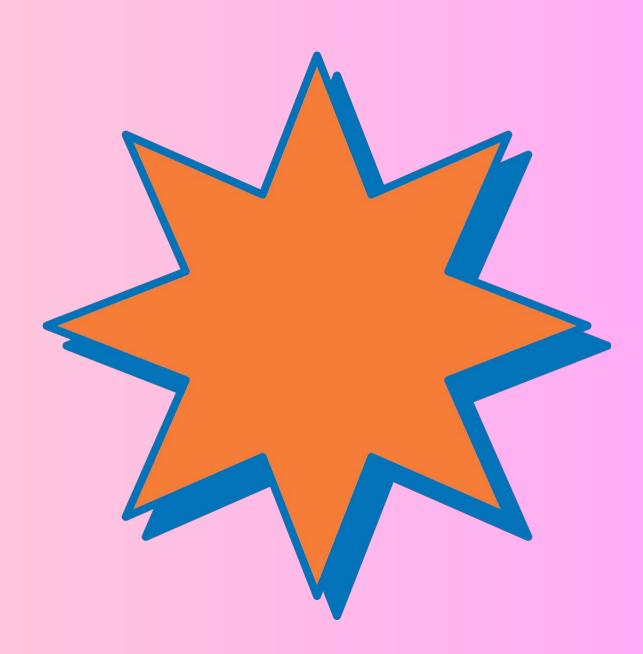




# Storytelling Modules







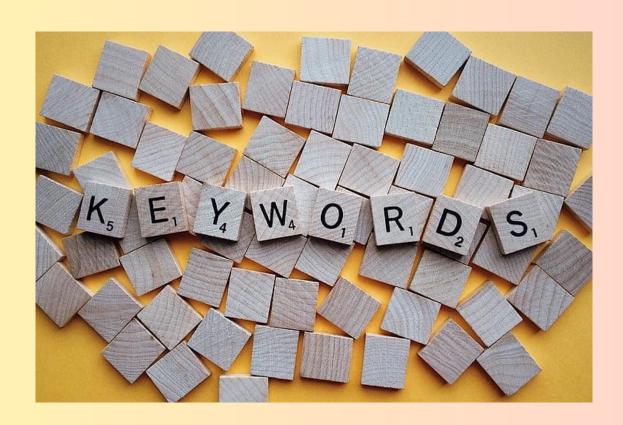
#### About the modules



The modules or programs are formed depending on the storytelling methods and they are instructional resources for youth workers, trainers, teachers, and social workers who deal with and facilitate peer-to-peer learning within multicultural groups, especially in situations where young Europeans and immigrants—paying particular attention to refugees and asylum seekers—collaborated in inclusive learning settings. The programs can be used to create young people a space where they share their experiences through storytelling. They are a roadmap to integrate newcomers into a new environment so that they can feel heard and express their feelings in a safe dialogue.



#### Storytelling without words



This storytelling method is used to invite participants to tell their stories to others without using words. They can use their imagination to describe their stories as long as it does not involve verbal communication, for example drawings, mimics etc. After each participant creates the jamboard with their story, the other participants have to guess the story.









## Objectives

The objective of this workshop is to stimulate the creativity and imagination of the participants. It also aims to include everyone in the activity, especially shy participants who tend not to quickly open up to others. It is an inclusive and interactive way to share stories and experience with others. A lot of soft skills are acquired through this method such as nonverbal and visual communication, public speaking, social skills and digital skills.





### Yippee Youth work Improved through young PeoPIE's

#### Methodology



#### Quantitative

Duration: 1 and half hours

Number of Participants: 10+

Age Range: 18-30

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#### Qualitative

Materials:

An online meeting platform such as Zoom Jamboard





#### Instructions



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For this workshop, a jamboard has to be created with a slide for each participant to describe their stories. In order to do this, the facilitator has to provide several themes and ask the participants to choose one of them:

- Once upon a time, I was really motivated to migrate...
- Once upon a time, in Europe, I expected...
- Once upon a time, there was this challenge about leaving my country...
- Once upon a time, a surprising thing happened to me...
- Once upon a time, I felt unwelcomed....
- Once upon a time, it was very difficult...
- Once upon a time, she/he helped me...
- Once upon a time, I felt so happy...
- Once upon a time, I was so proud...

After all participants are done, everyone has to guess the drawings one by one. Then, the author of the drawing has to tell the answer and reveal what is really his/her story.

