



first, some resources...

- /storytelling
- literacy
- art of storytelling
- technology, techniques
 - * power of music
- assessment
- /nome
- /beyondessays

NCLB keynote quiz...

Question: We should teach kids literacy the way we were taught because:

NCLB keynote quiz...

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1. We want them to be cool like us

NCLB keynote quiz...

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NCLB keynote quiz...

Question: We should teach kids literacy the way we were taught because:

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3. In many cultures the old are respected (not ours but some)

NCLB keynote quiz...

Question: We should teach kids literacy the way we were taught because:

1. We want them to be cool like us
2. Time travel will eventually return us to the 1950s and we should be prepared
3. In many cultures the old are respected (not ours but some)
4. None of the above...

Keynote Overview

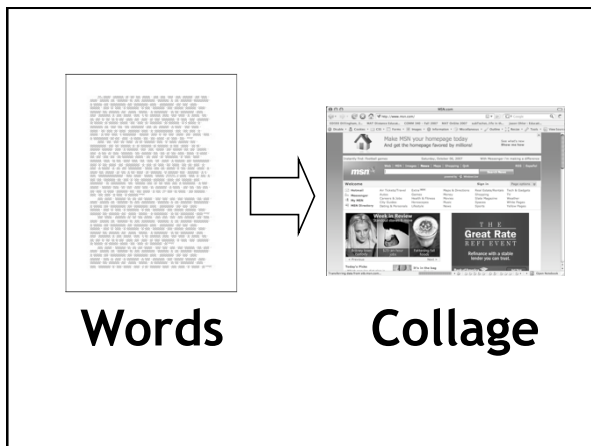
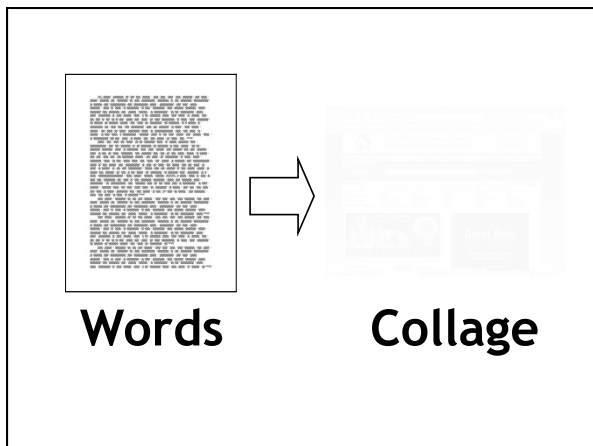
Literacy...

Consuming and
producing the media
forms of the day,
whatever they are.

Literacy...

Therefore, we need to be
able to write well
whatever we read.

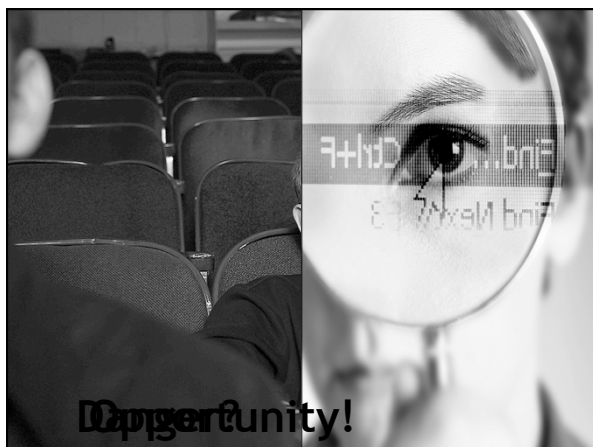
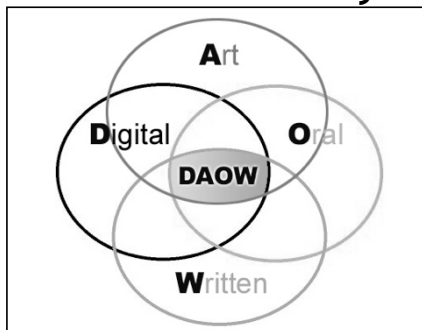




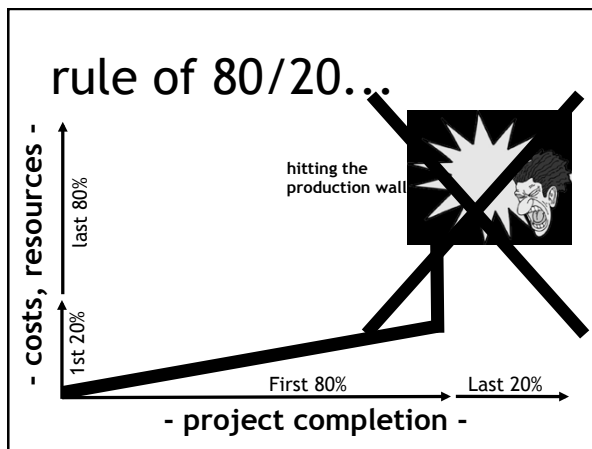
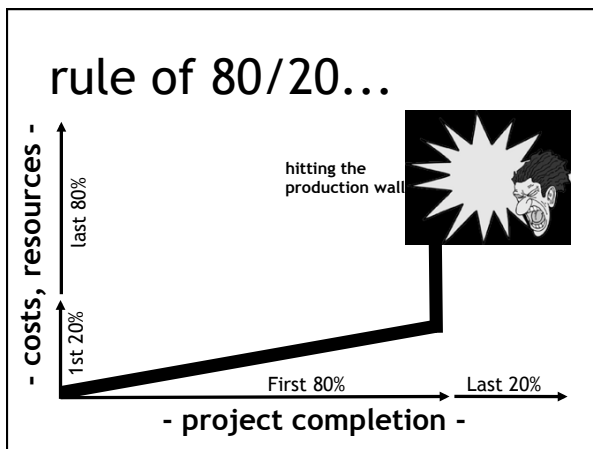
Two kinds of thinking...

