



Bal Bharati
PUBLIC SCHOOL
Sector-21, Noida, G.B. Nagar

TEACHER TRAINING WORKSHOP

REPORT

Name of the Resource Person: Vikramjit Singh Rooprai

Title of the workshop: Integration of Storytelling and Gamification in Teaching of Social Science

Date: 27 May 2024

Duration: 5 Hours

Venue: Bal Bharati Public School, Rohini

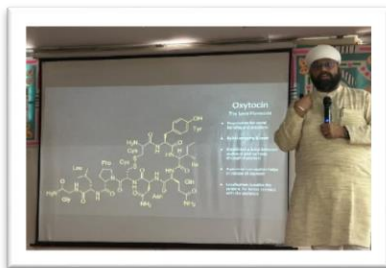
Attended By: Social Science Deptt

"You're never going to kill storytelling, because it's built in the human plan. We come with it." - Margaret Atwood, author of *The Handmaid's Tale*

The workshop was an enlightening and interactive session on different **storytelling techniques** and a presentation on the **principles, strategies, and benefits of gamification** in Social Science Tools and Resources for creating compelling stories understanding the principles of gamification and how to implement them were the major highlights of the session.



Workshop



Role of Emotions

The resource person, Mr. Vikramjit Singh Rooprai created a storyboard for a historical event, highlighting key moments and characters. He also designed a **role-playing game** (dumb charades) where students could act out historical events or social situations.

The workshop enabled us to be better equipped with **practical tools and techniques** to transform the social science teaching methods and make learning more engaging, dynamic, effective and memorable for our students. The workshop also included group activity on case studies of successful gamification in social science classrooms and discussion on challenges and solutions.



Neurobiology of Storytelling

Focused Skill Competencies:

Critical Thinking: Analyzing and interpreting stories and games in the context of social science. Enhance creativity by designing unique and engaging educational content that resonates with students.

Creativity: Designing engaging stories and gamified activities.

Collaboration: Working in groups to develop and refine educational content, sharing ideas and best practices with fellow educators, expanding our professional network, and gaining new perspectives.

Communication: Effectively presenting stories and game-based lessons



Gamification of Curriculum

The introduction of AIOT (through project work)has made our social science teaching more interactive and collaborative. It has expanded the classroom into cyberspace to enhance future skills and learning outcomes. Walking through the historical corridor of ancient, medieval, and modern India provided a visceral connection to the past that cannot be replicated in a classroom setting.

Shawn Coyne, the writer of the book *The Story Grid: What Good Editors Know* wrote, “Whether you know it or not, your desire to write comes from the urge to not just be “creative,” it’s a need (one every human being on earth has) to help others. A well-told Story is a gift to the reader/listener/viewer because it teaches them how to confront their own discomforts.”

Thus, students learn that social studies is an investigation of real people and their lives rather than just the study of history through hearing and recounting these stories. Students start by sharing anecdotes from their own lives. As for the teacher's role, the integration of storytelling into the social studies curriculum fosters students' comprehension of cultural variety, democratic ideals, and civic engagement thus widening their horizons. Students gain communication skills from storytelling and the personality traits that are practiced by the teachers, which also inspires them to teach certain attributes that they feel influenced by and forge bonds within the class through shared experiences.