







# Roll A Story: Halloween

Roll a dice to determine the elements of your spooky story.

On the chart, circle each story element you will be using.

	Roll 1:	Roll 2:	Roll 3:	Roll 4:
	Character	Setting: Place	Setting: Kind of night/time	Conflict
	Witch	Dark cemetery	Foggy night	Broom & wand are broken
	Vampire	Abandon building	Stormy night	Victim goes missing
	Family	Haunted hotel	Halloween night	Strange sounds coming from the walls
	Two friends	Corn maze	Middle of the night	Lost in maze, something is following them
	Werewolf	Deep, dark woods	Just before sunrise	Something is missing
	Ghost	Abandoned school	Cold, rainy night	Trying to find ___ grade students to haunt