

FUNCTIONAL
ILLITERACY



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Autobiographical writing: a way to communicate effectively and to learn the language,

LTT in Turkey, Istanbul

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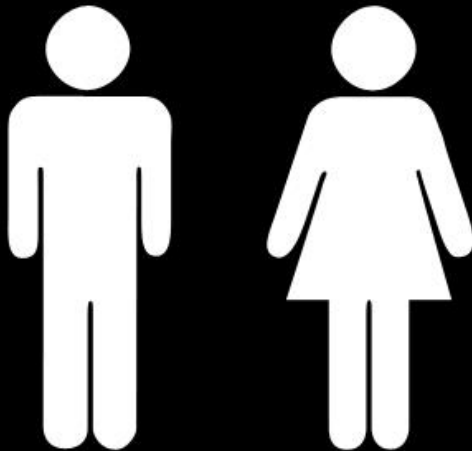


Telling or writing the story?



Find your story

If you don't know what you would like to talk about, try an exercise used in workshops to help participants find their story.



You will need a cartoon person, you can make it by yourself or you can use the available template/pattern



Find your story

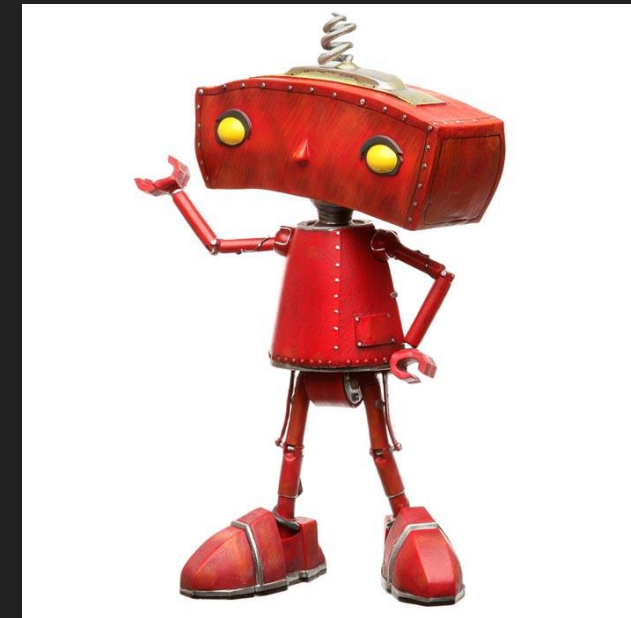
At the back side of the cartoon - introduce your character :

- ✓ 3-5 people important in your life;
- ✓ 3-5 qualities that make you who you are;
- ✓ 3-5 places that have shaped you;
- ✓ 3-5 experiences that have made you do what you do.

→ Then look at the list you've created and mark three points that deserve to be told in a story.

→ Choose one of them and over the next 10 minutes, jot down associations and memories that will form the basis for your story.

→ After you will finish to write your story draw your character and make it alive, by telling the story.





Can you do it like Ernest Hemingway?

In 1920, a writer bet \$10 that he could fit a complete story into just six words. He wrote: "For sale: baby shoes, never worn". ("For sale: baby shoes, never worn") and won the bet. Today it is time for us to go.

- ❑ **What can you say about your life in just six words?**
- ❑ **Write a story about your life in 6 words – you can use the words from the previous exercise (Find your story).**



