

# Storytelling, coherence and transition devices

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<i>Levels</i>	<i>intermediate and above</i>
<i>Aims</i>	<i>Improve learners' storytelling skills and raise their awareness of discourse-level strategies (e.g., transition devices, coherence)</i>
<i>Class Time</i>	<i>10+ minutes</i>
<i>Preparation Time</i>	<i>none</i>
<i>Game Name</i>	<i>Rory's Story Cubes Mix Bundle Dice [edition may vary]</i>
<i>Resources</i>	<i>To customize the stories or change the picture, see the resources page on how to create origami dice</i>
<i>Video Tutorial</i>	<a href="https://youtu.be/ujUxE-2udI0">https://youtu.be/ujUxE-2udI0</a>
<i>Cost</i>	<i>from free to \$\$</i>

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**Introductory blurb:** In this activity, players tell a story based on the images illustrated on the dice. The game encourages learners to brainstorm/create a story impromptu, use transition devices (e.g., first, second, eventually, etc) and present the story to their classmates. To play this game, learners are expected to use their creativity.

## **Procedure:**

1. A player rolls a set of nine four-sided Rory's Story Cubes that contain pictures on every side (54 images per set). There are three varieties of the cubes, including Actions, Voyages, and Once Upon a Time.
2. The player must use the images that come up from their roll as the foundation for a story and must include all nine images in their final story.

## **Caveats & Options:**

While it is possible that some teachers might find the stories that result to be "inauthentic," story cubes are an excellent way to encourage student creativity in writing and/or oral story telling. In addition, with careful teacher guidance these stories can also include critical grammatical components that are currently being focused on in almost any ESL/EFL classroom. As long as the logic, discourse, and language use are correct, learners are expected to benefit from this activity.

There are many different ways to use these cubes. Teachers can apply this game to reinforce skills learned in class. For example, the use of transition devices can be practice through (e.g., first, ... second; Eventually; however, etc.). Grammatical structures can be practiced too (e.g., Even though...; Having said that .....; What's more, ... etc.). Teachers can ask their students to write their stories in the past, present, or future tenses. They might also use the cubes to have their students make lists of adjectives, adverbs, nouns, verbs, etc. based on the images on the cubes, or use the cubes to create variations on existing stories—depending on the roll of the dice, etc.

This game is also available in app and computer formats

**References:** none