

SCORE IT: Storytelling

From ancient petroglyphs to today's comic books and graphic novels, visuals contain the oldest recorded stories.

Storytelling is the art of conveying a sequence of events that may use visuals to express character, plot, and setting.

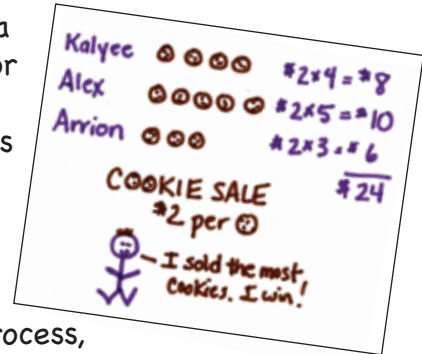


Along with storytelling, seek engaging activities that encourage students to **imagine, invent, entertain, re-enact, and illustrate.**



Whether describing a math story problem or re-enacting an event from history, students need to be able to retell stories as well as invent their own visual narratives.

During the inquiry process, stories may stimulate questions, trigger personal connections, or illustrate concepts. As a product of inquiry, visually-rich stories may be used to communicate, entertain, or preserve culture.



In the Aesop's fable, The Fox and the Leopard, children learn that "A fine coat is not always an indication of an attractive mind." ¹

Students retell fables through drawings and comics.

You talk about you

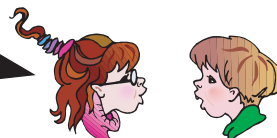


History (K-2): Understands the main ideas found in folktales, stories of great heroism, fables, legends, and myths from around the world that reflect the beliefs and ways of living of various cultures in times past. ²



I have a new haircut, an expensive sweater, and cool glasses. Do you want to be my friend?

Aesop's Fables Today
The Fox and the Leopard



Friendship isn't about fancy things. I want friends who think for themselves.