Name: _





PREPARATION:

Print out pages 3–6 and follow the instructions to build the Story Cubes. Set aside the blank template (page 6) to use as an extension for more advanced storytelling.

OVERVIEW:

This storytelling activity is designed to be used with the Story Cubes. It can be done as a small group, in pairs or individually. You may also tell a story sequentially as a group, with each participant adding a sentence orally while sitting in a circle. Choose your method and follow the steps below.

MATERIALS:

- Computer printer
- Construction paper (optional)
- Scissors
- Colored pencils
- Glue stick

STORYTELLING INSTRUCTIONS:

- 1. Read the Talking Points aloud to introduce the main characters (animals) in this activity.
- 2. Roll the 3 cubes. Which pictures land face-up? You'll have one animal, one object, and one mode of transportation. These will form the main components of your story.
- **3.** Now choose a setting: river, stream, pond, lake, ocean, beach or wetland. Where does the animal in your story live?
- 4. Add another character if you like, e.g. a Superhero, Mad Scientist, Plumber, Sewer Engineer, Scuba Diver or Wildlife Rescue Worker.
- **5.** Plan a beginning, middle and end. Think of an action and a consequence. Read the sample stories below to get a clearer understanding of the exercise.
- **6.** Start with the easiest beginning of all: "Once upon a time..." After each sentence or cluster of sentences, say "And then..." as a transitional phrase before describing what happened next.
- 7. At the end: Did they live happily ever after? How could you change the events in the story to turn things around and make a happy ending? Discuss this as a group.



Look for the **DO NOT FLUSH** symbol and never flush disposable wipes or trash down the toilet.



DO NOT POUR Fat, Oils and Grease down the drain.

Story Cubes



TALKING POINTS:

- The Story Cubes features six different animals that all have something in common: They are all harmed by water pollution. They may live in different habitats—like oceans, rivers, lakes, ponds or wetlands—but they all need clean water to survive.
- Where does this pollution come from? Sewers, storm drains, plastic litter and other sources. How can you help? Here's a clue. [Hold up the Do Not Flush symbol.] Think before you flush!
- Every day people flush things down the toilet that can pollute the water. Trash (like plastic wrappers, cotton swabs and dental floss) and disposable wipes (like baby wipes and cleaning wipes) can clog toilets and sewer pipes. Plastics in these products can end up in our waterways.
- Never throw trash in the toilet. Always look on disposable wipes packages for the "Do Not Flush" symbol. If you see that symbol, always throw the item in the trash, not the toilet.
- Do your part to stop water pollution and protect important habitats. These animals will thank you!

CUBE #1:

- Crab
- Turtle
- Otter
- Whale
- Fish
- Frog

CUBE #2:

OBJECTS

- Candy wrapper
- Plastic bag
- Paper towels
- Superhero toy
- Non-flushable wipes
- Cell phone

CUBE #3: TRANSPORTATION

- Seaplane
- Motorboat
- Kayak
- Pirate ship
- Submarine
- Sailboat

CUBE #4:

Draw 6 things in one category (your choice!)



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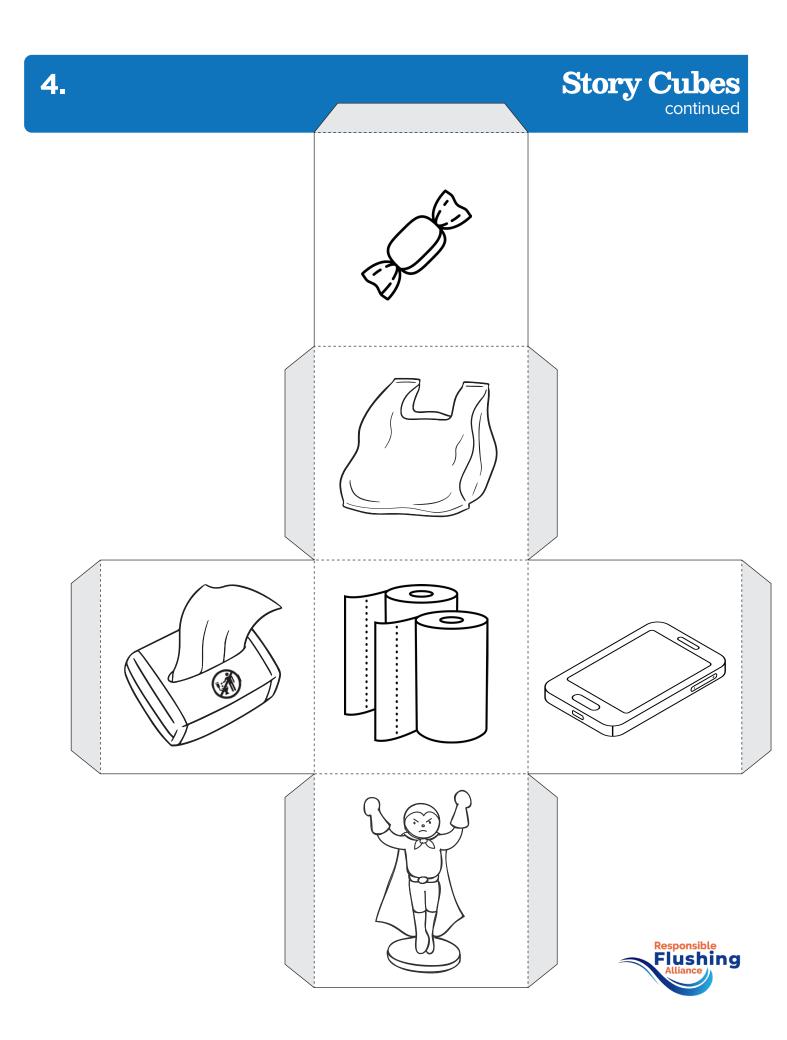


