

Roll - a - BIRMINGHAM

After listening to the stories from *Kids in Birmingham 1963*, begin your cityscape with the lines and shapes provided below.
The number of buildings and signs is up to you OR you can roll to let the dice decide.

After Stories	At the bottom of your page draw signs	 first	 next	 then	 last	at least 3
	Behind the signs draw buildings					
During Songs	While listening to the music provided, roll the dice or just choose a variety of symbols and elements to add to your cityscape.					
	windows					
	sky					
	messages	Mind on Freedom	Do what's Right	It's time Get Ready Let's Go	Peace for ALL	We Shall Overcome
						Slave no longer