InterAct

LEARNING PROGRAMME

Digital Storytelling and Creative Media in Education

10-DAY COURSE

50 learning hours | Course programme

Digital Storytelling and Creative Media in Education – 10-Day Course

Introduction and Description

Digital storytelling has emerged as a powerful pedagogical approach that integrates narrative structures with digital media production to foster learner engagement, creativity, and deeper understanding of curricular content. This intensive 10-day training programme provides a comprehensive and research-informed introduction to the theoretical foundations, methodological applications, and practical implementation of digital storytelling across all levels of education.

Designed for teachers, school leaders, support staff, adult educators, vocational instructors, special needs professionals, NGO staff, and education-sector stakeholders, the course offers an academically grounded yet highly hands-on learning experience. It is suitable for participants from pre-school, primary, secondary, vocational, adult, and special education environments, as well as individuals involved in policy development, digital transformation, and cross-sector cooperation.

The programme begins with the pedagogical principles of storytelling, examining how narrative thinking supports cognitive, emotional, and linguistic development. Participants explore models such as Freytag's pyramid, the Hero's Journey, and multimodal narrative structures, linking them to project-based learning, inquiry learning, inclusive didactics, and 21st-century competences.

From this theoretical grounding, the course progresses to applied digital media production. Participants are introduced to a wide range of tools for creating digital stories, interactive narratives, whiteboard animations, character-based animation, and curriculum-aligned explainer videos. Hands-on workshops enable educators to develop skills in scripting, storyboarding, recording audio, selecting and editing media, and producing professional-quality digital content suitable for classroom use.

A significant component of the course is dedicated to ethical, safe, and responsible digital practice. Participants examine legal and regulatory frameworks, including copyright, Creative Commons licensing, GDPR compliance, media attribution, and safe publishing environments for learners. They develop the competence to curate and share digital stories within appropriate and legally sound online platforms.

Collaboration and European added value are central to the programme. Teachers explore online collaborative environments and learning platforms that support joint media production, such as Google Workspace tools, Padlet, eTwinning, European School

Education Platform and virtual project spaces. The course includes structured activities for designing cross-border storytelling projects that align with the objectives of the Erasmus+ programme, enhancing mobility, inclusion, intercultural dialogue, and digital transformation in education.

Throughout the 10 days, participants receive individualised support and feedback from an international team of trainers. They create and refine a complete digital storytelling product — such as an interactive story, animation, or explainer video — linked to their own teaching curriculum or organisational context. By the end of the programme, educators will not only have produced high-quality digital material but will also possess the methodological knowledge to facilitate digital storytelling projects with their own students.

This academic course supports key European educational priorities, including:
- digital pedagogy and digital readiness,
- media literacy and responsible digital citizenship,
- inclusive and innovative learning environments,
- project-based and collaborative learning, and
- strengthening European cooperation through digital content creation.

In line with Erasmus+ quality standards, the course offers five hours of structured learning activities per day, complemented by cultural activities and opportunities for networking with colleagues from across Europe. Participants receive a certificate of attendance, and assistance is provided for completing Europass mobility documentation and learning agreements.

Methodology and Assessment

The course is grounded in experiential learning, Universal Design for Learning and inclusive pedagogy. Participants engage in hands-on practice with digital storytelling, interactive narratives and assistive technologies, combining individual exploration with collaborative project work. Workshops, micro-teaching tasks and guided reflection support the transfer of theory into practice. Assessment is formative and continuous, based on active participation, peer feedback, iterative improvement of digital stories and the final presentation of an inclusive storytelling project demonstrating the purposeful integration of assistive tools into teaching.

Learning Objectives

By the end of the course, participants will:

1. Digital Competence & Production Skills

- Improve their overall digital competence, including multimedia creation, editing, and publishing.
- Master tools for digital storytelling, animation, whiteboard videos, and explainer video production.
- Learn to design interactive, branching narratives to support project-based and student-centred learning.

2. Pedagogical Integration

- Understand narrative building and storytelling as powerful teaching and learning strategies in all subject areas.
- Explore how digital storytelling supports critical thinking, communication, creativity, collaboration, and reflective learning.
- Learn how to integrate digital storytelling into curriculum design, lesson planning, and cross-curricular projects.

3. Practical Classroom Application

- Gain hands-on experience producing curriculum-based stories, animations, and multimedia teaching resources.
- Practice using online collaborative tools to engage learners and support teamwork, including in Erasmus+ and eTwinning contexts.
- Learn how to safely publish and share digital stories using GDPR-compliant and copyright-respecting approaches.

4. Professional Growth & Intercultural Competence

- Enhance virtual communication and collaboration skills through shared digital projects.
- Improve English fluency (the working language of the course).

- Broaden their intercultural awareness and exchange practices with educators from diverse educational systems.
- Strengthen European collaboration by connecting with peers who use digital storytelling in various educational contexts.

5. Course Impact

- Leave with ready-to-use digital materials and story projects adaptable to their own teaching environments.
- Gain confidence in applying digital storytelling to increase student engagement, personalization, and motivation.

6. Implementation, Evaluation and Dissemination

- Develop an evidence-informed, contextually grounded implementation plan for integrating digital storytelling within their institutional setting.
- Construct evaluation approaches and dissemination strategies that align with European educational priorities and support sustainable adoption of digital storytelling practices.
- Contribute to strengthening transnational cooperation and knowledge exchange in the field of digital storytelling.

Preparation

After registration participants will receive a pre-course questionnaire which will be used by the trainer to learn about participants' teaching backgrounds and to assess their exact needs. Before the beginning of the course a basic reading list will be suggested to participants to prepare for the training. Participants will also be asked to prepare a presentation about themselves, their professional context and their culture. The presentation will be presented on the first day of the course to facilitate networking opportunities. Participants will receive information about the country they are going to visit in order to prepare them for their cultural experience.

