

The **Stories4Wings** project was created to improve adult education in prison through the use of stories.

How to Use the Cards

1. Read a story.
2. Draw a card.
3. Respond, act, or discuss.

Through these activities, you will:

⚡ Decide

🔄 Change

🎭 Take a Role

🌀 Explore Consequences

🧠 Analyse

👤 Learn

🎲 Play / Act

4. Share and listen to the group.

There are no right or wrong answers.
Participate, reflect, and create together.

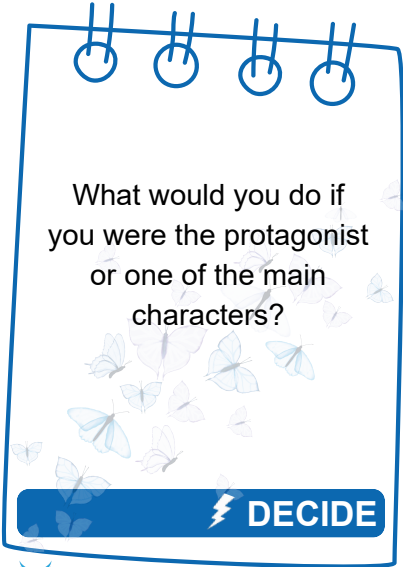
Enjoy!

2024-1-ES01-KA220-ADU-000255317



**Co-funded by
the European Union**

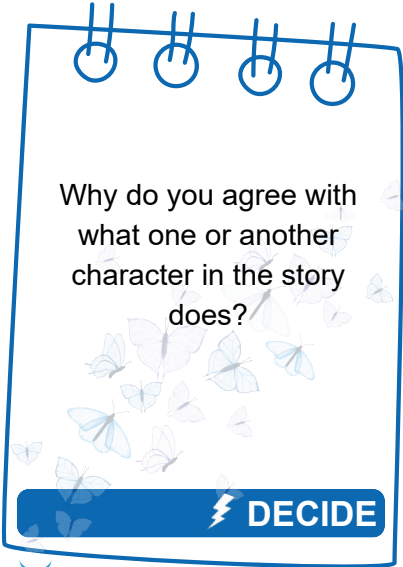




What would you do if
you were the protagonist
or one of the main
characters?



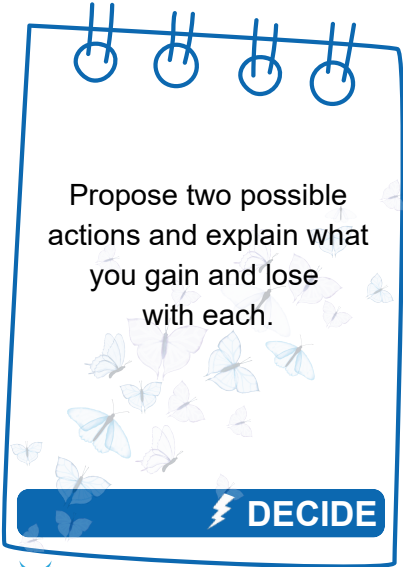
DECIDE



Why do you agree with
what one or another
character in the story
does?



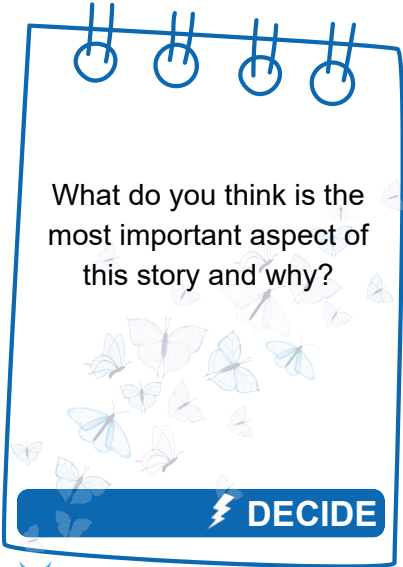
DECIDE



Propose two possible
actions and explain what
you gain and lose
with each.



DECIDE



What do you think is the
most important aspect of
this story and why?



