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## Draw story online

Draw History Thank you! Count added below »Stickman/Kids/Color » Character History Info Description: Draw your way through the colorful world of your notebook, and reveal important secrets of the painting! Instructions: WASD to move, mouse left click to create a block, 1-4 / mouse wheel - change colors. Credit: Stick Page Love Count Multiple Game Hits: 1480 Hits: 5569 Hits: 7514 (5813 votes) Draw Story is a fantastically colorful platform game. The mission of Draw Story is to help your sprite by drawing various useful blocks to floor the road and kill enemies. You can choose between killing blocks, water blocks, grass blocks and many more. Move your character with WASD and draw with your mouse. This game is just perfect if you get bored at school and want some distraction. Draw on your paper to help this little stickman move on and not be killed by small ants or other animals. Collect as many coins as you can to improve your drawing skills and quantity. Are you ready for this? Have fun with Draw Story, online and for free on Silvergames.com! Control / WASD = move, mouse = draw page 2 (2195 votes) Help the three cute panda bears to escape the pirate ship and make their way through the dangerous jungle, passing the indigenous people to come home. Point and click interactive objects to cause a chain of action. Enjoy 3 Pandas. Control/Control: Mouse This game is currently blocked due to the new privacy regulation www.agame.com and it is not currently controlling it. In order for you to continue playing this game, click on accepts in the banner below. Loading... Just a few more seconds before your game starts! Oops, something went wrong. Try again! Oops, something went wrong while loading your game. Try again! Sorry! This game only works on your computer. Start Game Loading... Loading games This game uses modern browser features that your browser does not support. For best results, get the latest version of Google Chrome. You must be logged in to post a comment! Sign up for free Since I was a class teacher, at least once a day, I had a student tell me, I have nothing to write about! My students were unaware of the incredible natural resource they possessed: their boundless creativity. Our children are natural storytellers. The depth of their imagination never ceases to amaze me. And yet, our children are approaching a blank page of trepidation - sure they have nothing to say. When most kids set out to write, they're not thinking about sharing their ideas and stories. More often than not, they are emphasizing about lettering and correct spelling. When I ask my 6-year-old son to write, generally a little groan will escape his lips. For me, writing is therapeutic. It excites me. For him, writing is a pressure cooker. What should I write about? What if I can't spell anything? How many sentences does a story make? But if I ask my son to draw a he immediately puts the crayon to paper and begins to unleash his ideas. As he draws, draws, he can not realize is that he tells a story. The images that our children draw make so much sense. There is so much information in an illustration. You don't believe me? Download a copy of Officer Buckle and Gloria by Peggy Rathmann or Mark Teague's Dear Mrs. LaRue. If you were just listening to a reading of the book, you would no doubt hear a great story. But when you enjoy the story along with the illustrations, the story is made complete. The author in me hopes that one day my son will fall in love with the act of putting pen to paper. Until that day comes, I will inspire his creativity and confirm to him that he is a storyteller. I want him (and all children) to know that they have something to say. You can follow this basic process to help your child recognize that his/her drawing is a story and that he/she is a natural-born storyteller. 1. Talk to your children about their drawings. Ask questions. On pointer details. Shoot them to tell you about their photos. Here are a few questions to ask: Point out the characters What are their names? How are they? Describe them to me. On the pointer option Where is it? or Where is the character name right now? What's that like? Ask about plot What's the character doing right now? Why? What do you think will happen next? Let your children lead this conversation and answer what they say. Ask questions based on their answers. When they talk about their images, they tell a story that gives you information about the protagonists, setting and story plot. 2. You just told a story! Woohoo! Your children are storytellers! Let them know that they have just told a story, and praise them for their imaginative ideas. Use this opportunity to build their trust as narrators, and to help them understand that they have something to say. 3. Write it down. If your children are reluctant writers, instead of asking them to write the story, take a dictation, and write or write the story as they tell it. The point of drawing a story is not to practice writing, but rather to help them practice storytelling and gain confidence in the depth and quality of their ideas. Children who are not frustrated by the act of writing, but simply struggle to develop ideas, may be able to do their own writing. If possible, attach the font to the image. 