STORIES	REPORTS*
Internal rhythm...	Not usually
Tension-resolution...	Not usually
Inquiry-discovery...	Not usually (can be...)
Involvement...	Not usually (marginal)
Flow structure...	Not usually (episodic)
Info in context of expectation...	Not usually (listed info)
Memorable info container...	Not usually <small>* exceptional documentaries</small>

DAOW of literacy...



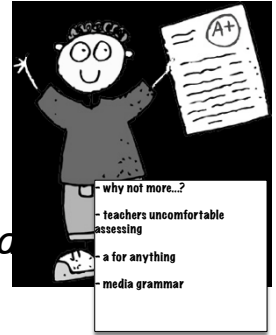
Story Advice





assessment...

The "A for anything that moves" syndrome...
(*media grammar*)



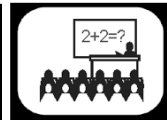
Story
Overview

Traditionally...

1. Story idea





2. Storyboard, outline




Traditionally...

1. Story idea

2. Storyboard, outline



New approach...

1. Story idea

2. Story map !




3. Storyboard, outline...*maybe*




Mapping vs. boarding...

Emotional flow...

vs.



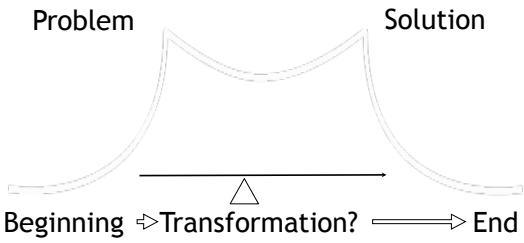
Flow of motion...



VPS, basic...

Problem

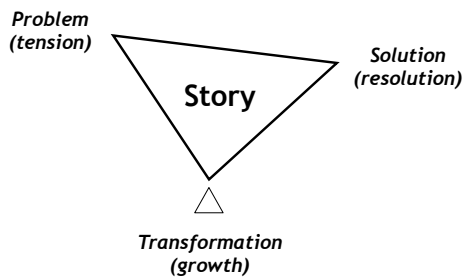
Solution



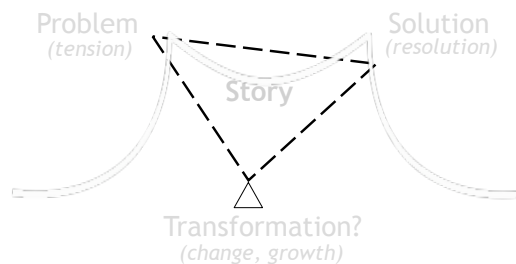
Beginning ⇨ Transformation? ⇨ End

Dillingham, 2003, modified Ohler, 2005

story core...



On one sheet of paper...



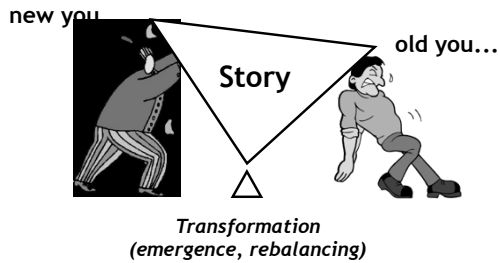
On one sheet of paper...



Dillingham, 2003, modified Ohler, 2005

Transformation Review

story core illustrated...



8 levels...

1. Physical/kinesthetic - strength, dexterity, realizing potential
2. Inner strength - courage, realizing potential
3. Emotional - maturity realized
4. Moral - conscience, realizing "right"
 - Psychological - insight, self-awareness, realization, revelation
 - Social - realizing responsibility
 - Intellectual/creative - learning, problem solving, critical thinking, realizing new understandings
 - Spiritual - awakening, revelation

8 levels...

1. Physical/kinesthetic - strength, dexterity, realizing potential
2. Inner strength - courage, realizing potential
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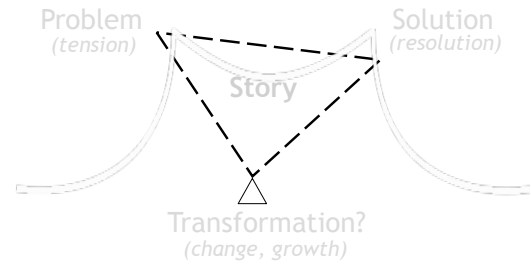
More story maps

On one sheet of paper...

