

## Story Planning

The key to a good digital story is your script. As final pieces will be approximately two minutes, scripts should be about one page, double-spaced (250-300 words). The following steps may help as you're shaping your stories.

**Step 1: We can think of stories as being made of two parts: a Point (message) and an Anecdote (an example to illustrate your message).**

Think about yours:

**Point –**

**Anecdote –**

**Step 2: Plan how to tell your story** (a few sentences for each “C”):

1. **Capture attention – This is your “hook”-** Grab your audience with a question or a moment in time. Set up your problem here. It can happen quickly (1-2 sentences).
2. **Context –** Here is where you want to help your audience understand the context in which this problem has evolved. Give us a little bit of the background.
3. **Conflict –** Develop the problem or moment of tension here, what happened, what was the struggle? What needed to change? **Was there a moment that really stood out?**
4. **Conclusion-** How was the conflict/issue resolved or not resolved? Why does it matter? What changes would you like to see?

## Step 1: Decide on the story you want to tell

Choose one of the following and write for 10 minutes:

- *A time when I overcame a barrier in my learning ...*
- *A time when I helped someone else when I was in Adult Education ...*
- *A time when I realized that I was a leader...*
- *A powerful learning experience I have had in Adult Education ...*

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**Step 2: Listen**

As you listen to your partner, think about these questions:

1. What is the story about?

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2. What “stuck” for you? What was memorable? A phrase? An event? A detail?

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3. How does this story make you feel? Why?

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4. Who else should hear this story?

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# Five Step Story Guide

## Creative Narrations Guide To Making Digital Stories in Just Five Steps (more or less)

### **Step 1: PREPARE**

### **Story Development and Planning**

- Draft script
- Get feedback/story circle
- Script revision
- Storyboard final script

### **Step 2: PREPARE (cont.)**

### **Gathering Media**

- Collect and organize images (Select and scan or download)
- Record voice
- Download/record music
- Download/record video

### **Step 3: PRODUCE**

### **Basic Edit**

- Import all media into video editing software
- Line up visuals with voice
- Find additional media to fill in gaps

### **Step 4 : PUBLISH**

### **Final Edit**

- Add special effects/transitions
- Add titles
- Add music
- Credits (Yourself, photos, musicians, sponsors, dedications, etc.)
- Take a final look!

### **Step 5: PROMOTE**

### **Distribution of Final Piece**

- Export into a video file
- Create packaging and accompanying materials
- Get it out there! Develop online and offline strategies to use your story for change

# How to tell a story visually

## Terms:

- **Representational Imagery**- A representational image is an image that directly represents what you are talking about. For example, if you say “I wake up at six every day to get my kids ready for school”, a representational image might be a clock that says “6:00” or a school bus.
- **Symbolic imagery**- A symbolic image is an image that represents the mood or thought behind what you are saying. In the above example, a symbolic image might be a beautiful sunrise, a yawn, a pot of coffee, etc.
- **Visual metaphors**- A visual metaphor is a symbolic image, you can use it repeatedly to emphasize a point or to introduce sections of your story. Maybe a clock or cup of coffee is the metaphor in this story, and we see it again and again at different moments. One storyteller uses an image of a phone throughout the story to represent bad news, this image shows up at different parts of the story.

## Other Activities:

### Insider/Outsider:

Participants brainstorm (or cut out from magazines) a list of images that outsiders see or think of about issues that affect our community. For example, in a class talking about violence, participants’ brainstorm included images of fists, black eyes, jail, etc. Participants then brainstorm a list of images that they believe might more accurately represent the issue.

### Fact or Fiction:

Instructor selects a series of images of their community to show participants. One wall is marked *fact*, another is marked *fiction*. After each image, participants walk up and stand at the wall that represents their stance on the image. Discuss after each image, and present the option of *mixed message* if you like.

### If This Were Your Story...:

Listen to 3 sentences from a digital story (without showing it). Break up into pairs, and brainstorm images that could have been used to illustrate each sentence. Consider both representational and symbolic images. Then watch the story with the images chosen by the storyteller.

- *Other ways to develop curriculum for before and after story-*
  - *Questions to consider before watching story*
  - *introduce key vocabulary words*
  - *Activities to get people thinking about story*
  - *Create discussion points to follow story*
  - *Discuss the intended audience: Who should see this story? Why?*
  - *Possible action items to follow story sharing: You might want to have students find phone numbers, resource lists, etc. that represent current efforts to address the problem.*
  - *Have students think about their own story after watching others.*