



Digital Storytelling with Stop Motion Animation *Syllabus*

Course Description:

Digital storytelling is a great way for students to express themselves and showcase their learning. In this course, we will examine ways stop motion animation can be used to tell stories, tools used for creation and ideas for implementation. Turn your students into creators not consumers.

Prerequisites: None

Contact Hours: 2

Learning Objective: Given stop motion animation creation tools and samples, learners will design a lesson that incorporates stop motion animation and utilizes at least one digital tool for creation.

Demonstration of Learning: Reflect on the use of stop motion animation and how it could be utilized in their current setting.

Develop a lesson plan for implementation that includes:

- At least one learning objective
- List of supplies and applications needed (Use at least one tool for the creation of the stop motion)
- Procedure
- Assessment

Course Structure:

This course consists of three parts.

1. Watch - Participate in a live session or watch the recorded session to learn about the skills you will need to complete the course.
2. Learn by Doing - Complete this activity to practice the skill(s) presented.



3. Learning Artifact - an activity to apply knowledge or reflect on practice in your setting required for course credit.

Resources:

Stop Motion Resources

[Stop Motion Studio](#)

[Cloud Stop Motion](#)

[Stop Motion Animation Ideas](#)

Standards:

Ohio Educator Standards

4 Teachers plan and deliver effective instruction that advances the learning of each individual student.

5 Teachers create learning environments that promote high levels of learning and achievement for all students

6 Teachers collaborate and communicate with students, parents, other educators, administrators and the community to support student learning.

7 Teachers assume responsibility for professional growth, performance and involvement as an individual and as a member of a learning community.

ISTE Educator Standards

2.1. Learner Teachers

Continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.

Teachers:

2.1.b. Pursue professional interests by creating and actively participating in local and global learning networks.

2.2. Leader

Teachers seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.

Teachers:



2.3.c. Model for colleagues the identification, experimentation, evaluation, curation and adoption of new digital resources and tools for learning.

2.3. Citizen

Teachers inspire students to positively contribute and responsibly participate in the digital world.

Teachers:

2.2.a. Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.

2.5. Designer

Teachers design authentic, learner-driven activities and environments that recognize and accommodate learner variability.

Teachers:

2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

