

Tutorial 2 :

Getting Started

How to Use the Toolbox of Resources



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1. Aim / Learning Objectives

This tutorial will help you fully utilise the Green Saga project toolbox by:

- Understanding the variety of materials available (all free, multilingual, and adaptable) and their educational value.
- Navigating the toolbox efficiently to find relevant resources.
- Integrating resources into different learning environments (both formal and informal settings).
- Maximising the potential of tools to create engaging adventure books and storytelling educational projects.

2. Introduction

The Green Saga Toolbox of Resources is an innovative educational toolkit that equips youth workers and educators with ready-to-use curriculum and practical materials for climate literacy. Its core mission is to help professionals inspire young people (ages 16–26) to develop environmental narratives through adventure-based storytelling books, fostering creativity, critical thinking, and actionable engagement with climate action principles. More than just a collection of resources, the toolbox is a guided toolkit for effective implementation.

The Toolbox of Resources is available digitally on the Green Saga project website in six languages (English, Spanish, French, Italian, Lithuanian, and Slovenian). It is published under a Creative Commons BY-NC-SA license, allowing for free download and adaptation to different educational contexts.

3. Step-by-Step Guide

3.1 What's Inside? How to Navigate the Toolbox?

The Toolbox of Resources includes:

1. Digital tools organised in five categories:

- Graphic Design and Layout: Canva, Adobe Express, Genially.
- Illustration and Image: Pixlr, Inkscape, GIMP (GNU Image Manipulation Program), VECTR.
- Creative Writing and Storytelling: Obsidian, Twinery.org, Inklewriter, Storybird.
- Audio Recording: Audacity, Loom, Ocenaudio.
- Accessibility and Language: Chat GPT, Natural Reader, LanguageTool.

Each tool sheet is composed of:

- Part 1 - technical information about the tool (languages, free version, strengths, limitations).
- Part 2 - sequence/practical example of using the tool to create gamebooks

2. Additional teaching materials:

- Set of teaching sheets to guide the narrative process

Green Saga Navigation Guide (steps):

Visit the Green Saga Website:

Go to our official website at www.greensagaproject.eu

Locate the Toolbox:

Select the "Toolbox of Resources" section from the main menu

Browse Resources:

Explore our organised categories

Click on the digital tool or resource icon that interests you

Download Materials:

Click the download button for your selected resource

Files will be saved in your default downloads folder

3.2 How to Use the Toolbox of Resources

The Green Saga Toolbox empowers you to bring storytelling-based learning to life through interactive methods and carefully curated resources. There's no single way to use the Toolbox; it's flexible. You can run a short 20-minute activity or a full storytelling workshop. It helps you:

1. **Select the right digital tools** – Organised by function and aligned with Green Saga's expert tutorials:
 - **Tutorial #2:** Design Adventure-Based Learning Experiences (e.g., Audacity, Twine)

- **Tutorial #3:** Apply Interactive Storytelling (e.g., Arcweave, Canva, Twine for role-playing & decision-making)
- **Tutorial #4:** Craft Climate Narratives (e.g., Genially, Audacity)
- **Tutorial #5:** Adapt Stories for Different Learners (Age groups & learning styles)
- **Tutorial #6:** Master Multimedia Storytelling (Digital tools for richer narratives)
- **Tutorial #7:** Facilitate Youth Discussions (e.g., Miro, Google Docs, FigJam for problem-solving)

2. **Implement with confidence** – Each set of recommendations is tailored to maximise engagement and learning outcomes. Through Adaptable & Interactive Sequences, you can combine resources based on your goals to build a story from scratch, to design a digital activity, or to facilitate group reflection.

4. Practical Activity Example

Example of Sequence: “Creating a Story about Climate Change with Genially”

Objective:

- Students will understand the causes and consequences of climate change by creating a collaborative digital story.

Duration:

- 3 sessions of 45 minutes.

Materials:

- Computer or tablet with access to Genially.
- Simple microphone (for recording voices).
- Whiteboard or flipchart for brainstorming (Miro whiteboard).

Step-by-step sequence:

1. Introduction (10 min)

- The teacher poses a triggering question: “What would happen if our city had no water for one month?”
- Short group discussion to generate ideas.

2. Brainstorming and characters (20 min)

- Each group chooses a main character (e.g., a child, an animal, a river) and defines the story conflict related to climate change.

3. Storyboard (30 min)

- Students sketch the main scenes on paper or the board.

