Lesson Plan Development

Course: From Novice to Expert: A Practical Storyboard Guide

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I. Lesson Plan Details

Lesson Title: From Novice to Expert: A Practical Storyboard Guide.
Approximate Timeframe of Lesson: 10-15 minutes
Learning Environment: Online Asynchronous Learning
Audience: 20 – 60 years of age
Learner Information: Learners prefer guided learning, demonstration, and reflective feedback. Learners identified their storyboarding content knowledge as "not knowledgeable at all".

II. Apply Gagne's 9 Instructional Events

1. Gain Attention:
   - Question - If you had 10 hours to design a course, what would you do in the first 5 hours?
   - If you are pondering how to answer this question, let's connect this question to a quote written by Jim Rohn – "Success is 20% skills and 80% strategy. You might know how to succeed, but more importantly, what's your plan to succeed?"

2. Provide a Learning Outcome.
   Tell the participant what they will learn.
   At the end of this lesson, you will be able to:
   - define storyboard,
   - describe the importance of a storyboard,
   - identify different types of storyboards,
   - identify and select a storyboard template,
   - outline the pros and cons of storyboards, and
   - develop a storyboard to support the development stage of the instructional design process.

   The major learning objectives are to:
   - identify and utilize a storyboard in the development stage of an instructional design process.
   - develop a storyboard using Gagne's nine events of instruction that supports the development stage of the instructional design process.

3. Stimulate Recall of Prior Knowledge.
   In the design stage of the ADDIE module, we learned that the first "D" in ADDIE is "Design". Recall that during the design phase, instructional designers plan various aspects of their content. They devise a "blueprint" plan. The plan outlines the sequence, organization, and structure; the learning outcomes/objectives; and strategies to authentically assess the learning (Hanson, 2014; Rothwell, Benscoter, King, M., & King, S., 2016). We have also learned about how to use Gagne's nine events of instruction to devise this plan.

4. Present the Content.
    - Key Concepts & Terms:
        - The key concepts and terms we will learn about are:
            - Storyboard
            - Media (visual elements, audio elements, and text elements)
            - Interactions
            - Branching
            - Numbering Scheme
            - Visual Screen Components
            - On-Screen Text
            - Narration
            - Visual Storyboard
            - Text-based Storyboard
            - Rapid Development Storyboard
    - Content of the Lesson: This will follow Gagne's concept, practice, concept, practice approach.
        - Introduction
            - In the next phase of the ADDIE model, is the second "D" in ADDIE – the Development phase. During the Development phase, instructional designers use the instructional "blueprint" plan to develop the learning content, resources, and materials.
            - One effective way to "plan" out and organize this portion of the Development phase is to use a storyboard.
            - We touched on this topic in week 4 during the Development phase. Some may have even piloted some storyboarding tools for your lesson plan assignment. Today, we are going to delve deeper into storyboards and explore how we can use storyboards in the Development phase.
        - Concept 1: Define Storyboard
            - What is a storyboard? Is it a board that tells a story, a story that tells a board, or something else entirely?
            - A storyboard is a "central document that specifies the visual elements, text elements, audio elements, interactions, and branching (where the system will go next) of every screen in an online course or lesson" (Malamed, 2019).
            - In other words, a storyboard is an organized step by step plan that visualizes and scripts how the course or lesson will be developed scene by scene, frame by frame, or slide by slide depending on the medium used. It can be thought of as a condensed lesson plan that provides enough detail to direct anyone, whether reviewers or collaborators, how to proceed through and develop the entire planned learning experience.
            - "The purpose of a storyboard is to provide stakeholders and subject matter experts a preview of how the course or lesson will flow and how the content will be presented" (Slade, 2019).
        - Concept 2: The Importance of Storyboards

- What is the importance of a storyboard? Why is it needed?
- A storyboard is important to the Development phase because it "helps organize instructional design efforts, whether they are performed individually or on a team. It also tracks what must be done in every step of the planned learning experience" (Rothwell, et al., 2016). This is extremely important if you are on a development team and collaborating with team members. Graphic designers, illustrators, narrators, and programmers will need this information to develop their piece of the course or lesson while reviewers such as subject matter experts or stakeholders will need to actually see the visual representation of how the course or lesson will be delivered. [Here a graphic will be displayed outlining two categories: development team and collaboration team. The development team will outline: what the graphic designers will create, what the illustrator will draw, what the narrator will say, and the interactions the programmer will produce. The collaboration team will outline: what the subject matter experts will review and what the stakeholders will review.]
- There are a few other reasons why storyboards are important. Storyboards help address various questions before the course is developed:
    - Does the concept work?
    - Will the envisioned lesson actions (media, narration, navigation) actually work?
    - Is the course or lesson feasible to the budget?
    - Does the course fulfill the stakeholder's approval?
    - Does the course or lesson need revisions or edits?
    - Is the media appropriate for the course or lesson? (Timothy, 2015).

