

## LESSON PLAN 42: FIVE CARD FLICKR STORY

**Objective:** Write a story that connects a series of random images.

**Age range:** 8-15



### WHAT IS FIVE CARD FLICKR STORY?

Are you ready to play five card flickr? If you're looking for some essay inspiration, a literary muse with a difference, Five Card Flickr Story (<http://tr.im/fivecard>) could provide a novel twist to matters. It's based loosely on the Five Card Nancy game (<http://tr.im/fivecardnancy>) but instead of comic images this challenge uses photos from Flickr.

### HOW DOES IT WORK?

The site deals (selects) five random photos from Flickr. You then choose one. The site deals another five and you choose again. This process is repeated five times, so that you end up with a final set of five images. Now tell a story using them.

### YOU WILL NEED

Computer. Internet connection.

### DEVELOPING SKILLS

Story telling, writing, spelling/grammar, visual language, sequencing, evaluation, critical thinking, creativity.

### METHOD

1. Introduce to your class the idea of a picture telling a story. Talk through how they can interpret a picture and evaluate what's happening within it. Show them an image and ask them what they see in it – and how they would express this in words. Show them two images and, again, ask them what see and how they'd describe it ... and also how the images can be linked.
2. Tell them that they are going to write a story about five different images – with the story linking them together.
3. Using Five Card Flickr Story select five images – you can either:
  - do this yourself and have the five images pre-prepared; or
  - ask the class to help you select the images (especially if you can display this process on an interactive whiteboard); or
  - ask your students to select their own images (either individually or in groups).

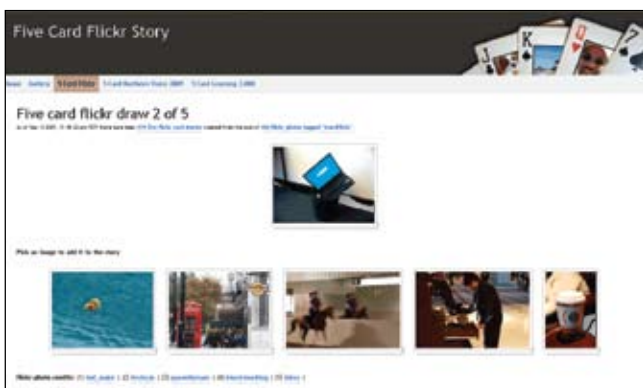


IMAGE 1

4. The process is very easy. Go to the site, select 5 Card Flickr tab, and it will ask: "Are you ready to play five card flickr?" Naturally, you are. Underneath, it asks: "Pick an image to add it to the story." Here, simply pick the image you'd like to include in the story from the selection of five. Repeat the process for all five images.

We chose a laptop in a rubbish bin (Image 1), then a coffee cup, a boy poking out his tongue, a red telephone box outside the Hard Rock Café, and a view of Big Ben (Image 2). If you'd like to use these, they saved at <http://tr.im/lessonplan42>

**TIP:** While we practised, we found it's good to start with an image you really like – one that's visually fun or interesting in some way, and will guarantee to get the story off to a great start (we thought the laptop in a bin, for example, conjures up all sorts of story scenarios). If you hit the tab bar again, the site will deal five new cards. However, once you start and select your first picture, you have to go all the way through otherwise, you'll lose your images.

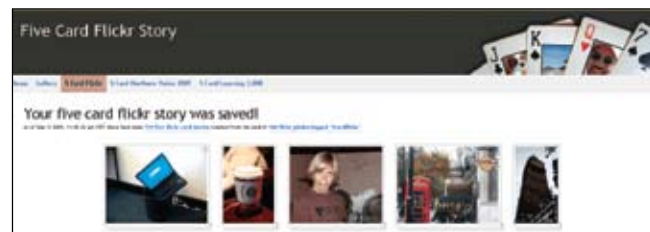


IMAGE 2

5. Once the five images have been selected, you could discuss what can be written about them and then get your class to start writing a story based on them – or let them come up with their own ideas.
6. You could ask them to use the images in order or swap them around.
7. Once the stories are done, discuss them and compare the results. Talk about how people have interpreted the images – whether they're the same or different. And why this might be. Or whatever you want. There seems to be quite a few ways to work through the end results.

### FOLLOW-UP ACTIVITIES

As well as the variations we've already discussed, you could:

- use sets of five images as chapters, and combine them to create longer stories;
- select from alternative sources of images – a magazine, class albums, even send the class out with a digital camera to take their own.



