



MAKE IT MEMORABLE

Helping you tell stories that stick

ROOTED
GOOD

INTRODUCTION

This game takes a group of 3-6 players (all from one organization) through the process of developing a compelling story for their organization or project by focusing on the elements that make a story compelling.

THE CARDS

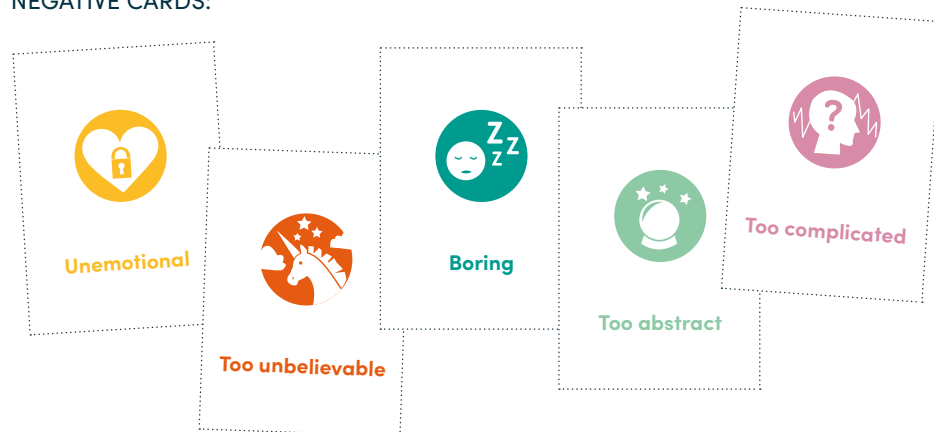
Cut out the cards from the insert so that you have a deck of 10 cards. Each player can have their own deck OR you can share one deck between the players. There are five categories of cards which show the five aspects of a story that make it compelling. Each category has a positive and negative variant, denoted with reversed out colors – positive cards have a colored background, and negative cards have white background.

The five categories are as follows:

POSITIVE CARDS:



NEGATIVE CARDS:



STEP 1: SET UP

Lay out the full deck of cards face up on the table so that all players can see and reach them. Collate the cards roughly into their color groups.

STEP 2: WARM UP

Each player takes a turn to tell a short story (1-2 minutes) of their choice (players do not have to tell the same story).

For example:

How did they meet their partner?

How did they come to live in this city?

As the player tells the story, other players choose cards to give to the storyteller, to show they have successfully hit a target, or help their story get back on track.

The aim is to tell a compelling story by achieving all five of the positive category cards.

For example the story may have gone on a tangent, and a player may choose to pick "Boring" to be handed to the storyteller, who can then adjust their story to be more exciting and to be given an "Exciting" card. The storyteller does not have to interrupt the story when given a card but should immediately try to incorporate it.

Each listening player can choose one positive and one negative card per story to add to the storytellers hand of cards.

STEP 3: TELLING YOUR STORY

This time the players are asked to tell the story of their organization. Players will take turns to tell the story one by one. Each player can develop the story on their turn by taking into consideration the the positive and negative cards played. For example, they can keep the positive elements of the story and lose the negative ones. At the start of each player's turn, the player is asked:

“Tell us the story of your project/organization.”

The story should last between 3-5 minutes, and as in the warm up round, the other players may choose 2 cards to play during the story (one negative and one positive).

The goal by the end of the round is to have developed the story so it achieves at least one positive card from all five categories in order to build a truly compelling story.

STEP 4: EVALUATION

As a group, discuss the following questions:

Which of the positive cards came up frequently?

Which of the negative cards came up frequently?

By the final story, did you achieve all five positive aspects?
If not, which were missing and how can you develop the story to include them?

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Too complicated



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