

# Isadora Moon Story Dice

Cut out the shapes below and stick the tabs with glue to make your own Isadora Moon story dice. Roll the dice and use the pictures to help you tell a story. You can do this on your own, with a friend or family member, or even in a group. Suggestions for using the dice are on Page 4.

## Die 1—Isadora's

### Family



Cut Along the Edges

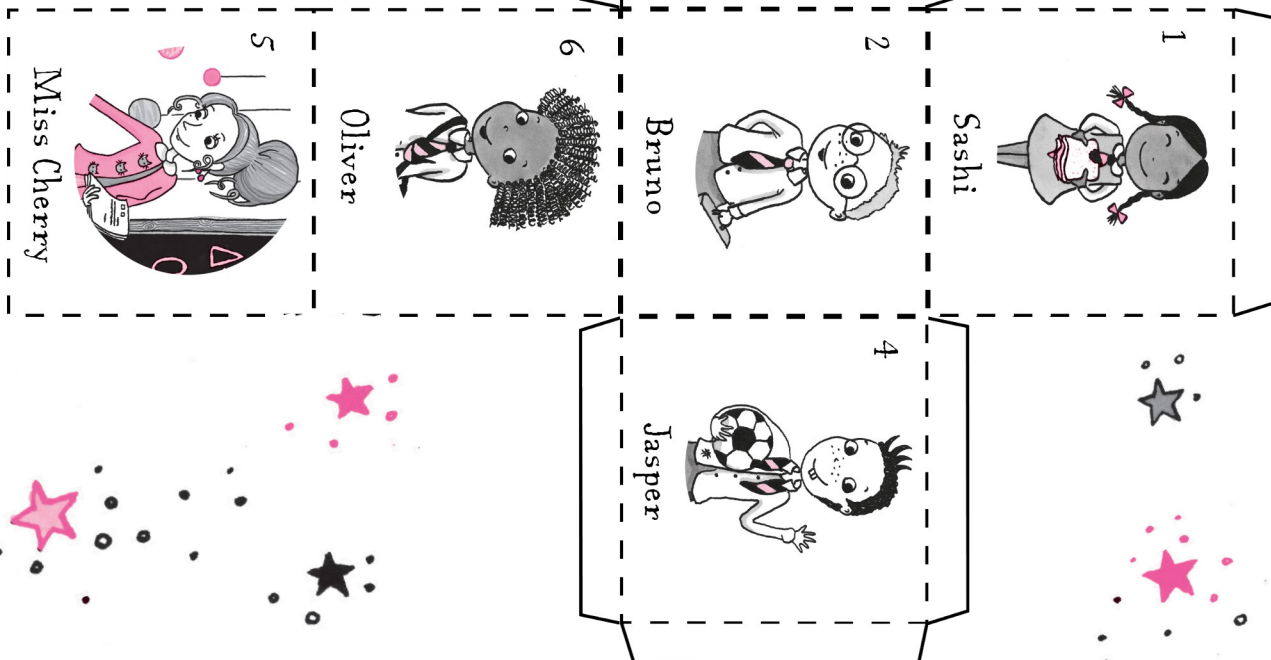
### Instructions:

1. Cut along the edges of the dice, being careful not to cut off the tabs on some of the edges.
2. Fold along the dotted lines to make a cube.
3. Glue the tabs to stick the dice together.

