

Cooperative Storytelling Cards for Adults

Host rules / Keep this page

2-8 adults / One card or a short shared round / 24 original prompts

Build a fictional story together using 24 cards: eight openings, eight developments, and eight endings. The story button draws one from each group in order. You can also choose cards manually or print the complete set. No personal story or performance is required.

1. Use Draw a three-card story to choose an opening, a development, and an ending. Read the opening and invite anyone who wants to add a sentence.
2. Move to the next card when the group is ready. Adapt any suggestion that does not fit your story; listening, passing, and leaving an idea unfinished are fine.
3. Use the ending card to find a stopping point, or stop sooner. Do not record, publish, or imitate a real person without a separate agreement.

Always room for a pass

Answer, invent an example, listen, think quietly, or pass without explaining. Keep participation voluntary; do not score, record, or evaluate replies.

Use general or invented examples. Keep private information out of the activity. No account, shared online room, or response upload is part of this page.

Printing & privacy

Use Letter paper. Print single-sided at 100% / Actual size, one PDF page per sheet. Test a page first. Cut only card sheets; keep notes and worksheets whole. Do not collect answers.

Original AI-assisted draft questions. Human English review, group playtesting, physical print quality, and duplex alignment are not yet verified. Planned durations are not measured outcomes.

Print check: measure these bars after printing at 100% / Actual size.



Cooperative Storytelling Cards for Adults

Facilitator notes / Keep this page

A small host plan.

A shared invitation

One card, optional replies

1. Use Draw a three-card story to choose an opening, a development, and an ending. Read the opening and invite anyone who wants to add a sentence.
2. Move to the next card when the group is ready. Adapt any suggestion that does not fit your story; listening, passing, and leaving an idea unfinished are fine.

A small story circle

Adapt or stop at the agreed point

1. Read one stage at a time. Invite volunteers instead of assigning a speaking order; one person may add a sentence while others listen.
2. Use the ending card to find a stopping point, or stop sooner. Do not record, publish, or imitate a real person without a separate agreement.

Host checklist

- Explain how the activity ends before it starts.
- Keep listening, passing, and quiet thinking available.
- Do not collect, rank, photograph, or publish answers.

Cooperative Storytelling Cards for Adults

Card sheet / Cut along the thin outlines

F35-001 / REV 1 Open a story Begin with someone finding a ticket to a place they have never heard of. Answer, listen, or pass. No explanation needed.	F35-002 / REV 1 Open a story Begin in a shop that opens only when a particular bell rings. Answer, listen, or pass. No explanation needed.
F35-003 / REV 1 Open a story Begin with an ordinary parcel that makes a faint sound of rain. Answer, listen, or pass. No explanation needed.	F35-004 / REV 1 Open a story Begin on a morning when every sign in a small square points toward the same bench. Answer, listen, or pass. No explanation needed.
F35-005 / REV 1 Open a story Begin with someone borrowing an object whose purpose is not explained. Answer, listen, or pass. No explanation needed.	F35-006 / REV 1 Open a story Begin with a visitor arriving a day earlier than the invitation expected. Answer, listen, or pass. No explanation needed.
F35-007 / REV 1 Open a story Begin beside a door that has appeared in a familiar wall overnight. Answer, listen, or pass. No explanation needed.	F35-008 / REV 1 Open a story Begin with a note asking for help with a very small, very unusual task. Answer, listen, or pass. No explanation needed.

Cooperative Storytelling Cards for Adults

Card sheet / Cut along the thin outlines

F35-009 / REV 1 Add a turn Add a helpful detail that was easy to overlook at first. Answer, listen, or pass. No explanation needed.	F35-010 / REV 1 Add a turn Let a simple misunderstanding change the next step. Answer, listen, or pass. No explanation needed.
F35-011 / REV 1 Add a turn Introduce an ordinary object that turns out to have another use. Answer, listen, or pass. No explanation needed.	F35-012 / REV 1 Add a turn Offer two possible paths, then let the group choose one without voting on people. Answer, listen, or pass. No explanation needed.
F35-013 / REV 1 Add a turn Let someone notice a pattern in what has happened so far. Answer, listen, or pass. No explanation needed.	F35-014 / REV 1 Add a turn Add a small delay that leads to an unexpected discovery. Answer, listen, or pass. No explanation needed.
F35-015 / REV 1 Add a turn Let an earlier detail return with a different meaning. Answer, listen, or pass. No explanation needed.	F35-016 / REV 1 Add a turn Give someone a chance to solve a problem by asking a plain question. Answer, listen, or pass. No explanation needed.

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Card sheet / Cut along the thin outlines

F35-017 / REV 1 Find an ending End with a familiar object finding a new home. Answer, listen, or pass. No explanation needed.	F35-018 / REV 1 Find an ending End by answering one question and leaving a gentle mystery open. Answer, listen, or pass. No explanation needed.
F35-019 / REV 1 Find an ending End with someone writing a very short thank-you note. Answer, listen, or pass. No explanation needed.	F35-020 / REV 1 Find an ending End by returning to the opening place with one small thing changed. Answer, listen, or pass. No explanation needed.
F35-021 / REV 1 Find an ending End with a quiet celebration that needs no audience. Answer, listen, or pass. No explanation needed.	F35-022 / REV 1 Find an ending End with the group choosing what happens to one remaining object. Answer, listen, or pass. No explanation needed.
F35-023 / REV 1 Find an ending End by revealing the ordinary reason behind one unusual event. Answer, listen, or pass. No explanation needed.	F35-024 / REV 1 Find an ending End with an invitation that could begin another story someday. Answer, listen, or pass. No explanation needed.