

5th Press Release

STORY CHANGERS: “You Tell Stories”: Become the Hero of the story

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In its opinion of October 10th, 2018, the Committee on Industry, Research and Energy of the European Parliament underlined that *“in a context of rapid digital and societal transformation, the education system should support, from an early age and throughout life, a balanced set of skills and competences boosting individuals’ resilience, critical thinking, well-being, and innovation potential”*

Story Changers, an Erasmus+ project that began in 2020, aims at addressing this very challenge, that is, to enhance young pupils’ social skills by **“building a bridge” between storytelling and virtual reality**, and by integrating such notions into a curriculum adapted to the primary education system. Storytelling, is in fact seen as a compelling tool to enable young students to develop a set of skills that will support and enrich their way towards adolescence and adulthood.

To develop the aforementioned skills, the “You Tell” stories are “open-to-the-reader’s-decisions” stories. That is, they comprise certain “decision points”, where the reader is asked to decide between two (or more) different reactions of the hero, and, depending on the option selected, he/she is directed to a certain page.

Both the subject and the form of the “You Tell” stories have been selected as most appropriate for the development of pupils’ social skills and values. More specifically, the rationale behind the “You tell” Stories is that in “open-to-decision” stories, the reader weights up the pros and cons of an alternative decision. This has as a consequence to influence the maturing process of young readers, as the latter have the opportunity to interact with the story relying on their own perspectives, while they are invited to activate their critical thinking, their creativity and their imagination. Young readers assess the situation which has occurred in the story and estimate the impact of their decision thus becoming the heroes of the story. In essence, non-linear texts have a positive influence on the maturing process of young readers, as the latter have the opportunity to interact with the story relying on their own perspectives, while they are invited to activate their critical thinking, their creativity and their imagination.

In conclusion, the core purpose of the “You Tell” stories are to help primary school pupils develop basic social skills and cultivate certain social and ethical values, all stories revolve around or address one or more of the following topics:

- Diversity
- Resilience
- Friendship
- Respect
- Limits

You can find below the 10 “You Tell stories” that are publicly available on the project’s website and will remain so after the end of the project, thus they can be utilized as innovative tools that can be integrated in formal/informal/non-formal teaching by any teachers or any other interested party.

Title	Main Topic
1. The Scary Dictionary	Respect
2. The Journey of the Animals	Friendship
3. May It Shine for Them All: the Mystery of the Missing Moon	Diversity
4. The Red Crabs Island	Resilience
5. Kike and Redfeathered	Friendship
6. “The Brightest Firefly” - A story about the value of respect	Respect
7. “How Can I say No to You?” – A story about the value of having limits	Limits
8. Rospo	Limits
9. The Girl With The Enchanted Voice	Diversity
10. The Carob Tree	Resilience

For more information

[\(PDF\) Non-Linear And Interactive Storytelling For Children Book \(researchgate.net\)](#)

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