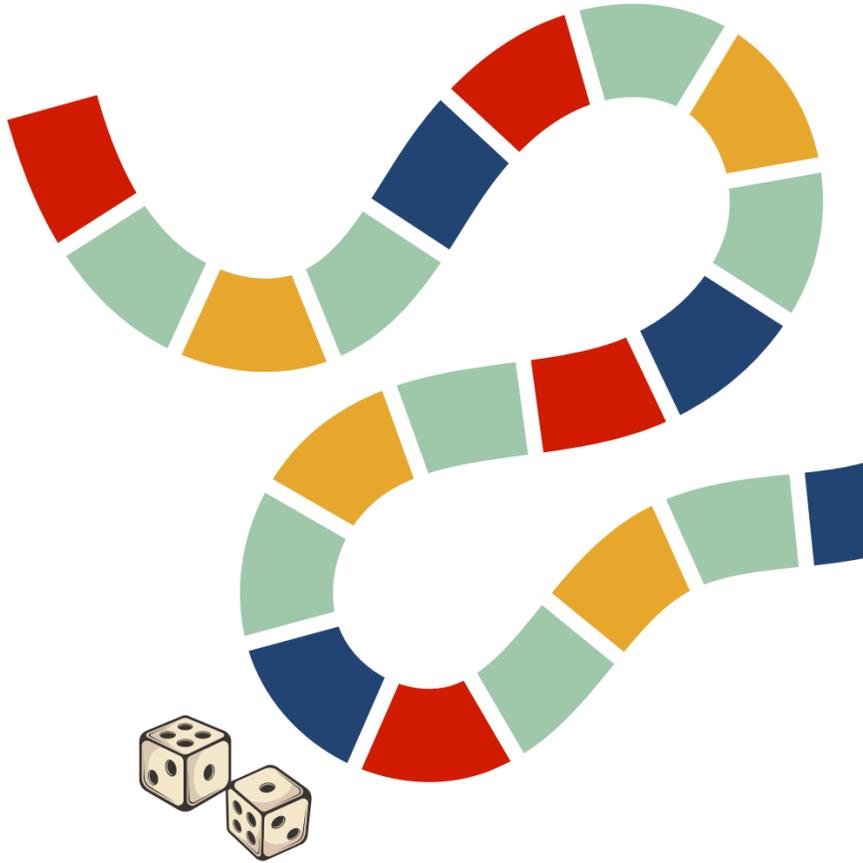


March Calendar

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
01 Cat in the Hat Hat Craft	02 Rhyming Challenge	03 Wacky Word Maker	04 Mix-and-Match Creatures	05 Story Charades	06 Tallest, Wobblest Tower	07 Story Remix
08 Dress as Your Favorite Book Character Movie Night	09 Word of the Day Challenge	10 Read a story and draw what you hear	11 Neighborhood Letter Hunt	12 Sound Guessing Game	13 Draw Together	14 Picture Telephone
15 Make a Story Newspaper	16 Roll the Dice to Tell a Story	17 Story Stones	18 Pick a Story Out of a Bag	19 Freeze Frame Storytelling	20 Design a New Book Cover	21 Create a Story Soundtrack
22 Storybook Menu	23 Puzzle Pull-Out	24 Family Talent Minute	25 Read Under the Covers	26 Story Yoga	27 Reimagine a Favorite Story as a Ghost Story	28 What Happens Next?
29 Book Talk a Favorite Book	30 Character Interview	31 Balloon Race				

The Joyful Play Project



March Calendar Guide

The Joyful Play Project

Supplies

Paper
Markers, crayons, or colored pencils
Tape
Scissors
Books
Blankets
Dice
Balloons
Small household objects
Toys, blocks, or LEGO
Small bag or container
Stones, buttons, or small objects
Notebook or stapled paper

Activity Details

Cat in the Hat Hat

Create your own cat in the hat inspired hat and have a birthday party for Dr. Seuss.

Rhyming Challenge

Inspired by *Fox in Socks* pick a silly word and see how many rhymes you can come up with together.

Wacky Word Maker

Inspired by *Oh, the Things You Can Think!* pick something around the house and invent a brand-new word for it. Use your new word as much as you can throughout the day

Mix-and-Match Creatures

Inspired by *One Fish Two Fish Red Fish Blue Fish*. Fold paper and have each person draw a different part of a silly creature.

Story Remix

Retell a familiar story but change one big thing, like the ending or the setting.

