

Packet Riders

Packet Storybook

Look at the digital images of the characters in the Packetville games.

Think about using these characters in a picture book for little kids. What would your story be? Which characters would you use in your story? Would your story help kids learn more about computers?

Write your story with the Packetville characters in mind. Once you are satisfied with your story, place the characters into your writing where you think they would look nice on the page.

If you don't know how to insert pictures into your story, ask your parents or teacher for help. Usually, all you have to do is to select **Insert** from a word processing menu, then **Picture**, and select the graphics you want to add. For example, in Microsoft Word®, open a word processing document, go to **Insert** on the top menu, hold down that menu and select **Picture**, and finally **From File**. When you do this, you can search for the file you want on the computer, such as hacker.jpg. It's usually easier to find the graphics if you keep them in a special folder or on your desktop.

When you are finished with your story, make sure you correct any mistakes. Have your parents check it over also.

Ask your teacher or librarian if you can present your storybook to some younger children. When you do, remember that the children will want to look at each picture carefully. As you read slowly and dramatically, take some breaks so that you can hold the pictures up for each child to see.