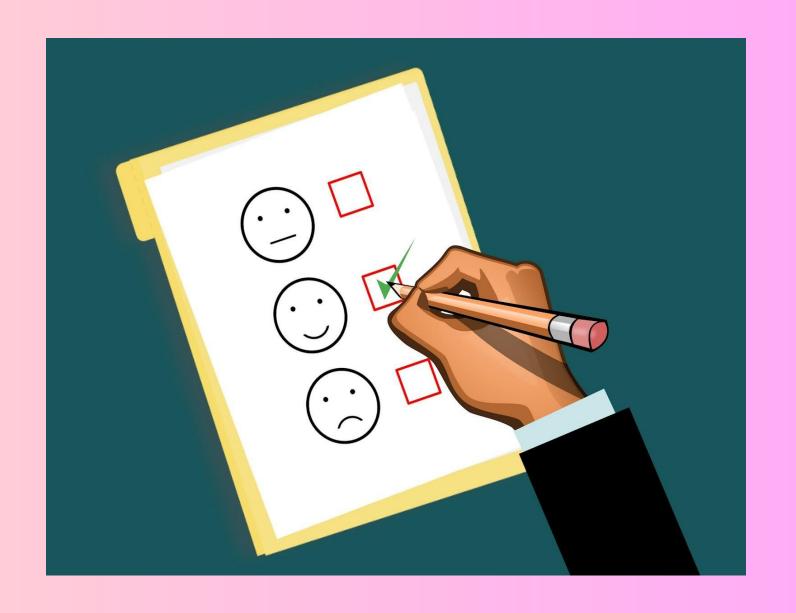




#### Evaluation

The facilitator will send an evaluation form to the participants at the end of the meeting.

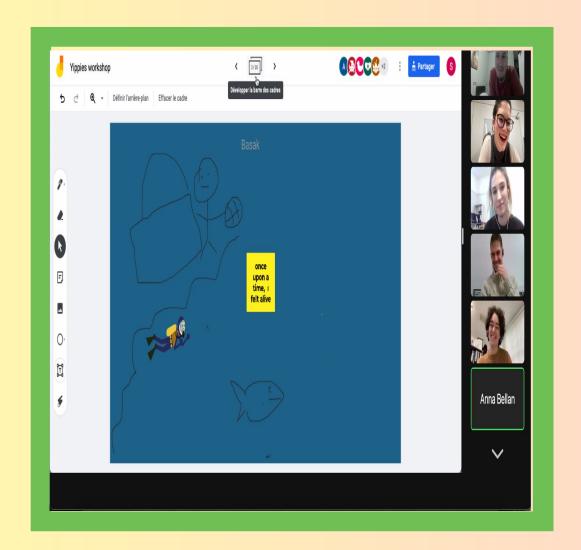
As an addition, a quick evaluation can be made right after the activity through one question using the MentiMeter tool.

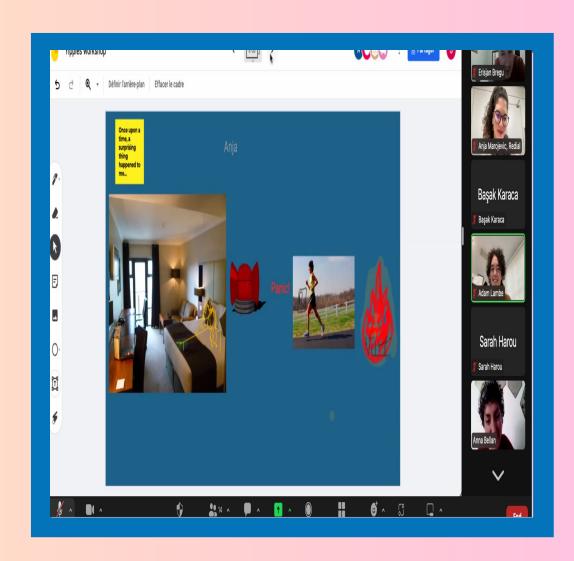


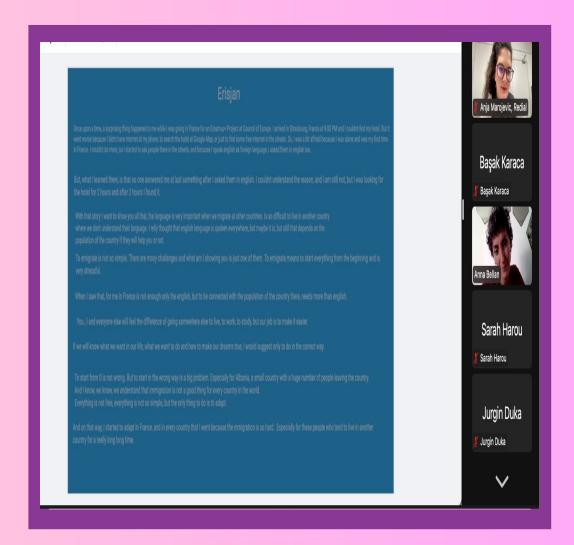




## Photos







# Thank You!

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