



## Digital storytelling workshop with iPads: 4 day workshop

### Agenda guidelines for facilitator

This document provides guidance for facilitators working over four days to run a digital storytelling workshop with iPad technology.

Digital Storytelling (DST) is a learning/creating experience supported by technology, allowing participants to create their own short film containing voice, imagery, and music.

Additional handouts for guidance:

- Equipment and software checklist - iPad
- Key elements of a good story
- Making your digital story - Sonic Pics
- Consent form



## Day 1: Introduction to storytelling

Time	Session	Objective	Activities	Materials	Who
09.00am					
00:15	Opening	Names, organisations, where you are from and why you are here	<ul style="list-style-type: none"> <li>- Short introductions</li> <li>- Exercise to discuss purpose of the workshop</li> </ul>		
00:30	Welcome and Ice-breaker	Break down barriers between people that don't know each other	<p><i>Egg drop:</i> Group has to use materials to stop an egg from breaking when dropped from standing on chair height</p> <ul style="list-style-type: none"> <li>- Name of group explained</li> <li>- Why they have developed their tool</li> </ul>	Eggs AND Paper clips Sheets of paper String Tape Blue tack	
00:20	Truth and lies	Opens up the possibility of telling a story about yourself <ul style="list-style-type: none"> <li>- How you perceive what is true and how people react to that</li> <li>- Revealing in terms of social norms and confronting stereotypes</li> </ul>	<ul style="list-style-type: none"> <li>- Stand in a circle so all group members are facing each other</li> <li>- Each person says two sentences about themselves: 1=true/ 1=lie</li> <li>- Discuss/guess each in turn</li> </ul>		
00:20	River of life	Explore the drivers and motivations of participation in digital storytelling, and build space to continue the journey	Draw the journey that brought you to this workshop and where you think it will take you – can be done in pairs if done by organisation	Flip charts Marker Pens	
00:20	Break				
00:30	Intro to Digital storytelling	What is it? What is it not? Why do we do it?	Discussion Watch some examples - e.g. From the Silence Speaks website <a href="http://www.silencespeaks.org/case-studies/39.html">http://www.silencespeaks.org/case-studies/39.html</a>	Internet Laptop Speakers Projector	



Time	Session	Objective	Activities	Materials	Who
01:30	Exploring creativity	Getting people out of their normal pattern of engaging with the world through improvised storytelling and image association	<ol style="list-style-type: none"> <li>1. Sequence of free-writing (Prompts include: I remember, how she looked when, what she did when, how she felt) (pick one word--choose a feeling, etc.)</li> <li>2. Image association - What did you notice about your reaction?</li> <li>3. Tell a story with an object</li> <li>4. Story cubes (cause and effect)</li> </ol>	<ol style="list-style-type: none"> <li>1. Pen and paper</li> <li>2. 25 images - short/medium/long frames</li> <li>3. 3 random objects</li> <li>4. Story cubes</li> </ol>	
00:10	Introduce workshop framing questions	Framing the workshop - Introduce the framing question that will help build the narrative of the story- Explain why	<p>EXAMPLE How and why have things changed in your life? Tell us a story about how things have changed in your life, and what role you could have in changing things in the future?</p> <p>(This question looks retrospective, present and future)</p>		
00:30	Respond to the framing questions	Respond to the framing questions with a story outline in 3 parts	First story circle: Respond to the framing question in 3 sentences - beginning, middle and end--write on three cards and then share	Post its Pens	
01:00	Lunch				



Time	Session	Objective	Activities	Materials	Who
00:30	Visualise key moment in the story	Looking at the moment of change in the story	<p>Explain key moments in the story arc - beginning/middle/end</p> <p>Draw the key moment</p> <ul style="list-style-type: none"> <li>- surroundings</li> <li>- characters</li> <li>- setting</li> </ul>	Arts materials	
00:30	Types of stories; and what makes a good story for you?	Understanding the narrative flow of a story	<p>Discuss using an excerpt from CDS Cookbook about the death of a father (<a href="http://storiesforchange.net/sites/default/files/cookbook.pdf">http://storiesforchange.net/sites/default/files/cookbook.pdf</a> - page 22)</p>	Cookbook excerpt	
00:20	Rough story board (using cards)	Starting to visualise the story and deepen expression	Images to represent the whole story (roughly 2-3-2 for beginning-middle-end)	Coloured card Pens	
00:15	Break				
01:30	Story circle	Reflecting on how the stories are developing, peer support	<p>Up to 5 min per person to tell the story</p> <p>Prompt questions</p> <ul style="list-style-type: none"> <li>What is the story about?</li> <li>What is the most memorable moment?</li> <li>What confuses you/do you want to hear more of?</li> <li>Is there an arc – beginning/middle/end?</li> </ul>		
00:15	Evaluation	Reflective practice – review expectations for the workshop and share initial reactions	<p>This is a good point to reflect on facilitation style/approach and to get feedback to respond to</p> <ul style="list-style-type: none"> <li>- This is important for building trust</li> </ul>		
17.30pm					



