

Sample Activity: Digital Storytelling with Art

Topic/Theme: Art-Inspired Digital Narratives

Class/Year Group: Years 9-12 (Ages 14-18)

Subject(s): English/Art

Outline

What is the **challenge** your students will tackle?

Students use art (in this case from the National Gallery of Ireland) as inspiration to storyboard, script, and write short digital narratives: they work in teams to tell the 'story' (creative or historically accurate) behind the images. Resources [here](#).

Why is this **meaningful** to the students - what's the hook?

The art hooks students into an English activity. Using fun apps such as [ShadowPuppet Edu](#) and [Mematic](#) - apps and activities they'd use in their own lives - draws them in.

What "**enduring understanding**" will be developed by students?

Links between English and other disciplines, such as art and history. How the concept of the 'styles of language' applies in the real world.

Learning Objectives

What **curriculum content** will be addressed?

The styles of language;
Creative writing;
Literature (this sample uses excerpts from *Lines of Vision: Irish Writers on Art*)

By the end of this activity, students *will be able to*:

- Create a digital story
 - Identify/use narrative & aesthetic language.
- Develop their understanding of significant cultural texts and art

How are four key **21st Century Skills** addressed?

Creativity: Students will write an original multimodal story, combining image, audio, video, and/or text.

Communication: Students need to clearly express their story

Collaboration: Students work in teams to create the story.

Critical Thinking: Students deeply analyse/research the painting to tell a story behind it or a spinoff



Reflection

How will you know that they are learning?

Regular meetings with teams/team leaders and observation of teamwork.

Student reflections will indicate what they believed they have learned.

Digital narratives can be assessed for demonstration of skills developed.

In what ways will students reflect on progress?

Plenary session: individual contributions and team success in completing the project.

Teams complete a written reflection about their learning and skill development.



Digital Storytelling: Activity Plan

| Possible Aspects | Description | Time |
|------------------|--|--------|
| | <p>Set-up: team formation (teacher's choice)</p> | |
| | <p>Warm-up</p> <ul style="list-style-type: none"> • <i>Brainstorm:</i> How many things can you do with this painting (<i>The Dolls' School</i>)? • After viewing sample, students create their own memes, using Mematic app and share on Padlet | 15 min |
| | <p>Investigate:</p> <ul style="list-style-type: none"> • All together: Review styles of language with powerpoint presentation • In teams: Identify the styles of language in excerpts (see handout) • Explain Activities and view examples. Provide hand out, detailing expectations | 30 min |
| | <p>Planning:</p> <ul style="list-style-type: none"> • Students browse and choose their painting(s); take photos, make notes, begin brainstorming • Students decide how to divide tasks | 30 min |
| | <p>Create:</p> <ul style="list-style-type: none"> •Storyboard •Write scripts •Record and edit digital stories | 60 min |
| | <p>Present: Groups present their digital stories and answer questions such as:</p> <ul style="list-style-type: none"> •What was your individual contribution? • What was the story inspiration? •How well did you meet the goals of the task? | 15 min |
| | <p>Reflect:</p> <p>Teams complete a written reflection:</p> <ul style="list-style-type: none"> •How well did you work together? • What were some of your challenges and how did you handle them? • How well did you use the styles of language? | 10 min |