



# The Story/Dialogue Method has two purposes

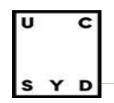
- 1.To **evaluate** Health Promoting activities and projects and through this create more generalized knowledge about practice.
- 2.To increase **empowerment** among the participants as a part of the process.

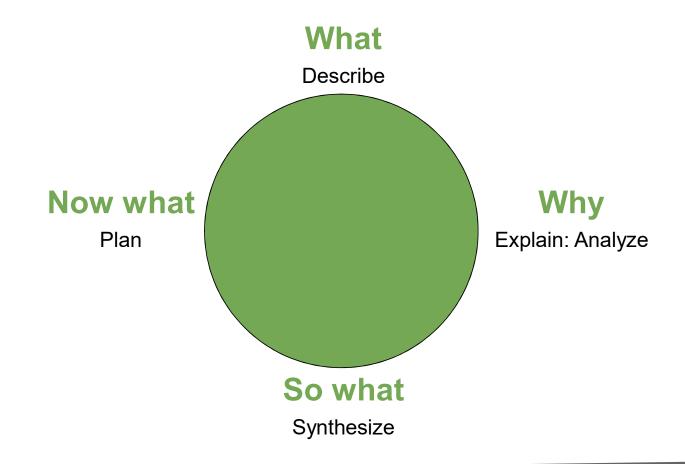


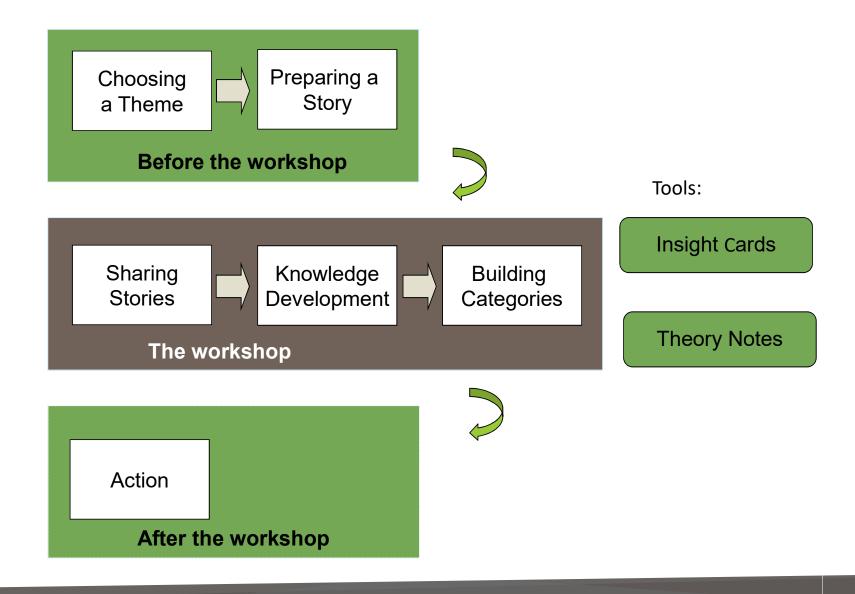
## Story/Dialogue

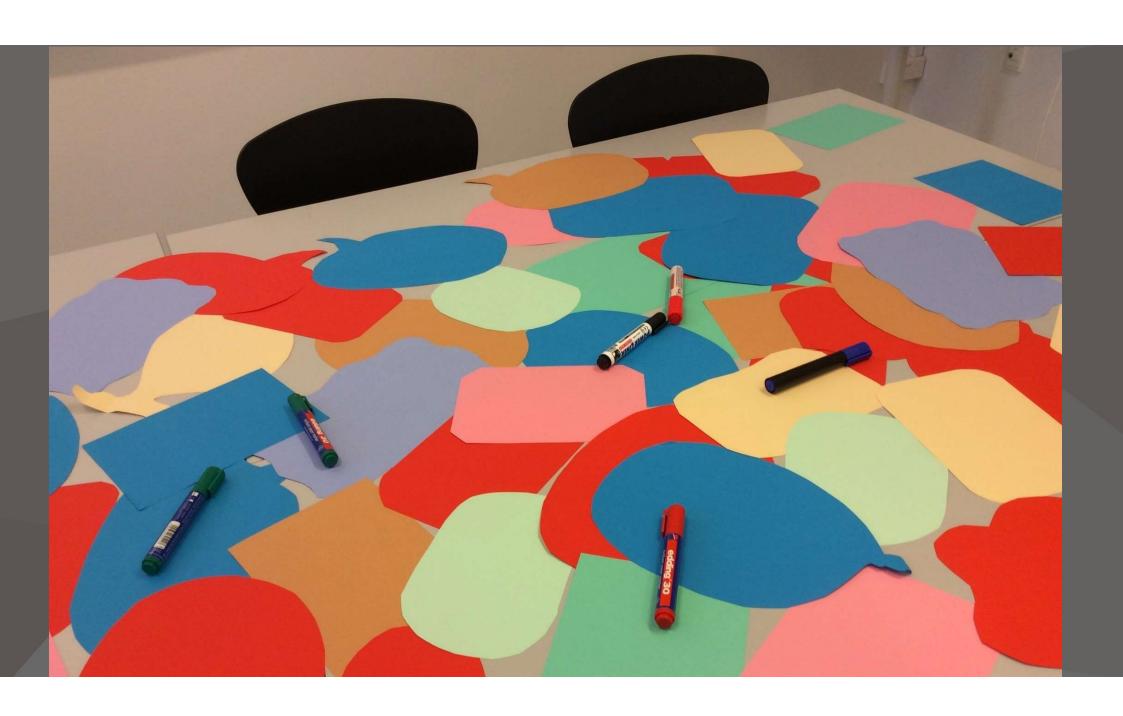
- Professor Ronald Labonte, University of Saskatchewan, Canada.
- Documented use of the method by more than 1.700 teachers, health professionals, researchers and project managers in 6 countries.
- Danish translation in 2008.

