How-To-Guide

Digital Storytelling

Tools for Educators

by Silvia Rosenthal Tolisano

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About the Author

Silvia Rosenthal Tolisano was born in Germany, raised in Argentina and living in the USA, Silvia Rosenthal Tolisano graduated with a Degree in Spanish & International Studies and a Master's in Instructional Technology. She serves as the Instructional Technology Facilitator at a San Jose Episcopal Day School in Jacksonville, Florida/USA. Her other areas of interest include digital storytelling, multicultural and global education.

You can find her on many social networking sites, such as Twitter, Ning, Flickr, and Del.icio.us under the username of "langwitches".

She blogs regularly on her professional blog at http://www.langwitches.org/blog

Acknowledgements

Thank you to my grandmother, Ruth Herzog, for telling stories to me in the evenings about her childhood in East Prussia. Thank you to my mother, Karin Rosenthal, who stands behind me when I invent and struggle with my own story. And thank you to my daughters, Marissa, who is about to start writing her own life story, Sabrina, who I will never have to worry about, if she will be ready to jump in and make any story her own and Leah, who will amaze us all as she gets ready to present her stories to the world.

Thank you to my friend and colleague, Paige McGee, for editing so patiently my draft which was sprinkled with German capitalization and punctuation.

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Introduction

Storytelling has been an instrumental part of our school year. From...

- telling about Jose, the travel bear's adventurous stories live while traveling in Egypt (http://www.sjeds.com/blog/egypt) , China (http://www.sjeds.com/blog/china) and Latin America (http://www.sjeds.com/blog/latinamerica)
- outfitting EVERY classroom in our school with their own digital cameras, so teachers and students could create a visual of their daily activities or create a visual of a learning concept
- creating a collective knowledge story across grade level and subject areas demonstrating what students have learned (http://voicethread.com/share/7626/)
- Life 'Round Here project, where students assumed the point of view of an object and narrated its perspective (http://chriscraft.pbwiki.com/San%20Jose%20Episcopal%20Day%20School)
- Creating printed books that narrate the daily life in the classroom, special visits and fieldtrips and the physical and academic growth of the students throughout the year.

...to Professional Development in Technology for VoiceThead, Mixbook, PhotoStory, Audacity, MovieMaker and Wordle .

Image by **CaptPiper**

The National Storytelling Network (http://www.storynet.org/) defines:

> “Storytelling as an ancient art form and a valuable form of human expression

Storytelling is also an ancient form of **teaching**. Before books or reading and writing became widely spread and available, oral storytelling was the only form wisdom and knowledge of the people were passed down from elders to children. Nowadays, technology has given us a new twist to this ancient teaching method. We are incorporating storytelling to paint a picture of our world in order to teach others about our knowledge, culture and people once again. Digital storytelling gives us the ability to reach and disseminate our stories further than ever before in history. Storytelling, no matter in what form or media created in, is a powerful tool to transmit knowledge, culture, perspectives and points of view.

Daniel H. Pink in his book A Whole New Mind (http://www.danpink.com/wnm.html says:

> “We are our stories. We compress years of experience, thought, and emotion into a few compact narratives that we convey to others and tell to ourselves. That has always been true. But personal narrative has become more prevalent, and perhaps more urgent, in a time of abundance, when many of us are freer to seek a deeper understanding of ourselves and our purpose.

We wanted to capture with our school wide storytelling theme:

- a moment in time
- a moment in a certain geographical place in our world
- a moment of perspective, that perspective being from a foreigner, a distinct age group, an outside observer, an expert, a teacher, a learner, etc.

The National Storytelling Network (http://www.storynet.org/) explains that:

> “Storytelling is the interactive art of using words and actions to reveal the elements and images of a story while encouraging the listener’s imagination.

1. Storytelling is interactive.
2. Storytelling uses words.
3. Storytelling uses actions such as vocalization, physical movement and/or gesture.
4. Storytelling presents a story.
5. Storytelling encourages the active imagination of the listeners.

All these components together make a great recipe. It creates an opportunity that allows students to truly use cross-subject skills and knowledge. Students can be creators of new stories, but also listeners of stories created by others who are unlike them. These components can be adjusted and appropriately tuned by the storyteller to the age level and knowledge of the intended audience. Wherever there is a story told, there are listeners exploring new worlds, scenarios and developing critical thinking skills to connect them to their world and their own experiences.

Mark Turner in his book The Literary Mind (http://markturner.org/lm.html) states that

> “The literary mind - the mind of stories and parables - is not peripheral but basic to thought. *Story* is the central principle of our experience and knowledge. *Parable* - the projection of story to give meaning to new encounters - is the indispensable tool of everyday reason. Literary thought makes everyday thought possible. This book makes the revolutionary claim that the basic issue for cognitive science is the nature of literary thinking.

Storytelling is a useful teaching tool, not only for language arts but science as well. Mark Turner continues explaining that

> “A *Story* is a basic principle of mind. Most of our experience, our knowledge, and our thinking is organized as stories. The mental scope of story is magnified by *projection* - one story helps us make sense of another. The projection of one story onto another is *parable*, a basic cognitive principle that shows up everywhere, from simple actions like telling time to complex literary creations

New technology tools allow us to **connect**, **communicate** and **collaborate** easily with others around the world. Stories are all about these three C's and lend themselves naturally to create a bridge between teaching and integrating technology. Digital Storytelling is a tool that can support teaching and learning in any subject area.

1. We **connect** on an emotional level with people and events in stories and we **connect** them to experiences in our own lives.
2. Stories let us **communicate** our perspective and perception.
3. Stories are usually a **collaborative** effort of stories' characters, their actions and points of view. Stories that have been passed down through generations allow voices from the past to be intermingled with voices from the present. Remixing and re-makes of stories add new twists, allow new perspectives, and shed new light storylines.

Through Adobe's Digital Kids Club, you can read about the following Baker's Dozen Digital Storytelling Skills written by Bernajean Porter in her book "Digitales: The Art of Telling Digital Stories"

> "
>
> Below are brief definition excerpts from Chapter 4 — "Storying Around for 21st Century Skills" — of DigiTales: the Art of Telling Digital Stories. The following skills have been identified and cross-referenced with National Standards, NETS-S, and 21st Century Skills.
>
> 1. Cognitive Apprenticeship — practicing real-world work of digital communication
> 2. Creativity and Inventive Thinking — creating multi-sensory experiences for others
> 3. Higher Order Thinking Skills (HOTS) — going beyond existing information to add personal meaning and understanding
> 4. Enduring Understanding — by telling the story of what you know and understand for others, authors deepen their own self-meaning of the topic
> 5. Visual Literacy — using images to show, not tell, the narrative story
> 6. Technical Literacy — mastering the craftsmanship of applying the technology tools to create powerful communication, not to just use the tools, but to mix and dance the media into illuminated understandings
> 7. Information (Media) Literacy — thinking, reading, writing, and designing effective media information
> 8. Effective Communication — reading and writing information beyond words
> 9. Multiple Intelligences and Learning Styles — addressing not only the opportunity for students to use their preferred mode of learning and thinking, but also enabling them to practice the effective use of all modalities
> 10. Teaming and Collaboration — growing skills through practiced opportunities to co-produce group projects
> 11. Project Management Mentality — Melvin Levin's challenge for students to practice time management of complex, involved tasks to successfully meet deadlines modeling real-world tasks
> 12. Exploring Affinity — Melvin Levin's findings that when students create meaningful, engaged work, they discover themselves as successful learners.

Available Tools for Digital Storytelling

You just read about storytelling as an ancient art form of teaching and why we should adapt and integrate this technique to support 21st century learning skills.

In this chapter we will focus on available tools and how to choose the right one for a project.

The criteria for picking these tools were simple. The tools had to be free for educators to use. Since my school has all PC machines, two of the tools (PhotoStory and MovieMaker) are windows based only, but they do have a MAC equivalent (iMovie) to achieve the same effect. All other tools are cross platform.

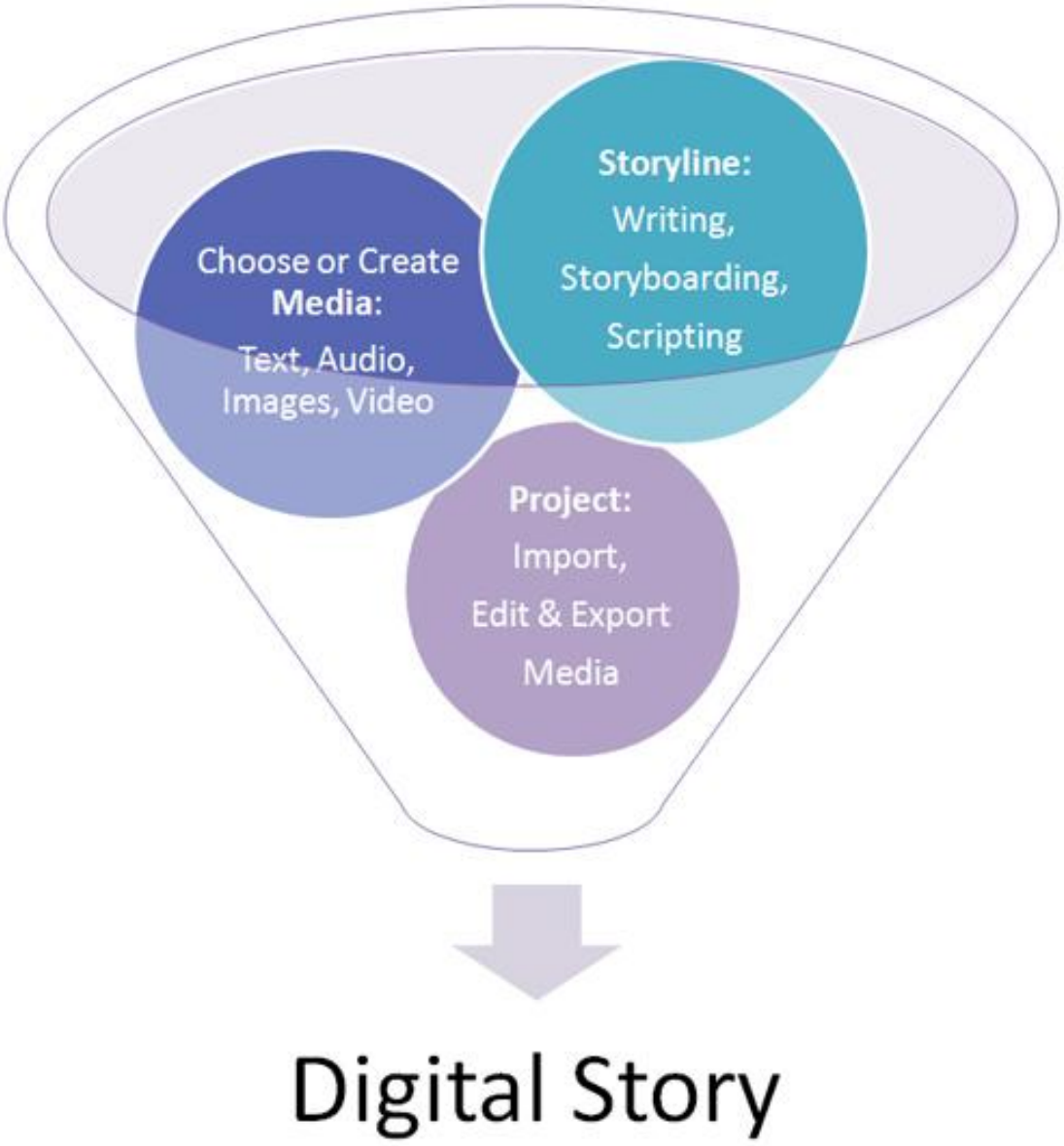
The tools discussed in this guide are by all means not the only ones available. Every day new sites, programs, and new ideas are popping up on the web. Many of them seem to bring something new and exciting to the table for enhancing and simplifying our digital storytelling opportunities and capabilities.

The goal of this guide is for you to gain an insight into the process of using the presented tools and then apply that knowledge when using a new tool.

As discussed in the Introduction

> “Storytelling, no matter in what form and created in whatever media is a powerful tool to transmit knowledge, culture, perspectives and points of view.

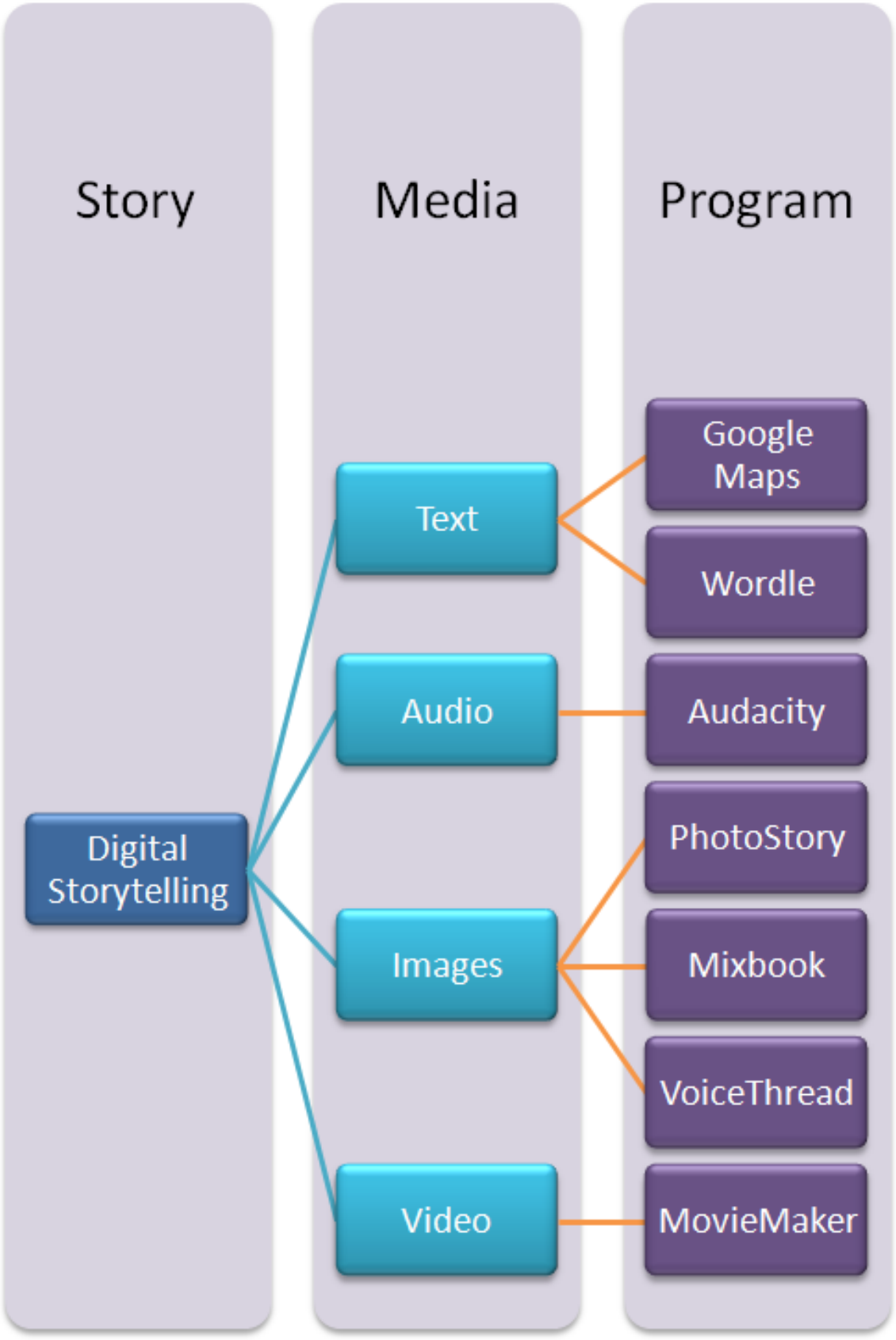
As an educator, a transmitter and catalyst of knowledge, you can choose to tell your own story to/for your students... or you can allow them to tell their stories in order to make sense of and connect to the world around them. I would suggest starting out with creating your own story, since it will give you an opportunity to experience **the process** before guiding your students. This guide will not go into the writing process that is involved in creating a well thought out and memorable story. I will focus on the technology tools that can help bring the story to life. The process of writing, storyboarding and/or scripting is nevertheless an integral and important part in the storytelling process.



The next questions usually are:

- Where do I go from here? How do I get started?
- What media (text, audio, images, video) do I or my students need to tell the story?
- How do I digitize analog media (non digital photos, my voice, documents, etc.)?
- How do I prepare my students to create content for the story?

The following visual will help you understand the logistical process of choosing the right media and consequently the appropriate program/tool to create a digital story. You can also use this visual in reverse order, if you are set on using a particular tool, it will help you choose the media that you will need in order to use it.


Story
Media
Program
Digital Storytelling
Text
Audio
Images
Video
Google Maps
Wordle
Audacity
PhotoStory
Mixbook
VoiceThread
MovieMaker

The tools mentioned for videos and images, of course, can use audio as well in order to communicate the story. Google Maps allows you to embed already created videos and images, it does not allow you to create or edit them.

Overall, just keep in mind that each tool adheres to a similar process of

Import- Edit- Export.

Audacity

Nothing personalizes a story better than the voice of the author. Nothing allows someone better to let their own imagination run wild than an oral story or audiobook. There are no pre-set images of how someone else envisioned the story that taint your perception. How many times have you seen a movie after reading a book and thought: “That is not how I imagined it.”

It takes special speaking and listening skills to create and understand stories that are only told without or with minimal visual clues.

The world of podcasting has re-introduced listening to audio content. The spreading of iPods and other MP3 players, even among elementary school students, has made the distribution of audio content easier and its popularity is soaring.

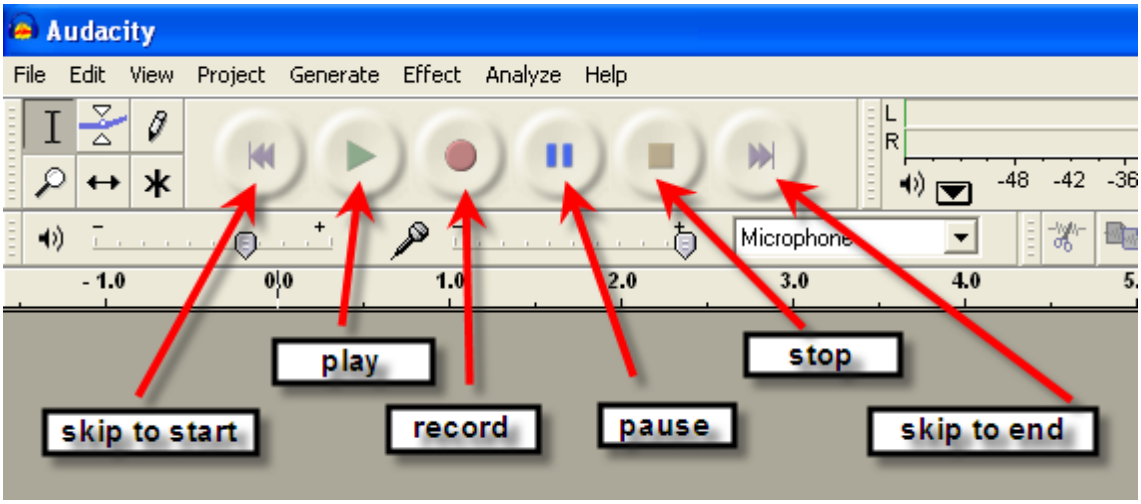
Creating your own audio stories with and for your student is easy with the free audio editor and recorder called Audacity.

You can download the program at http://audacity.sourceforge.net/ .

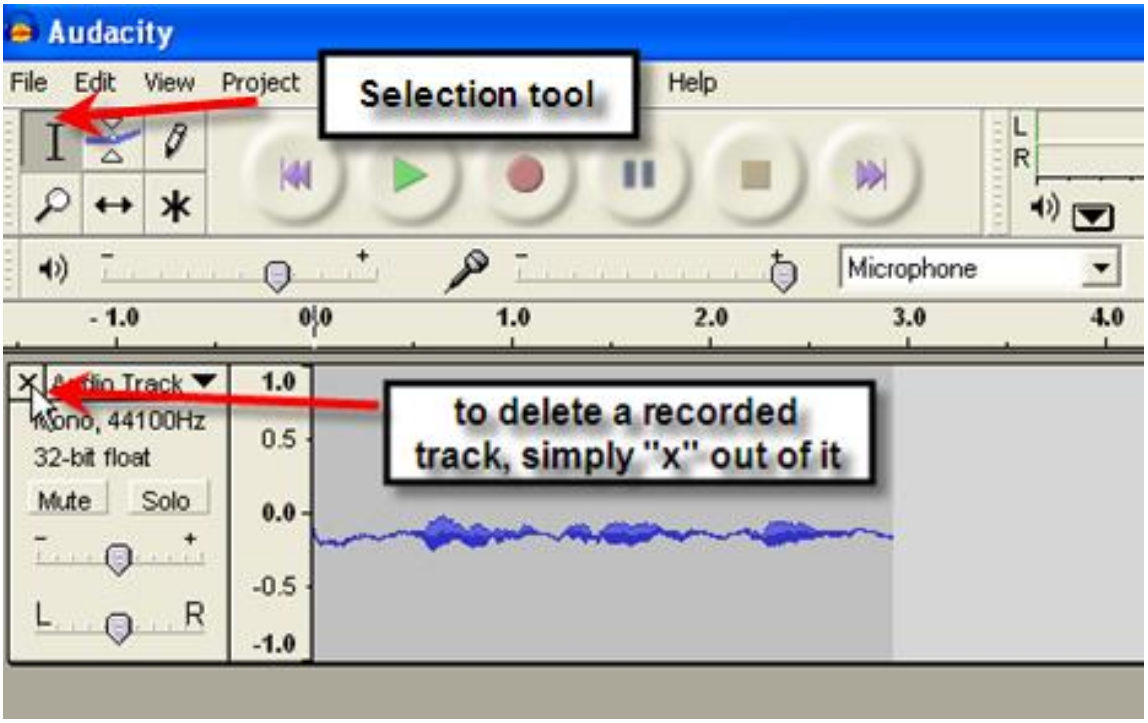
In order to record audio, you will need to have a microphone attached to your computer.

Once downloaded, click on start and All Programs

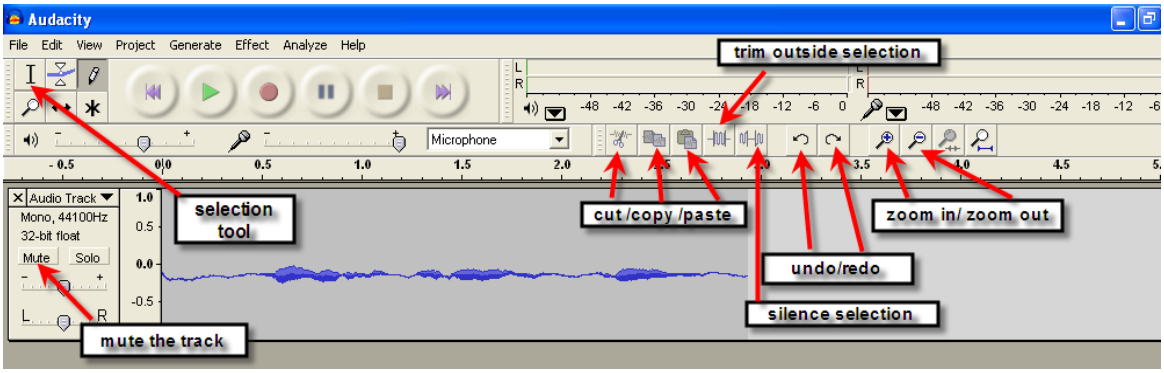
and choose Audacity. You will see the main screen of Audacity. Make yourself familiar with the toolbars by clicking on buttons and see what happens.

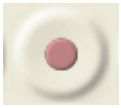


In order to start recording a track, simply click on the Record button .

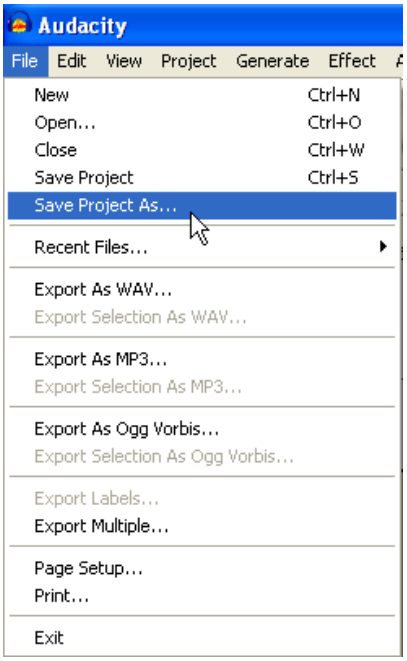


The selection tool is the most important button to use. It is similar to your cursor in any Word Processor program. You use the selection tool to highlight a part on a track to copy or delete that part. You also use the selection tool to select a part on a track by highlighting the area and then apply effects to it. Make sure the selection tool button is selected when choosing an insertion point on a track.

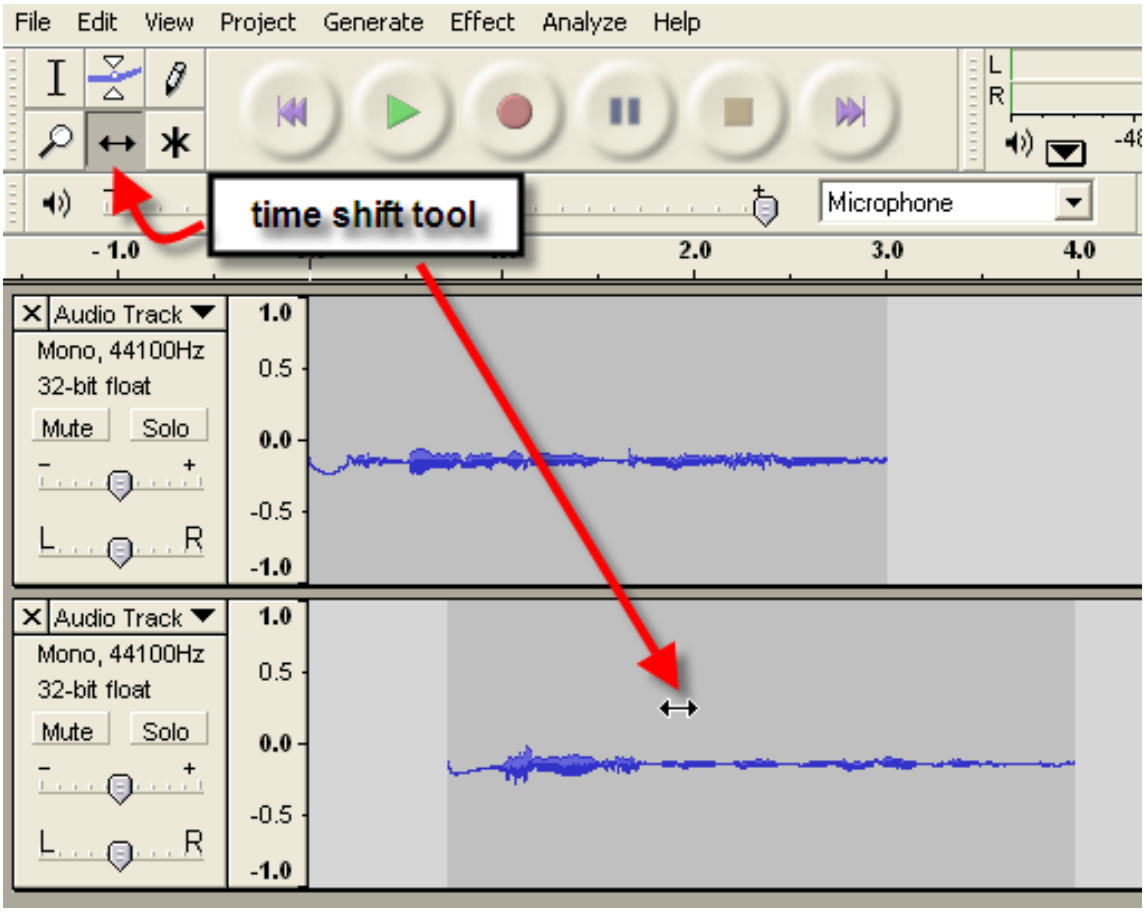


Click on the Record button to start recording. A new track will automatically be created. Use the Pause button to pause your recording and press it again to continue recording. Use the Stop button to stop recording on the track. Once you push the Record button  again, a new track will be created.