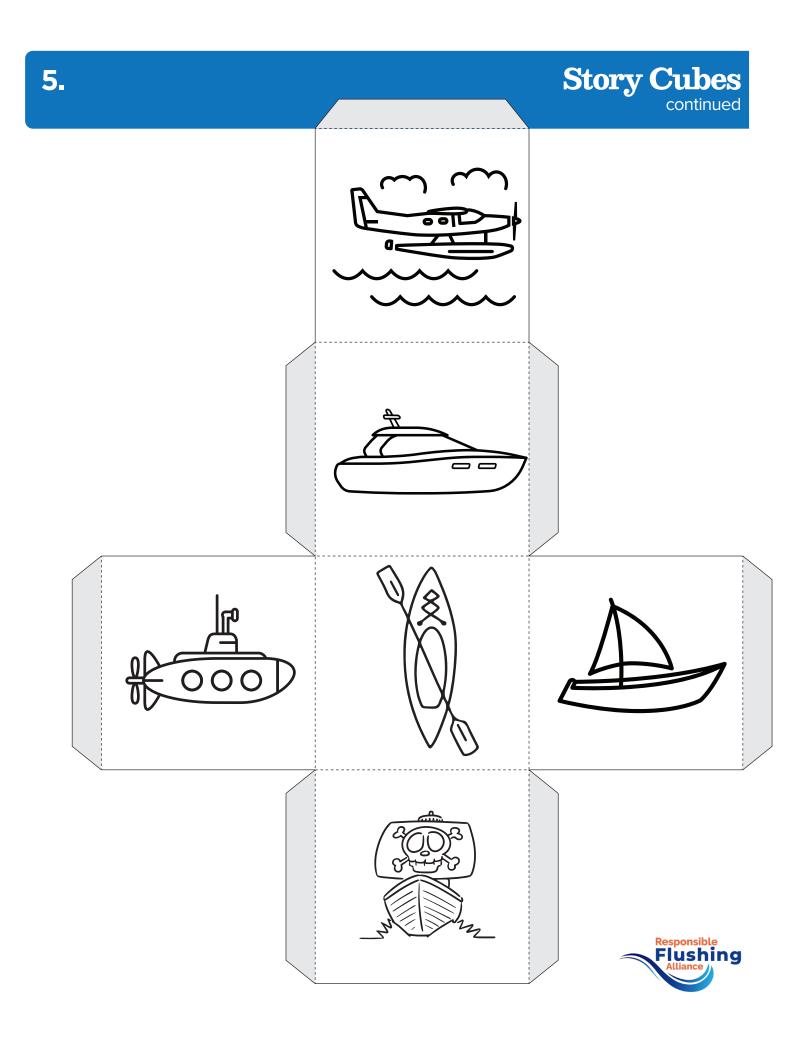
DO NOT POUR Fat, Oils and Grease down the drain.

