

Choose Your Own Adventure in Hypertext (a collaborative-writing activity)

Students will be divided into groups of four students. Each group will select a *Choose Your Own Adventure* book to read and analyze. Groups will then plan their own *Choose Your Own Adventure* story and create it in the form of a Web site.

Procedure:

1. Choose a book and, in the course of about 3 to 4 days, read and discuss it in your group.
2. Analyze your book in terms of setting, characters, plot structure(s), theme, and point of view.
3. As a group, brainstorm ideas for your own *Choose Your Own Adventure* story.
4. Four-person groups write the first piece, or module, of hypertext, establishing setting, characters, exposition, and narrative hook. (See [graphic organizer](#).) This should then divide into two paths.
5. Groups split into two two-person groups to write the next module, including narrative hook through rising action to next conflict (two more paths).
6. Individuals write the next modules, including climax leading to resolutions, for a total of four possible endings.
7. Individuals may and should consult with other members of their group in writing their portions of the adventures.
8. The whole group edits and revises their Web site.
9. Publish Web site to the Internet or to CD.