
Storytelling and Digital Narratives in Teaching-Learning

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The Story of Story - Multi-Storied

Story= History until 1500

Storier (Surname), Storial (adj. Historically true)

Plot of the intrigue of novel or drama - 1715

Newspaper story - 1892

Story of a house - Windows with historical
paintings/sculptures

Snake-story - American 1823



Mark the word

→ Do not tell fish stories where the people know you; but particularly, don't tell them where they know the fish.

-Mark Twain



Narrative transportation — a proven psychological state where your brain stops defending itself and starts *living inside* the information.

When you're transported by a story, your cortisol, oxytocin, and dopamine change. Memorization becomes *unavoidable*.



Did you know that

Storytelling is as old as human beings themselves. Cave paintings, chants, myths are a testimony to that

1. The Learning Objective Locksmith

2. The Active Listener Rule

3. The Fiction Boundary

4. The Low-Floor, High-Ceiling Rule

5. "Never end with 'The end.' Always end with: 'What did the story tell you about [concept]?'"



Archimedes and the Golden Lie

Syracuse 250 BC. The king orders a golden crown

Suspets goldsmith of foul play

Asks Archimedes to figure out

Bath tub and Eureka!



TWINE - NO CODING

Students rebuild the Eureka story as a *branching investigation*. You play as Archimedes' assistant. You have three suspects: the goldsmith, the king's advisor, and a rival scientist. Each clue — water displacement, density tables, fake receipts — unlocks a branch. Only one branch gets the correct physics.

Rider: The branching must be *driven by evidence*, not guesswork. If a student chooses wrong, the story says: *'The goldsmith laughs. Your evidence is weak. Try again.'*



Tension of Tenses

You wake up with a watch that shows not the time – but your grammatical tense. If you speak in the wrong tense, you freeze in place. A monster only exists in the Past Perfect. You can only escape if you describe what had happened before the monster arrived.'

Adobe Express/ Book Creator

Survival Kit.

Page 1 (Simple Past): *'The monster appeared.'* (Draw it.)

Page 2 (Past Continuous): *'I was running when the floor cracked.'*

Page 3 (Present Perfect): *'I have found a key – but I don't know where it leads.'*

Page 4 (Future): *'I will open the door if you help me.'*

Page 5 (Past Perfect): *'I realized the monster had been a teacher all along.'*

A high school in rural Mexico – low internet, but smartphones. Teacher used WhatsApp voice notes. Each student recorded a 60-second 'tense story' and sent it to a partner. The partner had to write down which tenses they heard.

Engagement: 100%.

Test improvement: 42% to 79% in 3 weeks.



Gondwana Land as detective story

I was born in a swamp on Gondwanaland. Then the earth tore me apart. Half of me went to Africa. Half to India. Today, I am a witness to a crime: continental murder.'

Clue: Glossopteris

Google Earth + Tour Builder

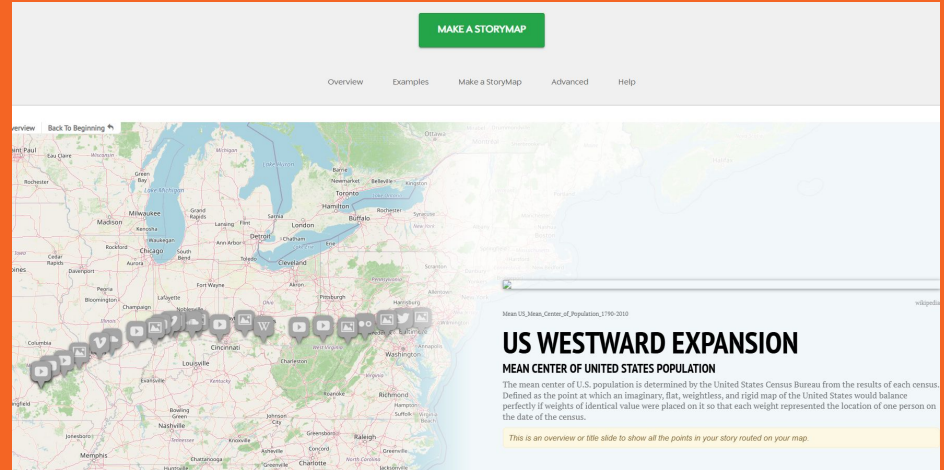


History beckons - StoryMap JS (NW Uni)

How did a turban exchange
cause to Kohinoor to reach
Iran?

How did it travel back to
Lahore?

Is it in the British crown
now?



Photosynthesis: Canva in one slide


I am a photon. I just traveled 93 million miles from the sun. I hit a leaf. A guard (chlorophyll) stops me: 'Password?' I say... 'Light.' He says: 'Wrong. Password is water + carbon dioxide.' I say: 'That's not a password — that's a recipe.' He says: 'Correct. Welcome inside. You are now sugar. And you will feed the world.'





Remember

- Pick one small concept – not a whole chapter. Just one.
- Create one character who *needs* that concept to solve a problem.
- Choose one free tool – Twine, Canva, Google Earth, StoryMapJS, or even paper + QR code.
- Build one branching choice – two paths, both requiring the concept to proceed.
- Add one debrief question – "*How did the story change how you see [concept]?*"

A group of people are seated at a table in a dimly lit room, likely a restaurant or cafe. They are looking out a large window at a city skyline. The text is overlaid on the image.

The best digital narrative tool in the world is *your voice*. If you tell a story with genuine curiosity, students will follow you anywhere. The tech just amplifies what's already there.