## Day 2: Creating stories

Time	Session	Objective	Activities	Materials	Who
09.00am					
00:15	Check in				
00:20	Key elements of a story	To understand the different components of a story for developing their own narrative	Theme, Script, Plot, Story structure, Characters, style and tone; types of stories	Key elements of a good story - handout	
00:50	Collaborating on story development	To get feedback on the developing story - Prompt questions look at senses, then story structure	<p>1) tell your story to your partner; 2) discuss questions; 3) take notes for your own revisions</p> <p>Working in pairs with question: 10 min to tell stories to each other; 20 min to discuss first set of questions; 10 min feedback; 20 min second set of questions</p> <p>Senses - Can you SEE, HEAR, FEEL your story? - What does it TASTE, SMELL like?</p> <p>Story structure - What is your story about? What is the main theme/message of the story? What do you want to convey to the viewers? Which emotions drive your story? What does it mean to be emotionally honest? Can you focus on a KEY MOMENT in your story when something changed?</p>	<p>Pairs</p> <p>Handout: Questions for story pairs printed</p>	



Time	Session	Objective	Activities	Materials	Who
00:20	Write the first version of the script	To capture the story in written form so it can be worked on in a concrete way	<ul style="list-style-type: none"> <li>*Speak directly/actively to your experience</li> <li>*Do not speak in third person - speak in 'I'</li> <li>*Ensure that the images are clear</li> <li>*Draw out the key moments of change</li> <li>*Story arc</li> <li>*Three minute story is the length you want, 20-25 images</li> </ul>	iPad with text app (e.g. Pages)  Facilitator handout: Equipment and Software checklist Ipad	
00:15	break				
00:30	Introduce Evernote	For documenting the story	Introduce Evernote and people type in their story ( <a href="https://evernote.com/">https://evernote.com/</a> ) TIP: Create a global log-in so that all participants share an account, facilitators can then review all scripts and annotated bibliographies live	iPad with Evernote	
02:00	Full story circle	Reflecting on the story collectively as it develops	Questions What is the story about? What is the most memorable moment? What confuses you/do you want to hear more of? Is there an arc - beginning/middle/end?		
01:00	lunch			Print scripts	
00:20	Jargon game	To ensure the language of the story is creative and accessible	Return to pairs from the morning; read your partners' script and circle words you think are jargon; give back to partner to try and change jargon words, words on a scrap of paper into a pot to receive reward (sweets)	Sweets as rewards for removing the jargon	
00:50	Drama using 3 stories	<ul style="list-style-type: none"> <li>- To prompt further creativity and dramatic presentation in the stories</li> <li>- To support the development of those that are struggling to build the narrative in their stories</li> </ul>	Steps: 1) in groups, plan a 4-5 min drama of the whole story with no speaking 15 minutes to plan drama; 5 mins to perform, 5 mins to discuss each		



<b>Time</b>	<b>Session</b>	<b>Objective</b>	<b>Activities</b>	<b>Materials</b>	<b>Who</b>
00:20	Break				
01:15	Annotated storyboard	Adding images to the script visualise the story	Options: finish script in Text App; go into Evernote and insert text, get participants to annotate the script with different media to start the process of visualisation and how this supports story development	iPad Arts materials	
00:15	Evaluation	To support reflective practice	Participants to interview each other		
17.30pm					