**LESSON PLAN 43: MAKE A MAZE WITH WORD**

**Objective:** Design and construct a puzzle using tables and borders

**Age range:** 6-12

Using a software program to play games and have a little fun is a great way to learn about its functions. Here we look at a way of using word processing package Microsoft Word to create simple mazes.

**YOU WILL NEED**

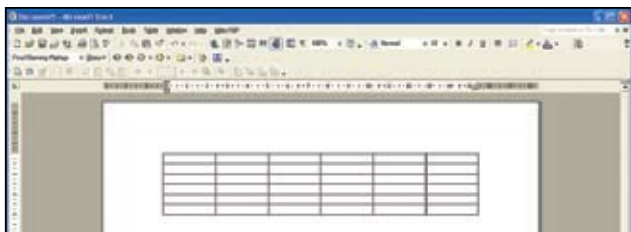
Computer, Word.

**DEVELOPING SKILLS**

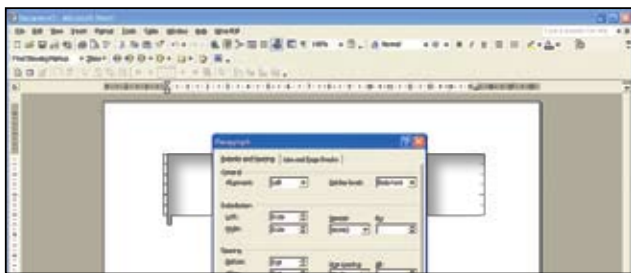
Computer use and confidence, design, visual perception, and problem solving.

**METHOD**

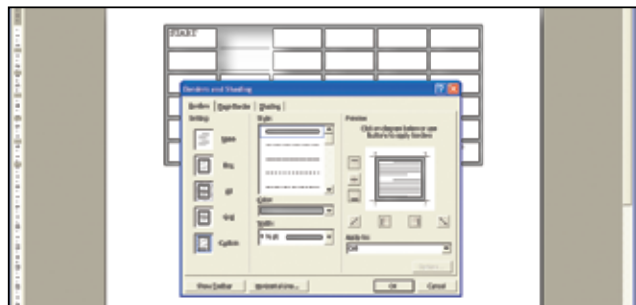
1. Introduce the concept of mazes to your class. Discuss their uses and history, and some famous examples of mazes – Wikipedia has an interesting and informative overview (<http://en.wikipedia.org/wiki/Maze>) or you could try The Labyrinth Society ([www.labyrinthology.org](http://www.labyrinthology.org)) for useful resources.
2. Talk about the objective of mazes, how they're created and how they can be solved. Ask your class to think about how they would design a maze.
3. Open Word and save a new document.
4. Click on Tools on the toolbar (or the Table and Borders button). Select 'Insert Table' and inside the dialog box select 6 columns and 6 rows. Word will create a table 6 x 6. (below) Then thicken up the lines a little, say to 4 or 5 point, to make it easier to follow.



5. Double space the cells to give you more room to work with. To do this, highlight the entire grid, on the toolbar click Format and select 'Paragraph'. Inside the dialog box choose double spacing in the Line Spacing drop-down box.

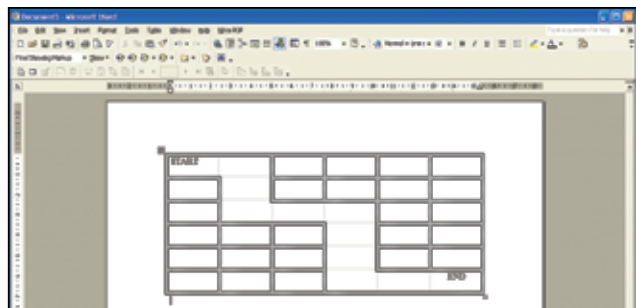


6. In the top left box type 'Start' and in the bottom right 'End'. To create your maze, use the Borders icon to remove cell walls. To do this, highlight the two boxes joined by the line you want to remove. Click Format, choose Borders, and in the Settings section select 'none'. Then in the preview pane, remove the line you don't want.



**TIP:** For younger students just starting out or ones who aren't familiar with Word, you can get them to design and draw their maze on paper before trying to create it on-screen.

7. Remove further lines to build your maze, connecting the 'Start' and 'End' boxes.



8. When you're done, add the creator's name, print the puzzle, and try it out.

**WAYS TO DEVELOP YOUR MAZE**

Once you get the hang of things, there are several ways to develop, enhance and complicate your maze to make it more of a challenge:

- Increase the size of your grid;
- Change the Start and End points;
- Add dead ends;
- Use diagonal lines;
- Add colour and clipart;
- Come up with a theme for your maze.