



# ALICE & FRIENDS

## MEET THE STORYTELLING GANG

Join Alice and friends to create comiczines and your own stories for National Storytelling Week!

### ALICE

#### THE BIG DREAMER

Alice is the ultimate adventurer, no passport needed, just imagination! A curious bunny with a magical strawberry birthmark, she's kind, brave and always there for her friends. When Alice falls asleep, she travels to wonderful dream worlds, inspiring children to imagine, dream big and create their own stories.



### LUCKY

#### THE ROCK-STAR

LUCKY has the fluffiest mane and the biggest heart. He is never far from his red electric guitar. When things get tricky, he turns up the volume and lets the power of rock give him courage. Music fuels Lucky's confidence, helping him to face his fears!





## JOY

### THE ARTIST

JOY is the sassy and wildly imaginative artist of Dreamville. With her magical paintbrush always in paw, she brings colour, creativity and sparkle wherever she goes. Her cheerful spirit and big imagination spread happiness all around, encouraging children to draw, paint and create their own wonderful worlds.



## FRANKIE

### THE NUMBERS WHIZZ

FRANKIE loves numbers and solving fun, tricky puzzles. He shows children just how exciting maths can be, turning counting, adding and problem-solving into playful adventures.

## BAZZA

### THE BUILDER BEAR

BAZZA Bear loves building amazing things from raincloud machines to rainbow bridges. With his big paws and even bigger heart, he's always ready to help and shows children how fun creating and inventing can be.



## SUNNY

### THE STYLISH SCIENTIST

SUNNY loves experimenting and discovering how things work — showing us that science is fun and full of surprises! When she's out of the lab, she's a confident fashionista, always in the latest stylish gear and ready to help her friends with a smile.





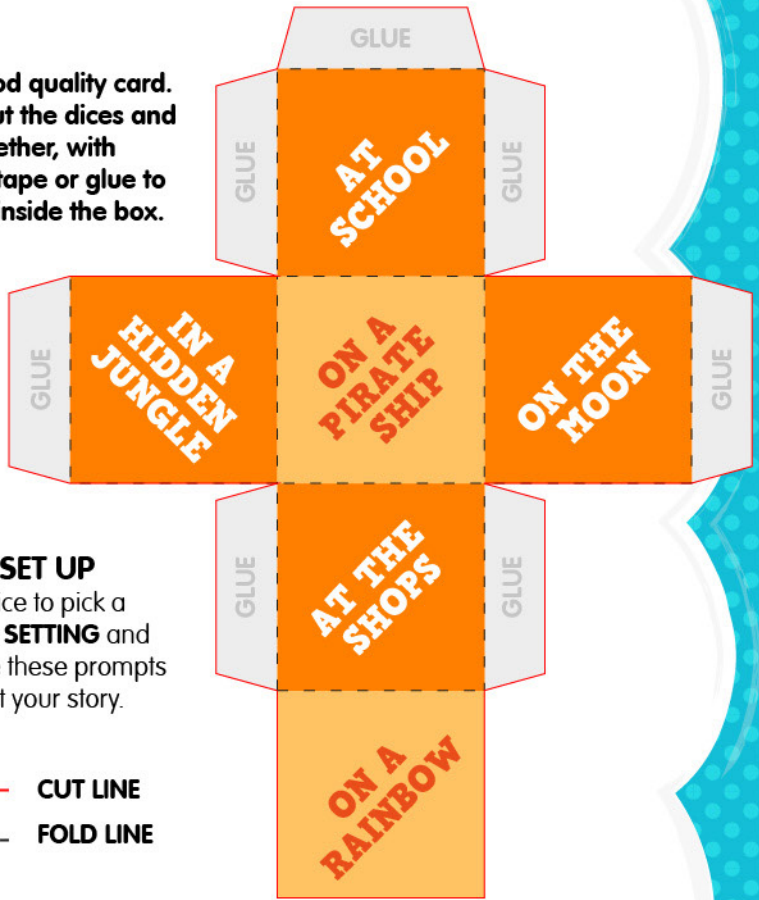
# ROLL A STORY

DICE 1: CHARACTER DICE



Print off on good quality card.  
Carefully cut out the dices and  
fold it together, with  
double-sided tape or glue to  
stick the tabs inside the box.

