STORY SPARK

GAME SPECIFICS:

Tool type: Storytelling Card Game

Our inspiration: Speech

Format: Offline

Time needed: 20-40 min

SET-UP

Number of participants: 3-20

- A deck of image cards
- **Optional**: a sand timer per round, and a score tracker sheet.

Focus (SLD topic)

- Dyslexia
- Expressive language disorder
- Verbal creativity/Narrative skills

GAME OVERVIEW

Story Spark is an image-based storytelling game inspired by SPEECH. Players take turns drawing image cards and must incorporate them into an improvised story. The game rewards expressive language, creativity, and narrative thinking rather than reading or writing ability, making it highly inclusive for youth with Dyslexia, DLD, or other SLDs. Multiple play modes allow facilitators to adjust complexity and competition level.

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STORY SPARK

INSTRUCTIONS / STEPS

1. Shuffle the image card deck and place it face-down in the centre.

2. The first player draws a card and starts telling an improvised story using the image as their prompt (e.g. a castle, a dog, a storm).

3. After 30-60 seconds (use a timer), the next player draws a new card and must continue the same story, weaving in their image.

4. Play continues around the group. Each player earns points for creativity, humour, or connecting their image smoothly (voted by peers).

5. **Variant A – Solo mode:** one player builds a full story using 5 cards drawn one at a time.
Variant B – Challenge mode: players must include a secret word whispered to them before their turn.

6. After all cards are used or time is up, the group votes for the most creative story contribution.

Reflection session: After the game, invite the group to consider: “Did using images as prompts help you express your ideas? Would it have been harder with written words only?” Explain that for people with dyslexia or expressive language difficulties, being able to respond to visual acue can be the difference between participating with confidence and withdrowing from the activity all together.

