

D&D for Young Adventurers

Dungeons and Dragons, and other Role Playing Games like it, takes the timeless art of oral storytelling and brings it into today's world, bringing people together for a collaborative, creative experience like no other.

This sample workshop program is designed for adventurers of any age and experience level, with a focus on the basic building blocks of story creation and the development of critical thinking, confidence, and interpersonal skills...all to help the aspiring Dungeon Master create adventures of their very own!

A Note for Workshop Leaders:

When it comes to creating and running D&D adventures for children, remember that the story and role-playing comes first, and the mechanics come second. Encourage the boundless imagination not yet restrained by the biases and preconceived notions of adult players. In this way, you can help them find their unique creative processes, while simultaneously inspiring confidence in their storytelling capabilities. At the end of the day, it's the story that we remember above all else!



**Storyteller and Game Master for
Adventurers of All Ages!**

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Scriv the Bard's D&D Storytelling Workshops





Building an Adventure



Each session walks the players through the building blocks of creating their own D&D adventure, with the workshop leader as the guide. There are plenty of activities to help the group interact and grow as cooperative storytellers, with a rotating-DM adventure as the culminating event. You can head to scribthebard.com for sample Scene-by-Scene Adventures or create one of your own by incorporating the plot, settings, and NPCs created throughout the workshop!

Session One: Plot & Story

Introduction

What goes into the telling of a good story? Is it an epic battle between the forces of good and evil? A journey of personal growth and self-discovery? You can tell any kind of story you wish through D&D!

Discussion: Have each person introduce themselves and describe their favorite stories and genres. How can you turn these genres into an adventure?

Part One: Building a Story

Plot is the “map” that helps you navigate the story. Try creating a plot as a group!

- ◆ **Introduction:** Where we learn about the characters, the world, and the central conflict or challenge.
- ◆ **Rising Action:** The main characters grow by overcoming a series of challenges that prepare them for the main conflict or showdown with the antagonist.
- ◆ **Climax:** The peak of the action! Could be a battle between good and evil or the characters facing their deepest fears.
- ◆ **Falling Action:** What happens after the big battle? This is where more answers are revealed and loose ends are tied up.
- ◆ **Resolution:** The characters might return to where they began, or go somewhere new...but they've grown from who they were at the start of the adventure.

The **Elements of Story** help you move the story along:

- ◆ **Action:** What are the characters doing?
- ◆ **Dialogue:** What are the characters saying?
- ◆ **Inner Monologue:** What are the characters thinking?
- ◆ **Description:** Where are events taking place and what do things look, smell, feel, sound, and taste like?
- ◆ **Narrative:** “What happens next?”. The plot events that tie it all together.

Part Two: Describe the Setting

The Setting is “where” things are happening and “Who” lives there. You can paint a picture of the setting through your words by using the **Five Senses**: Sight, Touch, Taste, Smell, and Sound.

ACTIVITY: Play “Where are we?” with Setting Flashcards. Get everyone on their feet and take turns describing scenes with the five senses.

Session Two: Creating Characters

Introduction

Now that you have the Plot and Setting, who lives in the world you've created? This session focuses on the characters in your story and their unique perspectives.

Part One: Perspectives

Everyone has a different way of seeing the world, shaped by their experiences and beliefs.

When creating characters for your setting, think about the following three questions:

- ◆ **What are they doing there?**
- ◆ **What are their goals and motivations?**
- ◆ **How do they feel about being there?**

Now, think about the ways you can use the **Elements of Story** from Session One to show how the character feels the way they do (Dialogue, Actions, Inner Monologue, etc.).

ACTIVITY: Explore the perspective of a character from a book, a family pet, or even an inanimate object. What are they thinking and feeling? How can you show this through words and actions?

Part Two: Creating Non-Player Characters

Non-Player Characters (NPCs) are your best tools for communicating information to the players. Each NPC should have a unique perspective which effects the way they interact with the party, whether by giving information about the world, clues for a quest, or establishing the social rules of a location or place.

Discussion: Who might your players find in the setting you've created? Work together as a group or in pairs to come up with some NPCs. Come up with answers to the three questions listed above.

ACTIVITY: Play “Who’s in the Inn?” Introduce yourselves in the role of an NPC the group created. How does the character’s perspective affect their speech and mannerisms? Are they confident or shy? Friendly or distrustful?

Session Three: Passing the Screen

Introduction

This final workshop will bring together the lessons learned previously and the basic rules of D&D gameplay. The group will have the opportunity to practice what they've learned as they work through a one-shot and take turns acting as the DM.

Discussion: Review Plot, Elements of Story, Description, and Perspective.

Part One: Basic Improvisation for D&D

You don't have to be an actor or actress to be a good D&D player! Just remember these basic rules:

- ◆ **Listen and Remember:** Be an active listener so you can help the players interact with the world you've created. Players and DMs alike can make this easier by taking notes about what is said/decided, who they meet, and what they find!
- ◆ **“Yes and...”:** This is one of the most well-known rules of improvisation. This helps keep the story moving and can lead to some of the most memorable moments.
- ◆ **“No, but...”:** You can't always say yes, especially if it comes to something that breaks the immersion or rules of the world (i.e. introducing advanced technology to a medieval world). If you have to say “no”, try to provide a reason and an alternative option to the player.

ACTIVITY: Collaborative String-Along Story. Begin an improvised story, describing a setting and a character or event, and let the group take turns adding onto it until you've reached an ending, using only “Yes, and” or “No, but”.

Part Two: Get Ready to DM!

Before beginning the One-Shot, cover the following basic rules that DMs should be able to apply quickly:

- ◆ **Ability Checks and Saving Throws: Match the skill**
- ◆ **Advantage and Disadvantage**
- ◆ **Combat: Movement, Action, Bonus Action**

Once you've covered the basics, it's time to run the group through a Scene-By-Scene adventure, where they can take turns playing as the DM! Take the time to go over rules, answer questions, and coach throughout the game.