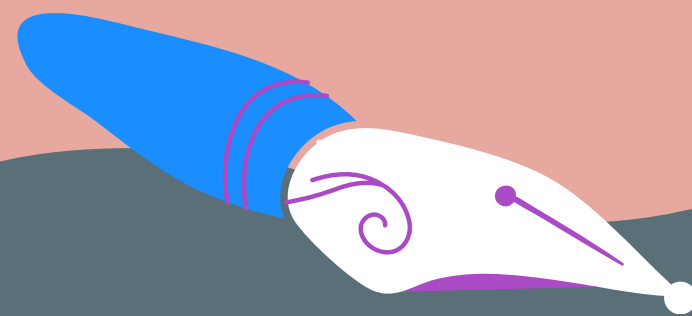




Co-funded by the
European Union

STORYLAB: INNOVATIVE LEARNING TOOLS



**STORYTELLING IN EDUCATION IS THE PRACTICE OF USING
NARRATIVES TO TEACH CONCEPTS, ENGAGE STUDENTS, AND
ENHANCE LEARNING. IT TRANSFORMS LESSONS INTO COMPELLING
STORIES THAT CAPTURE STUDENTS' ATTENTION, MAKING
INFORMATION MORE MEMORABLE AND MEANINGFUL. INSTEAD OF
JUST PRESENTING DRY FACTS, STORYTELLING HELPS EDUCATORS
BUILD EMOTIONAL CONNECTIONS, ENCOURAGE CURIOSITY, AND
FOSTER CRITICAL THINKING.**

PROJECT GOALS



1. Develop Storytelling-Based Lesson Plans

2. Empower Teachers with Storytelling & Digital Tools

3. Integrate AI & Digital Technologies in Education

4. Enhance Student Engagement & Critical Thinking

5. Promote International Collaboration & Best Practices



EXPECTATIONS FROM PROJECT PARTNERS

COMMITMENT & ACTIVE PARTICIPATION

- ✓ All partners must actively engage in project meetings, training sessions, and collaborative activities.
- ✓ Schools should provide the necessary support for teachers to integrate storytelling methodologies.
- ✓ Partners should share experiences, challenges, and best practices to improve the implementation.

IMPLEMENTATION OF STORYTELLING-BASED LESSONS

- ✓ Each school must pilot storytelling-based lesson plans and track their effectiveness.
- ✓ Teachers should apply digital storytelling tools in their classrooms and encourage student participation.

REGULAR COMMUNICATION & PROGRESS MONITORING

- ✓ Submit quarterly progress reports on lesson plan implementation and student engagement.
- ✓ Participate in monthly virtual meetings to ensure the project stays on track.

EXPECTATIONS FROM PROJECT PARTNERS



DISSEMINATION & SUSTAINABILITY

- ✓ Share project outcomes with local, national, and European education communities.
- ✓ Engage in eTwinning projects, Erasmus+ dissemination activities, and school-wide promotions.
- ✓ Ensure that the project's impact extends beyond its duration, incorporating storytelling into long-term curricula.



PARTNER ROLES & RESPONSIBILITIES - STORYLAB PROJECT



1. LEAD COORDINATOR – ESCOLA SECUNDARIA CACILHAS-TEJO (PORTUGAL)

- ✓ Overall project coordination and management.
- ✓ Ensuring all activities align with Erasmus+ priorities and objectives.
- ✓ Leading the development of storytelling methodologies.
- ✓ Organizing the pilot application of storytelling lesson plans in classrooms.
- ✓ Ensuring proper communication among partners and resolving any issues.
- ✓ Compiling and submitting progress reports to Erasmus+ authorities.

2. ÇANKAYA İLÇE MİLLİ EĞİTİM MÜDÜRLÜĞÜ TÜRKİYE

✓ Leading the dissemination strategy and media outreach for the project.

✓ Organizing local and national dissemination

✓ Ensuring alignment with national education policies for broader impact.

✓ Monitoring the progress of implementation in Turkish schools.
✓ Facilitating teacher training activities at the national level.

3. ÜMİTKÖY KIZ ANADOLU İMAM HATİP LİSESİ (TÜRKİYE)

✓ Implementing storytelling-based lesson plans across different subjects (e.g., English, Math, History).

✓ Conducting pilot applications in classrooms and collecting feedback.

✓ Organizing workshops for teachers to enhance digital storytelling skills.

✓ Evaluating the impact of storytelling on student engagement and learning outcomes.

4. SREDNO OPSTINSKO UCILISTE LJUPCO SANTOV (NORTH MACEDONIA)

✓ Developing and adapting digital storytelling lesson plans,

✓ Organizing teacher training sessions focused on interactive storytelling techniques.

✓ Conducting pilot applications in North Macedonian schools.

✓ Monitoring and evaluating the effectiveness of storytelling-based learning.

5. G&M PROJECTS (BELGIUM)

DIGITAL & AI TRAINING LEADER

- ✓ Providing technical expertise in AI-driven storytelling tools.
- ✓ Conducting workshops on digital tools (Canva, Adobe Spark, AI storytelling, VR learning).
- ✓ Offering ongoing technical support for educators using digital storytelling platforms.
- ✓ Assisting in the creation of interactive, AI-enhanced storytelling experiences.
- ✓ Ensuring the project's technology integration is effective and accessible.



ETWINNING



Throughout the project, eTwinning will be a key tool for sharing lesson plans, storytelling techniques, and resources among partners. Teachers and students will also interact through the platform, creating a dynamic and collaborative learning environment. We will include more schools to increase its impact. By developing a multi-partner plan, we aim to expand the reach of the project and enhance its dissemination, ensuring broader engagement and more meaningful results.



ETWINNING * LEADERS

**SREDNO OPSTINSKO
UCILISTE LJUPCO
SANTOV P.O. KOCANI
THE REPUBLIC
OF NORTH ACEDONIA**

**ESCOLA SECUNDÁRIA
CACILHAS-TEJO
PORTUGAL**

some of the following TASKS



**1. PROJECT LOGO
CREATION**

**2. ESTABLISHMENT OF
ERASMUS+ CORNER**

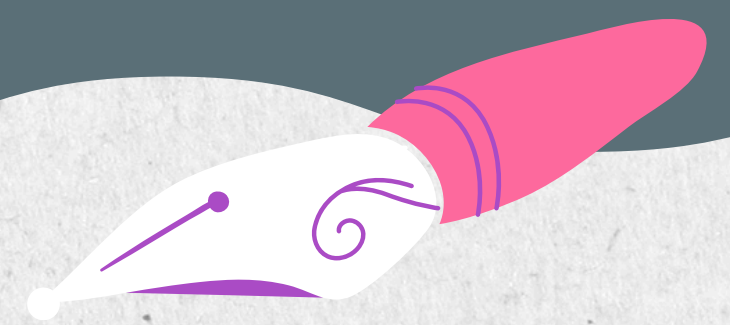
**3. ETWINNING
PROJECT**

**4. DISSEMINATION -
ALL**

**5. DIGITAL DISSEMINATION
TOOLS**



questions and answer



THE END

