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Storytelling

You are a storyteller!

To prove it, make up a simple story and tell it. If you have children, you could tell it to them; or you could enroll a friend in this game; or record it and listen back yourself.

Your story could include any or all of the following elements:

- a protagonist
- a villain or opposition
- challenges to overcome or a quest
- skills or resources gathered along the way
- actions taken
- lesson(s) learned

Try to make sure there's some emotional engagement throughout: the protagonist needs to be engaging, the quest noble.



If this is for work or some real purpose, see how you can make the story a metaphor for what you're intending to communicate, so that the lesson(s) learned are relevant to the Big Idea and any actions you want the audience to take, or shifts you want to engender in their perception.

Practice a few times and you will be amazed how good you are at this!