

INITIAL THOUGHTS AND LEARNINGS

Children love stories

It's a given.

At any point, at any time, stories simply have the power to flip any situation for the better

Is your child not eating? Tell them a story and they will!

Is your child bored sitting at home while it's pouring outside? Tell them a story and they'll be entertained!

Want to calm your child during a tantrum? Tell them a story and it'll do the trick!

Unfortunately today, storytelling is slowly becoming obsolete because parents prefer to **just hand their kids a gadget to fidget**, rather than to escape with them into magical castles.

And here's where this becomes a problem...

Without stories, children miss out on a lot of developmental milestones.

According to Bruner an American psychologist," Stories provide a realistic and authentic opportunity to capture children's attention and help them listen and learn more actively than other forms of instruction by providing a vehicle to bring facts to life, make the abstract concrete and, through meaning-making, make disciplinary literacies more accessible"

Children in kindergarten are in a period of growth and development. They tend to imitate what they see and hear.

- Digital storytelling makes the child more enthusiastic, happy, and excited so that the information delivered by the story is easily absorbed by the child. It is not simply fun; with a digital story, the good behavior in the traits that the character possesses in the story can be imitated by the child.
- The problem with digital methods is that children can be addicted to watching videos they like, so it takes the guidance of educators and parents to help children both to control their

intense wish to watch unnecessary videos and to guide their perspective on entertainment to better things.

- However, storytelling in a traditional way is not less interesting, but the drawback is that the child usually loses focus if the story is not interesting anymore. Storytelling in the traditional way is considered monotonous because there is only one voice from the storyteller; it is necessary to have storytellers who are trained to make traditional storytelling feel lively and fun.
- Indirectly, the benefits gained from storytelling lead to the formation of good habits amongst children. Moral messages can be delivered by parents after the storytelling activities which have been both digitally and traditionally performed.
- Little things like helping parents, singing, friends, loving animals, saving, always being honest and independent, and stick in the child's memory and cause them to carry out the messages they have received.

“The modern expression of the ancient art of storytelling. Digital stories derive their power by weaving, music, narrative, and voice together, thereby giving deep dimension and vivid color to characters, situations, experiences, and insights.”

Examples

- In-person, live telling, recorded in a digital format (recorded on video and posted to Youtube or Vimeo)
- Digital book trailers (Animoto)
- Personal narratives (iMovie, Photostory)
- Storytelling via digital library resources (International Children's Digital Library)
- Informational/content-oriented storytelling (Movie Maker)
- Text or audio-recorded narration of images, drawings, or photos (Voicethread, Storybird)

Factors affecting storytelling

- Storyteller: style, involvement, rapport, ability
- Story: content, rhythm
- Environment: distractions and recency of the storytelling

- Listener: novelty/familiarity, activation of memories, training or social role, expectations, comfort, and preferences

Table 2. Roles and behaviors of storyteller and listener in traditional storytelling.

Storyteller	Listener
Creates trust in the listener, creates sense of and rapport with the listener	Trusts the storyteller, feels sense of rapport
Creates and stimulates mental images for the listener through storytelling	Sees images of the story in the mind's eye through referential and experiential interpretations
Tells a story with these components: characters, intent, actions, struggles, and details;¹⁹ as teller, enters into dialog with listener	Listens to and follows the story, as listener, enters into dialog with teller
Tells a story live, usually in the same room as the listeners	Listens to a live story, usually in the same room as the teller
Performs gestures or movements, uses body language, uses props to support telling the story	Observes the teller's use of gestures, movements, body language, and props as part of the listening and viewing experience
Provides opportunities for interaction, participation, response, dialogue; in turn, responds to listeners' responses and reactions	Responds to teller's invitation (which may be overt or less explicit) to participate vocally, with actions, in other observable ways, such as body language
Adjusts and improvises content, pace, timing, vocabulary, dialog according to listeners' responses and needs of the audience; connects this audience with this story²⁰	Demonstrates needs through feedback, observable behaviors (e.g., eye contact) and/or inherent qualities (e.g., age)
Creates and participates in a unique, singular storytelling experience via his or her telling role in the storytelling process	Creates and participates in a unique, singular storytelling experience in a time and place via his or her listening role in the storytelling process
Provides the focal point of a shared, live experience for the audience	Becomes part of a group of listeners and part of the community in the space
Performance and dramatic appeal may calm or energize the audience²¹	Show or feel emotional response or connection

Why no video?

Children are already exposed to screens and are having too much screen time. So during the process of storytelling if the video is included it would increase the screen time more. So considering this fact video is excluded from the idea and it would be more of audio files, where the child can listen to the stories along with their daily activities without increasing their screen time.

The attention span of children according to their age

<u>Aa</u> AGE	<u>≡</u> ATTENTION SPAN
<u>2</u>	4-10 min
<u>3</u>	6-15 min
<u>4</u>	8-20 min
<u>5</u>	10-25 min
<u>6</u>	12-30 min
<u>7</u>	14-35 min
<u>8</u>	16-40 min