- Concept 3: Types of Storyboards
    - Now that we know why storyboards are important in the development phase, let's explore the different types of storyboards to choose from. It is important to note that there is not a standardized type, but rather a type based on preference and development needs.
    - There are three main types of storyboards:
        - 1) Text-based Storyboards
        - 2) Visual Storyboards, and
        - 3)Rapid Development Storyboards.
    - [Use the following video edited from 0:00 to 1:05 to introduce the three types before going into detail.]
    - Text-based storyboards are a written document using Word or Google Docs. The instructional designer will write all the information including visual elements, audio elements, animations, navigations, branching, interactions, etc. in a written

format. This is ideal for the initial development of the course (Soni, 2005). [Insert an image of a text-based storyboard.]
        - A text-based storyboard includes the following elements: learning objectives; text and audio content; description of graphics; description of functionality (interactivity, branching, and navigation)(Slade, 2019).
    - Visual storyboards [Use text and visual graphics to display the information.] "This type of storyboard is focused on the course content and course design" (Slade, 2019). Of the three, visual storyboards are the most common storyboard type. It often uses PowerPoint. (Soni, 2005). [Insert an image of a visual storyboard.]
    - Rapid development storyboards, also known as rapid prototype, is making a storyboard using authoring tools, such as Articulate Storyline, Adobe Captivate, or Easygenerator to name a few. This type is the fastest, quickest, and most economical way to create eLearning courses or lessons. It allows one to draft the course in the actual software that will be implemented. (Soni, 2005). [Insert an image of a rapid development storyboard.]
- Concept 4, Part 1: Storyboard Templates
    - As we learned, there are three main types of storyboards. Now, we will explore the different templates available for each type. What are the different types of storyboard templates?
    - Depending on the type of storyboard you choose, will guide the type of template you use. For example, if you choose a text-based storyboard, you will select a Word document template. However, if you choose a visual storyboard, you will select a PowerPoint template. We will now take a deeper look into the various avenues of templates based on the three types.
    - Text-based Storyboard Templates: [Provide examples as images for each text-based template compiled by Malamed (2019). Also note the distinctions between each.]
        - Text Storyboard 3 (theelearningcoach.com)
        - Text Storyboard 4 (theelearningcoach.com)
        - Text Storyboard 5 (theelearningcoach.com)
        - Text Storyboard 7 (theelearningcoach.com)
    - Visual Storyboard Templates: [Provide examples as images for the visual template compiled by Malamed (2019). Also note the distinctions between each.]
        - Visual Storyboard in PowerPoint (theelearningcoach.com)
        - Visual Storyboard in Word (theelearningcoach.com)
        - Visual Storyboard 2 (theelearningcoach.com)
        - Visual Storyboard 3 (theelearningcoach.com)
        - Visual Storyboard 4 (theelearningcoach.com)
        - Visual Storyboard 5 (theelearningcoach.com)

            - Visual Storyboard 6 (theelearningcoach.com)
            - Visual Storyboard 7 in Word with PowerPoint embedded (theelearningcoach.com)
            - Visual Storyboard 8 (theelearningcoach.com)
            - Visual Storyboard 9 (theelearningcoach.com)
        - Rapid Development Template: [Provide examples as images for the Articulate template compiled by Malamed (2019). Also note the distinctions between each.]
            - Articulate Storyboard (theelearningcoach.com)
        - As you can see the available templates for use are plentiful. Regardless of the type of template you might choose or modify for specific needs, there are a few key basic elements to include in a storyboard template:
            - the title;
            - an area to represent the screen number in the numbering scheme;
            - an area to represent the screen itself for the visual components;
            - an area for on-screen text;
            - an area for audio;
            - an area for the interactions; and
            - an area to describe branching.
        - Some additional elements you may want to include are:
            - miscellaneous notes,
            - learning objectives, and
            - reviewer comments. (Malamed, 2019).
        - Each of these elements will ensure accurate development of the course envisioned.
- Concept 4, Part 2: Demonstrate the Selection of a Storyboard Template
    - Fill in template areas using an example:
        - Title Area: Add the unit, module, lesson, or topic name.
        - Screen Number Area: Enter the unique identifier for each screen. Something like M1.L2.S3 (Module 1, Lesson 2, Screen 3).
        - Visual Area: Describe in words, sketch, or show the visual, such as a graphic or video clip.
        - On-Screen Text Area: Include the text that will be on the screen.
        - Audio Area: Write out the script, the name of the music file, and any sound effects.
        - Interaction Area: Describe the interactions that occur on each screen. Take advantage of the media and provide lots of activities. Keep in mind the programmer and try to write it in programmer terms. For example, if choice 1 is the correct answer, display this response…. Great work!

