COURSE BROCHURE | ERASMUS+ TRAINING

Educational Uses of Digital Storytelling

Design and produce accessible digital stories using research, scriptwriting, storyboarding, narration and multimedia to support meaningful classroom learning.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE	OID
Porto	English	On-site	6 days	€480	E10201112

€480 per participant for 6 days in Porto, Portugal. Check current editions, fee and inclusions before booking.

Course description

Digital storytelling offers engaging opportunities for learners to communicate ideas, explore different perspectives and express their understanding through creative multimedia experiences. By combining narrative, images, sound and video, educators can transform storytelling into a powerful learning approach that supports creativity, communication, critical thinking and active participation across subjects.

This practical course equips teachers and trainers with the skills to design, produce and integrate digital stories into meaningful educational activities. Participants will explore narrative structure, audience awareness, research, scriptwriting, storyboarding, visual communication, audio production and editing. They will also examine how digital storytelling can support reflection, language development, collaborative learning and learner voice in different educational contexts.

Through hands-on workshops, creative experimentation and guided feedback, participants will develop a short digital story and a practical plan for its educational application. Reliable information sources, copyright, consent, accessibility and responsible use of learner-generated content will be analysed, ensuring that digital storytelling activities are inclusive, purposeful and adaptable to participants' own teaching environments.

Who the course is for

For educators

Teachers, trainers and education professionals interested in using narrative and multimedia to support learning. The course is particularly relevant for educators seeking practical approaches to student-created media, digital storytelling, video-based explanation, creative expression and reflective learning across subjects and educational levels.

At a glance

Course level: Basic to Intermediate Digital Literacy

Prerequisites: No previous video-editing experience is required.

Working language: English. Please **contact the team** if you are unsure about the course level or working language.

CURRICULUM FOCUS

Narrative Learning Design / Multimedia Story Production / Accessible & Ethical Media

View the course, current editions and fees

02 / LEARNING OBJECTIVES

Learning outcomes

The following learning outcomes describe the course's intended direction. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Pedagogical Storytelling Design** - Define a clear learning purpose, audience and narrative format for a digital storytelling activity.

02 **Research & Source Evaluation** - Select and verify reliable information and identify suitable source, copyright, consent and attribution requirements.

03 **Scriptwriting & Narrative Structure** - Develop a concise script with an appropriate sequence, voice, message and level of detail for the intended learners.

04 **Storyboarding & Media Planning** - Create a storyboard that coordinates narration, images, video, sound, pacing and transitions.

05 **Ethical & Accessible Media Use** - Apply captions, readable visual design, alternative formats and responsible practices for images, audio and learner-created content.

06 **Digital Story Production** - Record, assemble and edit a coherent short digital story using accessible multimedia tools.

07 **Classroom Integration & Assessment** - Design a classroom storytelling task and evaluate narrative quality, learning relevance, participation and reflection.

08 **European Peer Exchange & Institutional Transfer** - Compare digital storytelling practices with European peers and identify approaches that can be adapted to participants' own institutions.

Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

Learning Activities & Training Schedule

SUNDAY / DAY 1

Flexible self-preparation followed by an in person European exchange session, **at 18h30.**

MONDAY - FRIDAY / DAYS 2-6

08:30 - 13h30

5h of training per day · 30h total

This is a typical timetable, subject to the provider's discretion.

DAY 1

Cross-Cultural Exchange, European Educational Context & Course Orientation

- Pre-Session work: Self Preparation to reflect and share your institution's context, cultural background & completion of the Cultural Quiz.
- Welcome, networking and cultural exchange between participants and Erasmus+ team.
- Icebreaking activities and sharing of European core values.
- Open space for participants to share ideas and discuss current challenges in the Education sector; collaborative opportunity to exchange future goals.
- Course briefing and planning.

DAY 2

Digital Storytelling for Learning & Project Design

- Analyse examples of digital stories and identify their educational purpose, audience and narrative choices.
- Explore digital storytelling formats for explanation, reflection, language learning, heritage and student voice.
- Define a curriculum connection, learning objective and intended audience.
- Prepare a digital storytelling project brief and production plan (course project).

DAY 3

Research, Scriptwriting & Responsible Sourcing

- Research the selected topic and evaluate the reliability and relevance of sources.
- Develop a concise narrative structure, script and narration plan.
- Review copyright, Creative Commons, consent, attribution and responsible use of learner-created media.
- Refine the script through peer feedback.

04 / COURSE PROGRAMME | DAYS 4-6

Learning Activities & Training Schedule

DAY 4

Storyboarding, Visual Sequence & Media Planning

- Translate the script into a scene-by-scene storyboard.
- Plan how images, video, narration, sound and transitions will support meaning.
- Identify accessibility needs, including captions, readable text and alternative formats.
- Create an asset list and production schedule.

DAY 5

Multimedia Production, Editing & Accessibility

- Record narration and create or collect approved visual and audio assets.
- Assemble and edit the digital story using an accessible production tool.
- Add captions, credits and appropriate sound levels.
- Test the story with peers and refine clarity, pacing and technical quality.

DAY 6

Sharing, Feedback, Assessment & Classroom Transfer

- Present completed digital stories and explain the educational design choices.
- Use structured feedback to evaluate narrative coherence, accessibility and learning value.
- Adapt the project to participants' own curriculum and prepare a practical implementation plan.
- Course reflection, evaluation and Certification.

ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

Methods applied in this programme

Narrative Design & Scriptwriting Workshops

Participants analyse story structure, research content and develop scripts that connect a clear educational purpose with an appropriate learner audience.

Storyboarding & Multimedia Production Studio

Guided production activities coordinate narration, visual sequence, sound and editing while participants create and refine a short digital story.

Critique, Accessibility Review & Classroom Adaptation

Structured peer feedback and accessibility checks help participants improve their stories and design suitable learner tasks and assessment approaches.

Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Creating a Digital Story to Explain a Curriculum Concept**
>
> Imagine a teacher introducing a complex curriculum concept through a short narrated digital story. Participants define the learning purpose, research and script the content, plan the visual sequence and produce an accessible multimedia resource. After peer review, the story is refined and adapted for use as a teacher-created explanation or a model for a student storytelling project.

An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

Meet our trainers and explore our approach

06 / PRACTICAL INFORMATION & SUPPORT

Everything you need for your training

A clear overview of your course resources, included services, documentation and next steps.

Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

Materials to bring: Laptop

Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

FROM INTEREST TO A CONFIRMED BOOKING

01
Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

Contact: learningtogether.eu@sinerconsult.pt | +351 229 418 490