



BranchED

Once Upon a Summit: Telling the Story for Deeper Learning

Fall Summit 2025

October 16, 2025



Your Feedback



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Your feedback is important to us!

Remember we need your survey completed as a requirement for reimbursement.



Agenda

Day 3

- Welcome and Mentimeter Results
- Synthesizing Our Learning
- Summit Stories
- Learning Journey
- Closing Circle



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DAY 1 RESULTS - Pulse Check







Pulse Check Results



What feedback can you give us to help us improve tomorrow's sessions?

All is going great !

N/A

Na

Snacks were great!

Na

More time for individual reflection

We would appreciate power cords for the computers.

Written cards of the prompts or guides. But I don't think anything needs to be improved. This is just an idea.

Turn on the a/c, please.

Thank you for an enjoyable session. I appreciate the opportunity to collaborate and create, as well as add humor :)

Loved all of it!

Great! Thanks for the guidance.

Just keep an eye on the temperature.



Pulse Check Results



N/A

Thank you for the snacks

I loved the content area stories and how the audience had stories to share beyond the prompt. Such as the math and which bathroom do you go to — making word problems into stories.

N/A

More theory based information and less opinion based knowledge.

Glad we got to interact with a lot of participants.

N/A

I think the pace and flow of events are good.

I am tired. And it has all been wonderful. The days are full and energizing all at once.

Na

Na

After an activity, there should be a summary of take-aways so that every participant leaves with a clear idea of the main concepts to use in their practice. Example: these are the X elements of a stor



Summit Stories: Voices That Move Us



Storytelling Order





Learning Objectives



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1

Design opportunities for learners to craft and share their own stories as a means of meaning-making and identity development.



2

Understand the cognitive and emotional benefits of storytelling in educational settings, including its impact on memory, empathy, and student engagement.



3

Apply storytelling design to learning experiences that make complex ideas accessible and relevant across disciplines and grade levels.



4

Integrate narrative techniques into instruction, coaching, or leadership to enhance communication, build relationships, and promote culturally responsive practices.



5

Reflect on how storytelling can support inclusive and equity-centered approaches in their educational context.





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Chapter 2





Activity: Once Upon a Summit

Synthesize Your Learnings



- **One powerful example** of storytelling you've experienced here
- **One new idea** for using stories in teaching and learning
- **One challenge** to address when using storytelling
- **One quote or takeaway** that captures why storytelling matters



Next Steps

Staying Connected

- Learning Journey
- COP



Once Upon a Summit: Telling the Story for Deeper Learning Journey

Directions: Select one of the options from the menu below to demonstrate how you will apply your learnings about storytelling techniques.

Requirements:

- Completed by Fall 2026
- Participate in 2 Community of Practice meetings
 - March 2026 (mid-point reflections and learnings)
 - October 2026 (final reflection due)

Option 1: Bring on one of your Seed Stories to life.

Expand and implement one of the Seed Stories you created during the summit.

Deliverables

- Story narrative and application
- Reflection on your experience and your students' responses.

Option 2: Reframe and Retell

Take one teaching experience and retell it from 3 different perspectives (e.g., a comedy, a drama, and as a news report).

Deliverables

- Audio of you telling each version of the story.
- Reflection on the experience and which felt more authentic or impactful.

Option 3: Create a Storytelling Resource Bank

Develop a storytelling resource bank (shared folder, Padlet, or website) that curates at least 10–15 high-quality resources designed to help faculty, teacher candidates, or colleagues integrate storytelling across content areas. The bank will include a balance of frameworks, activity templates, exemplars, and reflection tools that can be adapted for professional learning, coursework, or classroom use.

Deliverables

- Link or copy of resource bank
- Description of how it will be shared or used in your program
- Reflection on design process and anticipated impact

Option 4: Facilitate a Collaborative Storytelling Experience

Design and lead a collaborative storytelling activity or event that engages a group within your context (students, colleagues, families, or community members) in sharing and co-constructing stories around a shared theme, goal, or challenge. The purpose is to build connection, empathy, and collective understanding through story. This could take the form of a story circle, gallery walk, digital showcase, or live storytelling session.

Deliverables

- Description of the storytelling experience (purpose, audience, format, and facilitation process)
- Artifacts or documentation from the session (e.g., photos, story excerpts, notes, or participant quotes)
- Reflection analyzing what emerged through the process (key insights, emotions, or themes) and how storytelling fostered community or collaboration in your setting



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BranchED Closing Circle



The Power of Circles

- Promotes unity
- Underscores interconnectedness
- Demonstrates the continuity of our work





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A Higher Standard

Thank you for your time



info@educatordiversity.org



(800) 519-0249



www.educatordiversity.org

