



# Digital Story



## WHAT IS IT?

*Digital Story* is a project and reflection-based technique that can address multiple teaching problems, thinking through exactly to get from this exercise in class. Students typically tell their own stories and find the assignment engaging that are motivated to invest considerable effort. The project also challenges students to move beyond surface learning, and its individualized, personal focus reduces both the inclination to cheat and the feasibility of cheating. This technique also provides teachers with rich data through multimedia from which to assess student learning and development.

ACTIVITY TYPE	TEACHING PROBLEM ADDRESSED	LEARNING TAXONOMIC LEVEL
<ul style="list-style-type: none"><li>❖ Presentation</li><li>❖ Project Learning</li><li>❖ Reflecting</li></ul>	<ul style="list-style-type: none"><li>❖ Cheating</li><li>❖ Low Motivation/Engagement</li><li>❖ Surface Learning</li></ul>	<ul style="list-style-type: none"><li>❖ Application: Creative Thinking</li><li>❖ Caring</li><li>❖ Human Dimension</li><li>❖ Integration &amp; Synthesis</li></ul>

## WHY USE IT?

- ❖ Digital Story may be used to support a variety of learning goals, depending upon prompt
- ❖ Digital Story when you want to provide students with a creative outlet for self-authorship and for curating their lived experiences

## HOW DO I DO IT?

- ❖ Clarify your teaching purpose and learning goals for the *Digital Story*
- ❖ Create a prompt that establishes the content or topic area of the story
- ❖ Set assignment parameters (media, length, etc.)
- ❖ Develop a plan for learning assessment or grading
- ❖ Communicate assignment instructions to students.
- ❖ Allow students time to create their *Digital Story*.
- ❖ Reflect upon the activity and evaluate its effectiveness

## WHAT SHOULD I CONSIDER?

- ❖ Storytelling Approach
- ❖ Levels of Reflection" Approach
- ❖ Use of Multimedia in Reflective Learning Approach