DECIDE



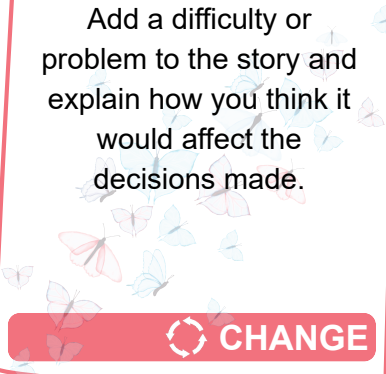
Change one part of the
story and imagine how it
would affect everything.



CHANGE



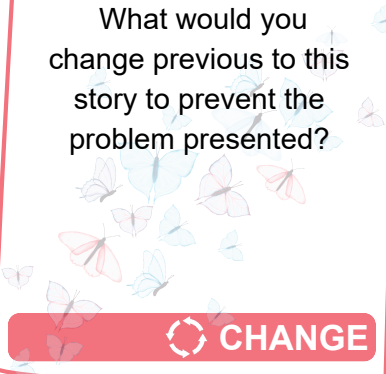
Add a difficulty or
problem to the story and
explain how you think it
would affect the
decisions made.



CHANGE



What would you
change previous to this
story to prevent the
problem presented?



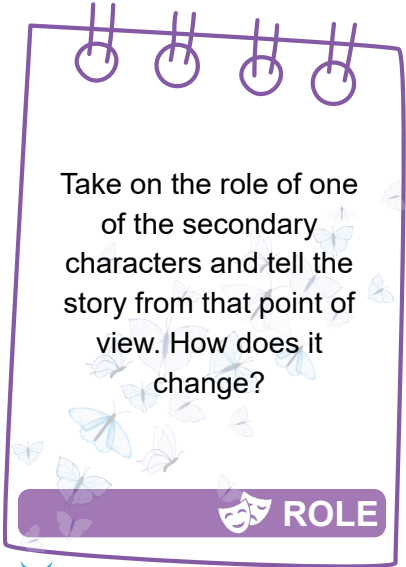
CHANGE



Imagine another ending
for this story and explain
what decisions make it
possible.



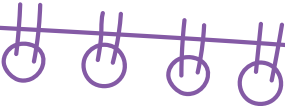
CHANGE



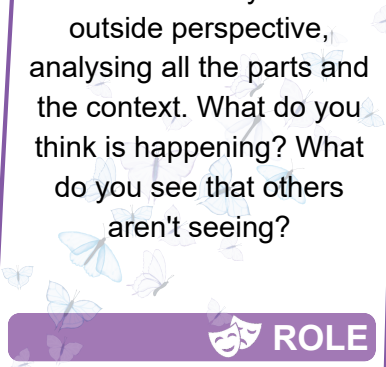
Take on the role of one
of the secondary
characters and tell the
story from that point of
view. How does it
change?



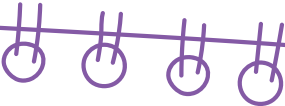
ROLE



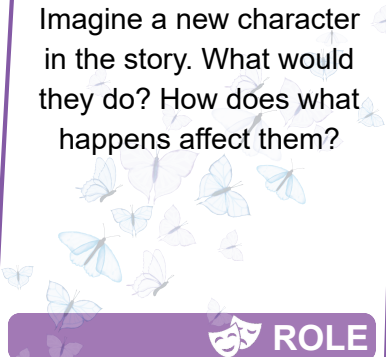
Observe the story from an outside perspective, analysing all the parts and the context. What do you think is happening? What do you see that others aren't seeing?



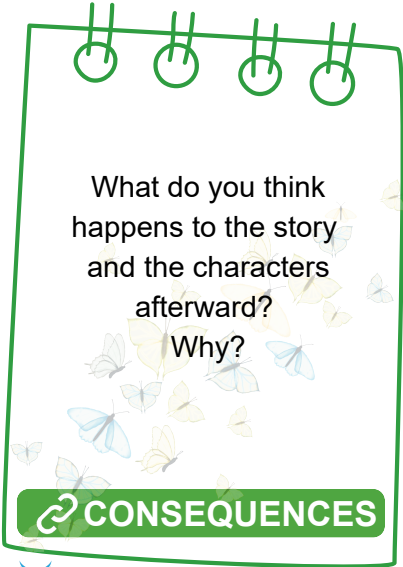
ROLE



Imagine a new character
in the story. What would
they do? How does what
happens affect them?



