YOU CREATE
Manual

A learning model grounded in the theory that humans define their experiences within the context of narratives

What is it?

Pros:
- self-efficacy
- presence
- interest
- involvement
- seeing the perspective of others

Narrative Based Learning

Cons:
- other learning methods provide greater test performanc
- increased cognitive load

How is it structured?

1. Pick an appropriate story
2. Determine pre-teaching outcomes
3. Warm-up
4. Create
5. Present
6. Practice, apply, assess, and follow-up

Primarily, although not exclusively, delivered through classroom teaching, where students will be in physical attendance.

Distance Learning

Learners are not physically "on site" and the source of information and the learners are separated by both time and distance.

Face-to-Face Model of Blended Learning

Tactile: physical touch, building and manipulating, doodle while listening

Auditory: listening to stories, talking

Kinaesthetic: linterpretive dance, sport, role play
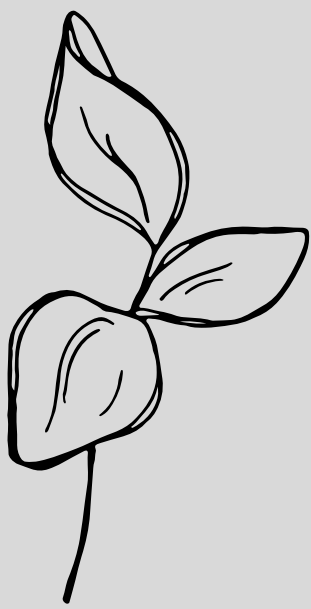
Learning Modalities

traditional face-to-face classroom training and high-tech eLearning.
Ex. face-to-face, rotation, flex, gamification, online lab, self-blend, online driver.

Learning Delivery Methods

Visual: watching demonstrations, graph and images

Flexible curricula and methodology, capable of adapting to the needs and interests of students, for which time is not a pre-established factor.
Ex. community-based adult education courses, free courses, fitness programs

Blended Learning
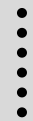
Non-formal

Learning Cultures

Informal

Formal

Independent of boundary walls, no defined syllabus, not pre-planned and has no timetable, often a lifelong process.
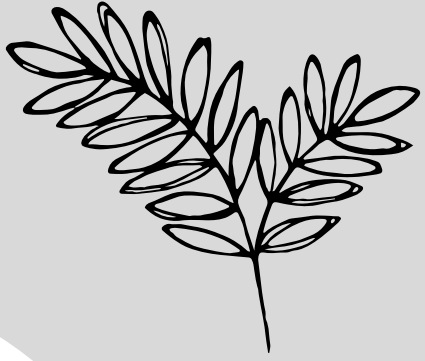Ex. learning a mother tongue, spontaneous type of learning.

Systemic, organized education model, structured and administered according to a given set of laws and norms.
Ex. learning in a classroom, college, and university

A variety of learning/teaching methods based on real-life situations. It derived from Communicative Language Teaching (CLT), a method emphasizing the importance of real communication and interaction as both learning object and means through which learning takes place

What are they?

Communicative Training Approaches

Projects

Play

Environment and Human Ecology

What principles guide it?

What Erasmus+ projects are examples?

Passion

Peers

Check out the manual for descriptions

Youth and Environment Europe

Environmental Sustainability Training for Children through on-line Simulation, Exploration, and Collaboration

Narrative-based learning in...

	Digital	Hybrid
Definition	Skills of narrating stories through miscellaneous digital media, such as images, audio, and video	participants are meeting partly online and partly in-person at the same time - be the latter local or cross-border
Examples	Moodle, Trello, Video Tutorials, Padlet	"Flipped" model, "Face-to-face" driver model, "enriched" virtual model
Pros	enhance learners' perception of curricular content, promotes discussion and comprehension, improve student skills with digital, global, technology, visual, and information literacy	Flexibility, freedom, efficiency, time management, trainer/educator is a facilitator, more collaboration, more diverse and stimulating external inputs, less in-class time.
Cons	Requirement that the teacher has trained in digital teaching	technical problems, less continuous, reduced communication.
Tips	• combine digital tools; video, then moodle • turn narrative stories into digital games	• introduce online learning in your youth projects • decide on if you would like the online learning to introduce or follow-up in person.

How to make a youth program using narrative based learning:

1. Pre-lesson planning: ask yourself some preliminary questions
2. Prepare online learning activities and tools
3. Prepare in-class learning activites and tools
4. Integrate online learning with in-class activities

Check out the Youcreate manual for more in-depth explanations of these topics!