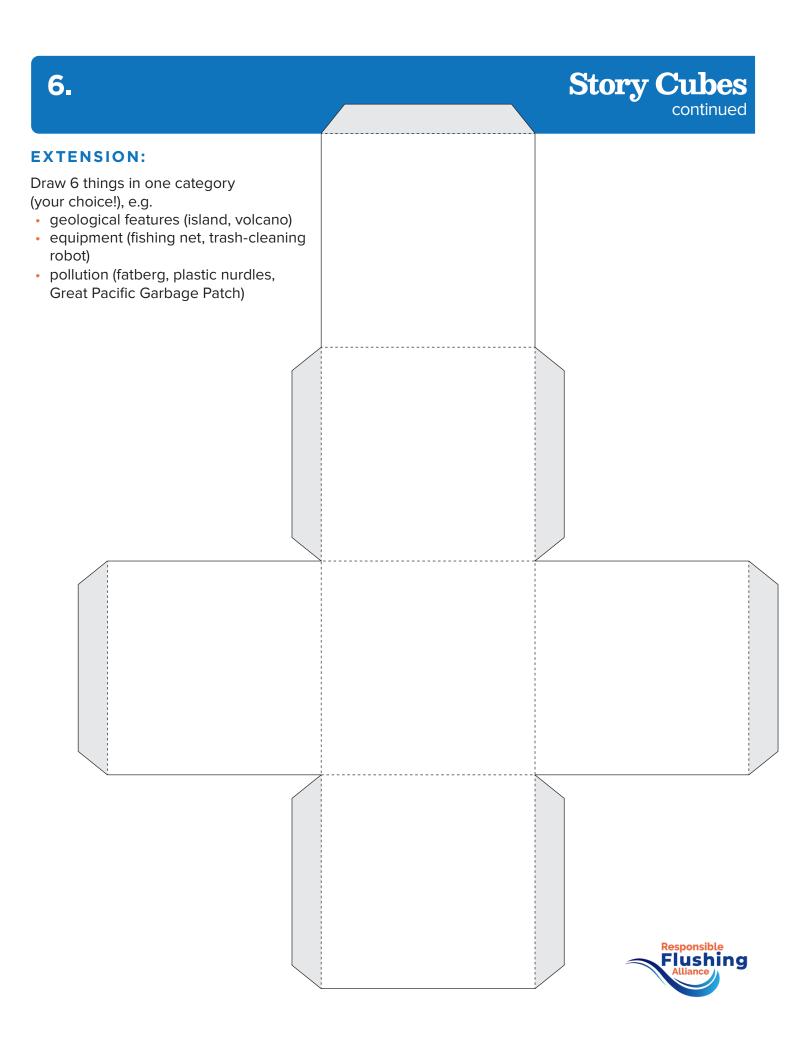


3.

BUILDING INSTRUCTIONS: 1. Color the pictures on the cube templates (optional). 2. Cut out the templates along the solid lines. **3.** Fold the edges along the dotted lines. 4. Use a glue stick to seal the shaded tabs. 5. Note: to make the cubes stronger for extended play, affix each template to a piece of construction paper or card stock before cutting them out. Responsible Flushing







Storytelling Ideas

SAMPLE STORY #1:

- Once upon a time, there was a girl who flushed a [candy wrapper] down the toilet. She thought it would go away forever.
- The candy wrapper was swept through the pipes but then got stuck in a big [fatberg] in the sewer. Over time the fatberg grew so huge that a [sewer worker] had to use a machine to blast it out. The candy wrapper broke free and was washed down to a pond, where it was gobbled up by a [turtle]. The turtle had eaten so much litter and non-flushable trash that it got a terrible stomachache. It crawled up to a rock to rest in the sun, but never moved again.
- A family paddling by in a [kayak] spotted the turtle. They wanted to help the turtle, but it was already dead. So they spent the next hour cleaning up litter from the side of the pond instead. And when they went home, they hung the Do Not Flush sign on their bathroom wall.

SAMPLE STORY #2:

- Once upon a time, a boy accidentally dropped his [cell phone] in the toilet. He went to confess to his parent, but in the meantime his little sister went to the bathroom and flushed. Oh no!
- The phone got stuck in the pipes and clogged the toilet. Then it caused the basement to flood with smelly wastewater. Oh no again!! A [plumber] came to fix the clogged pipes, which cost a lot of money. It also cost them the expensive phone, which went sailing down the pipes into the sewer. The sewer was dumped into a river that led to the ocean, and the cell phone was swept away in the current.
- A hungry [whale] saw the shiny silver cell phone and thought it was a fish! It opened its huge mouth and swallowed it in one bite.
- Luckily, a mad scientist in a [submarine] saw what happened. He released a plume of black-pepper spray, which made the whale sneeze with such force that it threw up the phone.



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Story Cubes