



Roll-and-Tell Stories

Roll two picture dice and turn the surprise pair into a story.

Helps Your Child Grow



Comprehension and Text Structure

Using random picture clues to invent what happens first, next, and at the end helps your child organize and tell a simple story.



Cognitive Self-Regulation (Executive Functioning)

Staying with the dice, planning an idea, and carrying it through to a complete story gives your child practice sustaining attention through a creative task.

Steps

- Make two picture dice. Add animals, people, or toys to one; add settings such as a rainy day or a forest to the other. Say, “Roll the dice and tell a story with the two pictures.”
- Before starting, look at every picture together. Let your child roll the setting die first and the character die second.
- After the roll, pause and give your child time to imagine the story.
- As they tell it, ask an occasional question that adds detail or moves the action forward: “What color is the cat?” or “What happened next?”
- If the story stops, roll both dice again and add the new pictures to what has already happened.
- When the story is complete, retell it from beginning to end and notice how it has a beginning, middle, and ending.

Tips

- A short story is enough if your child can make the idea clear.
- If they get stuck, point to a picture and connect it with experience: “What did we do the last time it rained?”
- If making dice is too involved, use picture cards, toy figures, or familiar household objects as story prompts.

Observations

- Tells a short story related to the two pictures rolled
- Continues the story after you offer a question or picture cue