- Branching Area: Define all the system branching that might occur. Branching differs from interactions, as it refers to navigating the whole system. There are standard navigation events, such as next and back, as well as more complex branching, such as what happens as a result of a user interaction. For example, you will need to define what happens when a user fails a self-check, clicks on a hyperlinked term, or opts to retake a test. (Malamed, 2019).

- Concept 5: How to Storyboard in Action
  - Now that we have a good understanding of how to select and import information into an appropriate template, we are going to put a storyboard into action. Here are the steps to developing an effective storyboard along with some tips and tricks. [Use a screencast video demonstrating each step using the case study below].
  - For demonstration purposes, let's use the same case study scenario from the importance of storyboards practice session. We know we have a new product line – antibacterial moisturizing gloves – to teach the employees how to produce the product. We have already identified the importance, now we will select a template to begin drafting our course vision using Gagne's nine events of instruction.
    - Step 1: Select a Template
    - Step 2: Identify the Learning Objectives and Outcomes
    - Step 3: Know the Target Audience
    - Step 4: Determine When and How to Assess Performance
    - Step 5: Write Content for Each Learning Objective (Use Gagne's nine events of instruction)
    - Step 6: Organize the Material (Chunk and Sequence)
    - Step 7: Determine the Multimedia Elements (Audio, Visuals, Videos, Animations, Narration, and Interactives)
    - Step 8: Include the Script, Narrations, and Branching
    - Step 9: Prevent Cognitive Overload – Keep it Simple!
    - Step 10: Map out the Navigation Branching
    - Step 11: Include Transitions (Pappas, 2015).
- Concept 6: Pros and Cons of Storyboards
  - Now that you had a chance to put storyboard in action, let's outline some pros and cons.
  - What are the pros of storyboards?
    - Storyboards allow you to visualize how the course may look prior to developing.
    - Storyboards allow multiple contributors a one-stop document to complete their portion of the work.
    - Storyboards permit collaboration across team members.
    - Storyboards are flexible and adaptable to specific needs.

        - Storyboards are user friendly and provide ease in comprehending the vision of the course.
        - Rapid development storyboards allow one to streamline the time intensive nature of course development. The draft can be easily revised and finalized prior to development.
    - What are the cons of storyboards?
        - Storyboards used as a file format may make collaboration more difficult. One might need a timeline to indicate who will work on which part with a deadline or the instructional designer will have to purge the information into one document. As a file, it risks the potential of work being lost if it is not saved.
        - If a storyboard is not detailed enough or descriptive enough, the team member may not create the intended vision.
        - For large projects, a storyboard might get complicated and hard to follow.
        - An all text-based storyboard may be quicker, but not as informative (Malamed, 2019).
- Closure: Summarizing Key Concepts of Storyboards
    - Now that we have shared our thoughts on storyboards, let's recap and highlight what we learned.
    - Concept 1: What is a Storyboard?
        - A storyboard is an organized "central document that specifies the visual elements, text elements, audio elements, interactions, and branching (where the system will go next) of every screen in an online course or lesson" (Malamed, 2019).
    - Concept 2: Why is a Storyboard Important?
        - A storyboard is important to the development phase because it "helps organize instructional design efforts, whether they are performed individually or on a team. It also tracks what must be done in every step of the planned learning experience" (Rothwell et al., 2016).
        - It helps answer the following questions before developing the course or lesson:
            - Does the concept work?
            - Will the envisioned lesson actions (media, narration, navigation) actually work?
            - Is the course or lesson feasible to the budget?
            - Does the course or lesson fulfill the stakeholder's approval?
            - Does the course or lesson need revisions or edits?
            - Is the media appropriate for the course or lesson? (Timothy, 2015).
    - Concept 3: What are the Types of Storyboards?

