Storytime™

STORY CLUB: TRADING CARDS

CREATE COOL TRADING CARDS!

1. Choose which character is going on your card from a tale in Storytime! It could be a hero, a villain, a magical being or a cute little creature. Write their name here!

2. What are they? Write a few words that describe them here! For example: Brave Woodcutter, Selfish Sorcerer, Dangerous Dragon or Plucky Squirrel.

3. Draw them here or cut out pictures from magazines to make a collage. Get creative!

4. What's **a cool quote** that they say (or would say)?

5. Score them! Now it's time to give your character scores to show what they are best at. Each score can be between one and ten. There are three scores:

BODY! How big, strong, fast or tough the character is.

MIND! How cunning, wise, clever or determined they are.

MAGIC! The power of their magic or special abilities. Magicians, fairies or characters with supernatural powers of some kind would have a high rating!

You can give your character a **rating from 1-10** in each score, but the TOTAL of all 3 should be 13!

6. Finish off your card! Colour in the borders and add other decoration if you like. Then, cut it out and you're ready to play!

CARD CHALLENGE GAME!

Here's a fun game you can play with the cards you have made!

✶ You'll need: two or more players. Each player should have made four or more trading cards. Each player should have the same number of cards. Each player should also have a small counter like a dice or coin. This is their 'trick' counter. Make sure there's a pencil and paper to keep score.

✶ The player whose birthday is next goes first. They choose a card and put it face-down in front of them. Then, they should point at another player and say, "I challenge you to a contest!" They should declare if it is a contest of BODY, MIND or MAGIC.

✶ The other player picks one of their cards and places it face-down. Then, both players flip over their cards. The player with the highest score in the chosen ability wins! They score a point, and discard both cards.

✶ Then, the player to the left of the first player picks a card and makes a challenge. They cannot challenge the same player that the last player did (unless they are the only player that still has cards, of course!)

✶ If a player wants, they can try to 'trick' their opponent when they are challenged. When both players have placed their cards face-down on the table, they should hide their 'trick' counter in one of their hands and then hold out both of their fists to their opponent. Their opponent must pick one! If they pick the hand with the counter in it, the player who played the trick can choose which score is used in the contest. Once a trick counter has been used successfully, the player must discard it.

✶ The players take turns challenging each other until nobody has any cards left. The player with the highest score wins!

© 2026 Storytime Magazine Ltd

Storytime™

STORY CLUB: TRADING CARDS

BODY

MIND

MAGIC

BODY

MIND

MAGIC

BODY

MIND

MAGIC

BODY

MIND

MAGIC

Don't forget to put your scores:
The TOTAL of all 3 should be 13!

© 2026 Storytime Magazine Ltd