Create/record as many tracks or segments as you need, then start editing them individually and finally organize them together into a final sequence.
It is good practice to save your Audacity project frequently.

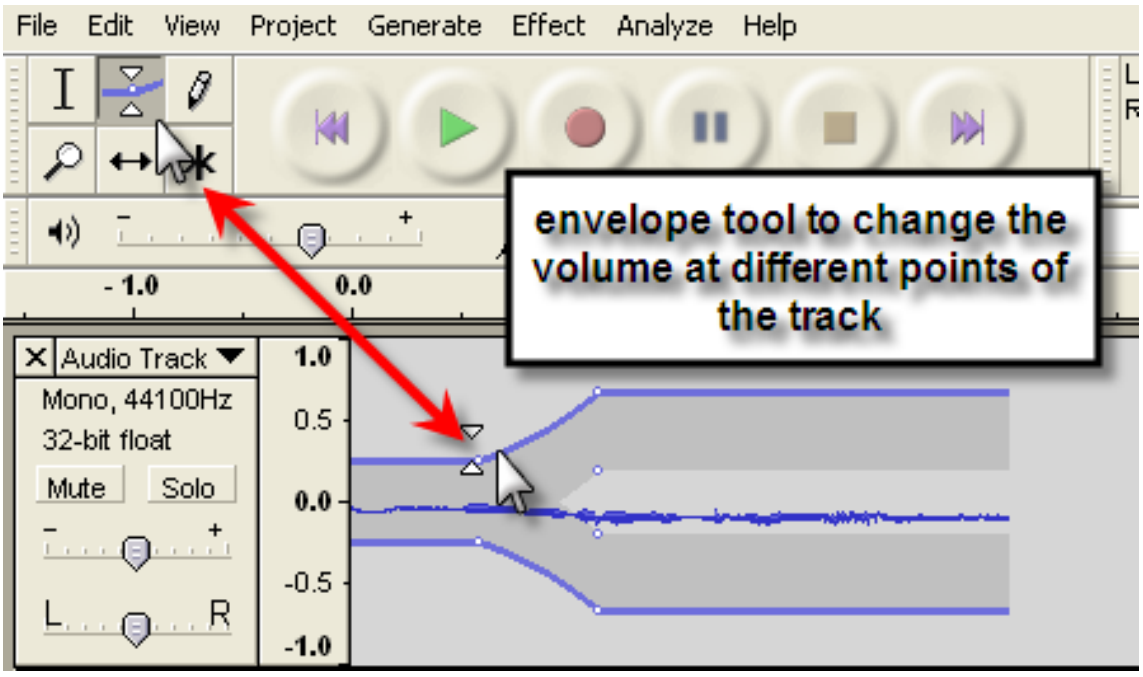


The Audacity Project file allows you to return to Audacity and continue editing the tracks. Audacity project files are saved as an *.aup extension and will NOT play as an uploaded file to a website, imported into other popular programs or attached as an e-mail. Once you have completed the project, you will export the file to a different format, such as an .mp3 or as a .wav, which can be played on an iPod or imported into other programs.

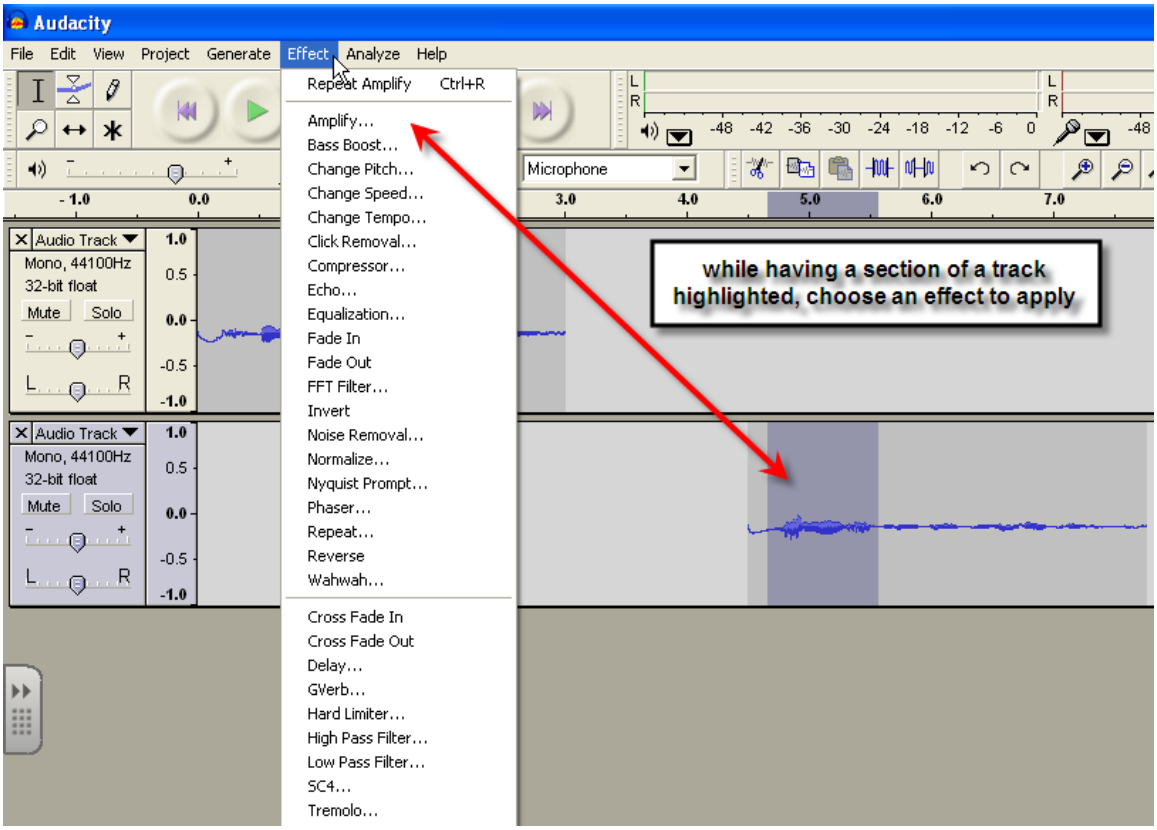


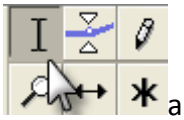
Use the Time Shift tool button to slide a recording on a specific track to the left or to the right. You can arrange individual tracks to start when another one ends or you can have music playing in the background at the same time as another track. Just adjust the volume of the background track to be lower than the foreground track.

In order to change the amplitude (the volume) at different points on a track you can use the Envelope tool.



When wanting to apply an effect to a certain selection or an entire track, make sure it is selected before using the "Effect" dropdown menu. All effects will be grayed out, if nothing is selected.



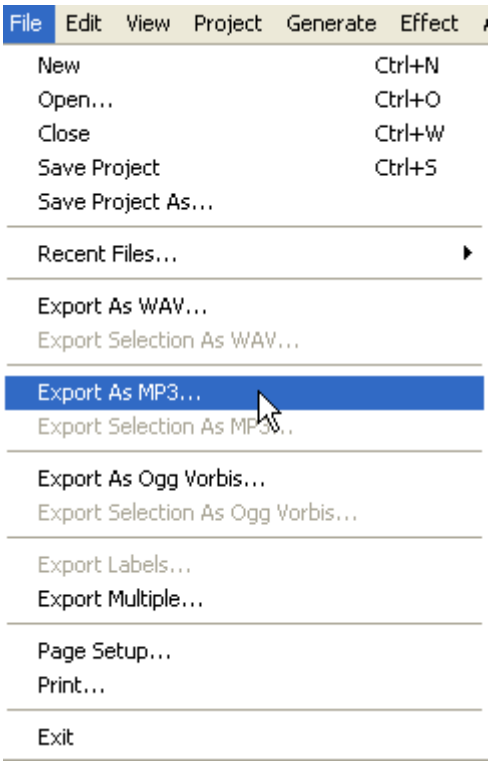
In order to delete certain section of a track, due to a mistake or to “dead” air (silence), highlight that section with the Selection tool  and use the delete button on your keyboard.

In order to copy or cut a certain section of the track and then insert that part into another area or another track, highlight the section with the Selection Tool, then use the shortcut CTRL-C to copy or CTRL-X to cut that area. Insert the section by placing the selection bar at the desired insertion point and using the shortcut CTRL-V to paste the section.

Tip : Using the Zoom-In button will allow you to better find the exact section of the track to be edited.

Once your tracks are edited, music is added as the background or as part of an introduction, transition or ending and different section are organized in a desired sequence, it is time to export your Audacity Project file as an .mp3 file.

Click File then choose “Export as MP3”.



In order for you to export your Audacity project file as an MP3 file, you will also need to have installed a Lame-Encoder file to your computer. Don’t worry, it is not hard and only needs to be done once. Do this by going to the LAME download page (http://lame.buanzo.com.ar/)

Under "For Audacity on Windows", left click on the link "libmp3lame-win-3.97.zip" and save the zip folder to anywhere on your computer. When you have finished downloading the ZIP folder, unzip it and save the file **lame_enc.dll** that it contains to anywhere on your computer. Remember WHERE you saved that file. The first time you use the "Export as MP3" command, Audacity will ask you where lame_enc.dll is saved. Browse to the location and choose lame_enc.dll. Again, this will only have to be done ONCE.

Save your project file as an MP3 file and you are ready to upload these files to your website or blog, import into your iPod or use them in other programs discussed in this guide, such as MovieMaker or Photostory.

Audacity
Record
• Into
• Outro
• Individual tracks
Edit
• Cut
• Split
• Arrange order of tracks
• Add sound effects
• Add background music
Export
• Save as MP3

Google Maps

Storytelling used to be the only way to pass one generation's knowledge on to the next one. Oral transmitted legends, fairy and folk tales, for example, allowed elders to understand and explain the world around them to their descendants. When books were scarce or did not exist and few knew how to read them, oral stories made a connection. Understanding is directly related to being able to connect new material, facts, ideas and concepts to previously learned knowledge.

I remember sitting in my uncle and aunt's apartment when I was little and looking at photo albums of their travels around the world. They would move on from merely traveling to living in Singapore, China and Hong Kong, always making photo albums that contained stories of their "foreign" lives.

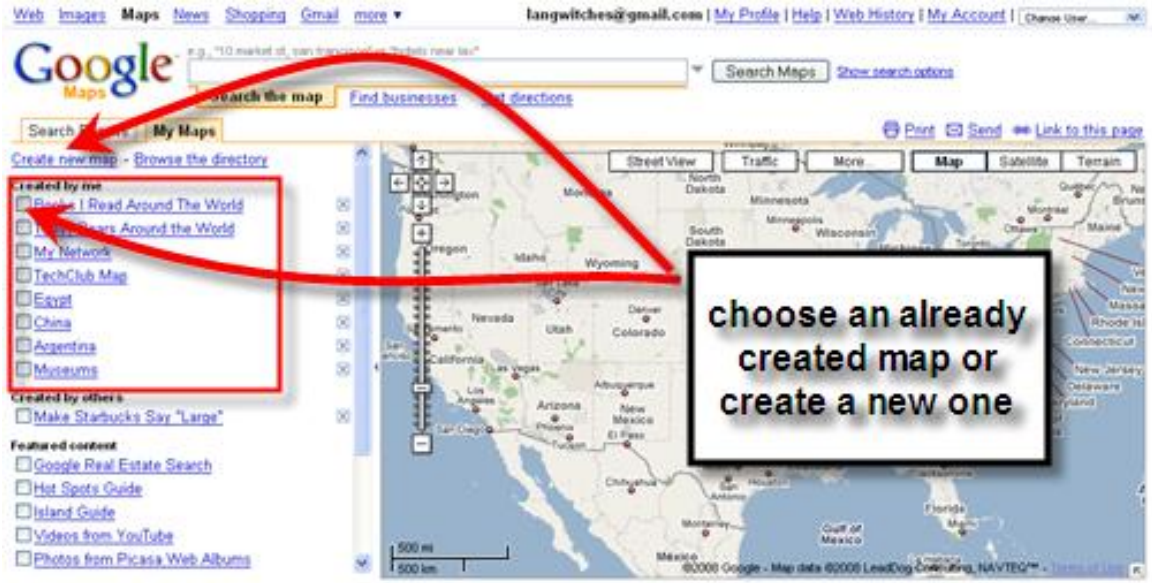
Thanks to a company named Google , we no longer are confined to a photo album, a world map with push pins or a heavy family atlas to connect stories and images from around the world. Thanks to Web 2.0 tools, we can mash-up media, such as photos, videos, audio and links that take us to explore further to TELL a story in more detail and with more connections to the world around us than ever before. We can invite others to collaborate in telling a story that has many perspectives, memories or meanings.

How can you or your students write a story with a map?

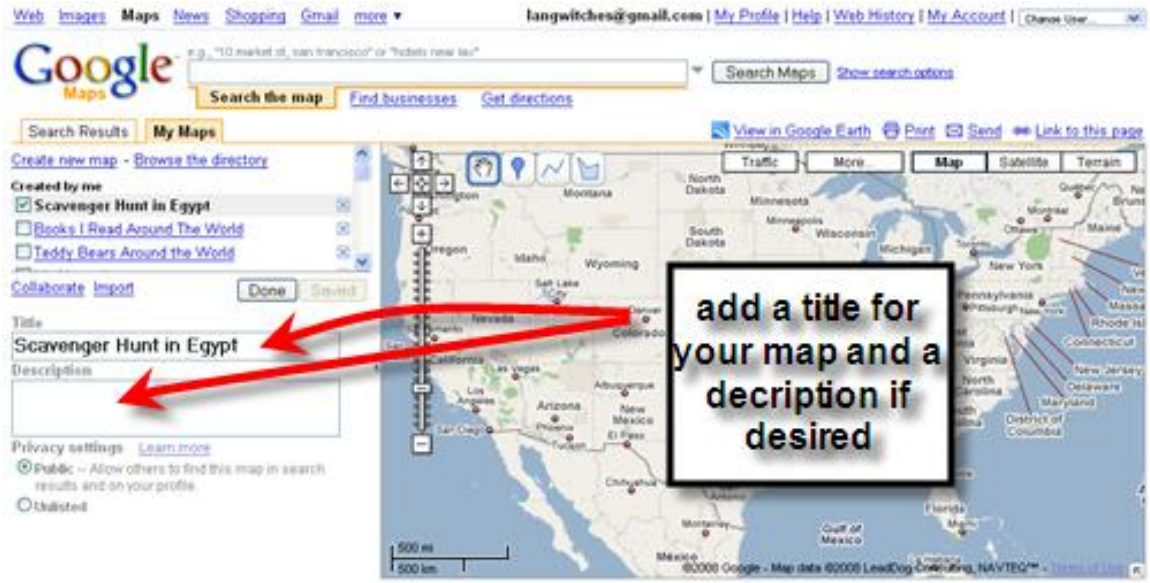
1. Create a scavenger hunt around the world.
2. Use an image of a place anywhere on Earth or your own backyard as a story starter.
3. Map the settings of a book you are reading.
4. Write a collective "Where have you been this summer?" as a class.
5. Follow a biography of an important character in history and events that influenced or were influenced by him/her.
6. Tell the story of learning (and where) that took place in your classroom in a school year.

Create a Google (http://www.google.com) account and log into Google Maps (http://www.googlemaps.com)

Start you own map:



Give it a title

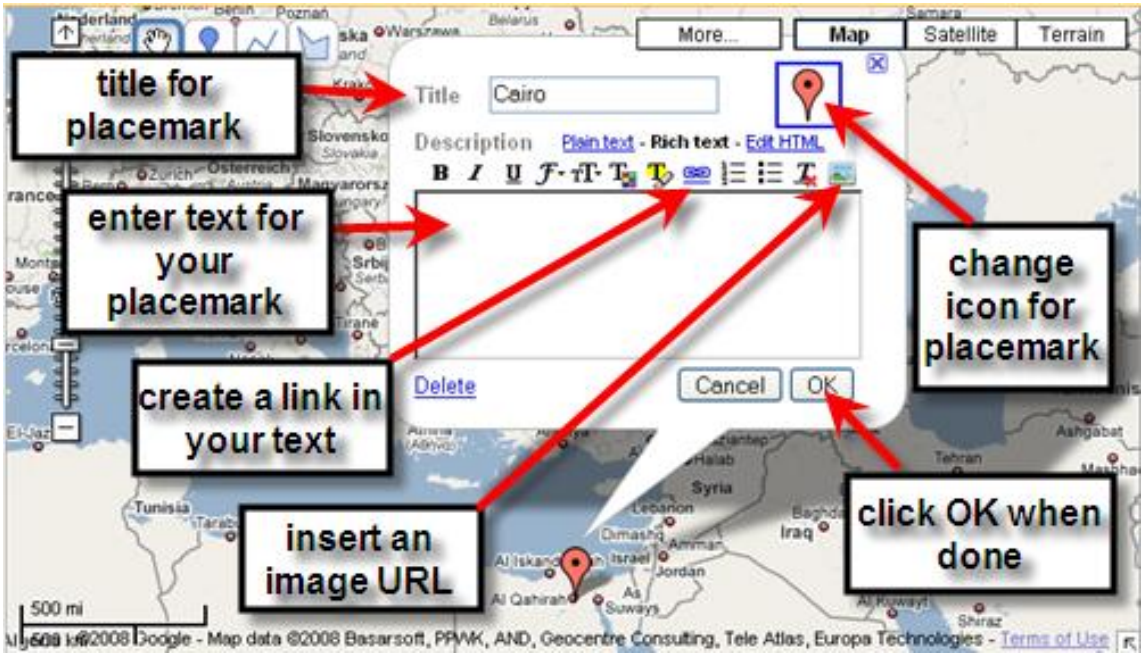


Move around the map, zoom in and zoom out, view it from a Map, Satellite or Terrain view.

Start adding placemarks by clicking on the icon and dragging it onto the map.

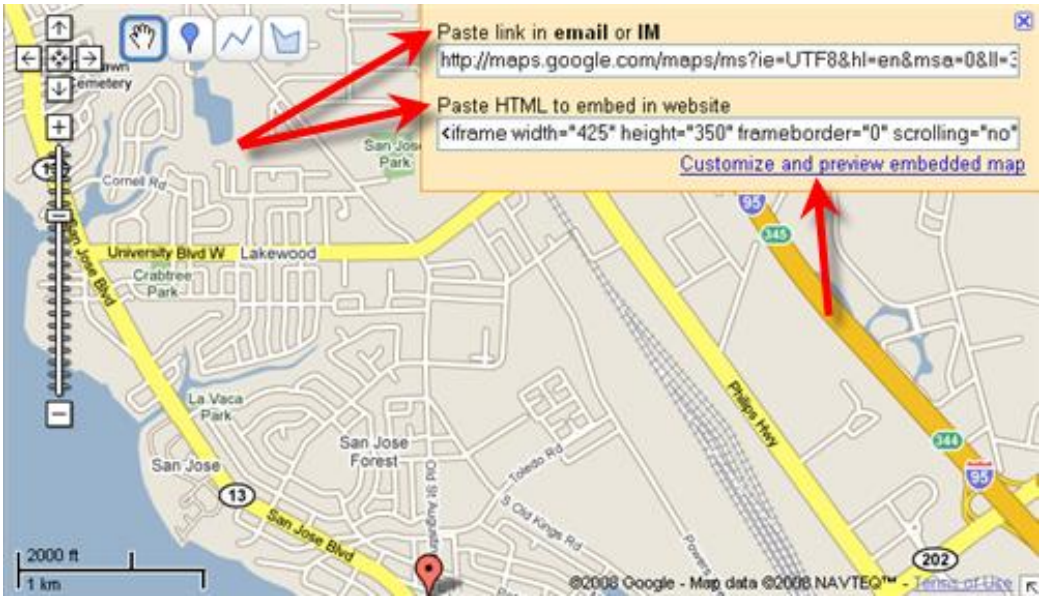
You can choose different kinds of icons and colors.

Enter a title for your placemark and a description. Make sure that you are in "**Rich Text** " editing mode to format your text or create links within the text. You can add a picture by inserting the web address of the image.

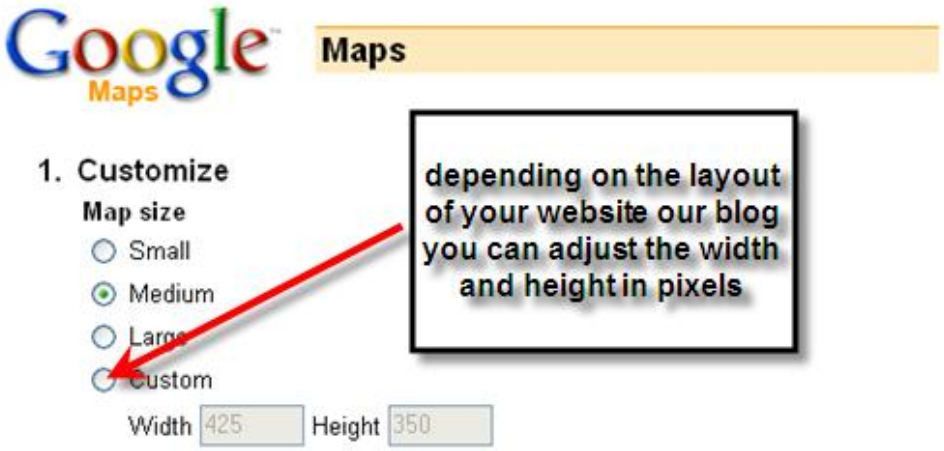


In order to create a link to the map on a website or blog click on "Link to this page".

Copy (CTRL+C) and paste (CTRL+V) the link or the code. If you want to customize the width and height of you map, click on the "Customize and preview embedded code".



Choose a predetermined size (Small, Medium or Large) or enter your own dimensions in Pixels for you map



2. Preview

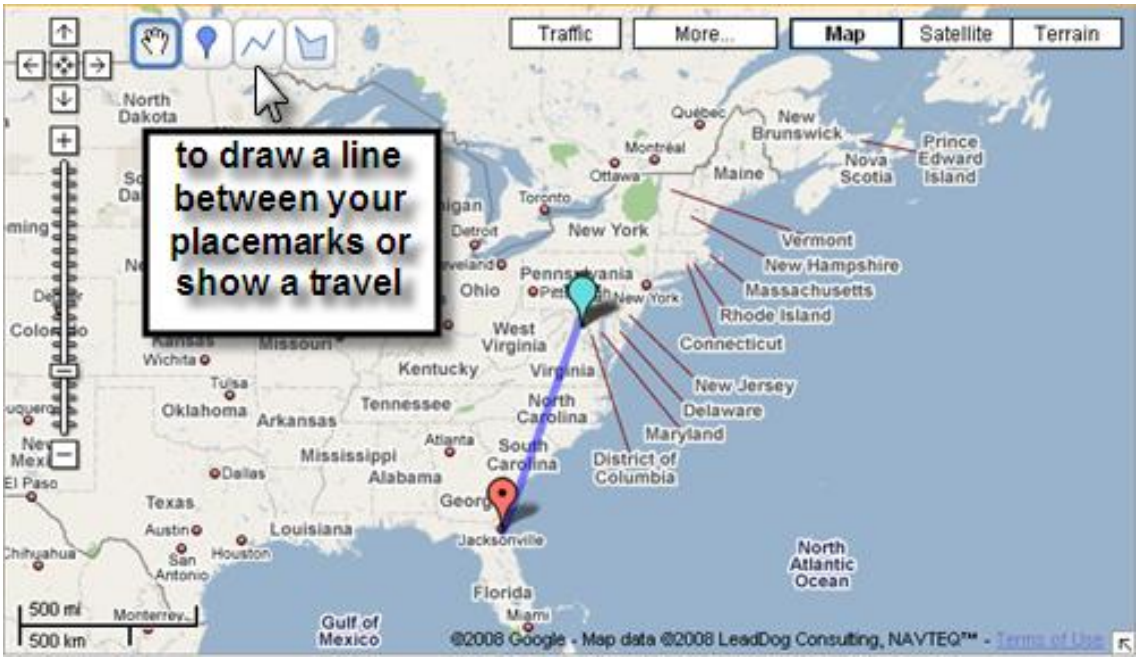
View Larger Map

3. Copy and paste this HTML to embed in your website

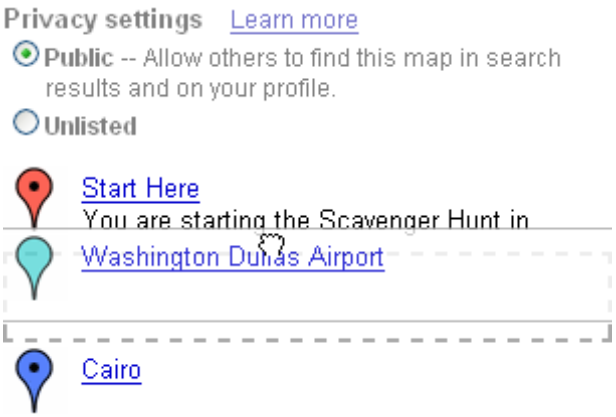
```
<iframe width="425" height="350" frameborder="0"
scrolling="no" marginheight="0" marginwidth="0"
src="http://maps.google.com/maps/ms?ie=UTF8&amp;hl=er
/><small><a
href="http://maps.google.com/maps/ms?ie=UTF8&amp;hl=e
style="color:#0000FF;text-align:left">View Larger
Map</a></small>
```

.

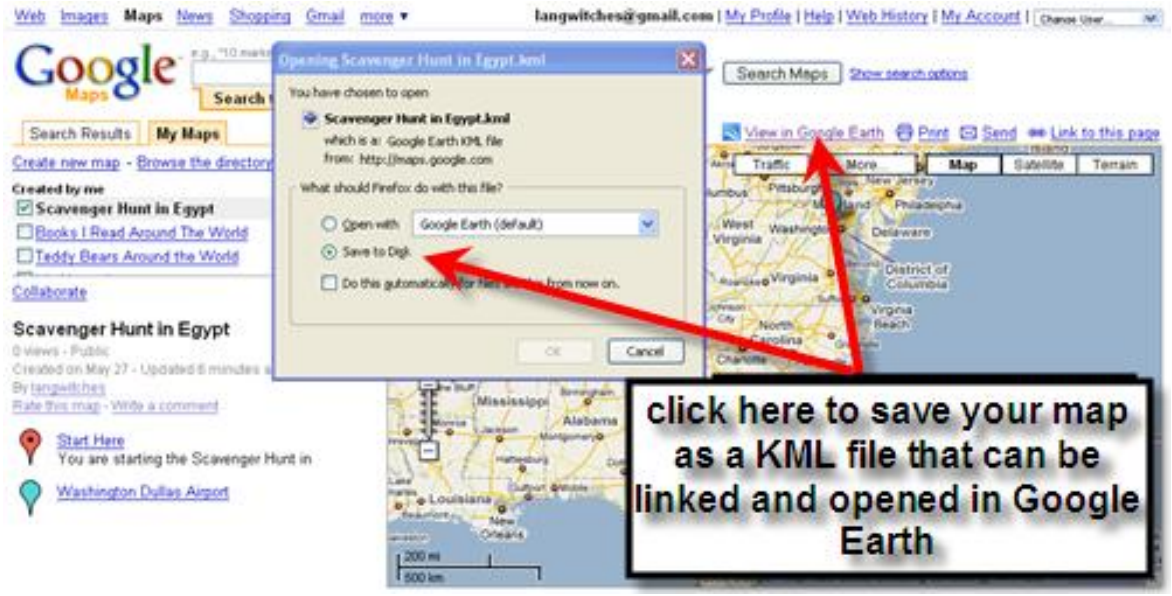
You can add a line or draw a shape to the map. Your embedded map will automatically update with the newly added information.



