

STRANGER KIDS

1st and 2nd of ESO



**BEFORE GOING TO THE THEATRE****1. THE STORY**

In the small town of Hawkins, something strange is happening. Will Byers has disappeared, and nobody knows where he is. His friends begin looking for him, but they soon realise that this is not an ordinary disappearance.

While they are searching, they meet Eleven, a mysterious girl with special powers. She seems to know something about what has happened to Will, but she doesn't explain everything.

Meanwhile, Joyce, Will's mother, becomes convinced that her son is trying to communicate with her. Strange things begin happening in her house, especially with the lights.

As the characters investigate, they discover the existence of the Upside Down, a dangerous parallel world connected to their own. They also learn that a terrifying creature called the Demogorgon is involved.

The group must work together and trust one another if they want to find Will and stay safe. But the closer they get to the truth, the more dangerous their adventure becomes.

a) Check your understanding - Choose the best answer.

- Why do Will's friends start looking for him?
 - a) He has gone to another town.
 - b) He has disappeared.
 - c) He has asked them to find Eleven.
- Why is Eleven important to the story?
 - a) She is Will's sister.
 - b) She knows something about what happened to Will.
 - c) She works with Joyce.
- What makes Joyce believe that Will is trying to communicate with her?
 - a) She receives a phone call from him.
 - b) She finds a message in his room.
 - c) Strange things happen with the lights.
- What is the Upside Down?
 - a) A dangerous parallel world.
 - b) A secret room in Joyce's house.
 - c) A place where the children play games.
- What do the characters need to do to survive?
 - a) Work alone.
 - b) Leave Hawkins immediately.
 - c) Work together and trust each other.



b) Read between the lines - Answer in complete sentences.

- Why do you think Eleven does not tell the others everything she knows?
.....
.....
- Why might working together be important for the group?
.....
.....
- What do you think the characters are most afraid of? Give a reason for your answer.
.....
.....

c) Vocabulary in context - Find a word or phrase in the text that means:

- very unusual →
- disappeared suddenly / cannot be found →
- a different world that exists alongside another world →
- a frightening animal or creature →
- to discover or find information about something →

d) Predict! - Before watching the play, complete these sentences.

- I think Will is probably... ..
- I think Eleven will... ..
- I think the Demogorgon will... ..
- One thing I expect to happen in the play is... ..



2. MEET THE CAST

1. Look at the characters and read about them.

- **The storyteller:** Laura loves reading and inventing adventures. On rainy days, she turns board games into magical worlds.
- **The skeptic:** Victor thinks role-playing games are “for nerds” — until Laura convinces him to try. He loves Stranger Things merchandise!
- **The Mysterious Girl:** Eleven doesn't remember her family. She has incredible powers, but she's still learning how to trust people.
- **The Loyal Friend:** Dustin never gives up on his friends. He's curious, chatty, and always ready for an adventure.
- **Will's Mum:** Joyce refuses to give up hope. She uses her cleverness — and some Christmas lights — to find her son.
- **The Lost Boy:** Will disappears into a strange, dark world. He's scared, but he's smarter and braver than he looks.

a) Who are they? – Match the character to the description

Students first show that they have understood the text.

Character

1. Laura
2. Victor
3. Eleven
4. Dustin
5. Joyce
6. Will

Description

- a. She has special powers.
- b. He is brave and clever despite being scared.
- c. He doesn't believe in role-playing games at first.
- d. She loves stories and adventures.
- e. She never gives up looking for her son.
- f. He is curious and very loyal



b) Find the evidence. Complete the sentences using information from the descriptions.

- Laura is creative because...

.....

.....

- Victor is sceptical because...

.....

.....

- Eleven is mysterious because...

.....

.....

- Dustin is loyal because...

.....

.....

- Joyce is determined because...

.....

.....

- Will is brave because...

.....

.....



- c) Choose another adjective.** Look at the characters again. Choose one more adjective for each character.

