

## Storyboarding

### What is it?

Storyboards are graphic organisers to allow students to visualise a movie, animation, project, process, campaign, etc. Storyboarding is a useful active learning strategy for engaging students with a narrative, timeline or audio/ visual project.

### Why use it?

It allows students to develop and preview a step-by-step process, such as a story, workflows, camera angles for a film, words of a character, product design intent etc.

Storyboards could be used to:

- plan a video production
- write a story/script
- plan a process/experiment
- develop a marketing campaign
- schedule a project or research
- plan a presentation
- design how a product works
- design a service
- explore differences in techniques

### How does it work?

Students roughly draw a scene or a step in a technique or process. If working on a computer the students might use drawing tools, clip art or photographs instead of hand drawn scenes. Above or underneath each scene, notes can be made with dialogue or a description.


### Activity

Give the students printed blank storyboard templates to complete. Have plenty of spares. Using the visualizer, students can take turns to share storyboards with the class.

### Where to find resources?

- A storyboard template can be found below.
- For other practical approaches to learning activities visit Learning Design and Teaching Innovation and search the available resources: <https://ldti.newcastle.edu.au>

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# Active Learning

## Have you tried Storyboarding?

Project: \_\_\_\_\_