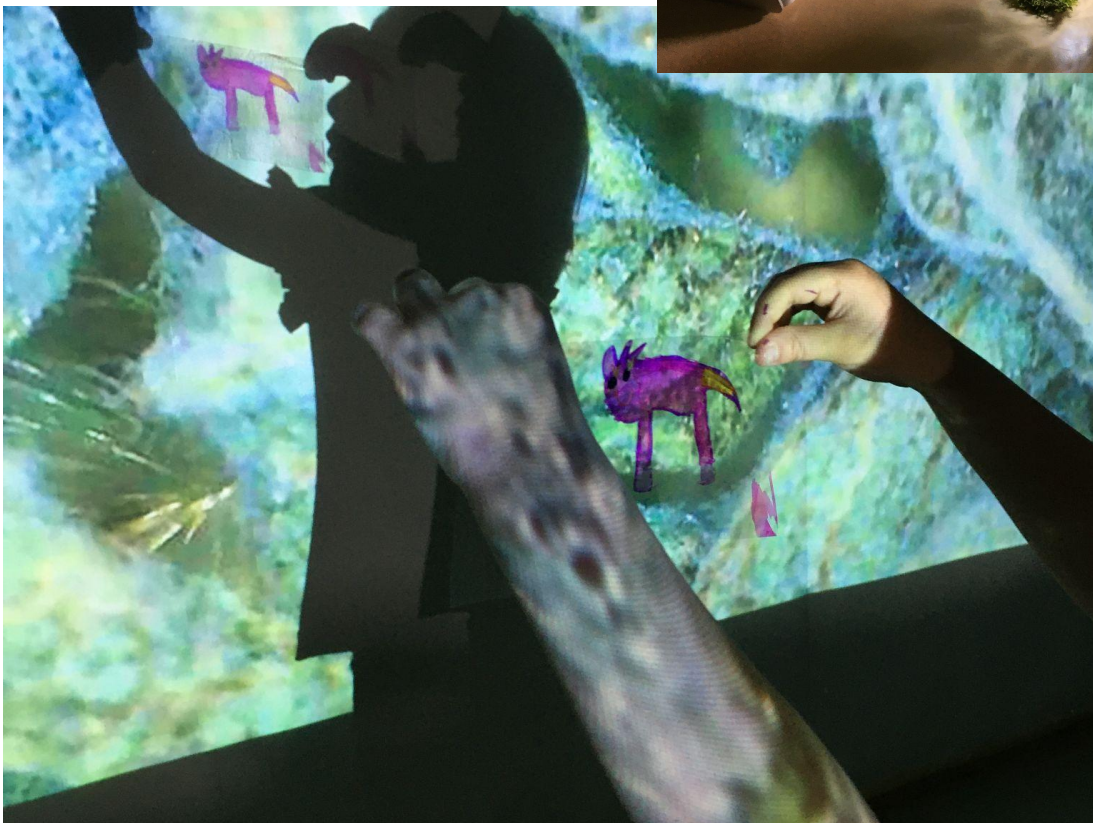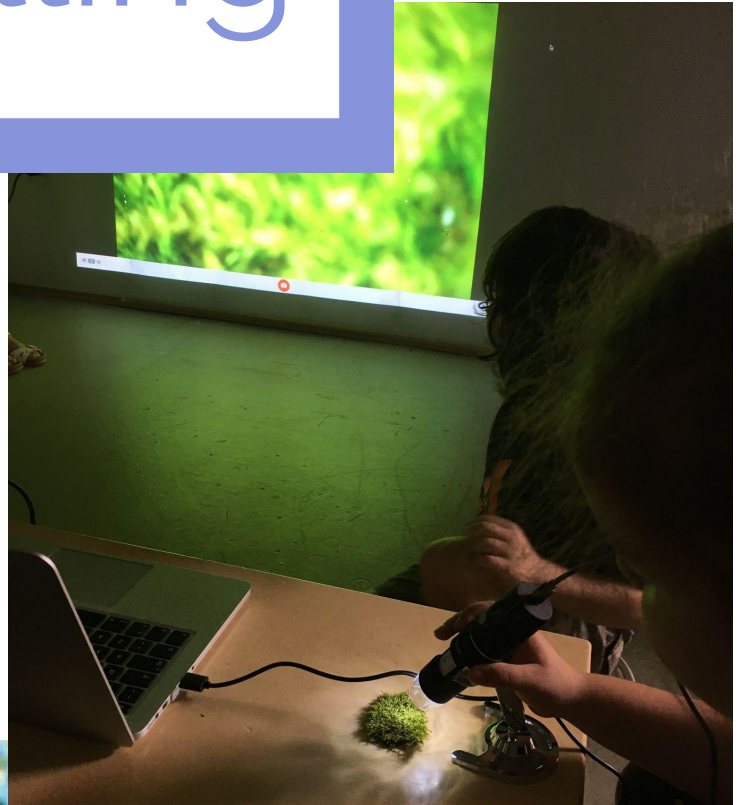# Nature's Storytelling

