# **Encouraging Local Agency in Children’s Storybook Development and Use: African Storybook**

The basis for lifelong learning is sound early literacy, which on the African continent is a persisting challenge. Saide’s African Storybook initiative is intended as a way to address this challenge. The initiative is creating and encouraging the use of a digital library of openly licensed storybooks for African children’s literacy development, enjoyment and imagination. The [**website**](http://www.africanstorybook.org/) has tools for communities to add to the diversity of the storybook collection by creating their own stories, as well as translating/adapting into local languages. There are also two free apps on the African Storybook website, downloadable onto a phone or tablet from Google Play or App Store: the African Storybook Reader and Maker. The African Storybook Maker is an offline publisher in your pocket.Educators themselves can use it to create their own picture storybooks or support the children they teach to do so, and to publish them on the African Storybook website when they are connected to internet.

There are three options to select from or to combine to add images to the story you create:

* From the Maker App which is preloaded with 250 story pictures, mostly sets of 4 to 8 pictures from storybooks that are already published on the African Storybook website. You can use these pictures to develop short and simple stories.
* By referring to the App pictures, you can create your own drawings which you can then use to create storybooks. You can also combine your own pictures and App pictures to create your storybooks.
* By using photographs from your device or taking photographs as you create your story.

The session will comprise of three parts:

* Part One: Pre-recorded Overview of Saide’s African Storybook
* Part Two: Participants having a practical experience using the Maker App
* Part Three: Q&A

To ensure Part Two runs smoothly, participants will ensure to have the Maker App downloaded onto their device in advance. During the practical session, they will do the following:

1. Open the Maker App on their device and familiarise themselves with the **app interface,** and

Create **title** of storybook

Enter **name of** **writer** (writers)

Select a **language**

Select **colour of cover**

Select **picture on cover**

**SAVE**

1. Go to the storybook and: **Edit** (add up to 3 pages), **Publish** the story (can also delete)
2. Download the [**Guide**](https://www.africanstorybook.org/pdf.php?id=documents/howto/Creating_Storybooks_with_children.pdf) on supporting children (anyone else) to create their own stories.