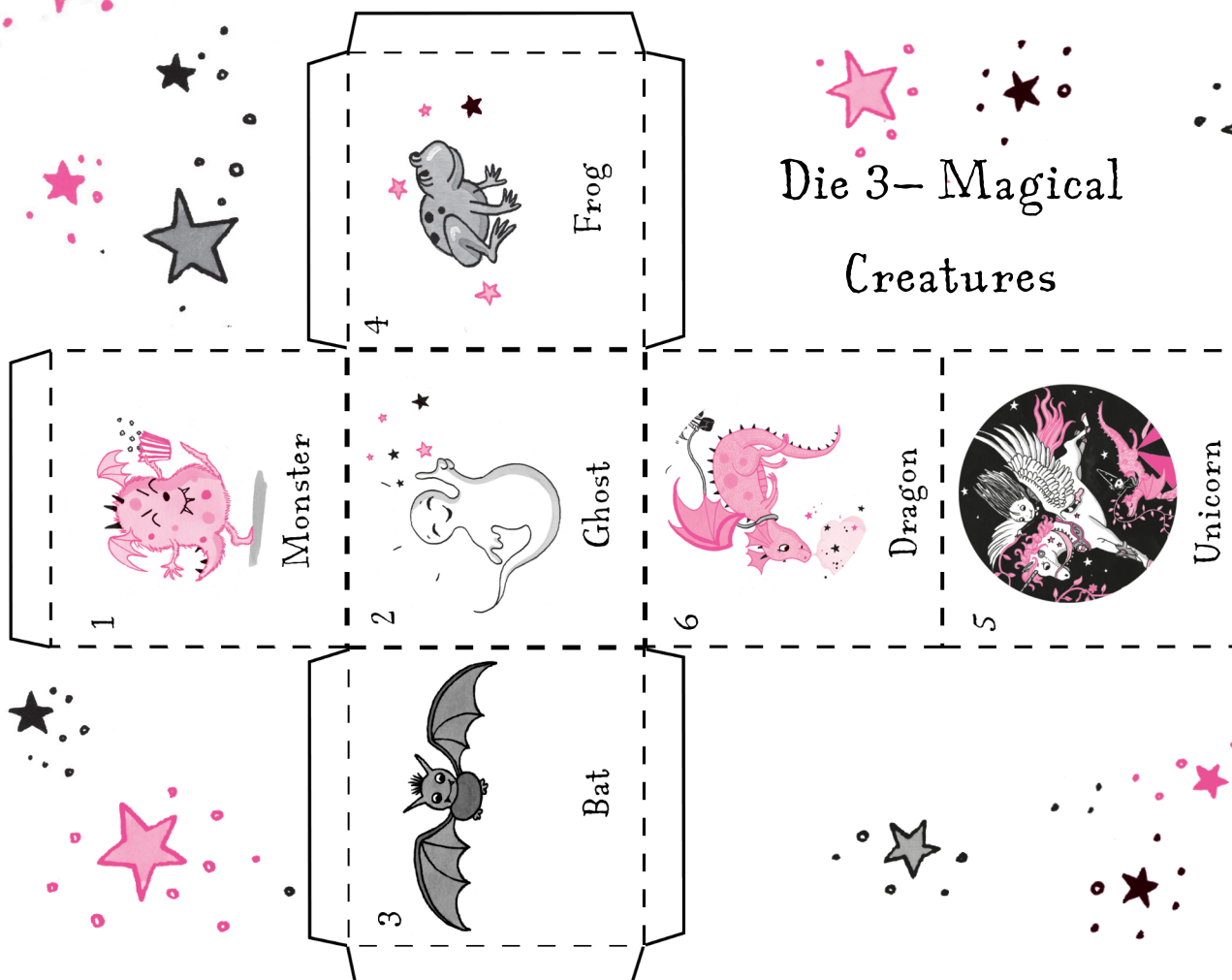
Each die has the number 1-6 on it, so you can also use it as a regular die.

TIP: You can stick the dice sheets onto card before you cut them out to make sturdier dice.

