

# Guidelines for Resource Creation

## Story Selection:

While selecting your stories try to ensure that they are of different genres – have a mix - mostly humorous but some could be bit serious, playful, some thought provoking, others very simple. Some stories can be textbook-based and some can be unrelated to the textbook. They can be of different types - only narration, narration with dialogues, only dialogues. Try to include both fiction and non-fiction. Information in non-fiction content should be correct and factual. .

Sl. No.	Parameters	Check
1	is grade level/ age appropriate	
2	is of appropriate length (duration)	
3	uses appropriate language	
4	is set in contexts that students can relate to	
5	based on themes or context children are familiar with	
6	is interesting and easy to understand	
7	stimulates curiosity in children	
8	has a strong logical plot with some suspense as well	
9	does not contain biases and stereotypes	
10	does not have content that preaches morals without encouraging children to think critically	
11	has additional elements such as songs and rhymes	

## Story Narration:

Creating high-quality audio recordings for storytelling is a valuable skill for English teachers. Here are some broad guidelines that you can keep in mind while narrating a story:

1. Engaging Opening: You can start the story with an interesting question or introduction to grab the listeners' attention from the beginning.
2. Pacing the Narration: Pace the story narration to maintain the listeners' interest. For example - speeding up for action and slowing down for introspection or reflection.
3. Narrating for different characters: Create a unique voice, tone and style for each character that helps showcase their distinct personalities and makes them more relatable. Also maintain consistency in the voice and character portrayal throughout the story. For example - if your story features two characters, one elderly and one youthful, alter your voice to sound older with a slight quiver for the elderly character and use a brighter, more energetic tone for the youthful one.
4. Express, Don't Tell: Express emotions through voice modulation, tone and dialogue rather than directly telling the audience. This can help create excitement and curiosity in the listeners.

5. **Pause and Emphasis:** Utilize pauses and emphasis to highlight important moments, create suspense for specific parts of the story, such as mysteries, tense moments and unexpected twists. Pauses can also be used to signify changes in scenes or character perspectives. Example - To build suspense, pause before revealing a crucial plot twist. Emphasize the revelation with a dramatic tone to heighten its impact.
6. **Vocal Effects:** You can create sound effects using your voice to further enhance the audio storytelling experience.
7. **Engaging the Students:** You can ask comprehension questions, as well as rhetorical/hypothetical questions to encourage imagination.
8. **Editing and Revisions:** Keep revising and editing to refine the story and improve its quality. You can seek feedback from peers or listeners to reflect on your own storytelling experiences to continuously improve.

Remember teachers!

The key is to practice your narration skills as much as possible. Once you are comfortable with these pointers, you can also explore adding additional details or follow-up questions about the characters or the setting in your narration to help paint a clearer picture in the listeners' minds.

## Story Recording:

### **Pre-recording:**

1. **Plan out your story:** Write it down, read it aloud with your recording partner a few times to practice. This helps you familiarize yourself with the content and improve the output.
2. **Script Annotation:** Before recording, it can be helpful to add notes to your script on character emotions, tone, and intended pauses to guide your performance during recording. Example - In your script, add notes like "[whispering]" for a character's secretive dialogue in the passage.

### **Recording:**

1. **Room Tone:** It is helpful to capture the room tone or ambient background noise for each recording session. This helps maintain a consistent audio environment for editing purposes. Example - Record a few seconds of silence at the beginning and end of each recording session to capture the room's natural background noise, which can help with editing later.
2. **Think of Sound Effects for Realism:** As the edited audio would contain sound effects that correspond to the story's setting or events, note down the same along with its duration and timing. It can be helpful to create a visual guide for the story to help plan sound effects, music cues, and character interactions. Example – The story may expect a Lion's roaring at 39th second. Better to note down the required effect with the duration.