

Extensions for Learning Guide

Welcome

The **20,000 Leagues Under the Sea in 3D** CD-ROM introduces children to one of the greatest literary works of all time through the use of engaging 3D coloring technology and through the enduring art of storytelling. Using **20,000 Leagues Under the Sea in 3D**, children listen to a dramatic retelling of a timeless adventure story, color 3D adventure story scenes, and create personalized story slide shows. **20,000 Leagues Under the Sea in 3D** hopes not only to inspire children's appreciation of great stories, but to help build children's literacy.

Literacy involves enjoying great stories, building listening skills, communicating one's own adventures, as well as early reading and writing experiences. As a companion to the CD-ROM, this **Extensions for Learning Guide** encourages creative responses to literature. Through exciting hands-on arts and crafts, creative writing, storytelling and drama activities children are encouraged to explore literary forms, develop sharpened communication skills, and extend their learning experience beyond the computer screen and into their hearts and minds.

The **Extensions for Learning Guide** is designed to help you make the most of **20,000 Leagues Under the Sea in 3D** CD-ROM. Inside you'll find a *Story Summary*, which provides background information about the author, the literary genre, and the historical context of the story. *Fun Project Starters* use the CD-ROM as a springboard for exploration into the art of storytelling and creative self-expression. *Fun Project Starters* can be used by children individually, with partners, or in small groups, either at home or in the classroom. Each activity is correlated to a specific area of elementary curriculum, such as language arts, social studies, or science. *Let's Talk About It!* invites children, parents, and teachers to share in the discussion of

meaningful life lessons inspired by the classic story. Finally, *Read More About It!* provides suggestions for further reading with classic adaptations and other thematically related children's titles.

The **20,000 Leagues Under the Sea in 3D** CD-ROM introduces children to the enchantment of great works of literature. Help nurture their fascination and promote literacy by encouraging active participation in the following extensions for learning.

20,000 Leagues Under the Sea

Story Summary

In Jules Verne's classic *20,000 Leagues Under the Sea*, the year is 1866 and many ships are being attacked by a enormous monster. Professor Pierre Aronnax of the Natural History Museum of Paris and his assistant, Conseil, join an expedition aboard the *U.S.S. Lincoln* to help solve the mystery. When the *U.S.S. Lincoln* is attacked by the monster, the Professor, Conseil, and the ship's harpoonist, Ned Land, are thrown overboard.

The cast-a-ways wash up on the back of the huge monster--in reality, a enormous submarine made of steel and iron called the *Nautilus*, commanded by the extraordinary Captain Nemo. Captain Nemo rescues the Professor and his friends by taking them aboard the *Nautilus* and shares with his guests the many secrets of his powerful submarine and the many great wonders of the undersea world. To prevent his precious secrets from being revealed, Captain Nemo holds the Professor and his friends prisoner aboard the *Nautilus*.

Captain Nemo takes the Professor and his friends on an extraordinary voyage aboard the *Nautilus*. They journey from the coral reefs of the South Pacific to the polar ice cap to the lost city of Atlantis and encounter all forms of undersea life

including an army of giant squids. After many months the Professor and his friends escape from the *Nautilus* as it is sucked into a giant whirlpool, taking Captain Nemo and his secrets to the bottom of the sea, perhaps, forever.

In its retelling of the classic tale, **20,000 Leagues Under the Sea in 3D** provides a compelling, yet child-friendly, version of the original text. The character of Conseil has been changed to Beth, the Professor's sister, reflecting attitude changes toward the role of women in 20th century society, while still symbolizing the qualities of steadfastness and loyalty evident in the original. In addition, the adaptation focuses on the most exciting adventures in the original novel to hold young readers' attention while keeping the story to a manageable length.

Jules Verne (1828 - 1905) was born in 1828 in Nantes, France, a famous old sailing port on the Loire River. Verne's parents were of a seafaring tradition, and as a boy Jules ran off for a short time to be a cabin boy on a merchant ship. These experiences would later influence his life as a novelist. Before writing several highly popular novels Jules was sent by his parents in 1847 to study law in Paris. In Paris Jules Verne fell in love with the theater and in 1850 his first play was published. Jules' father was outraged when he heard that Jules was not going to continue law, so he discontinued the money he was giving him for his expenses. As a result, Verne was forced to make money by selling his stories. Together with an endless fascination with science, and extensive research into geology, engineering, and astronomy, Jules published several novels beginning with *Five Weeks in a Balloon* in 1863 and continuing with *Journey to the Center of the Earth*, *From the Earth to the Moon*, *Around the World in Eighty Days*, *20,000 Leagues Under the Sea* and many, many others until his death in 1904.