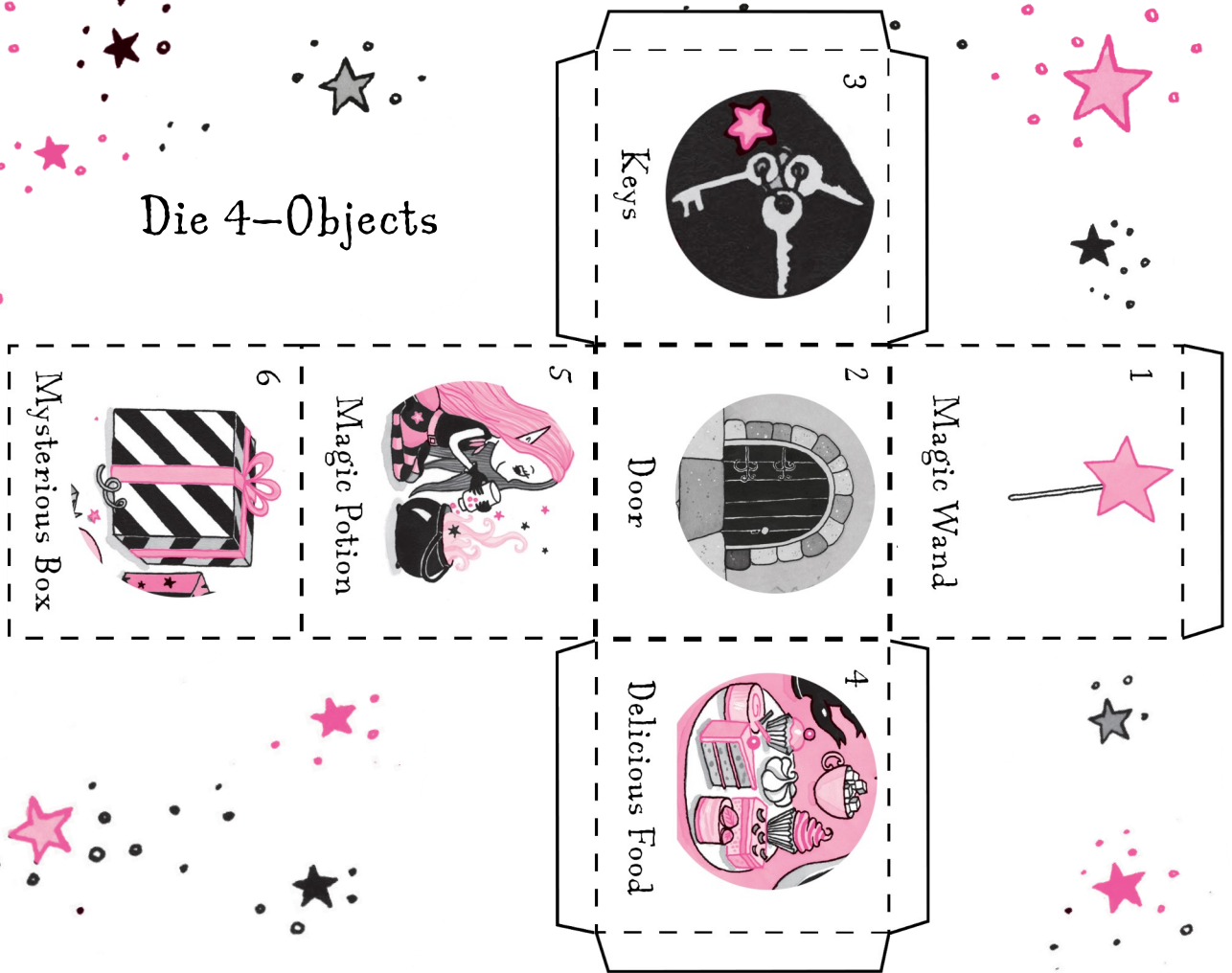
# Die 2-Isadora's Class



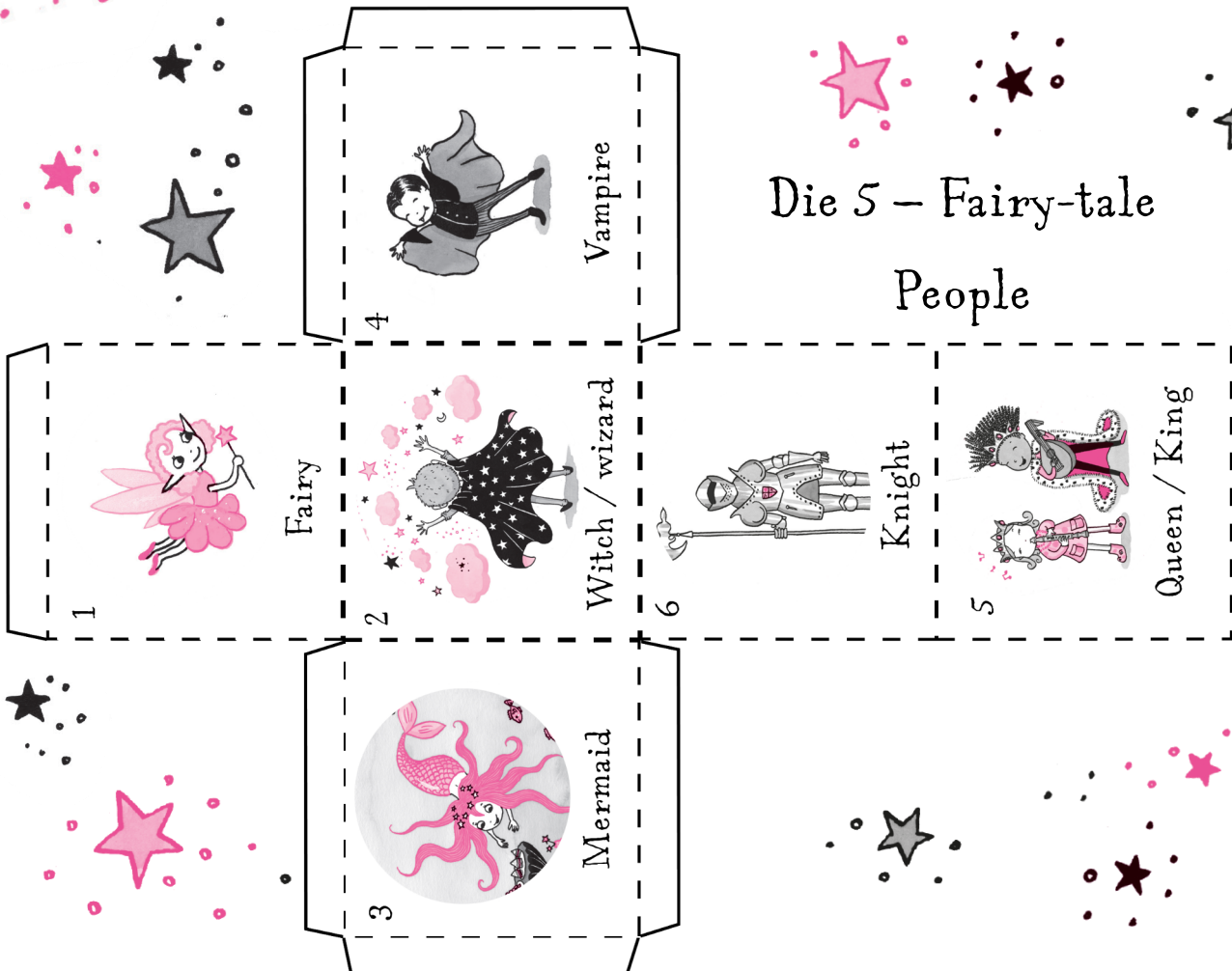
# Die 3- Magical Creatures



## Die 4-Objects



## Die 5 - Fairy-tale People



# How to Use the Isadora Moon Story Dice

There are a few different ways you can use these dice to tell a story.

1. **On your own or together with a partner:** roll all the dice at once and leave them all as they land. Try to create a story using every face-up picture. Once you have used every picture, work together to give your story a good ending.



2. **Cooperating with a partner or group:** The first person rolls a die of their choice and starts a story involving the picture they roll. After the first turn, take it in turns to each roll one die of your choice. You have to say a sentence which includes the picture you rolled and follows on from the last sentence in the story.

3. **Competing a bit with a partner or group:** The same as 2, except you don't choose or roll your own dice. Instead, the person to your right chooses and rolls the die and your sentence must include the picture they rolled.

4. **Competing a lot with a partner or group:** You'll need a pencil and paper, or tokens, to keep score for each player. This is the same as 2, but you can roll as many dice as you like on your turn. The catch is, for each die you roll, you have to include that picture in the next part of the story you add. You can speak for as long as you like during your turn, but once you start speaking, you can't pause for more than 2 seconds or repeat yourself. If you do, your turn ends and you get no points that turn. If you speak part of the story which includes all the pictures you rolled, you get that many points for the turn.

For ideas 2, 3, and 4 you might like to set a number of turns per player in advance, such as five or ten so you don't go on too

long. However, if you are enjoying the story, you can continue for as long as you like.

## In the Classroom

These story dice also work brilliantly in a school environment. Take them in to show your teacher, or check out the teacher's resource at [www.harrietmuncaster.co.uk/resources](http://www.harrietmuncaster.co.uk/resources).



# Tips for Using the Pictures

You can tell the stories any way you like, and give the characters whatever personality you want. However, if you would like some help, the suggestions in the following boxes could be useful.

## Die 1 – Isadora’s Family

1 – **Isadora Moon** – She is half vampire and half fairy. She can fly and is learning to do magic spells with her wand. She is kind, brave, and helpful.

