

Y.A.4. SHARE YOUR STORY

Storytelling Cube:

Description: Storytelling Cube is an excellent tool for working with young people and encouraging their creativity, and it can also be used for developing stories through different elements. Each side of the cube contains a picture that stimulates imagination and helps in shaping the story. Here's how you can design and use this cube:

Design cube:

1. **Page 1 - character:** A picture of a person, an animal, or a fantasy creature..
 - o **Explanation:** This picture encourages participants to think about who the main character in the story is. It helps them develop a character with traits, past, and motivation.
2. **Page 2 - environment (place):** The picture of a city, forest, desert end, etc.
 - o **Explanation:** Here the participants consider where the story takes place. They can create the atmosphere, the historical period, or the living conditions of that place.
3. **Page 3 - Action:** Picture of a person doing something (running, thinking, building).
 - o **Explanation:** This picture encourages thinking about a key action in the story. What are the problems and how do the characters deal with them?
4. **Page 4 - Emotion:** A picture of someone who expresses an emotion (laughter, fear, surprise).
 - o **Explanation:** This image focuses on the emotions of the characters in the story. How do the characters feel about what is happening and how does this form their behaviour?
5. **Page 5 - Problem / Challenge:** The picture of something that is damaged, obstacles, warning signs.
 - o **Explanation:** This image helps introduce conflicts to the story. What is the problem the characters have to deal with and how does it form the course of action?
6. **Page 6 - Solution / Completion:** Image of success, repair, satisfaction.
 - o **Explanation:** Here participants can devise how the problem will be solved or how the story will end. This is an opportunity for creative thinking about the solution.

How to use a cube?

1. **Throwing cubes:** Participants throw the cube based on the image that showed a part of the story.

- For example, if the cube falls to the "character", the participants develop a character with his traits and the past.
- If it falls on "Problems / Challenges", participants must design a challenge that characters must overcome.

2. **Story elaboration:** After developing every element, the participants can connect all parts into one story. The cube helps them think about important components and structure stories.

Visual Examples and Tasks:

Character: A picture of a person standing with the question "Who is the character?" or "What makes him/her special?"

Environment: Picture of the house, forest, or mountain with a question "Where is the action going on?"

Action: A picture of a person who runs, with the question "What's going on in the story?"

Emotions: A picture of a smiling person or a worried face with the question "How does the character feel?"

Problems/challenges: Image of a locked door, with the question "What is the challenge that characters are facing?"

Solution/Conclusion: Image of success or celebration with the question "How is the problem solved?"

Tips for making cubes:

Materials: You can make a cube out of sturdy paper or cardboard. You can print or draw them by hand.

Interactivity: Encourage participants to add their own pictures or ideas for each side of the cube.

Adjustment: You can customize the cube with different topics, such as expressing emotions, defining problems, etc., and use it through various activities and methods described in the manual.

The results:

Using this cube helps in empowering young people, encourages , participation, expression, creative thinking, cooperation, and communication, and also helps them learn about the story's structure.

