Digital Storytelling – Fiction and Non-fiction

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Overview

Everybody has stories to tell. Incorporating storytelling concepts from Dr. Jason Ohler's book, "Digital Storytelling", teachers utilize multimedia tools encouraging students with innovative ways to tell a "story". By adding digital cameras and computers to the pencils and paper traditionally used in writing samples from children and young adults, students will demonstrate whole brain processes and conceptual design frameworks in developing stories.
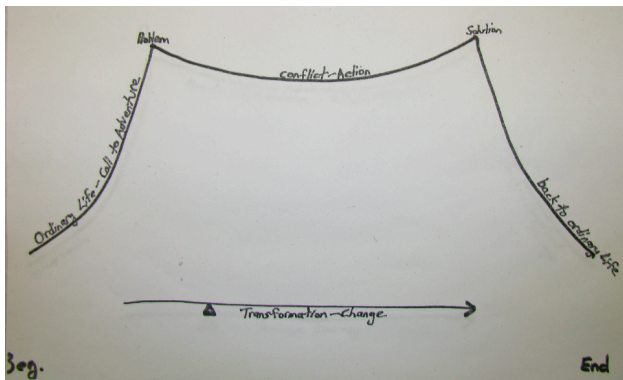
The process for creating "story" includes:
- Story mapping
- Story boarding
- Constructing set and props
- Picture taking
- Writing and adding pics in iPhoto
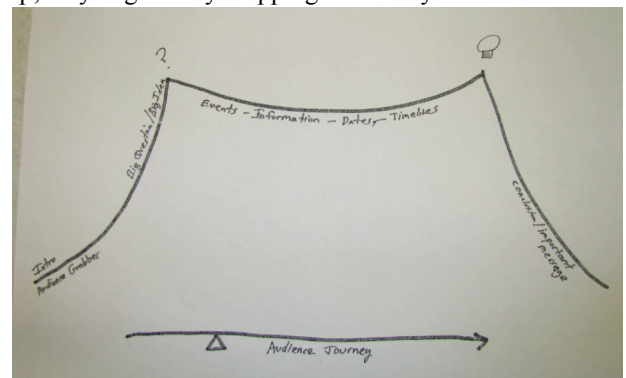- Sharing with an audience

Story Mapping

The first step is to teach students how to story map using video clips to demonstrate story map elements. After students understand the elements of the story map, they begin story mapping their story.

Fiction story map.

Non-fiction story map.

Story Boarding

The second step is to create a story board using their story map as a guide. The story board is a crucial step using illustrations and language to describe the sets and props to be used in each story element when taking pictures.
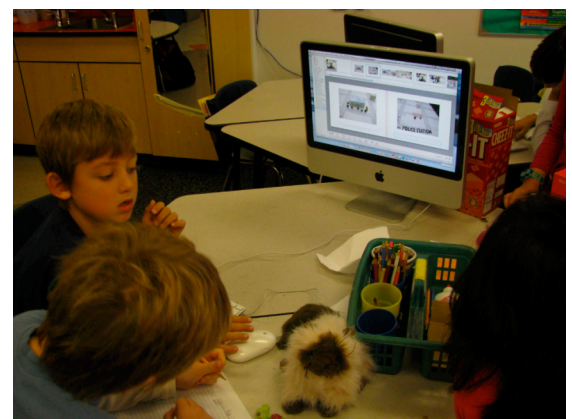
Picture taking and downloads

- Students take the time create sets and gather props.
- They utilize proper backgrounds.
- Teach students a bit about angles, macros settings, flash / no flash, taking a deep breath before shooting, etc.
- After students have spent some time taking pictures, have them download the pictures and review what they have taken.
- Have them evaluate what has worked and what has not.
- In today's digital world, have them take lots and lots of pictures..

Story Writing

Once pictures are taken and downloaded into photo management software (ie. iPhoto) students start putting their story together:

- choose pictures
- write storyline
- edit and revise with both peers and teachers
- publish and read to an audience

The software used to can vary. Although I use iPhoto to both manage and produce the books, there are many limitations. Some teachers are choosing Keynote, Powerpoint, and other similar software to utilize with students in creating digital books. Although we can turn these stories into movies and podcasts, I have found there is something extremely tangible that students get when they have their story in their hands and can read them with friends and family anytime, anywhere.