Word bank: creative · sceptical · mysterious · loyal · determined · brave · curious ·
clever · scared · adventurous

Character	Another adjective
Laura	
Victor	
Eleven	
Dustin	
Joyce	
Will	

- d) Explain your choice.** Choose TWO characters and explain your answers.

I think Laura is because

.....

I think is because

.....



3. **Role-play: how does it work?**

In this story, you are not just reading about the characters — you become a character! You will take part in a role-playing game.

A role-playing game (RPG) is a game where players pretend to be different characters and make decisions as the story develops.

The characters

Each player has a character. Your character has different skills and abilities. For example, your character might be very strong, very clever, or very good at talking to people.

You will have a character sheet with information about your character, including their skills and abilities.

The dice

Sometimes, you will have to roll the dice to decide what happens.

The number you get can change the story. A high number might mean that your character succeeds. A low number might mean that something goes wrong!

The Game Master

The Game Master (GM) is the person who controls the game. The GM describes what is happening, introduces problems and characters, and tells the players what they can do. The players then decide what their characters want to do.

Character skills

Characters have different abilities:

- Strength – How strong your character is.
- Wisdom – How well your character understands people and the world.
- Charisma – How good your character is at making people like or trust them.

Critical!

Sometimes you get an excellent result when you roll the dice. This is called a critical. It means you have achieved one of the best possible results!



So, how does the game work?

The Game Master describes a situation → You decide what your character does → You roll the dice if necessary → The result changes the story!

There is no single correct way to play. Your choices help create the story.

Match the word to its meaning.

WORD	MEANING
1. dice	a) the person who tells the story and controls the game
2. Game Master	b) small cubes with numbers, used to decide what happens
3. character sheet	c) how strong a character is
4. strength	d) a piece of paper with a character's information and skills
5. wisdom	e) how well a character understands people and the world
6. charisma	f) how good a character is at making others like or trust them
7. critical roll	g) a perfect roll — the best possible result

4. Grammar - Present Simple Or Present Continuous

Present Simple and Present Continuous are both used to talk about things happening in the present, but we use them in different situations.

PRESENT SIMPLE

We use it for:

- habits and routines → *Dustin often calls his friends.*
- things that happen regularly → *They usually play board games.*
- facts → *The Upside Down is a dangerous place.*
- Feelings, opinions and states → *Joyce believes that Will is trying to communicate.*

Common time expressions: usually, often, always, sometimes, every day...

**PRESENT CONTINUOUS**

We use it for:

- things happening now / at this moment → *Eleven is hiding in the forest.*
- actions happening around now → *The children are looking for Will this week.*
- temporary situations → *Joyce is staying at home because she is worried about Will.*

Common time expressions: now, right now, at the moment, today, this week, these days...

Remember:

Present Simple = usual, regular, permanent or generally true

Present Continuous = happening now, around now or temporary

Some verbs, such as believe, know, understand, like, love, want and need, are not normally used in the continuous form.

a) Circle the correct verb form. Pay attention to the meaning of each sentence.

- Laura and Victor usually (play / are playing) board games after school.
- Right now, Victor (looks / is looking) for the missing dice.
- Dustin often (calls / is calling) when he needs help.
- At this moment, Eleven (hides / is hiding) in the forest near Hawkins.
- Joyce (believes / is believing) that Will is trying to communicate with her.
- The Demogorgon (chases / is chasing) Will through the Upside Down right now.
- The children (usually don't stay / aren't usually staying) outside after dark.
- This week, Dustin (helps / is helping) Joyce search for clues about Will.
- Eleven (doesn't understand / isn't understanding) everything that the boys are saying.
- Why (does Victor look / is Victor looking) at the lights right now?



b) Find the mistake.

- Dustin is usually playing board games with his friends.

- Joyce is believing that Will is still alive.

- Eleven hides in the forest right now.

- The children are often meeting at Mike's house.

- Why does Dustin looking for Eleven?

c) Write questions using the correct form of the Present Simple or Present Continuous.

Example: *Eleven / trust / Dustin?* → *Does Eleven trust Dustin?*

- Will / see / the Demogorgon right now?

- Joyce / believe / that Will is alive?

