

## 'Storyboarding' in the classroom

Malizukiswe V. Vacu<sup>1</sup>, Craig Ehrenreich<sup>1</sup>, Nelisiwe Chonco<sup>1</sup>, Grace Aguti<sup>2</sup>, Xiangcong A. Luo<sup>3</sup>, Bianke Loedolff<sup>1†</sup>

<sup>1</sup>Faculty of AgriSciences, Stellenbosch University; <sup>2</sup>Earth University; <sup>3</sup>Faculty of Arts & Social Sciences, Stellenbosch University



Storyboarding is a visual storytelling, cooperative learning tool that could benefit learners from all disciplines in educational structures. This visual display enables learners to see interrelationships among the core concepts outlined in a module framework. Both teacher and learners participate in this storyboarding process through continuous discussion in the classroom. Concepts and ideas are displayed in clear visual form on a storyboard and could typically include (i) a topic revision and introduction to advanced concepts within the topic, (ii) learning objectives, (iii) in-and-out of class preparation time for learners, (iv) bottlenecks and (v) comprehension of complex learning content. Learners are then inversely challenged to find core concepts within a word puzzle, identify the links between the words and develop a challenging question within its context. Storyboarding in class presents learners with an opportunity to develop critical and creative thinking skills and provides an interactive learning platform to apply and contextualize the learning objectives.

