

Classroom Activity

Roll a New Year's Story

Instructions

Write a silly New Year's story. Roll a die three times to determine the character, setting, and problem.

	Roll 1: Character	Roll 2: Setting	Roll 3: Problem
	A sad Baby New Year	A crowded Times Square	All clocks stop at one minute to midnight.
	A lost dog	A noisy house party	The New Year's Eve ball won't drop.
	A silly partygoer	An apartment rooftop	All the noisemakers are broken.
	A lousy singer	On a riverboat ride	The fireworks reveal a strange message.
	A forgetful waiter	At a fancy restaurant	The confetti never stops falling.
	An angry chauffeur	On a city street	Time starts moving backward at 11:59.

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