



# SCHOOL TOOLKIT

This toolkit aims to support schoolteachers in the process of understanding and implementing the teaching materials and resources that have been created by the Erasmus + project WIN (Writing for Inclusion).

It contains the following sections:

- A. The e-Learning Moodle course
- B. Didactics Applied to “Writing for Inclusion”. Lesson plans
- C. Instructions to record an animated clip based on a written story
- D. Analysis grid for stories
- E. Examples of recorded animated stories

Upon the project completion, the toolkit will be available from the WIN learning platform, and it will also be integrated into the eTwinning/School Education Gateway platform.

## A. The e-Learning Moodle Course

This School Toolkit contains the backup file (.mbz) of the complete e-Learning Moodle course to be installed in a Moodle platform.

The course consists of 7 modules that may be used for online, hybrid, or face to face teaching. They aim to promote technology use and inclusive education in the area of language learning. In addition, the course endeavours to enhance international collaboration among in-service teachers. It is planned for 30 hours. Participants may complete these contact hours through training and implementation.

### LEARNING OUTCOMES

- Raising awareness on the importance of care in education.
- Gaining knowledge on how to promote social inclusion through writing.
- Fostering reading and writing strategies for equity.
- Fostering digital citizenship in language education.
- Enhancing the gender perspective in education.
- Promoting new technologies for teaching/learning in the primary classroom.

### COURSE STRUCTURE

Training (60 hours). Participants will complete the following modules:

- Module 1: Care in Education (15 hours)
- Module 2: Story Elements (10 hours)
- Module 3: Narrative Structures (10 hours)
- Module 4: Digital Animation (5 hours)
- Module 5: Didactics Applied to Writing for Inclusion (20 hours)
- Module 6: Assessment
- Module 7: Students’ Stories Showcase



## B. Didactics Applied to Writing for Inclusion. Lesson plans

This School Toolkit contains a PDF with the complete lesson plans of the **Didactics Applied to “Writing for Inclusion”** Module.

The module “Didactics Applied to Writing for Inclusion” covers the following four topics, being the pillars upon which the project has been set: storytelling, care and inclusion, the European Union, e-twinning and using digital resources. It is organized in the following unit structure:

Unit 1. Caring and Sharing in Education: Introducing Children to WIN (Lesson 1, Lesson 2)

Unit 2. The European Union: Introducing Children to the EU

Unit 3. eTwinning: Cooperation/Collaboration (Lesson 1, Lesson 2, Lesson 3)

Unit 4. Creating a story

Unit 5. Creating a setting

Unit 6. Creating characters

Unit 7. Creating dialogues

Unit 8. Creating a plot

Unit 9. Diversity and creativity (Lesson 1, Lesson 2, Lesson 3)

Some units provide an opportunity of experiencing the benefits of storytelling through picture books and digital story-making, including developing (digital) literacy skills, creativity, and critical thinking. Students will learn to enjoy multi-layered picture books and use some digital tools and software to create digital stories (scenes, characters, plots). Specific lessons focus on the importance of care and inclusive education. Students will learn about different types of diversity, such as cultural, linguistic, and socio-economic diversity. Video materials are also included to show students the significance of providing equal opportunities for all and how to create and maintain a supportive and inclusive classroom environment.

A section introduces the European Union, its member countries, and some other useful information through age relevant activities at the students' level. Children may learn about the EU's role in promoting peace, democracy, and human rights and the unique and invaluable opportunity to cooperate with other groups of learners from different cultural and linguistic backgrounds through e-twinning.

The module is designed to be flexible, allowing teachers to adapt the materials and activities to suit their students' age, needs and interests. The teacher's notes provide detailed guidance on implementing the module and using the materials effectively in the classroom. The lesson plans also include clear learning objectives, a list of teaching aids, relevant sources and supplementary materials. The module comprises various multimodal activities and resources, ranging from picture books to hands-on digital storytelling projects, from rhymes to non-fiction, movement games to visual group projects to help engage all students and make learning more interactive.

The module includes opportunities for differentiating instructions to support students with diverse learning styles and learning needs. The activities and materials are adaptable for students at different language levels and offer chances for high achievers. The module highlights ways to connect the topics of storytelling, inclusion, and the European Union to various subjects, like language, visual arts, or social studies.

Overall, this teacher development module is a valuable resource providing teachers with ideas and materials on effectively integrating digital storytelling, inclusion, and the European Union into their curriculum and providing a well-rounded education for their students. It aids the teacher's ongoing professional development and opportunities for collaboration.



### C. Instructions to record an animated clip based on a written story

The Lesson plan presented in the previous section would ultimately result in students writing stories based on or dealing with care for education and inclusion.