## Day three: Digitalising stories

Time	Session	Objective	Activities	Materials	Who
09.00am					
00:15	Check in				
00:30	Introduction to technology	To support people with the technology - Ipad introduction, Evernote, Drawing Pad	On/off; home button; settings; how it saves; pages; evernote	iPad	
00:40	Annotated storyboard	Visualising the stories - placing images against the script	Paper version: add to the cards you already have, increase total number to 15, or annotate on a piece of paper; 30 min to draw and then present in pairs or gallery	iPad Arts materials	
00:20	Pictionary	Purpose is to get participants thinking about symbols and imaging	In 2 teams, using the flip chart paper: each team must elect a person to draw. Facilitators will select some challenging words from within the stories (verb, noun, adjective) for each team in turn to draw and guess.	Flip chart Pens	
00:15	Kinds of shots, shot variation, perspective	What does it add to your story to change things about the image?	Set of images - close up - Mid - shot - Long - shot	Computer Projector	
00:15	break				
00:40	Images and technology	Introducing the different apps to support images	On iPad walk participants through the different apps to support image production Tech: iPhoto, ScannerPro, Drawing Pad	iPad Projector	
00:20	Creative commons and sources of images	Working with online sources for images and ensuring effective crediting and attribution	Emphasise to copy the URL of the images so they can be checked by the facilitator Sites for image sourcing e.g. The noun project, flickr, Wiki media etc.	Computer Projector	
00:30	Storyboard in Evernote	Developing annotated storyboard with script to further develop the story	All working on their annotated story board with images in Evernote	iPad Arts materials	





Time	Session	Objective	Activities	Materials	Who
00:30	Show storyboard	Facilitators review storyboard	Participants present their storyboards to the facilitators	iPad	
01:00	Lunch	Put up progress chart to keep track of each of the tasks participants need to complete		Progress chart	
01:00	Search for/create images	Visualising the stories - placing images against the script	Individual work	iPad Arts materials	
00:15	Work in pairs with images	Ensuring the images are strong and support the communication of the message	*Why have you chosen these images, apart from them being nice or pretty? *What do they contribute to the meaning of your story? *How do they communicate your key moment?	iPad and images created	
01:30	Finalise images	Complete annotated storyboard	Individual work	iPad Arts materials	
00:15	Evaluation	Reflexive practice			
17.30pm close					



## Day four: Finalising stories

Time	Session	Objective	Activities	Materials	Who
09.00am					
00:15	Check-in				
01:00	Final images	finalising all images!!!!	<b>Check everyone against progress chart</b>	iPad Progress chart	
01:00	Intro to SonicPics and audio recording	To build the final story to be recorded	All images in SonicPics in order	iPad Headphones Mic  Handout: Making your digital story_Sonic Pics	
00:20	Creating the story	Recording the story and merging the images with voice recording	Audio recording in Sonic Pics in pairs	iPad Headphones Mic	
00:30	Exporting and copying the story	To ensure stories are saved and backed up	Render Sonic Pic films and save video file on external hard drive	iPad Computer	
01:00	lunch				
00:40	Screening of stories and celebration!!	Group viewing and understanding of each others stories	Playback of all stories	iPad Projector Speakers	



Time	Session	Objective	Activities	Materials	Who
00:30	Discussion of stories	Feedback and learning from the group	<p><b>Discussion point -</b> - Identities and the collective - how can digital stories challenge stereotypes, and affirm commonalities.</p> <p>Facilitators take notes in terms of what they can suggest to support the final version of the stories</p>		
00:30	Risk, ethics, consent	Agreeing informed consent and ethics	Consent forms for sharing	Handout: Consent form	
00:30	Evaluation	Formal evaluation		Evaluation form	
15.00pm					



## Specific handouts disclaimer

### About this handout




These materials are part of the Handbook from Transformative storytelling from social change online platform ([www.transformativestory.org](http://www.transformativestory.org)), Supporting resources section. The handbook provides an integrated set of materials: multimedia, case studies, methodologies and additional resources to support practitioners, researchers, donors, and media interested in understanding and use transformative storytelling to empower communities and support development work to bring social changes.

When not otherwise stated the handout is the result of original work and crowd-sourced material adapted and shaped by the joint efforts of the transformativestory.org core community of practitioners (digital storytelling and participatory video) working collaboratively to extend the original materials, while maintaining the core concept. In addition to adding tool we have extended resources and discovery experiences to make the site better mesh with practitioners demands.

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