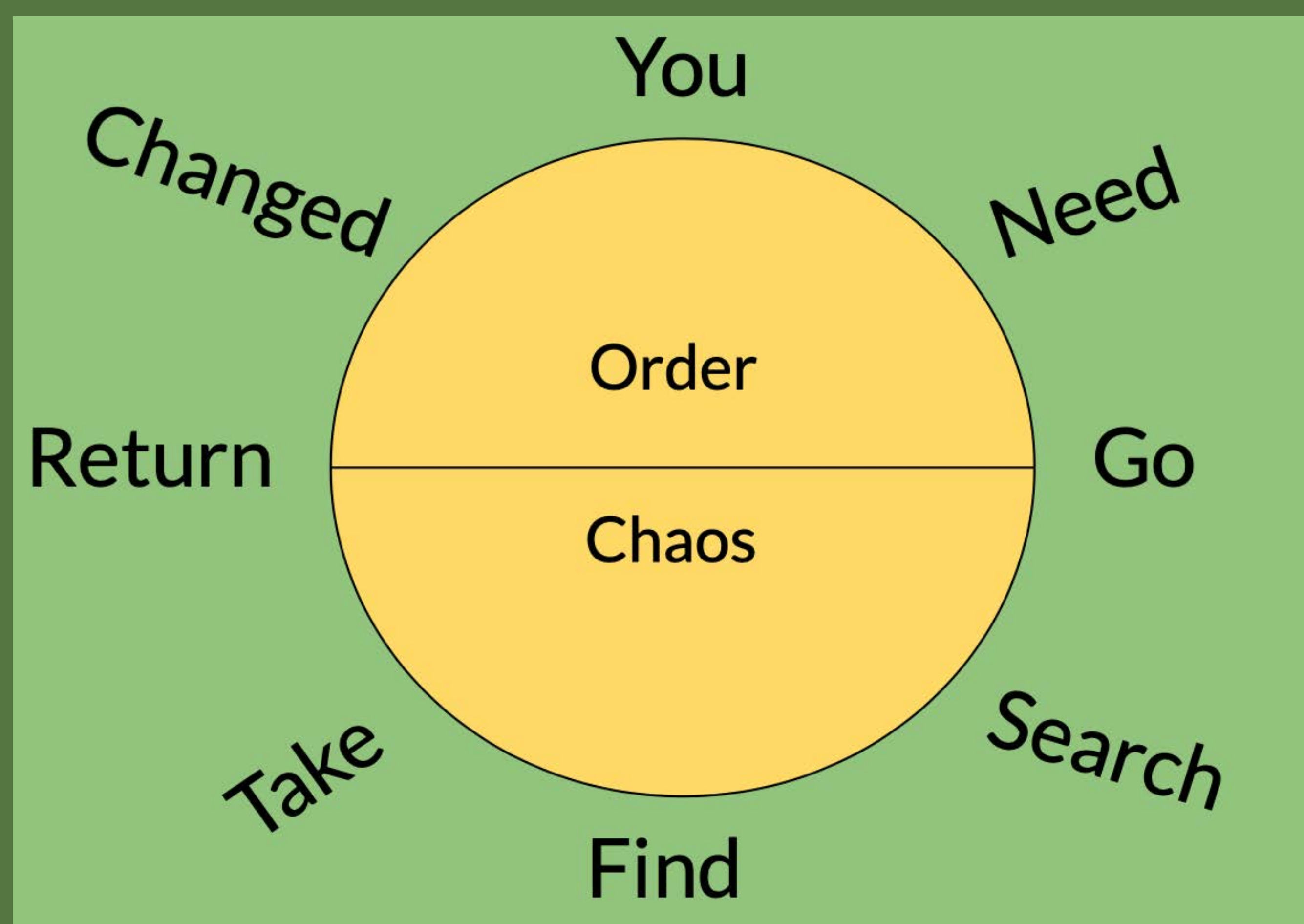


Journeying Through Uncertain Times USING STORYTELLING & COMPUTATIONAL THINKING

to Connect and Engage Library Users



Building Blocks

Protagonist	Setting	Challenge	Ending
Robot	Airplane	Finding a good parking spot	Returned the panda to its home
Nurse	Desert	Spraining your ankle	Lived happily ever after
Alligator	Mall	Delivering milk during a heat wave	Slept well for the first night in years
Farmer	Circus	Missing your airplane flight	Won the blueberry pie eating contest
Wild card	Wild card	Wild card	Wild card

Computational Thinking Concepts in Storytelling

Problem Statement: Creating a cohesive story using disconnected pieces/blocks

Decomposition: Break the story into manageable pieces. Examine Act 1 (you, need, go), Act 2 (search, find, take), and Act 3 (return and change)

Pattern Recognition: The patterns are identified within the story circle.

Algorithm Design: Following the path of the story circle and add conditional statements and loops.

Abstraction: Ability to create your own story or evaluate existing works using a model