Nature's Storytelling

An idea from:

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Age: 4-5 years

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Keywords: #storytelling #art #science #immersiveenvironments #digitalmicroscope

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Key question: *How many stories can we find in the enlarged and projected image of nature?*

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General objectives:

- Participation in the discovery, exploration and experimentation of different tools and materials;
- Peer collaboration and cooperation in playing and building a common project
- Development of language and narrative skills;
- Support for imagination, fantasy, invention of stories within a playful context;

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Time: 6 activities of about 30-45 minutes each for a total of about 5 hours

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Materials

At school	At Home
- Projector - Pc - Digital microscope - Natural elements - Acetate sheets - Box as a transitional element school-home	- smartphone (torch and video camera) - Natural elements - transparent materials

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Software/ Apps:

Emaze	iMovie	QR code generator
Objective: Organisation of a virtual exhibition	**Objective:** Audio/video editing	**Objective:** Linking to a QRCode
Media: Computer	**Media:** Computer; smartphone; tablet	**Media:** Computer; t
Link: https://www.emaze.com	**Link:** https://www.apple.com/it/imovie/	**Link:** https://www.qr-code-generator.com/
Alternatives Keynote/Microsoft Power Point, Google presentations	**Alternatives** VN, CapCut, InShot, windows photos tool	**Alternatives** Google Chrome integrated tool, bit.ly

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Short Presentation

The projection of enlarged nature becomes the backdrop for games and the invention of fantastic stories…..

After collecting natural materials in their surroundings and collecting them in a box, that becomes the transitional object that will enable children to continue experimentations started at school to be continued at home and vice versa, children discover new properties of these materials through their observation with a digital microscope. Attaching the microscope to the projector, the enlargements give rise to imaginative and evocative environments, with which the children can play, interact and develop a character that will be brought home for the development of a common chain story.

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Step by Step

Step 1 --- *At school*	Educators give each child an empty box to be personalised. The box will become the "Kit-box" that will be used to contain materials and objects that have to be transported from school to home and back. Each child takes his/ her box home for the next step.
	In case of distance learning Children are invited to create the box at home, using recycled material.
Step 2 --- *At home*	Together with their families, the children search and collect natural elements (in the garden, kitchen, woods, city park, etc.) that they would like to bring to school. The collected objects are placed in the kit-box.

