

DIGI STORYTELLING

Programme Information Pack for School Leaders

Digi Kollektive Limited · DGIMAX Creative Studios · Nairobi
dgi-collektive.com · dgi-collektive.com/digital-storytelling

WHAT THIS IS

A termly creative media programme that runs inside your school, in one double period a week, and produces work every parent can see.

Learners plan, make and publicly exhibit real stories — spoken, photographed, interviewed, filmed. They learn to use digital and AI tools with judgement, and to recognise when not to use them at all. A facilitator from our studio delivers it alongside one of your teachers, who progressively takes it over.

Every term ends with an exhibition in your school that families attend.

The four things we commit to

- **Visible work.** Every term, every participating learner has at least one finished piece, with their name on it, that their family can come and see. Not the best ten. Every learner.
- **A teacher who can run it.** From week four, your teacher co-leads. Within a year they are certified to deliver the programme. We are deliberately building ourselves out of the room.
- **Technology you can defend.** You receive a written AI use policy, a tiered consent system and clear publishing rules — documents you can put in front of any parent or any regulator.
- **Curriculum, not extras.** The work generates evidence against the core competencies you already report on.

What it is not

- Not a school or an academy. Not a replacement for any learning area. Not a computer club, a coding club or an ICT lesson. . Not a one-off workshop. Not a piece of software you have to buy or maintain.

WHAT A TERM LOOKS LIKE

Thirteen weeks. One double period a week. One exhibition.

- **Weeks 1–3.** Learners choose a subject and learn to look at it properly. Framing, composition, listening, asking questions. Groups formed with named roles.
- **Weeks 4–5.** They meet an AI tool — and spend two sessions finding its mistakes.
- **Weeks 6–7.** They plan, then shoot, on a production half-day with a working photographer or editor from our studio.
- **Weeks 9–11.** They edit, write captions, record narration, and decide as a class what should and should not be shown to an audience.
- **Week 12.** The exhibition.
- **Week 13.** Review, learner reflections, and a written report on what each learner can now do.

Week 8 is the mid-term break. The gap is deliberate — learners return to their work with fresh eyes. Then it happens again next term, with a different theme and different outputs.

	Term 1	Term 2	Term 3
Theme	Myself and My Place	Other People	Our Story
Focus	Observation, framing, voice	Interview, consent, structure	Archive, assembly, presentation
Family activity	The Family Photograph	The Elder Interview	The Family Contribution
Event	Term 1 Showcase	Term 2 Exhibition	Annual Digi Storytelling Festival

Term 3 finishes in week nine, before the national assessment window. We are out of your way when it matters.

AGE PATHWAYS

A learner at Grade 3 and a learner at Grade 9 are not doing versions of the same thing. Come to an exhibition and you can see the difference from across the room.

Pathway	Grades	What they do	What they make
Story Seeds	1–3	Tell and draw stories out loud. Sort real pictures from made-up ones. Puppetry and object stories. No devices in learners' hands.	Drawn six-panel stories, recorded 60-second stories, a class sound map
Story Makers	4–6	Photograph, sequence, caption. Interview a member of staff. Watch a teacher use an AI tool — and find its errors.	Photo stories with captions, a narrated slideshow
Story Crew	7–9	Research, script, shoot and edit in production roles. Supervised AI use with a written disclosure log.	2–3 minute films, interview pieces
Story Studio	10–12	Documentary work to a standard that stands outside the school.	Portfolio pieces — relevant to the Arts and Sports Science pathway

Three axes, not one

- **Authorship** — from *my own story about me*, to *a story about my community told through someone else*, to *a story with a thesis, told to a public audience*
- **Craft** — from *voice, face and hand*, to *frame, light and sound*, to *script, edit and mix*, to *structure, pacing and the ethics of representation*
- **Judgement** — from *is it real or made up?*, to *where did this come from and is it true?*, to *did they say yes, and should I show this?*

For schools with Grades 7 to 9, Digi Storytelling builds exactly the body of credited work a learner heading for the Arts and Sports Science pathway will need — and almost no Kenyan school currently produces one.

HOW AI IS USED, AND WHERE IT ISN'T

We think most AI-in-schools offers have this backwards. **The skill worth teaching is not prompting. It is checking.** Learners are taught four questions, and they answer them about every piece of work they make. These four questions are printed on the wall of every Digi session in every school:

Where did this come from? · Is it true? · Did they say yes? · Should I show this?

Grades	Who operates AI	What is allowed	What is recorded
1–3	Nobody, in front of learners	Sorting real from made-up, using prepared examples. No AI is operated in the room.	Nothing — no learner data touches any AI service
4–6	The teacher only, on a projector	The class critiques AI output and hunts for its errors. Learners never type into an AI tool.	The prompts used and the errors found
7–9	Learners, in pairs, on your school's own managed accounts, teacher present	Drafting, question generation, verification, transcription. No generated images, video or voices of any person.	An AI disclosure log for every session
10–12	Learners, on school accounts	The above plus transcription and subtitling.	A published AI use statement on every finished piece

Three things that never happen, at any age

- We never generate an image, video or voice of any real person.
- We never enter a learner's name, photograph, voice or work into any AI service.
- We never publish anything about a child without specific written consent for that item.

