



TOOLBOX OF RESOURCES

SEQUENCE 8: Organising the Story in Digital and Interactive Formats

Target: Educators, Youth Workers, Trainers

Estimated duration: 60-90 minutes

Context: Formal, non-formal and informal learning contexts

Materials: Tables, chairs, blackboard/virtual board, computers or tablets, internet connection, printed story drafts (if available)

Activities can be carried out individually, collaboratively, or in facilitated settings, depending on the educational context and learners' needs.

1. OBJECTIVES

The aim of this sequence is to support participants in transforming their narrative design into a structured digital and interactive format.

At the end of this session participants will be able to:

- Organise story elements into a non-linear structure
- Identify decision points and branching paths
- Translate narrative ideas into interactive sequences
- **Prepare content for digital platforms (e.g., interactive books, Twine-based stories, Genially presentations)**

This sequence marks the transition from storytelling and character development ([Sequences 3-7](#)) to digital implementation.

Special attention is given to clarity, accessibility and logical flow, ensuring that the interactive structure remains understandable, especially for young audiences and participants with Specific Learning Difficulties (SLD).



2. DESCRIPTION OF THE SEQUENCE

After defining the protagonist, climate challenge and narrative arc, learners now need to reorganise the story into a **digital-ready structure**.

Unlike traditional linear storytelling, interactive storytelling requires:

- Clear decision points
- Alternative paths
- Multiple possible outcomes
- Logical cause-and-effect relationships

The story must be mapped before being transferred into a digital tool.

2.1 From Linear Story to Interactive Structure

Participants analyse their draft story and identify:

- Where the protagonist makes decisions
- What alternative actions are possible
- What consequences follow each choice
- Where the story can end (positive, neutral or negative ending)

According to the [Sequence 2](#) which guides is in the identification of key educational messages participants can reflect on:

- Is each choice meaningful?
- Are consequences realistic?
- Does each path remain connected to the climate theme?

This process ensures narrative coherence before digital implementation. For more details refer to [Sequence 6](#).

2.2 Mapping the Story Structure

Participants create a **Story Flow Map**, which may include:

- Introduction (context and problem)
- First decision point



- Branch A / Branch B
- Second decision point
- Multiple endings

They can use:

- Paper flowcharts
- Post-it notes
- Digital mind-mapping tools

The goal is to visualise the structure before transferring it into a digital platform. For more details refer to [Sequence 7](#).

3. PROPOSED ACTIVITIES

Activity 1 – Identify Decision Points

Duration: 15-20 min

Learners reread their story draft and underline:

- Moments of tension
- Situations requiring a choice
- Conflicts related to the climate challenge

They then rewrite these moments in a structured format:

“If the Climate Hero chooses..., then...”

This helps clarify cause-and-effect relationships.

For more details refer to [Sequence 6](#).

Activity 2 - Build the Interactive Flowchart

Duration: 25-30 min

Worksheet 1 in [Annex 1](#)

Participants design a simple branching structure:

- Start → Choice 1 → Outcome A / Outcome B
- Each outcome may lead to a new choice or an ending



Educators guide learners to:

- Avoid overly complex branching
- Keep the structure manageable
- Ensure every path is complete

A basic template may include:

- Scene number
- Short description
- Choice options
- Link to next scene

This structured organisation prepares the content for digital platforms.

Activity 3 - Preparing for Digital Transfer

Duration: 20-30 min

Worksheet 2 in [Annex 2](#)

To prepare the story document for the digital transition, i.e. importing it or recreating in digital tools, participants organise content into short sections ready for the digital transition:

- Short paragraphs (3–6 lines max)
- Simple language
- Clear choice buttons (2–3 options only)
- Visual placeholders (image/icon ideas)

Next suggested step is creation of the “Scene List” document including:

- Scene ID (e.g., S1, S2A, S2B)
- Narrative text
- Choice options
- Next scene reference



4. Digital Tools for the Sequence

This step contains information on the digital tools that can be used for the digital transition or implementation of the story in the digital and interactive formats. Below is the proposed list of suggested digital tools and platforms.

Category: Interactive Story Platforms

- Twine (see [Tutorial 4, Digital Toolbox_Twiny](#))
- Genially (see [Sequence 12, Digital Toolbox_Genially](#))
- Canva (see [Digital Toolbox_Canva](#))
- Google Slides (for hyperlink-based branching)

Category: Story Mapping Tools

- Miro
- MindMeister
- Padlet
- Paper-based flowcharts

Educators are also invited to consult [Tutorial 5](#) for detailed technical guidance.

5. HOW TO APPLY THESE ACTIVITIES IN FORMAL AND INFORMAL CONTEXTS

Formal education contexts (e.g., school)

- Logical structuring exercises
- Cause-and-effect analysis
- Flowchart design as digital literacy practice
- Cross-curricular integration (ICT + Language + Environmental Education)

Non-formal and informal contexts (youth work, community settings)

- Group-based story mapping
- Collaborative decision-tree building
- Role-play testing of different story paths



6. ADAPTATIONS FOR STUDENTS WITH SLD

- Provide pre-made flowchart templates
- Limit number of choices per decision (max 2)
- Use colour coding for branches
- Use icons to represent decisions
- Provide partially completed examples
- Offer audio explanation of branching logic
- Allow oral storytelling before structuring

7. RELATED TUTORIALS

- [Tutorial 3 – Crafting Compelling Climate Narratives](#)
- [Tutorial 4 – Interactive Storytelling Techniques \(Role-Playing & Decision-Making\)](#)
- [Tutorial 5 – Using Digital & Multimedia Tools for Storytelling](#)



ANNEX1

WORKSHEET1

INTERACTIVE STORY FLOWCHART TEMPLATE

Story Title: _____

Climate Challenge: _____

Protagonist: _____

Instructions: Use the boxes below to map your interactive story structure.

Scene / Step	Description / Choices / Next Scene
Scene 1	Write scene summary and indicate choices → Next Scene ID
Scene 2	Write scene summary and indicate choices → Next Scene ID
Scene 3	Write scene summary and indicate choices → Next Scene ID



Scene 4	Write scene summary and indicate choices → Next Scene ID
Scene 5	Write scene summary and indicate choices → Next Scene ID
Scene 6	Write scene summary and indicate choices → Next Scene ID
Scene 7	Write scene summary and indicate choices → Next Scene ID



ANNEX2
WORKSHEET 2

SCENE LIST TEMPLATE (DIGITAL-READY STRUCTURE)

Instructions: Complete one row for each scene in your story.

Scene ID	Narrative Text (max 5 lines)	Choice A →	Choice B →	Ending? (Yes/No)