Follow up

After the course participants will be asked to share what they have learned with the rest of the staff in their schools. Further books and articles to deepen the topic and contacts with some other practitioners all over Europe and in the world will be suggested by the trainer. The methods shared and explored and the bibliography given will allow the participants to complete and improve their educational path.

Certificate

Certificate complies with the guidelines of the Erasmus+ programme and includes the topic, number of didactic hours, dates and location of the course. We can list the record of learning outcomes on the Europass Mobility Document on request of participants. In case a participant requires a specific format of certificate we can accommodate that if requested at least one week before the start of the course. It is necessary to attend at least 80% of the hours in order to receive the certificate.

Accommodation

We do not directly offer accommodation and subsistence and participants are responsible for organizing it by themselves.

Paperwork

We also provide all the support with paperwork you might need for your Erasmus+ project documentation such as mobility agreement and registration letter.

Fee: 800 €

Cancelation policy

We have a flexible cancellation policy in force at the moment and you can cancel your registration up to 30 days before the course and receive a full refund. In case you don't

cancel the registration more than 30 days before you will not receive any refunds, but you will be able to choose to attend any other confirmed course session later (within 6 months) without any additional costs. In case you are not able to travel, your school can send someone else to take instead of you and you can change the details of the participant any time before the start of the course at no additional cost.

TENTATIVE PROGRAMME (50 didactic hours - 5*45min per day) Monday to Friday	
Day 1	Welcome, Community Building & Course Overview
09.00 - 09.45	Warm-ups, Ice Breakers & Introductions
09.45 - 10.30	Course Overview
10.30 - 11.15	The Pedagogical Value of Storytelling
11.15 - 11.30	Break
11.30 - 12.15	Understanding the Digital Storytelling Process
12.15 - 13.00	Reflection & Daily Debrief
Day 2	Foundations of Storytelling & Narrative Building
09.00 - 09.45	Warm-up: Story Cubes or AI image prompt storytelling
09.45 - 10.30	Narrative Structures
10.30 - 11.15	Character, Setting, Conflict, Resolution
11.15 - 11.30	Break
11.30 - 12.15	Mini-Workshop: Quick Story Creation
12.15 - 13.00	Reflection & Daily Debrief
Day 3	Digital Storytelling Workshop (Tools & Techniques)
09.00 - 09.45	Warm-up: Story “Remix” activity
09.45 - 10.30	Overview of Digital Tools
10.30 - 11.15	Hands-On Practice
11.15 - 11.30	Break
11.30 - 12.15	Workshop: Create a 30–60 second digital mini-story

12.15 - 13.00	Reflection & Daily Debrief
Day 4	Building Interactive Digital Stories
09.00 - 09.45	Warm-up: “Choose your own ending” improv
09.45 - 10.30	What Is Interactive Storytelling?
10.30 - 11.15	Tools for Interactivity
11.15 - 11.30	Break
11.30 - 12.15	Practical Workshop
12.15 - 13.00	Reflection & Daily Debrief
Day 5	Introduction to Animation for Teachers
09.00 - 09.45	Warm-up: Animate a feeling (stick-figure activity)
09.45 - 10.30	Types of Educational Animation
10.30 - 11.15	Tools Overview
11.15 - 11.30	Break
11.30 - 12.15	Practical Workshop: Build Your First Animated Clip
12.15 - 13.00	Reflection & Daily Debrief
Day 6	Whiteboard Animation Production
09.00 - 09.45	Warm-up: Draw-to-Teach activity
09.45 - 10.30	Why Whiteboard Animation Works
10.30 - 11.15	Tools
11.15 - 11.30	Break
11.30 - 12.15	Workshop: Curriculum-based Whiteboard Animations
12.15 - 13.00	Reflection & Daily Debrief
Day 7	Explainer Video Production
09.00 - 09.45	Warm-up: Explain in 30 seconds (speed round)
09.45 - 10.30	Elements of Good Explainer Videos
10.30 - 11.15	Tools & Templates

11.15 - 11.30	Break
11.30 - 12.15	Production Workshop
12.15 - 13.00	Reflection & Daily Debrief
Day 8	Publishing, Sharing & Legal Framework
09.00 - 09.45	Warm-up: “Is it allowed?” quiz
09.45 - 10.30	Copyright Essentials
10.30 - 11.15	Safe Publishing Platforms
11.15 - 11.30	Break
11.30 - 12.15	Online Safety & GDPR in Education
12.15 - 13.00	Reflection & Daily Debrief
Day 9	Collaboration & European Projects
09.00 - 09.45	Warm-up: Collaborative story chain (Google Docs)
09.45 - 10.30	Tools for Collaboration
10.30 - 11.15	eTwinning & European School Education Platform
11.15 - 11.30	Break
11.30 - 12.15	Group Activity - Design your project idea involving digital storytelling
12.15 - 13.00	Reflection & Daily Debrief
Day 10	Individual Support, Presentations & Closing
09.00 - 09.45	Individual Mentoring / Project Finalisation
09.45 - 10.30	Showcase: Participant Digital Stories
10.30 - 11.15	Peer Feedback Round
11.15 - 11.30	Break
11.30 - 12.15	Course Evaluation
12.15 - 13.00	Validation of learning outcomes and certification

*This is only a tentative timetable. The exact hours or the course might differ and will be announced for each session 2 weeks before the start. However, there will always be a total of 5 didactic hours per day and all will be in line with the Erasmus+ quality standards. The trainer might slightly modify the content in response to the needs of the group.

**Cultural and social programmes will be organized in addition to the academic programme. The exact cultural and social programme depends on the location, season, weather, etc.