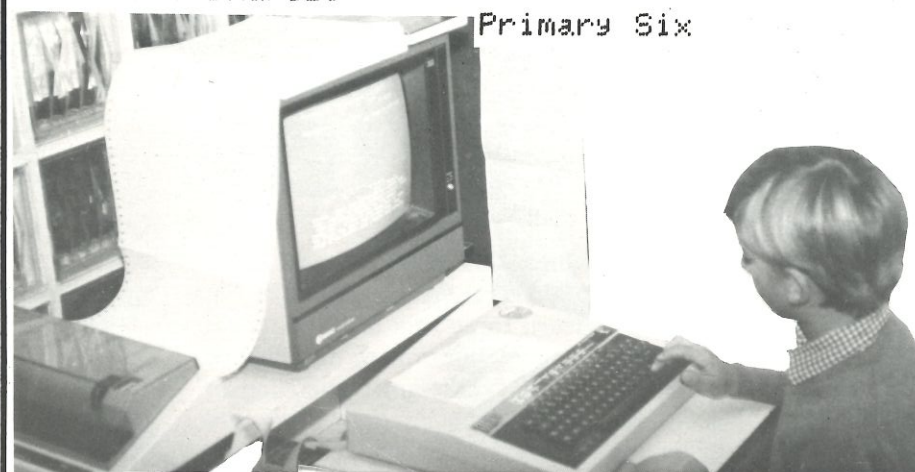




## Computers

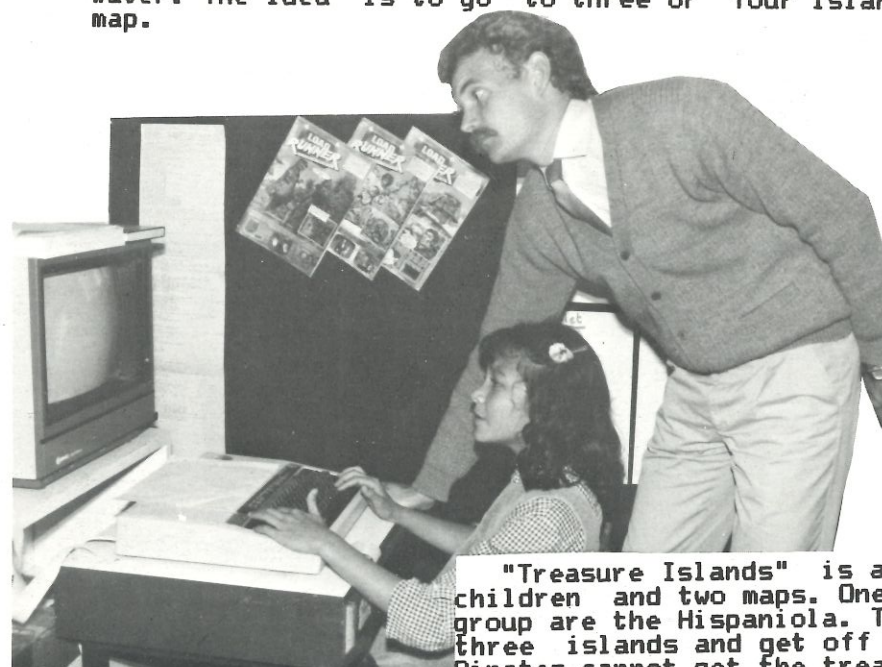
We have been using the computer a lot. We have made two Data Files, one on Birds and one on Invertabrates. With this a child has to type into the computer a bird or invertabrate and the computer will ask the child questions about the chosen animal which he or she will have to answer.

We have also been using the Word Processor where you can type in a poem or story. Once the child has finished he can get it Printed, into different shapes.



Primary Six

On the computer Mr. Miller has put "Treasure Islands". It is a bit like the game, "Crash". What you have to do is go to these islands called, Mango Island, Cook's Island, Skeleton Island and Barbuda Island to get the treasure. The Hispaniola is a goodie and the Pirates are the baddies! The Pirates have to wait until the Hispaniola has got some treasure and then they chase the Hispaniola around. (You see, the Pirates can't get treasure off the islands.) To start the game, you have to find out your secret code, and write down how many chests of gold there are. To make it more complicated you could put in health hazards. Then somebody on the Hispaniola would go sick, so you would have to go to an island to get some water. The idea is to go to three or four islands and then get off the map.



