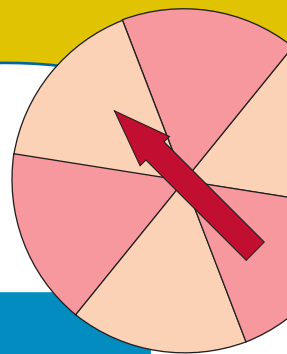
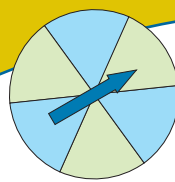


# Who, What, When, Where, Why Story Spinners

A non-competitive cooperative game that can also be played alone!



## Before You Play:

### You will need:

- Printer
  - Laminator (optional)
  - Scissors
  - Push pins
  - Spinners with arrows x 4 (included with this resource)
- Print the 5 pages of spinners with the arrows. Laminate for longevity (optional).
  - Cut out the arrows.
  - Push a pin through the hole marked at the middle of the arrow and then push that through the centre of the spinner.
  - Make sure not to push it through completely – ensure there is a small gap to allow the arrow to spin freely.

## How to Play:

Spin the spinners, and create a story starting with “Once upon a time...” using the images spun on the five spinners (Who, What, When, Where, Why). Then, follow your imagination!

A non-competitive game that can be played as a single-player game or cooperatively where each player adds a chapter to the story.



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