

THE KITCHEN

A space in every home, used every day to prepare food and nourishment. The kitchen is often a space where families and friends get together.

Who do we expect to find in the kitchen?
Can you smell all those herbs and spices?
Which is your favourite kitchen and why?

Kitchens are usually safe spaces that offer comfort.
They also remind us of our childhood.

Use this card to help characters slow down, remember and reflect, whilst connecting with other members of their families or friends.



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THE KITCHEN



THE ISLAND

A limited space contained by its coast, made up of land and surrounded by sea.

The island can make you feel safe because it is small and recognisable or it can feel suffocating.

Here everyone knows each other and nothing much ever changes.

All around the island is the horizon.
What lies beyond the horizon?

Use this card to explain the place in which the characters live or where they have their adventures. Think about the environment that they find themselves in and the culture that is represented on the island.



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THE ISLAND



THE LABORATORY

A place to learn about mixing,
remembering, discovering and
creating things.

In the laboratory everything is possible. If you can
think of a new idea, here you can make it real.

Your senses are alive in the laboratory as you see,
hear, touch and feel things that are unusual.

*Use this card to help the characters invent new things and
experiment with different solutions and sensations.*



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THE SCHOOL

A place to learn about different subjects and more about yourself.

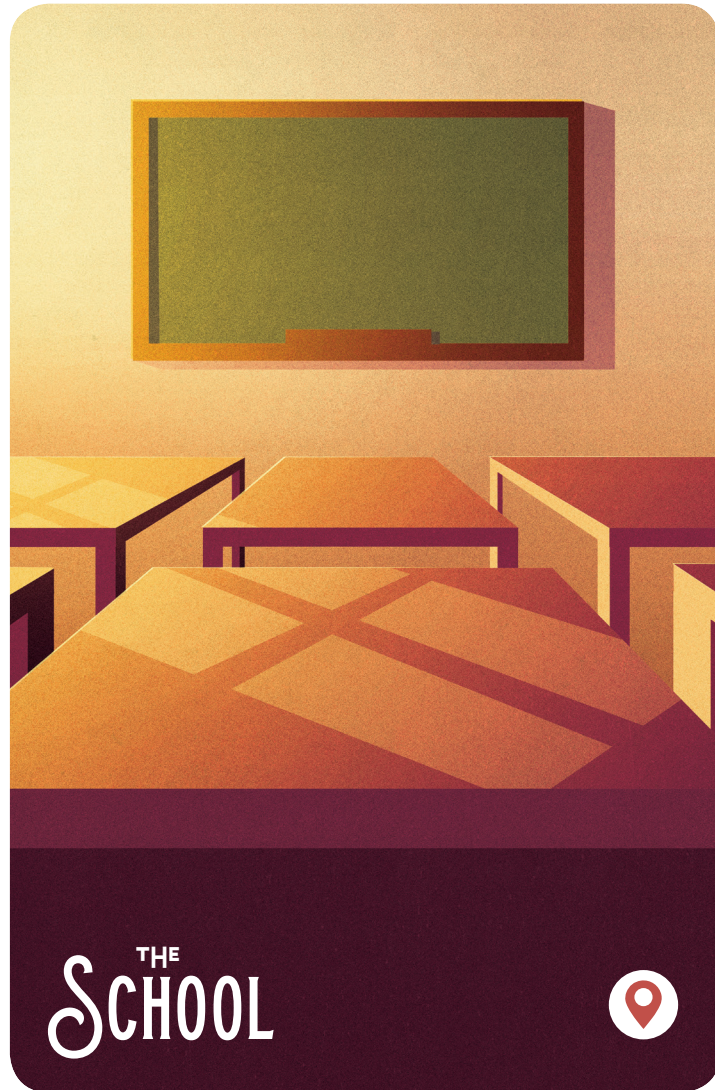
At school you meet many children and some adults. The adults are in charge and they always follow the rules. The children are made to follow the rules too.

What happens if the rules are changed?
Who changes them and why?

Use this card to help the characters understand things better and to challenge what is not working well. School can be a place for discussion and the sharing of ideas.



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THE SCHOOL



THE STREET

A space that allows you to get from one place to another.

