

# Curriculum Insert: Storytelling and Illustration for Ages 3-8

## Objective:

To engage students in storytelling and visual arts, enhancing literacy, language, and fine motor skills through both cooperative and individual activities - and for children to participate in the Very Young Author's Competition.

## Duration:

This guide spans over 5 sessions, each approximately 45 minutes to 1 hour.

## Session 1: Introduction to Storytelling

### Activity Options:

#### Option 1: Collective Storytelling

- Warm-Up: Discuss what a story entails, share a simple story to engage students.
- Story Creation:
  - In a circle, one student starts a story with one sentence, passes it on, and each adds a sentence until a complete story is formed.
- Materials: Paper/whiteboard for recording.

#### Option 2: Individual Story Creation

- Warm-Up: Same as above.
- Individual Story:
  - Writing: Older or more advanced students have extended time to write their stories.
  - Verbal: Younger children (3-5) get 2-3 minutes to narrate their story.
    - Audio Capture: Use an audio recorder to capture each story while writing main points on the board for reference.
- Materials: Individual sheets of paper, audio recorder.

### Curriculum Goals:

- Oral storytelling, understanding narrative structure (Option 1).
- Encouraging individual creativity, quick narrative development (Option 2).



## Session 2: Illustrating the Stories

- For Collective Story: Students choose a part they contributed to illustrate.
- For Individual Stories: Illustrate their own story, using the audio recordings or written notes as a guide. If stories need further development, allocate time here.

Alternative:

- AI Illustration: Introduce AI tools to generate images based on story elements for both options.

Materials: Drawing supplies, digital devices for AI (if applicable).

Curriculum Goals:

- Visual literacy, motor skills, integration of technology in art.

## Session 3: Book Making

- For Collective Story: Assemble the story into one book, each student's illustration corresponding to their contribution.
- For Individual Stories: Each child creates their book using:

Tutorial: [How to Make a Book From Scratch](#)

Materials: Paper, binding thread, binding tools, or whichever method you prefer (eg glue, scissors or other binding materials)

Curriculum Goals:

- Hands-on experience with book creation, fostering pride in personal work.

## Session 4: Story Refinement and Selection

- For Collective Story:
  - Refine the group story with class feedback, vote on the best for potential submission.
- For Individual Stories:
  - Share stories for constructive feedback, select one or more for further refinement.

Curriculum Goals:

- Developing critical listening, editing skills, and decision-making.

## Session 5: Finalization and Presentation

- For Collective Story:
  - Final edits, prepare for submission or presentation.
  - Host a small "book launch" event.
- For Individual Stories:
  - Finalize personal books, ready for sharing or entering competitions.
  - Each child or selected stories are presented to the class or broader audience.

Materials: Final draft supplies, digital tools for presentation or submission.

Curriculum Goals:

- Public speaking, project completion, cultural and narrative appreciation.

Variability and Adaptations:

- Age Adaptations: Adjust activities based on age; more verbal for younger students, written for older ones.
- Curriculum Integration: Tailor to focus on language arts, art, or technology education.
- Group Dynamics: Option 1 for collaboration, Option 2 for fostering individuality.
- Cultural Inclusion: Encourage stories reflecting diverse backgrounds.

Assessment:

- You can evaluate participation, creativity, narrative development, peer interaction, and feedback application across sessions.

Tips for Teachers:

- Flexibility: Adapt session durations or activities based on student age, ability and engagement. Sessions can be combined, and students can be split into groups with different roles based on specialisms.
- Encouragement & Guidance: Foster a supportive environment by celebrating all efforts. Remember, young authors can be guided, like adults, who have editors!
- Inclusion: Ensure accessibility for all students, accommodating different learning styles and capabilities.

This guide provides a structured yet adaptable framework for integrating storytelling and illustration into the curriculum, enhancing both personal and collaborative creativity.

**Participating in the Very Young Author's Competition:** collective or individual stories created by young people during school activities can be submitted by the schools to British Isles Publishing via the competition page.