STORYBOARD PLANNER

edugraal

My story is an adventure!

I choose this theme because…

……………………………………………………………………………………………

……………………………………………………………………………………………

The topic I want to address is…

……………………………………………………………………………………………

The correlations between the theme and the topic can be… (e.g. the advancement of history by passing tests, application of geographical/mathematical/scientific information used in class, etc.)

……………………………………………………………………………………………

……………………………………………………………………………………………

Please, as you compile your storyboard, remember what you learned in the Grain 2.3.3 on "The Basics of Interaction"

STORYBOARD PLANNER

The elements of my story

- **Place**

  ....

- **Protagonist/Adventurer**

  ....

- **Dangerous character encountered/Antagonist**

  ....

- **Goal of the adventure**

  ....

- **Types of tests to be passed**

  ....

- **Other characters** (they can either help or hinder the protagonist)

  ....

  ....

- **Useful objects** (they can be related to the topic)

  ....

  ....

- **Crossroads or choices given to the protagonist**

  ....

edugraal

STORYBOARD PLANNER

TITLE OF THE STORY

....

01 INTRODUCTION

Presentation of the scenario, of the characters, or departure in medias res

....

....

....

02 START OF THE INVESTIGATION

The protagonist begins searching for the solution but is faced with something mysterious that requires insights

....

....

....

03 SNAPSHOT

Something unexpected opens up a new path. The protagonist begins to get an idea, but has to get concrete proof.

....

....

....

04 SOLUTION

The solution must be one and unequivocal! The clues collected (even through witnesses) are sorted and lead to the culprit!

....

....

....