

Introduction

Once upon a time...

In this workshop, children (4-7) will team up with "Brainy" (an AI helper) to create amazing adventure stories. They will learn how to build a tale, work together, and use their imagination to explore new worlds!

Key Goals

- **Imagine:** New characters & places.
- **Ask:** AI for ideas.
- **Draw:** Story scenes.
- **Share:** Tell the story.

Resources

- **Cards:** Characters & Settings.
- **AI:** ChatGPT (Teacher led).
- **Art:** Paper & Crayons.
- **Props:** Maps & Toys.



Storytelling

Age of Discovery



**Co-funded by
the European Union**

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Target Group: 4-7 y.o.
SmAllie Project

Learning Outcomes

Knowledge:

- AI can be a helper.
- Story structure (Start/End).

Skills:

- Speaking & Listening.
- Collaborative drawing.

Values

- Curiosity.
- Teamwork.
- Creativity.

1. The Big Idea

What is a story? We learn about beginnings, middles, and ends. We meet "Brainy," our robot friend who loves stories but needs our ideas!

2. Our Adventure

Card Pick: Groups choose a Character (e.g., Unicorn) and a Place (e.g., Cave). **AI Prompt:** Brainy suggests a funny situation: *"The unicorn lost its horn in the dark cave!"* **Create:** Children draw what happens next.

3. Sharing Time

Tell the Tale: Groups stand up and act out their story using their drawings.

Reflection

Checklist: "Did we work together?" "Did we use Brainy's idea?"