Workshop Plan

Title: An Introduction to storytelling for NGOs

Target Audience: trainer, teacher, volunteers working in NGOs

Length: 2 days (2x5 hours)

Workshop Goal:
Helping trainers, teachers and people working in NGOs to structure stories, tell their own stories and increase the visibility of their work.

Learning Objectives:
- Learn how to structure stories
- Help to improve creative storytelling
- Learn how to integrate storytelling in workshops, trainings and everyday work
- Improve presentation skills

Description:
The workshop will give a comprehensive introduction to the method of storytelling. The participants will get to know the most important storytelling techniques, learn about plot structure, how to integrate messages into stories, character development and storyboarding. The workshop will consist out of presentations by the trainer and exercises performed by the participants.

Modules and Timing

Time	Module	Description
Day 1, 9:30 – 10:30	Introduction	What is storytelling, where and why is it used and what are the elements of good storytelling.
10:30 – 11:00	The Audience and your story	To whom do you tell your story and how to adapt the story to different audiences.
11:00 – 12:00	How to start a story?	Thinking about the perspective the story should be told from, the message it shall contain and the place and timing the story should have.
12:00 – 12:30	Tell your story	Creation of individual stories by the learners, using the CHANGE method.
12:30 – 13:15	How to tell a good story?	Learning the most important elements to improve stories.

13:15 – 14:00	Structuring stories	Using the three-act-model to tell good stories.
Day 2 9:30 – 10:30	The Plot	Polti 36 situations, the 7 Plots. Learning about the different plot structures
10:30 – 12:00	The hero's journey	Learning how to apply the hero's journey and adapt them to own experiences.
12:00 – 13:30	Characters	Learning about the specific role of the hero and the villain. Learning about the most common archetypes of characters in stories. Populating the stories from the learners with characters.
13:30 – 14:30	Storyboard	Learn to structure and visualize your story by creating a storyboard.
14:30 – 15:15	Make a pitch	The learners present their stories to the audience.