The street is also a space where different people meet, where we live out our daily lives and where our personal lives become public.

On the street you usually meet friends as well as strangers. Where are they going and what do they have to say to you today? Beware! You may also find yourself lost on a long and winding road.

Can you find your way back?

Use this card to help the characters move around and meet new people. They can return to the same street many times or can visit different streets along their journey.



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THE STREET



THE BOY

**Who is the boy? Who are his friends?
How will his actions impact the
community around him?**

Boys have many dreams and desires. Sometimes they are allowed to follow their dreams but other times they have to do what others expect of them. Sometimes they feel like they are not supposed to be afraid or angry, that they must always succeed and be good at everything.

What journey will the boy go on?
Who will he meet along the way?
Will he meet the girl?
Does he know her already?
How will his story with the girl develop?

*Use this card to create a character who goes
on an adventure.*



Grandma
GET STEAM.



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THE BOY



THE FATHER

The father protects and supports his children but sometimes his ideas do not match theirs and then a compromise must be found.

Whilst the father wishes that only good will come the children's way, sometimes he is unable to prevent bad things from happening and this makes him sad. He has the difficult task of advising the young people in the story whilst allowing them to find their own way and their own solutions.

Use this card to allow characters to reflect on what is happening, to ask for advice and receive it.



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THE FATHER



THE GIRL

Who is she? What is expected of her? What does she wish for? Will she overcome her fear? How will she change the world?

Girls can be anything they want to be...scientists, inventors, artists, surgeons, writers, professors, leaders. Do they realise this?

What adventures will these girls have?
Who will help these girls along the way?
Who will stand in their way?

Use this card to take create a character who goes on a big adventure and overcomes a number of obstacles to achieve her dreams and help others in the process.



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THE GIRL



THE GRANDMOTHER

The grandmother is great at listening and baking cookies. Maybe this is what we expect from her. **BUT** stop for a while and you will hear that she has a surprising story to tell too.

Where has the grandmother been?
Who has she met along the way and what unexpected things has she done?
What advice can she give others?

Use this card tell the grandmother's story and her relationship with the other characters. You may use the stories of Rose the Chemistry teacher, Agatha the artist, Irene the Mathematics researcher, Doris the pharmacist and Mary the seamstress to help you!



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THE GRANDMOTHER



THE SAVAGE BEAST

Be afraid! Be very afraid. The savage beast is fearless and angry.

It has no mercy or compassion. It will not help you even if you beg. The larger your fear grows, the larger the beast becomes.

What does the beast look like?

Does it spit fire or have sharp claws?

Does it speak or only growl?

Is it always outside of us or do we sometimes feel like we are the beast?

Use this card to challenge the characters, to show them their fears and obstacles. Nobody's life is problem free and perfect. The beast reminds us that we all have conflicts to deal with and that our choices have consequences.



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THE SAVAGE BEAST



THE TRICKSTER

The trickster never reveals his tricks.
You cannot be sure of what he is
thinking or what he will do next. Be
careful! The trickster can
lead you astray.

Tricksters are always friendly but behind their
friendliness there is a purpose. This purpose is
sometimes good but at other times it misleads the
characters and gets them into trouble.

*Use this card to cause confusion and doubt. Tricksters can
be of any shape and size and not necessarily human.*



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THE TRICKSTER



THE BRUSH OF DREAMS

Imagine life were a blank canvas. What would the characters paint on it? If they could choose how this story goes, what would they choose for themselves and those around them?

Dreams are made of many colours and they hold all of our hopes and wishes. When we dream we imagine new possibilities and embrace ideas we hadn't thought of before.

Use this card to remind characters to think big ideas, to remember who they really are and what they stand for. Whoever is in possession of the brush of dreams has the power to make wishes come true.



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THE BRUSH OF DREAMS



THE CALCULATOR OF DANGER

Stop running and think. Calculate what is at risk. Make a plan. Check that you have everything you need for the next step.

Does it add up? The calculator helps us to determine how each of the factors around us will affect us. What is surrounding the characters? Do they understand it well? Is it a threat to them?

Use this card as a tool to help characters move forward with caution. Using the calculator they can reflect on their next step and if the journey becomes too dangerous they can assess their variables and find different options.