- Dustin / search / the forest at the moment?

- Laura / usually / play / board games after school?

- The Demogorgon / hide / in the Upside Down?

- What / Eleven / do / right now?



d) How often? - Complete the sentences with a suitable adverb of frequency.

always – usually – often – sometimes – never

- Laura and Victor play board games when it rains.
- Dustin helps his friends when they are in trouble.
- Eleven talks about her past because it is difficult for her.
- The Demogorgon appears in Hawkins.
- Joyce gives up hope when things become difficult.

e) Now write two sentences of your own using different adverbs of frequency.

.....

.....

5. Fill in the gaps.

Word bank: forest / powers / portal / creatures / darkness / flashlight / brave / trust

The Upside Down is a mysterious and dangerous world that exists behind the normal world. It is filled with strange and terrifying places where it is almost impossible to see through the

The only way to enter this strange world is through a, which acts like a doorway between the two dimensions. Eleven has unusual that allow her to do things that other people cannot do, although she does not always understand how they work.

When Will finds himself trapped in the, he uses a to help him find his way through the darkness. He knows that he cannot escape alone, so he must be brave and keep going, even when he is frightened.

When Eleven arrives to help him, Will has to decide whether he can her, even though he has never met her before.



6. Reading comprehension - Welcome to Hawkins

a. Read the text and choose the correct answer.

A Strange Adventure

Imagine it is a rainy Sunday afternoon. You are at home with nothing to do. Your friends are busy, you can't go outside, and you are starting to get bored.

This is exactly the kind of afternoon when Laura and Victor decide to try something different. Laura loves stories and adventures, while Victor isn't so sure. He thinks role-playing games are strange and maybe a little bit too much like something for "nerds". However, Laura has an idea: they can create their own adventure using characters from a story they both know.

In a role-playing game, players don't just watch a story — they become part of it. They create characters, make decisions and sometimes roll dice to find out what happens next. One person, called the Game Master, controls the adventure. The Game Master describes places, introduces problems and decides what happens after the players make their choices.

A character can also have different skills and abilities. A character might be strong, intelligent, wise or good at talking to other people. These abilities can affect what happens in the game. Sometimes a player gets a very high number when they roll the dice. This is called a critical roll, and it can give the character an excellent result.

Laura and Victor decide to enter the world of Stranger Things. Their adventure includes some familiar characters, but this isn't exactly the same story as the TV series. They can change things, make different decisions and create their own version of the adventure.

But what happens when a game becomes more than just a game?

a) Choose the correct answer.

- Why are Laura and Victor looking for something to do?
 - a) They have finished school.
 - b) It is raining and they are bored.
 - c) Their friends have invited them outside.
 - d) They want to watch a film.
- How does Victor feel about role-playing games at first?
 - a) He loves them.
 - b) He doesn't understand the rules.
 - c) He isn't very interested in them.
 - d) He plays them every Sunday.



- What does Laura suggest they do?
 - a) Play a video game.
 - b) Read a book together.
 - c) Create a role-playing adventure.
 - d) Go outside and meet their friends.
- What is the Game Master's job?
 - a) To play every character.
 - b) To win the game.
 - c) To control and describe the adventure.
 - d) To choose who gets to play.
- What is a "critical roll"?
 - a) A very low number.
 - b) A mistake during the game.
 - c) A very high or excellent result.
 - d) A special type of character.
- What does the text suggest about role-playing games?
 - a) There is only one possible ending.
 - b) Players can use their imagination to create an adventure.
 - c) They are only suitable for people who know lots of rules.
 - d) They are more difficult than watching TV.
- What do players do in a role-playing game?
 - a) Only listen to the Game Master.
 - b) Become characters and make decisions.
 - c) Always follow a fixed story.
 - d) Compete to get the highest score.
- Why are character skills important?
 - a) They decide which character is the most popular.
 - b) They can affect what happens in the game.
 - c) They make the game shorter.
 - d) They tell the players what to say.
- Is the adventure exactly the same as the TV series?
 - a) Yes, every detail is the same.
 - b) Yes, because the players follow the original script.
 - c) No, the players can change the story.
 - d) No, because they don't use any characters from the series.
- What question does the final sentence introduce?
 - a) Whether Laura and Victor will stop playing.
 - b) Whether Victor will become the Game Master.
 - c) Whether their adventure might become something more serious.
 - d) Whether they will watch the TV series.