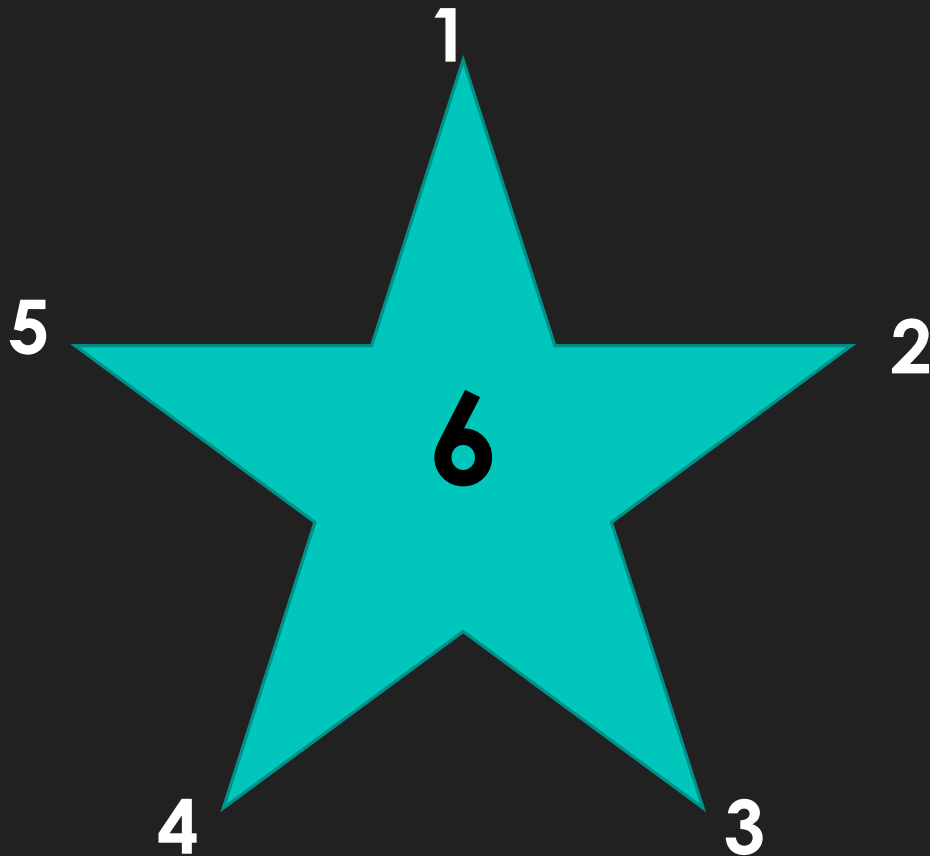
Can you do just like Ernest Hemingway?

- My life, my home, great appreciation.
 - My life: illness – exaggerated ambition .
 - 2800 grams created with love, taught to love.
- Fly beyond human consciousness for freedom.
 - Big world, me somewhere in the middle.
 - Life - paradise - the keys in my hands.
- The way to the goal through closed doors.
 - Young musician, a slacker, living at weekends.

Story Star



Take a blank sheet of paper, draw a star in the middle.



In each arm of the star, starting at the top, we write the answers to the following questions:

1. Who are the main characters in the story?
2. Where does the action take place?
3. Imagine our story as a movie. What emotions does it evoke in us at the very beginning?
4. What is the most important event in the story?
5. How did that event change our lives or our view of the world?
6. In the middle of the star let's answer the question:
7. Why do we want to tell this story?

Below the star write the first paragraph of the story

The axis of the story

Kenn Adams.



Once upon a time... We introduce a Hero character, time and place.

Every day... We show the Hero's daily life.

One day... Something happened; a problem and a goal arises.

Because of this... We introduce obstacles as a consequence of a disrupted routine.

Because of this... More obstacles, adventures and problems.

Until finally... The story ends with a solution.

