

Story cards

AAC Tool

Material needed: the attached story cards available in 3 formats:

- Pictograms
- Sign language cards: [view here](#)
- Story cards

Key competence: literacy

GENERAL OBJECTIVES

The three tools target the same objective: equipping pupils with tools to support the development of storytelling skills.

The cards, no matter which form they take, are designed to develop the pupils' expression, creativity, meaning-making competences.

The cards support vocabulary acquisition (words, visuals, signs, pictograms) and serve as a reminder of the key objectives of the story.

HOW TO USE IT

This tool works as a support for storytelling. Each deck is composed of different types of cards: characters, places and objects/actions. The cards represent key



Co-funded by
the European Union

movetia

Austausch und Mobilität
Échanges et mobilité
Scambi e mobilità
Exchange and mobility

**Plural
Words**

elements of the story to help the pupils remember the plot. They provided them with contextual information (the places), the characters involved in the story, and significant elements that alter the story (objects and actions).

This tool can be used in two versions:

1. As a support to retell the story, respecting the key elements.
2. As a support to reinvent the story while involving the different elements of the story

We recommend separating the decks according to the AAC tools (one for sign language, one for pictograms and one for illustrated story cards). However, if you want a more holistic approach, feel free to combine the methods by borrowing cards from the different decks.

HOW TO CREATE IT

We recommend printing the cards on paper with a higher grammage (200 g for e.g.) to ensure longer and better use by the children. The decks can then be used by small groups of children to "play" by telling.

TO GO FURTHER

To add more information, you can write some additional information on the back of the cards such as a brief description of the character, their characteristics and the role they play within the story.



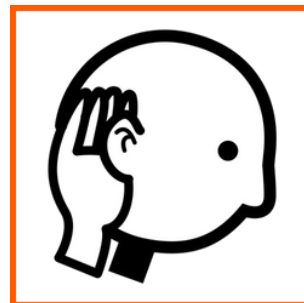
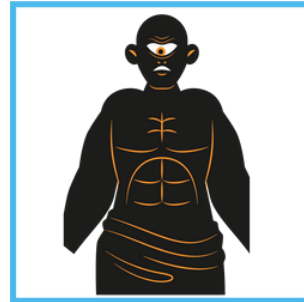
CREATE YOUR OWN VERSION

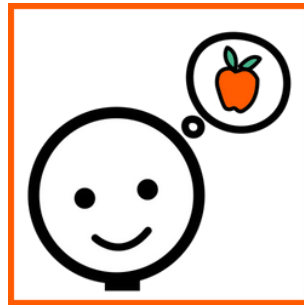
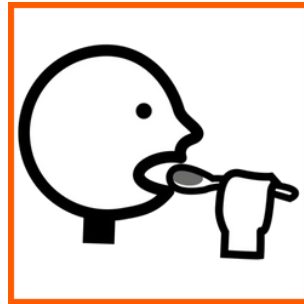
You can make your own story cards. You can draw or search for existing images (illustrated or real pictures) in books, magazines or on specific websites. The children can also be involved in the creation of the deck to increase the engagement and the appropriation of the story. Once the drawings are scanned, it will be sufficient to adjust the size and then print them out.



Odysseus, the land of the Cyclops

Pictograms





The pictographic symbols used are the property of the Government of Aragón and have been created by Sergio Palao for ARASAAC (<http://www.arasaac.org>), that distributes them under Creative Commons License BY-NC-SA.



