

HYPERSTUDIO AT A GLANCE

HyperStudio can be used to create multimedia documents in which people click on buttons to bring them to different pages in a document (much like a web site). Students can use it as a way of organising and presenting their information. For example, a project on the Solar System could have a first page with a button for each planet, clicking on the button will bring the viewer to a page about that planet.

COMPUTER SCOPE AND SEQUENCE (GRADES 4-6) COVERED USING HYPERSTUDIO:

- Create and interpret documents.
- Understand concepts of communicating using multimedia.
- Become conversant with terminology.
- Operate basic software.
- Navigate a variety of multimedia documents (e.g. Hypercard, Kidpix, and HTML).
- Integrate different media into a single document.
- Record sounds digitally and incorporate into documents.
- Apply principles of effective communication and good design.
- Evaluate suitability of info. for use in specific contexts.
- Create multimedia documents using a variety of electronic sources.
- Use special effects in multimedia presentations to influence a message.
- Create interactive multimedia documents (e.g. HyperCard, Hyperstudio, HTML).
- Create a documents integrating text, charts and images (clip art, scanned images, digital camera images, original images).

BASIC STEPS FOR DOING A HYPERSTUDIO PROJECT WITH YOUR CLASS:

1. In class collect all of the information that you would like to display in your Hyperstudio presentation.
2. Have students create a storyboard to show what cards they will create. You can use the attached sheet ("My HyperStudio Stack") for students to map out what will be shown.
3. In the computer lab students create the cards on the computers that they made in their storyboard and save the cards.
4. Students join the cards together using buttons.

Or

Students can create the cards and join them as they go along (this is your decision).

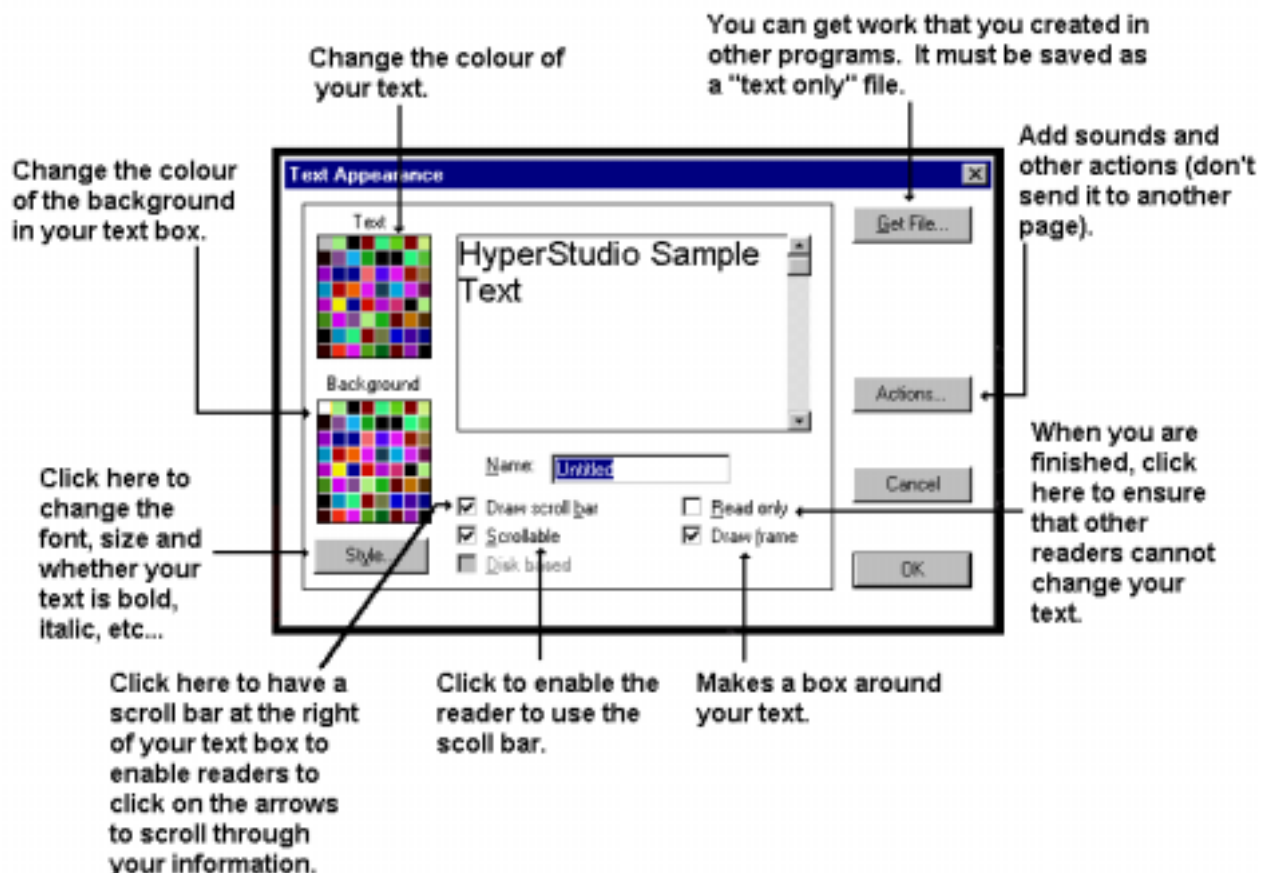
IN THE COMPUTER LAB:

1. Students open **HyperStudio** and click on **File** then create a new stack.
2. Students can use the tools to design the first page of their presentation (see attachment on tools). Give students a copy of the tools explanation page.

TO ADD TEXT TO THE PAGE:

(The **T** in the tools box is for painting letters into your document and they are difficult to edit so use the **T** for making titles and choose to add larger text passages this way instead.)

- a. Click on **OBJECTS** at the top and then click on **Add Text Object**.
- b. Click OK then click and drag to move the text box and position it where you would like it on your page.
- c. Click anywhere outside the box to bring you to a **Text Appearance** box:



HyperStudio Tools



Use the hand when you want to navigate around your stack.



Click on the arrow, then click on an object that you would like to resize or edit.



Click here then click on a button you would like to edit.



Click here to edit a graphics object on your card.



Click here to edit a text object. This does not work for text painted on.



Use this to make a rectangle around objects to be moved or copied.



Use this to make a circle around an object to be moved or copied.



Use this to draw your own shape around the object to be copied or moved.



The paintbrush can be used to draw thicker, less detailed lines. Go to Options and Brush Shape to change the shape of your brush.



The spray can allows you to spray paint.



Paint can allows you to fill objects. Make sure that your shapes are all the way closed.



Eraser.



Click and drag to draw lines. Press SHIFT while you drag to create a perfectly straight horizontal, vertical, or diagonal line. Start at the middle of where you would like your line to be because the line extend in both directions.

Set line thickness under options.



The pencil can be used to draw thinner, more detailed lines.



These tools can be used to draw rectangles, circles and rounded edge rectangles. Hold down the SHIFT key while you draw to get a perfect square or circle.



This is the text tool to draw letters on the page. It is good for short titles, but not good for longer passages as it can not be edited. For longer text passages use Options-Add a Text Box. To change how the text appears go to OPTIONS at the top and choose Text Style and there you can change the font and colour.



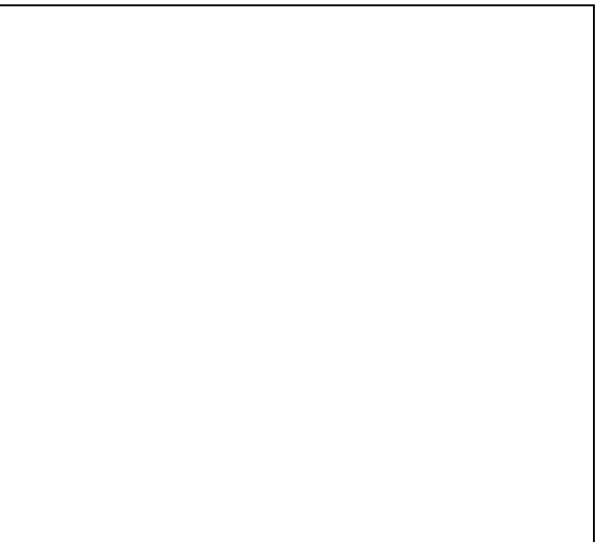
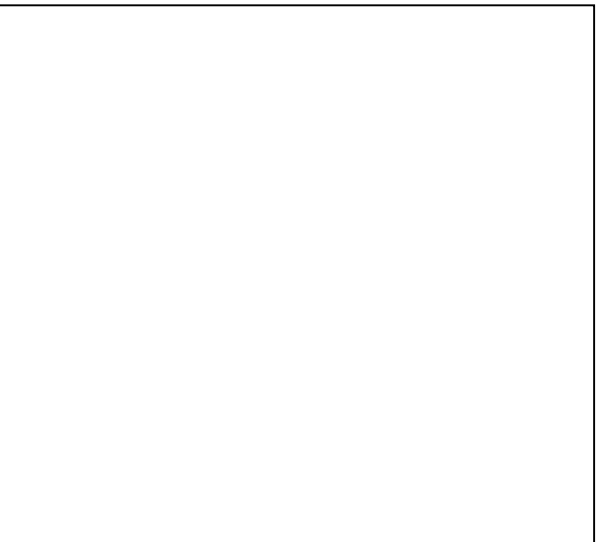
Magnifying glass will zoom into a specified place. Good for fine tuning.



