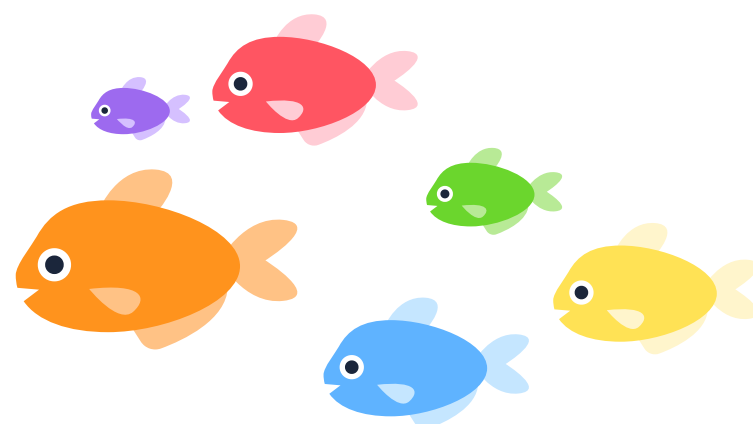


Teaching Activities

Storytelling based on creativity

T.A.L.E. - Teaching through Alternative Learning Environments
Erasmus+ 2024-2-IT02-KA210-SCH-000295450

THE 6 RAINBOW FISH PROJECT



Erasmus+
Enriching lives, opening minds.

Teaching Activities

Storytelling based on creativity

Another activity developed within the same Erasmus+ project by the 6th grade students was the creation of an inclusive digital story called “The 6 Rainbow Fish”. The story promotes values such as diversity, empathy, teamwork, and inclusion through different fish characters, each with unique abilities and difficulties.

The students worked on this project through several stages:



Teaching Activities

Storytelling based on a creativity - Description of the activity

1. Brainstorming and Exchange of Ideas

First, the students participated in brainstorming sessions where they shared ideas about friendship, diversity, emotions, and inclusion. They discussed how everyone has different strengths and challenges and how these differences enrich society.



Teaching Activities

Storytelling based on creativity- Description of the activity

- **Session 2: Topic Selection**

After discussing different possibilities, the class decided to create a story about sea animals representing diversity and inclusion. The students chose colorful fish characters because they considered them attractive, creative, and easy for younger children to understand.

- **Session 3: Character Creation and Story Development**

Students worked collaboratively to invent the six fish characters. Each fish represented different abilities, personalities, and needs. Together, they created the plot, dialogues, and moral of the story, promoting respect, cooperation, and empathy.



Teaching Activities

Storytelling based on a creativity - Description of the activity

- **Session 4. Application of Universal Design for Learning (UDL)**

The project was developed following the principles of Universal Design for Learning to ensure participation and accessibility for all learners. Different forms of expression and communication were included, such as:

- Visual supports and pictograms
- Simplified texts
- Oral storytelling
- Collaborative learning
- Creative digital resources

This methodology helped all students participate according to their abilities and learning styles.



Teaching Activities

Storytelling based on a creativity - Description of the activity

- **Session 5. Use of Digital Tools**

The students used several digital tools throughout the project:

- Canva to design the digital story and visual presentations.
- Picto Translator to include pictograms and improve accessibility and comprehension.
- ChatGPT to support idea generation, vocabulary development, and text improvement in English.

- **Session 6. Collaborative Work**

Students worked in cooperative groups where every member had a role. They practiced communication, teamwork, creativity, and problem-solving while creating the story and designing the visual materials.



Teaching Activities

Storytelling based on a picture - Description of the activity

- **Session 7: Presentation and Reflection**

Finally, the students presented their story to their classmates and reflected on the importance of inclusion, friendship, and mutual support. Through this activity, they improved their English communication skills, digital competence, and social awareness.



Teaching Activities

Storytelling based on a picture - Description of the activity

- **Session 8: Creation of a Digital Assessment Tool**

In this session, the more advanced students created a digital assessment tool using the Kahoot! application to evaluate reading comprehension of the story. In addition to presenting the story within the application, they created a Kahoot quiz with multiple-choice questions.