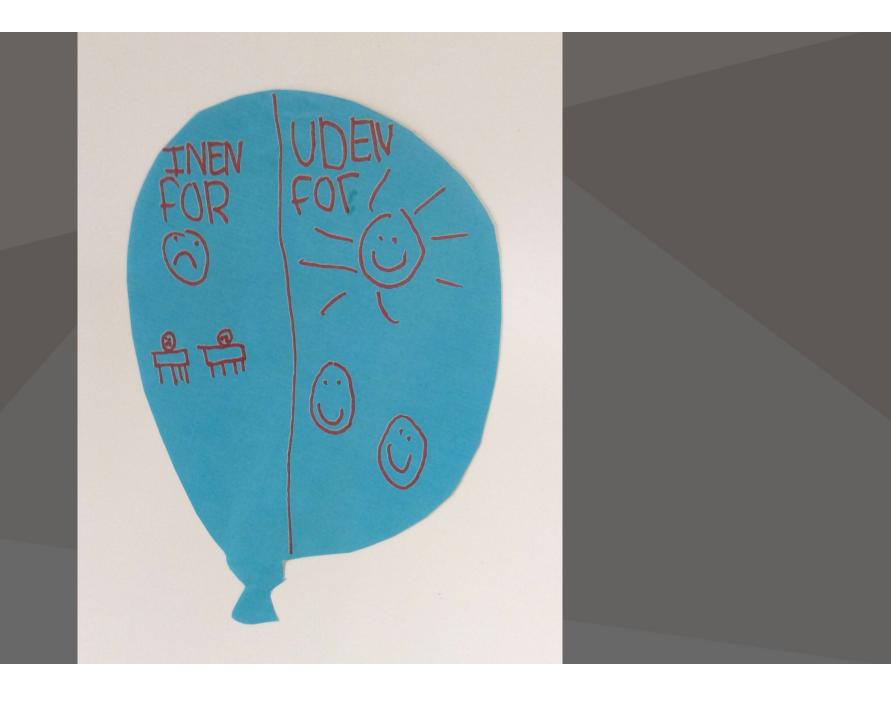
#### Reflection Model











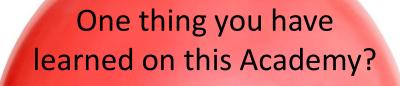


### Examples of the Insight Cards:

- Practicing with friends is more fun.
- Invite Mom and Dad to join in they need to be healthy too.
- When you compete with someone, you want to and can do more."
- "Invite Mom and Dad to join in they need to be healthy too."







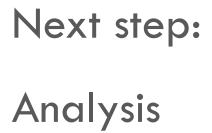
Why did you notice this?

Which ideas of change?

What will you do?









Categories



Theory Notes





#### Important elements:

Playing elements

Creativity

Appreciative questioning

Affordances of the room



#### References

- Labonte, R. et al (1999): A story/dialogue method for health promotion knowledge development and evaluation. In: Health Education Research, vol.14, no.1, p. 39-59
- Labonte, R. (2010): Reflections on stories and a story/dialogue method in health research. In: International Journal of Social Research Methodology, Vol. 14, No. 2, March 2011, s. 153–163.
- Paakkari, L. et al (2019): Materials for teachers. Learning about health and health promotion in schools, p. 31. Haderslev: SHE Network Foundation,



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