Educators collect materials as well, to have a selection of interesting materials ready to add to what the children have brought in case there are children that arrive at school without or with an empty box.
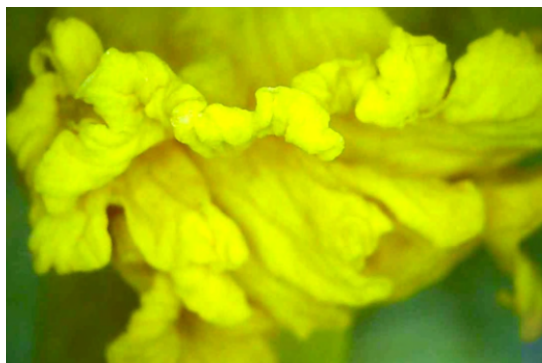
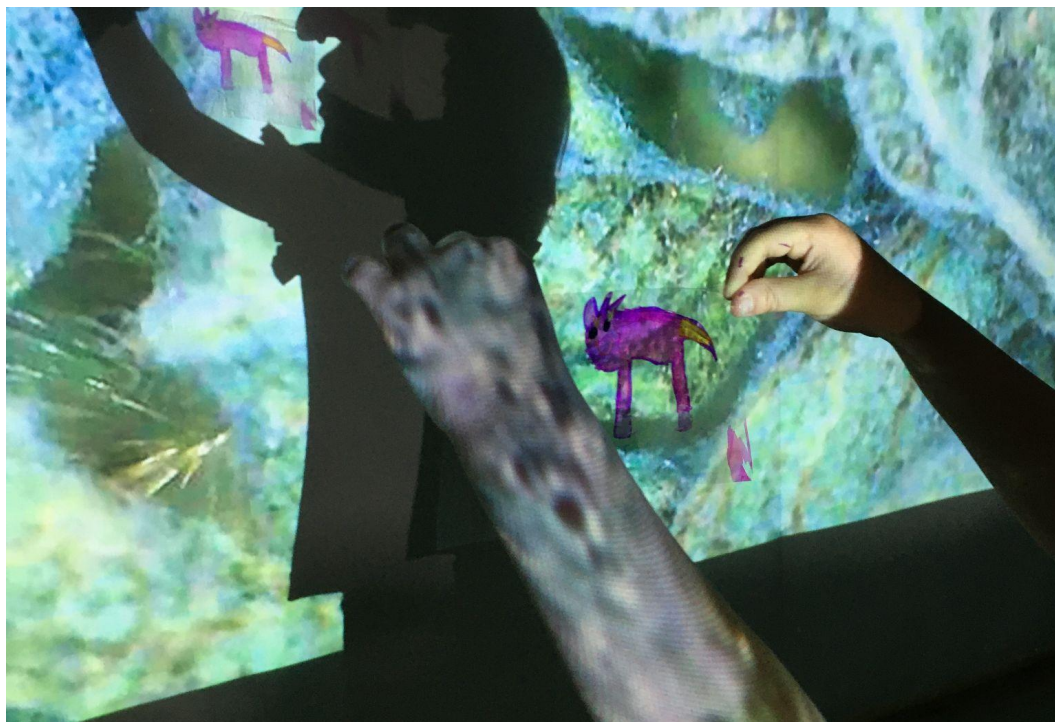|	
Step 3 --- *At school*	Creating fantastic environments with "digital shadows" The natural elements, brought by the children are observed under a digital microscope, which is linked to a pc and the projector: Projected onto the wall, they give rise to different kinds of shadows and perspectives of the materials. The projected enlargements give rise to imaginative and evocative environments, with which the children can play and interact. **In case of distance learning** Go directly to step 5

| **Step 4** --- *At school* | Developing characters

The educators project different materials through the perspective of the microscope and invite children to fantasise on the projected images, asking open questions and directing children in the development of characters. These characters are then "transformed" into shadows using cardboards, acetates, etc, that interact with the projections for the further development of the stories: |
|---|---|
| | |
| | **In case of distance learning** Go directly to step 5 |
| **Step 5** --- *At home* | Development of a "chain story" In the kit-box, in addition to the previous elements, children find a character (the same for all children) that was agreed with them during the previous experiments, drawn by the educators on an acetate sheet/ cardboard. Parents are asked to create a "shadow theatre" at home using a source of light and inviting the child to use the character by making it interact with another element in the box and to narrate an action that the character performs, in a sort of short story (example: character + triangle: the character slowly climbs a mountain and when he has reached the top slides down the other side quickly...). |

The parent is asked to film the scene and send it to another parent, so that the next child can continue the story by having the same character interact with another element of their choice. Parents are also asked to share the videos with the educators, so in case the chain is interrupted it can be continued by the educator. It is also important to leave the story without an ending so that children who were not able to work at home with their families can create their own piece of the story at school.

| **Step 6**

At school | At school, educators play again with the children and add other "scenes" to the story so all children can participate in the development of the common story.
All stories are then put into succession and shown to all children. Educators facilitate a collective discussion. |
| | **In case of distance learning**
Educators edit the various videos with iMovie and send the result to the families. In a call on meet the children and educators discuss the video and reflect on their experience during the workshop. |

Example of chain story made by the families of the Kindergarten Scuola dell'Infanzia Tre Piere, Oderzo - Italy: Una storia a catena

Conclusion

Presence	Virtual
Families are invited to visit an exhibition showcasing the project documentation and trying out some of the activities (e.g. digital microscope) for themselves, guided by the children.	Educators create a virtual exhibition with eMaze and send the QR code to families.