DICE 2: SETTING DICE

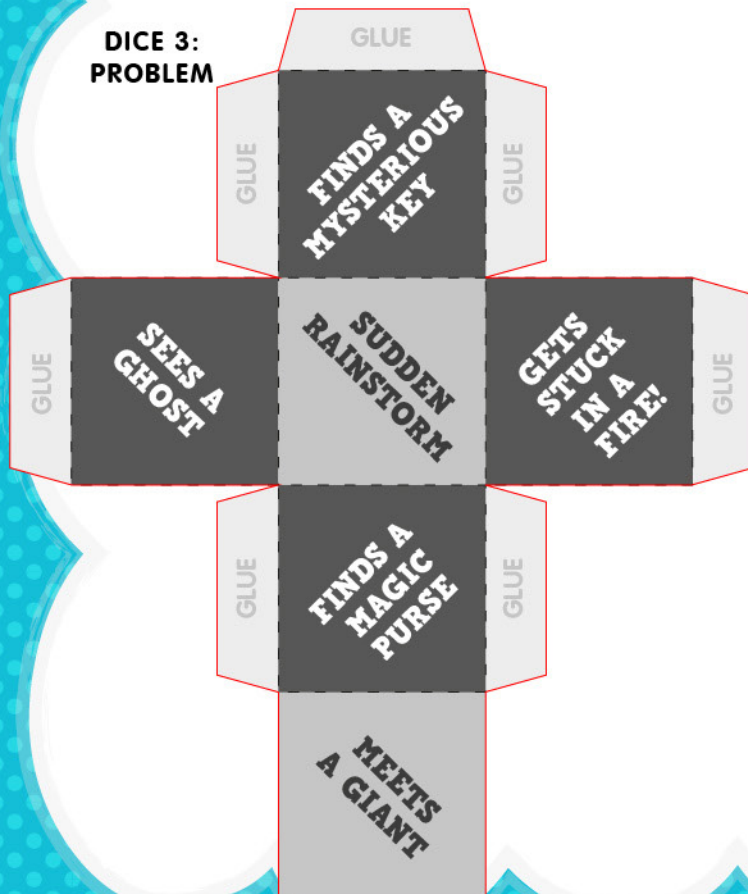


## GAME SET UP

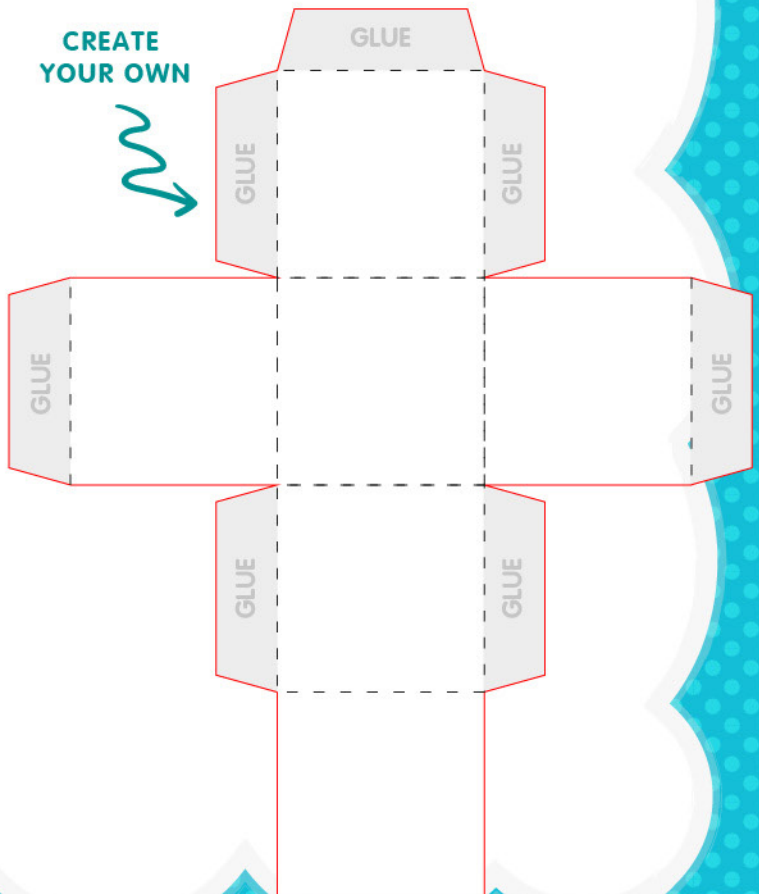
Roll each dice to pick a  
**CHARACTER, SETTING** and  
**PROBLEM**. Use these prompts  
to help start your story.

— CUT LINE  
- - - FOLD LINE

DICE 3:  
PROBLEM



CREATE  
YOUR OWN



Lined writing area for stories.

Print off this page as many times as you like to help you write your stories

