

ROLL A SILLY STORY

Grab a dice and go on a magically odd adventure!
Roll to get your character, setting, and thing.

Circle your results
for each roll



1ST ROLL

CHARACTER



Hazel



Wanda



Cosmo



Jasmine



Winn

you choose

2ND ROLL

SETTING

the parade

the cafeteria

Fairy World

the museum

the
playground

you choose

3RD ROLL

THING

dinosaur

pudding

rock

dirt bike

emu

you choose

Read through the story and roll for each missing
adjective, **noun**, or **verb**.

Keep rolling!



ADJECTIVE

fearless

stinky

fairly odd

hairy

sparkly

you choose

NOUN

pizza

trampoline

skateboard

pillow

squirrel

you choose

VERB

wish

snoop

bounce

meditate

dance

you choose

The Case of the Missing Magical

THING



On a fairly regular day,

CHARACTER

was

VERB (+ING)

around

SETTING

when they noticed the magical

THING

was gone!

With suspects crawling through

SETTING

like

NOUN (PLURAL)

, Detective

CHARACTER

was sure to crack the case. Suddenly, there was a

ADJECTIVE

thump in the distance. And as you know, all thumps are clues. As Detective

CHARACTER

carefully

VERB (PAST TENSE)

toward the noise, the

ADJECTIVE

suspect

VERB (PAST TENSE)

by carrying the

THING

CHARACTER

VERB (PAST TENSE)

, hot on the suspect's trail. Quickly,

CHARACTER

used magic

to turn the suspect into a

NOUN

, stopping them in their tracks.

CHARACTER

triumphantly held up their

THING

and celebrated with a

ADJECTIVE

cheer.

CASE SOLVED!



Scan this code to
print and make
your own dice

