

Digital storytelling is a way for students to express an idea they have in a short film. Usually, the students use filming or photos along with audio so they can present their ideas in a fun and interesting way. Generally, the students in my classroom use WeVideo to piece together their audio and visual pieces in order to make a nice film they can share.

My seventh graders are working on a unit they have created that involves the effects of wind turbines on bees where we live. We are fighting hard to keep the wind turbines off our land because they are so bad for the environment, so the kids are working with their passions. The students have done their research and presented their findings in front of our county commissioners. Their next step is going to be digital storytelling. They will need to write a script with not only accurate information, but it needs to be interesting and emotional. It will be interesting to see how they attack this process.

I really like using art in STEAM courses such as this, because it allows the students to utilize and teach all of the elements within STEAM on a problem. The students become the experts and art allows them to be creative and communicate complicated issues in a simple way. I can be entertained by listening to a lecture on the environmental crisis of wind turbines. However, I would still like to learn the same subject matter in a more fun way.

Digital storytelling is a great interdisciplinary learning. It provides the students practice in deep research. No one wants to be recorded saying something that is not correct and have potentially millions of people see it. The students then have to write in an interesting way. They have to come up with characters people want to know more about. They have to find the correct sound for the emotion they want to create. As stated before, through this process the student becomes the expert and through digital storytelling can teach their audience.