2 – **Pink Rabbit** – Isadora’s favourite toy who was magicked to life by her mum. He can’t speak or eat food, but he loves to dance.

3 – **Cordelia Moon** – Isadora’s mum is a fairy. She loves nature, flowers, camping, and wild streams. She can cast magic spells with her wand, and knows more magic than Isadora.

4 – **Bartholomew Moon** – Isadora’s dad is a vampire. He sleeps during the day and only eats red food. He likes to dress smartly and keep his hair slick. He also likes flying and star-gazing.

5 – **Cousin Mirabelle** – Isadora’s cousin is a witch. She can make magic potions with her portable cauldron. She can be quite mischievous, which can get herself and others into trouble.

6 – **Cousin Wilbur** – Isadora’s other cousin (and Mirabelle’s brother) is a wizard. He likes to show off and look important, even though he sometimes makes mistakes.



## Die 2 – Isadora’s Class

1 – **Sashi** – Sashi likes peanut butter sandwiches, ice cream, candyfloss, and pretty much any food. Even though she gets nervous sometimes, she won’t let that stop her doing things, and she will never be told that she can’t do something just because she’s a girl!

2 – **Bruno** – Bruno is brave and adventurous, a natural-born leader. He is friendly to everyone and makes sure they feel welcome. He will always volunteer to do something first.

3 – **Zoe** – Zoe is one of Isadora’s best friends. Her dream is to become a famous actress, so she loves dressing up and acting glamorous. She is also generous and thinks of others.

4 – **Jasper** – Jasper is very sporty and energetic. He loves football and anything exciting. He is the fastest runner in his class. His hero is Robin Hood and he has a pet snake.

5 – **Miss Cherry** – Miss Cherry is the kind and caring teacher of Isadora’s class. She loves planning exciting school trips for her class, even though she can find it very stressful when anything unexpected happens.

6 – **Oliver** – Oliver likes boats and space, but doesn’t like hugs. Oliver likes wearing capes and dreams of becoming a superhero.



## Die 3 – Magical Creatures

1 – **Monster** – monsters can be furry or scaly or slimy, and could have teeth or horns or glowing eyes. Sometimes they're scary, but they're not always as bad as they appear...

2 – **Ghost** – ghosts often haunt old buildings, and can be scary or friendly. They usually float through the air and through walls, and can turn invisible.

3 – **Bat** – Isadora Moon has a cute pet bat called 'Buttons' who lives in her attic. Sometimes though, bats are seen in dark and scary places and can make people jump.

4 – **Frog** – Did you know that if you kiss a frog, it may turn into a prince or princess? Well, that probably won't happen, but it might in a fairy story.

5 – **Unicorn** – unicorns are very rare and very magical. Their horns are said to cure sickness and make poisoned water safe to drink. Sometimes they can fly as well!

6 – **Dragon** – The dragon Isadora Moon meets is more mischievous than dangerous, and breathes out glitter instead of fire. Other dragons can be ferocious and might guard treasure or even try to eat people!

## Die 4 – Objects

1 – **Magic Wand** – what spells could be cast with a magic wand?

2 – **Door** – is it locked? Does it creak? Is there something on the other side, trying to get out? Where does it lead?

3 – **Keys** – What do they open? Who has them? What do they look like?

4 – **Delicious food** – What is it like? Who is it for? Is there more to it than meets the eye? What will happen if you eat it?

5 – **Magic Potion** – What does it do? How much of it is there? Is it bubbling or frothing or hissing? Do you drink it or pour it?

6 – **Mysterious box** – What's inside? Is it a present or a trick? How does it open?



## Die 5 – Fairy-tale People

1 – **Fairy** – Fairies love nature, baking, the colour pink, and being creative.

2 – **Witch / wizard** – witches and wizards can do spells and tricks using magic potions and by speaking spells.

3 – **Mermaid** – mermaids live under the waves and can make magic to let humans breathe underwater.

4 – **Vampire** – vampires sleep during the day and love the colour black. They often have pet bats and they always like to look their best.

5 – **Queen / King** – Kings and Queens often appear in fairy stories, ruling their kingdoms by making laws and important decisions. They usually don't have magic powers, but people will often do as they say.

6 – **Knight** – Knights are the brave protectors of anyone who is in trouble. In fairy stories, knights often fight dragons and rescue people.