The eyedropper can be used to copy that you would like to use from a from a picture

My Hyperstudio Stack

Name: _____



- d. When you have your text looking the way that you would like it, click on **OK**, then resize your box by clicking and dragging on the corners and sides.
- e. Click on **Tools** then choose the hand. Now you can click in your text box to type.
- f. To change the style, etc... of your text, click on the **Arrow** in **Tools** and double click on the box (you can edit text when you are set up as the hand).
- g. **Spell check** – there is a spell checker under **Extras** click **Check Spelling**.

3. TO CREATE A NEW CARD:

Go to **Edit** and choose **New Card**.

4. MOVING BETWEEN CARDS:

Before you join your cards with buttons there are a few different ways of moving between them:

- a. Go to **Move** at the top and choose the command that fits where you would like to go (ex. Next Card, Previous Card, etc...). There are also some fast keys here that you can use to move (ex. Ctrl + 1, Ctrl + <).

Or

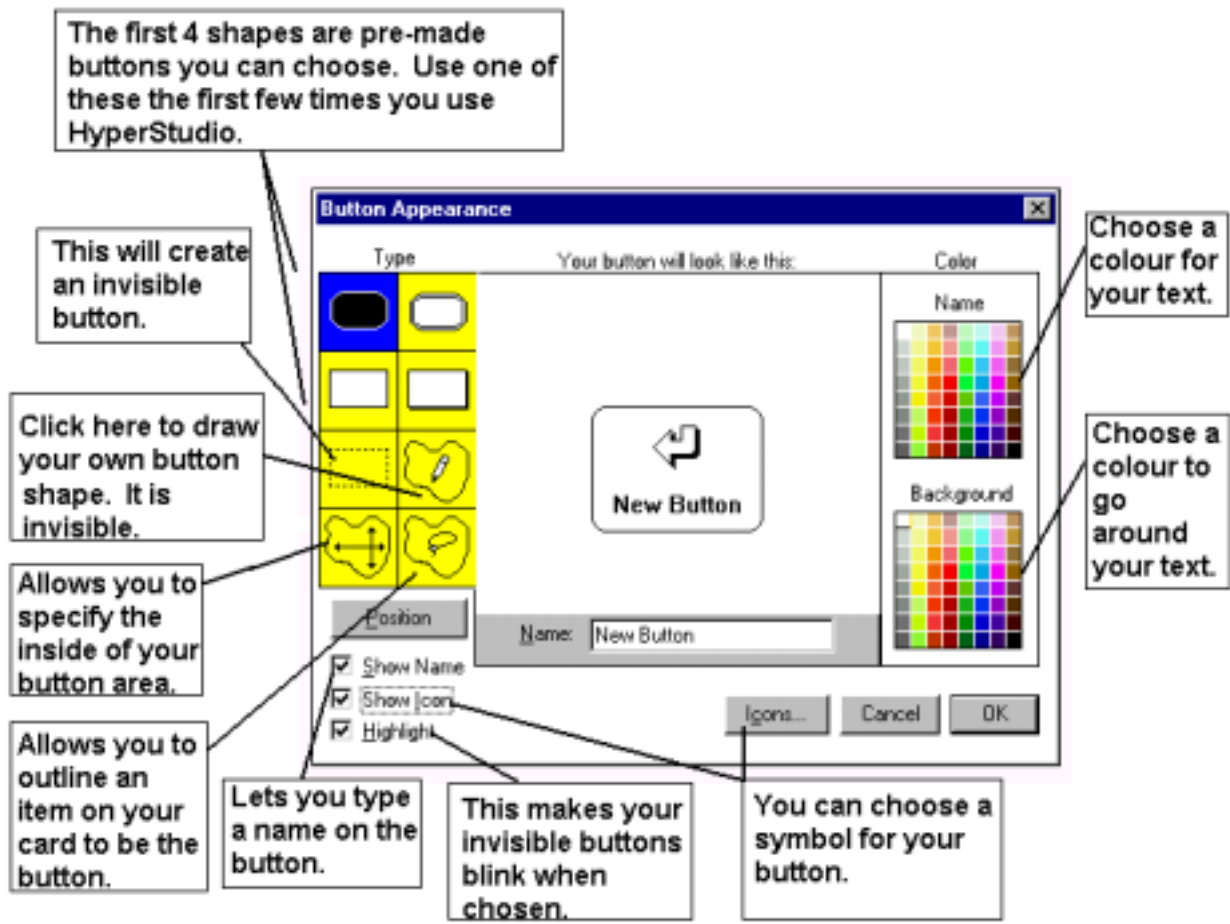
- b. Go to **Extras** at the top and choose **Storyboard**. This enables you to look at all the cards at once. Click on the desired card and click on **Go To**.

5. CREATING BUTTONS:

When you have finished creating the cards in your stack, you can join them together with buttons that send you to the desired page:

- a. Click on **Objects** at the top and choose **Add a Button**.

