STORY TELLING FOR PODCASTING

By Wired FM (Cillian Callaghan, Ray Burke et Jude McInerney)

Duration 30 - 45 minutes.

Participants Un-limited : but in groups of five.

Goals To help participants understand the process of storytelling.
To introduce the participants to the different options they have when telling their story. To make participants think about what form of storytelling is best for podcasting.
The exercise will also encourage creativity and group bonding.
The exercise will also create a relaxed atmosphere as people get to know one another.

Materials
- Tables and chairs (one table for five people).
- Six cards each for the participants, one card is left blank. The five other cards will have a story prompt written on the back.
- Pens.
- Flip Chart (with instruction on graph).

Instructions 1. Place the flip chart within view of the participants.

2. The facilitator writes on the flip chart or on the tables the definition of :

(a) Viewpoint: This type of narrative tells the story from the viewpoint of the narrator.

(b) Linear: This type of narrative tells the story in order of events as they have taken place.

(c) Non-Linear: This type of narrative allows the order of the story to be changed around.
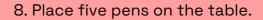
3. The facilitator can also write the definition of Equilibrium (everything is normal), Disruption (something happens to disrupt the normal running of things), Recognition (a realisation of the extent of the disruption), Repair (preparing to overcome the disruption), A New Equilibrium (the outcome creates a new equilibrium).

4. Place five chairs around each table.

5. Cover the table with white paper.

6. On the paper the facilitator draws three lines of five boxes, large enough to take a card.

7. Beside each line of boxes the facilitator titles them; Viewpoint, Linear and Non-Linear.

8. Place five pens on the table.

9. Place a deck of cards face down in the middle of each table. (each card is numbered one to five. Written on the front of the cards are the conventions of Todorov's story telling.

10. Card no 1 has Equilibrium (everything is normal) , card no 2 has Disruption (something happens to disrupt the normal running of things) card no 3 has Recognition (a realisation of the extent of the disruption), card no 4 has Repair (preparing to overcome the disruption), card no 5 has A New Equilibrium (the outcome creates a new equilibrium). Card no 6 is blank.

11. The participants take turns to deal the cards and agree together who will do this task first.

12. This participant deals the card, each participant receives six cards, numbered one to five, each card will have text to prompt a story written on the front, but one card is blank card.

13. The first participant places card no 1 that has Equilibrium on it on any of the Disruption lines to predict the type of story that can be told. The second participant places their card no 2 that has Disruption on the second space and so on........ (will discuss) until they correlate a story. Here, the participants are working together to identify the different types of storytelling in each story. One story should be linear, one should be non-linear and one should be point of view. It is up to the group to decide which is which and, in the case of the non-linear for example, what order makes for the best storytelling experience.

14. 15 MINS BEFORE THE END : The participants decide together what type of story they will write as in form a Viewpoint, Linear and Non-Linear.

15. They also each take a card number 1-5, then write that number on the blank card and write a line of a story. This number correlates to an element of the story structure.

16. They then place each card they have written on the space, and they read the story they have created to the rest of the group before the exercise finishes.

Conseils pour les facilitateur.ices

Walk between the tables and ask if people understand what is required for each round offering assistance.
Create a fun atmosphere by giving a time limit for each game.
Ask the group to read out each story they have created at the time limit.
Or wait until the final story is created and have a group member read their story to you.
Encourage debate; 'this story might look like it's linear, but would it work better as a non-linear?' And vice versa, etc.

Evaluation

At the end of the workshop or after a sharing, a debate, ask the participants if they felt safe during the sharing of and creation of the stories.