



ENGW 1111: First Year Writing
Emily Avery-Miller
Preparing for the DITI Session on KnightLab StoryMap

For the DITI session on KnightLab StoryMap you will need an electronic device (laptop, desktop computer, or tablet) with internet access and a personal Gmail account. Please be sure to log into Gmail on your preferred browser ahead of the session.

DITI Session Agenda

- Learn about KnightLab StoryMap as a mode of conveying data and content
- Consider best practices for creating your StoryMap
- Think about essential questions to ask before creating your StoryMap
- Walk through steps for using Knight Lab's StoryMap
- Start building a StoryMap

Student Learning Objectives

- Articulate the choices you make when telling a story using a map
- Follow a step-by-step guide for creating, saving, and publishing maps using KnightLab's StoryMap
- Upload data into StoryMap, including location information, images, and text
- Navigate StoryMap's map markers and location-finding system

When using KnightLab StoryMap, it is often better to store your information and project materials separately from the KnightLab platform. This helps you start planning your project earlier, manage your content, keep track of your edits over time, and helps prevent the loss of any work progress if you experience issues with the platform.

To help manage your project, the DITI recommends using its [StoryMap Spreadsheet Template](#) as a starting point.

Before the DITI Session

1. Read: **DITI Handout** - [StoryMap Spreadsheet Template](#)
2. **Make a copy:** [DITI's StoryMap Spreadsheet Template](#) (also linked via Github). Download and save a copy of this file on your computer (or in your Google Drive) in an easily accessible location.
 - The DITI team has provided a few sample entries for your convenience.
3. Review some example StoryMaps to orient yourself with the platform:
 - [Mapping Shared Spaces: A Visual History of Boston's Black and Jewish Communities](#)
 - Boston Parks and Playgrounds: Community Scan

Link to online materials: <https://bit.ly/fa22-avery-miller-storymap>

Developed by Tieanna Graphenreed, DITI Fellow

Questions? Contact us! nulab.info@gmail.com



- [Tapioca Balls](#)
- 4. Activity prep -- Boston's Black Heritage Trail:**
 - Instructions:
 - i. Explore this StoryMap of [Boston's Black Heritage Trail](#)
 - ii. Make some notes about the experience of going through the map, especially the way that design choices affect the experience
- 5. Brainstorm:**
 - Consider the following when building a StoryMap:
 - i. What story am I telling?
 - ii. What images do I need?
 - iii. How do I best describe this location?
 - iv. Who is my audience?
 - v. What other media would be useful for my viewer?

Please note: you do not need to review the slide deck ahead of the DITI teaching session nor do DITI Fellows expect students to have any prior knowledge of KnightLab StoryMap

If you are curious, you may find it interesting or useful to browse any of the handouts [provided on GitHub](#). These contain more specific information about KnightLab StoryMap and best practices for storytelling using visual elements.