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## **Mouse Tales Project**

Objective: Write a paragraph with 10-14 sentences about your animal, type it in Microsoft Word. Insert clipart and insert a saved picture from a file.

Software used: Microsoft Word and Drawing 4 Children.

Before students start, read "If You Give A Mouse A Cookie" & "If You Take A Mouse To School" by Laura Numeroff. Talk about sequencing, what if, then, and because statements. Talk about run on sentences and starting sentences with the word and.

## The following PASS requirements for Oklahoma Technology were met using the Mouse Tales Project.

- 1.1 Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively. *Introduced*
- 1.2 Discuss common uses of technology in daily life and the advantages and disadvantages those uses provide. *Developed*
- 3.1 Use general-purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum. *Introduced*
- 4.2 Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests. *Introduced*
- 5.1 Use telecommunications and online resources (e.g., e-mail, online discussions, Web environments) to participate in collaborative problem-solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom. *Introduced*
- 5.2 Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities. *Introduced*

## **Requirements:**

- 1. Take students online to view the project website and view past student writings. \* PASS 4.2, 5.1
- 2. Fill out the Mouse Tales worksheet. You must have at 10 14 sentences. (Worth 20 points.)
- 3. Open Microsoft Word and type the information from your worksheet. (Worth 10 points.) \* Talk about writing with Quill pens, pencils, ballpoint pens, typewriters and computers. PASS 1.1, 1.2
- 4. Have a title for your story (worth 3 points.) \*PASS 3.1, 5.2
- 5. Put by and your name at the bottom of the story. Example: By Mrs. Shoesmith (Worth 4 points.)
- 6. Have a clipart picture of your animal. (Worth 5 points.) \*PASS 3.1, 5.2
- 7. Start your story with "If you" (worth 3 points.)
- 8. Use the following phrases at least one time: fill in the dots with your own words. (Worth 18 points.)
  - a. And the chances are.....
  - b. He'll or She'll ask for some.....
  - c. And maybe He'll or She'll .....
- 9. Go to Drawing 4 Children and draw a scene from your story. (Worth 10 points.) \*PASS 3.1, 4.2, 5.2
- 10. Save it in your folder as scene. (Worth 5 points.) \*PASS 3.1, 4.2, 5.2
- 11. Insert the scene picture at the bottom of your page. (Worth 10 points.) \*PASS 3.1, 4.2, 5.2
- 12. Format your picture to behind text. (Worth 10 points.) \*PASS 3.1, 5.2
- 13. Save your story in your folder and on your diskette as 'If You'. (Worth 2 points.) \*PASS 3.1, 4.2, 5.2

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