



Enhancing Pupils' Social Skills and Enriching Teaching Methods through Storytelling and Virtual Reality

Aim

Story Changers aims to develop primary school pupils' social skills through a combination of **Storytelling** and **Virtual Reality**, as well as to provide teachers with innovative teaching tools for the development of their pupils' soft skills.

Objectives

As far as PUPILS are concerned, to:

- Enhance their social skills, such as empathy, critical thinking, problem solving, accepting diversity, self-consciousness, etc.
- Help them discover the power of storytelling and be inspired to use it in their everyday life as well as in their future life (studies, professional career)
- Help them appreciate and acquaint themselves with new and innovative technologies, upgrading their digital/ICT skills

As far as TEACHERS are concerned, to:

- Help them upgrade their teaching skills through integrating the concept of storytelling into their teaching
- Help them acquaint themselves with new and innovative teaching methods which combine storytelling and interactive VR scenarios,
- Enhance their digital/ICT skills
- Enhance skills such as creativity and flexibility and integrate them in their daily classroom practice
- Help them build on common experiences with their pupils, thus strengthening the professional and personal relationship with them
- Help them see beyond the given, structured and daily routine and experience a part of education they may have never had the chance to experience

Main Outputs

- Best Practices Guide on Storytelling and VR Technology in Primary Education
- Guide on how to create the “You Tell” stories on topics such as diversity, resilience, friendship, respect, limits etc.
- Ten “You Tell” stories comprising several “decision points” at which the pupils must decide what the hero of the story must do; according to the pupils’ decisions, the story is re-orientated respectively
- Guide on how to use the “You Tell” stories
- Five “You Tell” Virtual Reality scenarios
- Guide on how to use the “You Tell” Virtual Reality scenarios
- Development of the “Change the Story” Teaching Package for Pupils





Main Activities

- Learning activity on how to create the “You Tell” stories and on the story-making process, basic creative writing and storytelling theory and techniques, as well as the concept of open-to-decision stories
- Train the master teachers on using the “Change the Story” Teaching Package event
- Train the national teachers in using the “Change the Story” Teaching Package events (10 events in total)
- Pilot Testing of the “Change the Story” Teaching Package with pupils (13 events in total)

Story Changers is an EU (Erasmus+, KA201: Strategic Partnerships for School Education) project

Participating Countries: Cyprus, Greece, France, Spain, Malta

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**Developing pupils’ social skills
through storytelling and virtual reality**

**Providing teachers
with innovative teaching tools**

Contact Details:

M.M.C Management Center Ltd
16 Imvrou Street, 1055 Nicosia, Cyprus
+35722466633
eu3@mmclearningsolutions.com
<http://storychangers.projectsgallery.eu>

Coordinator:

M.M.C Management Center Ltd (CYPRUS)

**Partners:**

EUROCIRCLE (FRANCE)
OMEGATECH (GREECE)
Apostolos Varnavas Primary School (CYPRUS)
Escola Sant Josep (SPAIN)
St Joseph Mater Boni Consilii School (MALTA)
Iera Moni Agiou Iosif / Ellinogalliki Scholi Jeanne D'Arc (GREECE)
Centre for the Study and Dissemination of Myths and Folktales (GREECE)



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