Verne lived during a time of great interest in science and technology. The late 19th-century saw many inventions that dramatically changed people's lives. For example, trains

made it possible to travel great distances in a short amount of time, and new machinery led to the mass production of clothing and other items that were once made by hand. Because of the great changes science and technology brought to their lives, people felt anything was possible, and they were fascinated with what the future might bring. Jules Verne's novels were highly popular, given the time in which he was writing and his ability for laying a carefully researched scientific foundation for his tales, making even the most fantastic adventures believable.

Many of Verne's novels accurately predicted 20th-century inventions. For example, Verne wrote *20,000 Leagues Under the Sea* in 1869, 30 years before there was a such a thing as a submarine. And in 1865, just as the American Civil War was ending, Verne described American men traveling to the moon in *From Earth to Moon*. Amazingly, Verne had his astronauts take off from Florida, not far from Cape Canaveral where a century later Apollo 8 began its mission to the moon.

As a storyteller Jules Verne used his imagination to probe 19th-century scientific fact and create science fiction; extraordinary and believable voyages into the future. As "the father of science fiction" Jules Verne helped found a new type of literature, one that finds its basis in scientific theory yet uses scientific phenomenon to express visions, real and imagined, of the future.

Fun Project Starters

Undersea Mural (*Art/Science: Exploring the Ocean floor*) To create a fantastic undersea mural, get acquainted with the real sights and scenes beneath the sea and along the ocean floor. For instance, did you know the earth's longest mountain range sits at the bottom of the Atlantic ocean? The Mid-Atlantic Ridge stretches 12,000 miles along the ocean floor, spreading from Iceland to Antarctica--that's greater than the Rockies, Andes, and Himalayas combined! Murals

are often a collaborative effort created by a group of people, so you may want to ask classmates, friends or family members to help. Take a trip to the library and gather visual information about undersea terrain, plants and animal life. Use this information to help design a scaled-down version of the panoramic ocean floor scene on a regular-size sheet of paper. Then roll out a length of plain paper or the blank side of wrapping paper, as much as 6 feet. Use books to hold down the curled edges or tape the paper to a wall. Then using your design as a guide, everyone draw and paint images onto the paper and watch as an undersea world unfolds in an undersea mural.

Diary of a Sea Monster (*Language Arts: Creative Writing*)

There are many interesting facts about squids. For example, like its relative the octopus, every squid has eight arms plus two long tentacles. All ten appendages of the squid are, as Jules Verne notes, "fixed to its head" and are arranged in a circle around the mouth. Imagine if your arms and legs grew out of your face! Write a series of diary entries from a squid's point of view. Research squids at the library to gain perspective into the life of squid. Use the information that you've gathered from the library to ground your writing in scientific fact and make diary entries all the more believable. Print out scenes, without text, from the part of the story in which the squid attacks the Nautilus and retell the story from the squid's point of view. Pretend you are the squid and describe the action on these pages. How do you feel as the Nautilus approaches? How do you view the Nautilus--as friend, foe, or dinner?

The Way Things Work (*Art/Science: Technical writing*)

Print out a scene from the story in which a piece of technology plays a role. You may wish to print out the oxygen recycling system scene, the engine room, or Nemo pulling the lever to send a jolt of electricity through the ship. Now use your library's resources along with your imagination to describe how this technology works. Create a poster or a 3D model to

help illustrate the technology, labeling its parts, and describing how it works.

Forecast the Future (*Language Arts/Science: Creative Writing*) Pretend it's the year 2066. Make up a new technology invention that will improve or simplify your daily life: It might be a special flying machine, or a clean-your-room robot, or a virtual reality amusement park. Design an ad for your new invention. Describe its features and functionality; what does it do and how does it work. Draw a picture to go with your ad. Finally, don't forget the purchasing information; how much does it cost, and when and where will it be available?

