Activity Guides
Telling stories in the 21st century

Telling Stories
in the 21st Century

Technology for Teaching and Learning (TTL-2)
Duration: 1 Week | LO Codes: TTL 2-1, TTL 2-4

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Note to the Teacher

Hello Teacher! This set of activities can be used as your week's lesson plan to help students appreciate and practice 21st century skills in teaching and learning. The goal of these activities is for students to acquire skills in information media and technology, learning and innovation, life and career, and effective communication. They will do this by learning about the art and science of storytelling and how technology can facilitate effective and engaging storytelling.

Learning Outcomes

TTL 2-1: Use ICT to develop 21st Century Skills: Information, Media and Technology Skills, Learning and Innovation Skills, Life and Career Skills, and Effective Communication Skills.

TTL 2-4: Produce learning resources using technology tools in various subject areas.

Overall Learning Journey

🕐 Approx. 4 hours / 1 week (Class + Homework)

Acquire	Collaborate	Practice	Collaborate
Storytelling Patterns Class	**Show and Tell** Homework	**Write your own stories** Homework OR Class	**Lesson Plan Design Sprint** Class

Detailed Learning Journey

Storytelling Patterns (Acquire) | 30 minutes in class
- The teacher will talk about storytelling patterns that are used in media and ICT platforms. Some suggested resources are:
  - **Six elements of good digital storytelling** - This is an article that talks about using technology to tell stories in more ingenious ways. The blog also talks about what makes digital stories effective and engaging.
  - **The six main arcs in storytelling, as identified by an A.I.** - This article talks about an experiment done by a group of mathematicians and computer scientists from the University of Vermont and the University of Adelaide, whose goal was to map out the story arcs of nearly 2,000 works of fiction. This is a great way to introduce students to tried and tested story arcs in the media
  - **How video games turn players into storytellers** - This is a TED Talk about how choices in games become tools for immersive storytelling.

Show and Tell (Collaborate) | Homework
- In groups, students will create an inventory of media that they believe demonstrates good storytelling. These resources can include videos, blogs, games, or applications that may not be intended as learning resources. To guide their thinking, the inventory can include:

- ○ A description of the media product, game, or application;
- ○ A breakdown of the story;
- ○ A list of potential learning objectives when used in a learning setting.
- Using a tech tool like Padlet, Google Slides, or JamBoard, students will evaluate the media they collected. A suggested format would be Roses, Thorns, and Buds:
  - ○ Roses - What do you like? What worked?
  - ○ Thorns - Which areas need improvement?
  - ○ Buds - How can the resource be improved or augmented?

Write your own stories (Practice) | Homework or in-class
- Each group will create an imaginary learning context where they can use the media they found.
- Their output can be in the form of an imaginary case study. In this way, they can also practice their storytelling skills.

Lesson Plan Design Sprint (Collaborate) | 30 to 45 minutes
- Each group will present their imaginary case study to the class
- As an exercise, the class will choose one imaginary case study and create a Lesson Plan. Some guide questions are:
  - ○ Who is the target audience?
  - ○ What is the context? What is the need?
  - ○ What are the learning objectives?
  - ○ What are the activities that can supplement the resource? It can be a form of reflection or an evaluation activity.
- See resources for suggestions on how to facilitate a design sprint.

Digital Tayo Modules

The Digital Tayo modules are a great supplement to this activity. The following activities are great reflection exercises that they can use to tell more powerful stories. Here are some lessons that we recommend, but feel free to look through the Digital Tayo website to select particular lessons that you want to use.

Digital Empowerment Module

Topic	Lesson	Description
Media Making	**Lesson 3: Raising Awareness through Media**	Students will learn about and identify ways in which various types of media can be used to promote awareness around an issue.

Suggested Resources

These are resources you can share with your students as reference materials.

Topic	Resources
Storytelling ● Storytelling patterns ● Digital storytelling and its applications	Six elements of good digital storytelling The Six Main Arcs in Storytelling, as Identified by an AI How video games turn players into storytellers Six ways to implement digital storytelling Storytelling Tools to Boost Your Indie Game's Narrative and Gameplay The Three Pillars of Game Writing - Plot, Character, Lore
Design Sprint ● Design thinking ● Facilitating a design sprint	Design Thinking Defined SPRINT by Jake Knapp, John Zeratsky, Braden Kowitz	Animated Summary

	The Facilitator's Handbook: 24 Design Sprint Tips
Real Stories of ICT in Action: Reflections from EdTech Students and In-Service Teachers During the COVID-19 Pandemic	The Kahimtang Series: Filipino Students Amidst Online Distance Learning Motivations of a Student Real EdTech Stories in the Rural Areas of the Philippines Online Distance Learning: The Teacher Experience