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# Introduction

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This book is designed to help you use *Inspiration* in the classroom with your students. All of the English, mathematics, social studies and science projects incorporate the use of *Inspiration*.

*Inspiration* is a visual thinking and learning program. It allows you to create concept maps, idea maps, webs, storyboards and more. *Inspiration* also allows you to organise your ideas in an outline form. You can use this hierarchical structure to help you and your students compose reports, create presentations and more.

Perhaps you have seen *Inspiration* used at meetings or professional conferences. Even better, maybe you have created some of your own diagrams and outlines with your students at school or for your university course work.

If you are not familiar with the basics of using *Inspiration*, I recommend that you purchase and work through the lessons in *Inspiration for Terrified Teachers* first. *Inspiration for Terrified Teachers* provides you with step-by-step instructions for learning *Inspiration*. It also includes some great project ideas.

## About the Projects

In this book you will find eleven projects that you can complete with your students. Each project begins with a description, followed by:

### Hardware and Software

Here you will find information about the hardware and software you will need to complete the project. Optional hardware and software may also be listed.

### Materials

All of the materials and supplies you need to complete the projects are listed here.

### CD-ROM Files

This section provides you with a list of the research organisers, activity sheets, idea maps, concept maps, diagrams, project planners, sample projects and project templates. The list includes the filename of each piece, so you can readily retrieve it from the CD-ROM.

Also listed are ideas for introducing, producing and presenting each activity. Additional project ideas are also suggested, and on the CD-ROM you will find an Additional Resources file that lists resources for each activity. Any resource that is an Internet site is listed as a hyperlink. This means that you can visit the site by clicking on the address. Just remember to keep your browser open.

## About the CD-ROM

Please note that the CD-ROM does not contain *Inspiration*. You must have *Inspiration* already loaded onto your system prior to starting the projects in this book.

An index of the 76 CD-ROM files can be found on pages 93 to 96. You will find research organisers, activity sheets, idea maps, concept maps, diagrams, project planners, sample projects, project templates and more.

# Build a Story

In this activity, students examine story elements – setting, character, plot, theme, conflict and resolution. Students create a framework for their stories in *Inspiration*, then write their own stories.

## Hardware and Software

You will need your computer and *Inspiration*. If you choose to have students compose their stories on the computer, you will also need a word-processing program, such as *Microsoft Word*.

## Materials

Provide students with several samples of stories that have clear settings, characters, plots, themes, conflicts and resolutions.



## CD-ROM Files

Name	Description	Filename
<i>Types of Writing</i>	concept map template	types.ins
<i>Build a Story</i>	diagram template	buildtem.ins