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THE CALCULATOR OF DANGER



THE GIFT OF BRAVERY

Being brave means doing things we do not feel ready to do. It means we must go outside of our comfort zone and take risks.

Every character experiences moments in which they must take difficult decisions. Their choices affect themselves and others around them. Sometimes the right choice is the hardest one to make. What will the characters choose? What consequences will their choices have?

Use this precious card to challenge the characters and help them to make the right choice. Being brave comes in different forms, sometimes we do things that require physical strength and sometimes we need to be strong emotionally.



Grandma
GET STEAM.



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THE HERB OF HEALING

For thousands of years, herbs have been used to heal all kinds of illnesses. As part of our natural environment they remind us of our connection to the earth.

Herbs have different textures and smells and effects on the human body. If we do not protect the environment we will lose these precious resources.

Whoever holds this card has the ability to recognise and name the herbs and understand their magical powers.

Use this card to help sick or injured characters, to provide healing of the body and the heart and the earth. Healing helps the characters move on from a difficult situation.



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THE PATTERN OF SURVIVAL

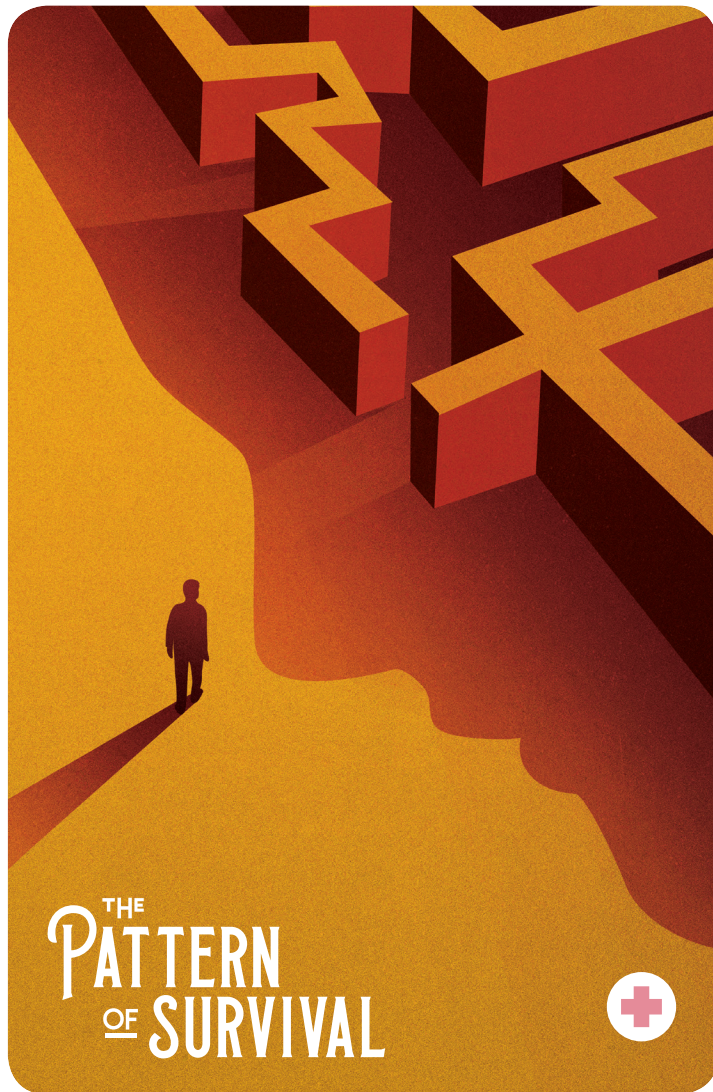
Patterns are great tools of learning and creativity. We can observe patterns in nature and art and science.

Patterns are also a way of understanding how people behave differently when put in the same situation. They help us interpret the past and predict the future. Patterns are made of shapes, equations, perspectives and sometimes materials.

Use this card to help characters plan, evaluate and also create.



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THE BATTLE FOR SPACE

Space allows us to think more clearly and act more effectively. It can be private space or public space, which is shared.

Sometimes the characters find themselves sharing spaces. Occasionally, one or more of the characters attempts to control the space, to take power over the actions and thoughts of others. When this happens, a battle may follow.

