

# Publishing on the Computer

Ideas for using a Publishing Children's work.

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Often teachers have one child publishing their language work on the computer. The child, typing from a draft, will spend a lot of time reorienting their eyes from the keyboard ... to the draft ... to the screen and back to the draft again. Young children or less confident children will do this many times before they type each letter.

This is not only slow but causes many errors.

## **The Solution**

Put three children together publishing their work on the computer.

- The author reads / spells out the story
- Another types
- The third child watches the screen for mistakes and helps edit.

## **The Benefits**

All three children are reading and editing the work at the speed that it is being typed providing a methodical proof reading and editing base. More suggestions for alternative structure, style, and language occur causing the quality of work to improve.

Peer teaching happens naturally with the children reminding each other about aspects of writing each of them has learnt.

Problems encountered in the use of the software are more easily solved without the need for teacher involvement.

More children are involved reducing the difficulty of having only a few children using the computer while others miss out.

In the 'real' world very little material is written, edited and published by one person. This system provides this more true-to-life experience.

Remember the computer is only one of the many ways children can publish their work.

Children need to use a wide range of publishing tools, where appropriate for the audience and presentation style of the material. In some cases a piece of work will be best published on a piece of newsprint using crayons. When the computer is appropriate, try using three children at a time!