b) Vocabulary in context. Find a word or expression in the text that means:

- not interested or entertained →
- people who take part in a game →
- abilities or things a character is good at →
- a person who controls a role-playing game →
- a series of events or experiences that happen to someone →

c) THINK! Before watching the play, answer this question:

What do you think could happen when a role-playing game becomes "more than just a game"?

I think

because

7. Wordsearch.

LAURA - VICTOR - ELEVEN - DUSTIN - JOYCE - WILL - FOREST - DICE - BRAVE - FRIEND - UPSIDE - DEMOGORGON

D	N	J	B	U	H	T	R	X	L	R	C	I	M	U	G	V	U
V	C	B	K	H	D	F	B	D	R	C	U	Y	M	D	Q	S	Q
R	P	L	V	J	Z	E	F	J	E	L	E	V	E	N	Y	U	H
U	X	F	I	O	F	I	M	R	C	Q	B	H	E	F	Y	P	W
T	O	X	C	Y	P	Z	F	O	I	L	D	K	K	G	N	S	L
U	S	B	T	C	W	H	O	L	G	E	U	D	D	G	I	I	A
E	X	C	O	E	I	L	R	Q	X	O	N	K	U	Q	Y	D	U
F	F	D	R	O	L	O	E	T	V	N	R	D	J	S	S	E	R
P	V	V	T	Z	L	X	S	S	E	H	M	G	P	C	T	V	A
S	V	L	O	P	I	H	T	W	V	H	Q	Y	O	P	E	I	L
S	M	F	F	K	O	P	B	X	B	R	A	V	E	N	S	J	N
Q	D	I	C	E	R	U	R	O	E	P	S	B	G	F	V	X	L



8. Decode the numbers in each sentence to reveal the hidden words. Each sentence is its own puzzle!

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

- **Sentence 1**

Numbers: 12, 1, 21, 18, 1 - 16, 12, 1, 25, 19 - 18, 15, 12, 5 - 16, 12, 1, 25, 9, 14, 7

Decoded Sentence:

- **Sentence 2**

Numbers: 23, 9, 12, 12 - 7, 5, 20, 19 - 12, 15, 19, 20

Decoded Sentence:

- **Sentence 3**

Numbers: 5, 12, 5, 22, 5, 14 - 8, 1, 19 - 19, 16, 5, 3, 9, 1, 12 - 16, 15, 23, 5, 18, 19

Decoded Sentence:

- **Sentence 4**

Numbers: 20, 8, 5 - 21, 16, 19, 9, 4, 5 - 4, 15, 23, 14 - 9, 19 - 4, 1, 18, 11

Decoded Sentence:

- **Sentence 5**

Numbers: 10, 15, 25, 3, 5 - 19, 5, 1, 18, 3, 8, 5, 19 - 6, 15, 18 - 23, 9, 12, 12

Decoded Sentence:

- **Sentence 6**

Numbers: 4, 21, 19, 20, 9, 14 - 20, 18, 21, 19, 20, 19 - 5, 12, 5, 22, 5, 14

Decoded Sentence:



- **Sentence 7**

Numbers: 20, 8, 5 - 4, 5, 13, 15, 7, 15, 18, 7, 15, 14 - 9, 19 - 4, 1, 14, 7, 5, 18, 15, 21, 19

Decoded Sentence:

- **Sentence 8**

Numbers: 6, 18, 9, 5, 14, 4, 19, 8, 9, 16 - 1, 14, 4 - 3, 15, 21, 18, 1, 7, 5 - 3, 1, 14 - 19, 1, 22, 5 - 20, 8, 5 - 4, 1, 25

Decoded Sentence:

9. Write an email.

Imagine you are one of the characters in *Stranger Kids*.

