



# *Introduction to Digital Storytelling*

## **What Is Digital Storytelling?**

Digital storytelling is a process that blends media to enrich and enhance the written or spoken word. Leaders in the field have called digital storytelling a new twist to storytelling – multimedia tales are the modern expression of an ancient art. Digital storytelling can encompass many topics beyond the classic story, take many forms, and employ an ever-expanding array of software applications. A digital story may have a narration overlay and sometimes a music background; it may combine, in any number of ways, images, audio and video to tell a story or to make a factual presentation. In many cases, sound, music and images surround the written or narrated content.

Because of the limits on storage capacity for video on most school networks, digital stories must be kept short in length. Generally, websites that store finished digital stories for viewing

## PROFILES

---

### **PROFILE FOR TECHNOLOGY (ICT) LITERATE STUDENTS FOR YEARS P–2**

The following experiences with technology and digital resources are examples of learning activities in which students might engage during P–Year 2 (ages 4–8):

Illustrate and communicate original ideas and stories using digital tools and media-rich resources. (related NETS•S Standards: 1, 2)

In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area. (related NETS•S Standards: 1, 2, 6)

Independently apply digital tools and resources to address a variety of tasks and problems. (related NETS•S Standards: 4, 6)

### **PROFILE FOR TECHNOLOGY (ICT) LITERATE STUDENTS FOR YEARS 3–5**

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Years 3–5 (ages 8–11):

Produce a media-rich digital story about a significant local event based on first-person interviews. (related NETS•S Standards: 1, 2, 3, 4)

Use digital-imaging technology to modify or create works of art for use in a digital presentation. (related NETS•S Standards: 1, 2, 6)

Conceptualise, guide and manage individual or group learning projects using digital planning tools with teacher support. (related NETS•S Standards: 4, 6)



## *Digital Story Preparation*

I've divided the multistep process of combining text, voice, audio, images and video to create and tell story into three stages: preparation, production and presentation. I believe this represents the natural sequencing and division of the steps required, though the division is arbitrary. Although presentation is the final step, it is critical that it inform every aspect of planning and production. The process takes time, and teachers may want to apply assessments throughout the development.

During the preparation stage, teacher and students define their audience and determine what the final product will be (video or podcast) and how it will be presented (i.e. in class or posted to the web). They organise preliminary materials and plan for the digital storytelling project/assignment. The teacher will decide at this point whether to have students work as individuals, in small groups or as a whole class. The teacher will also begin creation of a formative assessment (see Chapter 5). If the project

## Online Tools for Digital Storytelling

### Google Docs

<http://docs.google.com>

**Account Sign-up:** [www.google.com/accounts/NewAccount](http://www.google.com/accounts/NewAccount)

**Google for Educators:** [www.google.com/educators](http://www.google.com/educators)

**Help Page:** <http://docs.google.com/support>

Google Docs is a free suite of online word processing, spreadsheet and presentation applications that can be used to create individual or collaborative documents, spreadsheets and presentations with as many features as most desktop applications. These created products can be downloaded to your computer to be used offline, or stored and shared with others online. To use them, all you have to do is sign up for a free Google account, and you can access the suite, the instructions, a video tutorial and a special online section with shared ideas for educators.

### Google Gears

<http://gears.google.com>

**Help Page:** <http://tinyurl.com/5mjm4u>

If you want to work with the products you create with Google Docs when you're not online, you will be prompted to install a small plug-in, called Google Gears. It is easy and free. Just follow the directions contained on the Google Docs Help page.

### Evernote

<http://www.evernote.com>

**Getting Started:** [www.evernote.com/Registration.action](http://www.evernote.com/Registration.action)

Evernote is an online tool designed to gather and store information from web pages. These items can be snippets of text, images, links

## Preparation Assessment

Digital storytelling often focuses on story; therefore, story development and the processes of good writing should be reflected in this rubric.

### NETS•S Alignment

#### 1. Creativity and Innovation

- a. apply existing knowledge to generate new ideas, products or processes
- b. create original works as a means of personal or group expression

Preparation Rubric			
	Beginning	Developing	Accomplished
<b>Assignment Comprehension</b>	Student is passive and disconnected from the assignment and needs one-on-one help to get started with the project	Student understands the assignment but seems hesitant and questions the teacher each step of the way	Student takes initiative and comprehends the assignment and seeks answers to questions from peers before asking the teacher
<b>Contributes to Discussion</b>	Student does not seem interested in the discussion	Student pays attention and contributes an occasional thought or idea	Student is engaged and contributes ideas and listens to the ideas of others
<b>Story Idea (story map)</b>	Student has few ideas what the story will be about	Student has ideas about the story but needs assistance	Student grasps the story topic and begins to develop it