

Storytelling: Age of Discovery

SMaILE Project

Key Information

Target Group: 4 - 7 y.o.

Duration: 3 lessons (30–40 min)

Key Learning Goals:

1. **Imagination:** Explore storytelling by imagining voyages.
2. **AI Collaboration:** Partner with "Brainy" (AI) to build adventures.
3. **Structure:** Learn Beginning, Middle, and End.
4. **Teamwork:** Collaborate to draw and tell a story.

Learning Outcomes

By the end of the project, students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Understand that AI tools can help us tell stories.
- Explore a simple story structure.
- Recognise that people explored the world long ago.

SKILLS & ABILITIES:

- Improve listening and speaking skills.
- Express ideas through drawing and role-play.
- Build a story with characters and settings.

ATTITUDES & VALUES:

- Develop curiosity and imagination.
- Show respect for others' ideas.
- Enjoy working together as a team.



European Dimension / Erasmus+ Connection

- **Cultural Heritage:** Stories of discovery link to European history.
- **Digital Inclusion:** Demonstrates how AI supports creativity.
- **Collaboration:** Fosters teamwork and shared expression.



1. Resources and Tools

- **Cards:** "Brainy's Character & Setting Cards" (provided).
- **Props:** Toy boat, map, or costume pieces.
- **Art:** Paper, crayons, markers.
- **AI Tool:** Teacher uses ChatGPT or similar as "Brainy".
- **Evaluation:** Peer Feedback Form.

Activity Overview

Lesson	Activity	Description
1	The Big Idea	Concept: What is a story? Meeting Brainy (AI). Brainstorming ideas.
2	Our Adventure	Create: Choosing cards. Asking Brainy for a prompt. Drawing the scene.
3	Sharing Time	Present: Telling the story to the class. Peer Feedback.

2. Lesson 1: The Big Idea

Goal: Introduce storytelling and AI.

- **Discussion:** "What makes a good story?" (Heroes, magic, places).
- **Structure:** Explain Start, Middle, End.
- **Meet Brainy:** Introduce the AI as a helper who has lots of ideas but needs children's imagination to make them real.

3. Lesson 2: Our Adventure

Goal: Collaborative creation.

- **Step 1:** Groups pick 1 Character Card (e.g., Pirate) and 1 Setting Card (e.g., Space).
- **Step 2:** Teacher asks Brainy: "Brainy, give us a story starter for a Pirate in Space!"
- **Step 3:** Brainy gives a prompt (e.g., "The Pirate lost his treasure map on the moon!").
- **Step 4:** Children decide what happens next and draw it.

4. Lesson 3: Sharing Time

Goal: Presentation and feedback.

- **Tell the Tale:** Groups show their drawings and tell the story.
- **Role Play:** Use funny voices or actions.
- **Feedback:** Use the "Giving Feedback to a Friend" form (smiley faces).



5. Reflection and Evaluation

My Story Checklist

- Did we have a beginning, middle, and end?
- Did we use Brainy's idea?
- Did we work together?

Teacher Evaluation

- **Structure:** Clear narrative parts.
- **Creativity:** Imaginative ideas.
- **Collaboration:** Teamwork quality.
- **AI Use:** Engagement with the tool.