

## THE STORYTELLER'S NOTEBOOK\_Lesson Plan

### Essential Question:

How does a **storyteller** use journaling/sketching to capture ideas and to locate, develop, and communicate their stories across a range of disciplines?

### Mission Statement:

Whatever you are interested in; be it art, writing, science, engineering, you can be a **storyteller**. A storyteller is a creator that uses their ideas and skills to create something that conveys a personal story or narrative.

<u>Learning Objectives</u>	<u>Assignment</u>	<u>Assessment Criteria</u>
1. Journals and sketchbooks are how <b>storytellers</b> capture ideas and inspiration for future use.	1. The class will do some free-word association, and sketching.	1. Students will use their notebooks to sketch or write down their ideas. We will shoot for ten.
2. The ideas in your sketchbook or journal can be paired or gathered to make bigger ideas for projects.	2. Each student will take some of the random ideas they've written down and build a bigger project idea.	2. We will discuss and implement some ways of bringing together their ideas to develop their final design project concepts.
3. Once you've gathered the ideas, a <b>storyteller</b> can create a design that captures and conveys their point-of-view.	3. Students will propose a final project design based on their ideas.	3. Each student (based on their interests) will execute a final design project based on their notebook ideas.*

**\*Final Design Project:** In an effort to demonstrate how a storyteller's notebook can be used in many different disciplines, we will leave the final design project open to many different executions, as long as there is a direct connection to the original concept.

### Common Core Elements:

**Common Core State Standards:** <http://www.corestandards.org/>

**Arts Education Partnership Resources on Common Core:**

<http://www.aep-arts.org/resources-2/common-core-and-the-arts/>

**National Coalition for Core Arts Standards' Conceptual Framework for Arts Learning:**

<http://nccas.wikispaces.com/file/view/Framework%207-10-13%20FINAL.pdf/441178942/Framework%207-10-13%20FINAL.pdf>

**Vocabulary:**

- storyteller
- notebook
- sketch
- journaling
- design
- project
- concept
- free-word association

**Tools and Supplies:**

1. Pencils and/or pens
2. Crayons, markers, coloring pencils
3. Notebooks, sketchbooks, and journals (we may provide everyone with a notebook)
4. Extra creative materials for final design project (if time permits)
  - a. construction paper
  - b. glue
  - c. scissors
  - d. shoeboxes
  - e. glitter
  - f. magazine clippings
  - g. puzzle pieces
  - h. rubber stamps and ink
  - i. watercolors and brushes.

**Extra storyteller examples:**

1. **Guillermo del Toro – writer and director**
2. **Neil Gaiman – writer**
3. **Bryan Konietzko – writer, animator, director, and illustrator**
4. **Rebecca Sugar – writer, composer, animator**
5. **Tim Burton – writer and director**
6. **Leonardo da Vinci – HE DID EVERYTHING!**

**CLASS SUMMARY:** bp note (500 words per)

**Project Summary:**

Where do your ideas come from? It's the most common question asked of artists, writers, and creatives – and sometimes one of the hardest to answer. It's our mission to help shed some light on this essential part of the creative process. How? Through actively harvesting ideas in journals, sketchbooks, on napkins, and in the margins of your favorite books. Storytellers in all fields use journaling and sketching to capture ideas and to locate, develop, and communicate their stories across a range of disciplines? In our workshop we will dive into the process, with great examples of journals created by artists like Guillermo del Toro and Neil Gaiman.

Bring your excitement to create, and your imagination!

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## Creative Educators at Believe In Wonder:

### Brian W. Parker – AUTHOR, ILLUSTRATOR, and CREATOR OF THE FANTASTICAL



I grew up in Alaska, then Mississippi, and have always been in love with storytelling in every medium. Literature, movies, art, you name it! I have a BFA in graphic design and illustration, as well as a MA in writing and publishing, and worked as a graphic designer and illustrator for almost 15 years in music publishing, corporate marketing, and sports/entertainment.

Now I spend my days working on in youth publishing (so cool, right?) and teaching about the creative process. I'm always trying to learn and grow in my craft, and find that I am happiest when I'm striving to bring the works of my imagination to life, as well as sharing that experience with others. ***Crow in the Hollow*** is my first novel length work, but I have written ten picture books, and self published one graphic novel series titled ***YOU CAN RELY ON PLATYPI***.

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### Josie A. Parker – CURATOR and ARTISAN OF IMAGINATION and WONDER



I grew up in the South, and I'm a southern girl at heart. My love of creativity has been life-long, and is deeply rooted in my love for helping others. I've spent my adult life as a caregiver and paraprofessional with children and adults with special needs. My husband and I are also foster parents, and are strong advocates for children in the foster care system. Through my experiences, I've learned that I find great joy and inspiration in helping others find their own creative voices. Although I'm a poet and writer in my own right, I've found that I'm most happy in helping cultivate art within others, and guiding them through the ups and downs of the creative process.

Through **Believe In Wonder**, I bring to bear all of my experience to create classes and creative exploration events for children and young adults. I feel that by expanding our imaginations and our sense of wonder, we can achieve great things in our own lives, and help better the lives of others.