

Executive Functions of Storytelling

EF	STORYTELLER	AUDIENCE
Inhibition	Inhibition of impulsive tendencies to insert too many distracting details. Inhibition of tendencies to change the pace of the story resulting in a less effective story.	Inhibition of distractions to maintain attention and capture the essence of the story.
Shifting	Shifting attention at the right temporal sequence of events to generate flow of the story.	Ability to shift attention with the orator of the story to maintain the temporal sequence of events.
Working Memory	The maintain a working memory of the storyline sequence interspersed with expressions and told in the proper sequence to convey the intended meaning.	Maintain a working memory of events interspersed with creative expressions to capture the essence of the story. Utilizing working memory when passing the story along to others.
Planning	Planning creative ways to capture the audience into a storyline. Planning the delivery of a story.	Planning of creative ideas that enhance the details to pass stories along to others.
Emotional Control	Regulating impulsive actions or speech to convey an accurate meaning of the story.	Maintaining attention and inhibition of potential distractions and emotional reactions.
Monitoring	Updating each event and descriptions used in the story with the new events and descriptions to be told.	Monitoring and updating the storyteller's sequence of events and descriptions to capture the essence of the story.
Organization of Materials	Organizing materials in a timely that will be used during the storytelling event. Organizing memory of the storyline to be told in sequence.	Organizing thoughts and memory of the sequence of events told in the storyline to be remembered and passed along to others.
Initiation	Initiation of creative expressions and details to capture the audience in the story.	Initiation of creative thoughts and activities from hearing stories to pass along to others.

