

## DIGITAL STORYTELLING IN THE CLASSROOM

### OVERVIEW

Digital Storytelling tools and techniques enable us to tell short stories using electronic media. This six week workshop will introduce participants to the nature and educational uses of digital stories and will guide them in developing and producing a story of their own. Participants will learn how to plan a story, obtain and incorporate still images and video clips, add voice narration and background music, and enhance the final product with special effects and transitions. Participants will be introduced to and may select from a variety of freely obtainable software programs as the vehicle for their stories

### GOALS

This workshop will enable participants to:

- understand the nature of digital stories and how they may be used both as teaching tools and learning products
- plan a story using scripting and storyboarding techniques
- obtain and select digital images and video clips
- record narration, obtain and incorporate additional audio material
- understand copyright regulations and restrictions when using multimedia sources
- be aware of the various software programs used as vehicles for digital stories
- combine script and multimedia into a digital story, enhanced with special effects

### FINAL PRODUCT

Participants will design and produce a digital story for classroom use, incorporating still images and/or video footage with voice narration and background music.

### COURSE EXPECTATIONS

This workshop is divided into six one-week sessions which each include readings, activities, and an online discussion among workshop participants. Participants should expect to spend 4-5 hours per week in order to adequately complete the work.

The outline for the workshop is as follows:

Session One:	<i>Using Digital Storytelling to Communicate</i>
Session Two:	<i>Scripting and Storyboarding</i>
Session Three:	<i>Image Resources</i>
Session Four:	<i>Audio Resources</i>
Session Five:	<i>Putting Images and Audio Together</i>
Session Six:	<i>Digital Story for your Curriculum</i>

In the first two sessions, participants will learn what digital storytelling is and how

to plan a story using scripting and storyboarding techniques. In Sessions Three, Four and Five, participants will learn how to obtain digital images and audio files. Finally, in Session Six, participants will create their own digital story.

These are suggested criteria to be used for evaluating successful participation in and completion of this workshop.

1. **Discussion Board Postings:** Participants are expected to respond to the online discussion prompt in each of the course sessions with an original posting. Participants are also expected to respond to the postings of at least two other course participants in each session. Guidelines for discussion postings, as developed by the EdTech Leaders Online, are available at the following URL: [http://www.edtechleaders.org/documents/discussion\\_guidelines.htm](http://www.edtechleaders.org/documents/discussion_guidelines.htm)
2. **Readings and Activities:** Participants are expected to complete the required course readings and activities as posted in each of the session assignment pages. Optional readings may also be completed, but are not mandatory.
3. **Final Product:** Participants will submit a digital story in movie format which successfully meets the criteria explained here: [Digital Storytelling Rubric](#) (acknowledgement to the University of Houston).
4. **Pre and Post Workshop Surveys:** Participants are expected to complete both surveys. The final workshop survey must be completed within one week of the end of the last workshop session.

### Prerequisites

This is an introductory workshop for teachers, technology specialists, curriculum specialists, professional development specialists, or other school personnel. Participants are expected to have regular access to computers. In addition, participants should be proficient with using email, browsing the Internet, and navigating to computer files.

### Content and Technology Standards

This workshop will help participants meet the 2008 [ISTE NETS for Teachers](#), especially Standards I , II and III.

In addition, this workshop will help teachers to enable their students to meet the [2007 ISTE NETS for Students](#), especially Standards I, III, and IV.

For more information about Technology Integration visit: <http://www.iste.org>

### About This Workshop

This course was developed by educators as part of the [eLearning Delaware](#) initiative. eLearning Delaware is Delaware's implementation of the [eLearning for Educators Initiative](#), a project funded through a federal [Ready to Teach](#) grant and a multi-state collaboration between eight state education agencies and associated public broadcast stations. eLearning Delaware partners are the [Delaware Center for Educational Technology](#), the Delaware [Department of Education](#), and [WHYY](#).