StoryboardThat

Research Foundation & Logic Model

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Educators search for high-quality research and evidence-based interventions to strengthen grant applications, to support comprehensive and targeted schools, or to implement new programming in their schools. Evidence requirements under the Every Student Succeeds Act (ESSA) are designed to ensure that states, districts, and schools can identify programs, practices, products, and policies that work across various populations.

Educational programs document their evidence of design, effectiveness, and impact in order to be eligible for federal funding. While there is no singular authority that determines a program's tier, the Department of Education's Office of Educational Technology provides standards to assess the varying levels of strength of research for education products.

The categories for ESSA Evidence are: strong (Tier 1), moderate (Tier 2), and promising (Tier 3) evidence of effectiveness, or demonstrates a rationale to be effective (Tier 4).

This product meets the requirements for Tier 4:

✅ Documentation of how the product's design relates to intended outcomes, with corresponding academic, published research

✅ Describes the product's features and outcomes in a logic model

✅ A study is planned and/or currently underway

⭐ A third-party research organization has reviewed the documentation for ESSA validation

When product designers leverage learning sciences to design their programs, educators can better target instruction, and students' skills soar. Through interviews with the product designers, an evaluation of their research-informed activities, and a planning of an efficacy study, this product meets the criteria for LXD Research's ESSA Tier 4 Evidence.

— Rachel Schechter, Ph.D., Founder of LXD Research

RESEARCH-BASED
DESIGN
ESSA IV

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DEMONSTRATES A RATIONALE

LXD Research Recognition for StoryboardThat

StoryboardThat

This product has been rigorously evaluated and is hereby acknowledged for meeting the educational impact criteria of the Every Student Succeeds Act (ESSA), warranting a **Level 4** for "**Demonstrates a Rationale**." This recognition is based on its proven effectiveness in enhancing grade-level learning outcomes.

REVIEWED BY THE LXD RESEARCH EXPERT REVIEW PANEL

CERTIFIED BY:

EVIDENCE *for* **ESSA**

April 2024

Rachel Schechter, Ph.D.
Founder of LXD Research

DATE

What is Storyboard That?

Storyboarding is an incredibly powerful tool for visual communication. Creating a storyboard brings words from the page to life, and encapsulates the audience's imagination in ways that text alone cannot.

Storyboard That is an online storyboarding tool that makes it easy to create storyboards even without being an artist. With Storyboard That, students can create a digital story in minutes using storyboard templates and easily share their work.
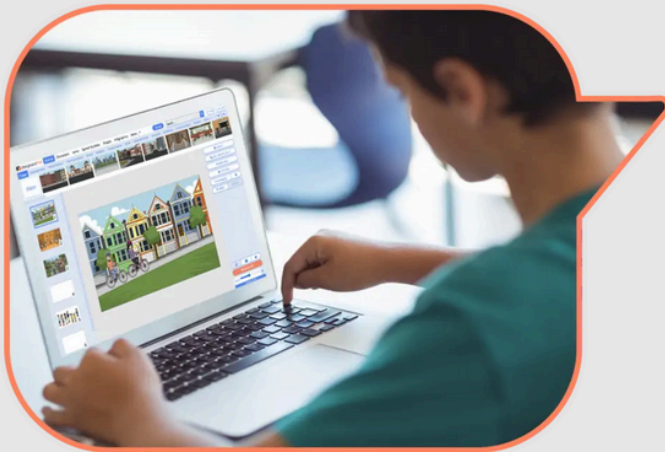
Benefits of Storyboard Learning

- Students can better understand complex concepts by breaking them down into smaller parts.
- Students can share their storyboards with others to work together and understand different people's viewpoints.
- The process of creating a story keeps students more engaged with the task.
- Storyboards are a great way to organize and present information concisely.
- Storyboards can be used for any type of learning.

Teacher Tools

- User friendly dashboard
- Easy rostering with Google Classroom, Clever, Canvas, Schoology, and ClassLink
- Access to over 3,000 ready-to-use lesson plans for grades K-12
- Cross-curriculum application
- Worksheet and poster templates
- Professional development

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StoryboardThat Foundational Research Summary

Storyboard That is a digital storytelling tool that enables students to create multimodal texts to enhance learning across all grades and content areas. The Storyboard Creator allows students to quickly create texts such as comics, books, and graphic organizers by dragging and dropping elements. Storyboard That promotes creativity and critical thinking skills, increases students' intrinsic motivation for learning, and simplifies differentiation for the teacher.

Research has shown that digital comics are an effective way to encourage creativity and critical thinking in students of all ages (Istiq'faroh, et al., 2020; Putri & Prodjosantoso, 2020). By using digital storytelling tools, students are more likely to reflect on their learning and engage in higher-order thinking (Sadik, 2008). Within Storyboard That's platform, students can demonstrate their understanding through the creation of graphic organizers, Frayer Models, and timelines in addition to storyboards. These tools supplement instruction by helping students to break down complex ideas into manageable parts. Furthermore, StoryboardThat enables students to collaborate on assignments in real time. Collaborative writing tasks have been shown to significantly increase the quality of students' writing, as compared to individual pieces (Yarrow & Topping, 2010).