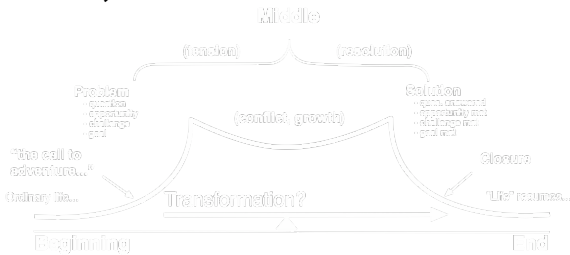


Dillingham, 2003, modified Ohler, 2005

On one sheet of paper...

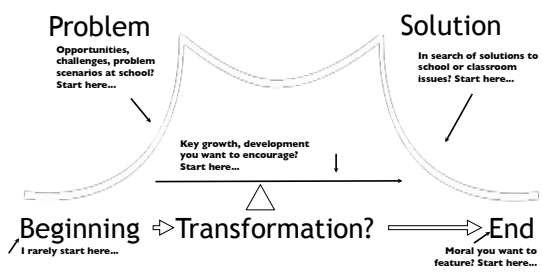


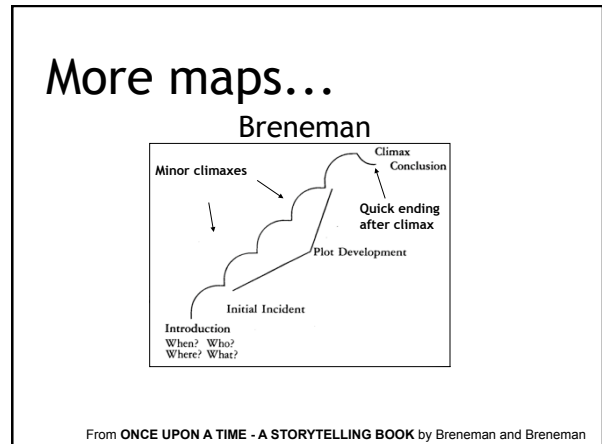
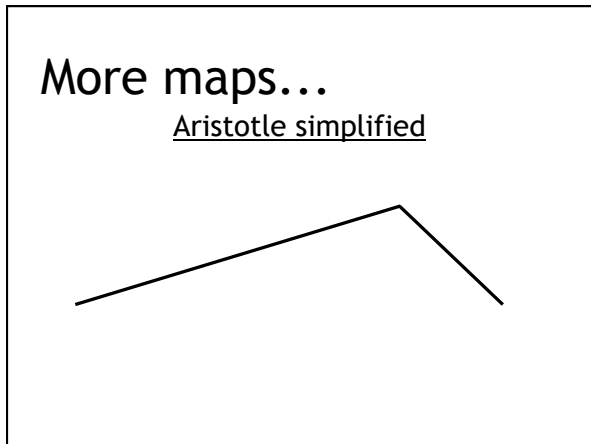
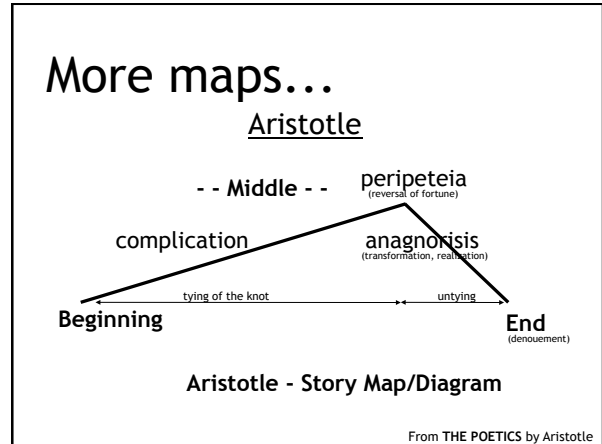
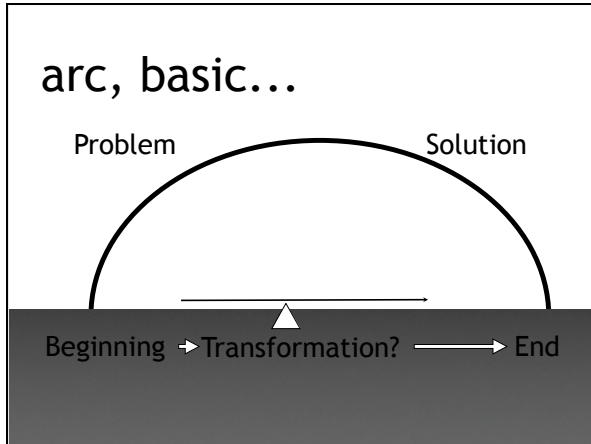
VPS, detailed...



Dillingham, 2003, modified Ohler, 2005

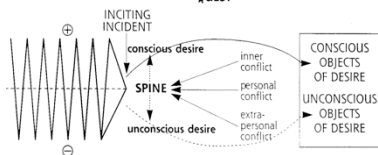
start anywhere...





More maps...

McKee
THE QUEST

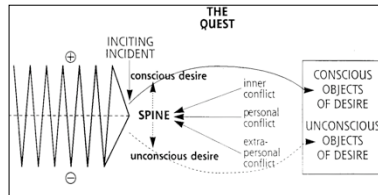


Bringing life back into balance...
watch "Adaptation"...

From STORY by McKee

More maps...

McKee
THE QUEST

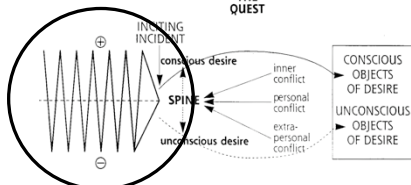


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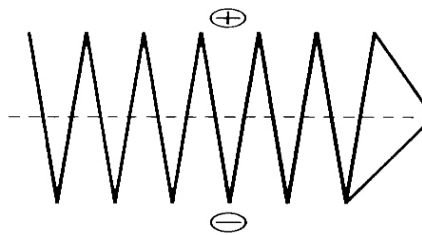


Bringing life back into balance...
watch "Adaptation"...

From STORY by McKee

More maps...

McKee



From STORY by McKee

More maps...

Treasure map

Less structure, more adaptable...
begin here or evolve into this
approach...?

More maps...

Adapt-a-map

by Michael Christenson, Media Literacy class, 2005

More maps...

Kieran Egan's Binary Opposites

evaluation

story

cognitively engage: learn through research, effective pedagogies

affectively engage: decide, resolve, mediate through story creation

'...kids understand story...'

From TEACHING AS STORYTELLING by Egan

More maps...

Kieran Egan's Binary Opposites

- Identifying importance:**
 - What is most important about this topic? Why should it matter to children?
 - What is affectively engaging about it?
- Finding binary opposites:**
 - What powerful binary opposites best catch the importance of the topic?
- Organizing Content into story form:**
 - What content most dramatically embodies access to the topic?
 - What content best articulates the topic into a developing story form?
- Conclusion:**
 - What's best way of resolving dramatic conflict inherent in the binary opposites?
 - What degree of mediation of those opposites is appropriate to ask?
- Evaluation:**
 - How can one know whether the topic has been understood, its importance grasped, content learned?
 - What's best way of resolving dramatic conflict inherent in the binary opposites?

From TEACHING AS STORYTELLING by Egan

More maps...

Story spine by Kenn Adams

The platform:	Once upon a time...
	Every day...
The catalyst:	But one day...
The consequences:	Because of that...
	Because of that...
	Because of that...
The climax:	Until finally...
The resolution:	Ever since then...
	The moral of this story is...

by Adams

More maps...

Story spine by Kenn Adams

	Once upon a time...
	Every day...
	But one day...
	Because of that...
	Because of that...
	Because of that...
	Until finally...
	Ever since then...
	The moral of this story is...

by Adams

Assessment

Simple rubric...

- * **story**- story core?
- * **media use**- alignment?
- * **research**- well done?
- * **narrative production**- bumpless?
- * **writing**- meets your standards?
- * **planning**- process followed?
- * **voice/creativity**- present?

- why not
- teachers
assessing
- a for any
- media or

Simple rubric...

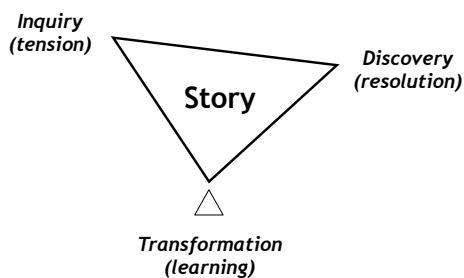
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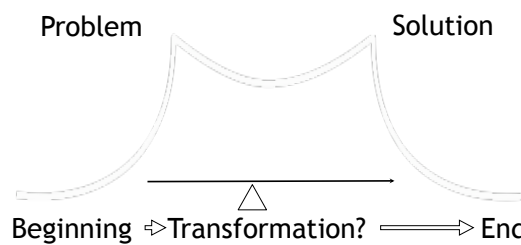


Putting it all together...

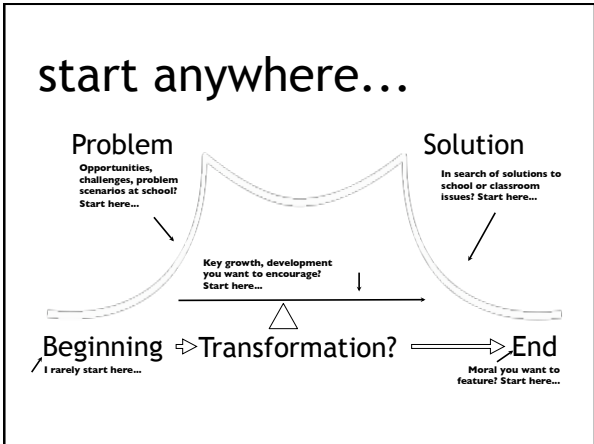
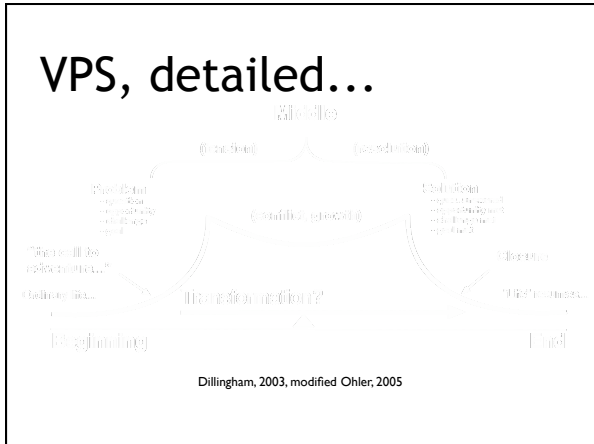
story core in education



VPS, basic...



Dillingham, 2003, modified Ohler, 2005






- ### story creation process
1. **Plan:** map, peer pitch, finalize, (storyboard?)
 2. **Create:** “2-column” story table
 3. **Write:** 2-3 page narrative “in column 1”
 4. **Describe media:** In “column 2” describe what we see, hear
 5. **Speak/record:** record/listen/rewrite
 6. **Get media:** collect citations as you go

- ### story creation process
1. **Plan:** map, peer pitch, finalize, (storyboard?)
 2. **Write:** 1/2 to 1 page
 3. **Put:** your writing into a “2-column” story table
 4. **Describe media:** In “column 2” describe what we see, hear
 5. **Speak/record:** record/listen/rewrite
 6. **Get media:** collect citations as you go

Two-column story table

Narrative (voice)	Images, media
Once upon a time there was a student who wanted to tell a digital story, but she just didn't know what to talk about. She wondered a lot- what would be most interesting to her? To her audience?	<i>Image of me, wondering</i>
That night at dinner she asked her parents if they had any good stories. They told her about her grandparents, and her early days as a baby (very embarrassing), and on and on. Still, it wasn't what she was looking for.	<i>Image of family dinner</i> Me, embarrassed.
So, she went to see a psychic...	<i>Psychic, myself huddled around crystal ball, spooky music playing.</i>

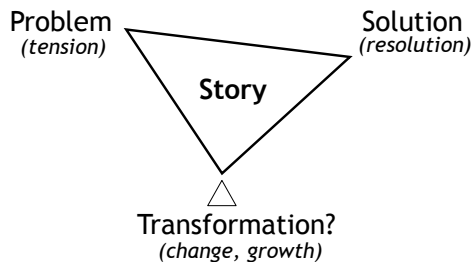
Two-column story table, with pics

Narrative (voice)	Images, media
Once upon a time there was a student who wanted to tell a digital story, but she just didn't know what to talk about. She wondered a lot- what would be most interesting to her? To her audience?	 <i>Image of me, wondering</i> <small>http://www.gettyimages.com/photos/125742743?gettyimagesid=125742743&fromopenview=true&fromopenview=true&fromopenview=true&fromopenview=true</small>
That night at dinner she asked her parents if they had any good stories. They told her about her grandparents, and her early days as a baby (very embarrassing), and on and on. Still, it wasn't what she was looking for.	 <i>Image of family dinner</i> <small>http://www.gettyimages.com/photos/85917964?gettyimagesid=85917964</small>
	 <i>Me embarrassed</i> <small>http://download.istockphoto.com/2491827113976/1277107135684v479/24918271139761277107135684v479</small>

- story creation process**
- 1. Plan:** map, peer pitch, finalize, (storyboard?)
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 - 4. Describe media:** In "column 2" describe what we see, hear
 - 5. Speak/record:** record/listen/rewrite
 - 6. Get media:** collect citations as you go

- story creation process**
- 7. Create/resize:** title page
 - 8. Add:** pictures, video
 - 9. Add:** citations
 - If time:**
 - 9. Add:** music
 - 10. Add:** transitions, effects
 - 11. Export:** final piece (Quicktime, WMV, ?)
 - 12. Perform:** for public, post ...where?
- Got time?**
Peer review
rough drafts

story core...



Choices

Story map choices

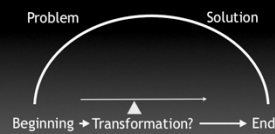
Aristotle simplified



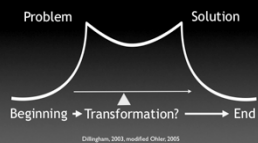
Kenn Adam's Story Spine

- Once upon a time...
- Every day...
- But one day...
- Because of that...
- Because of that...
- Because of that...
- Until finally...
- Ever since then...
- The moral of this story is...

arc, basic...



VPS, basic...



Preferred story map

On one sheet of paper...



Dillingham, 2003, modified Ohler, 2005

More detailed media development process

media dev process...

Media planning	Pre-production	Production	Post-production	Performance, distribution
<ul style="list-style-type: none"> ideas story storming story map peer pitching research scripting writing story-boarding re/telling 	<ul style="list-style-type: none"> make media list gather raw media components begin editing raw media components begin creating new ones 	<ul style="list-style-type: none"> finish creating, editing media components (voice-over, music, pics, video, scans, etc.) assemble media into final product formative review 	<ul style="list-style-type: none"> mix, add transitions, titles add credits citations final review final editing export final product to readable format 	<ul style="list-style-type: none"> showing in class, community Web posting local TV? local festival? DVD? notifying others

cake dev process...

Cake planning	Pre-production	Production	Post-production	Performance, distribution
<ul style="list-style-type: none"> ideas brain storming research peer pitching get recipe advice 	<ul style="list-style-type: none"> make ingredients list gather, buy ingredients begin preparing ingredients (dough, frosting, etc.) 	<ul style="list-style-type: none"> finish ingredients taste test assemble cake bake, let cool 	<ul style="list-style-type: none"> frost decorate add candles give credits to who all helped 	<ul style="list-style-type: none"> cut back notifying others share, distribute seconds anyone? take leftovers to work share recipe

media dev process...

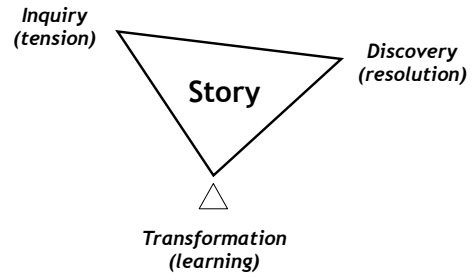
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The "how to do just about anything" process

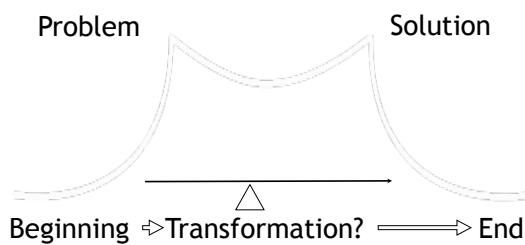
media dev process...

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story core in education

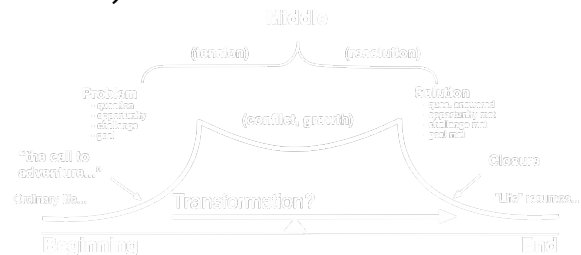


VPS, basic...

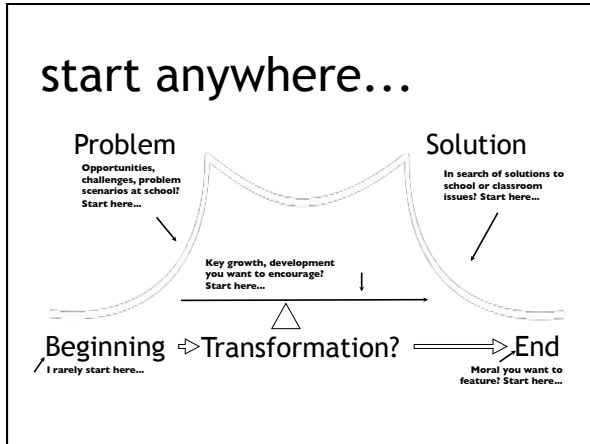


Dillingham, 2003, modified Ohler, 2005

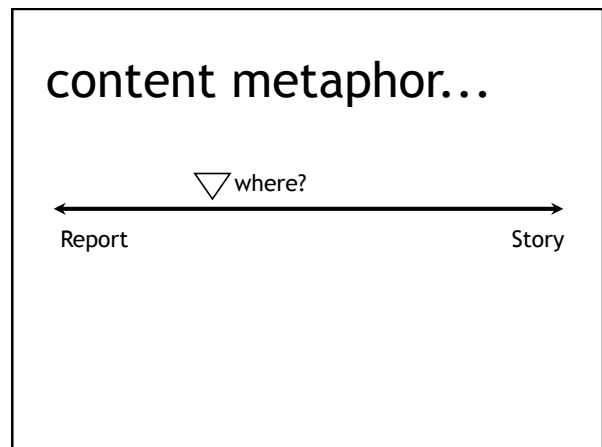
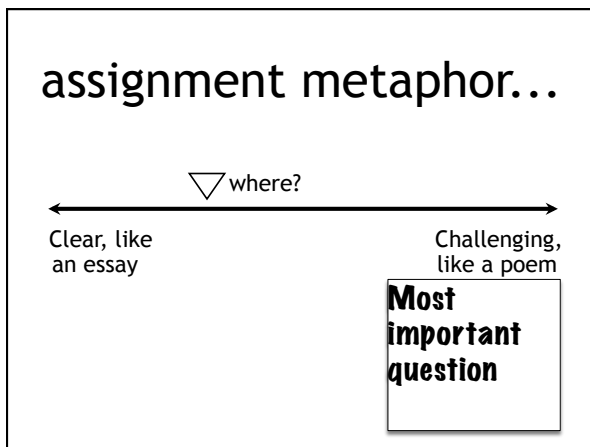
VPS, detailed...



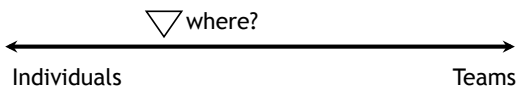
Dillingham, 2003, modified Ohler, 2005



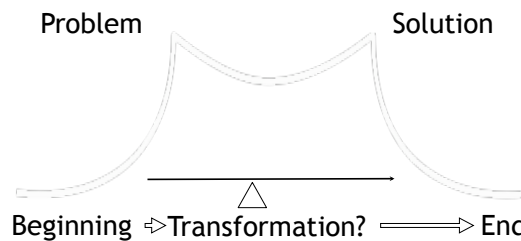
Planning perspectives



individual vs. teams...

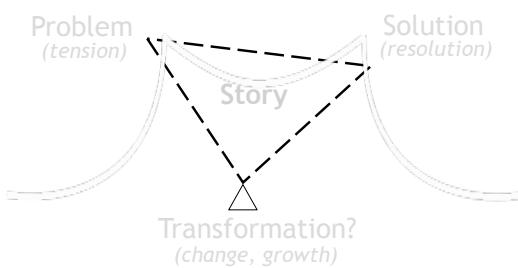


VPS, basic...



Dillingham, 2003, modified Ohler, 2005

story core within...

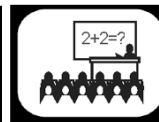


Traditionally...

1. Story idea



2. Storyboard, outline





transformation...

▽ where?

← Story Report →

- dissonance, story vs. report
- Kieran Egan, where's the story?

Bloom...

Level	Kind	Explanation
#6	Evaluation	Character assesses situation, critiques and/or defends idea, person; evaluates a situation in order to respond to it...
#5	Synthesis	Character pieces together parts to form new understanding of situation...
#4	Analysis	Character deconstructs a situation, distinguishes among options, plans or organizes something, compares and contrasts different things...
#3	Application	Character discovers, constructs or changes something; applies understanding to a new situation...
#2	Comprehension	Character explains, interprets, predicts something...
#1	Knowledge	Character knows, remembers, describes something...



My unfunded movie...



Technical direction

SHOT: side of bus, going to school
 ANGLE: wide shot
 MOVEMENT: side of bus, going to school follow bus
 AUDIO: going to school music (Born to Learn)

Script, voice over narration:

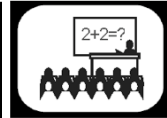
“^{Teacher at door, greeting}Once upon a time there were children so in love with school they refused to leave when summer vacation came. ‘More math problems!’ they cried.”

Traditionally...

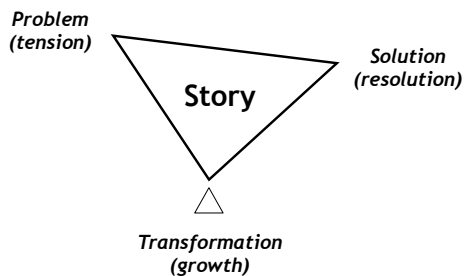
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2. Storyboard, outline



story core...





More maps...

Story spine by Kenn Adams

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But one day...
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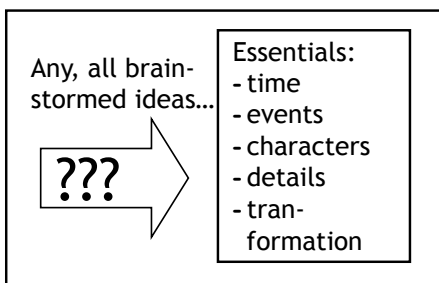
by Adams

story creation process...

1. Plan, map, pitch storyboard story
2. Write 1-2 pages
3. Speak/Record  Create media list, get media
4. Add/revise title page
5. Add pics
6. Add citations
7. Add music  Collect citations as you go
8. Add transitions

Classroom tools

story, research box...



story storming...

Problem/Question	Solution/Answer	Learning/Transformation
Don't like school		

documentary options...

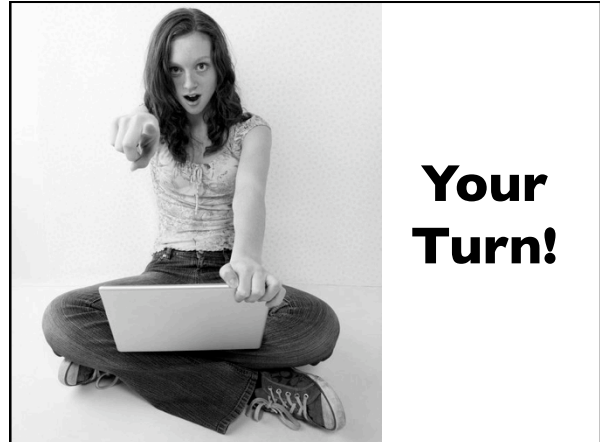
1. 3rd person narrator
2. 1st person protagonist (Moore)
3. 1st person included (Burns)
4. 1st immersive (King John)

Make the first story personal



Directions...

- gaming, machinima...
- more free software, free venues
- Second life, virtual galaxies
- virtual, immersive, multisensory
- social green rooms
- story, across content, generations



Works cited

- Works, pictures, diagrams and web resources referenced in presentations are identified in the following slides.
- Those referenced in black are those more often used in the "Digital Storytelling" presentation. Those referenced in red are those more often used in the "Then What?" presentation. Those referenced in green are those more often used in the "Teachies are from Venus, Techies are from Mars" presentation. However, presentations are always in a state of evolution, and any resource may appear in any presentation.
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*Graphics, photos, from Clipart.com (thru an annual fee):

- *Alarm clock: 21767547-alarmClock.jpg
- *Angry lady: fear-anger-lady-19066489.jpg
- *Art the artist: peck048j.thb.jpg
- *Baby with luminescent computer: 32354173babyComputer.jpg
- *Ball and chain: BallAndChain-1835320.jpg
- *Brainstorming: sy17981.thb.brainstorm.jpg
- *Comedy-tragedy-masks: 21724700drama.thb.jpg
- *Committee: 2359488committee.jpg
- *Virtual Community: g0166537.thb-virtual-community.jpg
- *Computer director: 20856935director.jpg
- *Credo: crctr573.thb.oldman.jpg
- *Crowd: 2541410.crowd.jpg
- *Digital camera (part of media collage in bubble): 20076414digital.jpg
- *Dragon on knight's chest: 14697971dragon.jpg
- *Fear cartoon: 14753071-fear.jpg
- *GarageSale-Stuff: 1722608.garage.sale5.jpg
- *Guy with idea light bulb: 3049773-idea.jpg
- *Guy balancing computers: 20207046.thb-balance.jpg
- *Hammerguy: Microsoft stock clip art
- *Hearts arguing: 20436442-heartsArguing.jpg
- *Kid in movie theater: 19016181theater.jpg
- *Kid painting: kid-painting-20160430.gif
- *Kid thinking 30899756kidThinking.thb.jpg
- *Kid with A+ paper: 22316907evaluation.thb.jpg



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*Graphics, photos, from Clipart.com (thru an annual fee):

- *Kid with magnifying glass: 19121841evaluation2.jpg
- *Kids behind Edwin: 4144104.happy.children.jpg
- *Kim: 3242484.cyber-chick3.jpg; composite, all elements unknown.
- *Knight: 19884228knight.jpg
- *Looking For: 21031472lookingFor.jpg
- *Man crawling: 00a.thm.man.crawling.gif
- *Man and son: 1840568.father.and.son.jpg
- *Man Hitting computer: 14727973.hitting.computer.jpg
- *Mind, Idea, lightbulb: 3049773-idea.jpg
- *Mr. Big: weath031.thb.mr.big.jpg
- *Mr. Big's lawn chair: 1943880.lawn.chair.jpg
- *Ouch: Ouch-22029918.jpgstairs.jpg
- *Puppet stage: punchjudy-22091633.gif
- *School bus: 21071624-schoolBus.jpg
- *Storyteller to child in bed: g0165059.thb
- *Sunglasses on kid: 21793429sunglasses.jpg
- *Sunglasses: 20677531sunglasses.jpg
- *Sunset (Arizona Magazine): 1116818.sunset.jpg
- *Teacher in purple jacket; file name unknown.
- *Theater audience: 19016493theaterAudience.jpg
- *William: wirmw069.thb.preacher.woman-1.jpg
- *William on ledge of objectivity: 741289.mr.big.ledge.jpg
- *Woman storyteller: g0165059.thb.storytelling.jpg
- *Yin-yang: 3074759.jpg



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- Brad Pitt photo: m001yag: site unknown.
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- Cow lips: <http://212.43.176.62/pix/pix.tn/Cowlips.jpg>
- Crazy man: crazy86: source unknown.
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- Fourth R on easel - citation lost.
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- Oil can man: source unknown.
- Picture of Don King/Howard Dean on stage before a crowd, from Chris Bischoff (chrisbischhoff.com).
- Savoonga kids (with permission from parents), 1997.
- Sticking tongue out (baby): source unknown.
- Then What? cover, by Jeri Smith, 2001.



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- *Subway*.gif: http://storestore.com/img/shments/toronto_southhang/2007_4_30Onestop.jpg
- *Truck video screens*: http://img.alibaba.com/photo/11604477/truck_LED_Video_Screens.jpg
- *Rear view mirror*: <http://www.csbuycarsitebook.com/archives/GENTEX.jpg>
- *Emerald city*: <http://www.timeincartoonists.net/images/EmeraldCity2007.jpg>
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2010

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