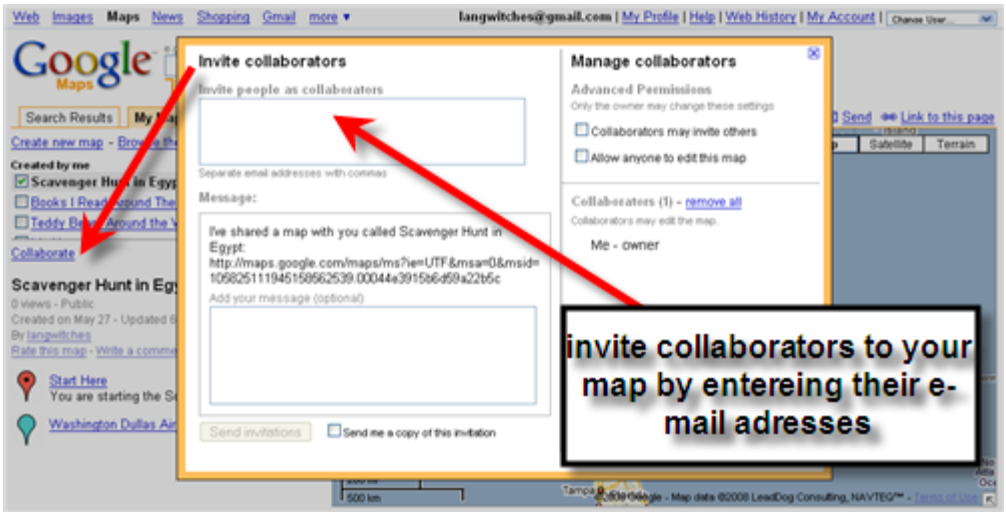
You can always change the order of your placemarks AFTER you added them, by simply dragging and dropping them into the correct order. This will be especially useful when you export your placemarks into Google Earth (http://www.googleearth.com) to create a flight route.



To export to Google Earth click on "View in Google Earth" and then save the .kml file to your computer or link to it from a website or blog. Double click on the file and Google Earth will automatically launch with your placemarks.



A great web 2.0 addition is the option to invite collaborators to your map. An entire class can add their individual point of view to a story.



Check out what these sites that use maps to tell a story:

- Google LitTrips
  This site is an experiment in teaching great literature in a very different way. Using Google Earth, students discover where in the world the greatest road trip stories of all time took place.

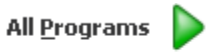
- Find a Story-Map a Story- Tell a Story
  There is an interesting relationship between place, story and community. As we revisit these places in our memory, we realize how stories naturally attached themselves to places from our past and how they shape us in the present.

Placemarks
• Add Placemarks in Geographic Locations.
Content
• Add Text, Links, Images, Videos to each Placemark
• Draw a Line or a Shape
Embedding
• Link to your Map
• Embed Map into Website or Blog
Google Maps

Photo Story

If you own a PC, you can download Microsoft's Photo Story for free. Simply type in "Microsoft Photo Story" as the keywords in your favorite search engine (ex. Yahoo or Google), that will take you directly to the download page.

1. Download and install the program on your computer.
2. Once installed open the program by clicking "Start" then



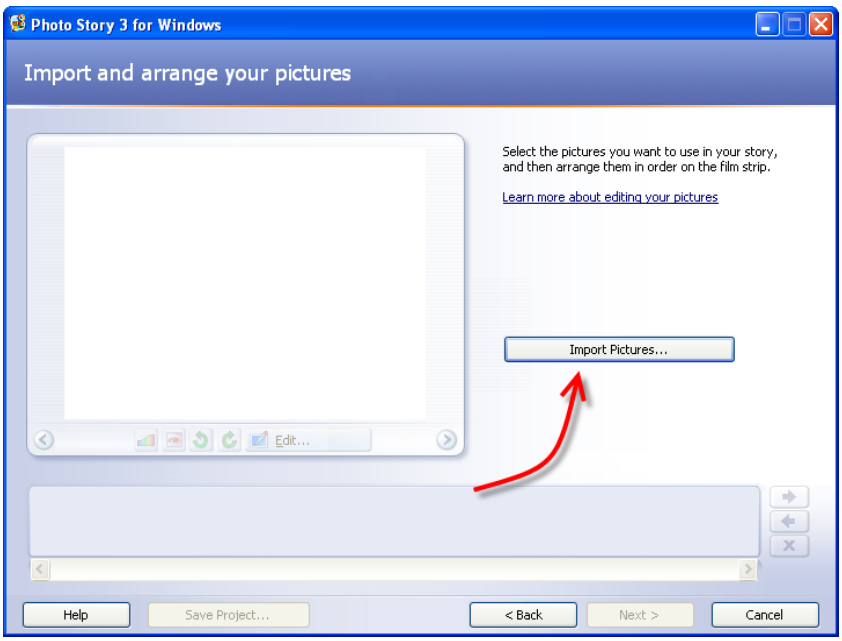
"Programs".

3. Find the icon for "Photo Story 3 for Windows" Photo Story 3 for Windows

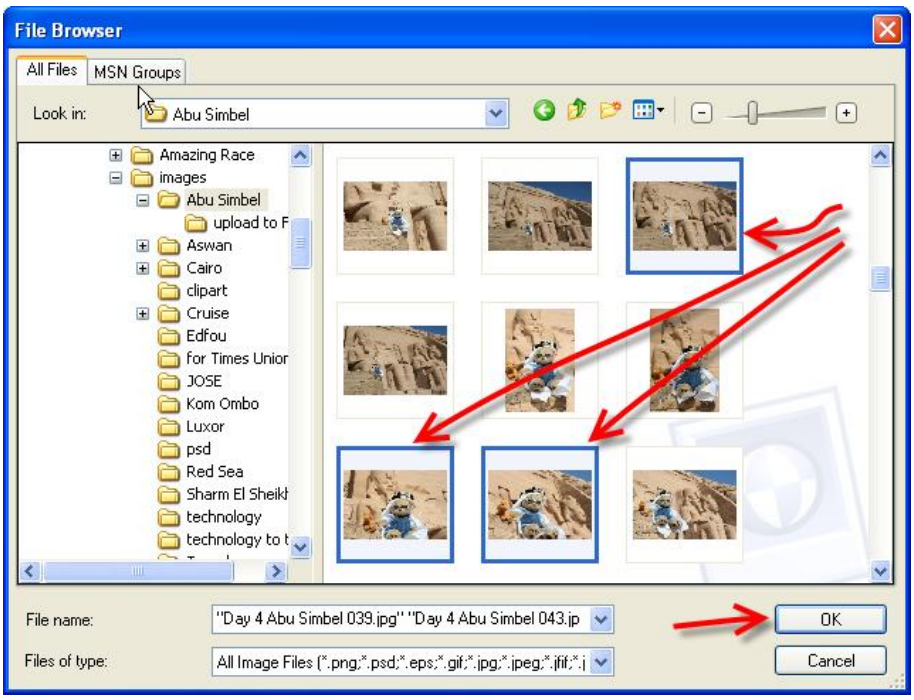
4. Click on “Begin a new story” then “Next”.

5. Photo Story is divided into five steps in order to create your digital story. You can move forward or backwards between each step anytime by clicking one of these buttons < Back Next > .

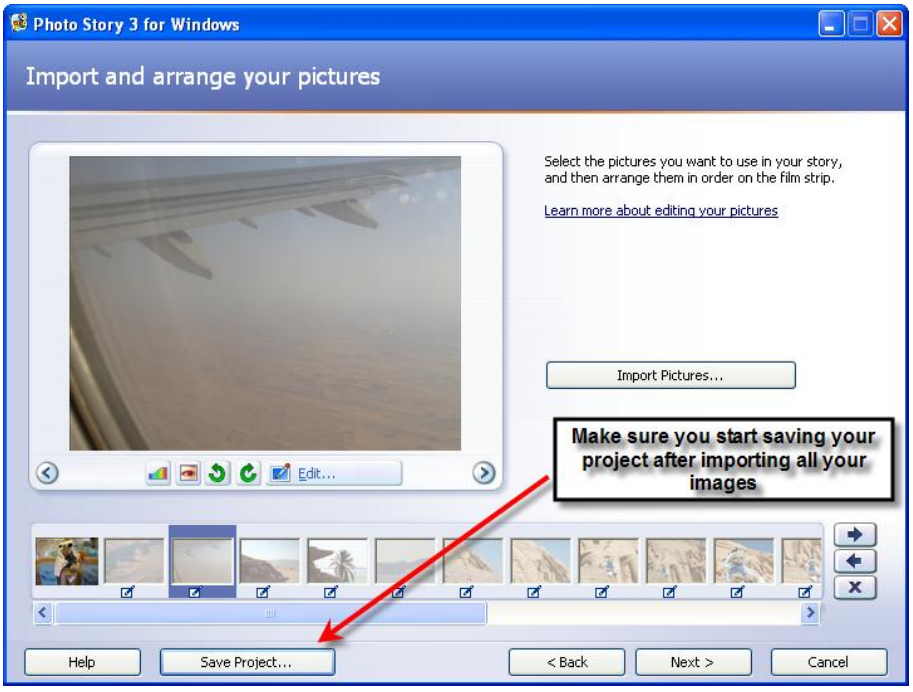
Start importing your pictures



Browse your computer for the images. Click on a picture to select it. In order to select more than one picture, hold down the CTRL button while adding additional images to selection. If you want to select all images in a folder, select one image, then push CRTL and the letter “A” (CTRL A). That will select all images in the folder.



Once you have imported all the images that you need for your digital story, you should save your project file.

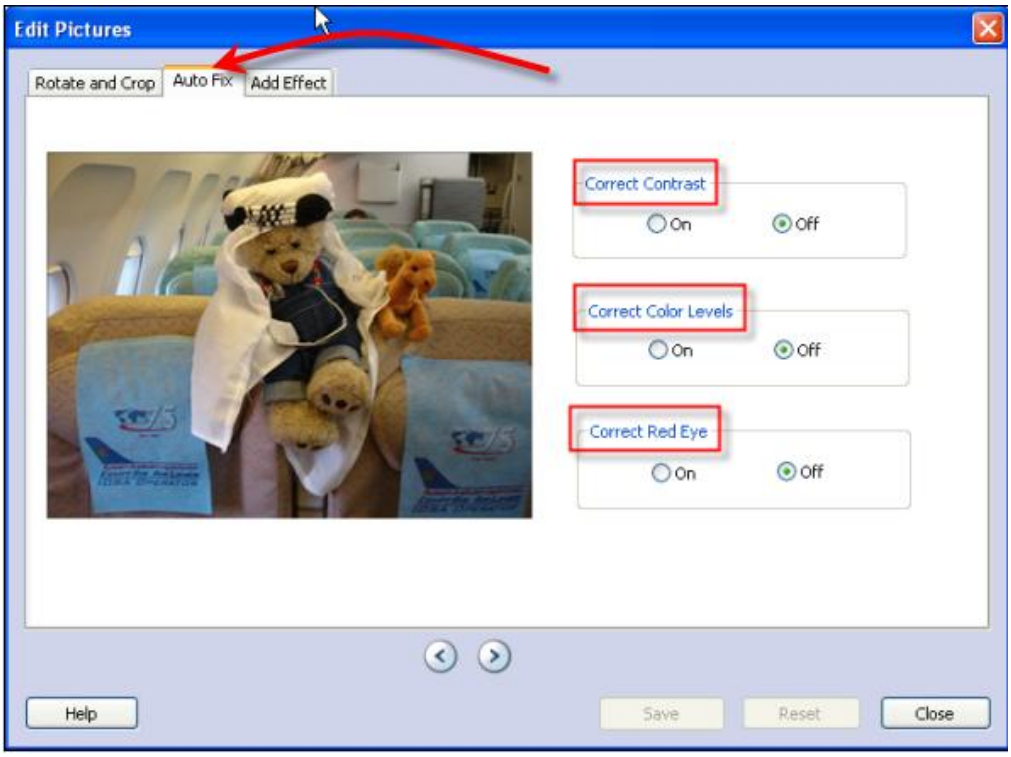


You then have the choice of removing any black borders that are present due to the layout and dimensions of your pictures.

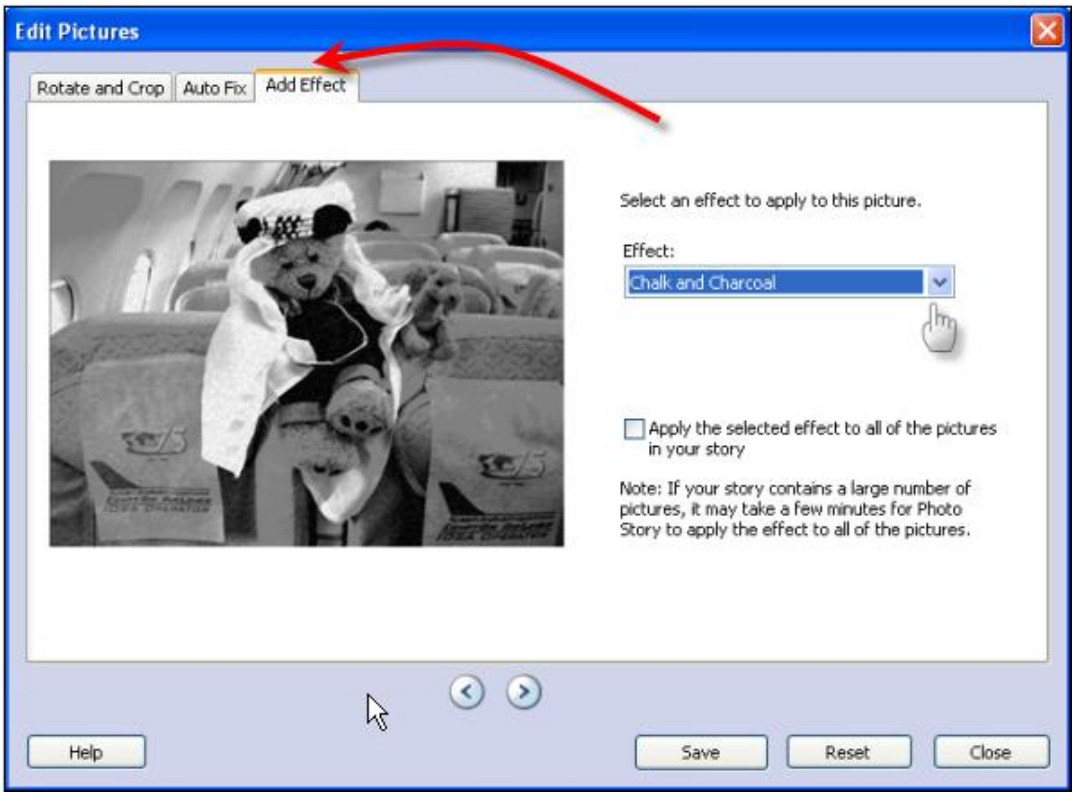
Now it is time to arrange the pictures in order you want them to appear in your story. Simply click on an image in the timeline and drag it to the position you want it. Repeat this step until all your pictures are in the correct order.

You can rotate and crop images directly in Photo Story, just make sure that you save any changes before moving on to the next image.

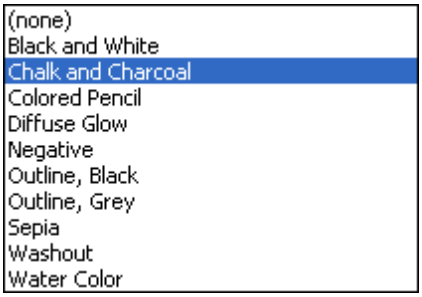
Use the "Auto Fix" option to correct contrast, color levels and red eyes.



Under the “Add Effect” tab, you have a drop down list of effects to choose from.



Choose between several effects for your image:

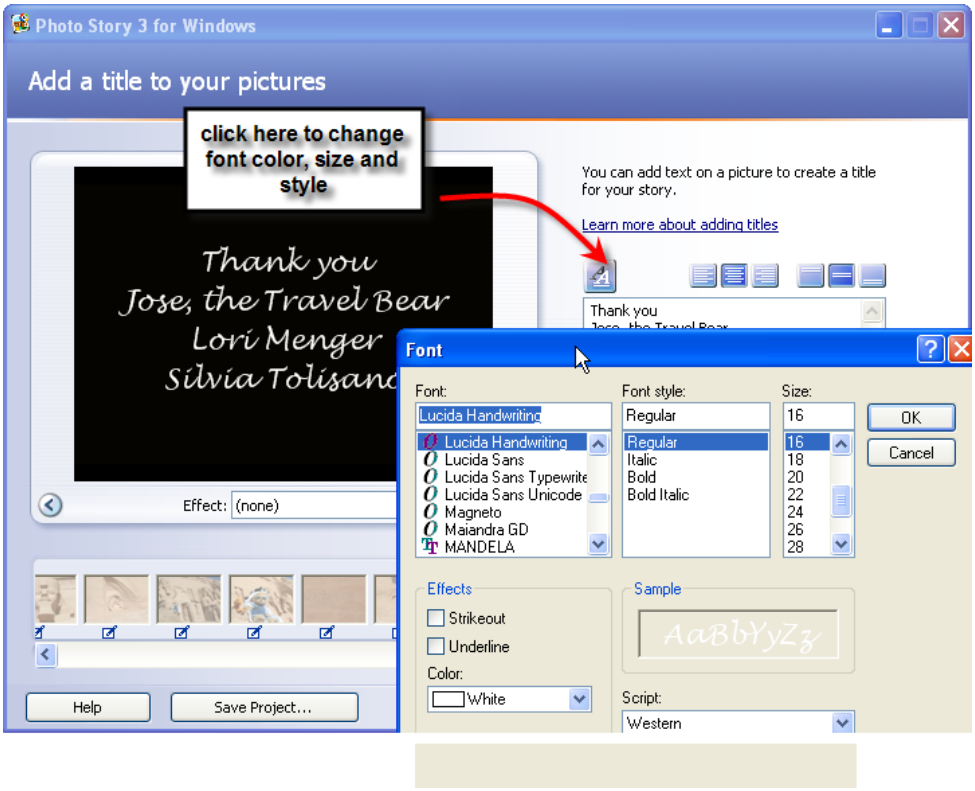


After saving each image (by clicking on the Save button) that you edited, you are ready to move on to “Add a title to your pictures” by clicking Next >.

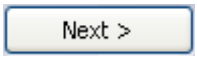
Here you will have a chance to add the same effects as in the previous step and to add any text to any picture.

Choose the font color, size, style, and alignment of the text you are adding.

In order to create a blank or a colored slide for a title at the beginning, chapter slides in the middle or credits at the end, you can upload a plain colored image or appropriate background to be used with text.

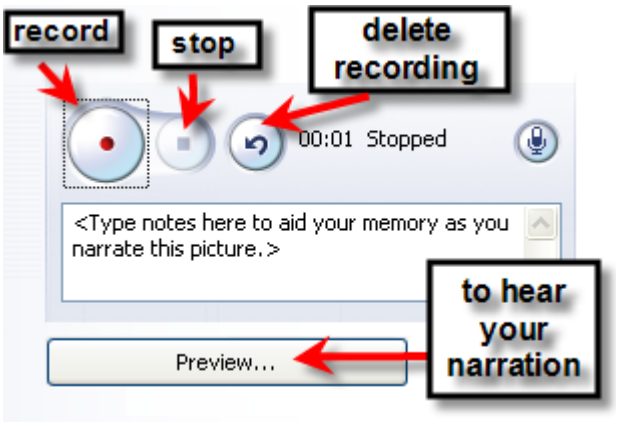


Once all the text slides that you want to incorporate into your movie are in place, click



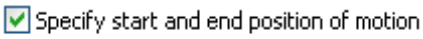
to move on to narrating and recording your story.

Make sure that you have a microphone attached and have the image selected that you will connect the recording to. Push the round button with the red circle to start recording and the smaller button with the square to stop. Push the Preview... button to hear your recording. If you do not like the recording just delete it.

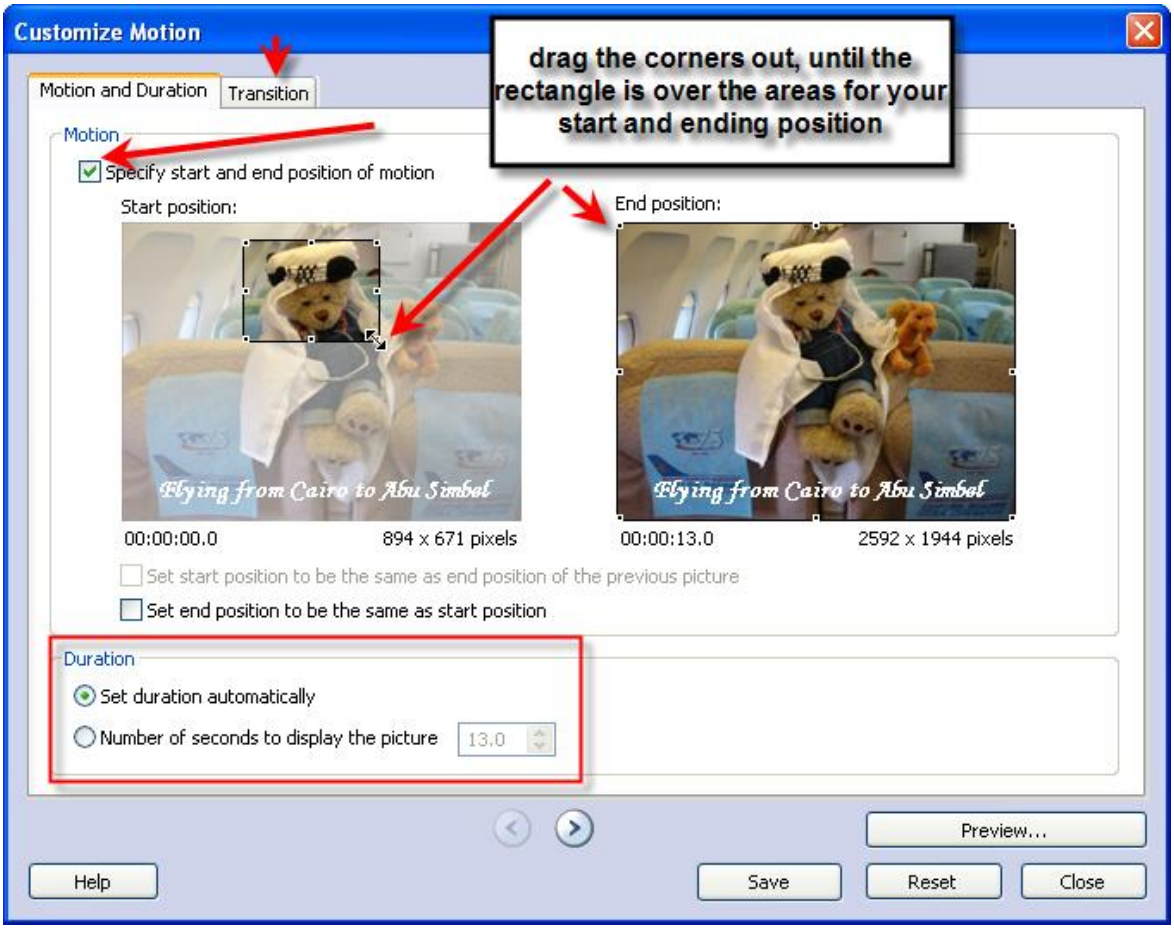


Once you are happy with all your narration, you can add

to each image. The first motion will have the effect as if a video camera is recording your image by zooming in or out, or by panning across the image. The second motion that can be added to your story are transitions between each one of your pictures.

When trying to achieve the zooming in or zooming out motions, make sure you have checked off the box 

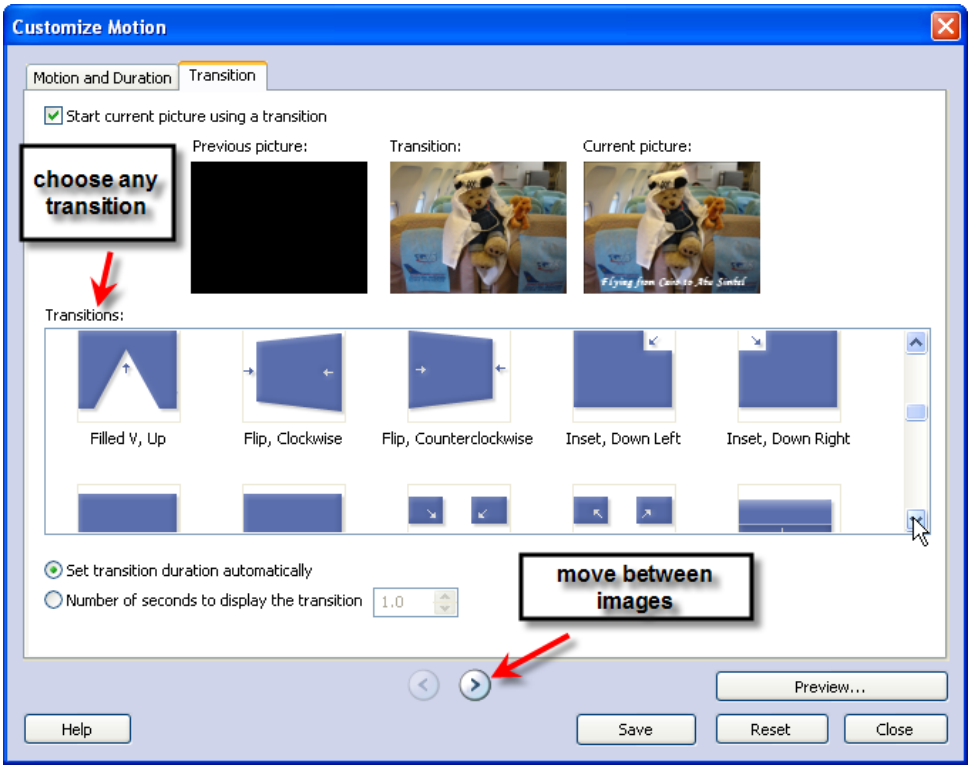
Then drag the corners of the starting position to an area you want the motion to start out in. If you want to zoom out, make the starting position rectangle smaller than the ending position. For a zooming in effect do the opposite.



For panning across the image, make the areas to start and end the same size; just position them at opposite ends of the image. To pan from left to right (top to bottom) , position the starting area on the left (top)and the ending (bottom) position on the right. Have fun… experiment a little.

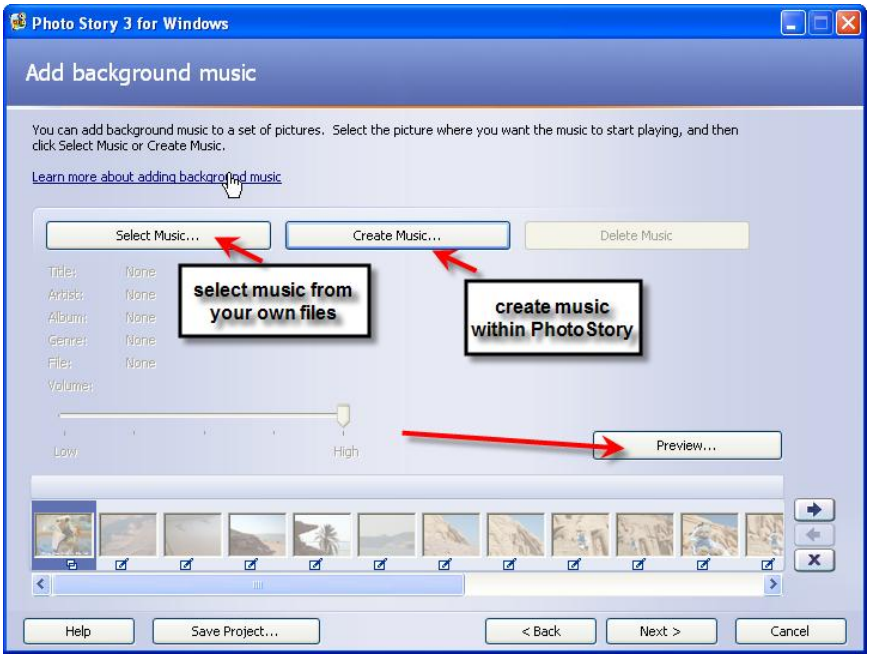
If your zooming or panning motion is too fast for your taste and does not allow for enough time to appreciate the image, you can set the timing of the length of the slide manually.

