Creating storyboards for web projects

Activity Overview

The typical use of a storyboard is in designing movies or animated cartoons to depict what happens in the story. A storyboard can also be used to tell the visual story of a web project. Use this activity to introduce students to the storyboard concept and how to create one with sufficient detail to enable a production crew to understand what they will create.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: [1.1]

Activity Objectives

Design skills

• Creating storyboards

Project Assets

• *Presentation:* Storyboards [2.5, 1.5, 2.4]
• *Worksheet:* Production storyboard [2.5, 1.5, 2.4]

Background preparation resources

Technical and content information

ISTE NETS*S Standards for Students

Adobe Certified Associate objectives

1. Using the *Storyboards* presentation [2.5, 1.5, 2.4], introduce the storyboard concept as follows:
   - The typical use of a storyboard is in designing movies or animated cartoons to depict what happens in the story. A storyboard contains scene-by-scene drawings of the sequence of action, camera angles, background, and so on. As the name implies, the storyboard is meant to tell the story visually, with sufficient detail to enable the production crew to understand what they will create.
   - A graphics storyboard shows all the elements of the graphics, indicating size, location, color, and font.
   - A website storyboard might go through several iterations before going into production.
   - First create rough sketches to convey the big picture and the basic site structure so all team members understand the scope of the project. Convert these rough sketches to finished sketches that can be shared with other parts of an organization or an outside client.

2. Distribute the *Production storyboard* worksheet [2.5, 1.5, 2.4] and, to help students prepare for creating their storyboards, show them the sample production storyboard and describe the level of detail required. Make sure students understand that their storyboards are how they communicate page layout as well as font and color decisions, so the storyboards must include a high level of detail.

   Note: You can use a students or team's design comps to create a sample storyboard page on the board or online.

3. Have teams use the worksheet to create storyboards for all the pieces or pages for a web project - for example re-creating the schools website, a website about themselves, or another project they are currently working on. Storyboards should include the following elements for each page:
   - Project name
   - Page title
   - Document name
   - Wireframe (layout)
   - Background
   - Heading texts (specification of fonts, font sizes, styles, borders, margins, alignment, padding, and colors)
   - Body texts (specification of fonts, font sizes, styles, borders, margins, alignment, padding, and colors)
   - Description of all text, graphics, interactive media, and videos, including the order in which these elements are displayed
   - Buttons, links, and their destinations
   - Graphics, video, or interactive media files needed for the page

   Note: Students should already have completed the *Wireframes and Design comps* activities.

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Web storyboard	Absent or incomplete.	Students create a production storyboard, with information for design and structure of the web project and its elements.	Students create a detailed production storyboard, with information for design and structure of the web project and its elements.

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

1. Creativity and Innovation

   Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

   a. apply existing knowledge to generate new ideas and products and processes.

   b. create original works as a means of personal and group expression.

   c. use models and simulations to explore complex systems and issues.

4. Critical Thinking, Problem-Solving & Decision-Making

   Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:

   b. plan and manage activities to develop a solution or complete a project.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Web Authoring objectives

2.5 Demonstrate knowledge of flowcharts, storyboards, wireframes, and design comps to create web pages and a site map (site index) that maintain the planned website hierarchy.

Adobe Certified Associate, Interactive Media objectives

1.5 Understand project management tasks and responsibilities.

2.4 Use a storyboard to design interactive media elements.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: http://edex.adobe.com/.