

REFERENCE STORIES



Module II



Course
Animation



Topic
Animation
shape and
background



Lesson I

Activity

- **Short Description:** Students must find their favorite references of the stories to see if they start from the experiential or referential perception.
- **Methodology:** Inductive Learning.
- **Duration:** 1h
- **Difficulty (high - medium - low):** low
- **Individual / Team:** individual
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:**
 - **Software:**
 - **Other resources:** pen, paper.



Description

- **Text description:** Find where the stories that students usually tell come from.

Instructions

1. Identify the usual references of the students in order to understand where they come from.
2. Identify narratively powerful stories in the students' narrative.
3. Share and parallel the stories told in the lesson.

Expected outcomes

- The stories come from common places.
- Generate a change by means of references in the usual animation with respect to the context.
- Understand and identify the students' stories to know what they are going to tell and how to better enhance them.

This activity can be used in other (module, course, topic, lesson):

- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 1.2 Evaluating data, information and digital content

ENTRECOMP (Competences developed): 1.2 Creativity

