InterAct

LEARNING PROGRAMME

Digital Storytelling and Creative Media in Education

5-DAY COURSE

25 learning hours | Course programme

Digital Storytelling and Creative Media in Education – 5-Day Course

Introduction and Description

This intensive 5-day course provides a structured and academically grounded introduction to digital storytelling as a pedagogical approach that enhances learner engagement, supports multimodal literacy, and promotes creative knowledge construction across curricular areas. Designed for educators from all sectors of education, the programme combines conceptual input, methodological guidance, and hands-on creative practice, enabling participants to explore how narrative and digital media can be integrated into contemporary teaching and learning.

Throughout the course, participants examine the foundations of narrative building, including story structures, character development, multimodal composition, and interactive branching logic. These theoretical principles are directly connected to classroom practice through a series of guided workshops in which participants design and produce their own digital stories, photo narratives, interactive scenarios, and collaborative multimedia projects.

A central focus of the course is the role of digital storytelling in fostering pedagogical innovation, supporting inclusion, and enabling differentiated learning. Participants analyse how narrative-based approaches support communication, creativity, critical thinking, and cross-curricular connections, and they explore strategies for designing storytelling tasks aligned with diverse learner profiles and classroom contexts.

The course also highlights the collaborative and international dimensions of digital storytelling, including the use of eTwinning, online collaboration tools, and shared media environments to facilitate joint storytelling projects. By the end of the programme, participants will have developed a portfolio of digital storytelling outputs, deepened their understanding of narrative-based pedagogy, and strengthened their capacity to integrate multimedia storytelling into curriculum design, project work, and European cooperation activities.

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 Outcomes

By the end of the course, participants will:

1. Conceptual and Pedagogical Understanding

- Demonstrate an understanding of storytelling and narrative building as effective teaching and learning strategies across educational contexts.
- Analyse narrative structures, multimodal design principles, and the cognitive and communicative functions of storytelling in education.
- Evaluate the role of digital storytelling in fostering engagement, creativity, and learner agency.

2. Digital and Technical Competence

- Develop proficiency in digital storytelling tools for video production, audio narration, photo storytelling, and interactive scenario creation.
- Apply ethical principles related to media use, including copyright, Creative Commons licensing, and safe and responsible digital practices.
- Incorporate accessibility features such as captions, alternative text, and multimodal inputs/outputs in storytelling projects.

3. Instructional Design and Classroom Integration

- Design digital storytelling tasks that support project-based learning, inquiry-based learning, and cross-curricular approaches.
- Adapt storytelling activities to promote inclusion, differentiation, and Universal Design for Learning (UDL).

- Integrate digital storytelling into international collaboration platforms, especially eTwinning and School Education Gateway.

4. Collaborative, Creative, and Communication Skills

- Engage in collaborative story creation, demonstrating effective teamwork, communication, and co-authoring practices.
- Facilitate collaborative storytelling processes in the classroom, including group roles, peer feedback, and shared media production.
- Strengthen creative thinking through narrative experimentation, interactive design, and multimodal composition.

5. Professional Growth and Intercultural Competence

- Reflect on personal teaching practice and identify opportunities for innovation through the integration of storytelling.
- Demonstrate intercultural awareness through engagement with narrative forms, visual cultures, and digital stories from diverse European contexts.
- Build professional connections and foster long-term European cooperation through the exchange of storytelling practices and classroom applications.

6. Implementation, Evaluation and Dissemination

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

Preparation

After registration participants will receive 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: 400 €

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 (25 didactic hours - 5*45min per day) Monday to Friday	
Day 1	Foundations of Storytelling & Course Orientation
09.00 - 09.45	Welcome & Introductions
09.45 - 10.30	Warm-ups for Creative Thinking
10.30 - 11.15	Introduction to Storytelling as a Teaching Method
11.15 - 11.30	Break
11.30 - 12.15	Narrative Building for Learning
12.15 - 13.00	Reflection + Digital Tools Preview
Day 2	Digital Storytelling: Tools & Practical Creation
09.00 - 09.45	Principles of Digital Storytelling
09.45 - 10.30	Hands-on Workshop: Creating a Digital Story (Part 1)
10.30 - 11.15	Hands-on Workshop: Creating a Digital Story (Part 2)
11.15 - 11.30	Break
11.30 - 12.15	Narration, Voiceovers & Audio Techniques
12.15 - 13.00	Mini-Screening and Group Reflection

Day 3	Interactive Storytelling & Scenario-Based Learning
09.00 - 09.45	Introduction to Interactive Digital Storytelling
09.45 - 10.30	Tools for Interactive Narratives
10.30 - 11.15	Hands-on Workshop: Build an Interactive Scenario (Part 1)
11.15 - 11.30	Break
11.30 - 12.15	Hands-on Workshop: Build an Interactive Scenario (Part 2)
12.15 - 13.00	Sharing & Feedback
Day 4	Collaboration Tools & Integrating Storytelling into Projects
09.00 - 09.45	Collaborative Digital Storytelling in Classrooms
09.45 - 10.30	Tools for Collaboration
10.30 - 11.15	eTwinning & School Education Gateway
11.15 - 11.30	Break
11.30 - 12.15	Workshop: Creating a Collaborative Digital Story
12.15 - 13.00	Group Work Continues + Mentoring
Day 5	Presentations, Feedback, and Consolidation
09.00 - 09.45	Finalisation Time
09.45 - 10.30	Presentation of Outcomes (Part 1)
10.30 - 11.15	Presentation of Outcomes (Part 2)
11.15 - 11.30	Break
11.30 - 12.15	Evaluation & Reflection
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.