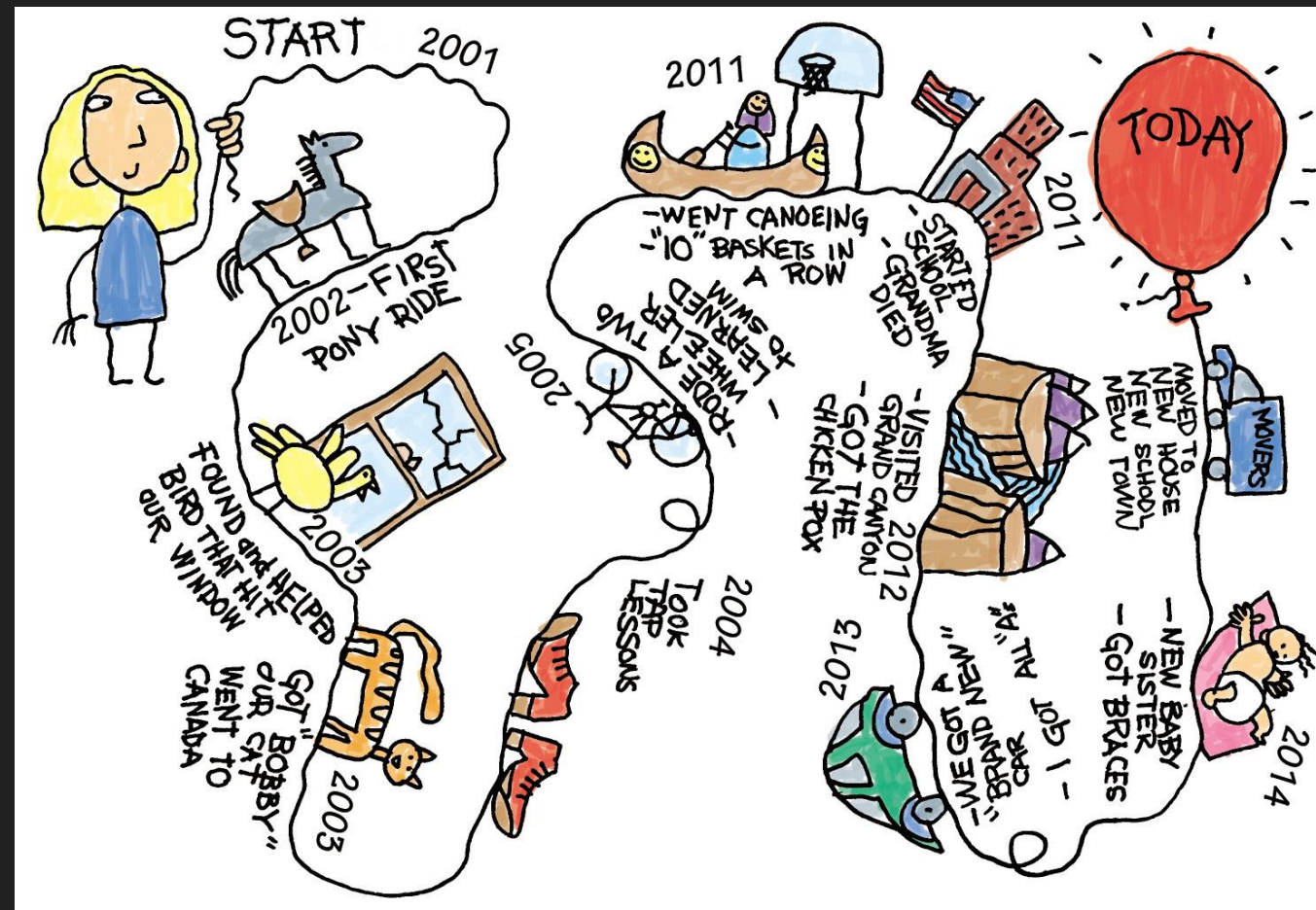
Since then.... We tell what has changed in the Hero's life or in his surroundings

Hero's Travel

If you were to tell the story of your life, it would probably be the hero's journey.

Draw a path (map) of your life.

- What stage of your journey are you at?
- Do you hear the Call of Adventure?
- Are you embracing it or rejecting it?
- What monsters do you have to fight?
- Who can help you with that?

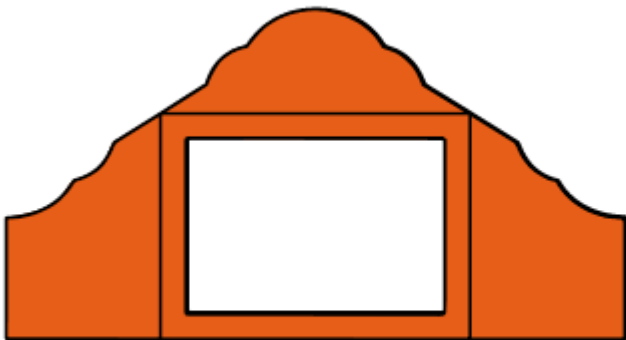


Kamishibai: picture theatre

Kamishibai is an excellent way to teach with story language

You need double-sided boards with pictures on one side and the text on the other and a wooden display case in which to display them.

Do Kamishibai są potrzebne:



kami

teatrzyk – butai,
inaczej scena



shibai

karty z treścią
obrazkową i słowną



lektor

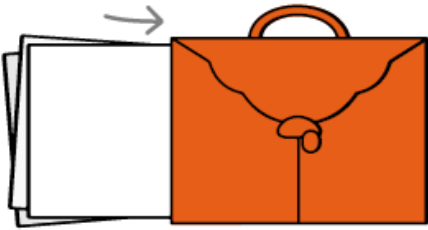
To perform Kamishibai you need:

- The theatre – butai (scene)
- Shibai – cards with the picture and verbal content
- Narrator

How does it work?