Word of the Day Challenge

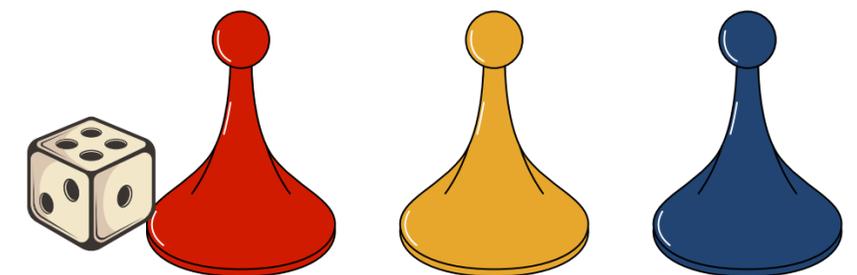
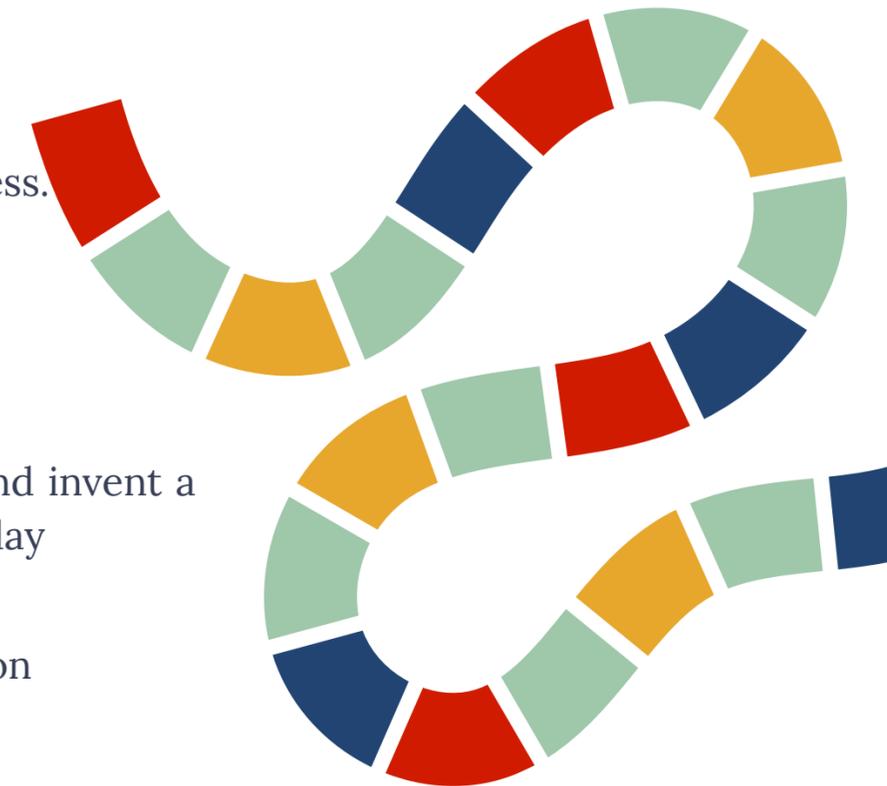
Pick one word and try to use it correctly as many times as you can.

Sound Guessing Game

Make sounds using household items and guess what you hear.

Make a Story Newspaper

Create headlines, pictures, and interviews based on a book's events.



March Calendar Guide Cnt.

The Joyful Play Project

Activity Details

Roll the Dice to Tell a Story

Each number can stand for something different, like introducing a character, choosing a setting, adding a problem, or moving the story forward. Keep it quick, playful, and see where the story goes.

Pick a Story Out of a Bag

Pull small toys from a bag and build a story around them.

Freeze Frame Storytelling

One person starts telling a story. At any point, someone yells “freeze,” and a new person jumps in to continue the story.

Create a Story Soundtrack

Pick songs that match the mood or moments of a story.

Storybook Menu

Create a pretend menu inspired by foods from a favorite book.

Family Talent Minute

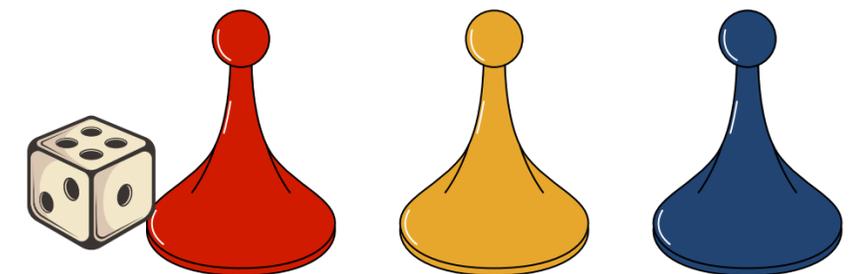
Each person gets one minute to share a talent, real or made-up.

What Happens Next?

Imagine what happens after the story ends and create your own version.

Character Interview

Pretend to interview a character and answer as if you are them.





Roll the Dice to Tell a Story

How to Play

Sit together and explain that the dice will decide your story. Roll the die once for each category below. Once all the choices are made, start telling the story using those ideas.

Setting

Roll once to decide where the story takes place:

- 1 – Space
- 2 – Antarctica
- 3 – Rainforest
- 4 – Underwater
- 5 – A busy city
- 6 – A magical forest

Main Character

Roll again to decide who the story is about:

- 1 – A kid
- 2 – An animal
- 3 – A superhero
- 4 – A talking object
- 5 – A made-up creature
- 6 – A robot

Problem

Roll to decide what goes wrong:

- 1 – Something is lost
- 2 – Someone is stuck
- 3 – A rule is broken
- 4 – A surprise appears
- 5 – A mistake is made
- 6 – A challenge must be solved

Ending

Roll one last time to decide how it ends:

- 1 – Happy
- 2 – Funny
- 3 – Surprising
- 4 – A lesson is learned
- 5 – Crazy
- 6 – Cozy

Tips for young players:

If you're playing with younger kids, keep it flexible. They can draw parts of the story instead of telling it, act things out, or help fill in the blanks while an adult tells most of the story, Mad Libs-style.

The Joyful Play Project