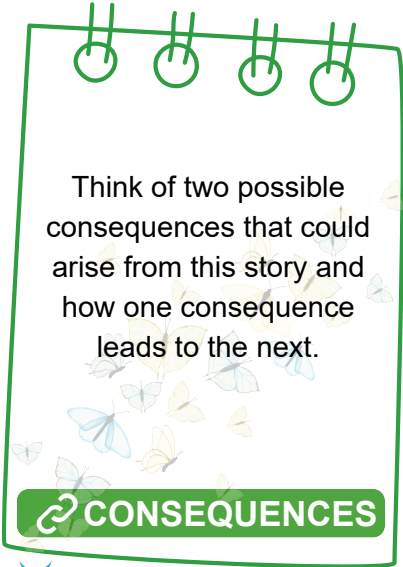
ROLE



What do you think
happens to the story
and the characters
afterward?
Why?



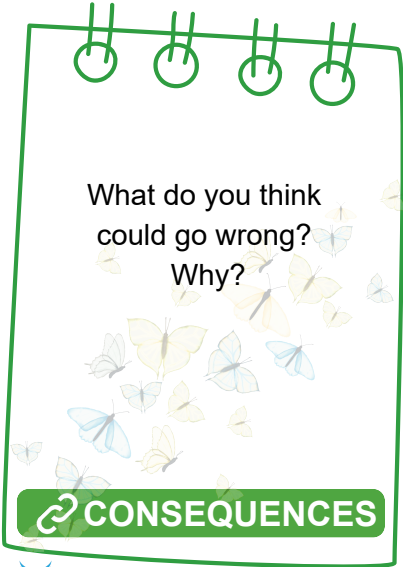
CONSEQUENCES



Think of two possible
consequences that could
arise from this story and
how one consequence
leads to the next.



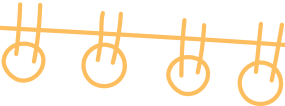
CONSEQUENCES



What do you think
could go wrong?
Why?



CONSEQUENCES

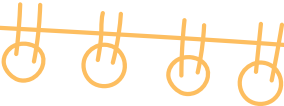


What aspects haven't
been considered
in this story?

How do you think the
story would change if
you had that
information?



ANALYSE

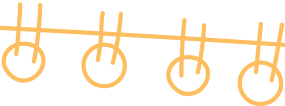


Who is responsible
for what?

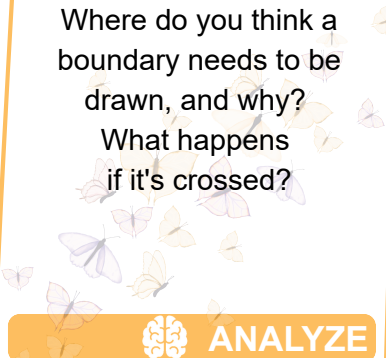
How are these
responsibilities
distributed?



ANALYSE



Where do you think a
boundary needs to be
drawn, and why?
What happens
if it's crossed?



ANALYZE



Does this story connect
with something that has
happened or is
happening to you?
In what way?



LEARNING



What do you think is the
value or skill learned
through this story?



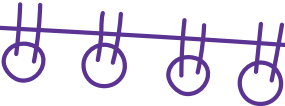
LEARNING



How could you apply
what you learned
through this story to your
own life?



LEARNING

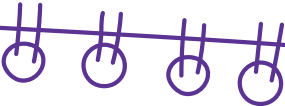


As a group, act out an important scene from the story, changing a key decision.

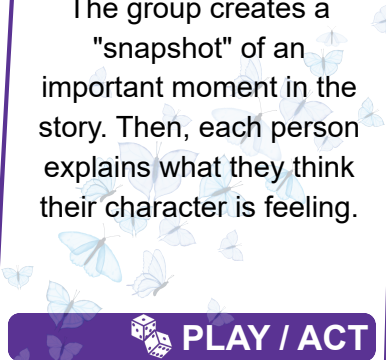
What changes?



