STORY CHANGERS

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 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

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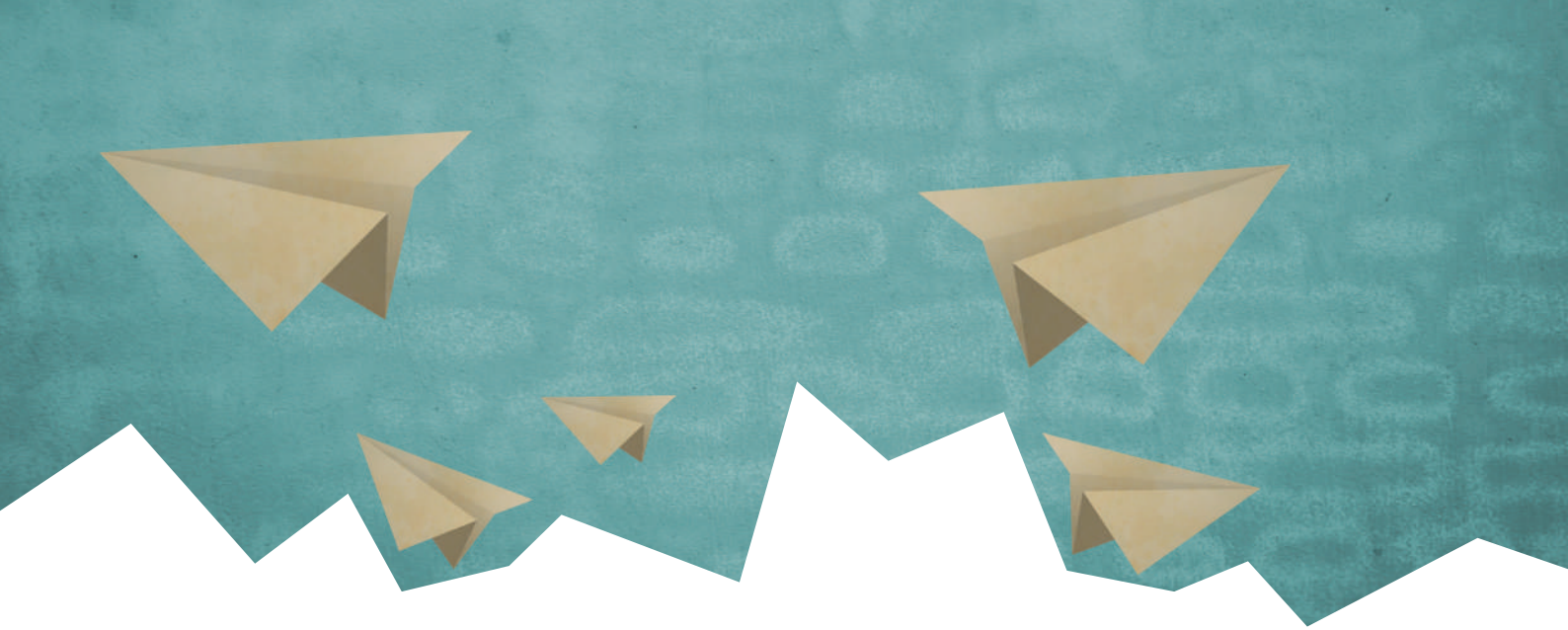
Main Outputs

- 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)

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Developing pupils' social skills through storytelling and virtual reality

Providing teachers with innovative teaching tools

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