Use this card to draw the characters into a battle to fight for what is important to them. Is the space they are fighting for their home, their laboratory, their village?



Grandma
GET STEAM



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THE CONFLICT OF IDEAS

**Different people have different ideas.
Sometimes we accept difference and
at other times we resist it.**

When people refuse to accept those different to them they enter the conflict of ideas. If the ideas of others result in hurt or disrespect then we must oppose. When other people's ideas do not hurt others but are not what we are used to we must listen and discuss respectfully.

Use this card to challenge the characters to accept ideas they may not like. Conflicts are hard, sometimes even violent. What do the characters learn from these conflicts? What is lost during the conflict? What is gained?



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THE CONFLICT OF IDEAS



THE FAILURE TO COMMUNICATE

Failure to communicate is very dangerous because it leads to misunderstandings. When we do not understand others we tend to judge them.

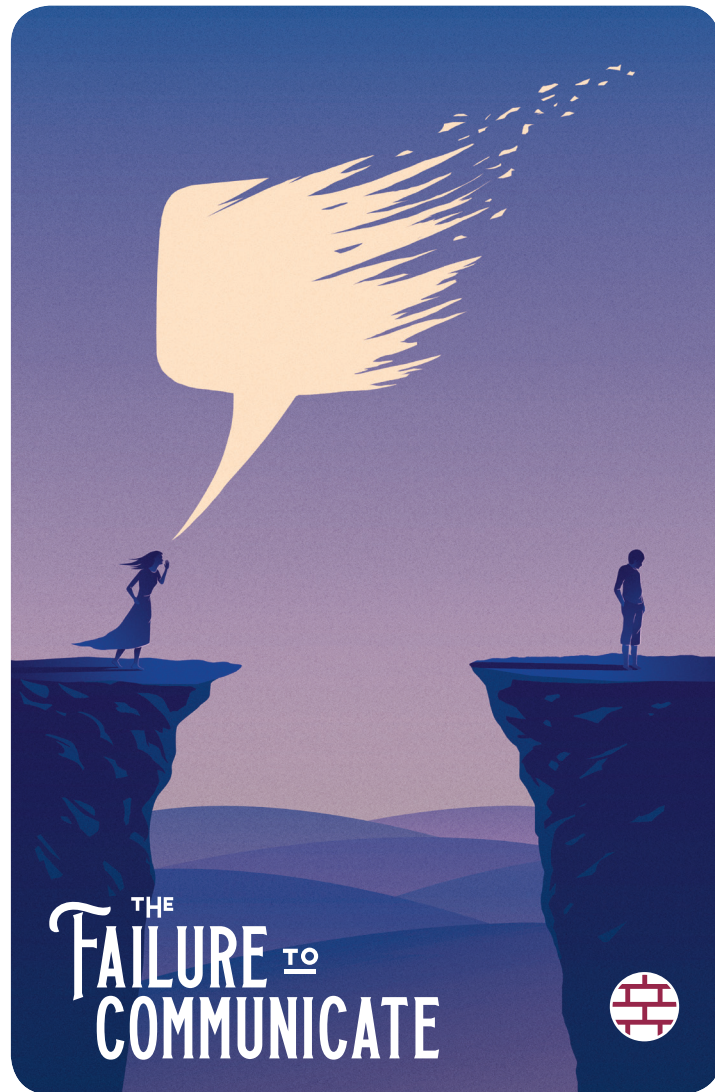
Sometimes characters fail to communicate because they are afraid or because they feel they are too different to others so they withdraw. Communication is the basis of understanding and empathy.

What is the message the characters need to communicate? Who are they communicating with?

Use this card to lead the characters into a situation of doubt or danger. This experience will show the characters that they must try harder.



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THE LENS OF DOUBT

Lenses help us to see things more clearly, enlarging details and allowing us to ask more questions.

Looking at things more closely and considering situations in detail can reveal important information and understanding to us but if we spend too much time behind the lens we may start to doubt what we are seeing.

Use this card to confuse characters, to make their journey harder, to make them doubt themselves.



Grandma
GO! STEAM



Illustrations: juliuu.com Storytelling: ligninstories.com



THE
LENS OF
DOUBT