You have just experienced a strange and exciting adventure involving the Upside Down, Eleven, Will, Dustin and the Demogorgon. You are writing an email to a friend who wasn't there. Tell them what happened!

What to include in your email:

- a)** Greeting
Start with a friendly opening.
→ Example: Hi Alex, or Dear Sam,
- b)** Tell your friend where you are
Explain where you are or what you have been doing.
→ *I'm writing to you from... / You won't believe where I am!*
- c)** Describe the strange place
What is it like? What can you see?
Use adjectives such as:
→ *dark, strange, scary, dangerous, mysterious, frightening, unusual*
- d)** Describe what happened
Tell your friend about your adventure.
What happened first? What happened next?
→ *First... / Then... / Suddenly... / After that... / Finally...*
- e)** Describe a character or creature
You could describe Eleven, Will, Dustin, Joyce or the Demogorgon.
What does the character look like? What are they like?



- f) Talk about your feelings
How did you feel during the adventure?
→ *I was scared / excited / nervous / surprised / relieved.*
- g) Say what you learned
Think about the themes of the play.
→ *I learned that friendship is important because...*
→ *I discovered that working together can...*
- h) Ask your friend a question
→ *What would you do if you were me?*
→ *Would you be brave enough to enter the Upside Down?*
- i) End the email. Use a friendly closing.
→ Example: Talk soon, / Best wishes, / See you later,
→ Sign your name.

Remember to:

- Use past tenses to describe what happened.
- Use adjectives to make your description interesting.
- Use linking words: *first, then, suddenly, after that, finally.*
- Include your feelings and opinions.
- Check your spelling and punctuation.
- Give your email a creative subject line.

Useful vocabulary

Places:

forest · Upside Down · dark world · strange room · portal

People & creatures:

friend · stranger · monster · creature · Demogorgon · brave girl

Feelings:

scared · nervous · excited · confused · surprised · relieved · worried

Actions:

run · hide · escape · search · help · fight · discover · trust



Write about 100–120 words.

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10. Speaking - roll the dice!

Discuss these questions in pairs or small groups before the show:

- Have you ever played a role-playing or board game with dice? What happened?
- If you could roll a d20 (a 20-sided die) right now, what would you wish for a critical success on?
- What do you think the Upside Down looks like? Describe it in your own words.
- Why do you think Eleven doesn't talk very much at the beginning of the story?
- Do you think Dustin should trust a stranger like Eleven? Why or why not?

What would you do if your best friend suddenly disappeared?



POST SHOW ACTIVITIES

11. Hello again! Did you enjoy the adventure? Let's see how much you remember.

a. How many characters were there in the play? How many actors played them?

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b. How did Laura and Victor start their game? What did they use?

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c. What did Eleven and the Demogorgon look like on stage?

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d. What do you think was the funniest or the scariest scene?

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12. True or false. Read each sentence. Write T (True) if it is correct or F (False) if it is not.

- ☐ Laura and Victor decide to play a video game together.
- ☐ Will disappears in the forest on his way home from a D&D session.
- ☐ Eleven can't remember where she came from.
- ☐ Dustin doesn't believe Eleven at all and sends her away.
- ☐ Joyce discovers she can talk to Will through the Christmas lights.
- ☐ The Demogorgon is afraid of sunlight.
- ☐ Eleven and Will manage to defeat the Demogorgon together.
- ☐ At the end, Victor decides he never wants to play role-playing games again.

13. Who said what? Match the quote to the character.

Characters: Victor / Laura / Dustin / Eleven / Joyce

Phrase	Who said it?
"Imagining means everything: living impossible adventures, meeting mysterious characters..."	
"One more roll and we're done!"	
"I don't know. I was... there. In a white room."	
"Did you kill them, Eleven?"	
"It's Will! He's my son! Please help me!"	



14. **Characters, actions and places.** Draw a line (or write the letter) to match each character with their action.

