Materials, Finland

Week 1 / Get to Know Each Other
The goal of the first workshop is to get to know each other and to establish what stories the students want to tell.

<u>Exercise 1:</u> **Tell about each other**
Students are split into pairs. It is ideal if the students in pairs do not know each other very well. The workshop leader (WL) asks the students to tell each other about themselves. They should tell their partner their name and 3 fun facts about themselves. This should take 10-15 min. All students, in a circle, tell the group what they have learned about their partner.

E.g. *My partner's name is Jose. He is from Oulu. He loves horseback riding, and has a pet chinchilla named Tutti.*

<u>Exercise 2:</u> **Genre match game**
WL puts out large A4 pages with pictures of different genres (see PDF file Genres). The students get small cards with pictures and words that describe different elements of genres (see Word doc Genres_match game). The students try to match the cards to different genres. E.g. Page with "Fantasy" can be matched with cards "Happy Ending", "Magic", "Magical creatures", "Royalty", etc.

Free-form Discussion: Stories We Love
After the ice-breaker, in a circle, WL invites students to talk about their favorite stories. These can be books but also movies, TV shows, comic books and video games. Students should be encouraged to think broadly about stories. What kind of stories do they like? Are they fact or fiction? Are they sad, funny, silly? Who are the characters in these stories? Why do they love them? And, finally, do they have stories they want to tell?

Week 2 / Get to Know Stories
The goal of this week is to familiarize the students with visual aspects of storytelling and teach them to communicate ideas in an unconventional way.

<u>Exercise 1:</u> **Cover Game**

WL shows students 6-10 book covers that have no titles (see PowerPoint bookcovers_slideshow). The students discuss what they think each book could be about. They are asked:
-who do they think are the characters?
- what is the genre?
-who is the audience of the book?

Exercise 2: Mime a Tale
WL distributes small pieces of papers (see Word document Charades). Each student writes down a name of a story (book, movie, comic book, etc.) on the piece of paper, so that others don't see it. WL encourages students to choose something others may be familiar with. Then each student mimes/acts out the plot of their chosen story. Standard charade rules apply: no talking or sounds, no pointing to objects, one minute time limit. The other students watch and need to guess the name of the story. Whoever guesses the story first goes next. If no one guesses the story in one minute (or if a student who guesses, has already done their mime), then the student whose name begins with the first letter of the name of the story.

Free-form Discussion:

Week 3 / Story Structure
The goal this week is for students to learn about story structure and how to work within it, but be able to be creative and think outside the box.

Exercise 1: Story Jigsaw Puzzle
WL gives students printed out pieces of paper (see Word doc Story Jigsaw) with story beginnings, middles and ends. Students, working in pairs, put the cards in order to create a coherent story.

Exercise 2: Filling in the Blanks
The students are divided into pairs. WL gives them 2 cards (use the same Word doc Story Jigsaw) with only two parts (beginning, middle, or end) of the story written on them. Then students get a third card - blank. They need to come up with the missing part of the story and write it down on the card. The students then read out their complete story to the others.

Free-form Discussion:

Week 4 / Stories that Matter
The goal is to teach the student to craft their own stories with visual aids and consider the themes that matter to them.

Exercise 1: Mind maps
Participants are asked to think about topics, ideas, events that are important to them and write them down on a piece of paper (e.g. Family; Climate change; Elections). They are then asked to create mind maps of words, ideas, images that they associate with these things.

Exercise 2: Prompt a Story
To help participants to come up with story ideas they will be given visual prompts (provided).In groups of 2-3 they will need to come up with story ideas for the visual prompt.