

WELCOME TO

STORIES4ALL

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AIM OF THE PROJECT

Develop methods, tools, and skills for creating digital stories inspired by diverse cultural backgrounds to promote cultural and language awareness to address the need for inclusive educational interventions that promote empathy and creativity by adopting...

The project started in October 2023 and will last years.

eSHADOW

The software has already been

...a community building approach in the developing the appropriate skills of its target groupand facilitating them to design and implement engaging learning activities exploiting the cultural capital of EU countries.

used for several years in primary and secondary education with encouraging results.

This project will utilize the eShadow software to enable the development of engaging digital storytelling learning interventions.





PLANNED ACTIVITES

Online survey among future teachers in partner countries to identify specific needs perceptions and attitudes towards digital storytelling.

Literature reviews accompanying this activity will provide a more holistic picture of the needs and policies around these topics.

Onsite training event for teachers from partner countries, that will be held in 2025 in Greece.



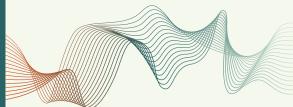
The Teacher's Guide will offer the best practice examples of digital storytelling scenarios. It will consider among others learning objectives, available tools, the needs of the target group.

Digital storytelling tools will enable the target groups of the project design and implement digital storytelling learning interventions.



Online Training Programme will be based on the Stories4all methodology and consists of five courses designed support to teachers integrating digital storytelling into their educational practice. The courses can be used individually or as a complete set.

The first project meeting is to be held in Warsaw, Poland, on July 8th, 2024.



These projects could last for several teaching hours!

The Community Platform of the project will be deployed on top of the Coursevo platform. It will be able to set up and manage various types of activity spaces including ones that will be used for implementing the training program of the project.







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