

Creative workshop “Online story cubes - storytelling”

Description of activity:

Students roll the digital story cubes to determine the events, characters, location and time of the action, creating their own fairy tale/story. Students use a digital tool to roll the story cubes and alternately create a story determined by the symbol they got on the story cube. In this way, they develop creativity, solidarity and collaboration to work together to solve problems. With this activity, students improve their speaking skills, actively use English and create their own fairy tale world. The activity is applicable in the teaching of many subjects and as such can often be used as a teaching method.

Workshop leader: Marijana Pili (math teacher, OŠ Pušća)

Participants (in total): 32 students

(Lithuania 6, Bulgaria 5, Poland 6, Romania 9, Croatia 6)

Workshop instructions:

We will make up a story using digital story cubes.

There are 10 cubes, 2 for each partner country. There will be 2 rounds.

A representative of each country clicks on a cube and gets a symbol.

His/Her team has to come up with and say a few sentences related to the symbol they got.

Then another team's representative clicks on the second cube and has to do the same.

Then the third team and so on. After the first round, i.e. when all teams have clicked on one cube each, the second round starts in the same order of teams.

The important thing to say is that all sentences should be somehow connected to each other because we are supposed to get a story at the end. The story should make sense. It can be a fairy tale, a horror story, a romance, a comedy...it doesn't matter, as long as it forms a whole and makes sense.

Croatian team will go first, then Bulgarian team, Lithuanian team, Polish team and Romanian team.

We will also write down the story and the students from the Croatian team will read it to us.