

Storytelling swapsies

'Tis the
season
to be
creative



INTRO:

Take a story you know like the back of your hand and shake it up. Swap or replace key details like characters, creatures, objects, props, or locations. Play a game of mix and match, where the familiar is twisted into something delightfully bizarre.

Want to see Snow White with seven mischievous unicorns? Or how about the Grinch attending a ball thrown by talking teapots in the jungle? The possibilities are endless. The only limit is your imagination.

Shuffle, twist, and tweak, and create fantastical adventures.

EXAMPLE:

The original panto favourite – Cinderella

Cinderella lives with her wicked stepmother and stepsisters. She is forced to work as a servant, treated poorly and denied joy and love. Despite her hardships, Cinderella maintains grace and kindness. Her fate changes when her Fairy Godmother magically transforms her for the royal ball, where the prince seeks a bride. She attends the ball, captivating the prince with her charm and beauty.

Cinderella must flee at midnight, but she leaves behind a glass slipper. The prince then searches the kingdom for that slipper's owner. Eventually, it fits Cinderella perfectly, proving her identity. The prince recognised her true inner beauty, and they married. Cinderella forgives her stepfamily, and they

all find a better life. The story emphasises kindness, perseverance, and believing that true goodness will prevail.

Swap

- Fairy godmother for a travelling salesperson
- The masquerade ball for a trip to McDonald's

The remix – Cinders at the drive thru

Cinders is starving. She makes it her mission to get her Big Mac before midnight as she's been slaving away making 'healthy rubbish' for her family all week. Cinders' car is out of fuel and she doesn't know how she'll get there until Ella; a travelling salesperson comes knocking. Cinders makes small talk, charms Ella, and persuades her to take her to the drive thru on their 'first date'. What happens next between Cinders and Ella...?

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ACTIVITY:

Here we've provided a synopsis of the film 'Nightmare Before Christmas'. Explore how you could revamp or remix this story. Feel free to use a different story or film if you prefer. Use AI tools to generate a short synopsis if it helps.

You could use aspects of the scamper model to help generate ideas for a new story or plot...

Link: [Scampering for ideas](#)

The original – Nightmare Before Christmas

Jack Skellington, Halloweentown's beloved Pumpkin King, has become bored with the same annual routine of frightening people in the "real world." When Jack encounters several trees containing doors leading to other holiday-themed worlds he is drawn in by the one that leads him to Christmastown and suddenly gets a new lease on life, wanting to take the holiday for his own.

With its bright colours and warm spirits, he plots to bring Christmas under his control by kidnapping Santa and becoming the big man himself. He also tasks mischievous trick-or-treating trio Lock, Shock and Barrel with abducting Santa.

But Jack soon discovers even the best-laid plans can go terribly wrong...

Swap

What would you swap in this story?

Could Jack be replaced by Robin Hood?
Could the trees be magic carpets? How about switching Lock, Shock and Barrel for three of the Lost Boys?

Play, explore and have fun!

THIS HELPS:

- Break the mould
- Unleash unexpected connections
- Cultivate adaptability