Save each picture, after you have added motion. To continue adding transitions between each picture, click on the Transition tab.

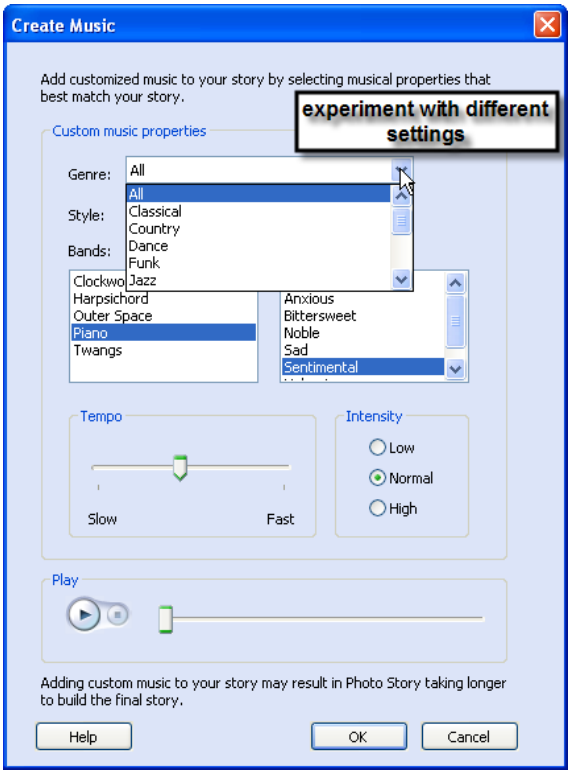


Click on each transition to see a preview of it on the middle window. Save any changes to each image by pushing the Save button.

Music can support a story greatly. It can set the tone and mood and even take the place of narrated words. You will only be able to import music files from your computer that are in the .WMA, .MP3 or .WAV format.

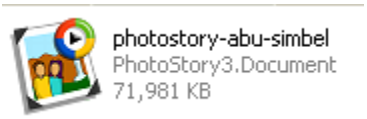


You can also create your own music within Photo Story. Just experiment with the settings and preview the melody before adding it to your story.


Create Music
Add customized music to your story by selecting musical properties that best match your story.
experiment with different settings
Custom music properties
Genre:
All
Style:
Bands:
All
Classical
Country
Dance
Funk
Jazz
Clockwo
Harpsichord
Outer Space
Piano
Twangs
Anxious
Bittersweet
Noble
Sad
Sentimental
Tempo
Slow
Fast
Intensity
Low
Normal
High
Play
Adding custom music to your story may result in Photo Story taking longer to build the final story.
Help
OK
Cancel

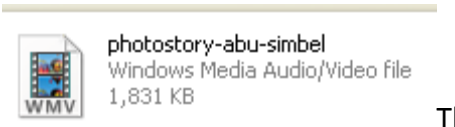
The last step of creating a digital story with Microsoft Photo Story is to save the project file as a movie file. There is a big distinction between a Photo Story file and the movie file (.wmv)

You can tell the difference already by looking at their icons



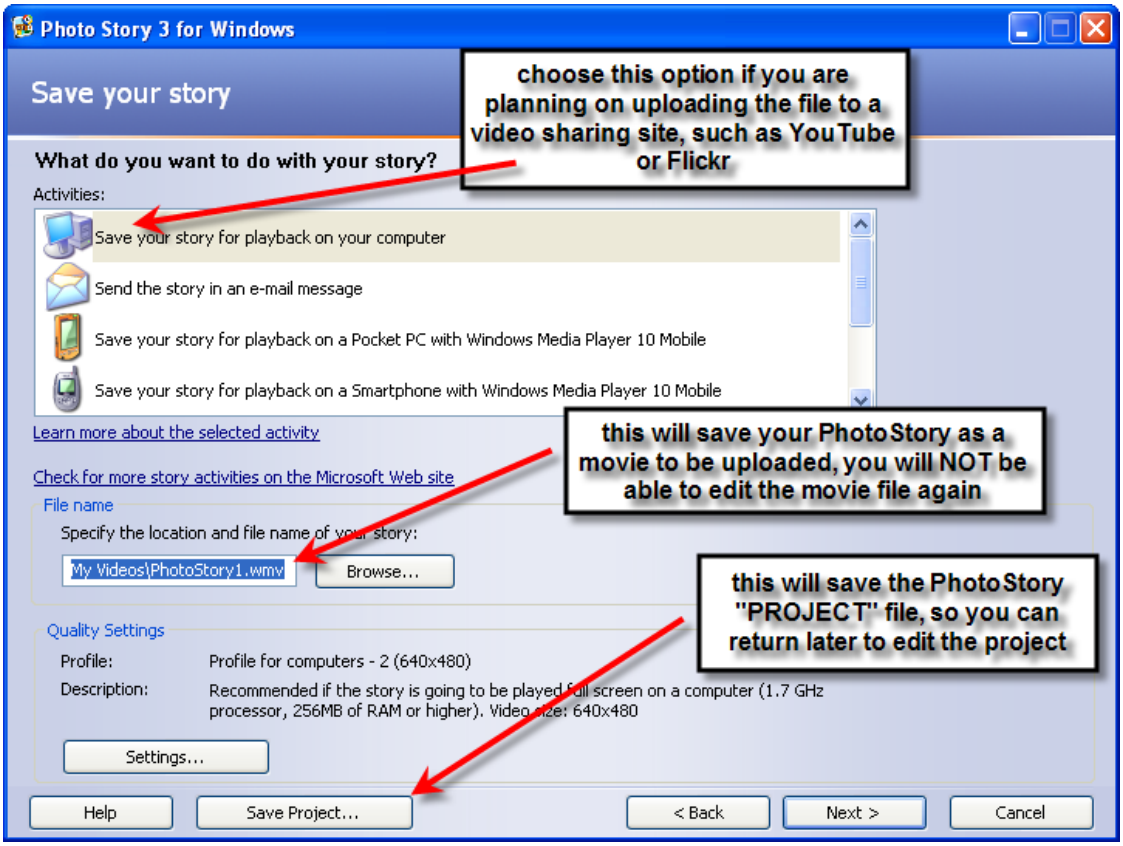
This is the project file.

- Still able to go back and edit pictures, music, transitions, text, narration, and motion
- Larger file size

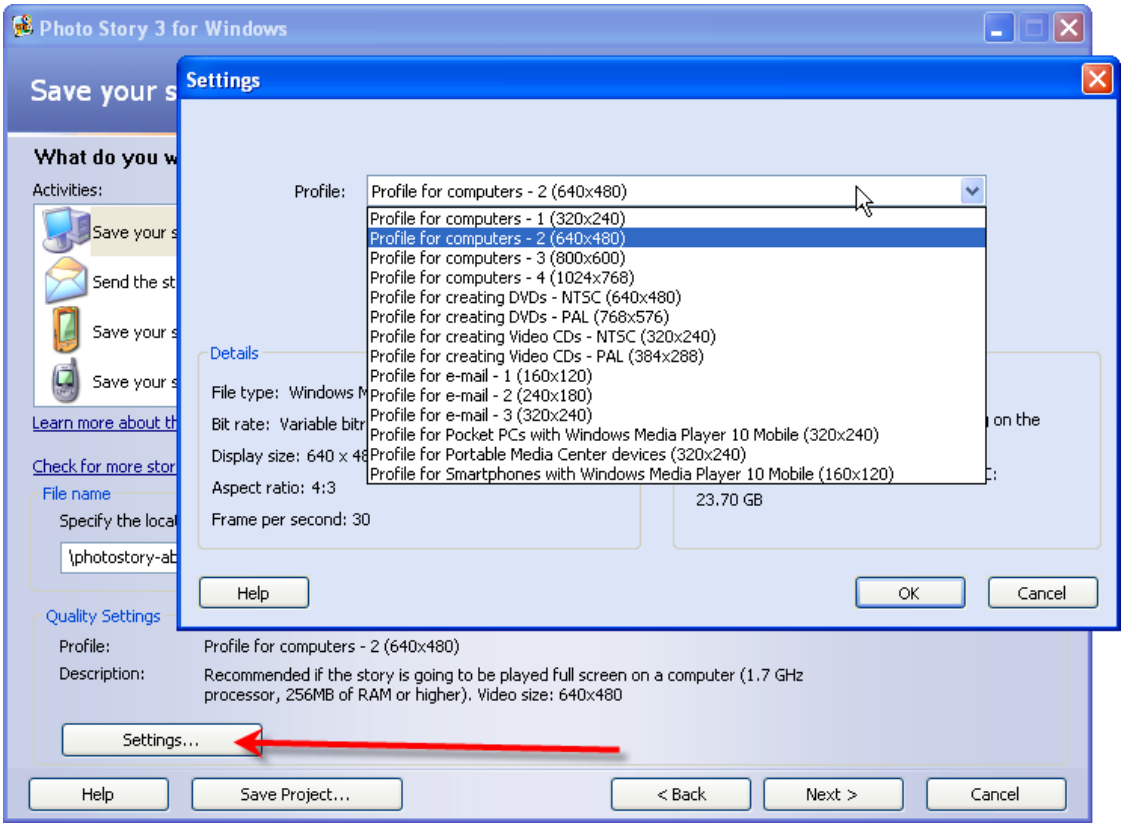


This is the movie file.

- Cannot be edited anymore with Photo Story
- Smaller file size
- Ready to upload to a video sharing site, such as YouTube, TeacherTube or Flickr
- Ready to share on any computer that has Windows Media Player



Once you are ready to save your project as a movie file, you can choose the settings that will influence where you can view and how large the file size will be.



If you want to present the completed movie on a full screen on a computer, you might want to choose Profile 3 or 4 for computers, so that the movie will not look fuzzy. If your intentions are to upload the video to the Internet, you might want to stick to Profile 1 or 2 for computers. The resolution is going to be good enough for a smaller window. Choosing profile 1 & 2 will help reduce file size greatly, which your viewers, who will have to download the file, will greatly appreciate.

Microsoft Photo Story
Import and Arrange your pictures
• Arrange images in order
• Remove borders, rotate, red eye removal, add effects
Add a Title to your Pictures
• Add text over images
Narrate your Pictures and Customize Motion
• Record directly onto each image
• Add transition between images
• Create motion on images
Add Background Music
• Upload music from your computer
• Create customized music for your story
Save your Story
• As a Photo Story Project File- You can edit the project later
• As a movie file to be played on any computer or uploaded to video sharing sites, such as YouTube or Flickr. - You cannot edit the movie file later

Mixbook

Storytelling has existed since the beginning of time as a form of human interaction. It evolved from cave paintings and oral transmission of how and why our people existed and as an explanation of the world around us to troubadours who traveled the country to inform others of news and happenings of places and people far away. As human interaction and the range of imagination changed over time, so have the methods that allow storytelling to reach a wider audience and to preserve a voice, an image and a moment in time for posterity in a way that was never possible before.

The Digital Storytelling tools, such as Moviemaker, Photo Story, Google Maps or VoiceThread, are new kinds of tools that create a final "story product" in a different media than we were used to before. The use of technology tools has created a new process and new forms of storytelling. We can easily use different kinds of media and rearrange them in new ways. We can now publish and share them with the world for enjoyment or to solicit their perspective or information. It is a new way of documenting our history, our way of looking at the world, of materializing our memories or of passing on to the next generation what is important to us.

Mixbook.com is web-based but sets itself apart from the previously mentioned tools. It allows us to use storytelling in a way that we all are already comfortable and familiar with. The process does not create a new media, such as a podcast, a video clip uploaded to YouTube or a VoiceThread embedded in a blog or wiki that most people are still getting comfortable in handling. Mixbook is a tool that allows anyone to tell a story by creating and publish it as a book!

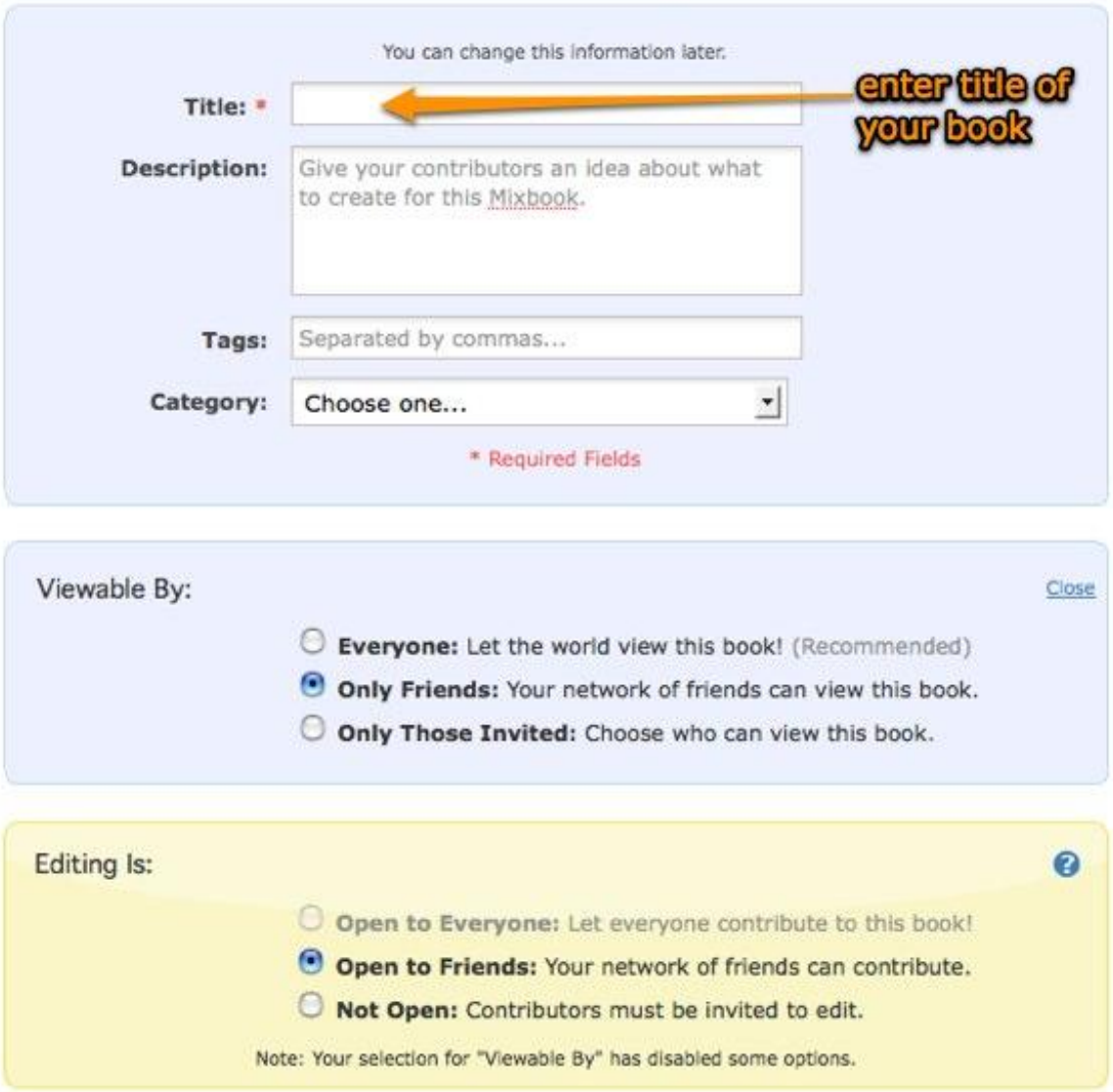
With images and/or text, anyone can create a photo book, an illustrated story or a scrapbook. The ratio of text and images is up to you. What makes Mixbook so attractive and what earned itself a spot as a Web 2.0 tool, is its ability to allow collaboration among many authors on the same book. No need to sit next to each other on the same computer. Collaborators can be classmates or teachers within the same school or who live a world away from each other.

"Mixbook allows you to create books with your friends and family about the things that are important in your life. Mixbooks can be shared online or as coffee-table quality printed books."

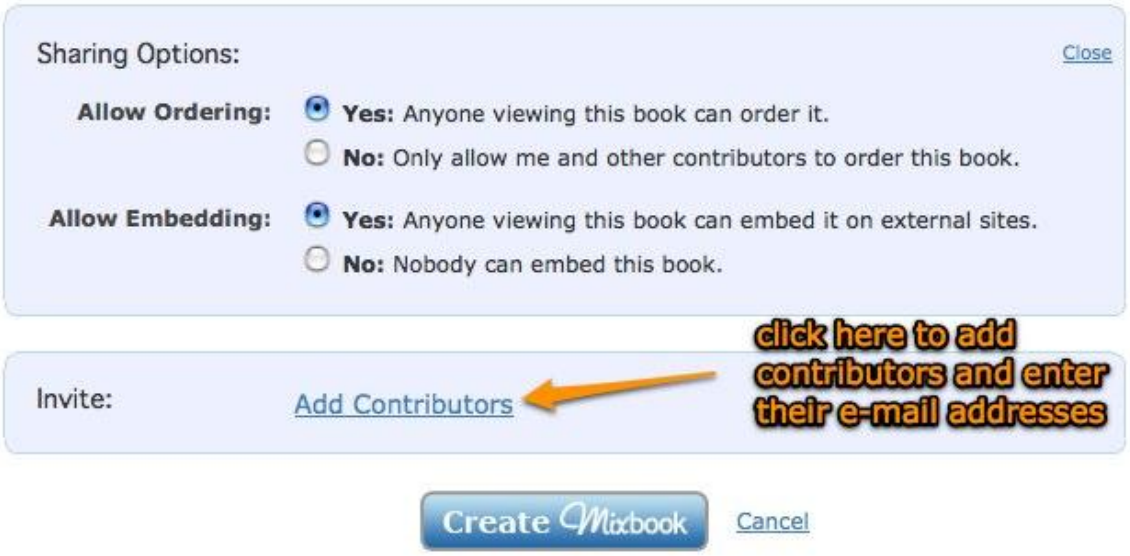
Get started by creating an account with Mixbook.

Once logged in, simply click on the “Create” tab.

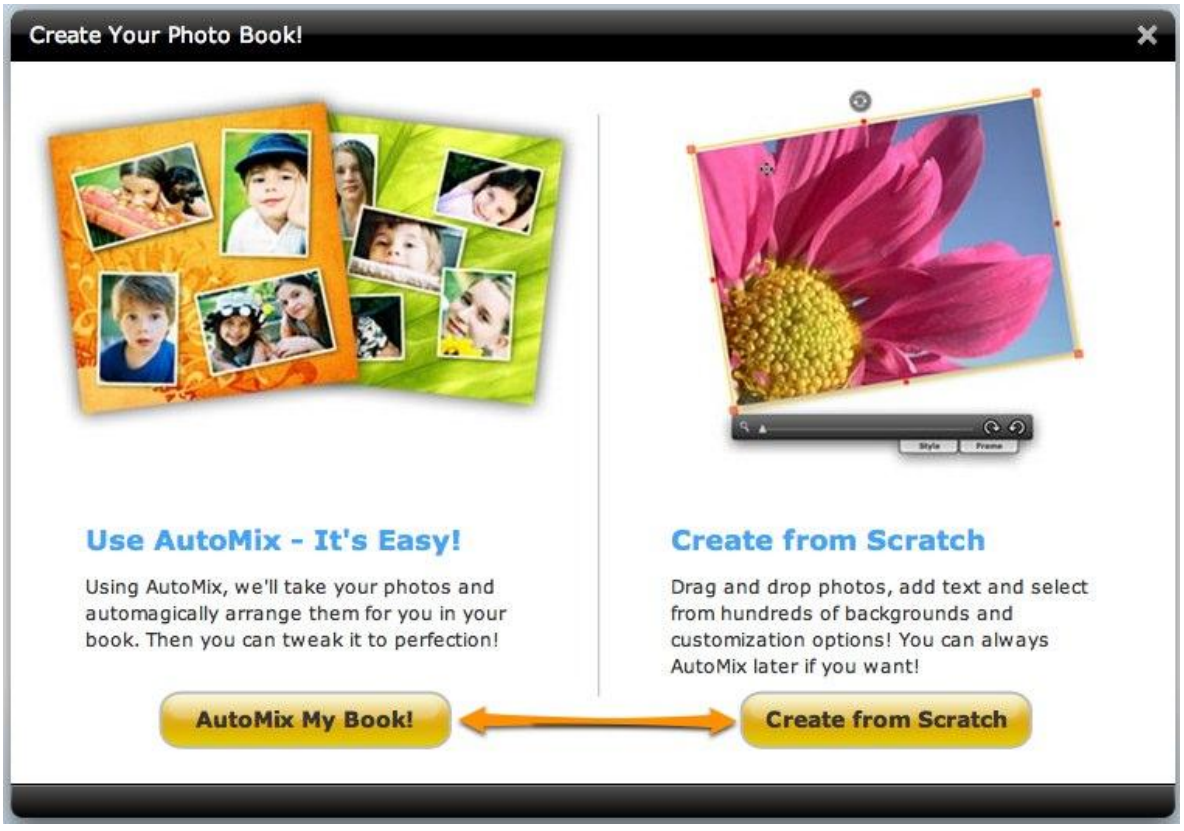
Enter the title of your book and add a description, tags and category.



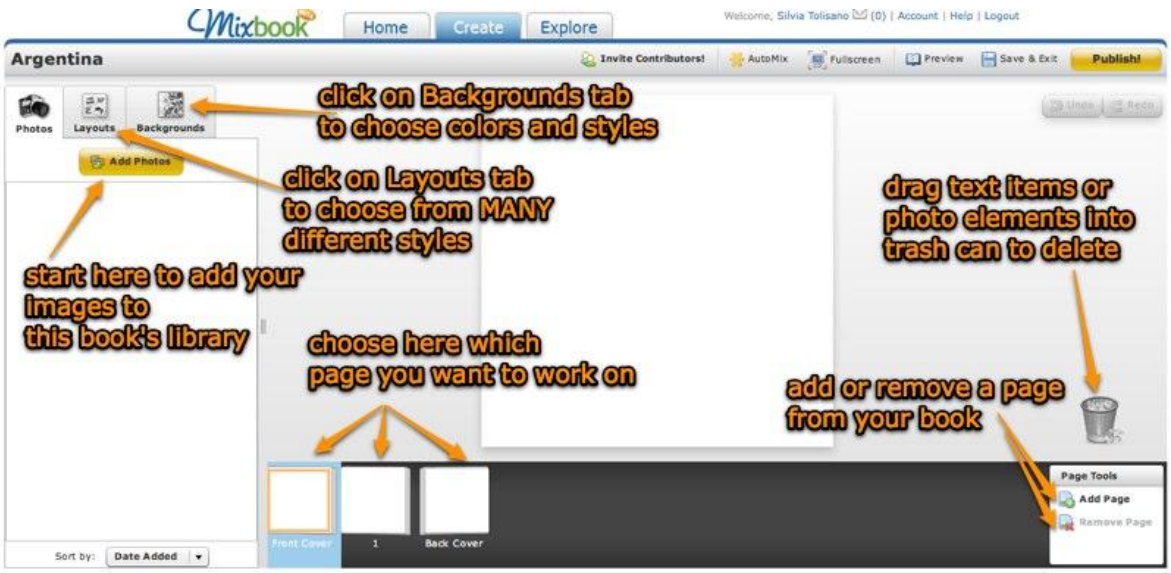
Scroll down to choose your sharing options and to add contributors.



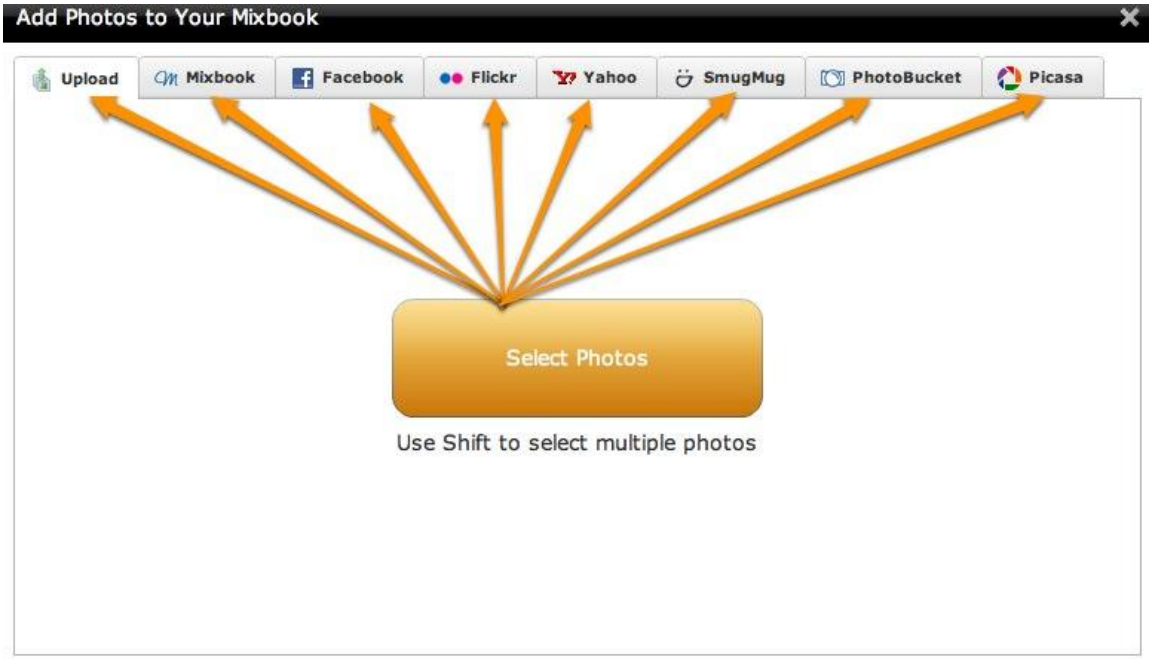
Once you click “Create Mixbook” , you now have a choice between allowing them to AutoMix the images for you or to create the layout from scratch. You can always change your mind later too.



This is your main screen where you will be editing your Mixbook. Here you can add your images, choose layouts and backgrounds, add or delete pages and arrange them in order.

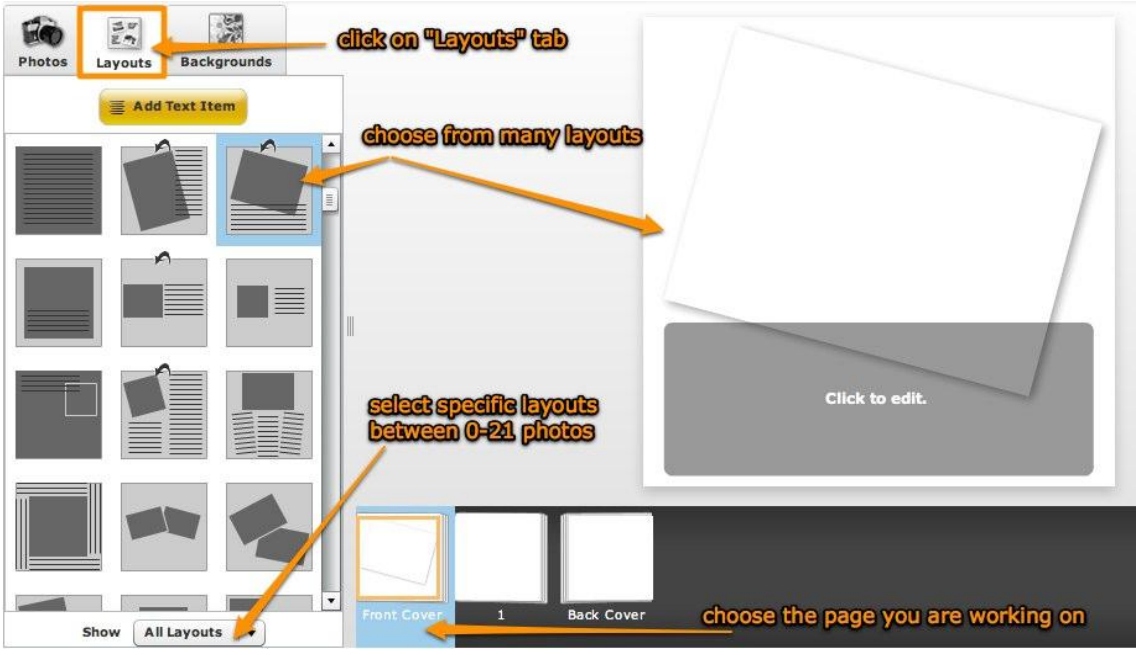


Get started by uploading the images you want to use in your book. These can be photos or scanned in illustration or other scanned in scrapbook items. You can choose from an array of sources from which to upload your images. I prefer uploading directly from my computer and the integration with Flickr.com, where I hold an account.