4. Digital creation (45 min)

- They use Genially to transform the storyboard into an interactive presentation.
- They add images, text, and interactive buttons.

5. Audio narration (30 min)

- Each group records a short audio narration of their story.
- They integrate the audio into their presentation.

6. Presentation and reflection (20 min)

- Each group shares its story with the others.
- Guided discussion: “What solutions can we imagine for this climate-related problem?”

Expected outcomes:

- One interactive digital story per group.
- Improved understanding of climate change, as well as creativity and critical thinking skills.

5. Inclusivity Considerations

A core principle of the Green Saga Toolbox is a strong commitment to accessibility and inclusion. The toolbox has been designed to support young learners of different backgrounds, including those with Specific Learning Disabilities (SLD).

To make sure every learner can take part meaningfully, the toolbox provides:

- Content in multiple formats – audio, text, and visuals.
- Clear and accessible language – simple wording that avoids jargon.
- Flexible activities – adaptable for different learning styles and cognitive needs (visual, auditory, kinesthetic, reflective).
- Diverse stories and characters – reflecting varied cultural and identity backgrounds.
- Interactive formats – encouraging active participation and conscious decision-making.



As an educator, you are encouraged to apply these accessibility guidelines when combining digital tools and resources, ensuring that all young people feel included and empowered.

6. Expected Outcomes / Conclusion

The Green Saga Toolbox is designed to make your work as an educator easier, more engaging, and more impactful. Think of it as a creative partner that gives you ready-to-use resources and adaptable activities to bring storytelling into your teaching.

By using the Green Saga Toolbox, you will:

- Gain practical tools – ready-made templates, guides, and story-based activities you can adapt to your context.
- Save time and effort – less planning, more space for creativity and interaction.
- Feel confident with inclusivity – resources are designed with accessibility in mind, supporting diverse learners, including those with Specific Learning Disabilities (SLDs).
- Expand your teaching approach – storytelling helps connect environmental topics with real-world experiences, making learning meaningful and memorable.
- Empower your students – foster creativity, empathy, collaboration, and critical thinking.
- Stay flexible – activities can be used in classrooms, youth centres, online, or outdoors; in short workshops or longer programs.

👉 The main takeaway: the toolbox equips you to teach with impact while keeping learning engaging, inclusive, and adaptable.

7. Recommended Tools / Resources / To go further/additional resources

Digital Tools

Graphic Design & Layout

- Canva – <https://www.canva.com>
- Adobe Express – <https://www.adobe.com/express/>
- Genially – <https://www.genial.ly>

Illustration & Image

- Pixlr – <https://pixlr.com>
- Inkscape – <https://inkscape.org>
- GIMP – <https://www.gimp.org>
- VECTR – <https://vectr.com>

Creative Writing & Storytelling

- Obsidian – <https://obsidian.md>
- Twinery.org – <https://twinery.org>
- Inklewriter – <https://www.inklestudios.com/inklewriter/>
- Storybird – <https://storybird.com>

Audio Recording

- Audacity – <https://www.audacityteam.org>
- Loom – <https://www.loom.com>
- Ocenaudio – <https://www.ocenaudio.com>

Accessibility & Language

- ChatGPT – <https://chat.openai.com>
- Natural Reader – <https://www.naturalreaders.com>
- LanguageTool – <https://languagetool.org>



Tip for Educators

Use these resources as extensions to the Toolbox — they connect you with global frameworks, free teaching materials, and innovative storytelling approaches.

- ◆ **Universal Design for Learning (UDL)** – CAST

- [Visit UDL Guidelines](#)

- 👉 Framework for inclusive and accessible learning.

- ◆ **UNESCO** – Education for Sustainable Development (ESD)

- [Explore Guide](#)

- Practical strategies to integrate sustainability into education.

- ◆ **CLEAN** – Climate Literacy & Energy Awareness Network

- [Access Resources](#)

- 👉 1,000+ peer-reviewed teaching resources on climate and energy.

- ◆ **European Commission** – Inclusive Education

- [Visit Resource Hub](#)

- Guidelines for equity and inclusion in education.

- ◆ **EduGraal** – Pedagogical Toolbox for Gamified Storytelling

- [Browse EduGraal Toolbox](#)

- 👉 A rich collection of tips, tutorials, printables, and gamified storytelling tools—including adaptations for students with Specific Learning Disabilities (SLD)

8. Bibliography

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