

## NCHE Session Outline 2008

**Title:** Enhancing Historical Biography through Digital Storytelling

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### Session Abstract:

This session introduces digital storytelling methods teachers may use to engage students in projects relating to historical figures. Example project-based teaching and learning methods will include:

- Simulated audio interviews between historical figures;
- Blog-based mock journaling;
- Virtual museums;
- Podcasts of “Day in the Life” stories; and
- Video documentaries.

Following attendance at this session, participants will:

- Define digital storytelling within a technology-based framework;
- Identify specific digital storytelling instructional techniques that effectively integrate technology; and,
- Provide examples of technology-based student-led learning projects for teaching historical content across all grades.

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### Session Outline:

1. Hear Sample Student-Made Project (“Lincoln’s Pen”:  
<http://audiodigitalstorytelling.blogspot.com/>)
2. Introduction to Session
3. Digital Storytelling, Defined
  - a. Define digital storytelling
  - b. Elements of digital storytelling  
(<http://www.storycenter.org/memvoice/pages/cookbook.html>)
  - c. Historical elements of digital stories  
(<http://www.sscnet.ucla.edu/nchs/standards/thinking5-12.html>)
  - d. Making it “real”
  - e. Strategies to enhance historical biography
    - i. Including primary sources
    - ii. Allowing personification
    - iii. Using the R-A-F-T framework
4. The Strategies
  - a. Blogs for storytelling
    - i. Blog-based mock journaling (“The Journal of Harriet Tubman”:  
[http://dowell.typepad.com/harriet\\_tubman/](http://dowell.typepad.com/harriet_tubman/))
    - ii. Mock newspaper reports (“Battle of Antietam”:  
<http://memory.loc.gov/learn/lessons/98/brady/cjeff.htm>)
  - b. PowerPoint’s non-linear options
    - i. Virtual Museums (“Native American Housing”:  
<http://educationalvirtualmuseums.blogspot.com/> )

- c. Mock audio stories (<http://audiodigitalstorytelling.blogspot.com/>)
    - i. Use of mock sources (“Civil War Letters”)
    - ii. Use of Personification (“Johnson’s Students”)
    - iii. “Day in the Life”(“Nurse’s Tales”)
    - iv. Book Reviews (“Modesitt’s KNPR Simpson Review”)
  - d. Movies telling stories
    - i. Mini-documentaries (“Rhyolite”:  
[http://www.teachertube.com/view\\_video.php?viewkey=a7f169cb51d7afe38155](http://www.teachertube.com/view_video.php?viewkey=a7f169cb51d7afe38155))
    - ii. Topical reviews (“History Remembers”: Podcast Central on iTunes)
  - e. “Done-in-a-Day” projects
    - i. Flickr (e.g., magazine covers, movie posters, trading cards:  
<http://bighugelabs.com/flickr/>)
5. Tools of the Trade
- a. Online resources for digital storytelling
    - i. Center for Digital Storytelling by Joe Lambert  
(<http://www.storycenter.org/index1.html>)
    - ii. Educational Uses of Digital Storytelling by Bernard Robin  
(<http://www.coe.uh.edu/digital-storytelling/>)
    - iii. Digital Storytelling by Helen Barrett  
(<http://electronicportfolios.org/digistory/>)
    - iv. 50 Web 2.0 Ways to Tell a Story by Alan Levine  
(<http://cogdogroo.wikispaces.com/50+Ways>)
    - v. SITE Screening Room by the Society of Information Technology and Teacher Education SIG: Digital Storytelling  
(<http://site.ace.org/sitevideo/>)
  - b. Available technology
    - i. iPod/Voice recorder
    - ii. iTunes (<http://www.apple.com/itunes/>)
    - iii. Audacity (<http://audacity.sourceforge.net/>)/GarageBand
    - iv. MovieMaker  
(<http://www.microsoft.com/windowsxp/downloads/updates/movie maker2.msp>)iMovie
    - v. PowerPoint
    - vi. Online tools: Blogger (<http://www.blogger.com/>), Flickr  
(<http://bighugelabs.com/flickr/>)
  - c. Training resources
    - i. Keeler’s Training Videos (available on iTunes)
    - ii. Virtual Museums  
(<http://educationalvirtualmuseums.blogspot.com/>)
    - iii. Audio Digital Storytelling  
(<http://audiodigitalstorytelling.blogspot.com/>)
6. Closing and question/answer/sharing period