Every finished piece carries a disclosure line

- *"Made without AI tools."*
- *"AI assistance: first draft of the narration. All final words written by the learners."*
- *"AI assistance: transcription and subtitles only."*

Parents read these at the exhibition. It is the clearest answer to the AI question a school can give, and it costs nothing. **Your school also receives a one-page AI use policy it can adopt** — most parents are now asking schools what their position on AI is, and most schools do not have a written one. You will.

CHILD SAFETY, CONSENT AND DATA PROTECTION

Under Kenya's data protection framework, a child is anyone under eighteen, parental consent is required, and publishing a child's photograph is not necessary for their education — so it rests on specific consent, informed and documented. Educational institutions must register with the Office of the Data Protection Commissioner regardless of size.

- **Consent is sought in four separate parts, and a parent may refuse any of them:** participation · being photographed inside the school · being displayed at the exhibition · publication of a specific named item.
- **No child is ever excluded from the programme or the exhibition because of a consent decision.** A learner whose family declines photography takes a crew role and is exhibited under their first name or a crew credit. Their family still comes and still sees their name on the wall.
- **Learners' work lives on your systems, under your accounts.** We hold working copies for the duration of a project and delete them at the end of term.
- **Before the first session, you receive:** the consent forms, a publication log, the one-page AI policy, our safeguarding policy, facilitator vetting evidence, insurance, and a written data-processing agreement.
- Any disclosure a learner makes goes straight to your designated child protection lead, following your own procedure. We do not investigate and we do not handle it ourselves.

TEACHERS

The programme is designed to be handed over. That is the delivery model, not a slogan.

Level	Length	Content
1 — Orientation	4 hours, free, all your staff	What learners will be doing, the consent rules, and how any teacher can use an AI tool for their own lesson preparation
2 — Certified Digi Facilitator	24 hours, 1–3 nominated teachers	Story facilitation, media craft, production management, AI literacy, safeguarding, assessment. Certified on a portfolio of observed practice, not an exam.
3 — School Programme Coordinator	16 hours	Runs the whole programme, produces the school film, trains a colleague

We ask that the coordinating teacher is recognised properly — a stipend from the programme fee, relief elsewhere in their load, or both. We would rather you build that in from the start than discover in week six that they are doing it for nothing.

PARENTS

- Once a term, every learner brings home an activity that takes an adult under thirty minutes and needs no device, no money, and no preparation.
- A grandparent tells the story of one object in the house. A parent chooses an old photograph and says what was happening in it. A learner records a ten-minute interview with someone who has watched this place change.
- **The adult is the expert; the child is the interviewer.** Every brief says *"a parent, guardian, or another adult who knows you well,"* and every activity has an equal alternative printed beside it, so no child is ever singled out.
- Each school keeps a standing list of willing community volunteers so any learner can be paired within a day.
- **Where families speak a mother tongue at home, that is where the story is recorded** — subtitled so the whole room can watch. Over three years, this becomes a language and family archive the school owns.

THE TERM EXHIBITION

The same nine elements every term, in every school, so that it becomes recognisable:

The Wall of mounted work · **The Listening Station** with QR codes · **The Screening** on a loop · **The Parent and Child Corner** · **The Credits Wall** with every participant named · **The Four Questions** displayed with examples · **Three learners speaking** for two minutes each · **The Making-Of** · **The Guest Book**, which stays with the school.

Term 1 is a showcase. Term 2 is the full exhibition. Term 3 is the annual festival, with the school film premiere.

The annual school film

- From year two, one film a year — eight to twelve minutes, in real production roles, premiered at the annual festival.
- The youngest learners are the subject and the voice; the middle years are the hands; the oldest are the heads. Every learner in a participating school can legitimately appear in the credits.
- **One film a year, not one a term.** Scarcity is what gives it status, and three rushed films are worse than one good one.

WHAT YOUR SCHOOL NEEDS

We do not need a studio. We have deliberately designed against it.

Essential

- A room with movable furniture · a projector or large screen · a lockable cupboard · one laptop · a printer · a hall or corridor with wall space for the exhibition · **one named teacher, timetabled to attend every session.**

Recommended

- Internet in one room · two clip microphones · a school Google or Microsoft domain with learner accounts you control · access to a computer room once every three weeks.

We supply, on free loan for as long as you run the programme — the Digi Box

- Four smartphones (camera and recorder only, no SIM cards) · four phone tripods · two clip-on microphones · four sets of headphones · a 1TB backup drive · a portable speaker · reflectors · a lockable case · and all printed materials.