"Treasure Islands" is a computer game. You will need two groups of children and two maps. One group of children are the Pirates and the other group are the Hispaniola. The Hispaniola must try to take the treasure from three islands and get off the map. There are four islands on the map. The Pirates cannot get the treasure off the islands. The only way the Pirates can get the treasure is by catching the Hispaniola.

WATER

Waves Lap,

Rivers Rush,

Streams Rustle,

Puddles Splash,

Plugs Gurgle,

Taps Drip,

Kettles Hiss,

Rain Pours,

Lakes Freeze,

But,

Water R

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P  
L  
E  
S.



Nicola Johnson

Nigel Wetten

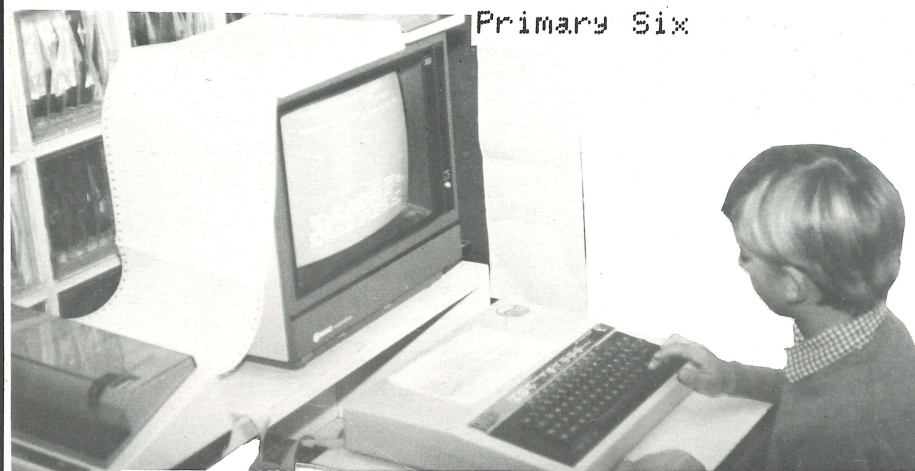




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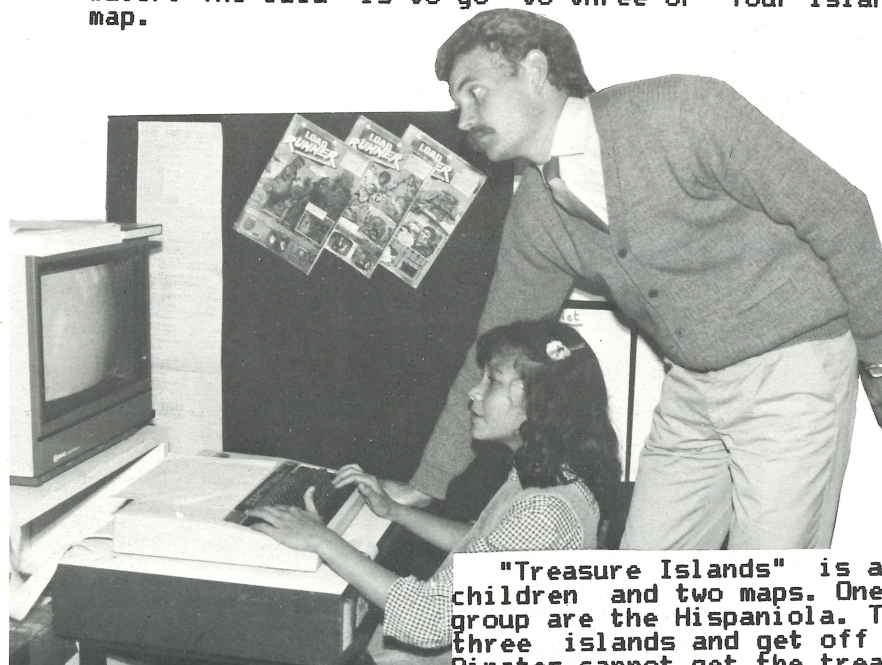
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