# wonder
## workshop

# Campfire Story Challenge
## Activity Guide

# Campfire Story Challenge

Program Dot to give you and your friends story ideas for a campfire story game.

## Club Leader Notes

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## Objectives

**Kids will:**

- Brainstorm story elements for the story starters.
- Practice telling impromptu stories.
- Learn about the role of "random" in state machines.
- Practice using Custom Sounds, Random Link, and Branching.

## Concepts Covered

- Branching
- Randomization
- Story Ideas
- Cues and Behaviors

  Shake

  Random Link

  Custom Sound

  Do Nothing

## Time Required

⏰ 30 minutes

## Materials & Prep

### Required

🔵 Dot

### Optional

- Beanbag chairs, props, etc. so kids can sit around an imagined or crafted campfire to tell stories.

### Warm Up

- Show these videos to any Wonder beginners:

  ▶ All About Cues

  ▶ Creating & Deleting States

- Have kids brainstorm story starters. Record the story starters onto Dot's **Custom Sound** slots. There are 10 total slots. You will use 3 story starters in Levels 1 and 3 and 6 story starters in Level 2.

# Campfire Story Challenge

## Club Leader Notes

Program Dot to give you
and your friends story ideas
for a campfire story game.

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### Level 1

**Program Dot to deliver a story starter with each toss or shake. Play a campfire story game with your kids!**

- Download the starter program using this key: **e9bh**

- Record story starters using your own voice. Use **Custom Sound #1**, **Custom Sound #2**, and **Custom Sound #3**.

- Run the program, and Dot should deliver a new story starter with each shake.

### Level 2

**Play the campfire story game, but this time make the story starters random.**

- Program Dot to deliver a random story starter (**Custom Sound**) with each toss. Use six **Random Link** cues, and link them all from **Start** to the six **Custom Sound** states.

- Use different **Custom Sound** slots for different story starters. Make sure the sounds have all been successfully transferred to the robot (tap the green arrow to transfer each sound to the robot).

- It's best to **transfer** the finished program to Dot so that you can use it without the app.

- When Dot and the program are ready, play the game by sitting around the "campfire." Toss Dot to one of the players to get the game started. Dot will deliver the first story starter after being tossed. The first player tells a story then tosses Dot to another player. The game continues until everyone's had a chance to tell a story.

- Feel free to change the rules to fit your group.

- **Solution key:** **sifg**

### Level 3

**Play the campfire story game, but this time make the story starters random and non-repeatable.**

- Change the program so that Dot never delivers the same story starter twice. This step requires clever use of **Random Link** cues and **branching**.

- The gameplay works the same as Level 2 except that story starters won't be repeated. You can choose to end the game after every kid has had a turn or after all of the story starters have been used.

- It's recommended not to use more than 3 Custom Sounds. If you do more, adding all the variations may make the state machine too big.

- **Solution key:** **ar4v**

### Tips

- Do the story starter brainstorming before you start recording them onto the robot. Help guide this process based on the interests and abilities of your kids, making sure the group is selecting story starters that will be fun and not overwhelming.

- If a player gets a story starter that is really not a good fit, you can be flexible and let them pass or try for another story starter by tossing and catching Dot themselves.

- Instead of tossing Dot, you can ask the kids to pass Dot around to take turns, depending on what works best for your group.

**Notes:**

# Campfire Story Challenge

## Activity Sheet

Program Dot to give you and your friends story ideas for a campfire story game.

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**Level 1**

**Program Dot to tell you a story starter with each toss or shake.**

- [ ] Download the starter program using this key: **e9bh**
- [ ] Record 3 story starters using your own voice and the Custom Sounds.
- [ ] Play a campfire story game. Run the program, then toss Dot to the first player, who tells a story using the story starter.
- [ ] Then toss Dot to the next player, and so on.

**Examples of story starters:**

- The invisible dinosaur...
- The alien princess...
- The microscopic robot...
- In the far, far future...

**Try these behaviors and cues:**

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**Level 2**

**Play the campfire story game, but this time make the story starters random so you don't know which one is next!**

- [ ] Program Dot to give you a random story starter with each shake.
- [ ] Play a campfire story game with your friends. Toss Dot to the first player, who tells a story using the story starter. Then toss Dot to the next player, and so on.

**Try these behaviors and cues:**

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**Level 3**

**Play the campfire story game, but this time make the story starters random and non-repeatable.**

- [ ] Program Dash to give you a different, random story starter with each **Shake**. The same story starter should never repeat during the game.
- [ ] Play a campfire story game with your friends. Toss Dot to the first player, who tells a quick story using the story starter. Then toss Dot to the next player, and so on.

**Try these behaviors and cues:**

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**Ideas**

- Try loading your program onto Dot so you don't need to use the app to run it.
- When you toss Dot, Dot treats it like a shake.