



## THINK, DREAM AND DISCOVER WITH DIGITAL STORYTELLING



Programme: Erasmus+  
Key Action: School Education  
Action Type: Small Scale Partnerships  
Start: 01-09-2023 - End: 31-08-2025

### Project Description

The "Think, Dream and Discover with Digital Storytelling" project encourages teachers and students to use digital storytelling and creative writing in their lessons.

A virtual exhibition and a digital storybook containing the UN Sustainable Development Goals are developed during the project.



## Summary

The project aims to enable teachers and students to use digital web tools by supporting their creativity in line with 21st-century skills and Sustainable Development Goals. The project uses the digital storytelling method to ensure the sustainability and transfer of cultural heritage between generations and cultures. Another project objective is to encourage schools to be part of the European Schoolnet and spread European culture and intercultural tolerance.

The main theme of this project is digital storytelling. Participants carry out four transnational learning, teaching and training activities on cultural heritage and sustainability, blended with the method of introducing the city, natural beauties, local songs and classical works of art. The project's mascot is designed and used as a character in joint activities, digital books, calendars, joint exhibitions and brochures. Three digital storytelling books were created during the project's lifetime, and dissemination training with NGOs helped them develop their digital skills.

With the digital storytelling method, the project improves participants' creative and critical thinking, foreign language, and IT skills and enables them to establish intercultural communication with their peers and colleagues. The idea of cultural diversity and the intergenerational and intercultural sustainability of cultural heritage is ensured in the project.

## Target Groups

The project's target groups include students, teachers and parents.

- **Students:** The primary beneficiaries of the project, including those selected to participate directly in activities such as digital storytelling workshops, transnational learning, teaching, and training activities, and those involved in creating joint calendars, albums, and e-books with peers from partner schools.
- **Teachers:** Participating as consultants and learners, they will engage in professional development activities, including training meetings and workshops focused on digital storytelling and integrating digital tools into education. Teachers from various disciplines, such as Foreign Language Social Studies, IT, Geography, and Literature are targeted.
- **Parents:** Indirectly participating in the project through support provided to students, including involvement in transnational learning, teaching, and training activities, as well as online meetings. Their contribution includes encouragement and assistance to students in project-related tasks.



## Project Results

### **LTTA I: Digitalisation with Storytelling**

Digitalisation with storytelling LTTA, held in Amsterdam, Netherlands, serves as a dynamic platform for educators and youth workers from partner countries to delve into the realm of digital storytelling. Over the course of four immersive days, participants engage in a multifaceted exploration of digital storytelling, beginning with ice-breaking events to foster camaraderie among attendees. Through interactive discussions, brainstorming sessions, and workshops, participants comprehensively understand digital storytelling types, strategies, and the essential elements of a compelling narrative. They also delve into the practical aspect, discovering many Web 2.0 tools and resources tailored for educators and students. Guided by experienced facilitators, participants embark on hands-on workshops to unleash their inner storytellers, capturing moments from their surroundings to craft their own digital stories. The culminating presentations showcase the fruits of their labour as participants share their creations and reflect on ways to integrate digital storytelling into their educational practices. Through collaborative learning and reflection, the LTTA I fosters a vibrant community of educators committed to harnessing the power of digital storytelling to enrich teaching and learning experiences.

### **LTTA II: Our Cities with Digital Storytelling - Personal Narratives**

Our Cities with Digital Storytelling - Personal Narratives LTTA takes place in Rome, Italy, offering an immersive experience for teachers, trainers, and students to delve into the world of digital storytelling. Over the course of four days, participants engage in a dynamic program that blends cultural exploration with hands-on digital storytelling workshops. Attendees share insights into their respective cities and cultures through ice-breaking games and city presentations. They then create joint storybooks using innovative digital tools like StoryJumper and Book Creator, fostering creativity, imagination, and group collaboration. Guided by the expertise of the Italian school ZimmerTwims, participants learn to utilise the ZimmerTwims digital storytelling tool and apply it to craft captivating narratives about ancient Rome and their own cities. The program culminates in presenting digital stories, where feedback is exchanged, and a collaborative digital storybook showcasing the essence of the four cities is unveiled. Through this enriching experience, participants hone their digital storytelling skills and deepen their understanding of cultural diversity and heritage.



### **LTTA III: Cultural Heritage with Digital Storytelling - Historical Documentaries**

Cultural Heritage with Digital Storytelling - Historical Documentaries LTTA unfolds in Izmir, Turkey, offering an immersive journey into the world of cultural heritage through digital storytelling. Over four enriching days, educators, trainers, and students embark on a transformative experience blending history, technology, and creativity. The program commences with warm welcomes and presentations, setting the stage for interactive workshops and ice-breaking games. Participants delve into the realm of digital design and animation, utilising drawing tablets to animate and voice famous buildings from their countries. Led by the Turkish school, attendees learn to wield the Toontastic digital storytelling tool, crafting compelling narratives of significant historical events from their respective nations. Hands-on workshops further immerse participants in their cultural heritage with traditional handicraft demonstrations and introductions to the art of miniature storytelling. A pivotal excursion to the Ancient City of Ephesus offers a tangible connection to world heritage, inspiring storytelling processes and digital creations. Culminating in a storytelling workshop at the interactive Cumhuriyet Education Museum, participants reflect on their journey, fostering appreciation for cultural treasures and evaluating their shared experiences. Through this immersive exploration, attendees hone their digital storytelling skills and deepen their connection to their cultural legacy.

### **LTTA IV: Our Future with Digital Storytelling - Stories That Instruct**

Our Future with Digital Storytelling - Stories That Instruct LTTA unfolds in Ciechocin, Poland, offering a visionary exploration into the potential of digital storytelling to shape our collective future. Over the course of four dynamic days, educators, trainers, and students converge to envision a world empowered by technology and storytelling. The program begins with a warm welcome and presentations, providing insights into each participating country's natural beauties and resources. Engaging in ice-breaking activities, participants forge connections and prepare for collaborative workshops. The host school leads attendees into problem-solving by creating slogans and posters addressing global challenges. A highlight of the program is the introduction to CubeCreator, a web tool empowering participants to craft immersive digital narratives. Further workshops focus on media and digital literacy, fostering cross-cultural understanding by creating multilingual dictionaries. A cultural tour to Torun, a UNESCO World Heritage Site, inspires participants to envision the future, culminating in creating digital storybooks infused with UN development goals. The project concludes with reflections and expressions of gratitude using digital tools, followed by a comprehensive evaluation to chart the impact and lessons learned. Through this transformative journey, participants enhance their digital storytelling skills and contribute to shaping a more informed and empowered global community.



## Partners

- [Szkola Podstawowa Im. Oskara Kolberga W Ciechocinie](#)
- [Internationale Arbeidsvereniging \(ILA\)](#)
- [Konak Sehit Omer Halisdemir Bilim Ve Sanat Merkezi](#)
- [Liceo Scientifico Statale Plinio](#)