

Storytelling as a Learning Approach? The Erasmus+ Project Stories4All Offers Innovative Tools for Schools

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Storytelling is a method that is gradually making its way into educational policy and practice. The Erasmus+ project Stories4All, funded by the European Commission, aims to harness its benefits for education.

What is Storytelling?

It represents a return to a deeply rooted narrative tradition—a natural form of expression and, at the same time, an art. Human history can be seen as a grand narrative, yet transforming it into a simple bedtime story is no easy task. This is precisely where storytelling comes in: a creative form of theater that comes to life through games, exercises, and, most importantly, imagination. The storytellers are not just performers but also creators of their own stories.

Storytelling focuses on many skills: developing communication abilities, self-expression, creative writing, voice work, teamwork, mutual inspiration, and more. Its contribution to education is already being highlighted in some school systems. Storytelling is an engaging way to learn. Students can remember content better by experiencing the story firsthand, as they are immersed in the plot and specific emotionally charged situations.

Stories4All: Traditional Storytelling Meets Modern Technology

Stories4All combines this traditional method with modern digital tools. The project aims to develop and promote skills for creating digital stories inspired by diverse cultural backgrounds. Its goal is to foster cultural and linguistic awareness, empathy, and creativity while facilitating necessary educational interventions in schools and other learning environments.

The project utilizes the eShadow software, which has been used in primary and secondary education for several years. This software enables teachers to design and implement project-based learning activities that integrate various forms of digital media to stage digital stories. By doing so, teachers and students can enhance their STEAM competencies. Their artistic (visual design), expressive (shadow theater, storytelling), and digital (eShadow) skills are further developed.

The Center for Lifelong Learning (ZWW) is collaborating on this project with four other European partners: the University of Warsaw (PL), the University of West Attica (GR), the Technical University of Crete (GR), and the PELICAN Language School (CZ).

For more information about the project, visit <https://www.stories4all.tuc.gr/en/home>.

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