

Christian Storytelling Honours: Evaluation Form

Storyteller		Date Told or Heard	
Where Told		Page	of

INSTRUCTIONS;

We've developed this form to help you with the heaven-inspired art of Christian Storytelling.

- To analyse stories told by our 'expert' storytellers and learn from what they do, or;
- To help you prepare and record your own stories and make a personal assessment, or;
- To allow a friend or teacher/trainer to give feedback on your performance (if you're game!)

Details of the Story

Story Title			
Theme / Aim		Category	
Brief Outline			
Main Audience		Other Audience	

Application of Key Elements of Story	Comments
<u>Story selection</u> : Suited occasion / audience.	
<u>Knowledge of story</u> . No gaps, memory loss, fumbling, conflicting / incorrect statements.	
<u>Feeling the story</u> : Story made alive using senses, expressions etc. Listeners were there.	
<u>Analysis and outline</u> . Events were in a logical sequence, readily understood by the listeners.	
<u>Modified (adapted or changed)</u> : Kept to key facts. Discarded unrelated stuff .	
<u>Story told simply, directly, and expressively</u> : Simple words, short action sentences, skilful use of repetition etc.	
<u>Identified aim and climax</u> : <u>Aim</u> : Reason for story readily identified. <u>Introduction</u> : Concise, set the stage. <u>Body</u> (ie main part): Clear, simple, orderly. <u>Climax</u> (ie key part): Short, dramatic. <u>Conclusion</u> (ie application of the aim): Brief, didn't moralise.	

Christian Storytelling Honours: Evaluation Form

Storyteller		Date Told or Heard	
Where Told		Page	of

Story Tools and Aids	Comments
<u>Use of words</u> : Effective, understood.	
<u>Use of pauses</u> : Dramatic effect, time given for meanings to sink in.	
<u>Use of facial expression</u> : Joy, sorrow, fear etc. Not overdone.	
<u>Use of gestures</u> : Amplified meaning (hurry, tired, pointed direction etc). Not overdone.	
<u>Tone of voice</u> : Reflected feelings. Expressive, not monotonous.	
<u>Use of aids</u> : Physical examples, pictures, models, blackboard, power point etc.	
<u>Posture</u> : Tidy, not slouching or weaving side to side. (Note: if posture good, voice carries).	
<u>Manner</u> : Demonstrated that storyteller had something important to tell.	
<u>Speaking</u> : Clearly heard by all.	
<u>Venue layout</u> : Eye contact, position of PA, aids handy etc.	
<u>Distractions</u> : All removed or minimised.	

Effectiveness Criteria	Comments
Inspired action.	
Gave pleasure.	
Held listeners' attention.	
Fired enthusiasm.	
Taught truth.	
Strengthened character.	
Inspired devotion.	