Not required

- A media lab. A studio. Cameras. Fast internet. A device for every child. **Our sessions are built to run when the internet does not** — only the AI component needs a connection, and every activity has a printed fallback.

TIME ASKED OF THE SCHOOL

- One double period a week in **your own lesson units** — 70 minutes at Grades 4–6, 80 at Grades 7–9
- Plus one production half-day and one exhibition afternoon per term
- Roughly **twenty hours of school time per cohort per term**
- Most schools take the slot from Creative Arts, a games period or a club slot. **We are not asking you to remove an academic lesson**, and we do not ask for a second weekly visit.

CURRICULUM CONNECTION

Digi Storytelling is not an approved curriculum and does not replace any learning area. We will not tell you otherwise, and you can check.

It is a structured creative programme designed so that the work learners produce generates usable evidence against six of the seven core competencies in the Basic Education Curriculum Framework — Communication and Collaboration, Self-efficacy, Critical Thinking and Problem Solving, Creativity and Imagination, Citizenship, and Digital Literacy — and against the values and pertinent and contemporary issues you already report on.

It also does work for your language teaching. The compositions and insha your English, Kiswahili and French teachers already set can become the scripts — no extra curriculum time, the language teacher keeps the lesson, and the writing gets a second life as a story.

THE PACKAGES

	Pilot Term	Core	Whole School
For	A school trying it	A school committed to one or two cohorts	A school making it part of its identity
Cohorts	1 class	1–2 classes	3+ classes across 3 pathways
Digi Media Crew	No	Yes, weekly	Yes, weekly

	Pilot Term	Core	Whole School
Facilitator visits/week	1	1	2
Teacher training	Level 1, free	Level 1 + Level 2 ×1	Level 1 + Level 2 ×3 + Level 3 ×1
Exhibition	Showcase	Full exhibition	Full exhibition + annual festival
Annual school film	No	Optional add-on	Included
Digi Box	On loan	On loan	On loan + media lab specification

How pricing works: per learner per term, with a minimum cohort charge, and travel shown as a separate transparent line beyond a defined radius. **We will not quote a figure before we have seen your school** — we give you the full number in writing at step 4 below.

HOW WE START

1	You read this pack	—
2	A 25-minute conversation. We ask about your timetable, your teachers, and your equipment. We do not present.	25 min
3	A school readiness assessment — a short visit and a checklist. We tell you honestly if you are not ready.	45 min
4	We propose a configuration and a price, in writing, with a scope you can hold us to	3 days
5	Agreement signed, including the data-processing and safeguarding annexes	—
6	Free four-hour orientation for your whole staff	Half day
7	Parent evening before the term starts	1 hour
8	The term runs	13 weeks
9	Exhibition, written report, and you decide whether to continue	—

We will tell you if we do not think your school should do this yet. That happens, and it is better for both of us.

COMMON QUESTIONS

- **Do we need a computer lab?** No. Four shared phones, one laptop and a projector run the whole programme, and we supply the phones.
- **What about screen time?** Most of a session is off-screen — talking, planning, drawing, interviewing, reviewing. Devices are shared, never one per child, and screen time is capped at under 40% of a session. Below Grade 4 it is minimal.
- **Who owns the work?** The learners and your school. We use nothing publicly without specific written consent.
- **Will our children's faces end up on the internet?** Only if a parent has specifically consented to that specific item and someone you name has approved it. The default is no.
- **What if the internet fails during a session?** The session runs. Every activity has a printed fallback and the only component that needs a connection is the AI demonstration.
- **Can we stop?** Yes. Termly exit, no lock-in on a pilot, and we collect the box.

WHO WE ARE

- Digi Kollektive Limited operates DGIMAX Creative Studios in Nairobi — a working production studio in film, photography, design, music and performance, with clients including the Goethe-Institut, TICA, Kolping and Skilltech.

- Our Story Craft digital storytelling workshops have run in Cologne, Nairobi and Dar es Salaam with the 687 Association, Nafasi Arts Space, Mathare community spaces and public schools. We run the biannual Breaking Bias photography exhibition series.
- Our founder, Kefa Oiro, has led Tuchangamke, a community arts organisation, since 2008.
- Digi Storytelling was rebuilt around a workshop in Mathare in 2023, where twenty-six young people were taught to make digital stories — and where the laptops they had been promised never arrived. Four stories were finished anyway, in the studio, on borrowed time. The programme runs on the devices a school already has, it produces work whatever the equipment does, and it treats every child's finished piece as something that must be seen.
- **We are honest about where we are: this is a young schools programme, and we will tell you plainly what we have and have not yet done.**

BRING DIGI STORYTELLING TO YOUR SCHOOL

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A 25-minute conversation commits you to nothing.