

#5 Collaborative story of a screen-addicted troll

Age group: all ages

Duration: 20 to 30 minutes



Objective

Create a collaborative story that uses humour and exaggeration to describe the life of a screen-addicted troll.

Required materials

- None

Preparation time: none

How to play

1. Ask the group to sit in a circle (make sure they are spaced 2 metres apart).
2. Begin the game with one or two sentences to set the stage for the story, for example: "Not so long ago, in a faraway land, there was a troll who spent all his time online."
3. Everyone takes turns adding one or two sentences to continue the story.
4. Encourage them to use their imagination and their storytelling or improvisation skills.
5. Continue the game for as long as you like. Let the players know when it is the last turn, so they can give the troll's adventure a funny ending.

Review of the activity

This activity tackles the negative effects related to Internet and screen use as well as the difficulties someone can have staying in control. To encourage reflection, begin by asking your group what their takeaway is from the activity. If you would like to go further, here are a few additional questions you can ask, depending on the participants' age and level of understanding:

Do you know any tricks that can help you stay in control when it comes to screens?

Which one have you used?