

Discussion Question 1: Is storytelling an artform that can enhance an instructional designer's toolbox? Is storytelling a competency that can inform course design?

Discussion Question 2: Consider an objective in a course that you design or teach. How could you re-state that objective as a conflict to resolve?

Discussion Question 3: What skills or knowledge will the learner need to know in order to resolve the "climax" moment in this story?

Discussion Question 4: How might you construct a string of pearls / storyline for the objective identified in question 2?



Discussion Question 5: What format or approach might you use in sharing this story with learners?

Activity: Build Your Story-Telling Skills with Intentional Pedagogical Purpose

Idea 1: Share discipline history through use of story (Historical Narrative)

Idea 2: Case Study approach

Idea 3: Attention – Gaining stories as Session Overviews

Idea 4: Choose Your Own Adventure story with looping options

Idea 5: Fables and parables

Idea 6: Course built as overarching Story – "Pearls" in string of pearls serve as modules

Idea 7: Student-generated stories: Life Narrative prompt

Idea 8: Student-generated stories: PhotoVoice

Activity: Stretch Your Story-Telling Muscles

Exercise 1: Tell us something about yourself that we wouldn't know otherwise.

Exercise 2: Try and recall a favorite childhood story.

Exercise 3: Tell us about an antagonist or 'force of nature' person in your life.

Exercise 4: Tell us about the first time your heart was broken.

Exercise 5: How were you affected by a seminal cultural or sporting event?

Exercise 6: Share a 'Cusp of an Era' event.

Exercise 7: Tell us about a powerful, major event that many of us shared.

Exercise 8: Can you recall a small event that moved you or changed you?

Exercise 9: Sell us on an idea of yours, or a cause that you really care about.

Exercise 10: What is a passion of yours, and why?

*The 10 exercises above were developed by Bobette Buster and shared in her book, *Do Story: How to Tell Your Story so the World Listens*.

Moving Beyond "Once Upon a Time": Storytelling and Course Design References

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