HyperStudio Workshop (sample Macintosh design for TBE 550)
(NOTE: You may not use HyperStudio for your workshop design)

Hardware requirements: 15 Macintosh computers with Internet access and CD-ROM drives, one computer display device w/ Macintosh

Software requirements: Browser (IE or Netscape), *HyperStudio* (full version or Preview), Preveiw materials on CD-ROM or downloaded from HYPERLINK "http://www.hyperstudio.com" http://www.hyperstudio.com

Audience: Teachers, grades 4 - 6 (work in pairs)

Prerequisite skills:
Basic computer operations (Macintosh)
Searching the World Wide Web
Downloading graphics from the web

Objectives:
The workshop participants will be able to...
Describe *HyperStudio* and at least two educational uses to a colleague.
Start the *HyperStudio* program and create a stack (3 or more cards) that includes the following on <u>each</u> card:
> Graphics
> Text
> Buttons for navigation (including transitions)
> Background color or pattern

The stack must include the following on <u>one or more</u> cards:
> Animation
> Sound
> Buttons for activities other than navigation

Schedule of Activities
4:00-4:15 Sign-in, welcome, divide participants into pairs

4:15-5:00 Demonstration of *HyperStudio* (in lab or another room)
Show several sample *HyperStudio* stacks (from the Preview collection). Participants will verbally explain *HyperStudio* to a partner.

Visit three websites which contain *HyperStudio* information and samples:
 HYPERLINK "http://www.hyperstuido.com" http://www.hyperstuido.com - main *HyperStudio* website, instructions, samples, download *HyperStudio* Preview for free
 HYPERLINK "http://aitt.acadiau.ca/tutorials/Hyperstudio3/HyperStudio.htm" http://aitt.acadiau.ca/tutorials/Hyperstudio3/HyperStudio.htm *HyperStudio* tutorial and samples
 HYPERLINK "http://www.users.ties.k12.mn.us/~motylin/hstudio.html" http://www.users.ties.k12.mn.us/~motylin/hstudio.html list of links to *HyperStudio* tutorial and

samples, all in the area of education

Demonstrate methods for the following *HyperStudio* skills: creating new stack, pulling down menus, using tools, backgrounds, inserting text and graphic objects and buttons, inserting new cards, adding actions including animations, playing stacks.

Review downloading graphics with a *PowerPoint* presentation. Introduce hands-on activity (stack about a famous person).

5:00-5:15 Gather graphics from the web (subject; famous person)

5:15 -5:45 Hands-on *HyperStudio* activity (in lab)

5:45-6:00 Sharing presentations and ideas

Hands-On Activity

Choose a historical figure or another famous person.
Search for pictures of the person and some general information using the World Wide Web. Download pictures to the disk. (Control-click on the picture, use **Save As** or **Download to Disk** from the menu that appears.)
Create a *HyperStudio* stack (3 or more cards) about this famous person. Your presentation should include graphics, text, buttons, animations, sounds, and background designs or color.
Discuss with another participant other ways you could use *HyperStudio* with your students. Be prepared to share your ideas with the group.

Follow up Activity
On your own, create a simple *HyperStudio* stack about a subject related to your classroom that could be shown to parents at an Open House. Show it to your fellow teachers.

HyperStudio Terms (in order of presentation)

HyperStudio – an application program used to create presentations

Card – a single screen display in HyperStudio

Stack – a group of cards that make up a presentation (saved as a file)

Graphic Object – a picture from clip art, a drawing program,
a digital camera, or the web that is placed on a card

Text Object – a box placed on a card into which text is typed

Button – a card element that performs an action
when clicked in Browse Mode

Objects Menu – the menu that allows the user to add graphic, text or button objects to a card

Tools Menu – the menu containing the tools
needed to deal with graphics

Tear off menu – to pull a menu to the desktop for constant display

Edit Mode – cursor is an arrow, used while working on the card

Browse Mode – cursor is a finger, used while "playing" the stack

Navigation – moving from card to card, usually by clicking a button in Browse Mode

Transitions – graphic actions taken when moving from card to card (e.g., "dissolve")

Animation – movements of graphics on the screen, often activated by a button

Start the HyperStudio Preview program (look in TBE 520 folder).

Run at least two *HyperStudio* stacks to see what the program does (optional).

Run the **Show Me How** or **QuickStart** stack (optional).

4. Create a 3- or 4-card *HyperStudio* stack…
Search the web for appropriate graphics. Download to hard drive (click and hold on the picture, choose **Save Image As…** or **Download to Disk..,** find a place to put it, click **Save** or **OK**.
Use the *HyperStudio* **Planning Sheet** (attached) to design your cards.
Choose **New Stack** from the **File** menu. If asked about the size, click OK.

"Tear off" the Tools menu for easy access.

Try each of the following on each card in your stack:
To make **text** appear, choose **Add a Text Object** from the **Objects** menu. Follow directions to place. Click **Text** tool to make choices ("style"), then type something.
To make a **button**, choose **Add a Button** from the **Objects** menu. Follow directions to place. Make choices about shape, size, color, then click on **Actions** and link. Try adding sounds and effects.
To put in a **graphic** (picture), choose **Add a Graphic Object** from the **Objects** menu. Choose all or part of a picture with "box" or "lasso," then place picture.
To make a new card, choose **New Card** from the **Edit** menu.
To move around in your stack, use the **Move** menu or the buttons you made.

HyperStudio **Planning Sheet**—*Graphic, Text and Button on each card.*

NOTES:

Workshop Evaluation

Title of the workshop: **Introduction to *HyperStudio***

For each statement below, please circle the number (1 to 10, 10 is highest) that best represents your opinion. Circle NA if the statement does not apply to this presentation. Do not write your name on this evaluation.

The workshop met the stated objectives.

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

I have learned something I will personally use from this workshop.

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

The presentation was well-organized.

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

The presenter was prepared.

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

The handouts were helpful.

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

Overall evaluation of the workshop:

 NA   1 . . . 2. . . 3. . . 4. . . 5 . . .6. . . 7. . . 8. . . 9. . . 10

Comments:

 EMBED Word.Picture.8

EMBED Unknown