## Stage 1 – Introducing the Project

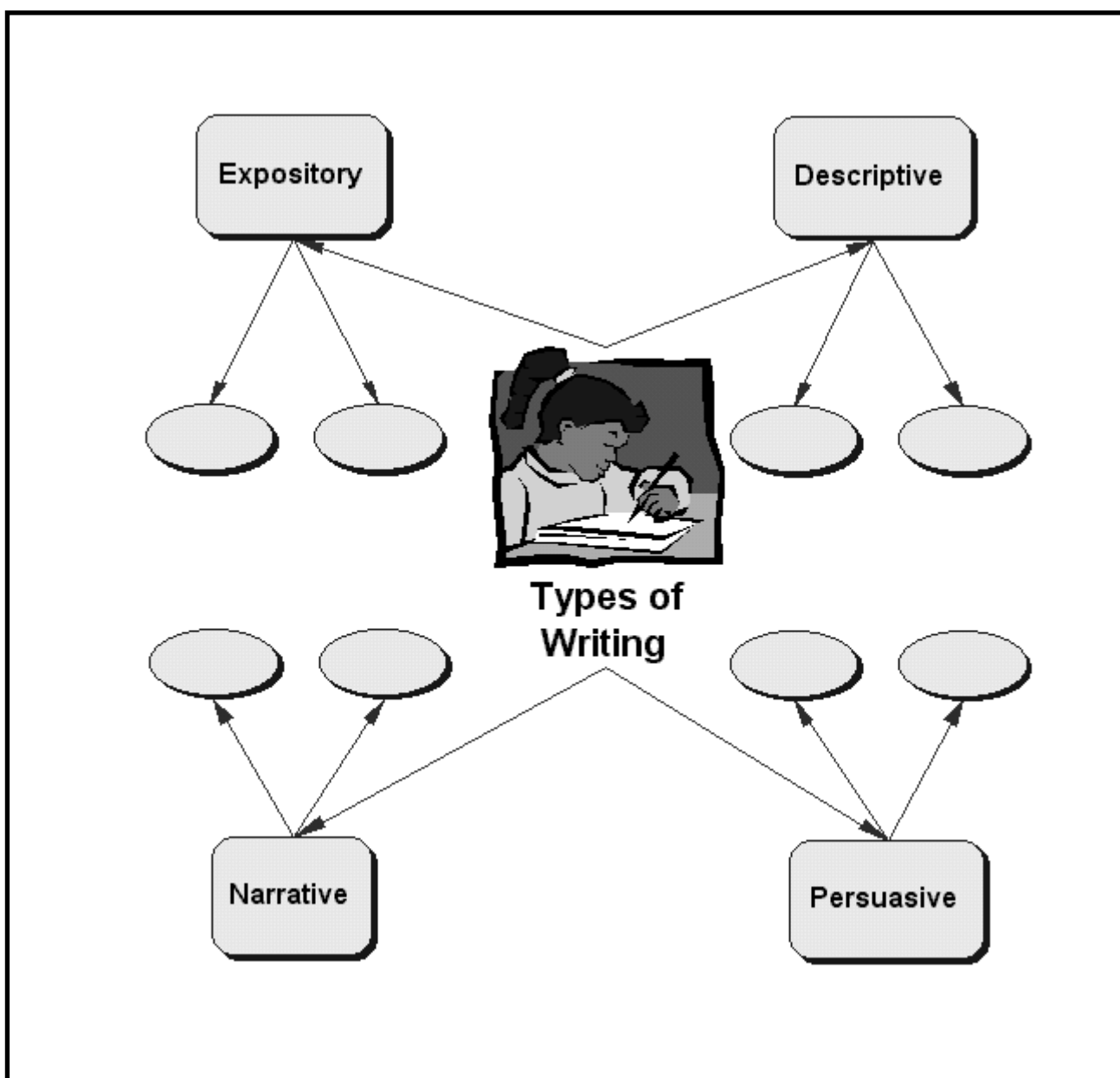
Review with students four types of writing: expository, descriptive, narrative and persuasive. Open the *Types of Writing* concept map template that is shown on the following page, and have students supply at least two characteristics for each type of writing. The *Types of Writing* concept map template is also available on the CD-ROM (*types.ins*). Elicit from students the type of writing they use when writing stories.

Explain to students that they will be writing their own short stories. To prepare, discuss with students the elements that many stories contain: setting, characters, plot, theme, conflict and resolution.

Select a story or storyline from a movie with which all your students are familiar. (Many of the Walt Disney stories and movies are familiar to most children and have clear story elements.)

