Introduction

Whose story is it?

In this workshop, students (13-16) dive into the Age of Discovery. They use AI to research explorers, analyze map bias, and create digital stories (podcasts & maps) that challenge traditional narratives and explore the roots of globalization.

Resources

- **Tech:** StoryMapJS, Canva.

- **Method:** Jigsaw Research.

- **Topic:** Columbian Exchange.

- **AI:** ChatGPT (Research).

Key Goals

- **Analyze:** Colonialism & Trade.
- **Critique:** Map bias (Mercator).
- **Create:** Indigenous Diaries.
- **Map:** Interactive StoryMaps.

Storytelling

Age of Discovery

Target Group: 13-16 y.o.
SmAIle Project

Learning Outcomes

Knowledge:
- Impact of colonization.
- Origins of global trade.

Skills:
- Critical map analysis.
- Digital storytelling.

Values

- Empathy & Inclusion.
- Historical perspective.
- Cultural awareness.

1. Critical Research

Explorer Profiles: Using AI to investigate motivations and consequences of explorers like Columbus. **Map Bias:** Comparing maps to see how "centers" of power are created visually.

2. Creative Storytelling

Indigenous Diary: Writing a script from the perspective of an indigenous observer. **StoryMapJS:** Creating an interactive digital map that traces the journey of a commodity (e.g., Chocolate) across the globe.

3. Reflection

Discussion: "Maps are not just geography—they are power tools."