

INSTANT RESULTS
AN ILLUSTRATED STORY WITH THE HELP OF THE COMPUTER

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It is now possible for primary students to illustrate as well as write their own stories simultaneously.

How? By means of the AppleMouse II, a hand-held device which connects to the Apple computer, and the word processor. The AppleMouse kit contains a disk called MousePaint, a specially designed program for graphics enabling a student to draw, color, or trace freely.

In our bilingual school in Mexico City, Nueva Primaria de Mexico, the English teacher and the computer coordinator work together to achieve one basic goal, the learning of English as a second language. The English teacher has the class read a story which the students will illustrate and write about their favorite passage in their next computer class. Thus prepared, they go into the computer room with ideas for their illustrations and compositions.

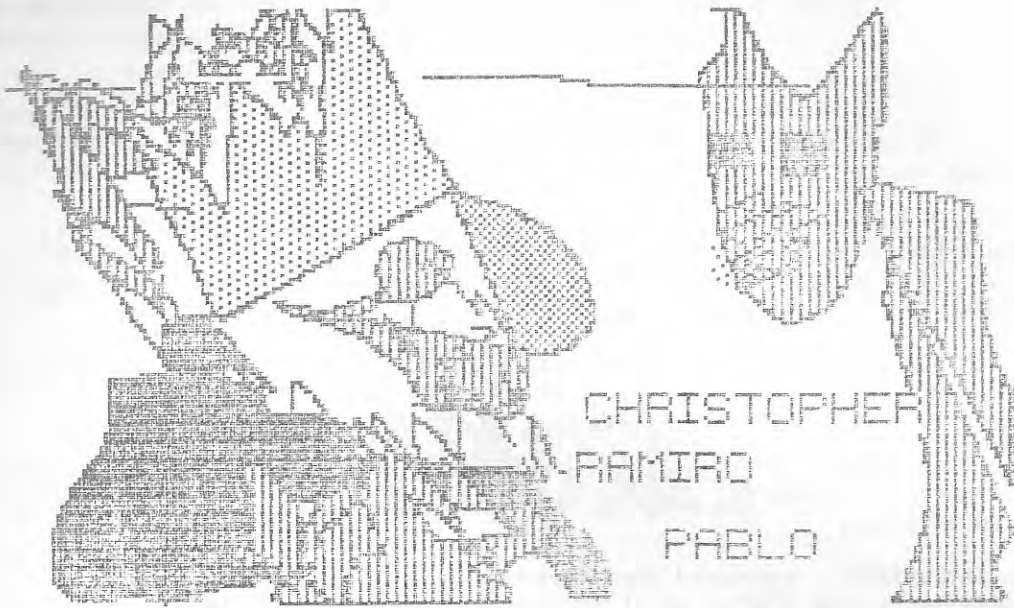
Enthusiasm is generated when students are able to breathe life into the previously read stories by illustrating whatever captured their imagination. In addition, it is a means of gently enhancing reading comprehension.

At the same time, students are having fun. Children naturally like to draw. The computer allows creativity without the fear of failure, since changes or corrections can be executed immediately. Computer drawing motivates children to full expression which is vital to communication.

As the children write their composition, corrections can be made at once without the teacher taking time outside class or students having to do the tedious work of rewriting. At the end of the computing class the illustrations and written material can be printed together. The newly found picture story can go home with its author; the story has become his very own.

Following are suggested guidelines for teaching computer illustrating.

1. Read a story in the English class.
2. Discuss the story, and ask the children to select ideas before going to the computer room to draw.
3. Computer teacher explains the MousePaint procedure and shows them how to use it.
4. Allow 10 minutes for practice.
5. The English teacher reviews the previously read story and the children begin drawing.



FOURTH GRADE

The King's Shadow

Pablo I. Fernandez

Once upon a time in a magic kingdom, there was a king who was afraid of his own shadow. The king was so afraid, that in all parades he would walk backwards to avoid his shadow. The three wizards tried to help the king without any luck. All this made the king so sad, he stayed in the darkest places of his tower.

One day there was a terrible problem with a dragon in the kingdom. Nobody could do anything so the king fought with the dragon and realized he was not a coward. From that day on the king was not afraid of anything.

6. Teachers oversee and assist while children use the computer.
7. The English teacher then asks the students to write a composition to explain their illustration.
8. When the teacher gives final approval the compositions and illustrations are printed together.

Of course, all classes contain students with varying ability and interest. Some always do the assigned work well. Others must be motivated and guided. A few will be afraid of making mistakes. We have observed that these students do especially well and gain confidence with the aid of MousePaint and the word processor because it is failure-proof.