        - There are three main types of storyboards:
            - 1) Text-based Storyboards
            - 2) Visual Storyboards, and
            - 3)Rapid Development Storyboards.
    - Concept 4: What are the Types of Storyboard Templates?
        - The template should match the type of storyboard. The key elements to include in a storyboard template are:
            - the title;
            - an area to represent the screen number in the numbering scheme;
            - an area to represent the screen itself for the visual components;
            - an area for on-screen text;
            - an area for audio;
            - an area for the interactions; and
            - an area to describe branching.
    - Concept 5: How to Storyboard
        - Step 1: Select a Template
        - Step 2: Identify the Learning Objectives and Outcomes
        - Step 3: Know the Target Audience
        - Step 4: Determine When and How to Assess Performance
        - Step 5: Write Content for Each Learning Objective (Use Gagne's nine events of instruction)
        - Step 6: Organize the Material (Chunk and Sequence)
        - Step 7: Determine the Multimedia Elements (Audio, Visuals, Videos, Animations, Narration, and Interactives)
        - Step 8: Include the Script, Narrations, and Branching
        - Step 9: Prevent Cognitive Overload – Keep it Simple!
        - Step 10: Map out the Navigation Branching
        - Step 11: Include Transitions (Pappas, 2015).

5. Provide Learning Guidance.
    - What will this look like?
        - Learners will receive guided instruction and demonstrations during the lesson. The guidance will use instructional supports such as examples, visuals, templates, cues, hints, and self-correcting prompts. It will also provide hyperlinks to aid in recalling learning.
        - The instructional content will be guided and scaffolded from simple (defining) to more complex (developing a storyboard). Learners will build upon these skills to develop a storyboard that culminates all the learning objectives. Prior to completing the independent case study storyboard assessment, a case study storyboard will be demonstrated to model and guide how learners will develop their independent storyboard using Gagne's nine events of instruction.
    - How would you achieve this?

        - Concept 1: Define storyboard will provide a detailed explanation.
        - Concept 2: The importance of storyboards will provide a detailed explanation and a visual (graphic) outlining two categories: development team and collaboration team. The development team will outline: what the graphic designers will create, what the illustrator will draw, what the narrator will say, and the interactions the programmer will produce. The collaboration team will outline: what the subject matter experts will review and what the stakeholders will review. Practice guidance will be provided by using prompting cues or hints and a hyperlink to reference back to the graphic based on their selection.
        - Concept 3: Types of storyboards will provide a demonstration video and visuals (images) of the three types of storyboards. Practice guidance will be provided using prompting cues or hints and a hyperlink to reference back to the visual based on their selection.
        - Concept 4: Storyboard templates will provide template examples, demonstrations, and visuals. Practice guidance will be provided by using prompting cues or hints and a hyperlink to reference back to the screen based on their selection.
        - Concept 5: How to storyboard in action will provide a screencast demonstrating how to use a given case study to develop a storyboard.
        - Concept 6: Pros and cons of storyboards will provide a detailed explanation outlining the pros and cons. It will also provide a screencast on how to use the Padlet for collaboration.

6. Elicit Performance.
    - How can you help the learners process this new information?
        - Learners will receive guided learning through the use of modeling and demonstrations. After modeling, demonstrating, and presenting each learning concept, learners will have the opportunity to practice the new learning.
        - Learners will have an opportunity to integrate the new knowledge to a real-world example using a guided scaffolding technique (simple to more complex).
    - What will you ask them to do?
        - Learners will engage in each of the learning concepts and practice concepts throughout the lesson.
    - How can they practice what they are learning?
        - Learners will have:
            - opportunities to practice their learning at the end of each learning concept. They will be given a quick knowledge check to check their understanding of the content.
            - independent practice on applying the appropriate knowledge and skills to develop a storyboard.
    - Concepts Practice:
        - Concept 1 Practice: Define Storyboard