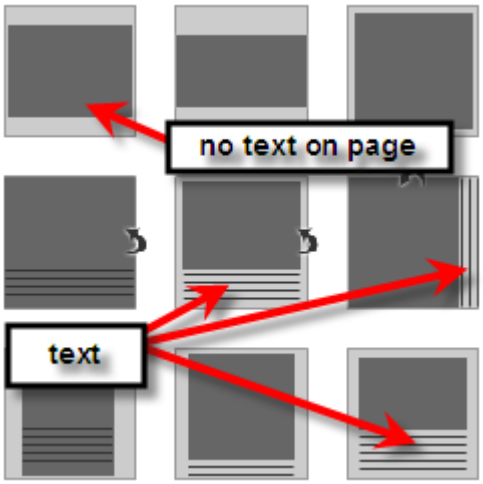
Once I allow Mixbook to access my Flickr account, it is as simple as selecting the image set to locate the photo for the book and selecting each file by clicking on it. In order to select multiple images, hold down the CTRL key before selecting more images.

Once images/photos are uploaded, make sure the correct page is selected that you want to work on, then click on the "Layout" tab and choose from many layouts available. These layouts are images or text only or a combination of both. You can choose to include 0-21 images per page.



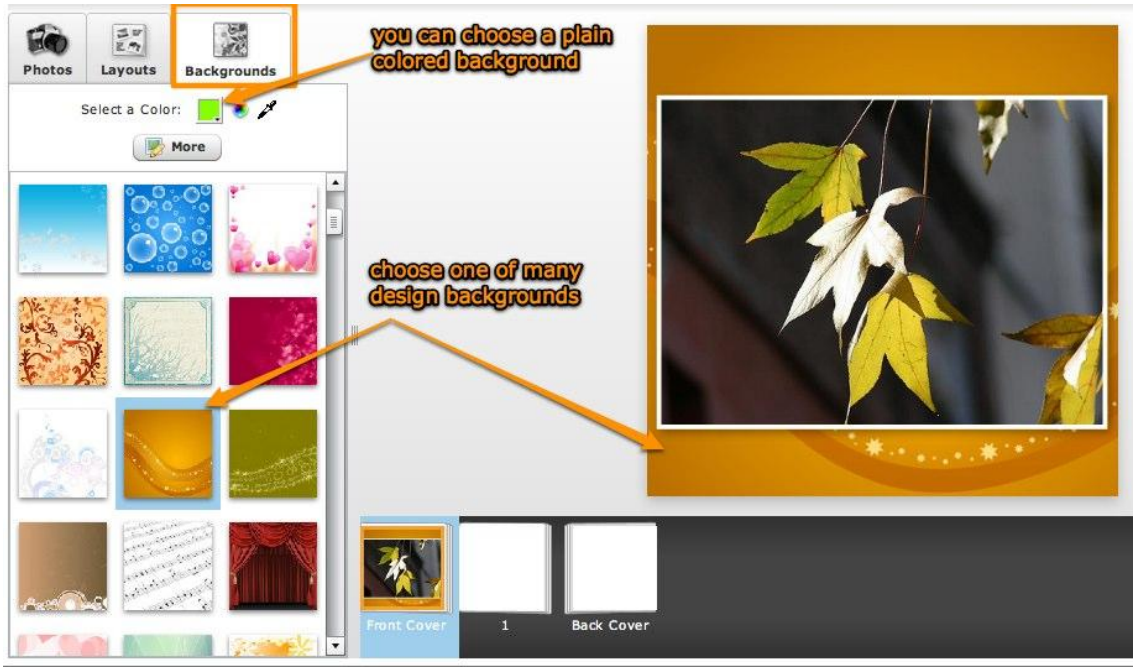
Once you have the layout selected, go back to the “Photos” tab, select an image and drag and drop it into the workspace of the page on the right. Don’t worry, you can always change your layout later and the images you have selected will adjust.

In order to add text on your page, choose a layout that includes text which is indicated by the horizontal parallel lines on the layout thumbnails.



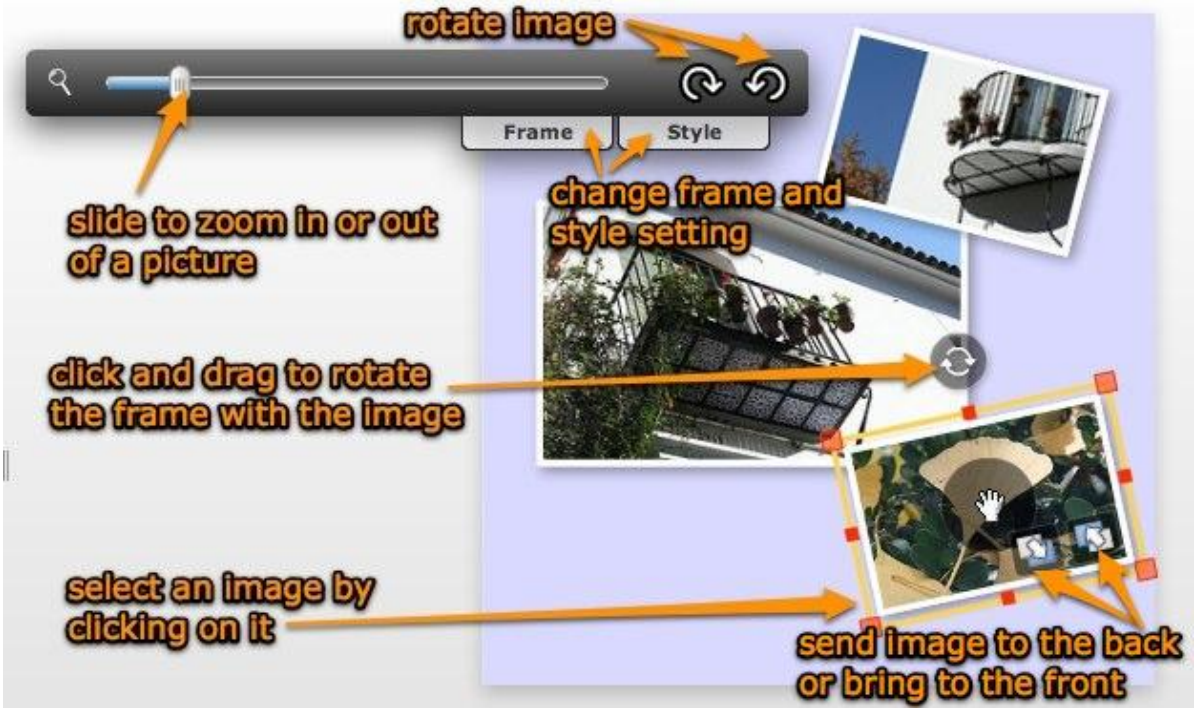
Click directly on the text box to enter and edit text. You can also choose font style, size, and color.

Once the layout is set, you can move on to the “Background” tab and choose a sold colored background or scrapbook like design backgrounds. Click on background of your choice and it will be instantly displayed in the preview window. Change as many times as you like.



In order to add and select a new page in a double page layout, click on the green circle with the plus sign. You are immediately ready to choose your layout and drag and drop images from your “Photos” tab. You can also add or delete a page from the Page Tools menu.

Once your images are placed in the layout, you can continue manipulating them by selecting each individually. You can edit and personalize the previously chosen layout by rotating the frames, and changing their color, width and style. You can also zoom in or out of each image within a frame or send the entire image with frame to the back or bring it to the front of the page.



In order to delete an image, simply select it, move your mouse over the trashcan and click.

When you have completed your book, it is time to publish it, which allows you to purchase a hard copy of the book or distribute a link for others to order your book from the company. You can also go back to the main page of your book, scroll down and find the code that allows you to embed your Mixbook into your blog, website or wiki.

Check out the following examples and ideas how to Mixbook as a tool to tell a story with your students.

- Kids for Kenya: An A-Z book for Childrens' Rights
  http://www.mixbook.com/books?bid=1246798
  A project created by Karen Kliegman.
  A rare opportunity to hear from children what they believe their rights as young humans are. A poignant example it the letter "I", "Children have the right to express their ideas."
- San Jose Episcopal Day School's Journey to Egypt
  http://www.mixbook.com/books?bid=324511
  SJEDS traveled to Egypt in the 2007-2008 school year. Follow along as each grade level learns and experiences the journey.

Upload
• Images
Layout & Content
• Choose from many different layout options
• Insert images and text
Share
• Invite other contributors
• Publish online or order printed book
• Embed into website, blog or wiki
Mixbook

VoiceThread

Storytelling- Images of sitting around the campfire in the summer, the fireplace in your home in the wintertime, the dinner table with your family or saying good night to your children are conjured up in my head. Listening to fairy tales, passing a personal family story on from one generation to the next, creating a conspirative bond while telling and listening to ghost stories, personalizing a fact or concept by weaving a human element that creates a connection to the listener are just a few ways we are familiar with storytelling since our childhoos. As educators we know that students thrive, if we take content and weave in a story that involves them or give them a glimpse into our own lives. All of these storytelling instances have one thing in common: They all are being told to a limited audience, they are all being told by a limited group of people.

New tools allow us to expand the concept of storytelling in many ways.

- Suddenly, it is possible to give your voice an audience of millions by simply uploading your story to social networking sites.
- Suddenly, a moment in time can be captured with sound and video and passed on, even long after the storyteller is gone.
- Suddenly, adding many voices together can create a story. The story lies in the diversity of perspectives, points of view and collective knowledge.
- Suddenly, a story has the possibility to literally move on. The story takes on its own life, allowing all contributors and listeners to shape the story.

One of these new tools that have emerged and has distinguished itself among the educational community is VoiceThread. On their website, www.voicethread.com, you can read:

> “A VoiceThread is an online media album that can hold essentially any type of media (images, documents and videos) and allows people to make comments in 5 different ways - using voice (with a microphone or telephone), text, audio file, or video (with a webcam) - and share them with anyone they wish. They can even be exported to an Archival Movie for offline use on a DVD or video-enabled MP3 player. A VoiceThread

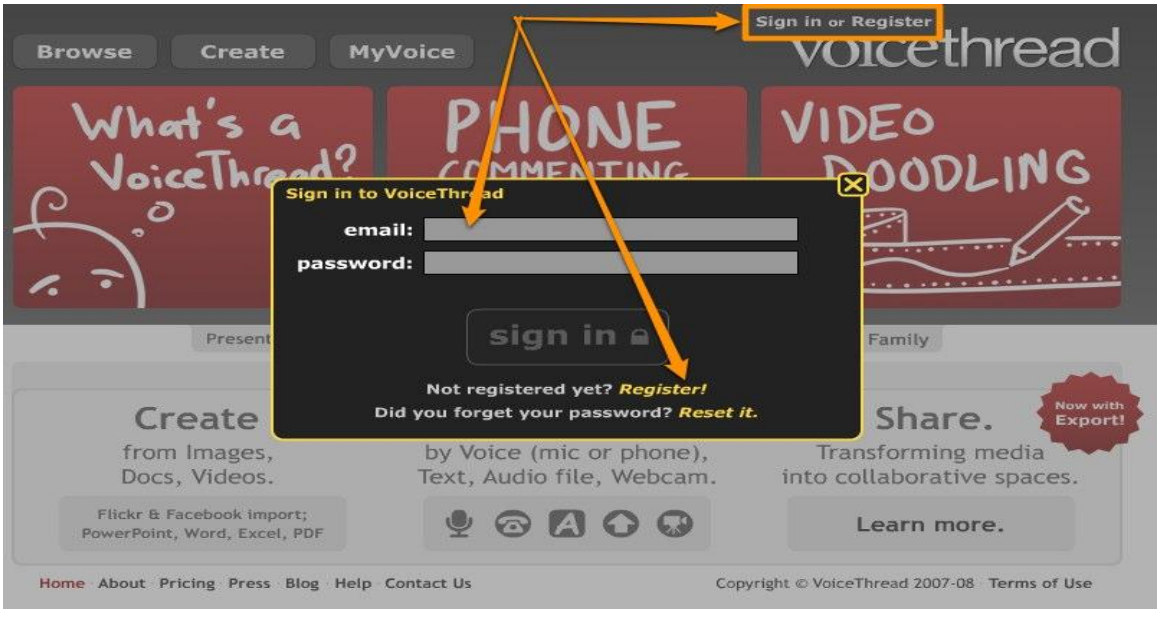
allows group conversations to be collected and shared in one place, from anywhere in the world.

VoiceThread has been almost intuitive to work with for teachers and students. It takes a few practice runs for the kids to get comfortable in recording their voices by practicing the tone and volume and then they are hooked.

Signing up for an Educator VoiceThread Account

Go to www.voicethread.com .

Sign in with your email and password or Register for an account.



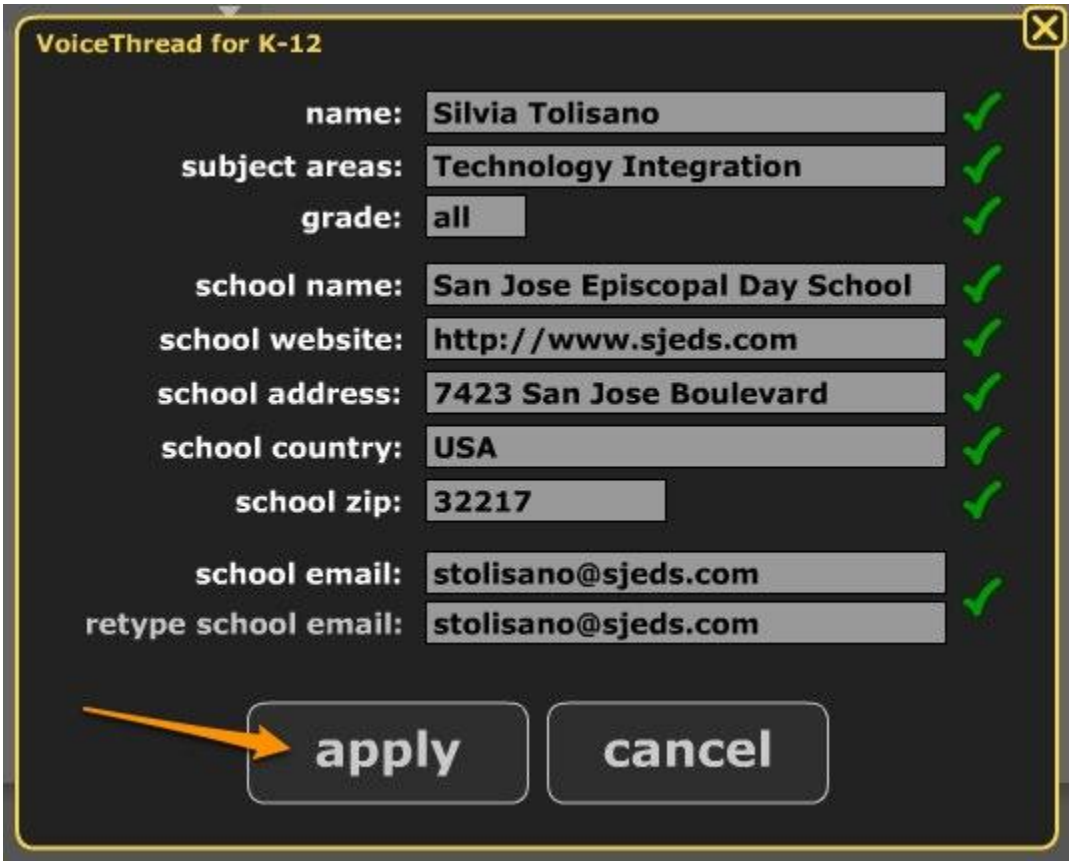
To register, enter your information in the provided fields and click “register”.

Pull down the menu, by clicking on the triangle next to the shadow avatar. Then go to “My Account”.

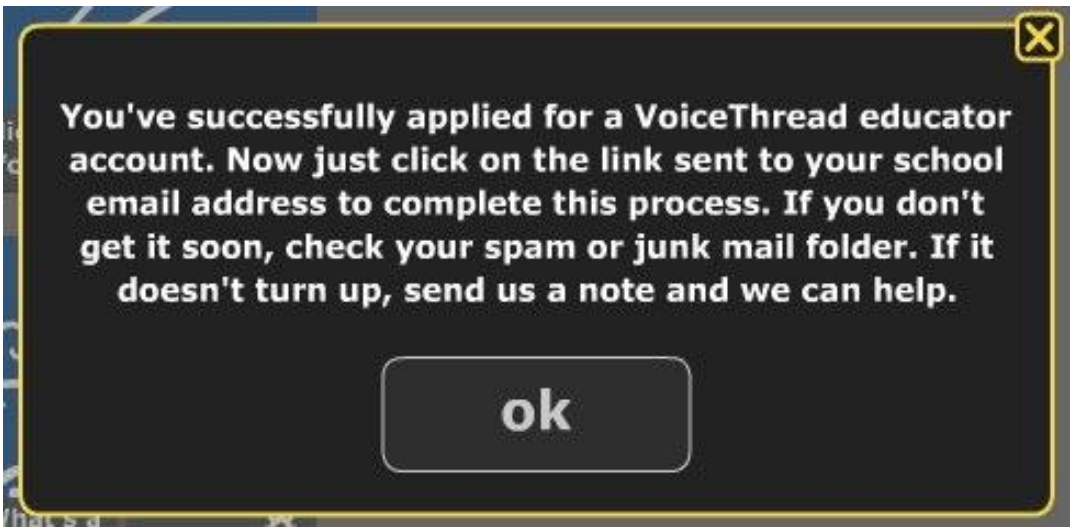
You will automatically receive a “Free” account. The free version entitles you to create up to three Vociethreads. There is no limit on how many comments can be left on these Voicethreads.

As a K-12 educator you can upgrade for free to a Pro Version that allows you to create as many Voicethreads as you wish. In both versions it will cost you $2.99 per VoiceThread to export as an archival movie.

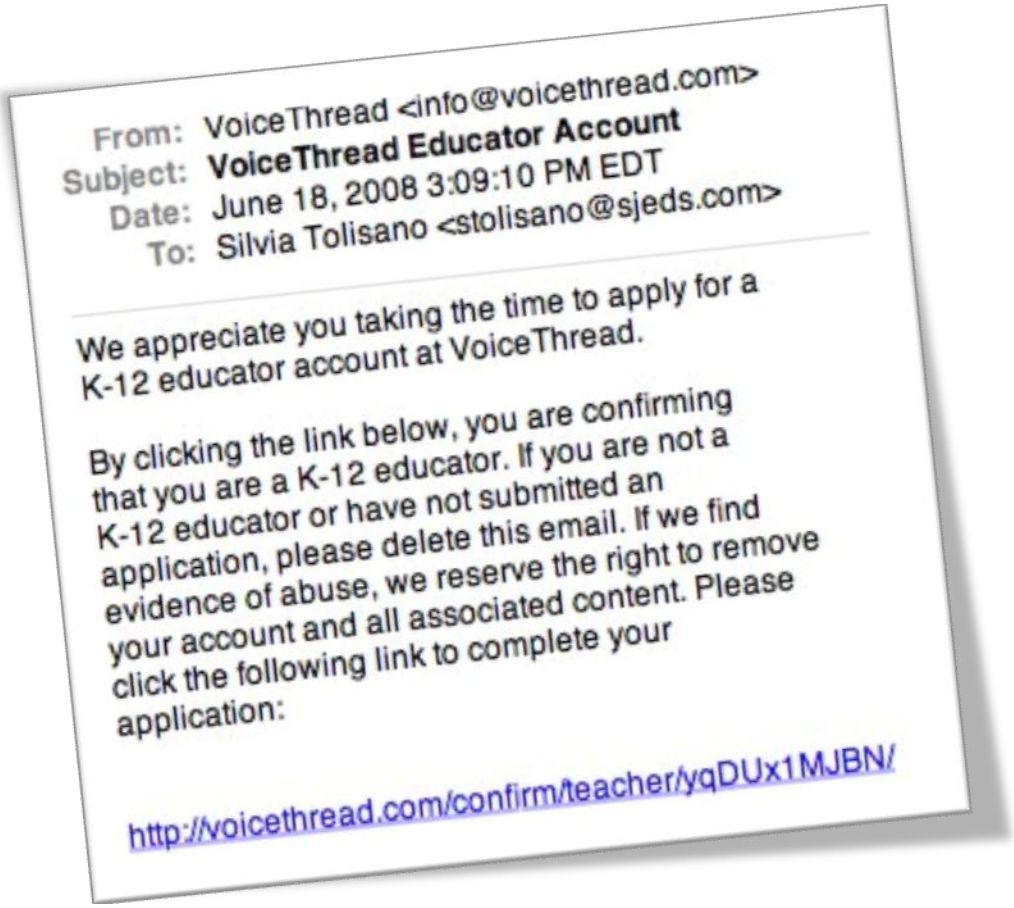
Click on “K-12 educators” and fill out the provided fields.



Make sure that you enter and have access to your school e-mail address, since you will need to verify that e-mail address in order to complete your application.



Go to your e-mail program and open the e-mail sent by VoiceThread.com and verify your account by clicking on the link provided in the e-mail.



From: VoiceThread <info@voicethread.com>
Subject: **VoiceThread Educator Account**
Date: June 18, 2008 3:09:10 PM EDT
To: Silvia Tolisano <stolisano@sjeds.com>

We appreciate you taking the time to apply for a K-12 educator account at VoiceThread.

By clicking the link below, you are confirming that you are a K-12 educator. If you are not a K-12 educator or have not submitted an application, please delete this email. If we find evidence of abuse, we reserve the right to remove your account and all associated content. Please click the following link to complete your application:

http://voicethread.com/confirm/teacher/yqDUx1MJBN/

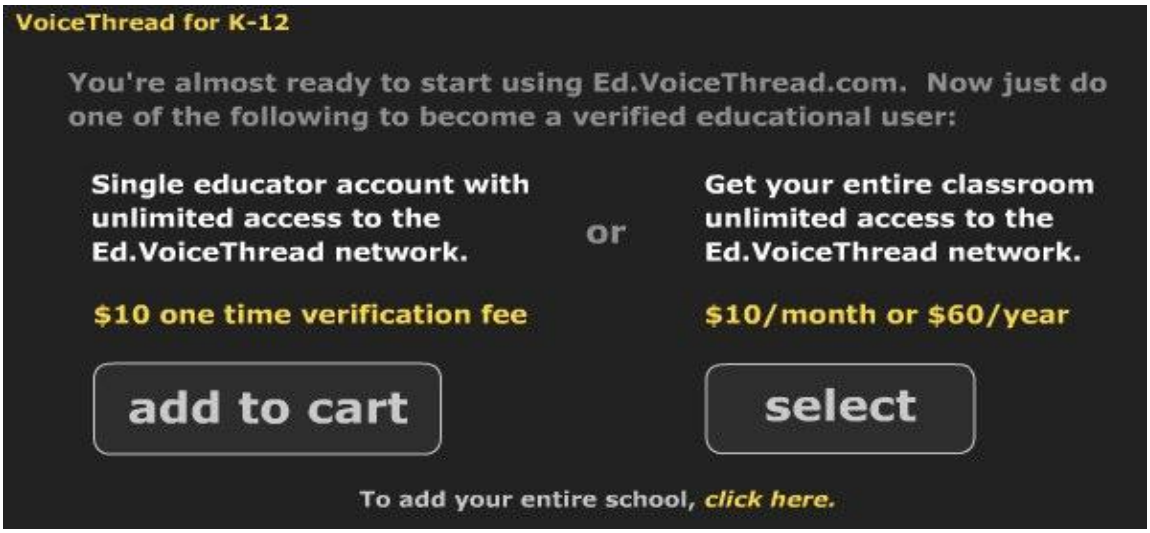
There is another version of VoiceThread located at Ed.VoiceThread.com. On their website they state:

ed.voicethread

> “
>
> Ed.VoiceThread.com is a secure collaborative network designed for the K-12 academic environment. Using one simple tool, educators and students can collaborate around almost any type of media via voice, text, webcam and drawing commentary, all within a secure environment. Access to the network is restricted to K-12 educators, students and administrators, ensuring safe and secure classroom collaboration.

An Ed.voicethread.com account is different than the Pro Account for Educators at voicethread.com. The difference being that the teacher can create classes and add students. It allows students to have their own account with which they are able to comment and create their own Voicethreads, work independently and in a portfolio in a secure environment. While in an Educator Pro account on voicethread.com, teachers can add different identities that serve each one of their students.

There is a onetime $10 verification fee to join the Ed.VoiceThread network as a single educator or $60 per year to sign your entire classroom up for an account. The fee for an entire school to join the network is $300 + $1 per user per year.



For demonstration purposes in this How-to-Guide, I will use the Free Educator Pro account to create identities for each student and create a Voicethread, where students can add comments and others around the world are invited to collaborate.

Adding an Identity and Avatar for each of your students.

Once you have confirmed your own account, you can get started by editing your identity and adding an avatar that will represent your comments. You will also be able to create an identity for each one of your students under your main account.

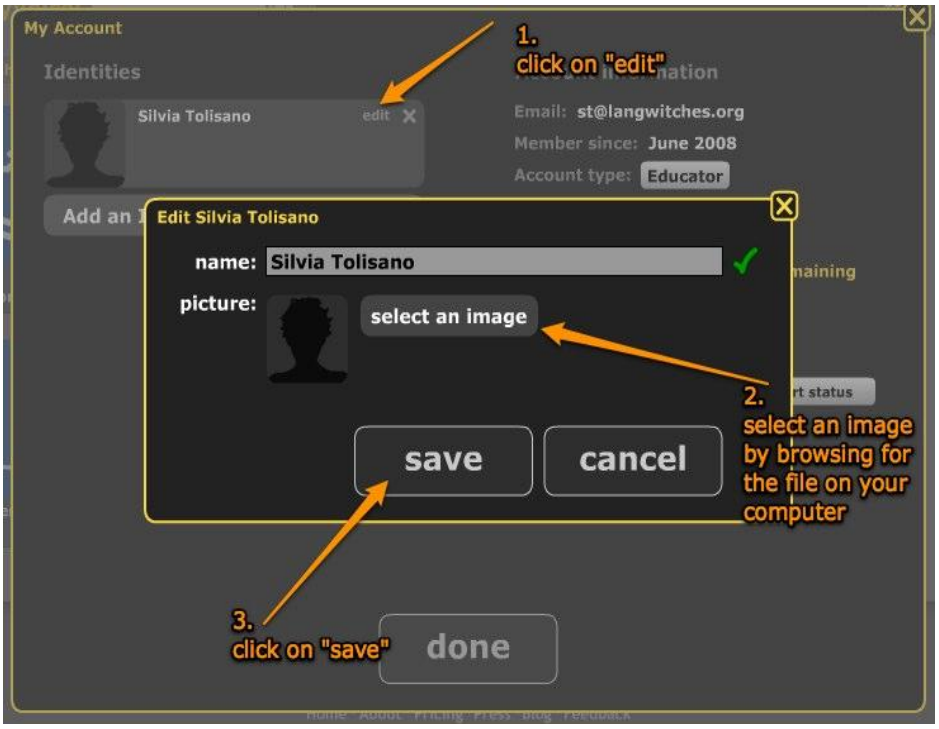
To add and edit identities, go to “My Account” and click “Add an Identity”.

