EDUCATION
FUTURE
Innovative methods of
adult education for
the future of Europe

STORYTELLING METHOD

TEACHING PROGRAMME

COTOPAXI

real
time

maGenta

ci ape

superact
creatively improving lives

EDUCATION FUTURE
Innovative methods of
adult education for
the future of Europe

Workshop Title:	Facilitator:	Date:	Time:3hrs	Location	
Storytelling Workshops	Clive Robertson/ David Wall				
Participants details	Number: 20		Gender: M/F	Age:18 – 60+	Skills level: Various

- All delegate groups are from different European countries.
- All have experience of community activity and engaging with vulnerable and/or hard to reach members of the own communities.
- Strong understanding of Equality and diversity.
- English as a 2nd language.
- Some have visited the UK previously and have some level of understanding and engaging with English culture

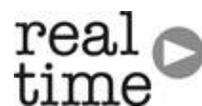|				
Session description Teaching Strategy / Method	Participants to create instructional visual short stories using Smart Phones and non-digital assets Inductive: Concept Attainment of basic story paradigm's, Problem solving groups to create a sequential images of directions or relaying instructions			
Rationale/ Connections	Show statistics of use of the concepts. Connections: How did another culture change concepts for own use			
Learning outcomes	1. State different paradigms of telling a visual map 2. Identify different methods of producing and distributing sequential maps 3. Construct own sequential Map 4. Create brief for application of sequential Map/ visual storytelling with own community group participants			
Differentiation	All	Most	Some	
Assessment(s): List potential use of new skills within own practice	Speculate usefulness of techniques within own work practice	Plan usefulness of techniques within own work practice	Understand, evaluate/modify techniques to use with own work practice	

COTOPAXI

real time

MaGENTA

ci ape

superact
creatively improving lives

Day 1 (Tuesday) Digital Story making

Duration in mins	WHAT (exercise presentation etc.)	Facilitator	Resource	Visual
5	Welcome	Toilets, fire escapes		
10	**Intro:**	**RT** Who we work with What we do Why we do it **21 south street story**		Logo on screen Pic of squat

10	**Intro to: course**	**Course will cover** 1/Technical skills needed 2/ Participatory techniques and exercises 3/ Issues involved in using visual methods projects 4/Practice working with other people and visiting projects **The training will have 3 distinct elements** • How to engage people with their environment • Making connections with the local community • Communicating to a wider audience **We will also look at when to use particular methods** Issues involved in setting up projects in your settings	Plan and notes	
10	**Questions?**			Q&A
10	**What is storytelling**		2. notes	
5	**What is digital storytelling**		3 notes	
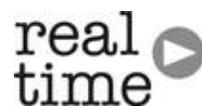
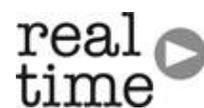| 15	History	Powerpoint presentation		ppt
5	What techniques we are aiming to cover		4 notes	
10	Questions?			Q&A
10	Getting started Generating stories using visual methods	**Part 1 icebreakers** **Ground rules suggestions from group** **Plus** Don't criticise drawings Don't interrupt people Confidential	Flip chart	
10	Exercise: How are you feeling	Choose and draw picture Why did you pick Everyone feeds back	paper	

| 20	**Exercise** **Picture consequences**	3 Groups of 6 with 2 from each country First person shown picture they draw it (30 seconds) They show to next person etc. All come back together Is the final pic the same as the photo? When did change happen (through stages of drawing)	paper	pictures

| 20 | **Framing-finding stories**

Exercise what happened this week | 3 Groups of 6 with 2 from each country

Draw something that happened to you or an event can be as mundane as you like

Feedback in groups then from everyone

Group the events on wall

Next draw what happened before and after | Post it notes | |

EDUCATION
FUTURE
Innovative methods of
adult education for
the future of Europe
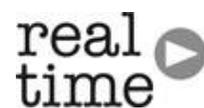
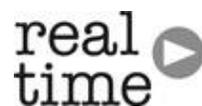| 5	**Context and Prompts**	**4 buckets described by Annette Simmons** A time I shined A time I blew it A mentor Book movie or event Circle of the 9 muses-David Hutchens		

COTOPAXI

real time

maGenta

ci ape

superact
creatively improving lives

| 5	**Drawing icons**			Icon image
60	**River of life**	everyone has a piece of paper draw picture showing your life as a river you have 15 minutes share in groups of six 15 minutes feedback whole group 15 minutes When all the stories are done, you can do a large group debrief of the experience. What was it like for you to tell your story to this group? What was it like for you to hear all of these stories? What surprised you? What insights have you gained about our group		
	Developing Ideas as a group **Story cubes**			

20	**Exercises** **1. Once upon a time** **2 Character**	**2 groups of 8** **roll dice** everyone select an image and make a story linking all 8 cubes roll 3 cubes use them to create a character now roll all 9 and create a story for your character		
15		**Exercise - what are the key elements in storytelling** prompt/context personal story what are we using storytelling to achieve? how do we link the stories together? **make list with group?**		
20	**Story boarding**	Previously we drew on picture then added one in front and behind Now we look at creating a story together. Standard PV story boarding on separate sheet Introduce then 2 groups work separately		
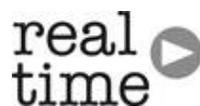
Co-funded by the
Erasmus+ Programme
of the European Union

15	**Comics**	The basic unit is the page 3 x 3 panel grid is considered the proscenium arch of comic staging Panel design and page design should be co-ordinated	hand-outs	
10	Linking pictures	Chose 3 images from page to make story, how do you link them		
15	**Create a character**	Exercise 2 Use blank of person to make 3 shot story		
	Photography			
20	**Going Digital** **3 photo story**	**How to tell a story with photos** **Take 3 photos to tell a story** **Beginning middle and end** **6 groups of 3**		

Wednesday- group work

		Developing work with groups		
	Working with	Icebreakers		

Co-funded by the
Erasmus+ Programme
of the European Union

EDUCATION
FUTURE
Innovative methods of
adult education for
the future of Europe

groups	Prompts		
	Linking		
ESOL group	Refining		
	Sharing		
	Explain what I did with the group		
	Get them to choose activity		
	Try another activity		
	How easy difficult was it?		
	Feedback		
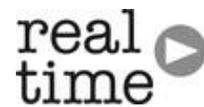
Thursday /Friday- mapping/ sharing and cultural engagement

10	Introduction to transect (sequential maps)	Facilitator to contextualise maps and visual storytelling		PPt
20	Exercise- create a map of reading	Activity 1 Draw from memory how they arrived to centre.	Flip chart paper and pens	Presentation by participants
45	Psychogeography	Activity 2 Find location in town centre Participants given digital cameras to take photographs of their journey to a specific location	Digital cameras/phones	
10		Activity 3 Creating sequential map. Participants to edit map to at least 5-6 images		
45		Activity 4 Exchange map with another group to find location		Presentation by participants

Health and Safety	Room: Risk Centre/ Rising Sun. Review any health concerns of participants. Comfort break facilities
Equality and Diversity	Use of IPhone translator. Identify participants who can help others with English as 2nd language.
Materials:	Drawing pens-Drawing paper-Digital Camera, Projector, Flip chart pad and stand, While board
Differentiation	No specialised skills required other than to create lists or draw sequentially Assessment(s): Sequential Story created. Sequential story understood by others. Development of storytelling with smartphones. List potential use of new skills within own practice. Transitional Activities / Plan for students who finish early

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.