    - Learners will be prompted to take a one question knowledge check to practice their understanding.
    - What is a storyboard? Check all that apply.
        - A plan that visualizes how a course or lesson will be developed.
        - A plan that scripts out how a course or lesson will be developed slide by slide.
        - Provides enough detail to give directions on how the course will be developed.
        - A central document that includes visual elements, text elements, audio elements, interactions, and branching of every screen in an online course or lesson.
- Concept 2 Practice: The Importance of Storyboards
    - Learners will be prompted to engage in the mini case study to practice the importance of storyboards.
    - Mini case study for a new product launch: Let's say you are the instructional designer on a development team. Your task is to develop an online lesson for a new product. The company will be producing antibacterial moisturizing gloves. As a result, the employees on the production line will need to learn how to produce these new gloves. You have consulted with a subject matter expert that has designed the gloves and the production team that will be producing the gloves. You have decided to use a storyboard. What is the importance of the storyboard in this phase of the development? How will the storyboard help in this phase of development?
    - Learners will be given two categories development team and collaboration team (similar to the graphic displayed in Concept 2: Importance of Storyboards) where they will drag and drop the correct descriptors.
    - Note: Guidance will be provided by using prompting cues or hints and a hyperlink to reference back to the graphic based on their selection.
- Concept 3 Practice: Types of Storyboards
    - Learners will take a quick knowledge check to practice identifying the types of storyboards using check boxes and drag and drop based on categories and key elements. Call-out boxes will be used to provide feedback after the selection.
    - Question 1: What are the three types of storyboards? Check the three types of storyboards.
        - Text-based Storyboards
        - Visual Storyboards
        - Rapid Development Storyboards
        - Audio Storyboards

    - Question 2: Identify the key elements of the three types of storyboards. Drag and drop the description under the correct category.
    - Note: Guidance will be provided by using prompting cues or hints and a hyperlink to reference back to the visual based on their selection.
- Concept 4 Practice Identifying Storyboard Templates
    - Learners will practice identifying types of storyboard templates using a quick knowledge check of what was learned.
        - Question 1: True or False – The storyboard type should match the storyboard template used.
        - Question 2: What are the type of templates available? Check all that apply.
            - Text-based Templates
            - Visual Templates
            - Rapid Development Templates
            - Audio Templates
        - Question 3: What are the key basic elements to include in a storyboard template? Check all that apply.
            - The title;
            - An area to represent the screen number in the numbering scheme;
            - An area to represent the screen itself for the visual components;
            - An area for on-screen text;
            - An area for audio;
            - An area for the interactions; and
            - An area to describe branching.
        - Note: Guidance will be provided by using prompting cues or hints and a hyperlink to reference back to the screen based on their selection.
- Concept 4 Practice: Select and Utilize a Storyboard Template
    - Learners will practice selecting and utilizing a storyboard template given the three types (Text-based Word, Visual PowerPoint, or the Rapid Development Articulate Template).
    - Learners will engage in a PlayPosit learning activity. The video will pause at points in time to check for understanding.
        - The video will require learners to: select an appropriate template given a description; and select criteria to fill in the key elements of the template.
    - Description: You are the instructional designer for a car manufacturer. The manufacturer would like to revamp their new hire safety training program. They have noticed that most new hires are not using proper safety protocol on the job. The company has provided a list of how the line workers should perform their work safely. 1 – Always wear your hard hat while

on the production floor, 2 – Always wear your safety gloves while on the production floor, 3 – Always wear your safety vest while on the production floor, 4 – Always were your safety glasses while on the production floor, 5 – All jewelry and hair should be pulled back at all times. The company has also indicated that they would like to review this course before development and prefer a visualization of how the course will look. Use the three template choices, to select the best template for the company.

- Concept 6 Practice: Pros and Cons of Storyboards
  - Can you think of any other pros and cons? Use the Padlet collaboration tool to outline at least one pro and one con to share with other instructional designers.

7. Provide Feedback.
   - How can you help provide feedback to the learner on their new knowledge?
     - Feedback will be given during each concept practice knowledge check. Constructive immediate feedback will be given through call-outs, lightbulbs (hyperlinked feedback), audio, and videos depending on the concept difficulty.
     - When developing the storyboard, learners will receive feedback throughout the simulation. The simulation will use an advance feature with call-outs, lightbulbs, audio, and videos giving corrective feedback.

8. Assess Performance.
   How will you assess whether the students have obtained the learning outcomes?
   - Learners will be assessed throughout the eLearning lesson. During the lesson, learners will evidence their learning using knowledge checks. The knowledge checks will assess learning based on the learning objectives: define storyboard; describe the importance of a storyboard; identify the types of storyboards; identify and select storyboard templates; and outline the pros and cons of storyboards. The questions will range from multiple choice format; true or false; drag and drop; fill in the blank; and short answer. At the end of Concept 5, learners will use a case study simulation to develop a storyboard using Gagne's nine events of instruction that supports the development stage of the instructional design process.