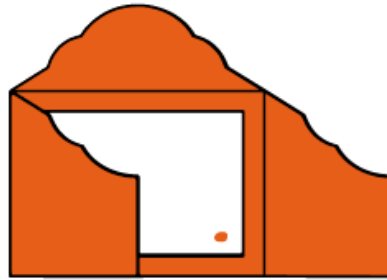
Jak to działa?

1.



Wsuwamy karty z historią
do zamkniętego teatrzyku

2.



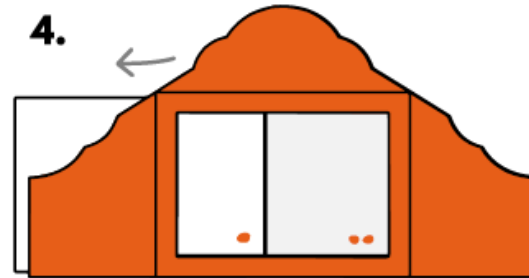
Otwieramy teatrzyk, jednocześnie
odstaniając pierwszą kartę historii

3.



Opowiadamy lub czytamy,
jeżeli karta posiada z tyłu tekst

4.



Przekładamy kartę do tyłu
i kontynuujemy naszą opowieść

1. Insert the cards with the story into the closed theatre.
2. Open the theatre simultaneously, showing the first card of the story.
3. Listen! Tell or read the story if the card has the text at the back.
4. We put the card to the back and continue our story.

Other narrative models



The narrative game of Dixit

Dixit, designed by Jean-Louis Roubir, is a board and card game that encourages in a special way the telling of stories to each other, suggested by the content of a beautifully designed series of decks of cards. They now constitute a highly developed system. The highly metaphorical images encourage the players to tell what they see on them, as well as they allow them to express narrative interpretations of the message.



Other narrative models

Story cubelump

The **story cube lump** is made of plastic-foam material with transparent vinyl pockets. This cube with a side of about 20 cm is a special model of dice. Cards with any written or drawn content to be read are inserted into the transparent pockets. By creating your own dice with pictures inserted into the dice's wall pockets, you can convey six motives, e.g. those suggesting the theme of the story to be told in improvised stories. You can place the pictures in the pockets to guide the story.

Story Cubes

Commercial Story Cubes - **Story Cubes** are a narrative dice game designed to encourage storytelling. The game usually consists of nine cubes. On the faces of the cubes are various symbols (e.g. a castle, a key, an airplane). The player has to tell a story based on a randomly thrown sequence of the pictures. Story Cubes is a method that stimulates the improvisation of stories based on random arrangements resulting from the toss of dice.



Storytelling in the sense of telling stories is:

- a natural way to convey information,
- a way of building relationships of personal contact
- a means of exchanging experiences.



The stories we tell - especially the personal ones - connect us and bring us closer to each other:

- thanks to them we experience various emotions and long-remembered images are created in our minds
- We get to know each other in the least intrusive way.
- We become part of the story,
- we see the characters and plot through the eyes of our imagination
- We better understand the narrator's decisions,
- We think like the narrator
- We experience similar emotions



Benefits of storytelling

Storytelling is particularly useful in working with individuals who represent groups experiencing communication problems at very basic levels - situations where they cannot communicate in a common language, lack a common cultural heritage or shared experiences.

These barriers prevent them from meeting others in the way they would like.

Obstacles, which are mainly barriers to verbal communication, can be overcome with the help of images - photos, videos, gestures or movements



Depending on the specific group and the method used, we can expect the development of skills and abilities :

- ✓ the ability to work in a group and dialogue with others to express their own intentions and needs;
- ✓ ability to deal with one's own emotions and difficult experiences;
- ✓ self-evaluation, self-esteem, independence of thought, openness, autonomy in decision making, self-analysis;
- ✓ self-reflection allowing for greater awareness of oneself;
- ✓ precision and clarity in communication, logical thinking;



- ✓ self-management - planning the work process, setting goals and planning actions to achieve them;
- ✓ narrative techniques;
- ✓ manual skills, such as those needed to make and animate puppets;
- ✓ language skills;
- ✓ communication through visual expression, both directly and indirectly (symbolic, metaphorical);
- ✓ skills in using digital technology for a specific purpose - devices such as computers, smartphones, cameras, audio recorders, etc;
- ✓ creativity and innovation

