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INTERNET CRUISES

A global travel simulation using the World Wide Web

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OVERVIEW

INTERNET CRUISES is an ideal research vehicle for a history, geography or language arts unit, providing a solid curriculum-based purpose while teaching students to use Internet technology. The Teacher Guide outlines 20 one-hour lessons, organized into three phases. Detailed Daily Directions include computer demonstrations, teaching instructions for individual and group computer work and classroom activities. The Unit Time Chart indicates teaching objectives for each instructional day. While one computer per student is ideal, INTERNET CRUISES includes modifications for varying levels of computer availability.

PHASE 1: PREPARING FOR TRAVEL

INTERNET CRUISES begins as students form a new Cruise Line. After determining a name and writing a mission statement, the class divides into Advance Teams comprised of six students each. The goal of each Advance Team is to use the Internet to research a possible cruise destination, either assigned by the teacher or chosen by the group. Members of each Advance Team take on particular Expert Roles and each student focuses on one aspect of the team's destination: Culture, Foods, Geography, History, Nature or Travel.

Using the Teacher Guide as a reference, the teacher introduces students to basic Internet and computer skills, including downloading information from the Internet, inserting photos and images into word processing documents and basic text editing skills. Students practice these new skills as they create Passports, Name Tags and Luggage Tags for their Steamer Trunks, which they will decorate during their journey.

OVERVIEW

PHASE 2: OUT TO SEA

Students begin researching their destinations, visiting web sites identified and previewed by the teacher. During their travels, students make Steamer Trunk Stamps that record the web sites that they have visited, then glue these stamps to their Steamer Trunks.

In addition, each student compiles a Scrapbook filled with information learned from Internet research. Scrapbooks include *Travel Journal Entries*, *Internet Souvenirs*, a *Post Card*, *Letterhead Stationery* and an *Expert Report*. Travel Journal Entries describe their discoveries and personal reactions. Internet Souvenirs include web site addresses, as well as photos and information that students collect from web sites as they cruise the Internet. Students design a unique Post Card and ship's Letterhead Stationery, then write messages home about their journey. The final item added to student Scrapbooks is an Expert Report—a document written to inform the Cruise Line about their Expert discoveries. The format of each Expert Report may vary according to each student's Expert Role. Encourage students to use creativity in producing their Expert Reports.

PHASE 3: HOMEWARD BOUND

Research completed, each Advance Team meets to compose its Promotional Brochure, which synthesizes information learned by each of the Team members. As they work, students share information and technical skills. The format of the final Promotional Brochures can be as elaborate or simple as classroom computer availability and student abilities allow. In celebration of the return to their home ports, students invite parents and guests to attend an end-of-the-cruise Captain's Dinner, featuring foods discovered during the cruise and prepared by Advance Teams. During the festivities, students share their Scrapbooks and Promotional Brochures.

This is a sample chart. Alter as desired.

UNIT TIME CHART

PHASE 1: PREPARING FOR TRAVEL				
DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
Student Guide—Introduction Set up Cruise Line BASIC INTERNET NAVIGATION Favorites/Bookmarks, URLs	Assemble Advance Teams, name ships Determine home port and destination Receive Expert Roles	Technology Demo: Digital Photos PASSPORT	NAME TAG TRAVEL JOURNAL ENTRIES	STEAMER TRUNK LUGGAGE TAG Travel Journal
PHASE 1 ENDS	PHASE 2: OUT TO SEA			
DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
Technology Demo: Layout and editing Copy and paste information from Internet Travel Journal Bon Voyage Party (<i>option</i>)	ASSIGNMENT CHECKLIST Scrapbook Overview STEAMER TRUNK STAMPS Advance Team debriefing Travel Journal	Scrapbook SOUVENIRS Collect graphics & text Advance Team debriefing Travel Journal Enrichment 1: Boolean Term (<i>option</i>)	Scrapbook POST CARD Advance Team debriefing Travel Journal E-mail messages/pen pals (<i>option</i>)	Scrapbook LETTERHEAD STATIONERY Advance Team debriefing Travel Journal
			PHASE 2 ENDS	PHASE 3 BEGINS
DAY 11	DAY 12	DAY 13	DAY 14	DAY 15
Scrapbook EXPERT REPORT Advance Team debriefing Travel Journal	Scrapbook Advance Team debriefing Travel Journal	Scrapbook Advance Team debriefing Final Travel Journal	Final Scrapbook Final Steamer Trunk Stamps	Plan Captain's Dinner Invitations Enrichment 2: Porthole View (<i>option</i>)
PHASE 3: HOMEWARD BOUND				
DAY 16	DAY 17	DAY 18	DAY 19	DAY 20
PROMOTIONAL BROCHURE	Promotional Brochure	Final Promotional Brochure	Prepare Captain's Dinner Decorate room	Captain's Dinner Individual and Advance Team Presentations

PREPARING FOR TRAVEL

CRUISE LINE EMPLOYEE INFORMATION

Student's Name: _____ Expert Role: _____

Cruise Line's Name: _____ Ship's Name: _____

Mission Statement: _____

Advance Team's Home Port: _____ Destination: _____

EXPERT ROLE INFORMATION

As a member of your Cruise Line's Advance Team, you will study your destination from the perspective of your Expert Role. Read the name of each Expert Role and what each Expert will explore. Fill in Advance Team members' names next to their Expert Roles.

NAME	EXPERT ROLE	EXPLORES ...
	Culture	clothing, music, art, religion, entertainment
	Foods	traditional foods, eating cus- toms, restaurants
	Geography	location, travel routes, land forms
	History	politics and history
	Nature	climate, wildlife, outdoor activities