Creation of the story: storyboard 1

Previous compulsory steps / Prior students' knowledge	Story of the Novel by Jules Verne "80 Days Around the World", Content research
Learning objectives	Learning how to create storyboard for video games
Subjects	Writing, English as a Foreign Language
Recommended Age (10 – 14) or (15 - 18)	10 - 14
Material needed	Tool to create storyboard (e.g., Canva, PowerPoint), technological equipment to search for photos
Sequence duration	60 - 90 minutes
Individual or group activity	Group activity
Expected production	Storyboard for video game
Skills developed (after learning objectives)	Critical thinking, creativity, collaboration and teamwork, communication, problem solving
Extension / differentiation activities (at the end of the sequence)	Creating the characters, creating the dialogues; creating the graphic design, creating the animation

Step by step: how to implement the sequence

In this sequence we will use the example of the novel 80 Days Around the World, considering that students are familiar with the book and its story. This sequence is an extension activity for pedagogical sequence on content research.

Tip: For enhancing the knowledge about the story you may also use the pedagogical sequence "Bringing World to the Classroom". Nevertheless, the approach of this sequence can be adapted to any book your students are currently reading and learning about, or it can be based on some other topics you are teaching about.

- **Step 1 – Introduction (5 minutes)**

Questions to guide initial discussion on the games and storyboards:
  - Which games do you know and play?
  - What are the general rules in the mentioned games?
  - Who are the main characters?
  - Which goals need to be achieved in the game?
  - How do you progress in the game?

Now focusing more specifically on creating a video game based on a book:
  - Do you know some video games that are based on books? If yes, which ones?
  - What do you need to create a game based on the previous discussion and based on the book?

- **Step 2 – Introducing the concept of storyboard to your students (10 minutes)**

Following the previous discussion with the question on what are storyboards? You can ask students to share their ideas using a tool like [Mentimeter](#)

Storyboard is a visual (graphic) representation of scenes in a logical order. Storyboards offer a perspective of what the game will look like and can serve as a great overview of what is happening in the game and it can help to notice gaps in the story or quests. In summary, storyboards represent a sequence of drawings or sketches that shows the levels of the game or different scenes, events and goals.

Source: Coffee vector created by www.freepik.com

Video tutorial as an example: [Storyboard for the game](#)

- **Step 3 – Creation of the storyboard: choosing the main topic (15 minutes)**

In this step, your students will create their storybooks while working in pairs or small groups.

Storyboards can be done in different ways, for example:
- Students can use Canva's storyboard creator online: https://www.canva.com/create/storyboards/
- StoryboardThat https://www.storyboardthat.com/
- PowerPoint and use slides as cards for storyboard (one slide – one scene)

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- Teacher can create storyboard template (e.g., on Canva) and print it for students to use or students can simply create their template on the paper

As this sequence is an extension activity on the content research sequence, students already have written stories based on the main topic they want to focus on in their game. In this sequence, they will deconstruct the written text into logical, visual sequences to tell the story.

As this pedagogical sequence is planned as a group activity, students can also decide on different roles in creation of the storyboard and the division of work.

- **Step 4 – Creation of the storyboard: searching for images or sketching the characters (30 minutes)**

Depending on the tool you choose to use, students can sketch their characters and environment or search for them online to reuse in their storyboards. If they already searched for images in the content research phase, now is the time to search for some additional ones or decide on how to use the ones they already have. Students could check websites such as [Deviant Art](), [ArtStation]() or [Artbreeder]().

Students should create 4 to 6 cards for their storyboards showing how the scene develops and include the name of the game, main story, rules of the game and goals.

- **Step 5 – presenting the storyboards (15 minutes)**

Invite the students to present the idea behind the storyboard, which event they choose to focus on, who are the main characters and what is happening in the scene they showed.

References

Gamescrye (October 17th, 2017). How to Storyboard Your Game. *Gamescrye.*
https://gamescrye.com/blog/how-to-storyboard-your-game/

Carmen Seyneke (March 9th, 2016) Storyboard for the game [Video]. Youtube.
https://www.youtube.com/watch?v=cHWcp1EQkmQ