

Storytelling lesson

Lesson complexity: Beginner

Grades: Kindergarten and up

Subjects: Languages, Literature, Social sciences, Arts

Created by: CoSpaces Edu

Introduction:

- **Listening comprehension** - Students hear a story and then put it into a visual representation.
- **Story writing** - Creating 3D scenes can be an interesting supplement to writing a story. Either students first write a story and then bring it to life in a virtual environment, or they first create a virtual storyboard as inspiration for their story writing.
- **Speaking** - Students and teachers can create short scenes and discuss them. This is especially interesting for foreign languages at a beginner's level.

Benefits:

- Encourage creativity
- Enhance verbal proficiency
- Improve listening skills

Activity example:

1. Explain the different ways a story can be told. Ask the class to give examples.
2. Ask your students to choose between creating their own story in CoSpaces Edu or retelling a story they read or heard and really liked through a creation space.
3. Introduce CoSpaces Edu and present the basic tools your students will need.
4. Ask the students to fill the stage and create their story visually.
5. Explore the virtual worlds VR, AR or simple 3D gyroscope mode.
6. Give your students some time to share their creations with other students.
7. Hold a discussion to reflect and think critically about what they experienced or why they made certain choices.

Creation guide



To create a story in CoSpaces Edu, start by choosing the environment in which you'd like your scene to take place.

To do this, click the “Environment” icon and select an environment.

You can also adjust the mood of your scene. Is it a sunny or a cloudy day?



You can now create the setting for the story by dragging and dropping objects from the library.

In this simple storytelling example, we'll be recreating the fable of the lion and the mouse.

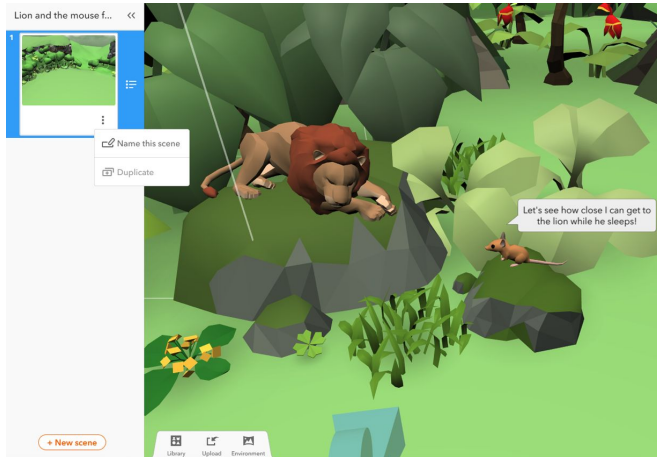
Let's find the animals we need for our main character and place them on the stage. You can adjust their size, position and color.



Continue filling your scene with more objects such as vegetation or anything else that fits your story.

Any object can be repositioned, rotated and resized with the appropriate mouse commands.

Double click on an object to open the inspector, where you'll find all the options to change object color and add animations to your characters.



Using the inspector, you can add speech and thought bubbles to your characters.

To structure your story, create multiple scenes within your space. Open the menu on the left and duplicate your scene to have the same content to edit.

Create as many scenes as you'd like and design every scene needed to tell your story and bring it to life.



Once all the elements of your story are in place, you can add code to make your scenes interactive.

You can also upload a sound recording to add a narrative to your story. Why not ask your students to record their own?

When your story is ready to be played, click "Play" to explore it and dive in

Example space



The Lion and the Mouse fable

[View example space](#)