STORYFINDER:
The world hanging by a thread

The Spirit of the Game

The aim of this game is to enable children, who do not yet know each other, to communicate through their stories and pictures.

Rules of the Game

This game is like a relay race for children between 7-13 years old and starts off with 8 illustrations with 8 stories. These Illustrations/Stories are the result of the StoryFinder 2007/2008 competitions held in the Youth section of a local Rome library called *Biblioteca Comunale Villa Mercede* (in *Via dei Sardi,* 35 - Rome, Italy).

Children wanting to take part in **STORYFINDER: the world hanging by a thread** have to either write a story to accompany an illustration or illustrate a story. The competition begins with a child "StringLeader" who starts the "relay" and will be the only one who can choose between writing a story to accompany the illustration or illustrating a story. The following participants will then alternate, in turn, by either illustrating the previous story or writing a story to accompany the previous illustration. All their works will then be stuck onto a string. <u>Please note</u>: no contributions sent by fax or email can be accepted.

The deadline OCTOBER 2009 who will then give it in to the Local Library, together with a copy, and a fully compiled form (below) with the Italian instructions and parents' authorisation signatures:e for the "story-string" to return to the team leader is

STRINGLEADER CHILD FORM

Name: _____

Surname: _____

Address: _____

Post Code: _____

Town/City: _____

Country/State: _____

(fill in also on foreign language instructions)

The winning prize will go to the team which has the most contributions and which has travelled furthest. Prizes will be awarded to all the members of the winning team either in person or by mail.
After the prize-giving the original "story-strings" will be returned to the participants, while the competition creator will keep copies for use in the StoryFinder project.
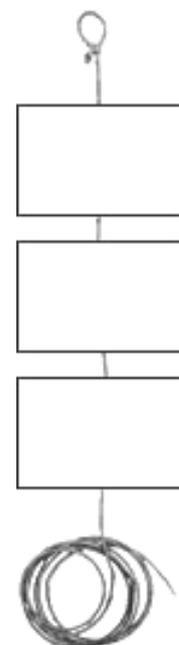
How is a "story-string" made?

1 thin piece of string 4 metres long
2 photocopies – 1 illustration and 1 story as the first pair
1 piece of plain paper
some glue

Make a loop at the end of the string and glue the end. Then glue the pair of photocopies on the string in order depending on what the StringLeader has chosen: illustrating a story or writing a story for the illustration? Use the blank paper for the new story or illustration and write on the back: name, surname, age, address, phone number and date. Glue this next onto the string as shown.

How to start?

1 envelope
1 Stamp
A friend's address
Instructions (original Italian and in other languages)

Now that the string is ready, it can be folded up into an envelope with the instructions in different languages and sent to a friend in another city (in Italy or abroad). Depending on what they have received, the friend can contribute by illustrating their friend's story or writing a story for their friend's picture. They send their contribution (with the different language instructions and original Italian forms signed by the parents) in an envelope to another friend. The "string-story" continues. In this way a team of children is formed who do not all know each other, but take part in this competition together. Each child will write their details on the back of their own contribution: name and surname, address, age, school, telephone number and email address (if possible).

Parents must personally sign the following declaration <u>on the original Italian instructions</u> for each contribution:

I allow my son's/daughter's work to be published. I agree that all data/information supplied will only be used by the StoryFinder competition creator (➔ go to original Italian instructions).

Go to website: www.simonettalambertini.info and click on *Il mondo appeso a un filo* for further information on the game.