

## Storyboarding – A Fractured Fairy Tale

**Directions:** Your job is to plan out, or storyboard, a traditional or fractured fairy tale. For each box, sketch out the main idea that you want to feature in your animation. Remember to put the scenes in chronological order.

**Step One: Decide what your outcome will be and then work backwards.**

For example, decide how your story (or game or interactive animation) will end and make that your last storyboard.

My story will end:

**Step Two: Brainstorm**

What are the main events that need to happen to reach the end?

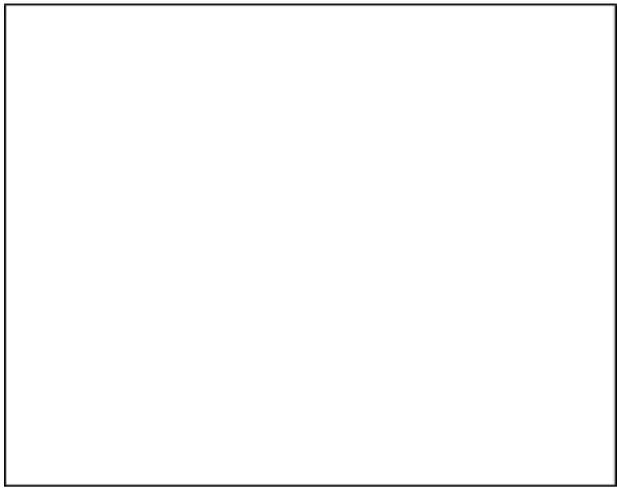
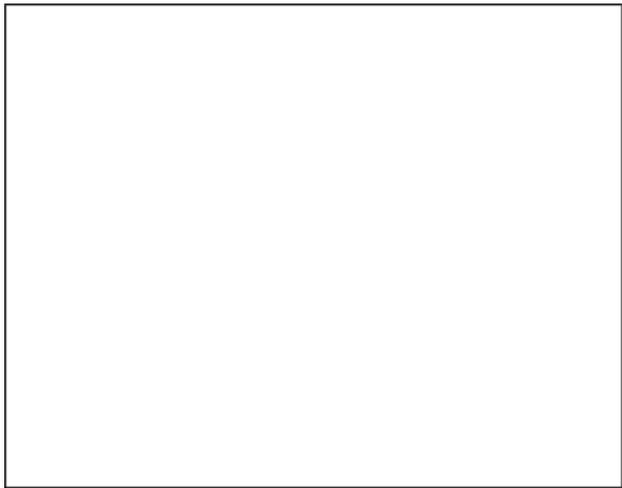
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

**Step Three: List your constraints**

What can you do, what can't you do, what do you have to do?

1. You have to use a fairy tale, but you can retell the story or change it.
2. You have to use all 6 boxes, but you can use more if you need to
3. You can think about creating a Scratch program with your storyboard (will you want to turn it into an animated story with an interactive “next” button, or perhaps, an interaction if click on different parts of the background?)

Story Title:



## Storyboarding Workshop @ Code Camp

- I. Gather everyone
- II. Explain we're going to learn about storyboarding
- III. Read The True Story of the Three Little Pigs
- IV. Hand out storyboarding worksheets

**Directions:** Your job is to plan out, or storyboard, a traditional or fractured fairy tale. For each box, sketch out the main idea that you want to feature in your animation. Remember to put the scenes in chronological order.

1<sup>st</sup> step – decide what your outcome is  
game will end when something happens  
animation will end when something happens ( time limit, interaction, or reached a goal, etc.)  
work backwards from end

2<sup>nd</sup> step – brainstorming  
what are the things that need to happen to get to that last step

3<sup>rd</sup> step – talk about constraints  
what can you do, what cant you do, what do you have to do