

# CONSTRUCTIVISM & ADDIE MODEL

Turning ideas into stories

## CONSTRUCTIVISM

Learners build knowledge actively by creating, exploring, and reflecting (Bruner, 1996).

### Key Principles



**Creation:** Learners build characters, plots, and settings.



**Exploration:** Hands-on tasks like story dice & choices.



**Scaffolding:** Models, examples, story-mountain (McDonald & West, 2021).



**Social Learning:** Share stories, give feedback.



**Reflection:** Revise and improve ideas (Reynolds, 2018).

## ADDIE MODEL

A systematic design model used to plan and deliver instruction (Molenda, 2003).

### Key Principles



**Analysis:** Identify learner needs & prior knowledge.



**Design:** Plan activities, templates, story tools.



**Development:** Create videos, worksheets, AI prompts.



**Implementation:** Deliver learning online.



**Evaluation:** Gather feedback & refine.

## HOW DO THEY WORK TOGETHER?

**Constructivism** guides what learners do.



**ADDIE** guides how the module is built (Kurt, 2021).

## STORYTELLING MODULE CONNECTION

This framework supports the Course Project module by ensuring children:

- **Explore ideas:** Creatively
- **Build stories:** Step-by-step
- **Use scaffolds:** Such as story dice & character templates
- **Reflect and revise:** To improve their writing

## LEARNER ENGAGEMENT IN STORYTELLING ACTIVITIES

