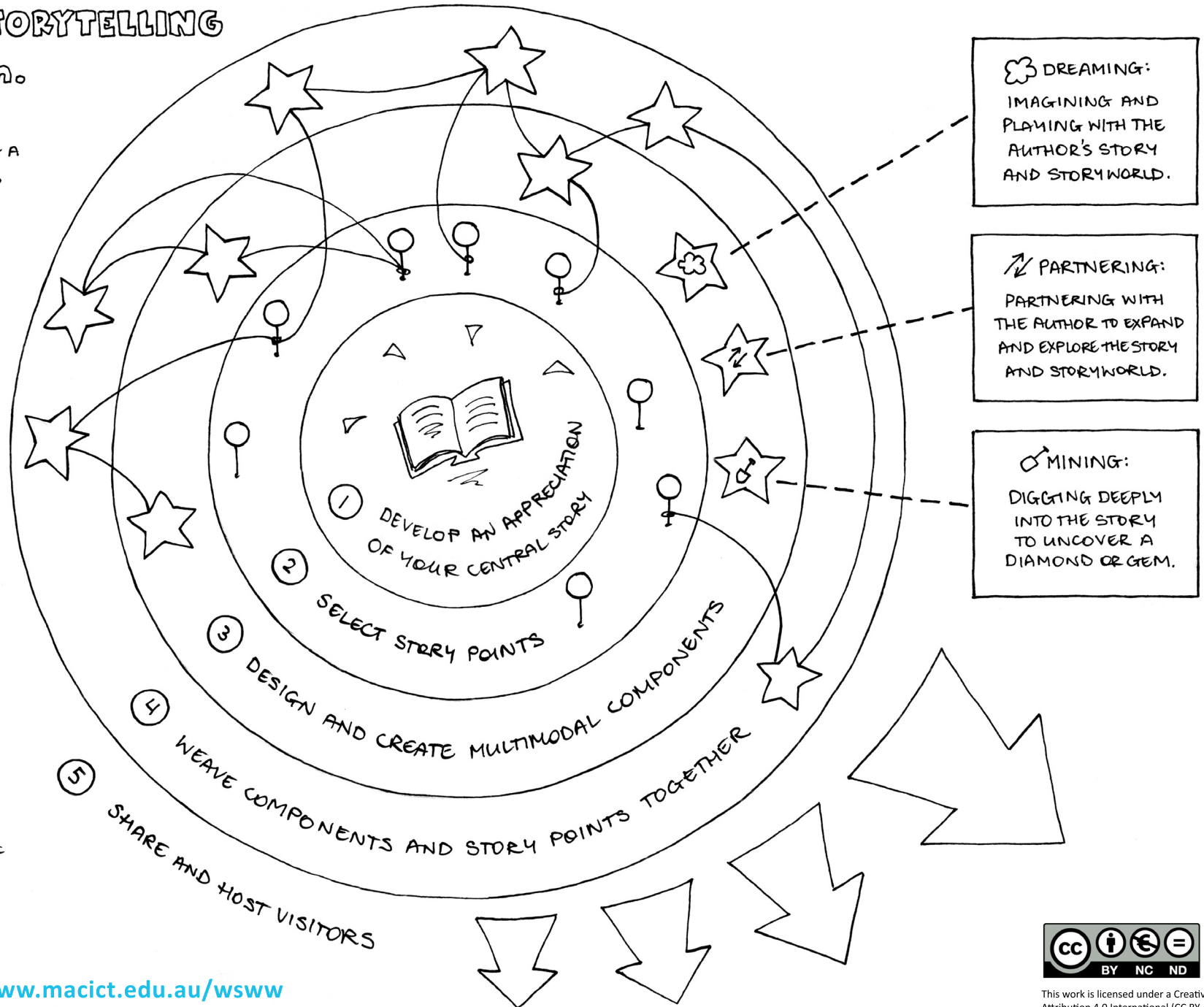# FRAMEWORK FOR WEAVING A STORYWORLD WEB

an approach to TRANSMEDIA STORYTELLING in the classroom.

THE FRAMEWORK FOR WEAVING A STORYWORLD WEB IS DESIGNED TO ASSIST TEACHERS AND STUDENTS TO ENGAGE IN TRANSMEDIA LEARNING BY DESIGNING AN ONLINE, MULTIMODAL STORYWORLD CREATED AROUND A CLASS NOVEL OR SHORT STORY. IT IS A TRANSMEDIA STORYTELLING EXPERIENCE POSITIONED WITHIN AN EDUCATIONAL CONTEXT, REQUIRING STUDENTS TO DEVELOP A DEEP UNDERSTANDING OF THE CENTRAL STORY, GAINED THROUGH QUALITY LEARNING EXPERIENCES DESIGNED BY TEACHERS. THIS ALLOWS STUDENTS TO ENGAGE WITH THE STORY BY CREATIVELY DESIGNING TEXTS OF THEIR OWN THAT CONNECT WITH AND EXPAND THE STORYWORLD OF THE CENTRAL STORY.

1. DEVELOP AN APPRECIATION OF YOUR CENTRAL STORY
2. SELECT STORY POINTS
3. DESIGN AND CREATE MULTIMODAL COMPONENTS
4. WEAVE COMPONENTS AND STORY POINTS TOGETHER
5. SHARE AND HOST VISITORS

DREAMING: IMAGINING AND PLAYING WITH THE AUTHOR'S STORY AND STORYWORLD.

PARTNERING: PARTNERING WITH THE AUTHOR TO EXPAND AND EXPLORE THE STORY AND STORYWORLD.

MINING: DIGGING DEEPLY INTO THE STORY TO UNCOVER A DIAMOND OR GEM.