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CHARACTERS - 10 CARDS

CHARACTER



THE STREET ARTIST

CHARACTER



THE LETTER HOLDER

CHARACTER



THE LOOKOUT

CHARACTER



THE SCIENTIST

CHARACTER



THE SMALL ADVENTURER

CHARACTER



THE CHEF

CHARACTER



THE LOST SAILOR

CHARACTER



THE DETECTIVE

CHARACTERS - 10 CARDS / 2ND VERSION

CHARACTER



THE STREET ARTIST

CHARACTER



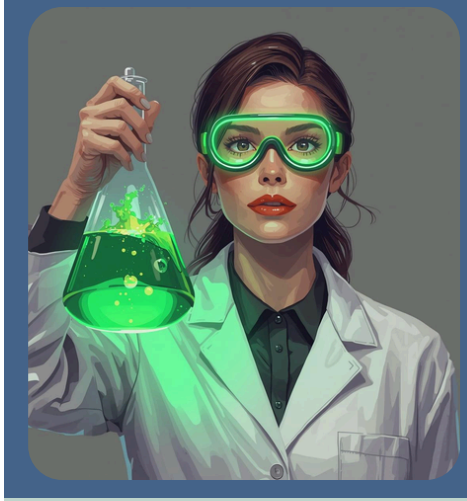
THE LETTER HOLDER

CHARACTER



THE LOOKOUT

CHARACTER



THE SCIENTIST

CHARACTER



THE SMALL ADVENTURER

CHARACTER



THE CHEF

CHARACTER



THE LOST SAILOR

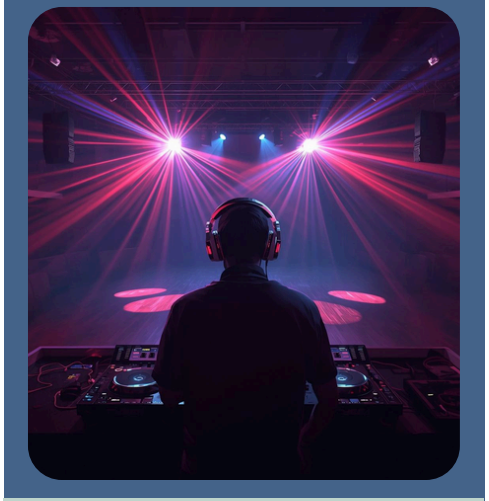
CHARACTER



THE DETECTIVE

CHARACTERS - 10 CARDS

CHARACTER



THE SILENT DJ

CHARACTER



THE READING ROBOT

PLACES - 10 CARDS

PLACE



THE ROOFTOP GARDEN

PLACE



THE ABANDONED FAIR

PLACE



THE METRO

PLACE



THE TREEHOUSE

PLACE



THE LIGHTHOUSE

PLACE



THE CLASSROOM

PLACE



THE TRAVELER MARKET

PLACE



THE LIBRARY

PLACES - 10 CARDS

PLACE



THE TINY ISLAND

PLACE



THE SECRET DOOR

OBJECTS - 10 CARDS

OBJECT



THE KEY

OBJECT



THE BROKEN COMPASS

OBJECT



THE FUTURE CAMERA

OBJECT



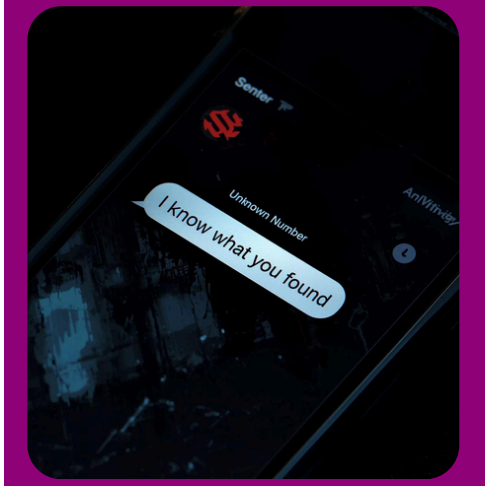
THE FIREFLY JAR

OBJECT



THE SUITCASE

OBJECT



THE UNKNOWN MESSAGE

OBJECT



THE HOURGLASS

OBJECT



THE BLANK BOOK

OBJECTS - 10 CARDS

OBJECT



THE MAP

OBJECT



THE MIRROR

EMOTIONS - 8 CARDS

EMOTION



FEAR

EMOTION



JOY

EMOTION



LONELINESS

EMOTION



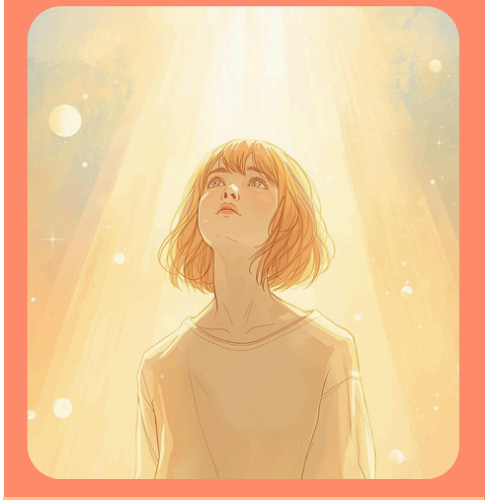
ANGER

EMOTION



SURPRISE

EMOTION



HOPE

EMOTION



GUILT

EMOTION



COURAGE

EVENTS - 5 CARDS

EVENT



THE DISAPPEARANCE

EVENT



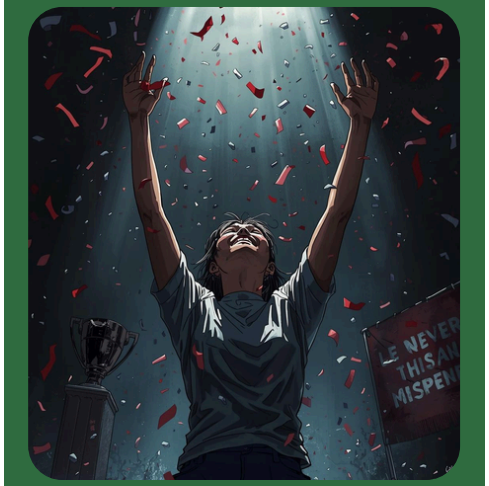
THE DISCOVERY

EVENT



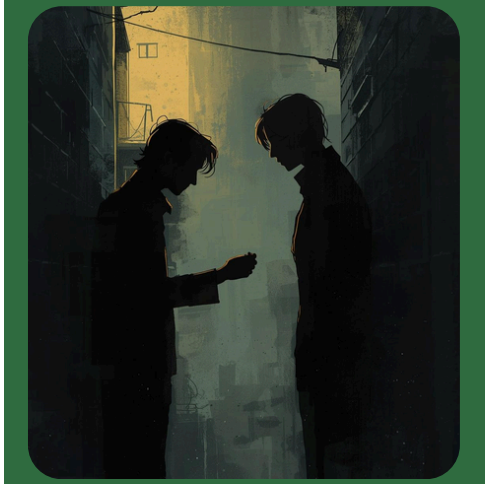
THE CHASE

EVENT



THE WRONG CELEBRATION

EVENT



THE SECRET MEETING

EVENT



THE DISAPPEARANCE

EVENT



THE WRONG CELEBRATION

WILD CARDS - 2 CARDS

WILD CARD



THE IMPOSSIBLE COMBINATION

WILD CARD



THE FREEZE FRAME

BACK CARDS V1

















BACK CARDS V2


STORY SPARK!


STORY SPARK!


STORY SPARK!


STORY SPARK!


STORY SPARK!


STORY SPARK!


STORY SPARK!


STORY SPARK!