4. Read your story. Writers are readers. There is something magical that happens when children read their own writing. Sometimes you can almost see a switch flip when they realize I'm a writer! When my son read the words I had written, his face lit up. Mom, can we keep doing this? I could draw more pictures and we could make it a whole book! The day before, the same child sat sullenly at the kitchen table, staring at his diary complaining he had no ideas. I just needed to access his creativity in a different way. 5. Share the story. Let your kids share stories with someone else. Have them read them to another family member or friend. Sharing their ideas and stories with others can be incredibly validating and further cementing for them that they are storytellers with something to say. Excite your children's ideas this week and encourage them to draw a story. Adjust game screen size 100% Reset Done Play a very cool online game where you have the opportunity to draw your own game and play it: Draw Story 2 is a highly interactive, innovative and creative Stickman adventure game that also has a Level Editor mode where you'll have the opportunity to create your own challenging platform environment. Set in a doodle-style copybook and pencil world, the idea is that you add your own different 'drawing boxes' to change each level, and to ensure that your Stickman can perform otherwise impossible tasks to move forward. Fans of classic jumping platforms should enjoy the refreshing new twist on the iconic genre in Adventure mode, but the real magic for artistic children in Draw Story 2 takes place in Level Editor mode. This mode is a challenging online activity for talented kids who may have an interest in graphic and game design, or for any gifted young comic book environment designers out there. Players get the chance to create their very own levels, making them as complex, crazy, or downright impossible as they like! Fill your creations with dozens of little monsters, tricky jumps, hard-to-reach ledges, awkward canyons, and other mainstay with typical platform challenges. Best of all, you can save your level creations and play them over and over again – even challenge your friends to see if they can conquer your design! Ok Game Designer Extraordinaire, it's time to bring your creative side into the fore! How to play: There are two different game modes to choose from: Adventure Mode and Level Editor Mode. Click 'Start' on the main menu screen to enter Adventure Mode, where you play the role of a classic 'jumping Stickman' in the original Draw Story game. Your goal in each level is to maneuver this character to a yellow 'Finish Flag' at the end of each page-scrolling level. Use the arrow keys or WASD keys on the keyboard to control your stickman. Up Arrow / W = Hop; Down Arrow / S = Duck; Left arrow / A = Move left; Right arrow / D = Move to the right. While these controls are essential for jumping and moving around at the level, the main controls are your 'Box Drawing' capabilities. There are 4 unique types of boxes that you can add to the game screen. The Brown Ground Box is a simple box that is located on the ground and can be used to jump to greater heights. The Red Enemy Box can be dropped on the various scurrying monsters (to remove the little creatures) that try to attack your Stickman. The Green Air Box hangs in the air (when created) and can be used to jump over canyons. Finally, the Blue Water Box can only be used on water (as a small island to help jump over the water). There are two different ways to select a box. If the computer mouse has a Simply scroll through the 4 different boxes (you can see which box is selected in the upper left corner of the game screen). Alternatively, you can press 1, 2, 3 &amp; 4 Keys on the keyboard to select the different boxes. When a box is selected, the mouse pointer turns into a pencil of the corresponding box color. Left Click to add this box to landscape. On the Main Menu screen, click 'Level Editor' to go into level editor mode. Here you can create your very own Draw Story environment from scratch. At the top of the game screen, your 'dashboard' options have 'Add', 'Delete', 'Edit' and 'Move'. Click the icon in the far-right corner of the game screen to select the item you want to add to your level. The standard element is a grassy ledge, and we recommend that you add a stretch of it to your level for an initial road. Click 'Add', then click and drag the grassy ledge to make it as big as you like, and place it anywhere around the tiled edit screen. When you release the click, the grassy rim is put in place (unless you want to move it by clicking the 'Move' button). Press the left and right arrow keys to scroll to the left and right of the edit screen. Once you've created some grassy ledges (maybe with a few holes and jumps thrown in for good measure), you can add features such as enemies, extra box power-ups, and other decorations to your level to make it more interesting (you know best!). Click the icon in the upper-left corner, and then click the 'General' tab to access these various general elements, while the other tabs (Mountains, Desert, Forest, etc.) offer items that are relative to the type of terrain at these levels. To 'test' your level to see if it is playing well, click the 'Play' button in the upper right corner of the level editor screen. Here you can perform a test run, and make adjustments based on whether the level is too easy/hard. When you are satisfied with your creation, click the 'Done' button in the upper right corner. A long code appears. Copy this code to the clipboard (click the 'copy all' button at the bottom of the game screen), and then paste and save this code in a safe place. Back on the main menu, click 'Play custom level', paste into your code, click 'Enter', and enjoy playing your own creation! If this Flash-based game no longer works on IE11 or the Chrome browser on your PC/MAC, try playing Firefox browser with Adobe Flash player installed. Installed.

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