Chart a Course (*Geography/Map-making*) Seven tenths of the earth's surface is covered with water. There are 4 oceans, 32 seas, and many more smaller bodies of water. The Pacific Ocean alone is larger in area than all the land in the world combined. Some scientists and historians even believe at one time the surface of the whole world was water! Now study a world atlas or a globe and locate the 4 oceans and other bodies of water. In *20,000 Leagues Under the Sea*, the Nautilus carries its passengers all over the world, from Antarctica to the Caribbean Sea, from deep beneath the Atlantic Ocean to the Scandinavian coast. Chart your own imaginary route through the earth's waters to far off places and world wonders. Create a map of the world with the 4 oceans and indicate on the map your route around the world.

Lost Art Collection (*Language Art/Art: Creative Expression*)

Using the **20,000 Leagues Under the Sea in 3D**

Scribblepad or Crayola® crayons and markers, draw and paint the spectacular artwork found in the hidden art collection aboard the Nautilus. On index cards describe how each art work became a part of Nemo's "lost" collection. Where was it found? Where did it originally come from? And perhaps even describe how it ended up under the sea!

Create an exhibit of the lost art collection for all to see. Consider how you will hang each work with its accompanying index card in the exhibit area. Perhaps even create invitations to the exhibit and invite friends and family to view priceless pieces never seen before by the public!

Let's Talk About It!

20,000 Leagues Under the Sea is likely to generate lots of lively discussion. Here are some ideas to get you started-

- While his parents wanted him to study law, Jules Verne longed for adventure. In Paris, Verne abandoned his law studies and began writing plays. His life in theater so enraged his father that he stopped sending Verne money. As a result, Verne began to support himself as a novelist. Talk with children about their career ambitions. What would they like to do in the future? Talk about different career choices, and how these goals relate to the strengths and interests children exhibit now. Keep an open mind and consider all their options. Remember, between now and then, life and experience may spark new interests and uncover new talents.
- Discuss the character of Captain Nemo. To guard the secret of the Nautilus and his existence, Captain Nemo takes the Professor and his friends as his prisoners aboard the Nautilus. Was he a good man or bad? If he was bad, why did he take the Professor and his friends aboard the Nautilus and not leave them to suffer a worse fate like being shipwrecked at sea? Encourage children to make their own interpretations and discuss different perspectives on the same situation. Point out that there are no right or wrong answers and that characters in novels are a mix of good and bad-just like real people!
- Discuss with children some of the ways new technologies (cellular phones and electronic mail) are changing the way we communicate with one another. What are some of the

advantages and disadvantages of the new technologies? Encourage children to consider what life was like before the invention of the telephone or television! How did people communicate with one another, gather news and information, and entertain themselves?

Read More About It!

By reading aloud to children of all ages, we share a love of reading and language that has a lasting impact on children's literacy!

Now that you've enjoyed our adaptation of *20,000 Leagues Under the Sea*, you may want to go to the original version of *20,000 Leagues Under the Sea* to read and enjoy all the adventures of the Nautilus. Select several different versions of this classic story, read them aloud to the whole family and compare and contrast them. How are the abridged versions different from Jules Verne's original?

The following titles are thematically related to *20,000 Leagues Under the Sea* and are suggested for further reading with family and friends.

Asimov, Isaac. *I, Robot*, Bantam Books, 1994

Cameron, Eleanor. *The Wonderful Flight to Mushroom Planet*, Little Brown & Co., 1988

Juster, Norman. *The Phantom Tollbooth*, Bullseye Books/Knopf, 1989

L'Engle, Madeleine. *A Wrinkle in Time*, Dell Publishing Co., 1976

Norton, Mary. *Bed-Knob and Broomstick*, Harcourt Brace, 1990

Edwards, Julie. *The Last of the Really Great Whangdoodles*, Trophy Press, 1989

Note: Many of these stories have been adapted as films and are available at video rental stores.

Other Resources for Storytelling

Odds Bodkin, Master Talesman
Rivertree Productions, Inc.
PO Box 410
Bradford, NH 03221
1-800-554-1333
www.oddsbodkin.com

Mr. Bodkin performs stories for schools, colleges and organizations all over the world. He is the author of numerous children's books and creator of The Odds Bodkin Storytelling Library™ line of family storytelling audio recordings. His website is at www.oddsbodkin.com.

National Storytelling Association
PO Box 309
Jonesborough, TN 37659
1-800-525-4514
www.storynet.org

The National Storytelling Association is a useful source of information for locating storytellers throughout the country and their catalog includes books, audiocassettes, and videos of stories from varied traditions, as well as a selection of materials for teaching storytelling techniques.