



Every Teacher a Storyteller

A storytelling resource pack for Teachers

Simple language can still say profound things.

This resource pack accompanies the webinar, 'Every teacher a Storyteller'. It aims to help teachers feel more confident using and creating emotionally engaging stories for language learners, even at lower levels such as A2.

1. Why Stories matter

Stories help learners connect language with emotion, memory, and imagination.

Stories can

- deepen emotional engagement.
- support social and emotional learning.
- encourage empathy and creativity.
- help students remember language more naturally.

A second language can provide a special space where learners feel freer to express thoughts and feelings.

2. Emotion through Simple Language

Place, Time, Action - PTA

Emotion can be conveyed using place, time and action. Where is the character? How much time does he take to look at something, or wait for something? What simple gestures and actions do they take?

Example 1:

The man looked at the small photo of his mother for one minute. Then he put the photo next to the flowers on the table.

Example 2:

Anna still had two cups on the kitchen table. She looked at the empty chair and did not drink her coffee.

Example 3:

The little dog waited outside the hospital every afternoon. At five o' clock, it's tail always started moving.

3. Story Premises

Before writing a story, it helps to think about the story's premise. A premise is the emotional journey or change at the heart of the story. It usually shows movement from one situation, feeling, or way of thinking to another.

Examples:

A lonely boy learns how to trust people again.

A shy student finds the courage to speak.

A selfish girl discovers the joy of helping others

A poor family slowly builds a better life.

A frightened girl discovers she is braver than she imagined.

4. Synopsis

Before writing the full story, create a short synopsis. A synopsis is a brief description of the story from beginning to end. It acts like a map and helps the writer to keep sight of the emotional journey of the characters.

A good synopsis helps you:

- stay focused on the premise
- organise the main events.
- maintain consistency.
- understand the emotional change in the story.
- avoid losing direction while writing.

Even a short synopsis of 5 to 10 lines can make the writing process much clearer and easier.

5 Familiar Story Archetypes

- rags to Riches
- the Quest
- return Home
- fighting the Monster
- the Outcast
- rebirth
- comedy
- tragedy
- romance
- the trickster
- the mentor
- the underdog

6 Creating Strong Characters

Ask:

- what does the character want?
- what are they afraid of?
- what makes them happy?
- how do they react to problems?
- what changes during the story?

7 Helping Students to Create Stories.

Using the CRAFT framework, students can:

- create
- retell
- adapt
- feel
- transform

8 Classroom Storytelling Activities

Silent Films.

Students predict endings, create dialogue, or describe the action

Photographs

Student invent stories before and after the image.

Object Stories

Use objects such as:

- keys
- watches
- photographs
- an old suitcase.

Before and After:

Students create the missing story between two images.

9 Final reflection

Sometimes a learner with twenty words can still say something unforgettable:

Emotion, imagination and human connection belong in language classrooms.

Continue Exploring

More storytelling reflections, classroom ideas and future downloadable packs will continue to appear at:

www.acrosstheskybooks.com

