

Storyboard That **ESSA Packet**

RESEARCH-BASED DESIGN & LOGIC MODEL



Storyboard That is an online tool that allows teachers and students to create storyboards, graphic organizers, comics, and powerful visual assets using a multimedia approach. Storyboarding helps students process and understand information in a deep, meaningful way; when they storyboard, students are actively engaged in the learning process, and can make connections between the text and their own lives.

With thousands of premade lessons and templates to choose from, Storyboard That assignments can be easily customized to meet the needs of all students, encourage real-time collaboration, and provide an alternative way to assess students' learning.





UNDERSTANDING ESSA Evidence



OVERVIEW

Evidence guidance under the Every Student Succeeds Act (ESSA) are designed to ensure that states, districts, and schools can identify programs, practices, products, and policies that work across various populations.

The Every Student Succeed Act (ESSA) requires education programs to provide evidence of effectiveness and impact in order to be federally supported. The Department of Education's Office of Educational Technology provides standards to assess the varying levels of strength of research for education products.

The categories for ESSA Evidence are: strong, moderate, and promising evidence of effectiveness, or demonstrates a rationale to be effective.

This product meets the requirements for Level 4: Demonstrates a Rationale

- Includes a logic model based on research
- Research documentation connects academic research studies to features in the product that support learning
- A study is planned and/or currently underway
- A third-party research organization has reviewed the documentation for ESSA validation



When product designers leverage learning sciences to design their products, educators can better target instruction, and students' skills soar. Through interviews with the product designers, an evaluation of their research-informed activities, and an investigation of student feedback, this product meets the criteria for LXD Research's ESSA Level 4 Evidence.

- Rachel Schechter, Ph.D., Founder of LXD Research





What is Storyboard That?

Storyboarding is an incredibly powerful tool for visual communication. Creating a storyboard brings words from the page to life, and encapsulates the audience's imagination in ways that text alone cannot.

Storyboard That is an online storyboarding tool that makes it easy to create storyboards even without being an artist. With Storyboard That, students can create a digital story in minutes using storyboard templates and easily share their work.

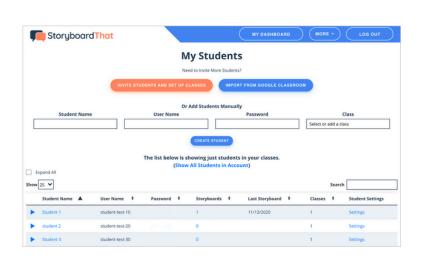


Benefits of Storyboard Learning

- Students can better understand complex concepts by breaking them down into smaller parts.
- Students can share their storyboards with others to work together and understand different people's viewpoints.
- The process of creating a story keeps students more engaged with the task.
- Storyboards are a great way to organize and present information concisely.
- Storyboards can be used for any type of learning.

Teacher Tools

- User friendly dashboard
- Easy rostering with Google Classroom, Clever, Canvas, Schoology, and ClassLink
- Access to over 3,000 ready-touse lesson plans for grades K-12
- Cross-curriculum application
- Worksheet and poster templates
- Professional development



Storyboard That Foundational Research Summary

Storyboard That is a digital storytelling tool that enables students to create multimodal texts to enhance learning across all grades and content areas. The Storyboard Creator allows students to quickly create texts such as comics, books, and graphic organizers by dragging and dropping elements. Storyboard That promotes creativity and critical thinking skills, increases students' intrinsic motivation for learning, and simplifies differentiation for the teacher.

Research has shown that digital comics are an effective way to encourage creativity and critical thinking in students of all ages (Istiq'faroh, et al., 2020; Putri & Prodjosantoso, 2020). By using digital storytelling tools, students are more likely to reflect on their learning and engage in higher-order thinking (Sadik, 2008). Within Storyboard That's platform, students can demonstrate their understanding through the creation of graphic organizers, Frayer Models, and timelines in addition to storyboards. These tools supplement instruction by helping students to break down complex ideas into

manageable parts. Furthermore, Storyboard That enables students to collaborate on assignments in real time. Collaborative writing tasks have been shown to significantly increase the quality of students' writing, as compared to individual pieces (Yarrow & Topping, 2010).



(You will see your student work here!)

