



Title: Make-A-Story

Grade: PK-1

Overview: Students become authors as they send Bailey's friends on assorted adventures. After choosing the elements of their stories, students can hear their stories read aloud. The stories may also be printed to read again and again. If printing is enabled, stories may be printed in two formats: 4-page storybook or 4-panel page.

My Learning Objectives:

Select characters and events to complete a story

Build vocabulary about words that indicate character, setting, or events in stories

Make correlations between words and objects

DISCOVER MODE

By experimenting with different choices of characters, settings, and actions, children can author and publish numerous stories of their own. Because there is no one correct way to write a story, Make-A-Story does not have a Question and Answer Mode.

1. Click the bookshelf icon to enter Make-A-Story from the Main Room. The sentence with a blank is read aloud: This is a story about _____."
2. Click one of the characters, for example Dorothy the Duck, to complete the sentence and begin a story about Dorothy. (If you decide to change the character, just click a different one.)
3. Click the dot at the beginning of the sentence to see and hear the sentence read again. Click a word to hear it spoken.
4. Click the right arrow to move to the next page of the story. Then click a vehicle, for example the canoe, in which your character will travel. (If you decide to change the vehicle, just click a different one.)
5. If you want to return to the previous page, click the left arrow.
6. Click the right arrow to move to the next page of the story. Then click a destination, for example, an island, for your character. (If you decide to change the destination, just click a different one: the city, the jungle, or outer space.) "One day, Dorothy traveled to an island."
7. Click the right arrow to move to the last page of the story. Click one of the objects, for example a piano, to complete the story. "When Dorothy got there, she played a piano."
8. Click the right arrow to continue. Then click Bailey's book to hear your story read as many times as you like. Click the left or right arrow to go forward or backward one page at a time.
9. Click the printer to print your story. Share your story with someone special!
10. Click the open book to make a new story, or click Bailey to return to the Main Room.