An Avatar is a visual ‘handle’ or display appearance you use to represent yourself online.

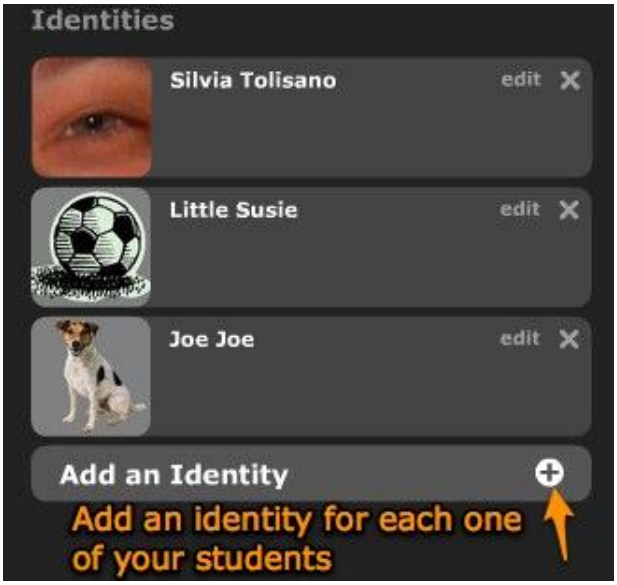
Examples of Avatars:

Upload an avatar for yourself, and then start adding different identities for your students. An avatar could be a clipart from the Microsoft clipart gallery, a drawing in KidPix or a scanned in illustration of students’ art. Avatars should not be identifiable images such as full body or face photos. It is a great idea to have your students create an avatar at the beginning of the school year, in order for them to use it throughout on different projects.

Click on edit in your profile, choose “select and image” and browse for the avatar image file on your computer. You can then crop or choose only a certain area of the image to use as your avatar. Click on “save” to lock in your avatar.



Keep repeating the process of adding identities and avatars, until all you students have been added. In order to protect students’ real life identities, you should use first names only.



Creating and Adding media to your VoiceThread.

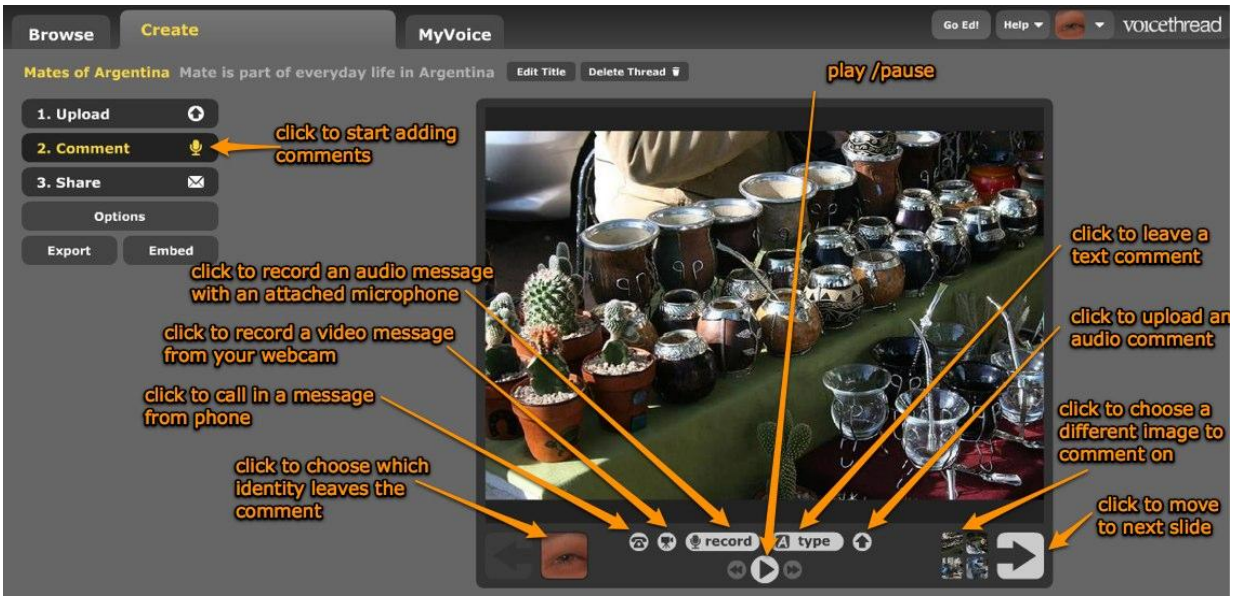
Click on the “Create” tab to start your VoiceThread.

Your first step is to upload the images, documents or videos that you want to include in your project. You can upload the files by browsing your computer, entering a specific URL or importing them directly from Flickr or Facebook.

Once the images, documents or videos are uploaded, you can add titles or links (URL) to each slide.

Adding Comments to your VoiceThread

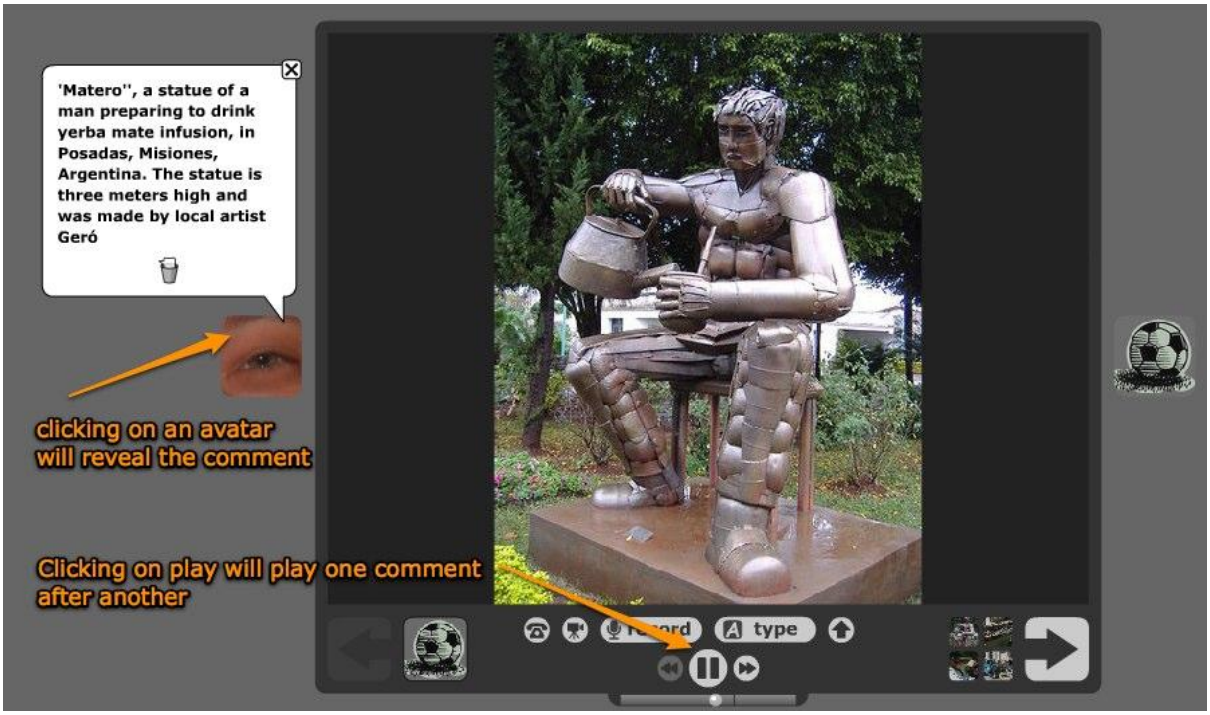
You are able to choose “on” which image you want to leave an audio or written comment or message by clicking on that image. You then can choose the record button to directly record with an attached microphone, upload a previously recorded sound file or type a comment by pressing the “type” button. VoiceThread also allows the option to use a telephone to leave a comment or use a webcam to leave a video message.
Make sure you have the correct identity of each student selected before they are recording or typing the message, otherwise the comment will appear under the wrong avatar image.



While you are recording, you can use different colors to “doodle” or write on the image to help you make your point.

In order to select the correct avatar, simply click on the avatar square and switch to the student’s identity that will be leaving a comment.

Any comment you save, will show on the left or right side of the image associated with its avatar. To view a text comment or listen to an audio or video comment, simply click on the avatar individually or on the play button underneath the image to play one comment after the other.



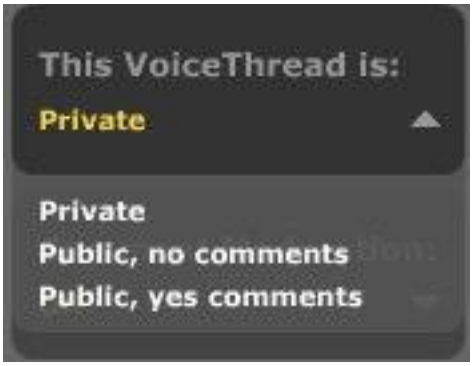
Sharing and Options

Clicking on Share, allows you to set various options for your VoiceThread.

You can set your VoiceThread to private, where no one is allowed to see, edit or comment on your VoiceThread besides you. You are able to invite selected people, who then will be able to see and comment on your VoiceThread. Choose between Comment Moderation on/off to be able to have control what kind of comments will appear on your VoiceThread.

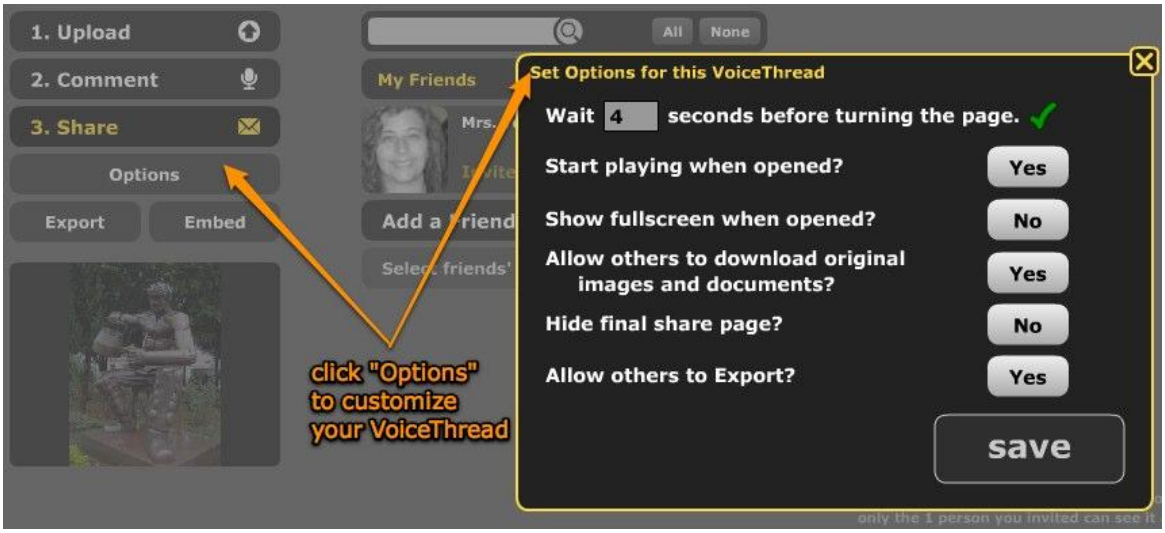
If the VoiceThread is set to Public, no comments- everyone can see your VoiceThread, but is not allowed to leave a comment.

If the VoiceThread is set to Public, yes comments- everyone can see your VoiceThread, and is allowed to leave a comment.



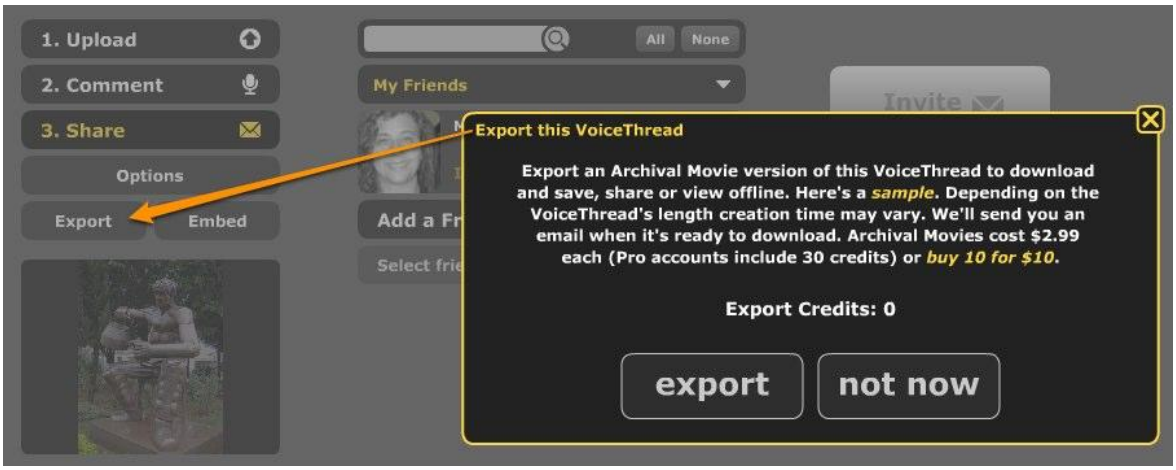
It is a fine line in an educational setting to allow maximum freedom to receive maximum collaboration from people around the world who could contribute to your project. Depending on the age of your students, you can relax the options from private to public that allows comments from anyone. Leaving Comment Moderation on, always leaves you with a barrier to shield your students from inappropriate or non-constructive comments.

Under the Options menu, you will be able to customize your VoiceThread further.

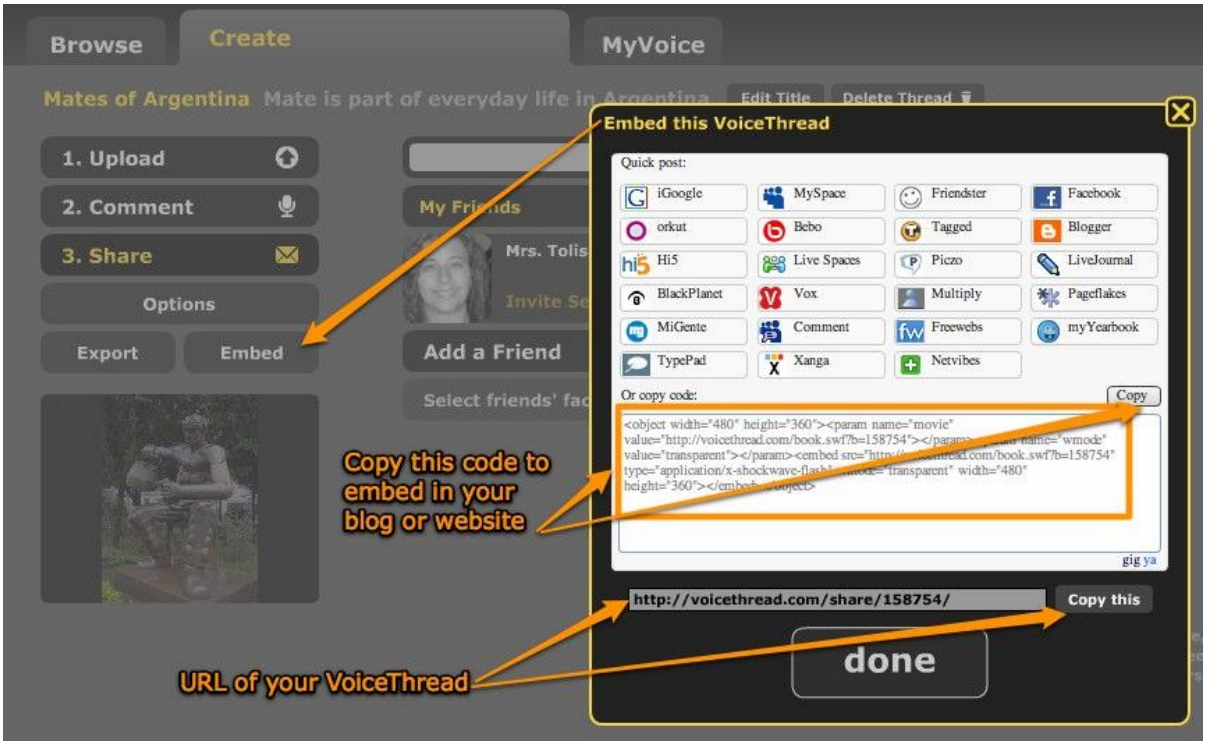


Export and Embed your VoiceThread

The last step for your VoiceThread project is the option of exporting it or embedding it into your blog, website, wiki or other social network place of choice.
The Export feature gives you the ability to download a movie version of your VoiceThread to be able to share and show offline. With an Educator Pro Account, you will have to purchase the ability to export for $2.99 each VoiceThread or 10 for $10.00.



In order to embed or link to your VoiceThread in a website, blog, wiki or other Social Network site, click on the “Embed” button.



Choose any of the icons to easily post to any of the Social Network sites listed or copy and paste the code or URL link directly in your website.

Create
• Create and choose your Identity
• Add Images, Documents, Videos
• Import directly from Flickr or Facebook
Comment
• Voice (with a microphone or telephone)
• Text
• Audio file
• Video (with a webcam)
• Doodle- Captures your drawing while you leave a voice comment
Share
• Choose between different Settings (Private or Open) VoiceThreads
• Allow others to contribute
• Export as a stand alone movie
• Embed directly into website, blog or wiki
VoiceThread

Windows Movie Maker

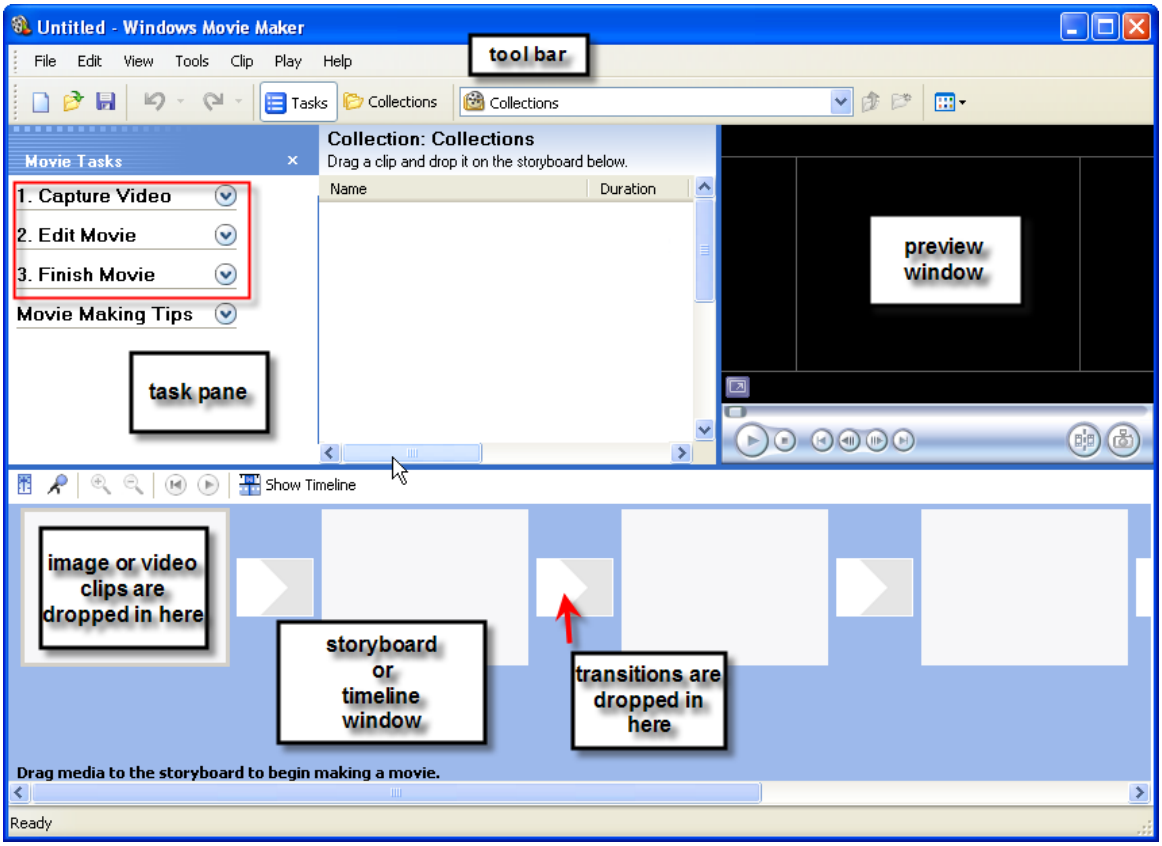
is a program that already comes pre-installed on your Windows XP or Windows Vista computer.

Get started by clicking Start > Programs and then locating the MovieMaker icon . Double-click to launch the program.

You will want to use Windows Movie Maker if you have video clips on your camcorder, digital camera or from another source and want to edit or combine clips into one movie and prepare them to be published or distributed on the web. Movie Maker should also be your choice of program, if you want to combine video and digital images into one project.

Creating a movie in Movie Maker is divided into 3 Steps for you:

1. Capture Video
2. Edit Movie
3. Finish Movie

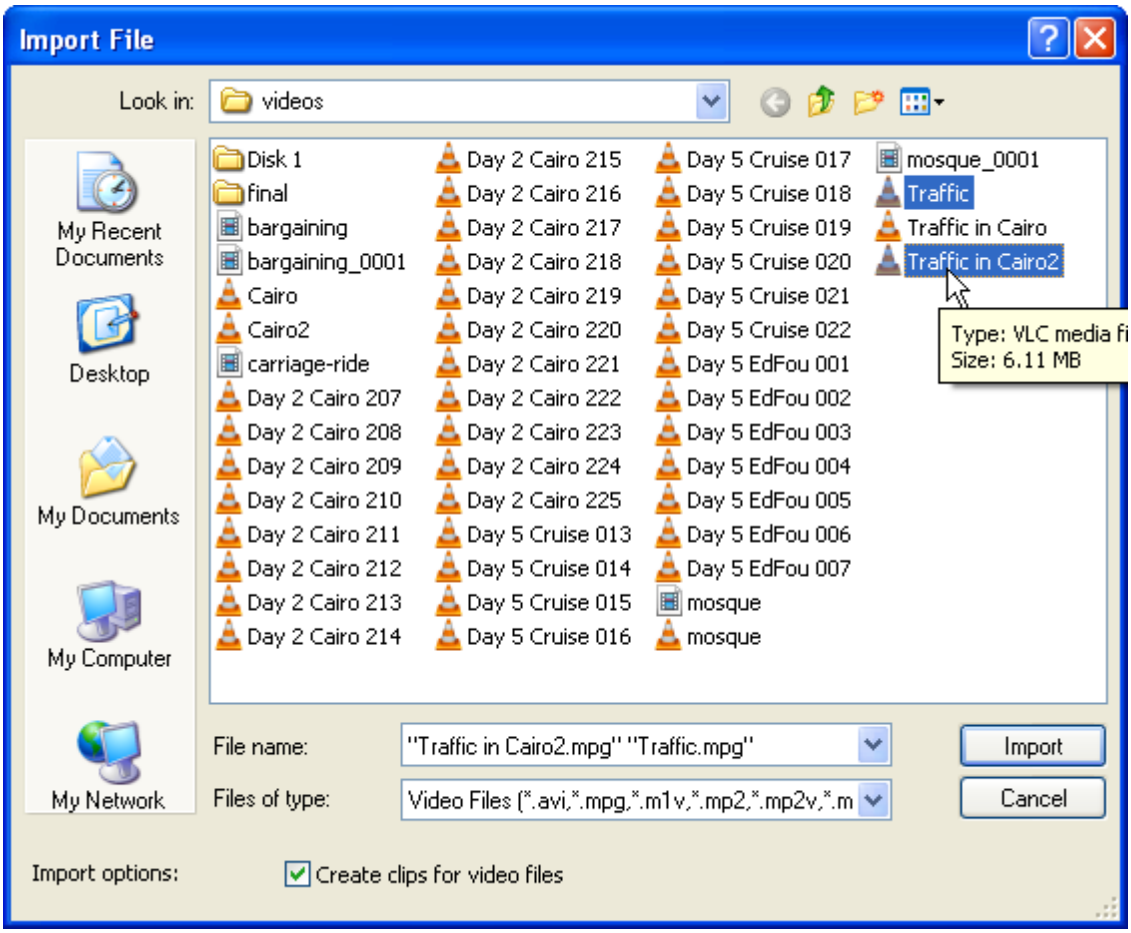


Click on the drop down menu in the Task Pane to get started.

Be sure that your digital video camera is connected to your computer and turned on before choosing “Capture from video device”, if you want to directly import from a video device.

If you already have downloaded video clips to your computer choose “Import video”.

Choose the other links respectively if you want to import pictures, audio or music that is already located on your computer.

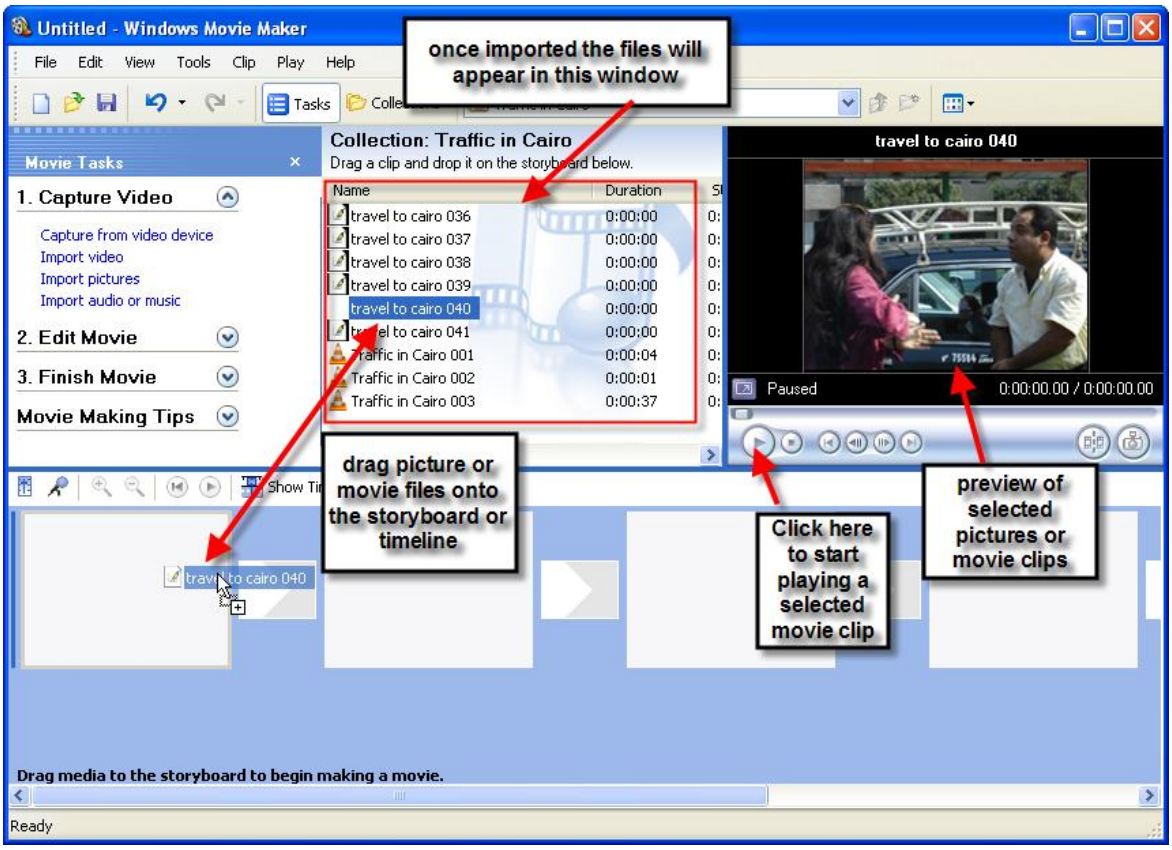


Browse for the folder your files are located in and click on the file to select it. If you want to select more than one file hold down the CRTL button as you click to add more files. If you wish to select all files in a folder, click on one file, then click CTRL and the letter A key (CTRL + A).