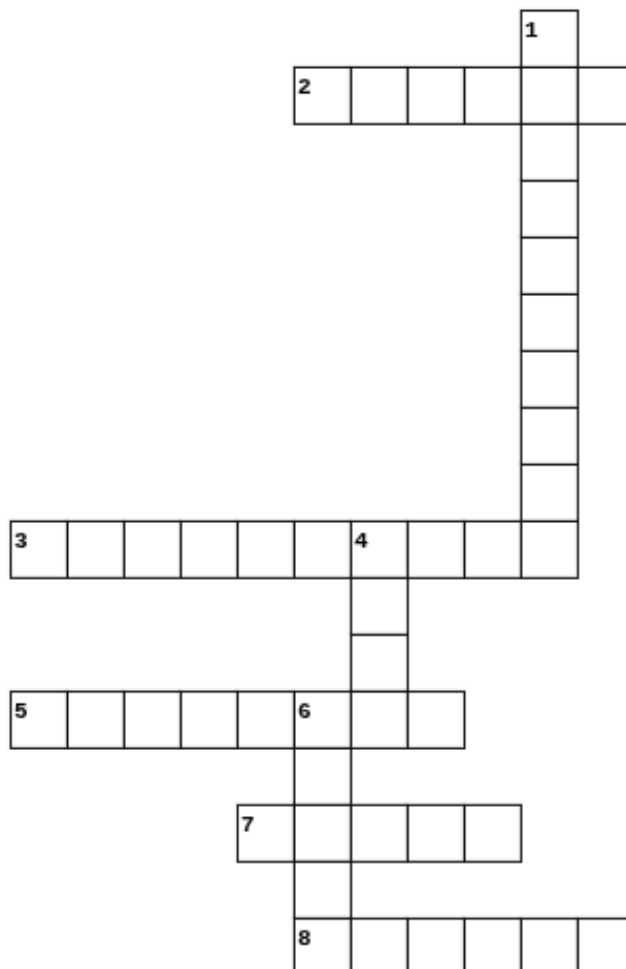
CHARACTERS	ACTIONS	PLACES
Laura / Victor	a) turns Christmas lights on and off to spell a message	1. The living room
Joyce	b) rolls the dice and explains the rules of the game	2. Joyce's house
Dustin	c) meets the Demogorgon and runs to hide	3. The forest
Eleven	d) uses her powers and gets a nosebleed after a big effort	4. The school
Will	e) searches the forest with a flashlight, calling for Will	5. The Upside Down

15. **Order of the story.** Put the story in order. Number the events from 1 to 8.

- Dustin finds Eleven in the forest and makes a Charisma roll to gain her trust.
- Eleven appears near Hawkins, alone and silent.
- Eleven faces the Demogorgon and uses her powers to make it flee.
- Dustin and Eleven enter the Upside Down to look for Will.
- Joyce discovers she can communicate with Will through the lights.
- Laura and Victor decide to play a role-playing game on a rainy afternoon.
- Will disappears into the Upside Down on his way home.
- Will, Dustin and Eleven work together to close the portal and defeat the Demogorgon.

**16. Crossword.**

Read the clues and write the answers.

**ACROSS**

2. The girl with special powers who has no memory of her family.
3. The dark, mirror world where Will gets lost.
5. The tool Joyce and Will use to spell out messages.
7. Will's mother, who talks to him through the lights.
8. Will's friend, who searches for him with a flashlight.

DOWN

1. The monster that lives in the Upside Down.
4. Small cubes with numbers used in role-playing games.
6. What Eleven gets from her nose after using her powers too much.



17. Character vocabulary – Who are they?

Choose four adjectives from the box. Use them to describe the characters in *Stranger Kids*.

brave · curious · mysterious · silent · chatty · protective · determined · anxious

For each adjective:

1. Choose a character who you think fits the adjective.
2. Write one sentence explaining why.
3. Use evidence from the play to support your idea.

Example:

Brave – Eleven

→ *Eleven is brave because she faces the Demogorgon even though it is dangerous.*

1.

Character:

2.

Character:

3.

Character:

4.

Character:

ACT IT OUT!

