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[Teachers in the Dungeon](#) is an active podcast with 100+ episodes by educators Tom Gross and Dan Reem. While the topics of their podcasts run the gamut, there is certainly an educational focus that comes up often, as their name would suggest! I highly recommend subscribing.

In their episode “[Behind the Screen 3: DM’ing for Kids](#)” (4/11/23, 31 min; a YouTube version [is here](#)), Dan and Tom offer some great tips on running TTRPG adventures for those aged 12 and under. (To be honest, several of these would be good advice regardless of the players’ age.) Here’s their combined list, but be sure to listen to the entire episode for more details and explanation of each tip:

1. Keep it simple. In particular, you might want to just make a roll against a determined DC for success/failure rather than getting deep into skills and modifiers.
2. The adventure goals should be light and heroic, or perhaps task-oriented that is age-appropriate.
3. Say “yes” as much as possible.
4. Consider “defeating” monsters instead of “killing” them.
5. Give them pre-made characters so you can more quickly get to actual gameplay.
6. Soft-pedal the horror and violence, but emphasize the obvious, non-lovable aspects of enemy monsters. (Think of “Disney villain” portrayals and descriptions.)
7. Include real-world physical or visual artifacts to elevate gameplay (maps burned and aged, plastic gems, etc.).
8. Consider having a “[X card](#)” as part of your table setup, where a student could choose to utilize in order to pause/rewind/revise a gameplay moment, in case the narrative gets too intense.
9. Have breaks and snacks!
10. Take time to create NPC’s that are quirky, funny and/or memorable.