

Fact or fiction?



Storytelling



30 mins



Give it a go

Aim of activity

Can you spot the actor among you? This game requires quick thinking, a cool head and a whole lot of imagination to conceal the fiction among the facts!

What you'll get out of it

- Use your innovation and creativity
- Develop performance skills
- Practise quick thinking
- Speak in front of a group

What you'll need

- No resources needed



WE DISCOVER, WE GROW

Girlguiding



Creating stories with characters often means inventing believable backstories for them so they appear genuine to your audience. In this game, you'll create a series of statements about yourselves and use your storytelling skills to try and stop the other teams from distinguishing which are true facts and which are fictional.

What to do

1 Get into teams of three.

2 Spend ten minutes coming up with one statement relating to each member of your team (your team will create three statements in total). At least one of the statements must be true and at least one must be fictional. Make sure the other teams can't overhear your discussion.

Top tip

When choosing your statements, try to think of a really interesting or unusual-sounding true story, which the other teams might think is fictional. Your made-up statements can be as outlandish or as boring as you like – as long as you think you can get away with them! For example: 'I met the Queen last year!' or 'Until the age of ten, I only ate square-shaped foods!'.

3 You now have ten minutes to plan and practise saying your statements. Your aim is to convince the other teams that the true statements are made up, and the fictional statements are true. Focus on your voice and body language. Remember, if you make your true statements too fantastical, or your fictional statements too boring, the other groups may suspect you're bluffing!

4 As well as saying your statements out loud, you'll also be questioned about them. So, if your statement is fictional, make sure that you've really planned your backstory through, thinking about the kind of questions you might be asked.

5 Next, teams take turns to say their statements in front of the rest of the unit. When all three members of a team have said their statements, the other teams can each ask three questions to help them determine which statements are true and which are fictional.

6 With your Leader keeping track of the scores, the rest of the teams must guess whether each of the three statements is true or fictional. Guessing teams get a point for every correct guess, and the acting team get a point every time a wrong guess is made about one of their stories. The team with the most points at the end are the winners!

7 As a unit, discuss what made the stories convincing or unconvincing. Was it the performance, the story, or both?