Co-funded by
the European Union

Odysseus, the land of Cyclops

Story cards

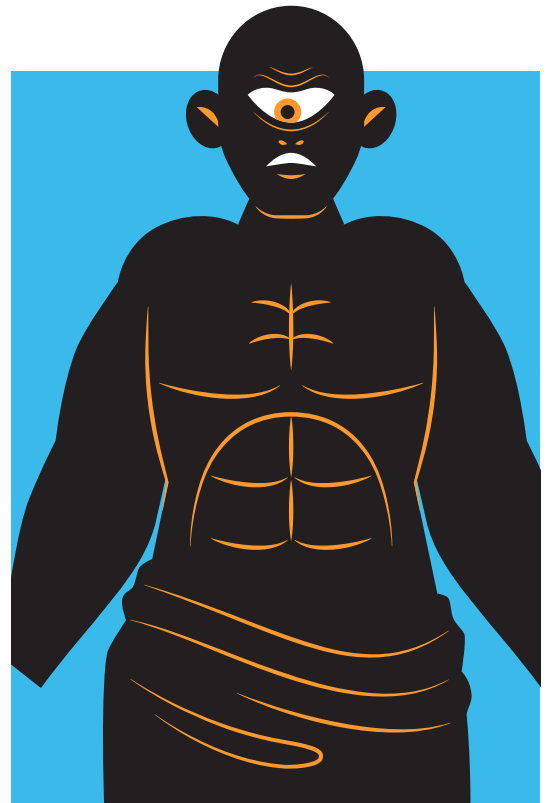
Plural Words



Odysseus



boat



Polyphemus

Odysseus, the land of Cyclops

Story cards

Plural Words 

Odysseus, the land of Cyclops

Story cards

Plural Words 

Odysseus, the land of Cyclops

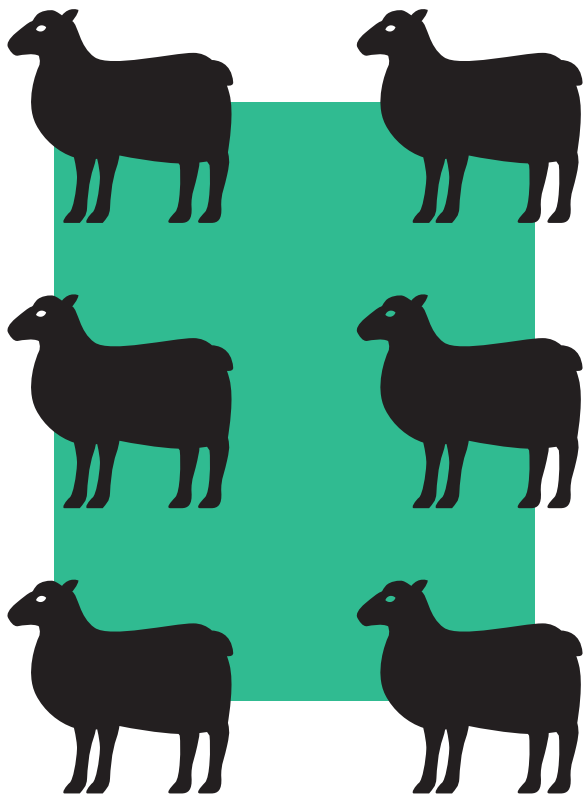
Story cards

Plural Words 

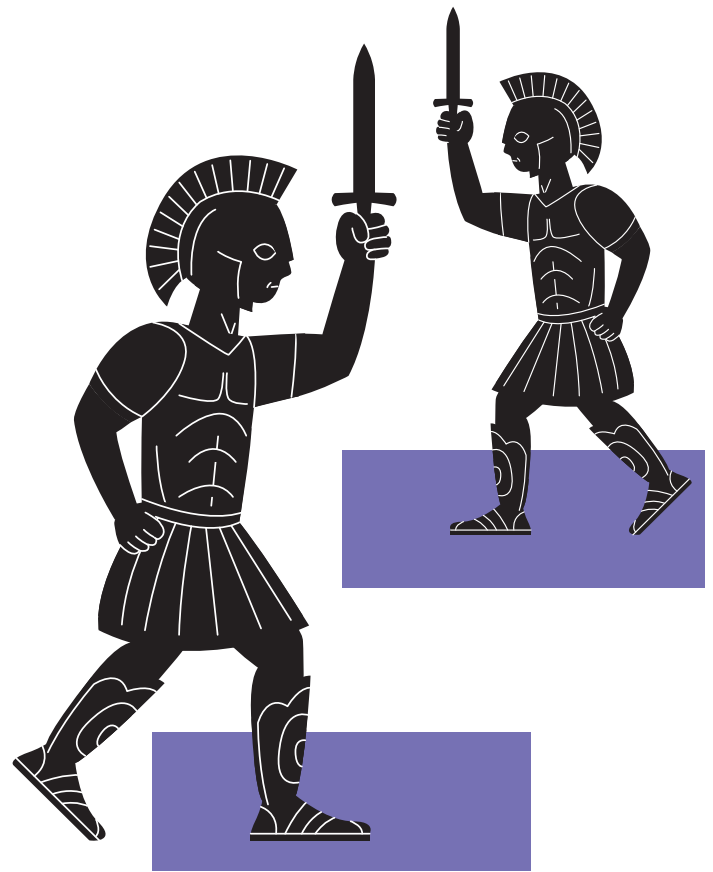
Odysseus, the land of Cyclops

Story cards

Plural Words 



sheep



crew



island



stake

Odysseus, the land of Cyclops

Story cards

Plural Words 

Odysseus, the land of Cyclops

Story cards

Plural Words 

Odysseus, the land of Cyclops

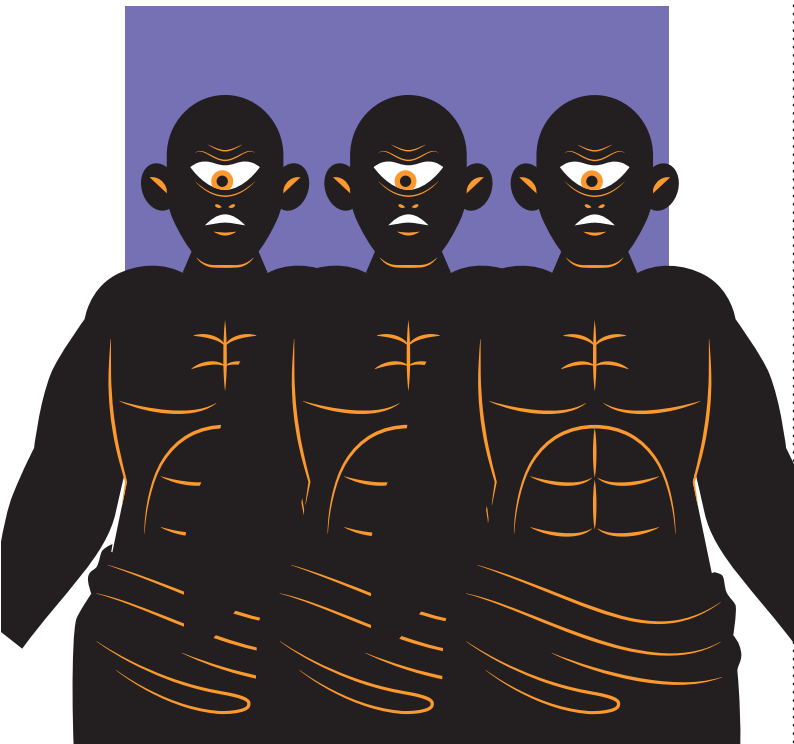
Story cards

Plural Words 

Odysseus, the land of Cyclops

Story cards

Plural Words 



Cyclops



cave



wine

Story cards are created to support the understanding of the story. After cutting the cards, you can use them in various ways:

- To retell the story: the cards serve as a reminder of the different steps and elements of the story.
- To reinvent the story: the cards indicate the key elements to include in the new story.
- In combination with other AAC tools (signs, pictograms, shadow play).