

## Classic children's literature

*Twenty thousand leagues under the sea* was used as the basis for an integrated unit of work. Groups of students completed both on- and off-computer activities.

Using software packages which included word processing, paint or draw, crossword creators, Internet and presentation facilities, meant that a range of group activities could be devised.

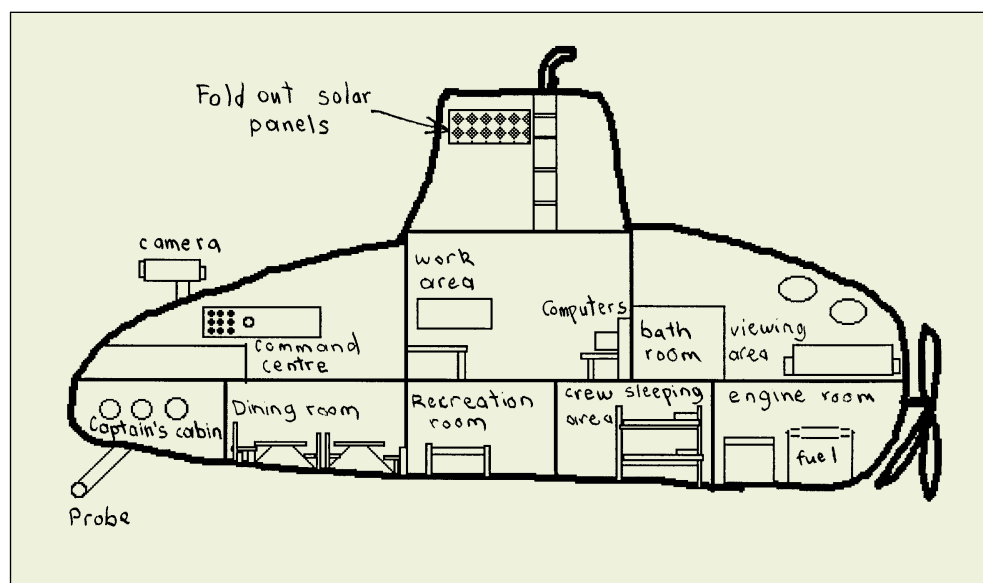
Students were involved in:

- creating a submarine and drawing a cut-away diagram, showing the various rooms and compartments (paint software)
- writing explanations of individual submarine designs, justifying design decisions (word processing)
- creating a class timeline of main events in the story. Each student created a page to be included in a presentation slide show
- researching the author, places in the story, submarines and related topics, using CD-ROM encyclopaedias or the Internet
- creating crosswords or find-a-words, using appropriate software to increase vocabulary
- creating a map of their own island (paint or draw software).

These activities were supplemented by off-computer activities, including:

- silent reading
- researching methods of underwater travel, using library resources
- role-playing of one of the disaster sequences from the book
- measuring and making scale drawings of submarines
- vocabulary building activities
- developing masks of sea creatures encountered on the journey
- comprehension and cloze activities.

As a result, students saw the computer activities as an integrated part of classroom work. Group work ensured equity of access to the computer by all students. The open-ended nature of each task allowed for a wide range of interesting results, many exceeding my expectations.



**Cut away diagram of a submarine drawn by a Stage 3 student using paint software.**