

Storytelling Learning in Digital Europe



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SLIDE is a common project, building a community of 5 European partners

ITALY



POLAND



SLOVENIA



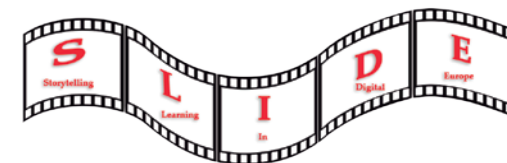
ESTONIA



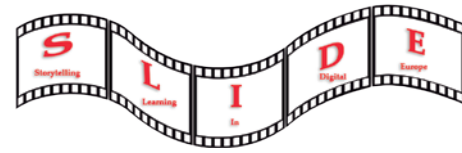
SPAIN



Erasmus+



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The Project "Storytelling Learning In Digital Europe SLIDE", is an Erasmus+ Programme strategic partnership Project of five partners' organisation from Poland, Italy, Spain, Estonia and Slovenia.

OBJECTIVES FOR SLIDE PROJECT:

The primary goal is to develop and reinforce networks, increase our capacity to operate at transnational level, share and comfort our ideas, practices and methods.



• Develop digital competence that refers to the ability to use digital technologies.



• It involves the confident and critical use of Information Society Technology (IST) for work, leisure and communication.



• It is underpinned by basic skills in ICT: the use of computers to retrieve, assess, store, produce, present and exchange information, and to communicate and participate in collaborative networks via the Internet.



• Through the SLIDE partnership we would like to focus on opportunity to teach and learn basic ICT competencies through digital storytelling (ancient stories, local stories or myths that belong to the adult world) training adult teachers, educators, providers and voluntaries involved in adult education.



In details the Project SLIDE focuses to apply the digital storytelling (DST) method in formal and informal adult education context in different places across Europe using the narrative learning method combined with DST method, in this way the narrative learning method becomes a tool to stimulate the learning of digital skills.

SLIDE will be a chance to improve media literacy targeted to low- digital skilled adults and seniors, low skilled people, parents and elder people in general, increasing their multiliteracy competencies.

Our project brings added value at EU level through results that would not be attained by activities carried out in a single country because nobody can learn and compare the good practices of different countries without living and being a part of it.

Impact on the target groups will be seen on new competences which they will gain after the implemented project activities by using a specific methodology of storytelling. Project results can be used and exploited in the longer-term, especially resources in adult education and storytelling, that will be available in the Internet. Because they are e-products, they will be constantly added with new materials from project.

RESULTS

DATA SOURCES INCLUDED

- Field notes
- Interviews
- Digital stories

LEARNING OUTCOMES such as:

- A virtual notebook collecting digital stories
- A video lesson about the SLIDE staff training course implementation
- A virtual exhibition about a collection of local storytelling.

The partner organizations will develop and reinforce EU networks for teaching and learning using the DST METHOD, will share ideas and practices, will gain knowledge on use apply the DST methods to fill the digital divide across Europe.

