

IO2 – In-service Training

Module 3 “Digital Media for African Storytelling”

Contents

[SingleStory - Induction Training Programme for Community and Adult Educators 3](#_Toc94538528)

[Module 1 “Storytelling Circles and Africa Heritage” 3](#_Toc94538529)

[**Face-to-Face/Blended Content** 4](#_Toc94538530)

[Module 1: Tutor’s Handbook with Lesson Plan 4](#_Toc94538531)

[1.1 Activity Handout (Face-to-face) 7](#_Toc94538532)

Document Revision History

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| 3 |  |  |  |  |

# SingleStory - Induction Training Programme for Community and Adult Educators

## Module 3 “Digital Media for African Storytelling”

The Induction Training Programme for Adult and Community Educator (IO2) is structured in 3 modules addressed to:

1. Facilitating storytelling circles
2. Working in a multicultural environment
3. **Developing the digital skills of educators**

This module comprises a face-to-face component of 2 Learning Units, for 3.5 hour lesson plan with correspond activities, and 7 hours of sel-directed learning workshop introducing storytelling techniques, features of African storytelling and supporting educators to facilitate storytelling circles.

# **Face-to-Face/Blended Content**

## Module 3: Tutor’s Handbook with Lesson Plan

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| **Module title** | **Digital Media for African Storytelling** |
| **Target group** | **Adult trainers and intercultural mediators** |
| **Purpose of this module** | The third module focuses on the Digital Storytelling Curriculum, and specifically on the third module of the Programme as it represents the content of the methodological and argumentative component of SinglStory educational path, which will subsequently be joined by the other component, relating to digital skills. |
| **Learning outcomes** | Upon completion of this lesson, the learner will be able to:  **Knowledge**   * Basic knowledge of how digital storytelling can be used to promote and share stories with the wider community * Basic knowledge of how digital storytelling can create emotional connections * Basic knowledge of how digital storytelling can create emotional connections * Basic knowledge of how digital storytelling can create emotional connections   **Skills**   * Discuss the role of digital storytelling in sharing stories * Identify means and methodologies of digital storytelling * Understand how to navigate readily available devices (smartphones, table devices) to produce stories in a digital format   **Attitudes**   * Willingness to use technologies to produce stories in a digital format * Willingness to use technologies to produce stories in a digital format * Willingness to use technologies to produce stories in a digital format |
| **Module duration** | 3.5 hours |
| **Topics** | * Explain what digital storytelling is * Explain the techniques of smartphones flmmaking * Introduction to audio production |
| **Preparation** | Participants are strongly advised to visit the project website and follow the Facebook page. |

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| **The Lesson Plan for F2F/Synchronous Learning** | | | |
| **Topics and Sub-topics/Learning Activities** | **Duration**  **(minutes)** | **Training Methods** | **Materials/ Equipment Required** |
| Opening of the workshop  The trainer welcomes the participants and completes a group discussion to assess the expectations for this module.  The trainer can take note of these expectations on a flipchart to refer to later in the session.  The trainer will ask all participants to sign the attendance list for this workshop.  The trainer will also invite all participants to present their experiences with Digital Media in learning environments. | **30** | PowerPoint presentation & Group Activities / Discussions | Training venue with IT equipment including laptop and projector  Flipchart and markers  Sign-in sheet  Pens and note-taking materials for participants |
| Activity 1: Storyboarding and preproduction  The trainer will discuss how to develop a storyboard for their participant that once had a different purpose, footage of modern-day towns and cities that can be contrast in the video with photographs or footage from the past, or images that represent African culture which is linked to the story they will tell.  The trainer then divides groups of participants into smaller teams (2-3 participants depending on group size) and distributes copies of storyboard templates to each team.  Working in their teams, the trainer instructs all participants to contribute to developing the storyboards for their storytelling video project, taking time to plan how they would like to shoot their video project, and if they will start with the interviewee or with a scene and a voice-over, etc.  The teams must now make plans and preparations for shooting their project.  During this activity, the trainer will share the content of the PowerPoint slides and will then support groups to make decisions about their own video project. | **60** | PowerPoint presentation & Group Activities / Discussions | Training venue with IT equipment including laptop and projector  Flipchart and markers  Sign-in sheet  Pens and note-taking materials for participants  Storyboard template |
| Break | **15** |

