



The Digistars® Foundation Story

In 2010, when the eldest child of founder Elizabeth Yarnell was in second grade, his public elementary school received a StART grant for programming that integrated science with art and technology. A professional multimedia instructional designer for 30 years, Elizabeth saw the opportunity to create radical 21st century learning experiences for the students using the structure of digital storytelling.

Digital storytelling provides a scaffolding for students to tell their stories and demonstrate knowledge acquisition through a multi-sensorial medium. It encompasses the same steps of research, organization of content, and writing as traditional educational models do, only the work culminates in form of a movie.

The school became an exciting and engaging learning lab in every grade level

- 1st graders making stop motion animations (Claymation) about the Cretaceous Period.
- 4th graders busily at work on documentary movies about objects in outer space such as Haley's Comet and the Rings of Saturn.
- 2nd graders filming live action movies about extreme weather for their science unit.
- 5th graders making stop motion animations about the bio-fuel cycle.

Besides reaching the pinnacle of David Sousa's Knowledge Acquisition pyramid, the students absorbed tenets of literacy along with the technical know-how and production skills demanded by the moviemaking process. The film festival at the end of the year had parents captivated, and many students went on to impress their teachers by creating movies that clearly conveyed their message in middle and high school.

Now, these amazing digital storytelling programs are available to use in any classroom anywhere in the world! The Digistars online e-learning portal contains all of the content and materials needed to create an enriching, engaging, and educational experience with the students in your world.

As the preferred vendor for the non-profit Creative Technologies for Kids (CT4K.org), Digistars programs bring technology into classrooms or anywhere groups of kids yearn to unleash their creativity.