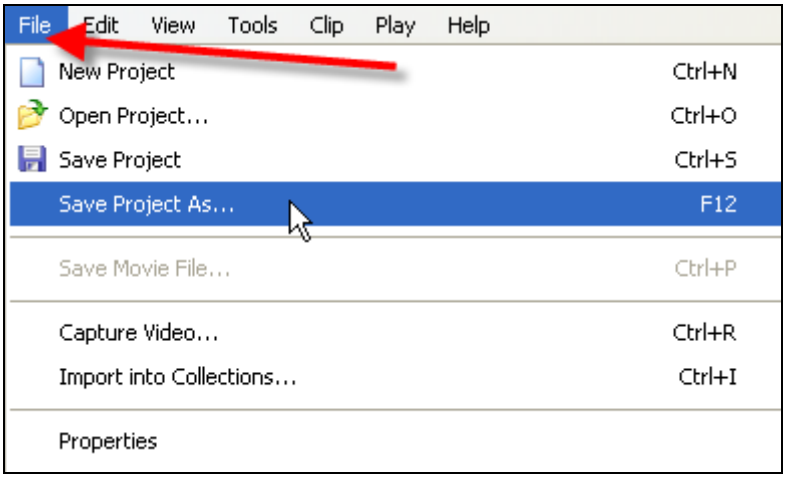
Movie Maker allows you to import the following file extensions:

- Video Files: .asf, .avi, .wmv
- Movie Files: .mpeg, .mpg, .mlv, .mp2, .mpa, .mpe
- Audio Files: .wav, .snd., .au, .aif, .aifc, .aiff, .wma, .mp3
- Windows Media Files: .asf, .wm, .wma, .wmv
- Still Image Files: .bmp, .jpg, .jpeg, .jfif, .gif, .dib

If your media is not in one of the above file extension, you will need to convert your file with another program or conversion site, such as zamzar.com.



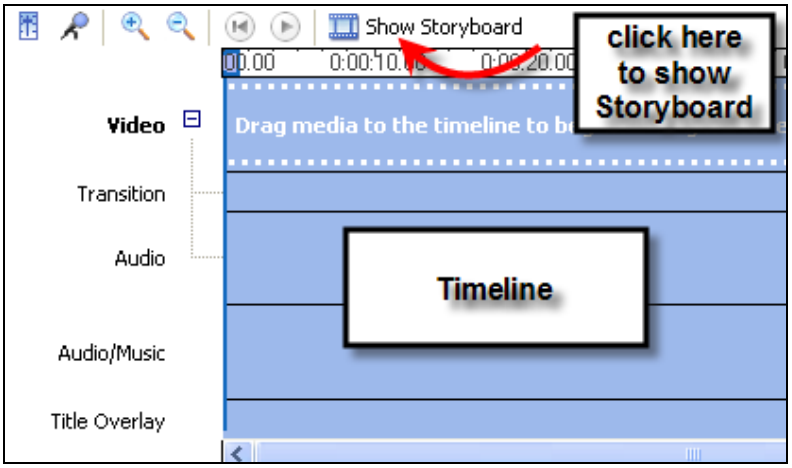
It is a good time to start saving your Movie Maker project file after importing all your media (movie, images and audio). The project file allows you to go back later to add, delete or edit anything in your movie.

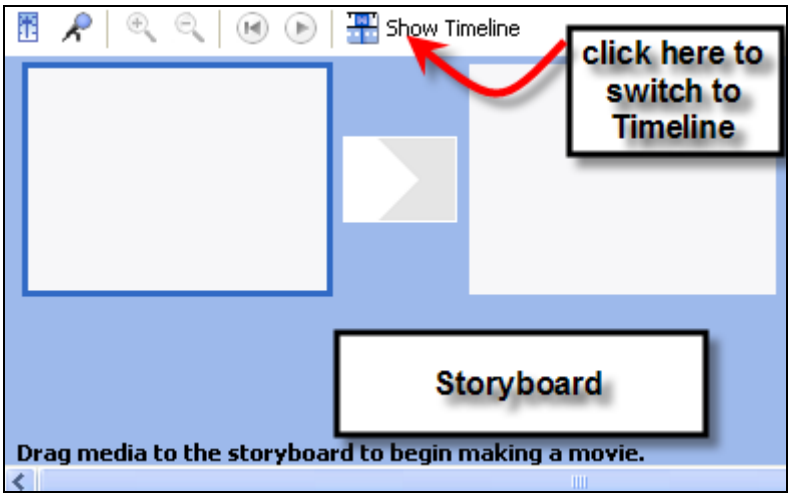


The project file is NOT the final movie file you need in order to upload or share your movie with others or online. You will save your movie after you are done editing your project file.

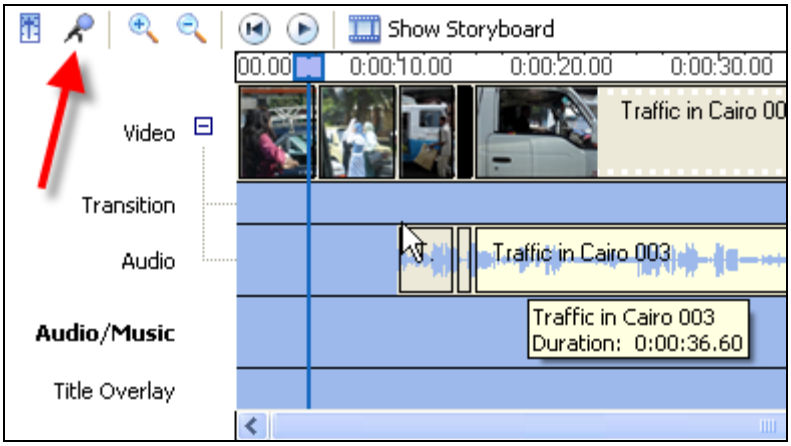
Arrange your media clips by dragging and dropping them on the Storyboard or in the timeline in the order you wish them to appear in your movie.

You can directly record your narration into Movie Maker, by connecting a microphone to your computer and clicking on the microphone icon. This will switch you to the timeline view automatically. In order to switch between Storyboard and Timeline view manually just click on the icon “Show Storyboard” or “Show Timeline” respectively.

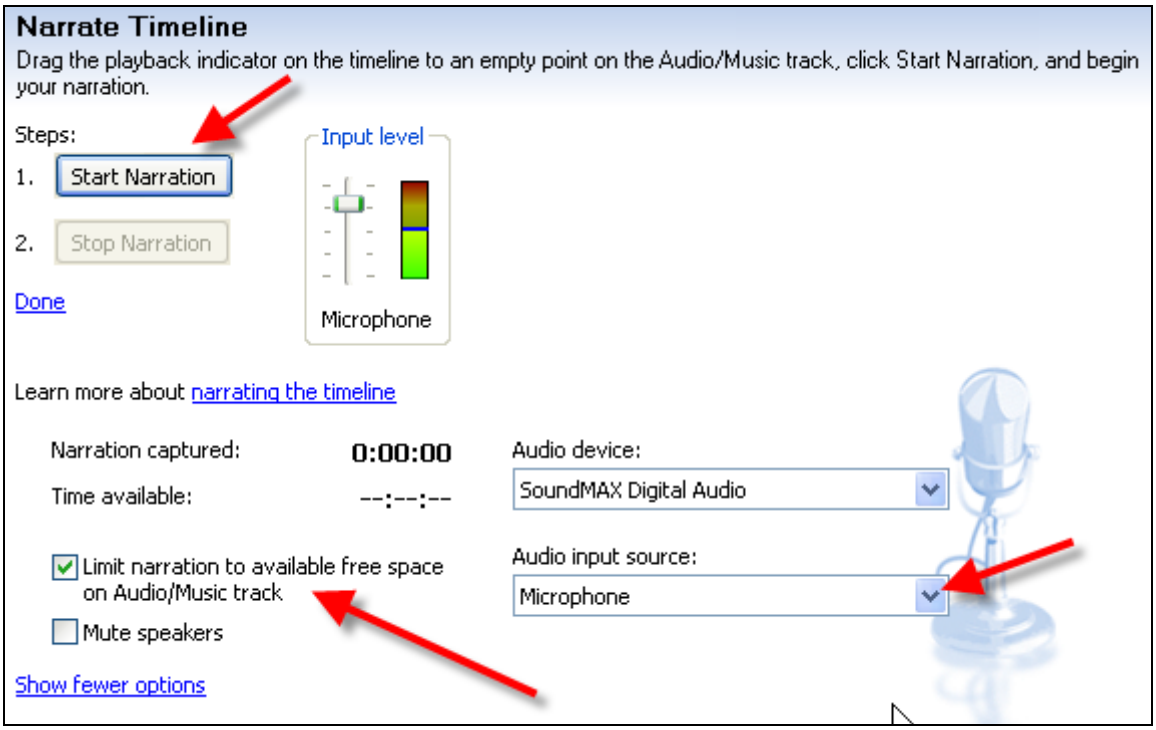




Once you are in Timeline view, click on the microphone icon.



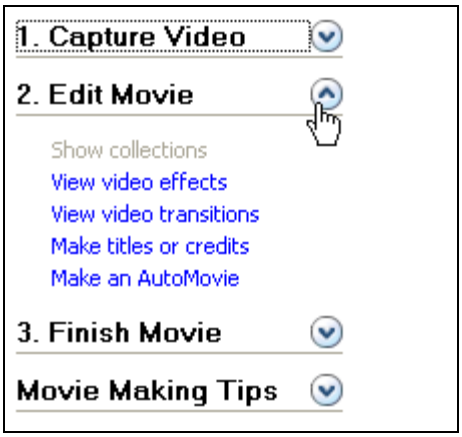
Make sure that “Microphone” is selected as your Audio Input Source, and then choose if you want to limit narration to the available free space on the audio track and start by clicking on the “Start Narration” button.



Please remember and consider Copyright Laws when adding any media to your project. Educational use does not exempt from Copyrights. You will want to research Creative Commons Licensing (See Resource Chapter).

You can also add a track taken from a CD as your background music.

Insert the CD into your CD drive. Open Windows Movie Player or iTunes to convert (rip) the selected track to an .mp3 file. Once the files is saved as an MP3 file on your computer, simply import as a music file and drag and drop into your timeline onto the audio track.



Once you have all media imported and added to your timeline you can start editing your movie. By clicking on the drop down menu in the Task Pane, you will be able to add effects and transitions make title and credit slides or choose to make an AutoMovie.

Click on any effect and then drag and drop it onto a thumbnail of an image or video clip.

To delete an effect on selected clip simply right click on the filled in star and choose “Delete Effect”.

Get started by choosing from several different video effects to add to any of your images or clips that are in your timeline. Experiment and see how each one of the following effects will enhance and support the message your movie.

After you have applied video effects on all or selected clips, move on to applying transitions between each clip to make your movie flow instead of choppy between new images or video clips. Movie Maker has a nice selection of transitions to choose from.

Blur

Brightness, Decrease

Brightness, Increase

Ease In

Ease Out

Fade In, From Black

Fade In, From White

Fade Out, To Black

Fade Out, To White

Film Age, Old

Film Age, Older

Film Age, Oldest

Film Grain

Grayscale

Hue, Cycles Entire Color Spectrum

Mirror, Horizontal

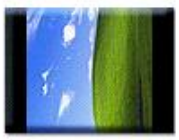
Mirror, Vertical

Pixelate

Posterize

Rotate 90

Rotate 180



Rotate 270

Sepia Tone

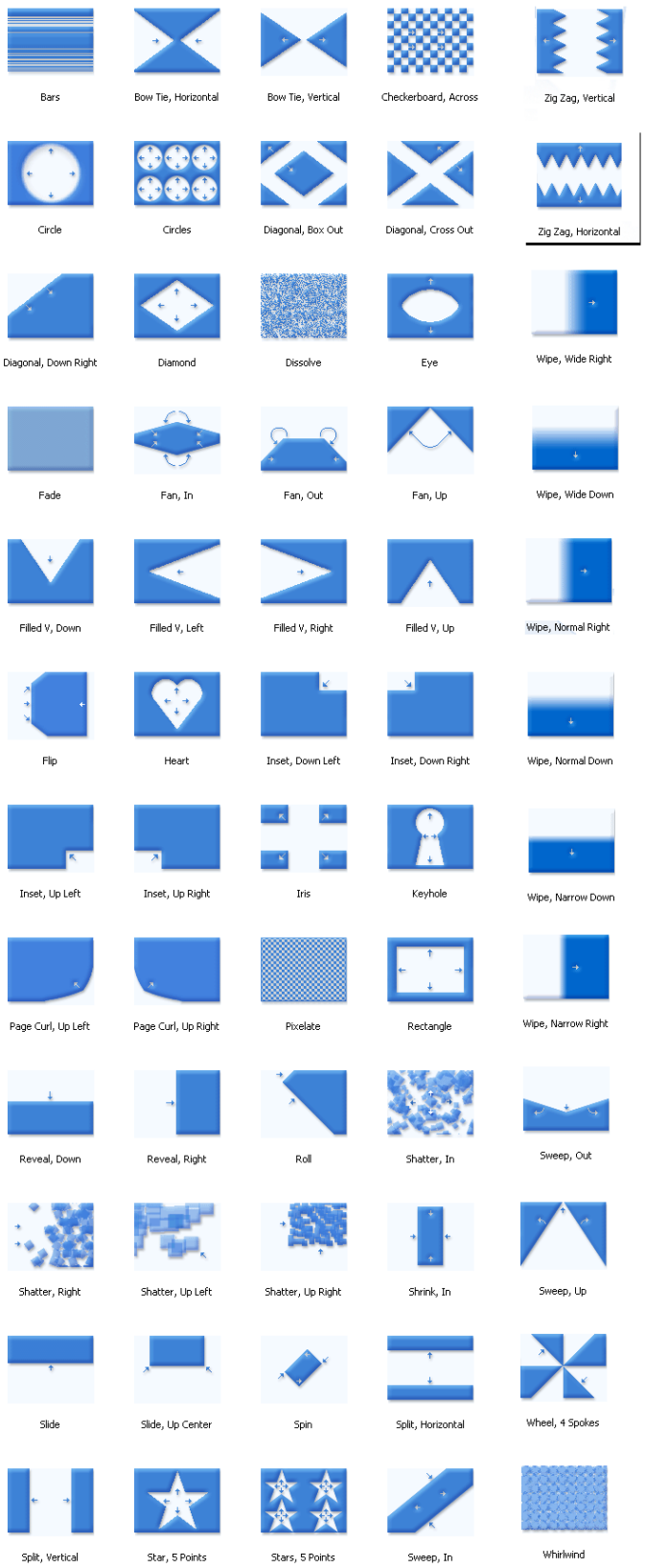
Slow Down, Half

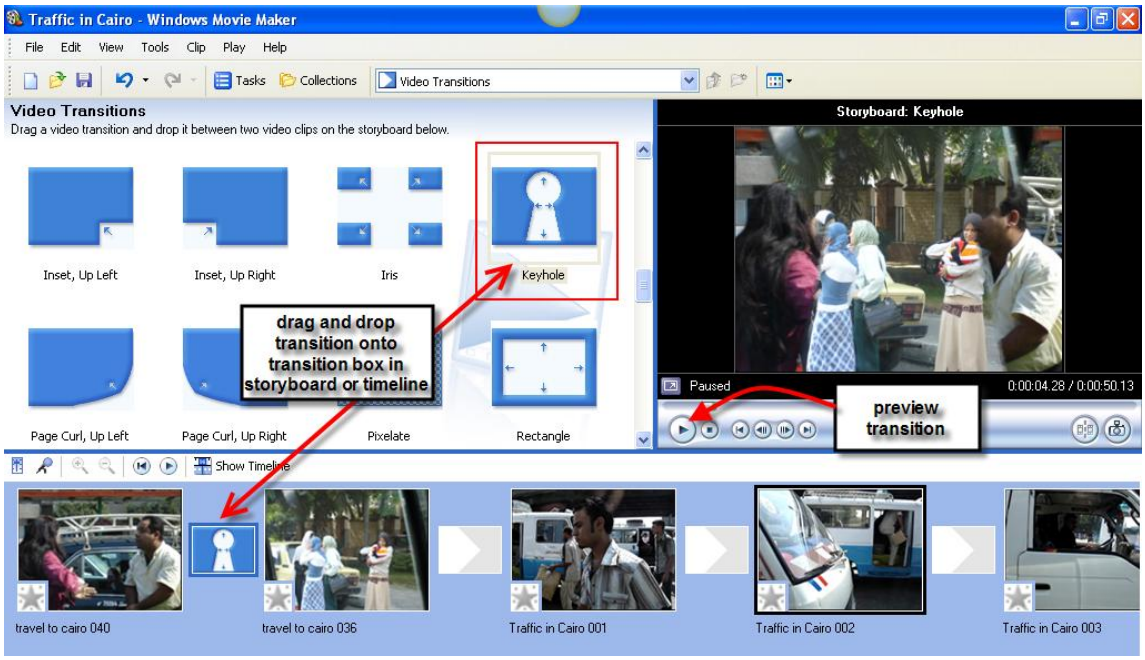
Smudge Stick

Speed Up, Double

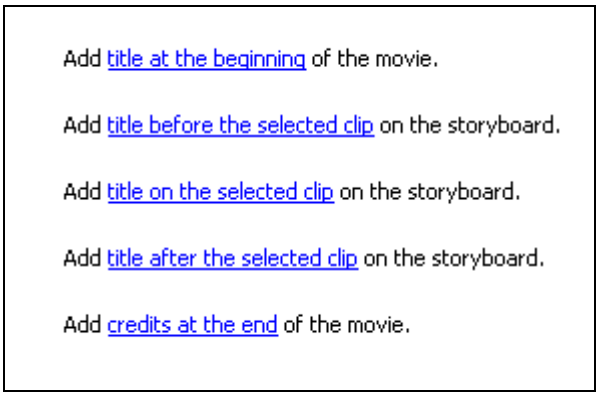
Threshold

Watercolor

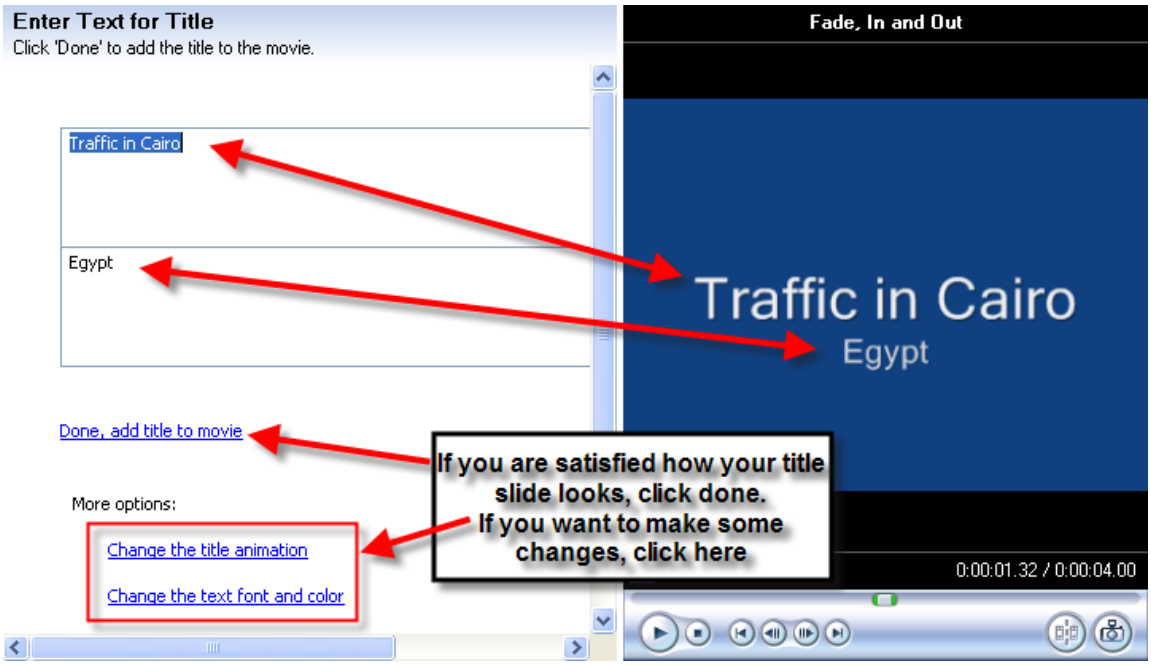

Bars
Bow Tie, Horizontal
Bow Tie, Vertical
Checkerboard, Across
Zig Zag, Vertical
Circle
Circles
Diagonal, Box Out
Diagonal, Cross Out
Zig Zag, Horizontal
Diagonal, Down Right
Diamond
Dissolve
Eye
Wipe, Wide Right
Fade
Fan, In
Fan, Out
Fan, Up
Wipe, Wide Down
Filled V, Down
Filled V, Left
Filled V, Right
Filled V, Up
Wipe, Normal Right
Flip
Heart
Inset, Down Left
Inset, Down Right
Wipe, Normal Down
Inset, Up Left
Inset, Up Right
Iris
Keyhole
Wipe, Narrow Down
Page Curl, Up Left
Page Curl, Up Right
Pixelate
Rectangle
Wipe, Narrow Right
Reveal, Down
Reveal, Right
Roll
Shatter, In
Sweep, Out
Shatter, Right
Shatter, Up Left
Shatter, Up Right
Shrink, In
Sweep, Up
Slide
Slide, Up Center
Spin
Split, Horizontal
Wheel, 4 Spokes
Split, Vertical
Star, 5 Points
Stars, 5 Points
Sweep, In
Whirlwind



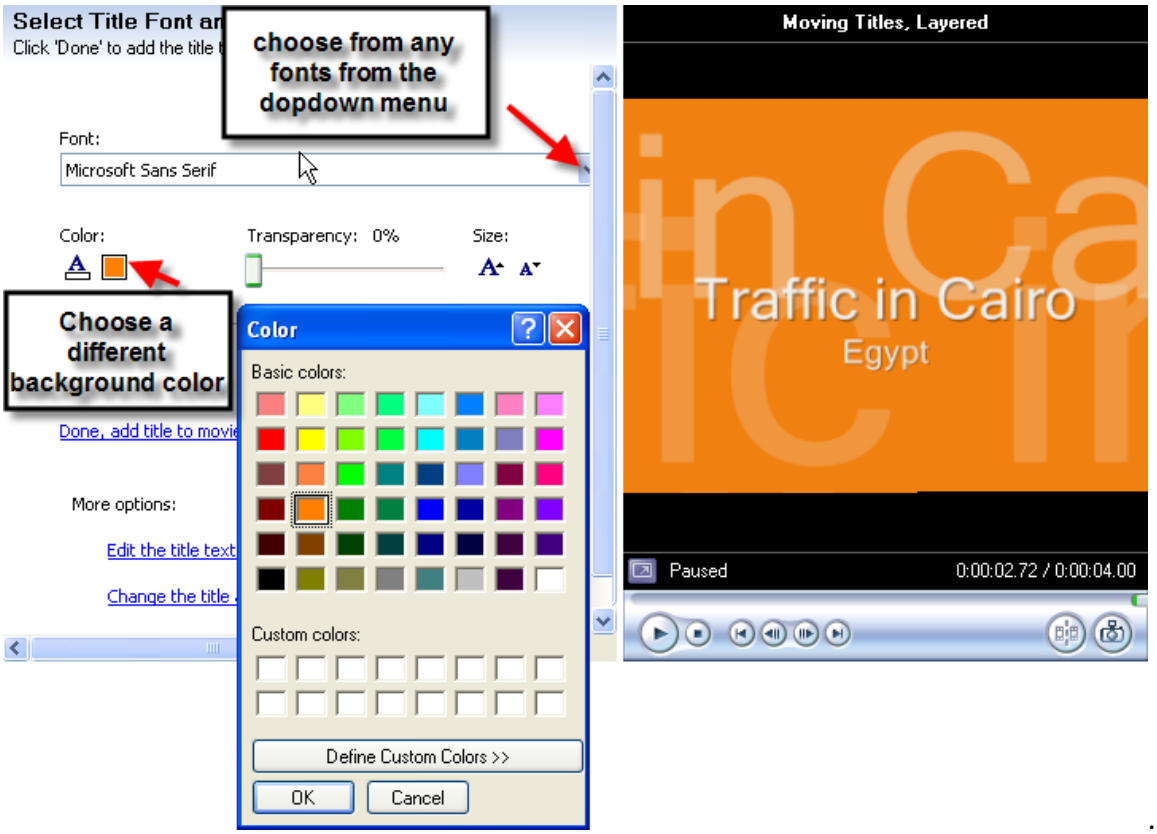
Add transitions between all your slides, then move on to adding Titles or Credits. Choose one of the following:



The title slide at the beginning of the movie is a nice way of introducing what the movie will be about and as the word “title” indicates can also contain the ‘TITLE” of the movie.



Change the text font and the background color to customize the look.



Choose from many title animations. The animation you see in the screen shot above is “Moving Title- Layered”.

Name	Description
Titles, One Line	
Fly In, Top Left	Flies in from upper left, flies out lower right
Typewriter	Typing text one letter at a time
Ticker Tape	Scrolls right to left in color band (overlay)
News Banner	Banner fades in and out (overlay)
Scroll, Perspective	Scrolls in perspective from bottom to top
Flashing	Flashes on and off
Zoom, Out	Zooms out
Zoom, In	Zooms in
Spin, In	Spins in
Spin, Out	Spins out
News Video, Inset	Video inset with news banner (overlay)
Fade, Slow Zoom	Fades, zooms in slowly
Zoom, Up and In	Zooms up and in
Stretch	Stretches up and in
Subtitle	Subtitle at bottom (overlay)
Basic Title	Text appears with no motion or fade
Video, In Text	Video shows through text
Wow!	Jagged shape outline (overlay)
Fade, Wipe	Fades, wipes left to right
Fade, Bounce Wipe	Fades, wipes back and forth
Fade, Ellipse Wipe	Fades in and out in elliptical shape
Mirror	Text flies in and out from both sides
Scroll, Banner	Banner scrolls right to left (overlay)
Scroll, Inverted	Video appears in text, scrolls right to left (overlay)
Paint Drip	Fills with paint
Titles, Two Lines	
Fade, In and Out	Fades in, pauses, fades out
Fly In, Fades	Flies in from left, pauses, fades out
Fly Out	Fades in, pauses, flies out right
Fly In, Fly Out	Flies in from left, pauses, flies out right
Moving Titles, Layered	Transparent overlapping titles
Exploding Outline	Zooms in, outline explodes off screen
Fly In, Left and Right	Flies in from left and right
Sports Scoreboard	Slides down and then up (overlay)
Newspaper	Spins and zooms in (overlay)
Credits	
Credits: Scroll, Up Stacked	Paired stacked credits scroll up
Credits: Zoom, In	Paired credits zoom in
Credits: Fade, In and Out	Paired credits fade in and out
Credits: Scroll, Up Side-by-Side	Paired credits scroll up side-by-side
Credits: Mirror	Paired credits fly in from both sides
Credits: Exploding	Paired credits zoom in and outline explodes off s…
Credits: Fly In, Left and Right	Paired credits fly in from left and right
Credits: Video Left	Credits scroll up on the right with video squeeze…
Credits: Video Top	Credits scroll up on the bottom with video squee…

When you have completed changing the font, size, animation and background color, click on "Done, add title to movie".

By clicking on the option of "Add title **before** (or **after**) the selected clip on Storyboard" you can add a similar slide than the title slide to indicate a new chapter, a new twist, another location, etc. in your movie. Compare a function of these slides to the ones used in old silent film movies.

If you want to add a text overlay to a particular slide, choose the option "Add title **on** selected clip on storyboard".