(You will see your student work here!)
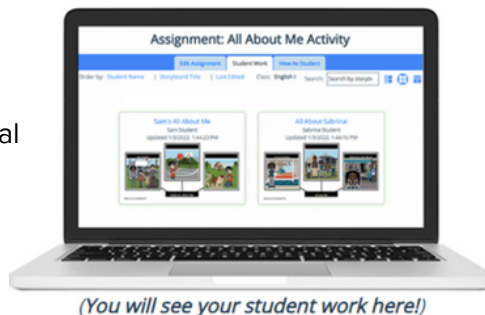
The Storyboard Creator is a highly versatile tool that can benefit both teachers and students in numerous ways. For educators, it presents an opportunity to incorporate student choice into learning experiences, which leads to increased effort and intrinsic motivation, among other benefits (Patall et al., 2008). For students, the ability to customize characters, backgrounds, and layouts offers endless possibilities, making each project unique and personally relevant. As they work through the comic creation process, they feel a sense of pride in their work, which drives their perceived competence as writers and motivates them to put in more effort (Sadik, 2008).

Students can fully customize their characters

Teachers may worry that implementing digital comics in the classroom will be a lengthy process (Muyassaroh, et al., 2019). However, Storyboard That has a library of over 3,000 standards-aligned lesson plans created by certified teachers that address all content areas and are designed to reduce planning time. Templates are fully customizable, and multiple templates can be provided per assignment to simplify differentiation, which is necessary to meet the needs of students with disabilities (Lindner & Schwab, 2020). Studies have shown that digital comics are also effective scaffolds for ESL students across all content areas (Young, et al., 2019). Digital storytelling can be used in conjunction with many evidence-based literacy strategies, such as readers' theater. Allowing students to share their original narratives with their classmates leads to increases in reading comprehension, fluency, and engagement (Young, et al., 2019).

Incorporating digital comics into classroom instruction encourages students to engage in higher-order thinking, express themselves creatively, and demonstrate their understanding in authentic ways. Moreover, digital storytelling is an effective tool for teaching students how to organize and present their ideas. Critical thinking, creativity, and communication are all crucial 21st-century skills that students will require to succeed in life. Storyboard That's design is informed by research and learning science to support writing instruction across all content areas.

StoryboardThat Logic Model

PROBLEM STATEMENT

The wide range of learning needs within a single classroom makes it difficult for teachers to provide individualized instruction and keep all students engaged. Storyboard That streamlines differentiation and increases intrinsic motivation by promoting student choice.

RESOURCES

What resources are or could be available?

- Easy to use online storyboarding tool with drag-and-drop features
- Standards-aligned lesson plans, teacher guides, activities, and rubrics created by certified classroom teachers
- Customizable worksheet and poster templates for all subject areas
- Up-to-date informational articles

STRATEGIES & ACTIVITIES

What will the activities, events, and such be?

- Students engage with content and practice critical thinking through the creation of storyboards, comics, graphic organizers, and other multimedia aspects
- Students choose from a wide variety of visual elements, including images, characters, and backgrounds, to add to their written work
- Students practice, edit, and create different types of writing, including narrative, persuasive, argumentative, and informative/explanatory text
- Students record audio to explain their thinking and demonstrate understanding
- Students work collaboratively in pairs or groups on the same storyboard
- Teachers access visual materials aligned with their curriculum across all content areas

OUTPUTS

What are the initial products of these activities?

- Students make connections between text and their own lives through storyboarding
- Students engage in higher-level thinking by synthesizing information and thinking critically about what they have read
- Students have a wide range of choice for demonstrating their learning and presenting their ideas within the Storyboard Creator
- Students can collaborate on assignments with classmates in real-time
- Teachers create dynamic and differentiated assignments to provide personalized learning experiences
- Teachers assess visual representations of students' learning

SHORT-TERM AND INTERMEDIATE OUTCOMES

- Students develop and deepen their literacy knowledge and skills more rapidly
- Students transfer the critical thinking skills they learn through storyboarding to all content areas
- Students' engagement and self-confidence in their writing skills increases
- Students experience increased intrinsic motivation to write
- Teachers can more successfully differentiate instruction for all learners

LONG-TERM OUTCOMES AND IMPACTS

- Students increase their self-confidence and motivation with regards to life-long literacy
- Students improve their media and digital literacy skills
- Economic and social benefits of having strong literacy skills, such as reducing drop-out rate and increased employment opportunities appear

- Teachers have time to explore the Storyboard Creator and support materials, as well as administrator permission to utilize Storyboard That in their classrooms
- Students have equitable access to digital devices such as laptops and internet connection

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