Choose one of your four adjectives. Without speaking, act it out for your partner.
Can your partner guess the adjective?

My adjective:

My partner guessed:



18. **Listening.** - Use scenes #01, #02, #03 and #04 from *Stranger Things*.

Part A – Understanding

- Why is Will scared when he realises he is alone in the woods?

.....

- Who does Dustin find in the woods?

.....

- What does Eleven say about the place where she lived?

.....

- Why is Will frightened when he sees the Demogorgon?

.....

- How does Joyce communicate with Will?

.....

Part B – Vocabulary & Meaning

- What do you think the word “mysterious” means in the story?

.....

- What does Eleven mean when she says that the people who hurt her were “bad”?

.....

- What does Joyce mean when she says “Mom. Help”?

.....

Part C – Thinking & Feelings

- If you were Dustin, would you help Eleven even though you didn’t know her? Why?

.....

- How do you think Eleven feels when she talks about the people who hurt her? Why?

.....

What do you think is the most important idea in these scenes?

.....



19. Grammar – The story in the past

We use the Past Simple to talk about actions that started and finished in the past.

Regular verbs:

- appear → **appeared**
- talk → **talked**
- open → **opened**

Irregular verbs:

- find → **found**
- see → **saw**
- go → **went**

a) Complete the story

Complete the sentences with the **Past Simple** form of the verb in brackets.

- Eleven near Hawkins. (*appear*)
- Dustin Eleven and to her. (*find / talk*)
- Joyce the lights turn on by themselves. (*see*)
- The Demogorgon Will through the Upside Down. (*chase*)
- Eleven and Will a portal back to Hawkins. (*open*)
- Will lost in the Upside Down. (*become*)
- Joyce for Will. (*search*)
- Dustin Eleven some clothes. (*give*)
- Eleven her special powers to fight the Demogorgon. (*use*)
- Will and Eleven together to defeat the creature. (*work*)

b) Make the sentences negative. Rewrite the sentences using didn't + verb.

Example: Eleven appeared near Hawkins.

→ Eleven **didn't appear** near Hawkins.

- Will escaped from the Upside Down.

→



- Joyce believed that Will was dead.

→

- Dustin ignored Eleven.

→

- The Demogorgon disappeared immediately.

→

- Eleven used her powers only once.

→

c) Ask questions. Write a **Past Simple question** for each answer.

Example: What did Dustin find?

→ He found Eleven.

-

→ Eleven appeared near Hawkins.

-

→ Dustin found Eleven.

-

→ Joyce saw the lights.

-

→ Eleven and Will opened a portal.

-

→ They defeated the Demogorgon.



d) **Past Simple detective.** Read the sentences and find the **mistake** in each one. Correct it.

Example: ✗ Dustin *finded* Eleven. ✓ Dustin **found** Eleven.

- Joyce *see* the lights.

→

- Eleven *didn't appeared* near Hawkins.

→

- Dustin *find* Eleven in the forest.

→

- The Demogorgon *chased* Will?

→

- Eleven *used* her powers to defeat the creature?

→

e) **Final challenge.**

Write 3 sentences about something that happened in *Stranger Kids*. Use:

- one regular Past Simple verb
- one irregular Past Simple verb
- one negative sentence

.....

.....

.....

**21. Speaking — Final discussion.**

Discuss the questions with your partner or group. **Give reasons and examples from the play whenever possible.**

a. Role-playing games

Do you think role-playing games can be enjoyed by anyone, even people who have never played one before? Why or why not?

b. Laura's idea

Laura says that a video game *"can't improvise a story with four dice and some character sheets, but we can."*

What does she mean? What is the difference between a role-playing game and a video game?

c. Victor's change

At the beginning, Victor is not very interested in role-playing games. Why does his attitude change during the play?

Give **at least two examples** from the story.

d. The adventure

Which moment of the play do you think is the most important? Explain your choice and describe what happens.

e. Your character

Imagine that Laura and Victor invite you to join their next adventure. What kind of character would you create?

Explain:

- your character's name
- their personality
- their special ability or skill
- what their role would be in the group



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