



Ways to tell a story



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- 1 Read it 5 Pictures to hold
- 2 Drama 6 Dress up / make up
- 3 Videos 7 RAP
- 4 OHP Pictures

- 8 Time Sheets (1 day later, 1 hour later, 1 week later).
- 9 UP + DOWN (stand + sit).
- 10 Do the sound effects e.g. wind blowing.
- 11 Update a Bible story.

- 12 Faces
Draw enough circles to fit all the parts of the story. Then design a face in each circle to depict each part as you tell the story.

- 13 Hand-puppets (card)
Design a puppet for each character in the story. Then ask the child holding each puppet to raise their character when they are mentioned in the story.

- 14 Puppets
Always practice well before you perform and ensure you have a clear script to follow. You may want to reinforce the story elsewhere in your programme or just use the puppets to apply the teaching in your story.

- 15 Prompt words
Think of several key words/features in the story. These words/features then serve as a prompt to your whole audience saying or doing a response. Each response should be displayed on a piece of card which is held up when the relevant prompt word is said. The prompt word is shown on the reverse side of each piece of card as a prompt to its holder.

- 16 Key words (part of the story)
Think of three set phrases in the story eg: Master Master, Wake up wake up, Save us save us in the calming of the storm.
These phrases are displayed on the right, middle and left of your audience. Whenever you point to your right they will say "Master Master". Point to the middle for "Wake up Wake up" and to the left for "Save us Save us".

- 17 Parachute
 - (a) Raise the chute and step inside bringing the chute down your back and then sit with it under your bottom. This provides a great alternative setting for your story.
 - (b) Sit around the parachute and use it for effects e.g. waves.

- 18 **Yes / No**
Think of a story where these two words could feature heavily e.g. Ruth.
Have a piece of card or paper with YES on one side and NO on the other. As you tell the story you spin the card to relevant word which everyone calls out.
- 19 **Let's Get**
A piece of card has LETS GET DAVID and on the reverse LETS GET SAUL.
Divide your audience in two and prompt them to respond accordingly, whilst telling the story of King Saul chasing David.
- (Or) "LETS GET JESUS"
"LETS GET OUT OF HERE".
- (Or) "LETS GET THE CHRISTIANS"
"LETS GET PAUL"
- 20 **Dingbats**
This works better with the older children and can be used to illustrate all or just a small part of the story e.g. PEGOACE = GO IN PEACE
- 21 **A word broken down**
HEART, EAR, TEAR, RAT, EAT, HEAT,
HEAR, TEA, ATE, RATE,
This works better with an older age group or where those all holding the individual letters are competent spellers. The holders of the letters have to arrange the word as quickly as they can. Alternatively you could have two sides and award points for the first team ready with each word.
- 22 **A CLOCK.... (Workers in the vineyard)**
This Parable shows 6am, 7am, 9am, 12pm, 3pm, nearly 5pm and 6pm.
- 23 **MONEY....**
This can be used as a visual on its own or alongside other visual aids. You can use real money or make gold/silver coins from card.
- 24 **Wobbly Legs (OR 4 PIECES OF CARD)**
Take 4 pieces of card all shaped like a 12inch ruler. Join the ends with split pins to give one long flexible piece. This visual aid can now be used to illustrate : House, No1, Steps, Fish, letter I, Rope, Wobbly legs, No 4, Bed, Box, Straight legs.
- 25 **Jigsaw pieces on an O.H.P.**
Scatter a number of pieces of a jigsaw onto the screen. One piece can be separated out to represent a person who does not fit in e.g. Zacchaeus. You can then develop the story until the odd piece is eventually joined to another representing Jesus.

- 26 Ten Fingers (Ten Lepers)**
Hold up your hands and count to ten, using your fingers and thumbs, each time you refer to No 10 in the story. You will also refer to 1 and 9.
This idea will also work for the “Ten Bridesmaids” story.
- 27 Washing line / Time line**
This idea involves pegging a series of pictures or items onto a washing line. Each picture/item should illustrate a part of the story which follows on from the previous one. This could combine with No 8.
- 28 Paper places on the floor (use furniture)**
Write the names of several places in the story onto individual pieces of paper. Place these papers around the room and take your group on a journey around your room our hall. At each place read the Bible to discover what happened there. You could have an appropriate activity detailed on the reverse of the paper.
The journey can be made more interesting by using the furniture as landscape e.g. Carpet/rug = A river or chairs/benches = hills/mountains.
- 29 Story written as Text Message**
Place the story in parts around the room to give the impression that the message is coming from different people and places.
- 30 Hands/Sign language (Wallpaper Bible Books)**
- 31 Power-point**
a) Scan pictures onto your system
b) Create a jumbled word game from key phrases in the story. Have one slide per phrase.
c) Create a story where pictures tell the key phrases when they are deciphered e.g. A series of Capital LETTERS followed by a group of children = Capital Kids.
- 32 Tell the story from a different perspective e.g. a different character in the story**

THE DO'S AND DON'T'S OF STORYTELLING

1. Don't tell a) Adult jokes
b) A list of anecdotes
c) A sermon
2. Do know your group.
3. Do GRAB them ! ! !
4. Don't apologise.
5. Do face them . . . aim at the back.
6. Do get the message across.
7. Don't get sidetracked.
8. Do relax ! ! ! Take your time.
9. Do rehearse.
10. Don't tell the punchline before the end.
11. Do make pictures multi-cultural.
12. Don't put your bible on the floor.

DEVELOPING YOUR STORYTELLING SKILLS

1. Develop the art of Play
2. Develop Characters
3. Consider the Setting
4. Have a Problem
5. Use Repetition
6. Read the Bible passage

WAYS TO DISPLAY YOUR STORY

- 1 OHP
- 2 Wallpaper
- 3 Magnetic Metal-board
- 4 Velcro board
- 5 Flannelgraph
- 6 Cardboard
- 7 Washing line
- 8 PowerPoint