Digital Storytelling

In this activity: Students will develop a story inspired by an object that will then be used to create a digital story using drawn or found images.

Literacy: Storytelling and Writing

Why?: Create stories using digital media to promote visual learning

Educational Benefits:
-> Promoting creativity in storytelling

Activity Length: 40 minutes (possible to separate and do different sections of the activity on different days)

Ages: First Grade – Fifth Grade

(How)

PREPERATION:
-> On a table, lay out a number of different objects that students can use to create a story
    -> These objects can be anything from stuffed animals, beach supplies, kitchen utensils, etc.
    -> Students will be using these objects as inspiration to create a story that will later turn into a digital story
INTRODUCTION:
-> "Everyone pick an object that speaks to you"
-> Ask the class questions about the objects they have chosen
    -> "Where does this object live?"
    -> "Is it cold? Is it hot?"
-> After the students have thought about their objects, have them draw a picture with the object in it
    -> This does not have to be literal, creativity is encouraged
    -> Ex: If the object is a beach ball, draw a picture of the beach ball in a classroom
    -> Or it can be more literal
    -> Ex: If the object is a beach ball, draw a picture of the beach ball on the beach
-> Go around the room asking questions about what is in the picture
    -> "Who is that?"
    -> "Tell me what is happening in this picture"
    -> "Does the beach ball like where it's sitting or would it rather be somewhere else?"
-> Have the students tell a story about the picture and help them write it down
    -> NOTE: This step will help create the story outline for the digital story
    -> Older students can write it out themselves
-> Have the students create a basic storyboard of pictures that match the words in the story
    -> This is to sketch out ideas of how to put the story together
    -> Example offered below

-> Use an online digital storytelling resource (listed at the bottom) to create a digital story
  -> Digital stories can consist of drawn images on the program, hand drawn pictures scanned into a computer, photographs, or video footage
-> Presentations: There are a couple options of how to present these digital stories
  -> 1. Have a few students volunteer to put up their work
    - This way no student feels put on the spot
  -> 2. Have an art gallery of all the digital stories
    -Have few computers play different digital stories and have the students walk around and check out each one

Modification:
-> First and Second Grade:
  -> Have students illustrate the images
  -> While the students are telling the story write it down and talk through the spelling of different words
-> Third, Fourth, and Fifth Grade:
  -> Approach an object as if you were an alien and had never seen it before…
  -> Have the students pick up handle the object and have them make observations
    -> Asking questions help
    -> ex. A bell
    -> "Describe it to me"
    -> "Does it have a specific smell?"
    -> "What does it feel like to hold it?"
    -> "Does it make a sound?"
    -> "What happens when you shake it?"
    -> "Does it like to be shook?"
  -> Have students look up images online as well as drawn images that correspond with the story they have created.