That will allow you to add explanations, introductions, subtitles or other information directly onto the clip. You can achieve some fun and interesting additions to your movie with these functions.

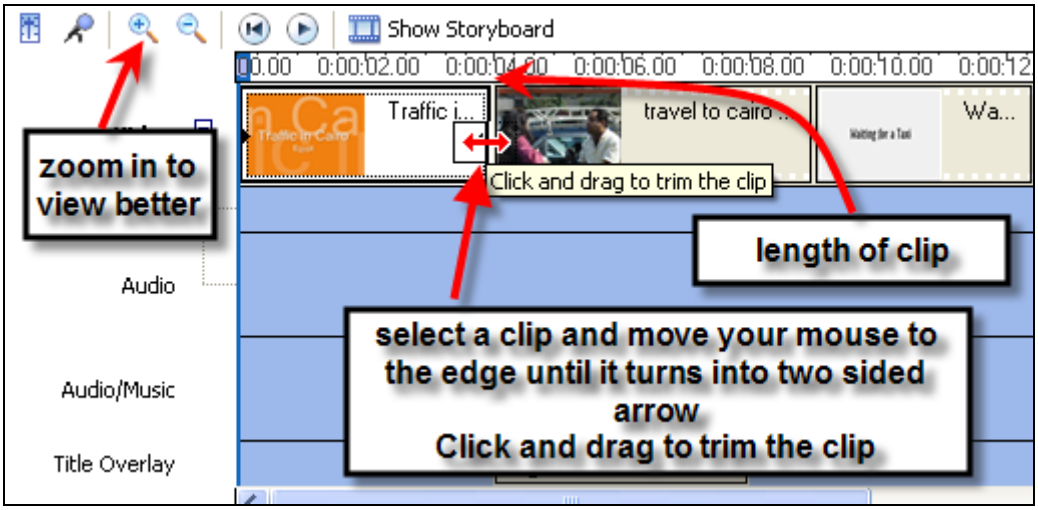
You should end your movie, by inserting credits. This is where you can add references, "thank you"s, copyrights information, sources used or contact information.

A popular animation is "Credits: Scroll, Up Stacked" to imitate credits at the end of a theatre movie.

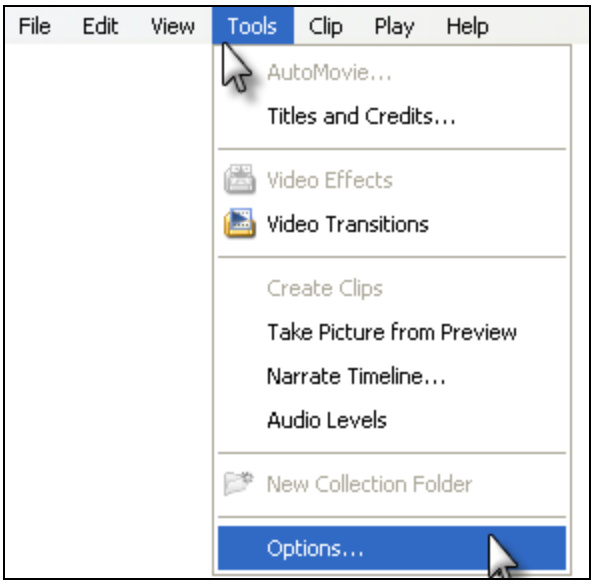
To sum up what you have done so far:

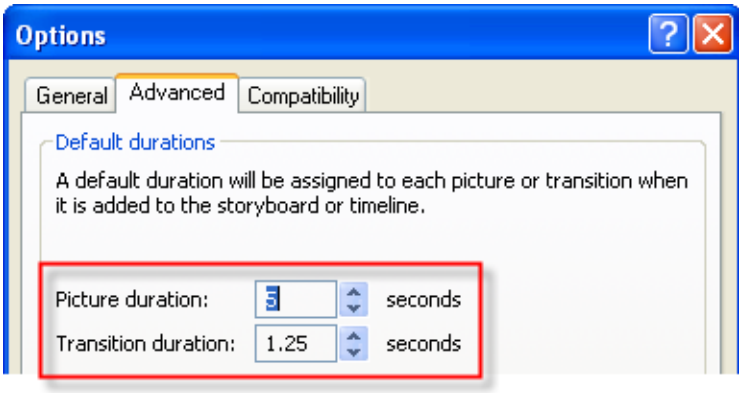
1. Imported and added all media (images, audio, video).
2. Arranged them in the order you want them to appear in your movie.
3. Added background music, recorded or imported narration.
4. Added transitions, effects, titles, overlays and credits.

The final step in editing your movie is to adjust the time frame each clip is displayed. You have arranged the clips already in order you want them played, but you might want to adjust how long each clip is being displayed. You will need to be in the Timeline display in order to adjust the settings.



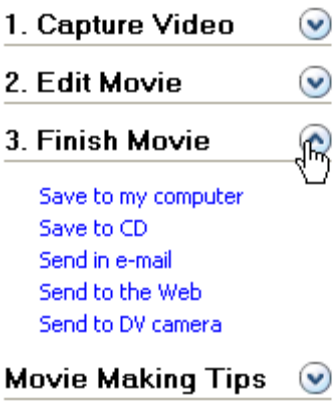
There is a default time setting for each clip and transition that you add, in order to change this setting go to Tools > Options > and change the assigned time for picture and transition duration.



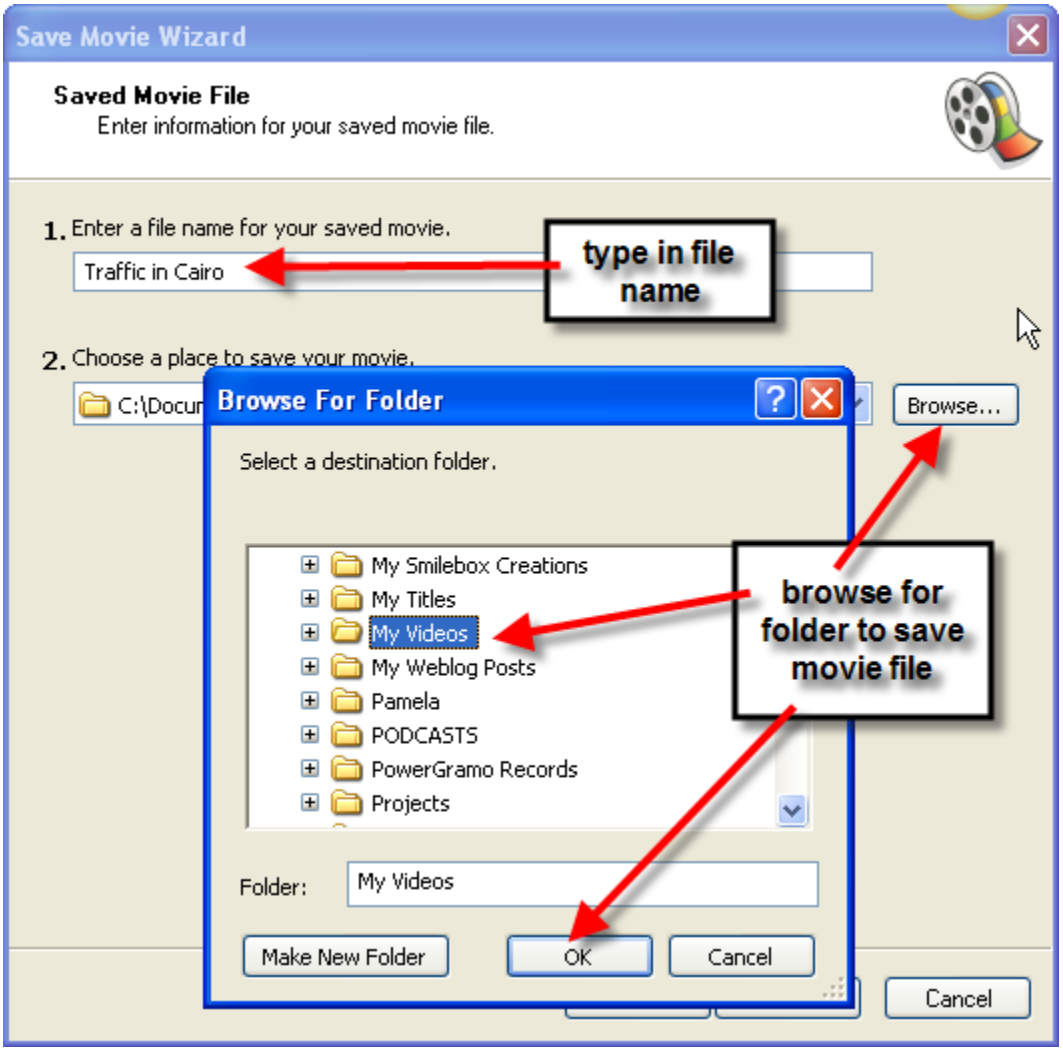


So far you have saved the movie project files (in regular intervals) while you were working. You should make a last final save of the project, in case you ever wanted to come back and edit it.

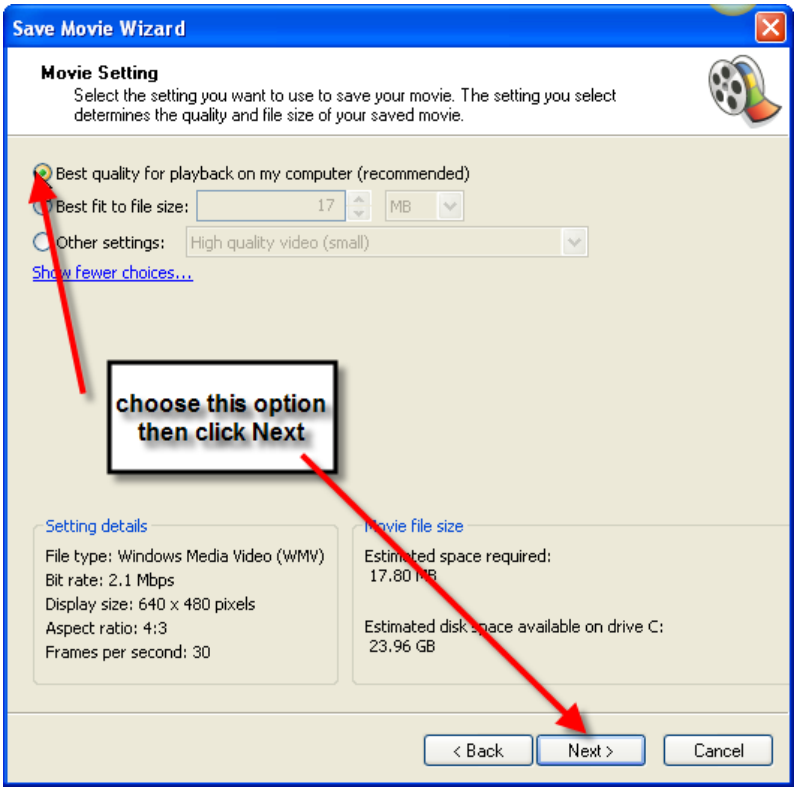
Now your movie is ready to be saved as a movie file that you will be able to share, upload to your website or blog, e-mail, burn onto a CD or keep as a portfolio item file on your computer. Click on the drop down menu in the Task Pane.



I suggest saving your movie file ALWAYS to the computer. Once it is saved there, you can then either burn it to a CD or upload it to the web. Like this you will always have a back- up copy.



Click “Next” to choose the settings to best match the outcome you want to achieve. If you want present the movie on a projector you want to save it in high quality (large). If you are planning on uploading to the web, you can save it as high quality (small).



This is a Movie Maker Project file.

- The MovieMaker Project File is saved as a .mswmm file.
- The project file allows you to go back and edit the project by adding or deleting images, videos, audio, title slides, length, transitions etc.
- You should not move the project file around, since it is very tricky to keep the path between projects and media files intact. Transferring the Movie Maker project file between computers, usually results in the media not being transferred correctly.

This is a movie file.

- Final movie file is saved as a .wmv file
- Cannot be edited anymore with MovieMaker
- Larger file size than the project file
- Ready to upload to a video sharing site, such as YouTube, TeacherTube or Flickr
- Ready to share on any computer that has Windows Media Player

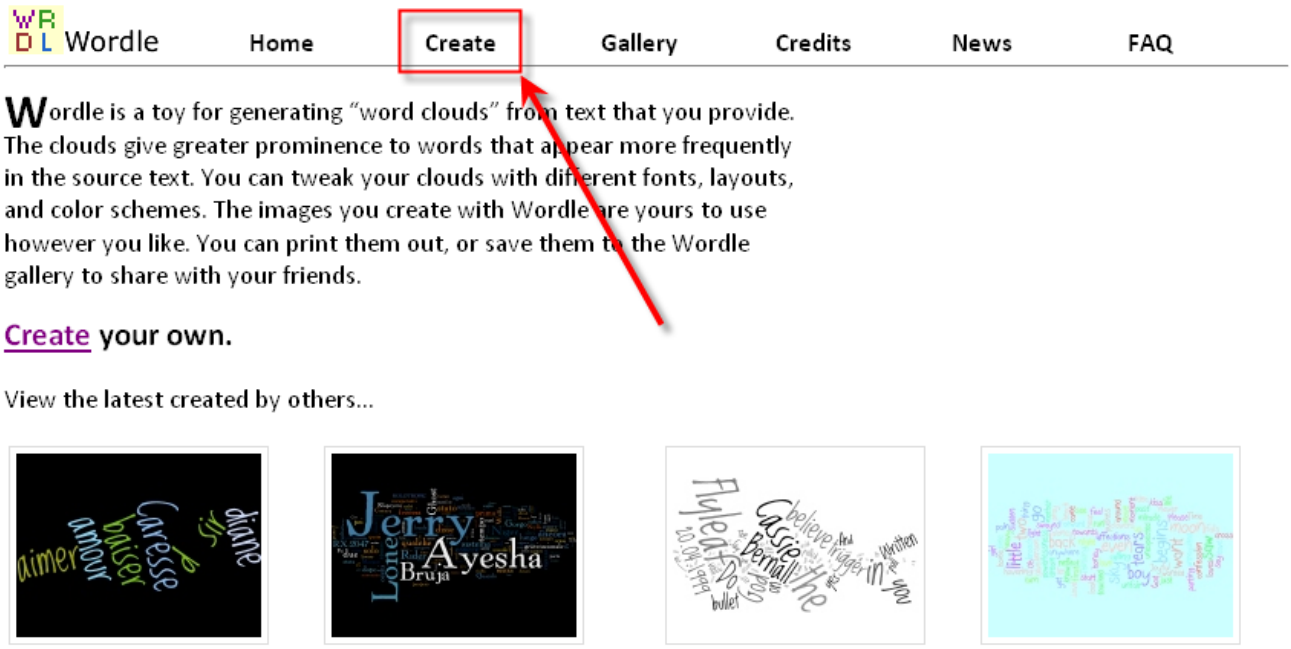
Capture Movie
• Capture directly from video device
• Import video
• Import pictures
• Import audio and music
Edit Movie
• Adding Video Effects
• Adding Transitions
• Adding Title slides, Text Overlay or Credits
• Have Movie Maker create an AutoMovie for you
Finish Movie
• Save movie as a Movie Maker project file AND
• Save movie as a .wmv file
Windows MovieMaker

Wordle

A picture is worth a thousand words… A thousand words can tell a story…

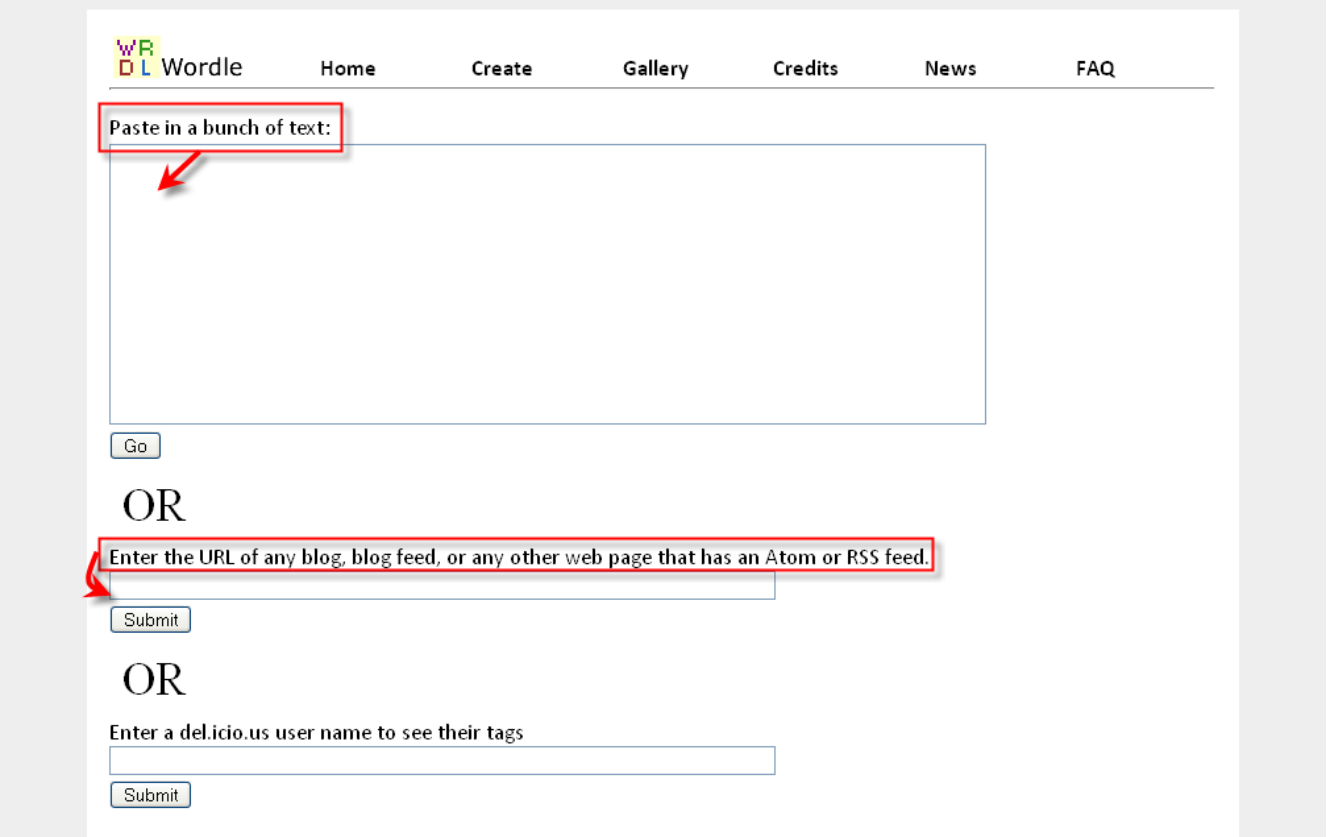
Using words as a visual gives a different impression than text alone. Visuals can allow us to "see" a concept or a relationship that text alone might communicate. It can tell a visual story of words, keywords, thoughts, text and data or create a summary.

A relatively new tool, called Wordle, is allowing anyone, without registering to create so called Word Clouds by entering keywords. Create your own Word Cloud with or for your students at http://www.wordle.net .



Allow keywords to tell a story:

- Create a visual of a concept
- Make a summary
- Collaboratively work on a word cloud as a group
- Write a poem
- Spelling words
- Showcase characteristics of a protagonist in a book
- Lyrics of a song
- Essay



You can directly type in keywords into the text box in Wordle or create a file in Word, WordPad or Notepad. You then can copy and paste your keyword list into the text box when you have it complete and refer back to it, when you want to edit the list.

In order to treat two words as one keyword in your word cloud, use the tilde character " ~ " between the words that go together. The tilde will be converted to a space when drawing the words.

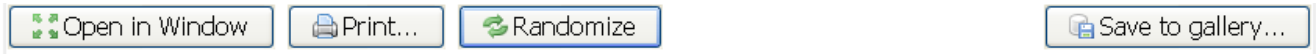
This following Word Cloud was created collaboratively by educators around the world, who contributed keywords that came to their mind when thinking about Digital Storytelling. Words that appear larger were used by more contributors.

Once you have created a Word Cloud, you have different choices of how to save your creation.

- Print – print to paper or print to .PDF file
- Take a screenshot- Open in Window, then use Print Screen button on your keyboard or screencasting software, such as Jing, Camtasia, Snag it
- Save to gallery – give your creation a title and description

Once you cloud is saved to the gallery, two new choices will be available:

- Save to Del.icio.us account – tag with wordle and other descriptive words
- Copy code to create a link on your blog or website



Wordle
Home
Create
Gallery
Credits
News
Forum
FAQ
random
older»
"Digital Storytelling" by Langwitches 0 minutes ago
creativity
wordle
expressing
telling show
humanities images think
oral tradition collaborate narratives personal
active engagement
moviemaker
move
murmur
creative
understanding
fun
storyboard
moral
emotion
software
stories
technology
imagination
author
listening
blog
drama
joy
memories
digital book
edit
empathy
homogenization
storytelling
lessons learned
self expression
culture
journal
enjoy
shakespeare
gestalt
digital
share
music visual literacy
freedom
medium
flickr
engaging
media plan
sequential
google maps
homer
mix
voicethread
narrator
archetype
langwitches
learn
web
photostory
express
life lesson
googlemaps
recording
thoughts
audacity
emotions
mixbook
literature
disembodied
communicate
authentic
global audience
personal investment
voice
laugh
writing
cool factor
alternative
oral history
tale
words
universal
open word cloud in new window and take a screenshot to save as .JPG or .PNG
Open in Window
Print...
print word cloud out or print to .PDF
Save to del.icio.us...
save link to word cloud to your del.icio.us account
Paste this code into your blog or home page to link to this Wordle:
<a href="http://wordle.net/gallery/wrdl/91406/Digital_Storytelling"
title="Wordle: Digital Storytelling"><img
src="http://wordle.net/thumb/wrdl/91406/Digital_Storytelling"
style="padding:4px;border:1px solid #ddd"
>
highlight this code, copy (CTRL-C) then paste (CTRL-V) into your blog or website to create a direct link to your word cloud

Brainstorm
• Enter Keywords
Edit
• Change Font Style
• Change Layout
• Change Color Scheme
Export
• Embed Code to link to Word Cloud into your website or blog
• Print
• Take a Screenshot
• Save as .PDF file
Worldle

Resources

Digital Storytelling Resources

- Center for Digital Storytelling
  http://www.storycenter.org/
- National Storytelling Network
  http://www.storynet.org/
- ISTE Digital Storytelling Wiki
  http://digitalstorytelling.iste.wikispaces.net/
- Media Gallery of Digital Storytelling Examples from Marco Torres
  http://cinedelagente.com/
- KidCast- Podcasting in the Classroom
  http://www.intelligenic.com/blog/
- Digitales- The Art of Telling Digital Stories
  http://www.digitales.us/

Google Earth

- Google Lit Trips- A Different Way to Read Great Literature!
  This site is an experiment in teaching great literature in a very different way. Using Google Earth, students discover where in the world the greatest road trip stories of all time took place...
  http://www.googlelittrips.org/

PhotoStory

- Download
  http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.mspx

Audacity

- Download
  http://audacity.sourceforge.net/

Google Maps

- Find a story- Map a Story-Tell a Story
  create a StoryMap that will place your stories within a geographical context
  http://www.rebooting.ca/place/
- We Tell Stories
  The 21 Steps is told by following the story as it unfolds across a map of the world
  http://wetellstories.co.uk/stories/week1/

Movie Production

- http://kidsvid.altec.org/

Windows Movie Maker

- Download
  http://www.microsoft.com/windowsxp/downloads/updates/moviemaker2.mspx
- Atomic Learning Free Movie Maker Tutorials
  http://movies.atomiclearning.com/k12/moviemaker2

Wordle

- The Power of Tags, the Power of Words
  http://bobsprankle.com/bitbybit_wordpress/?p=461
- Wordle: Using Word Clouds in a lesson
  http://www.boxoftricks.net/?p=103
- Ending the Year with Wordle
  http://remoteaccess.typepad.com/remote_access/2008/06/ending-the-year-with-wordle.html

Creative Commons Media

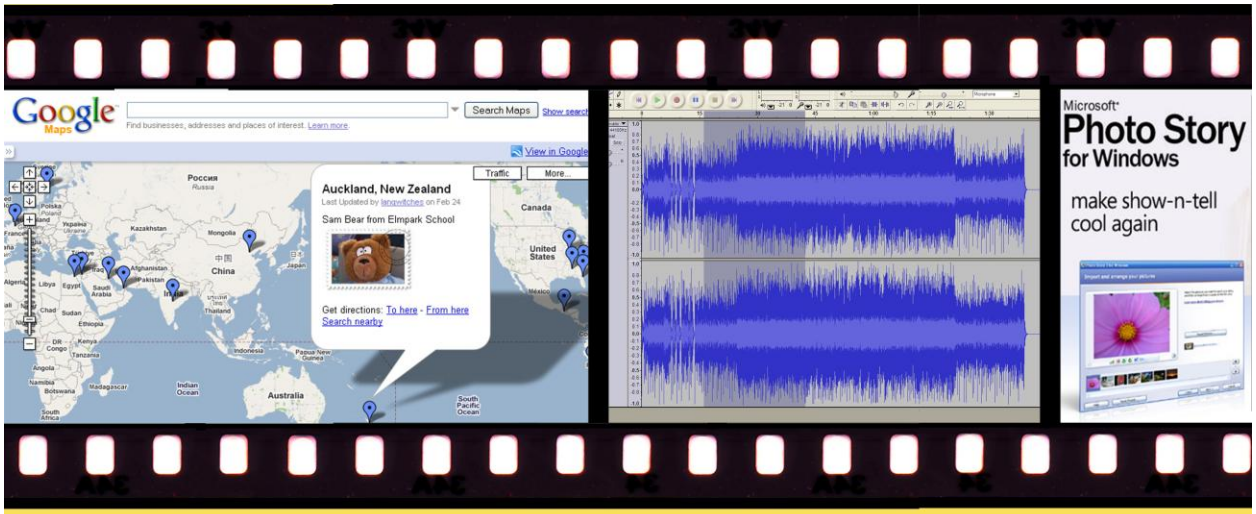
Not all sites are safe for your students (especially not elementary school students) to search, since not all material is age appropriate. Consider a media library folder on your school's server that students can access.

Sound & Music

- ccMixter is a community music site featuring remixes licensed under Creative Commons (http://creativecommons.org/) where you can listen to, sample, mash-up, or interact with music in whatever way you want.
  http://ccmixter.org/
- The artists on this site have released their music under the Creative Commons license and agreed to allow their music to be used by you in any way and form for webcasting, as long as you don't take credit for the original work.
  http://www.podsafeaudio.com/
- Jamendo
  http://www.jamendo.com/
- Soungle
  http://soungle.com/

Images

- Flickr: Advanced Search for Creative Commons only.
  http://www.flickr.com
- Compfight: Search Creative Commons Flickr Images
  http://www.compfight.com/
- Wikipedia
  http://www.wikipedia.org
- Stock.xchng
  http://www.sxc.hu/
- Dorling Kindersley Clipart
  http://www.dorlingkindersley-uk.co.uk/static/cs/uk/11/clipart/



menu **VoiceThread**

Storytelling is an ancient form of teaching . Before there were books that were easily available, before reading and writing became widely spread among the masses, oral storytelling was the only form people could pass down wisdom and knowledge from their elders to their children. Nowadays, technology has added a new twist to this ancient teaching method. We are incorporating once again storytelling to paint a picture of our world in order to teach others about our knowledge, culture and people. Digital storytelling gives us the ability to reach and disseminate our stories further than ever before in history. Storytelling, no matter in what form and created in whatever media, is a powerful tool to transmit knowledge, culture, perspectives and points of view.

This Guide was written especially for educators, who want to teach 21st cenury skills, such as collaborating, communcating, and connecting, through digital storytelling. You will find step-by-step instructions that will walk you through choosing the right program, the process of uploading images, video, text and audio, organizing and editing your media, exporting and sharing your story with the world.

Start telling a story for and with your students.