VIEW STUDENT WORK IN REAL TIME

The Storyboard Creator is a highly versatile tool that can benefit both teachers and students in numerous ways. For educators, it presents an opportunity to incorporate student choice into learning experiences, which leads to increased effort and intrinsic motivation, among other benefits (Patall et al., 2008). For students, the ability to customize characters, backgrounds, and layouts offers endless possibilities, making each project unique and personally relevant. As they work through the comic creation process, they feel a sense of pride in their work, which drives their perceived competence as writers and motivates them to put in more effort (Sadik, 2008).

Students can fully customize their characters





Storyboard That Foundational Research Summary

Teachers may worry that implementing digital comics in the classroom will be a lengthy process (Muyassaroh, et al., 2019). However, Storyboard That has a library of over 3,000 standards-aligned lesson plans created by certified teachers that address all content areas and are designed to reduce planning time. Templates are fully customizable, and multiple templates can be provided per assignment to simplify differentiation, which is necessary to meet the needs of students with disabilities (Lindner & Schwab, 2020). Studies have shown that digital comics are also effective scaffolds for ESL students across all content areas (Young, et al., 2019). Digital storytelling can be used in conjunction with many evidence-based literacy strategies, such as readers' theater. Allowing students to share their original narratives with their classmates leads to increases in reading comprehension, fluency, and engagement (Young, et al., 2019).

TEMPLATES

Use a template to give your students guidance or a head start!

Add templates from your existing storyboards or create a new template from scratch in the Storyboard Creator.

What is a Template?

All templates will be available to students who have this assignment.

ADD TEMPLATE FROM YOUR STORYBOARDS

CREATE A NEW TEMPLATE

Incorporating digital comics into classroom instruction encourages students to engage in higher-order thinking, express themselves creatively, and demonstrate their understanding in authentic ways. Moreover, digital storytelling is an effective tool for teaching students how to organize and present their ideas. Critical thinking, creativity, and communication are all crucial 21st-century skills that students will require to succeed in life. Storyboard That's design is informed by research and learning science to support writing instruction across all content areas.



Logic Model for Storyboard That

PROBLEM STATEMENT

The wide range of learning needs within a single classroom makes it difficult for teachers to provide individualized instruction and keep all students engaged. Storyboard That streamlines differentiation and increases intrinsic motivation by promoting student choice.

RESOURCES

What resources are or could be available?

- Easy to use online storyboarding tool with drag-and-drop features
- Standards-aligned lesson plans, teacher guides, activities, and rubrics created by certified classroom teachers
- Customizable worksheet and poster templates for all subject areas
- Up-to-date informational articles

STRATEGIES & ACTIVITIES

What will the activities, events, and such be?

- Students engage with content and practice critical thinking through the creation of storyboards, comics, graphic organizers, and other multimedia aspects
- Students choose from a wide variety of visual elements, including images, characters, and backgrounds, to add to their written work
- Students practice, edit, and create different types of writing, including narrative, persuasive, argumentative, and informative/explanatory text
- Students record audio to explain their thinking and demonstrate understanding
- Students work collaboratively in pairs or groups on the same storyboard
- Teachers access visual materials aligned with their curriculum across all content areas

OUTPUTS

What are the initial products of these activities?

- Students make connections between text and their own lives through storyboarding
- Students engage in higher-level thinking by synthesizing information and thinking critically about what they have read
- Students have a wide range of choice for demonstrating their learning and presenting their ideas within the Storyboard Creator
- Students can collaborate on assignments with classmates in realtime
- Teachers create dynamic and differentiated assignments to provide personalized learning experiences
- Teachers assess visual representations of students' learning

SHORT-TERM AND INTERMEDIATE OUTCOMES

- Students develop and deepen their literacy knowledge and skills more rapidly
- Students transfer the critical thinking skills they learn through storyboarding to all content areas
- Students' engagement and self-confidence in their writing skills increases
- Students experience increased intrinsic motivation to write
- Teachers can more successfully differentiate instruction for all learners

LONG-TERM OUTCOMES AND IMPACTS

- Students increase their self-confidence and motivation with regards to life-long literacy
- Students improve their media and digital literacy skills
- Economic and social benefits of having strong literacy skills, such as reducing drop-out rate and increased employment opportunities appear
- Teachers have time to explore the Storyboard Creator and support materials, as well as administrator permission to utilize Storyboard That in their classrooms
- Students have equitable access to digital devices such as laptops and internet connection





Dear Education Leader,

The Storyboard That team is grateful for your use of our online storyboarding tool. We are delighted you chose Storyboard That to support your educators and students, knowing that many resource options are available.

