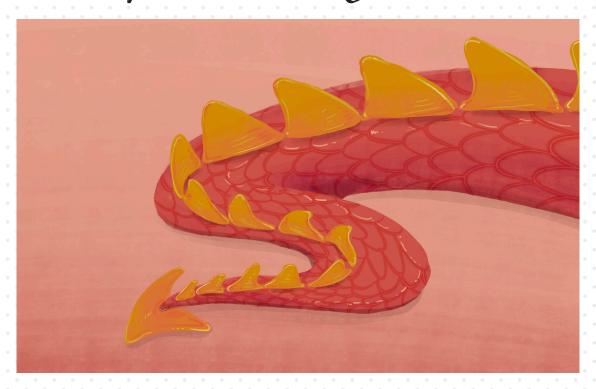
## Story Bones - Dragon Dancers



Once a year, the dragons rest for one night in the caves at the top of the mountain. That's when the Dragon dancer test takes place—a challenge that can only be passed by obtaining a dragon scale.

All year long, pupils from the two villages at the foot of the mountain have practiced the art of using nets and knives. But they do so in completely different ways. In one village, the children train solely in attacking with nets and knives. In the other, they explore alternative uses for these tools—collecting resources, cooking, and crafting TOGETHER.

When the dragons arrive, the children from the first village rush up the mountain. Since they only know how to use their tools for a single purpose, they grow hungry and cold on their journey. They are terrified of the dragon in the cave they enter and attempt to collect its scales individually. Some succeed, while others fail and must return home empty-handed.

The group from the second village helps one another find food and stay warm as they climb toward their dragon. They use their provisions and tools in multiple ways, working together with each other and the dragon to gather scales as a team. They return home jubilant—with scales for everyone.

## Playing Possibilites - Make groups of students choose their own

- Write a diary entry where you imagine being a child from one of the villages.
- Draw, paint, or build dragons and the mountain landscape.
- Craft dragon scales: Write a skill or strength on each scale and build a team dragon.
- Act out the story: Split into two groups (villages) and perform their journeys.
- Imagine that you are doing a film about the two schools in the villages, the camera panning over the interior of the school. What does it look lige? Describe the difference.
- Or do freeze frame scenes: Capture story moments and imagine character thoughts.
- Team relay: Build a fun obstacle course to collect "dragon scales".
- Dragon dance: Create a class dragon dance to celebrate teamwork.