- b. On the first screen choose what you would like your button to look like and type in what will be written on it (see next page for explanation of the screen).



- c. When your button looks the way you would like it, then click **OK**.
- d. Now you click and drag your button to where you would like it on your page. You can also click and drag to resize it.
- e. The action screen will now come up. Choose where you would like the button to direct you to.

If you have not created the new card or cannot remember where the card is, then click on **Another Card**. Then use the arrows to scroll through your cards until you find the one that you want.

Or

Press **Ctrl and N** to create a new card. Then click **OK**.

- f. For your first presentations don't worry about adding other actions, you can add music if you would like: Click on **Play a Sound**. Then choose the sound that you would like and click on **OK**. This will play a sound while you move to the specified card.

6.WHAT DO ALL THE THINGS UNDER OPTIONS DO?

LINE SIZE – Click here to change the thickness of the lines drawn using the line tool and the borders around your circles and squares.

BRUSH SHAPE – Click here to change the thickness and shape of the lines drawn using the paintbrush tool.

DRAW FILLED – This will enable you to draw filled circles, squares and rounded squares.

DRAW MULTIPLE – This will enable you to draw one shape and hold your finger down and draw to draw multiple shapes of the same size.

DRAW CENTERED – This enable you to start where you would like the centre of your shape and drag outwards draw it (rather that starting at the corner).

MAGNIFY – When you are using the magnifying glass in the tool selection, this command can be used to change the magnification to more or to return to 100% (regular size).

TEXT STYLE – Click here to change the font and colour of your text when using the text tool (T). This can also be used to change the text in the text boxes.

SET TEXT COLOUR – This is a fast way of changing the colour of your text when using the text tool or when you are in a text box.

SET ERASER COLOUR – Changing the colour here will change the colour that the eraser leaves behind when you erase. Clicking on Erase Screen will erase all the drawing on your page (not text and buttons).

STANDARD COLOUR – If you have been changing the colours in the colour choice area, click here to return to the original colour choices.

HIDE OBJECTS – Clicking here will hide all the objects that you have on your card (buttons, text boxes...). This is useful for if you wish to work on your

background without these things in the way. Click in the same spot again to return the objects to the screen (it will now say SHOW OBJECTS).

HIDE MENU BAR – Clicking here will make the menu bar disappear at the top. It is good to use when sharing your stack with other classes who then will not be able to change your card. Return the menu bar by pressing Ctrl – M.

7. HOW DO YOU ERASE THE SCREEN?

If you would like to erase the pictures that you have drawn to start over you can go to **OPTIONS** then click on **ERASE COLOUR** then click on **ERASE SCREEN**. This will not erase the buttons or the text boxes that you have created.

8. SAVING

The first time that you save your new stack, you have to be careful. Students often lose their material because they save all the cards individually but they must be saved as one stack of cards.

- a. Have students click on Save as Stack.
- b. Under drives, students should be placing their stuff in their own personal L drive. If students are not logging in then their stack should be saved on the F drive in a folder with their own name that is under your class name. It is important that each student has their own place to save their work so they don't get mixed up.
- c. After they find their place, then they must name their work and then click on OK.
- d. The next time that they save, they need to only click on Save (not Save As...).

9. SOME BASIC TROUBLESHOOTING

If a student can't find one of their cards or need to delete or move one:

-Go to **EXTRAS** and click on **STORYBOARD**.

-Here you can move cards by clicking and dragging it to the spot you would like it in.

-To Delete an extra card click on it and click on Delete.

If a student clicks on New Stack instead of New Card when they need to make a new page (this happens often):

If a student looks under Storyboard and finds that they only have one card but they swear that they made 5, they may have pressed **New Stack** instead of **New Card**. If they have the words **Untitled-Card 1** at the top then this is very likely.

- Go to **File** and **Open Stack** and look in their drive or folder to see if there is another stack there that looks familiar to them.
- If you wish to place the mistaken card in the good stack then:
 - Go to the card that you wish to copy.
 - Click on **EDIT** and then click on **COPY CARD**.
 - Go to **FILE** and **OPEN STACK**. Find the good stack and open it.
 - Go to **EDIT** at the top and click on **PASTE CARD**.

If a student's button doesn't work (usually because they didn't tell the button where to take you:

- Go to **Tools** and click on the **arrow tool**.
- Double click on the broken button.
- Click on **Actions**.
- Click on **Another Card** (if there is already a black dot here, click on it anyways).
- Use the arrows to find the destination card.
- Click **OK**.
- Click **OK**.
- Click **done**.
- Remember to change to the hand under tools to test it.

If the tool bar at the top disappears:

- Press ctrl-M

If all the buttons on the page disappear:

- Go to **OPTIONS** at the top.
- Click on **Show Objects**.