

# LESSON PLAN 17: MUSICAL COMPUTERS

**Objective:** Using computers to develop literacy in a collaborative environment

**Age range:** 8-13

Here's a fun way to encourage creativity and story-telling with a literary (and technological) variation on musical chairs.

## YOU WILL NEED

- ▶ Computers
- ▶ Word processing program
- ▶ A storyline

## DEVELOPING SKILLS

Writing, story-telling, grammar, vocabulary, creativity, typing, using a computer, collaboration

## METHOD

1. Introduction – ask the class if they remember the game ‘musical chairs’ and that this exercise is a variation on that theme.
2. Moving between computers – explain that they are going to start writing a story on their computer and, when you say, they will swap to another computer. They should quickly read the story so far, and then continue writing it until you ask them to swap again.

3. Begin writing – give the class the opening line of the story and tell them to start. After a set number of minutes get them to move on.
4. Repeat the process until students have written part of every story and returned to their original piece.
5. Ask the students to finish the story they started.
6. Read and discuss. Evaluate each story – and the whole collaborative writing experience.

## TOPICS TO DISCUSS

- What's it like continuing someone else's story?
- How and why do stories change between writers?
- Which stories do they enjoy the most – and why?
- Are there times when stories would have multiple writers?

## FOLLOW UP ACTIVITIES

- Post the stories online and ask for comments
- Do the same exercise in a foreign language
- Do the same exercise for a multi-media project