



Pre-Production (Day 1 – Opening 3:00 PM)

Opening

Topic: Agenda, Norms and StoryMaking Phases

Step One: Writing a Script (ONE Page or 500 words) with *Take Six Elements*

Topic: The Art of Telling Digital Stories (Take Six Elements)

Learning Lab Activity: Observing *Take Six Elements* in Digital Stories

Group Process: *Story Circle*

Pre-Production (Day 2)

Opening

Step Two: Planning a Project with Storyboarding and Image/Sound Lists Group Process: Defining Scripts, Shot Lists, and Storyboarding

Group Process: Working with Storyboarding and Planning Templates

Step Three: Organizing Project Folders

Project Time for Wrapping Up Scripts, Conferencing and Storyboards

Pre-Production (Day 3)

Opening

Topic: Creating Copyright Savvy Products

Step Four: Preparing the Digital Voice-Over from the Narrative Script

Topic: Performing and Recording Your Story Script

Learning Lab Tutorial: Using *Audacity* to Record and Edit Sounds

Step Five: Gathering Media Resource Assets

Topic: Tips for Gathering Visual and Sound “Assets” (Internet, Scanning, Digitizing)

Learning Lab Tutorial: Using *Adobe Photoshop* to Edit Images

Project Time for Wrapping up Creating VoiceOvers, and Gathering Assets

Production (Day 4) **Optional Day 3 Lab Night: Open 7:00 – 10:00 PM**

Learning Lab Activity: Reflecting on Content and Craftsmanship

Step Six: Putting it ALL Together

Learning Lab Tutorial: Getting to Know ROUGH CUT functions (*iMovie* / *Adobe Premiere Elements 2.0*)

Project time for ROUGH CUT Editing (voiceovers + images + titles)

Post-Production / Distribution (Day 5)

Learning Lab Tutorial: Getting to Know FINAL CUT functions (*iMovie* / *Adobe Premiere Elements 2.0*)

Project Time for WRAPPING UP Digital Stories (transitions, sounds and music)

Post-Production / Distribution (Day 6 – 12:00 Noon Closing!)

Step Seven: Applause! Applause!

Topic: Signing Permission Slips

Group Process: *Distribution - Saving Web and Full DVD Quality Movies*

Group Process: *Applause! Applause! Itza ShowTime for Sharing Digital Stories*