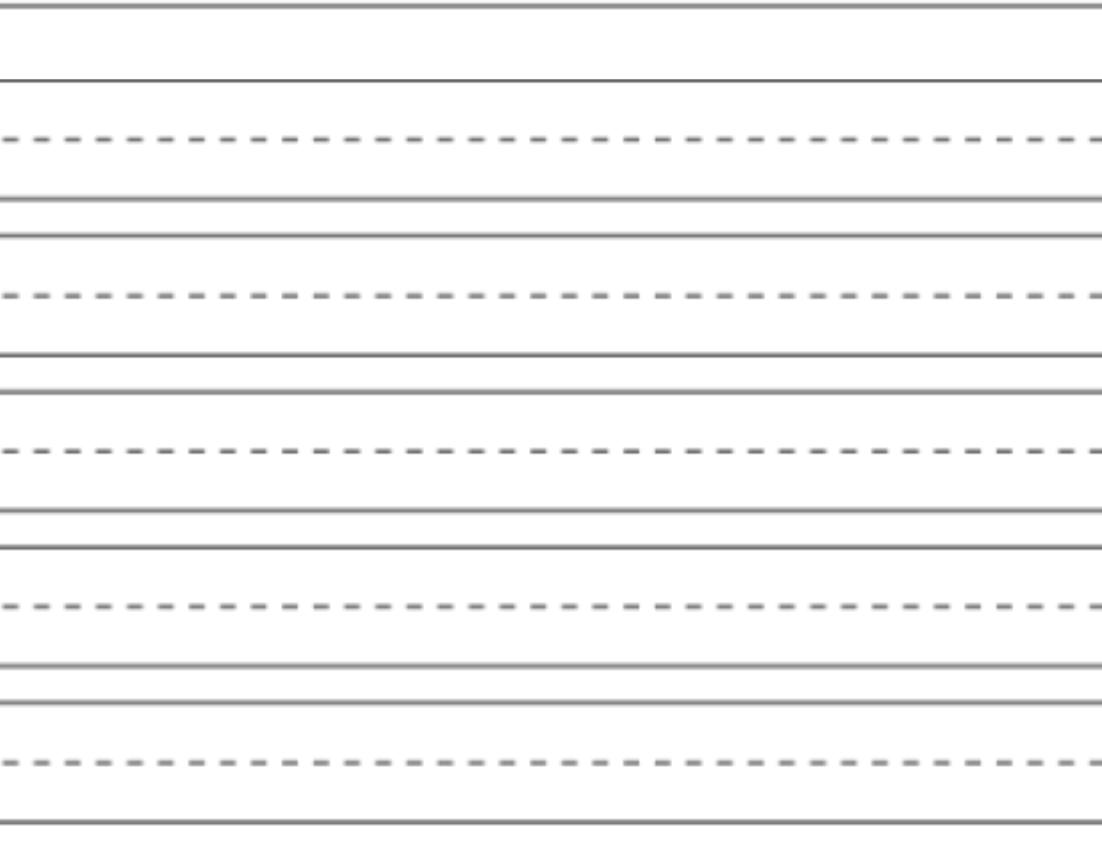
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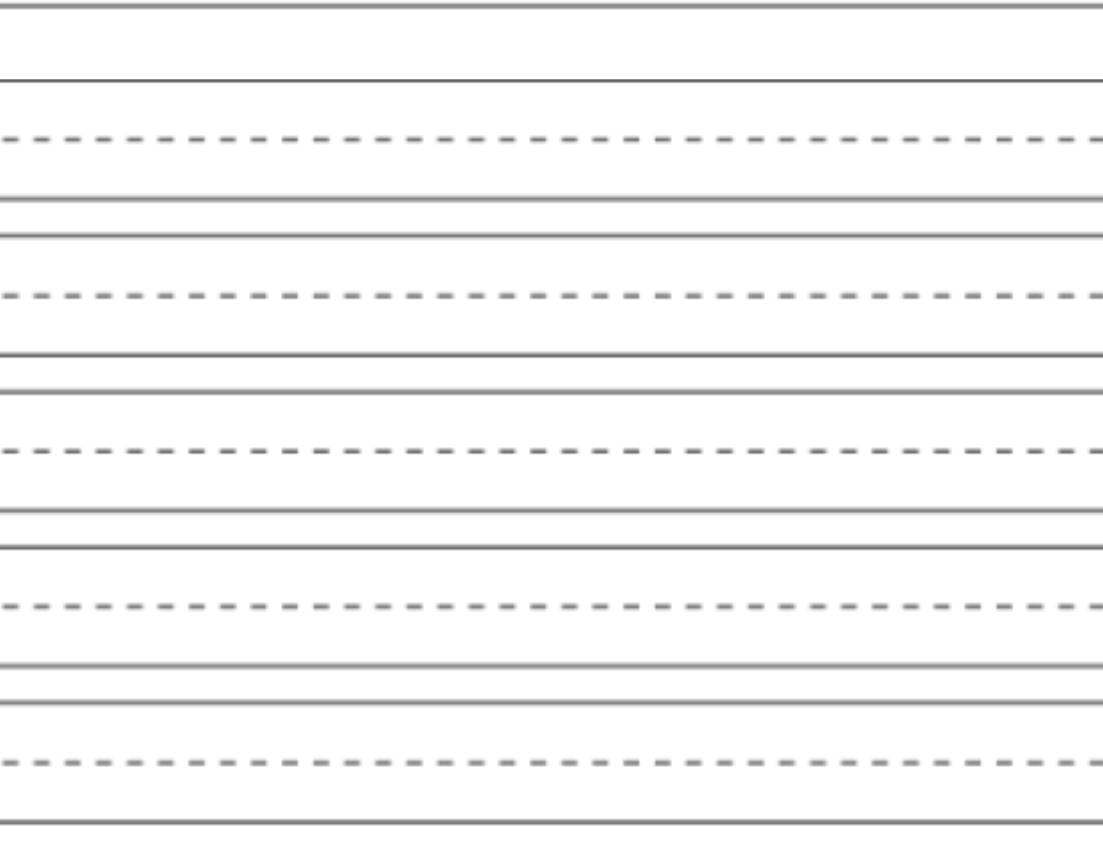
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Credits:

