STORIES Developing innovative pedagand tools to enable



Developing innovative pedagogies and tools to enable the establishment and sustenance of communities of educators promoting empathy and social inclusion via digital stories for all.

Who are we?

The Stories4All project aims to develop methods, tools, and skills for creating **digital stories** inspired by diverse cultural backgrounds to promote **cultural and language awareness** and to exploit the cultural capital of the EU.

The goal is to address the need for **inclusive educational interventions** that promote empathy and creativity by adopting a **community building approach** in the development of appropriate skills of its target group and facilitating them to design and implement **engaging learning activities**.

IF TEACHERS AND (IMMIGRANT) STUDENTS HAVE ACCESS TO DIGITAL STORYTELLING:

They will be able to work with proposed digital tools within a wider creativity and learning framework (design thinking process)...

...and supports active, problembased and experiential learning by allowing them to experiment with (as If) real-life situations and fail - in a controlled, safe environment.



...which, if adequately presented and followed, can significantly enhance the effectiveness of learning by increasing learner engagement...

The learning model demands full participation of learners, supports friendly competition and imparts a sense of achievement, self-confidence, behaviour change and better knowledge retention.

PROJECT BACKGROUND

RESEARCH AND METHODOLOGY

- Online survey: exploring preservice teachers' needs and understanding of art Integration (50-100 participants per country)
- **Literature review**: Research of storytelling and shadow puppet traditions in partner countries
- Creation of art-pedagogy methodology related to national curricula requirements
- **Training** of partners' personnel on the methodology and using digital tools in the training programme

ONLINE TRAINING PROGRAMME

- **Training programme** for teachers in partner countries
- Creation & realisation of specific learning scenarios with the use of methodology and tools, to reflect curricular topics
- Evaluation of developed programme: **focus groups** on-site
- Communication and organization:
 Community-building platform

COMMUNITY BUILDING PLATFORM AND DIGITAL TOOLS

- All tools will be available on a dedicated and appropriately adjusted eLearning platform
- The set of digital tools to employ the methodology of the project esp. **eShadow tools** and accompanying software
- Users will be able to **create**, share and use **digital puppets** and sceneries, **record** the scenes of digital **stories**, **export** the created files and **edit** them with a number of external tools

TEACHER GUIDE

- Guide will help teachers to form their scenarios, optimize the use of tools and effectiveness of the end product
- Collection of Good Practices applied in diverse learning Interventions to test their transferability
- IDEO design thinking model will be employed in the learning methodology ('what', 'why' and 'how')



FOR MORE INFORMATION ABOUT THE PROJECT, YOU ARE WELCOME TO GET IN TOUCH WITH US:

THE CZECH REPUBLIC
JAZYKOVÁ ŠKOLA PELICAN



POLAND
UNIWERSYSTET WARSZAWSKI



GERMANY JOHANNES GUTENBERG-UNIVERSITÄT MAINZ



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