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| Activity 2: Production practice - lighting and camera operation  Using the PowerPoint slides, the trainer takes the group through the various rules, tips and methods involved in ensuring that lighting is appropriate for video production.  The trainer will show learners some tips and tricks to replicate this lighting, using cost-effective methods  Teams will then be given 10-15 minutes to practice filming a short scene, adjusting the lighting as demonstrated  Than the trainer explains these aspects for traditional film-making, and then gives examples of how these techniques can be replicated using accessible technologies such as smart phones.  The trainer then gives each team 10-15 minutes to practice using some of these techniques to capture simple footage in the room.  After this activity, the trainer will conduct a short review and feedback session to ascertain how the teams found this activity and if they encountered any difficulties. | | **60** | PowerPoint presentation & Group Activities / Discussions | Training venue with IT equipment including laptop and projector.  Flipchart and markers.  Sign-in sheet.  Pens and note-taking materials for participants |
| Break | | **15** |
| Activity 3: Production practice - space and sound  The role of the trainer in this phase is to provide support from the materials covered thus so far.  Groups of participants may use this time in class to arrange and plan their actual video interview, or to set up and record a mock interview just to practice the video production process.  The trainer must ensure that all permissions and legal requirements are observed during the creation process and that health and safety is taken into full account.  The trainer allows time in this session to allow participants to practice by taking multiple recordings of the same script from different areas of the room.  Once the participants have captured audio files on their smartphones, they are invited to play the recordings back and listen to the varying quality of each recording. | | **30** | PowerPoint presentation & Group Activities / Discussions | Training venue with IT equipment including laptop and projector. |
| **Training Material for F2F Learning** | <https://singlestoryproject.eu/> | | | |
| **Sources** | <https://singlestoryproject.eu/> | | | |

## 1.1 Activity Handout (Face-to-face)

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| **Module title** | **Digital Media for African Storytelling** | | |
| **Activity title** | **Storyboarding and preproduction** | **Activity number** | 3.1 |
| **Description of the activity** | To implement this activity, please follow these steps:  **Step 1 -** Go to the SingleStory MOOC and access Module 3 of the Digital Storytelling Curriculum, and have a quick review of the resources.  **Step 2** - Decide the storyboard to develop following the instructions of the trainer  **Step 3 –** Decide how to start the video project of the storyboard  **Step 4** – Make plans and preparations for shooting the video project  **Step 5** – Take the decisions about the video  For these first four steps you have 60 minutes. | | |

1.2 Activity Handout (Face-to-face)

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| **Module title** | **Digital Media for African Storytelling** | | |
| **Activity title** | **Production practice: lighting and camera operation** | **Activity number** | 3.2 |
| **Description of the activity** | To implement this activity, please follow these steps:  **Step 1 -** Go to the SingleStory MOOC and access Module 3 of the Digital Storytelling Curriculum, and have a quick review of the resources.  **Step 2** – Choose your methods in ensuring that lighting is appropriate for video production  **Step 3 –** Film a short scene  **Step 4** – Use one of the techniques explained by the trainer to capture simple footage in the room.  For these first four steps you have 60 minutes. | | |

1.3 Activity Handout (Face-to-face)

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| **Module title** | **Digital Media for African Storytelling** | | |
| **Activity title** | **Production practice: space and sound** | **Activity number** | 3.3 |
| **Description of the activity** | To implement this activity, please follow these steps:  **Step 1 -** Go to the SingleStory MOOC and access Module 3 of the Digital Storytelling Curriculum, and have a quick review of the resources.  **Step 2** - Arrange and plan your actual video interview to practice the video production process.  **Step 3 –** Practice by taking multiple recordings of the same script from different areas of the room.  **Step 4** – Once the participants have captured audio files on their smartphones, they are invited to play the recordings back and listen to the varying quality of each recording.  For these first four steps you have 30 minutes. | | |

