

Storytelling

WHAT

Storytelling is an enlightening and effective way for young people to make their own stories and in doing so express themselves through narratives. Young people can use the themes, actions, and and animations from the Alt-ER Universe as a point of departure for their stories.

WHY

Storytelling is a way to engage the students in making sense of their experiences. In the making of a story, students express their voice and creativity and gain narrative skills. A well-developed sense of narrative is one thing that can help better understand and structure experiences, very important for their social and emotional development as well as their learning readiness for school.

WHO

Teachers or parents should prepare for the storytelling activities by choosing appropriate themes to instigate the storytelling and facilitating collaboration in groups if necessary by assisting in the formation of the groups and helping with the process, so all students get a chance to participate. During any storytelling activity teachers or parents should assist when necessary by supporting the students in the development of the story, fleshing out the ideas and plot through questions, but not leading the narrative to directly.

Students participate in the development of the stories, moving the plot along, but also contribute with their creativity and solutions to challenges they may meet in the process of collaboration. One strategy is to assign different roles for students to fill in the production process. Some might take the lead in crafting the story, while others may be more in the forefront doing the photography, setting up props, acting, creating the soundtrack, or editing.

HOW

Materials needed for a storytelling activity can all be found in the Alt-Er universe - the themes explored in the interactive universe can be used as grounds for story-telling activities, with simple questions being used to develop a narrative. Asking the students what is happening in this picture and what the implications might be is a great start. If needed, there are cut-outs of the animated characters to be found in the *resources* section of the Alt-ER website. All are printable and to be made ready in preparation of the lesson.

WHEN (+SCOPE)

The scope of the activity can vary depending on how in-depth the activity is intended to be, but considering time for exploration of the themes and the universe, 2 lessons at 45 minutes each should be planned as a minimum.

The activity is aimed at the age group ranging from kindergarten to 1st or 2nd grade, and the children are to work in groups of 3 to 4.