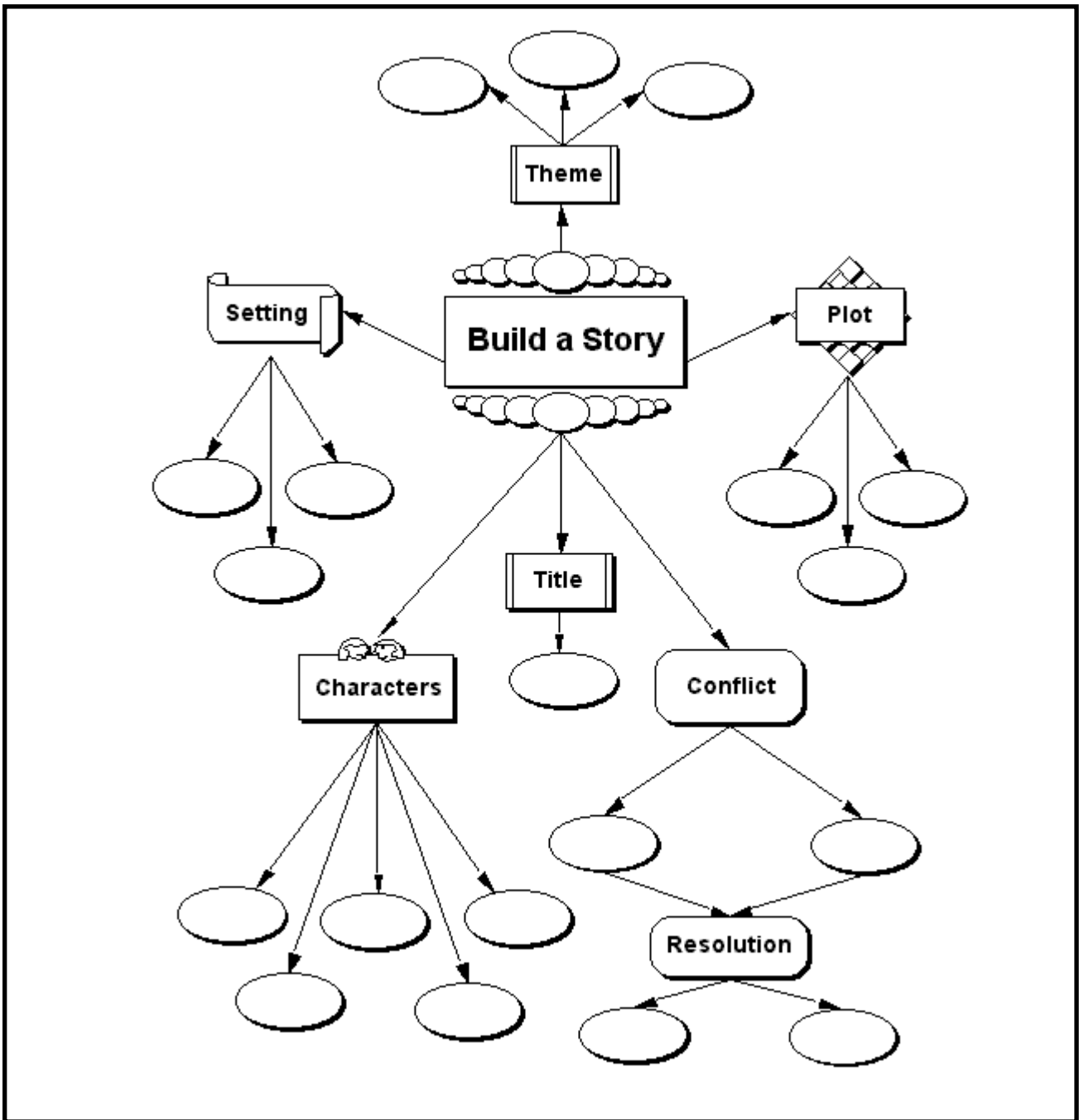
Open the *Build a Story* diagram template that is shown on page 12. It is available on the CD-ROM (*buildtem.ins*). Type (or have a student type) in the elements of the story as they are identified and discussed. Save the *Build a Story* diagram template under a new name, such as *Sample Story*, on your computer.

# Build a Story (cont.)



Types of Writing concept map template

# Build a Story (cont.)



Build a Story diagram template

## Build a Story (cont.)

### Stage 2 – Producing the Project

Once your students understand the elements of a story, organise students into writing groups. Assign each group the task of creating one element – plot, characters, theme or setting – for a class story. (Do not assign the title or conflict and resolution elements. These will be created individually.) Depending upon how many students are in each group, you may have one, two, or even three class stories.

Provide the writing groups with copies of the *Build a Story* diagram template that is shown on the previous page. Have each group fill out the relevant part of the template and then write an explanation for it.

Open the *Build a Story* diagram template file and save it under a new name, such as *Our Story*, on your computer. Have one student from each group enter the group's information into the *Our Story* diagram and re-save the file. If you are composing more than one class story, save as many copies of the *Build a Story* diagram template as stories you will be creating. Re-name the file *Our Story 1*, *Our Story 2* and so on. Make sure students understand which file they are to use.

Once all the groups have entered their elements information, print the *Our Story* diagram(s) and provide copies for each student to use as a guide. Have each student write his or her own story with a title, conflict and resolution.



### Stage 3 – Presenting the Project

Allow students to share their stories. Compare, contrast and discuss the many ways in which similar elements have been combined to form the stories.

#### Additional Project Idea

Have students put their stories on the classroom webpage.

#### Additional Resource

Visit the Yahoooligans! website about folktales and fairytales. The address is:

[http://www.yahoooligans.com/School\\_Bell/Language\\_Arts/Folk\\_and\\_Fairy\\_Tales/](http://www.yahoooligans.com/School_Bell/Language_Arts/Folk_and_Fairy_Tales/)