

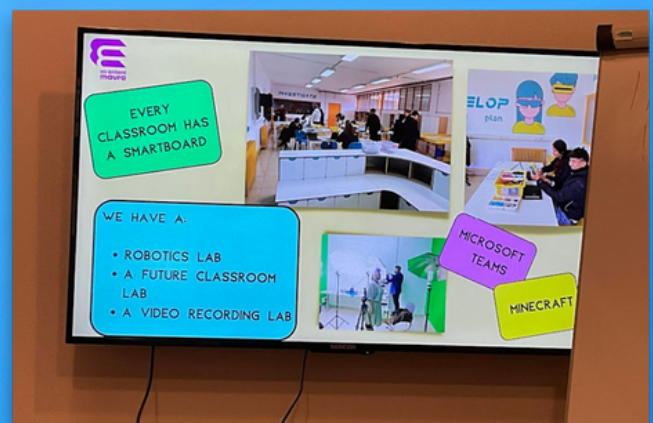
# DIGITAL STORYTELLING: APPS AND SOFTWARES FOR CREATIVE WRITING

Last February we were lucky to enjoy and learn from the course called Digital storytelling: Apps and Softwares for Creative Writing in the wonderful city of Prague.

Here we give you an outline of the program developed for each day of the training:

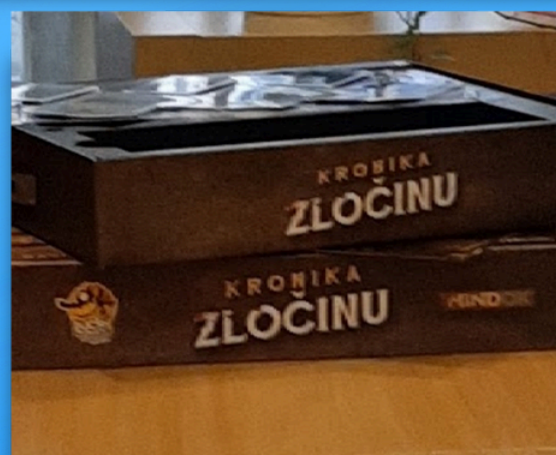
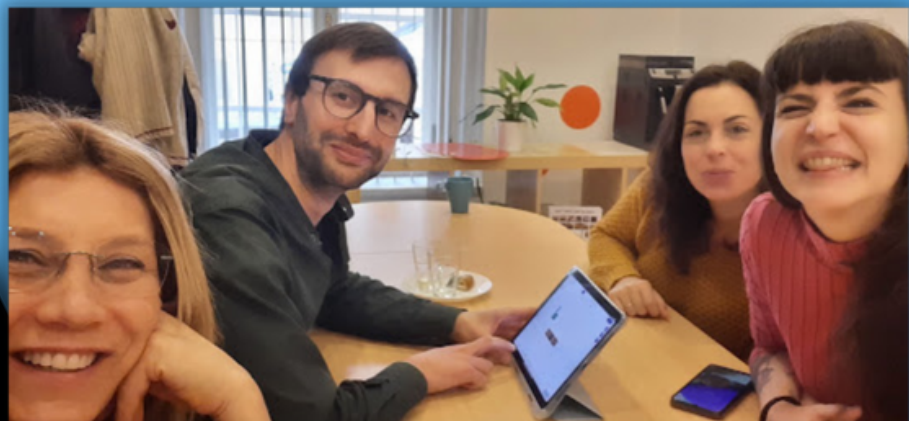
## DAY 1

Presentation of each teacher who participates in the program and the work group of each center. Oral presentation on the IES Antoni Maura (the socio-economic context of our students, the active methodology based on cooperative work and inclusion, future challenges...). Realization of different dynamics based on gamification and explanation of outstanding tools to use in classrooms (Near and far, Co-mix, Stella...) to work on oral narration. Viewing of videos made with the Stop Motion technique, where the storytelling technique is applied to tell historical, literary, scientific events, etc.



## DAY 2

Theoretical explanation based on the main narratological elements that revolve around the figure of a narrative protagonist, as well as the different phases that build a story in relation to the actions of the main character. Practical application based on the development of a collaborative narrative made with the Chronicle of Crime Augmented Reality app, highlighting the theoretical principles worked on previously.



## DAY 3

Cultural route through Prague, with special attention to monuments and emblematic places of the city and the main historical events it has faced over the centuries. The activity consists of recording and compiling audiovisual material to incorporate it into the narrative that was developed throughout the sessions. In addition, the trainer also provides a practical explanation in relation to the use of the camera, as well as incorporating some basic technical notions to improve the quality of the recording.



## DAY 4

Individual reflection and creation based on Dixit. Based on the different cards of the board game, different haikoos - Japanese poetic composition - are made related to the images that have been chosen. Technical explanation about the possibilities of the different tools to work on the narrations (Soundtrap, befunky.com, Ligthroom, Clipchamp...) and add movement, music and other multimedia elements. Elaboration of digital visual poems designed with the tools explained.



## DAY 5

Work session and preparation of the final product of the training: the digital narrative that has been developed throughout the sessions with the application of the different tools and apps that have been worked on in the classroom. In addition, the draft of a possible Learning Situation, called Legotrification, is also designed, with the aim of applying the theoretical and practical contents of the course to the centre. Finally and to close the educational experience, the evaluation of the course and the trainer is carried out.



In the following link you can consult the different activities and digital applications that will be worked on in each session of Digital Storytelling:

[ps://padlet.com/viceversacz/digital-storytelling-lwjk-february-2023-bzpi8d4x8aen7hca](https://padlet.com/viceversacz/digital-storytelling-lwjk-february-2023-bzpi8d4x8aen7hca)