In this second part of the School Toolkit, we will focus on the three steps to be followed to transform the written story into an animated story, that is to say, 1) App interface and selection of story elements; 2) Animation of the story using the app developed in this project; and 3) Recording of the story to be distributed as a clip containing audio and/or subtitles.

#### 1) App interface and selection of story elements

The Animated stories App offers ready-made components (wide range of characters, backgrounds and separate objects – fruits, toys, clothes etc.) to create simple animation of the children's stories, composed while reading a book. Students are to choose images themselves, complement them with individual details, sounds, etc., developing the skills to create detailed artistic images.

All images, used for animation were created by the teachers and master students of the Department of Fine Arts from the Poltava V. G. Korolenko National Pedagogical University. The images are completely different in style, reflect different artistic visions, and consider the need to cultivate tolerance and cultural diversity.

The App is available in Module 4 of the course in the Moodle platform as a SCORM package, the Java Script programming language was applied for its creation. It does not require the installation of additional programs, thus any user can work with the web page in browser window.

Considering the recommendations of experts, the app allows for a 6-stage story to be created, following the three-act story arc structure, thus offering, if needed, two stages for the beginning, middle and end of the story.

Every animated story has several stages. The character moves in the middle of the screen (within the corresponding background). There may be several objects added for the character to interact. One must select the background, character and objects images before the beginning of animation. Character's transformation in the course of the story is also important and available.

Based on the specified requirements, the following page structure was chosen:

- the main part of the page is the animation area
- below the animation area — the image preview area
- the right part of the page is the image selection area



The largest screen area is intended for the display and movement of characters and objects (below the list of the images available can be found). To keep the list short, the pictures are displayed by categories: characters (people of different ages, genders, religions, nationalities, etc.); backgrounds (locations); objects. In total, the image gallery contains more than 200 pictures.

The right side of the animation page is for managing image selection. The final version of the application allows to choose a background, no more than three characters and no more than 3 objects for every stage. The selected images are placed in a table consisting of 6 columns, which correspond to the stage of the story. The table cell corresponding to the selected object is highlighted in color.

The cells of the table for a new story are filled in sequentially: first comes the image of the first stage (background — characters — objects). The created set of images can be edited later, if necessary. In addition, the user is not required to select all seven images for each of the stages, and any cell empty may be left empty.

At the bottom of the object selection area is a tooltip for the scene number and object type currently selected, and a link to the start page.

When the image selection is completed, the user can proceed either to the actual creation of the animation, or to editing the selection.

## 2) Animation of the story using the app developed in this project

Saving selected images between browser sessions was very helpful during the practical testing of the App. If necessary, the image in the table can be changed by entering the editing mode. Updating the selection table can also be useful if there are complications, inaccuracies, etc. in the animation recording process.

The objects and characters of the animation can be dragged with the mouse within the area. Attaching objects to the character (pieces of clothes for instance) is available. One need to press the Ctrl key and then move the object to the character.

To reduce the size of an object, user can click onto it with the right mouse button, double-clicking on the object increases its size. However, unlike objects, a character cannot be "attached" to another character or change size as a result of a mouse click. It should be noted, that creating a story requires quite thorough preparatory work. Also, the animation of the story is carried out in an interactive mode, and therefore the animation has a short "lifetime".



### 3) Recording of the story

Ensuring the possibility of recording animated stories and adding subtitles to individual frames became important for the implementation of the project's tasks.

Also, a thorough analysis of software products designed for video recording and editing was conducted. As a result, the Icecream Screen Recorder program was chosen to record video from the screen during the animation. This editor is easy to use and can be used for screen recording with audio. Both a free version with limited functionality and a professional full version are available for downloading.

Icecream Screen Recorder program involves selecting a part of the screen to record. During video recording, up to user's request, it is possible to stop this process and draw or enter text that will be displayed on the screen. The program also provides the recording of sounds (both from computer and microphone). An interesting highlight is the ability to embed video from a webcam into the recording, which will make the stories even more alive by adding videos of the children who are the story authors.

At the end of the recording, you can choose the file saving format and, if necessary, edit the video or convert the created file.

#### **D. Analysis grid for stories**

This School Toolkit also includes a checklist to assess, and thus determine, how care for inclusion is taken into account in the stories created by students considering the different layers and elements of storytelling, with a special focus on character profiles, conflicts and story solutions.

#### **E. Examples of recorded animated stories**

Considering the technical possibilities of the programs explained in the previous section, the resulting animated stories can be a combination of:

- Animated visuals + off-voice audio in English or local language + subtitles in English
- Animated visuals + off-voice audio in English or local language
- Animated visuals + subtitles in English

This School Toolkit provides an example of each of these possibilities:

1. AV\_audio\_SBT
2. AV\_audio (local language)
3. AV\_audio (English)
4. AV\_SBT