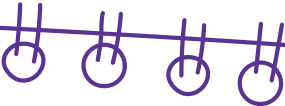
PLAY / ACT



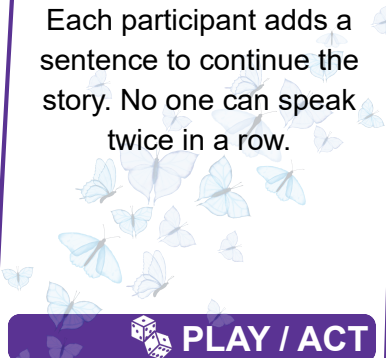
The group creates a
"snapshot" of an
important moment in the
story. Then, each person
explains what they think
their character is feeling.



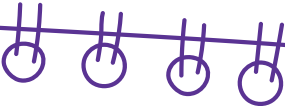
PLAY / ACT



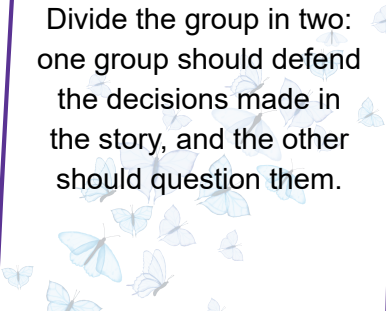
Each participant adds a sentence to continue the story. No one can speak twice in a row.



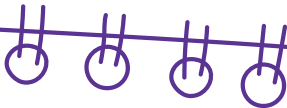
PLAY / ACT



Divide the group in two:
one group should defend
the decisions made in
the story, and the other
should question them.



PLAY / ACT

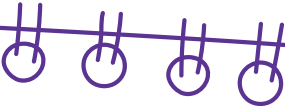


In groups,
identify in the story:

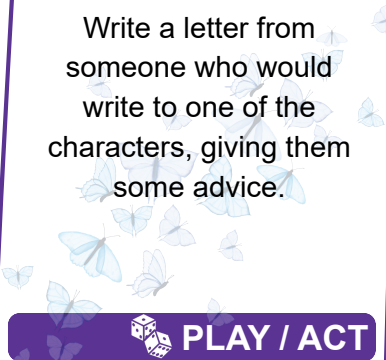
- something that should be stopped.
- something that should be rethought.
- and something that should be acted on.



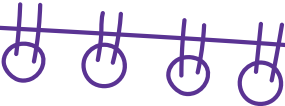
PLAY / ACT



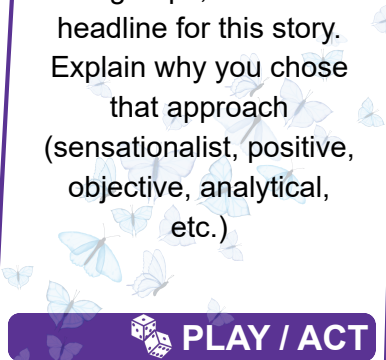
Write a letter from
someone who would
write to one of the
characters, giving them
some advice.



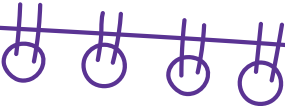
PLAY / ACT



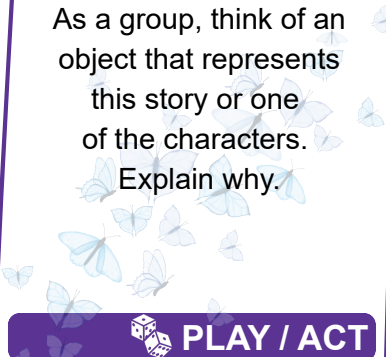
In groups, create a
headline for this story.
Explain why you chose
that approach
(sensationalist, positive,
objective, analytical,
etc.)



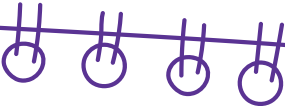
PLAY / ACT



As a group, think of an
object that represents
this story or one
of the characters.
Explain why.



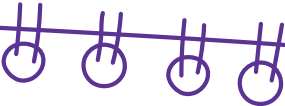
PLAY / ACT



Summarise the story in a
few comic strip panels
and draw them.



PLAY / ACT



Design the cover of a
book or movie based on
this story.



PLAY / ACT