

Tales Toolkit

Parent Workshop

What is Tales Toolkit?

- Tales Toolkit provides interactive, child-led resources that use easy to remember symbols for character, setting, problem, solution to represent story structure.



Character



Setting



Problem



Solution

- Weekly session in school
- Use resources with the same symbols on
- Children use them to create their own stories and build up to writing their own stories

How Can You Help At Home?

- Create and write your own stories at home using the symbols
- Draw or write the story or even have a go at filming your child telling the story or acting it out
- There are no wrong answers in Tales Toolkit. Anything can happen!



Character



Setting



Problem



Solution



Character



Setting



Problem



Solution



The character is a chick called Daisy Duck Jake
 The setting is the ocean. The problem is the cow.
 it follows Daisy Duck Jake.
 The pig is the solution. It carries the cow on its
 back away from Daisy Duck Jake.

Top Tips: Create a Safe Space

- Anything your child says is ok, they might use silly words, random ideas and want to explore violence (for example using phrases like 'hit him,' 'throw her in the bin,' etc.) this is ok. Children explore the things they see, hear and experience around them and story gives you a safe space to discuss these. Please chat with us or your child's teacher if you want some more advice on this.
- There are no right or wrong answers. When retelling stories your child will remember the bits that were important to them. When your child first starts to tell you stories their stories will be simpler, this is ok and it's wonderful to see the stories and retelling become more detailed in time.
- Turn off background noise, find a cosy space, get down to the same level as your child and put aside some time to create stories so your child has your full attention.

Top Tips: Let Your Child Lead

- Include things in your stories that your child is interested in. For example, favourite toys, cartoon characters, pictures of family, you're the best person to know what they like.
- Count to ten before you jump in to help! (it can feel like a long time!) Sometimes, children need a bit longer to work out what they want to say next, especially if they're creating stories independently, so be patient and be sure to encourage their own ideas!
- Funny voices, silly actions, songs and dances are all ways to have a laugh with your child, whilst creating a great story too! Anything goes, and this will help you rediscover your own creative side.

Here are just a few ideas of the kind of things you can say when chatting through a story with props. Try not to ask too many questions. You don't need to say all of these, choose your favourites.



Character

I wonder who's in the character bag today?

Who's this? I would like to know his name.

Can you think of a name for him?

He hasn't got a name, maybe we could help him.

I wonder what he likes doing?



Setting

Let's look in the setting bag to see where he's going.

I wonder where this can be?

Have you been anywhere that looks like this?

What can you hear/see/smell/do/touch?

What does the character do in this setting?

It's very shiny and blue, I'm trying to think of where I know that is blue and shiny.

This material is green, I'm trying to think of a place where I've seen green before.

Our character is very excited to be at the beach, I wonder what he's going to do here.

I'd like to know what (Bob) is going to do at the beach



Problem

Our character _____ was having lots of fun when 'Oh no, a problem!'

I wonder who/what this is....?

Why is it a problem for our character (Bob)?

I'm trying to think why _____ might be a problem.

How can we help?

At this point encourage the children to suggest ideas and try them out with the props. For whatever reason, their solutions don't work.

Oh no! That was a great idea. But it didn't work! What else could we try?



Solution

Let's look in the solution bag to see if there's anything that can help?

What/who is this?

I wonder how this might help our character to solve the problem.