We are excited to share our upcoming goal of assessing the efficacy of Storyboard That and its impact on academic outcomes, specifically reading and writing abilities. To achieve this, we plan to conduct a research study on the product's effectiveness. The findings of this study will help us understand the impact of Storyboard That and improve it to serve schools like yours better.

Please contact me to learn more details about the study and the terms of involvement. We hope you'll take advantage of this unique opportunity to help us shape the future of Storyboard That. If you're interested or have questions, please get in touch with us to arrange a meeting.

Thanks in advance for considering our invitation.

Sincerely, Lauren Ayube, Storyboard That

lauren@storyboardthat.com

References for Foundational Research Summary

- Istiq'faroh, N., Suhardi, S. & Mustadi, A. (2020). Improving elementary school students' creativity and writing skills through digital comics. *İlköğretim Online*, 19(2), 426-435.
- Muyassaroh, M. N., Asib, A., & Marmanto, S. (2019). The Teacher's Beliefs and Practices on the Use of Digital Comics in Teaching Writing: A qualitative case study. *International Journal of Language Teaching and Education*, *3*(1), 45-60.
- Lindner, K. T., & Schwab, S. (2020). Differentiation and individualisation in inclusive education: a systematic review and narrative synthesis. *International Journal of Inclusive Education*, 1–21.
- Patall, E. A., Cooper, H., & Robinson, J. C. (2008). The effects of choice on intrinsic motivation and related outcomes: a meta-analysis of research findings. *Psychological Bulletin*, 134(2), 270-300.
- Putri, M. A., & Prodjosantoso, A. K. (2020). Improving critical thinking skills and scientific attitudes by using comic. *Psychology, Evaluation, and Technology in Educational Research*, *2*(2), 69-80.
- Sadik, A. (2008). Digital storytelling: A meaningful technology-integrated approach for engaged student learning. Educational Technology Research and Development, 56(4). 487-506.
- Yarrow, F., & Topping, K. J. (2001). Collaborative writing: The effects of metacognitive prompting and structured peer interaction. *British Journal of Educational Psychology*, 71(2), 261-282.
- Young, C., Durham, P., Miller, M., Rasinski, T. V., & Lane, F. (2019). Improving reading comprehension with readers theater. *The Journal of Educational Research*, 112(5), 615–626.
- Yunus, M. M., Salehi, H., & Embi, M. A. (2012). Effects of using digital comics to improve ESL writing. *Research Journal of Applied Sciences, Engineering and Technology, 4*(18), 3462-3469.

Additional References for Logic Model

- Abuzaid, H., & Al Kayed, M. (2020). The impact of using storyboards on Improving reading skills of third-grade students with reading disabilities in Jordanian context. *International Journal of Learning, Teaching and Educational Research*, 19(1), 172-187.
- Andrade, H. G. (2001). The effects of instructional rubrics on learning to write. Current issues in education, 4.
- Birmingham, P., & Davies, C. (2001). Storyboarding shakespeare: learners' interactions with storyboard software in the process of understanding difficult literary texts. *Journal of Information Technology for Teacher Education*, 10(3), 241-256.
- Kisker, E. E., Lipka, J., Adams, B. L., Rickard, A., Andrew-Ihrke, D., Yanez, E. E., & Millard, A. (2012). The potential of a culturally based supplemental mathematics curriculum to improve the mathematics performance of Alaska Native and other students. *Journal for Research in Mathematics Education*, 43(1), 75-113.
- Marcos, R. I. S., Fernández, V. L., González, M. T. D., & Phillips-Silver, J. (2020). Promoting children's creative thinking through reading and writing in a cooperative learning classroom. *Thinking Skills and Creativity*, *36*, 100663.



LEARNING EXPERIENCE DESIGN | LXD Research | Storyboard That

LXD Research is an independent research firm that evaluates educational programs with ESSA-aligned methods.

Learn more at www.lxdresearch.com

For additional information about **Storyboard That** visit:

www.story board that.com