   - Concept 5 Assessment: How to Storyboard in Action - Independent Storyboard Case Study Assessment
     - Learners will be assessed by engaging in a case study simulation assessment.
     - Learners will use a case study simulation to develop a storyboard using Gagne's nine events of instruction that supports the development stage of the instructional design process. Learners will be assessed on the media (audio, text, and visual) selection, interactions, branching, numbering

scheme, visual screen components, on-screen text, and narration of the storyboard.

- It's your turn. Use the case study from the previous learning activity – new hire safety training program. Mini Case Study: You are the instructional designer for a car manufacturer. The manufacturer would like to revamp their new hire safety training program. They have noticed that most new hires are not using proper safety protocols on the job. The company has provided a list of how the line workers should perform their work safely. 1 – Always wear your hard hat while on the production floor, 2 – Always wear your safety gloves while on the production floor, 3 – Always wear your safety vest while on the production floor, 4 – Always were your safety glasses while on the production floor, and 5 – All jewelry and hair should be pulled back at all times. The company has also indicated that they would like to review this course before development and prefer a visualization of how the course will look. 1) Use the 3 template choices, to select the best template for the company. 2) Use Gagne's nine events of instruction to guide the development. 3) Fill in the template for the safety training. There should be 6 frames in total including the title page. [The goal is to do a simulation activity here where they will drag and drop images, etc. into the proper boxes after selecting the template.]

9. Enhance Retention & Transfer to Job.
   How might you help the learner ensure the new knowledge, skills, or abilities can transfer?
   - Provide and link an infographic aid, example, and template resources for later reference. The supplemental resources will outline the key elements of a storyboard and an example to reference.
   - Resources to use for the supplemental references:
     - List of Free Storyboard Templates provided by Christopher Pappas (2012), eLearning Industries.
     - List of Free Storyboard Templates by Storyboard Type provided by Connie Malamed (2019).
     - Template example with descriptions outlining each area of the template.
     - Infographic outlining the how to steps outlined in concept 5.

III. What will need developed in order to implement (teach) this lesson?
   Think through all details and include technology.
   - Computer
   - High-speed internet access.
   - Canva Storyboard Creator for storyboard samples.
   - Articulate software for the eLearning lesson.
   - Microsoft Word, Google Draw, Canva Infographic, and Adobe Spark to create graphics for the images and infographic.
   - Screencast-o-matic for recording demonstrations.
   - Linkedin video for Concept 3.

- Text-based storyboard example (image).
- Microsoft Word and Google Docs to demonstrate the text-based storyboard.
- PowerPoint, Google Slides, and Word to demonstrate the visual storyboard.
- Visual storyboard example (image).
- Rapid development storyboard example (image).
- Articulate to demonstrate the rapid development storyboard.
- Text-based storyboard templates:
    - Text Storyboard 3 (theelearningcoach.com)
    - Text Storyboard 4 (theelearningcoach.com)
    - Text Storyboard 5 (theelearningcoach.com)
    - Text Storyboard 7 (theelearningcoach.com)
- Visual storyboard templates:
    - Visual Storyboard in PowerPoint (theelearningcoach.com)
    - Visual Storyboard in Word (theelearningcoach.com)
    - Visual Storyboard 2 (theelearningcoach.com)
    - Visual Storyboard 3 (theelearningcoach.com)
    - Visual Storyboard 4 (theelearningcoach.com)
    - Visual Storyboard 5 (theelearningcoach.com)
    - Visual Storyboard 6 (theelearningcoach.com)
    - Visual Storyboard 7 in Word with PowerPoint embedded (theelearningcoach.com)
    - Visual Storyboard 8 (theelearningcoach.com)
    - Visual Storyboard 9 (theelearningcoach.com)
- Rapid development storyboard templates:
    - Articulate Storyboard (theelearningcoach.com)
- Padlet for collaboration activity
- Voice recorder for audio guidance/feedback.
- List of free storyboard templates:
    - List of Free Storyboard Templates provided by Christopher Pappas (2012), eLearning Industries.
    - List of Free Storyboard Templates by Storyboard Type provided by Connie Malamed (2019).
- Template example reference aid.
- Infographic aid.
- Infographic “How to” cheat sheet guide.
- Subject matter experts (in this case research materials).
- Case studies.

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