Integrating Educational Technology into Teaching (4th Edition)

M. D. Roblyer
University of Maryland University College

HyperStudio® Tutorial
for
Chapter 6 TIE-into Practice Exercises

Created by
William R. Wiencke

Upper Saddle River, New Jersey
Columbus, Ohio
A Sample *HyperStudio* Tutorial

The Technology Integration Example (*Interactive Multimedia Storybooks*) at the beginning of Chapter 6 showed how middle-school students might use *HyperStudio®* to create an interactive multimedia product that younger students could use in a reading activity. Using the tutorial below, create a sample interactive storybook in *HyperStudio®* like the example shown here.

**Required System Settings**

This tutorial assumes that you have installed *HyperStudio 4®* on your computer.
Follow the steps below to create the stack shown above.

1. Start a new stack

1.1 Click Create a New Stack icon

1.2 Select True Color

1.3 Select 800 x 600 Card Size

1.4 Click OK
2. Adding a Text Objects

1.5 Click Colors

1.6 Drag color pallet off to one side

1.7 Click Tools

1.8 Drag tool pallet off to one side

2.1 Click Objects > Add a Text
2.2 Move the text object to the location you desire

2.3 Click off the text object

2.4 Select text color

2.5 Select background color

2.6 Click all options off

2.7 Click Style

2.8 Select type face

2.9 Select type size

2.10 Click OK
2.11 Click OK

2.12 Enter text for title

2.13 Click on Object Select Tool

2.14 Move & Resize text object as necessary
3. Adding a Graphic Object

3.1 Click Objects > Add a Graphic Object

2.15 Follow the steps above to create the second text object shown. Set the Type Size to 22

Once upon a time
Little Red Riding Hood's mother asked her to take some goodies to:
3.2 Select **Disk file**

3.3 Click **OK**

3.4 Select graphic file

3.5 Click **Open**

3.6 Use the marquee tool to select the graphic

3.7 Click **OK**

Note: Although HyperStudio does supply some general clipart, you will need to supply your own graphics for a specific topic such as this.
4. Saving the Stack

3.8 Move the graphic to the desired location

3.9 Click off the graphic to place it

3.10 Click OK

4.1 Click File > Save Stack
5. Creating a new card

4.2 Enter file name

4.3 Click Save

5.1 Click Edit > New Card

5.2 Create a text object (2.0)

5.3 Create a graphic object (3.0)
Along the way she met a Wolf who asked her where she was going. Should she tell the Wolf?

Yes
No

The Wolf runs to Grandma’s house and jumps in her bed. When Red Riding Hood arrives she says (pick Red Riding Hood)...

The Woodsman comes running when he hears Red Riding Hood’s call for help!

He chases off the Wolf and saves the day!

Red Riding Hood gets to see Grandma at last!

Welcome to Grandma’s!

THE END
6. Buttons

6.1 Click Objects > Add a Button…

6.2 Click Icons…

6.3 Scroll down and select red arrow icon

6.4 Click OK

6.5 Click OK
Once upon a time, Little Red Riding Hood's mother asked her to take some goodies to:

6.6 Move & Resize button
6.7 Click off when done

6.8 Select Next Card

6.9 Select Fade to white
6.10 Select Medium
6.11 Click OK

6.12 Click Done
6.13 Select the **Hand** tool from the tools menu.

6.14 Use the Hand tool to activate the button you just made. This should take you to the next card in the stack.

Once upon a time, Little Red Riding Hood's mother asked her to take some goodies to:

6.15 Utilize the same steps above to create a button on the second card to move to the third card.

Grandma's House
7. Branching

Along the way she met a Wolf who asked her where she was going. Should she tell the Wolf?

Yes
No

7.1 On the third card, the reader can make a decision. Here you will make two buttons which will take the reader to different cards depending upon their choice.

7.2 Click Objects > Add a Button…

7.3 Select the oval button type

7.4 Select Show Name

7.5 Enter Yes for the button name

7.6 Click Actions…
7.7 Select Another card...

7.8 Use the arrow keys to move to the card shown

The Wolf runs to Grandma’s house and jumps in her bed. When Red Riding Hood arrives she says (pick Red Riding Hood)...

7.9 Click OK

7.10 Select a transition

7.11 Click OK
8. Recording Sounds

7.12 Click **Done**

7.13 Follow the steps above beginning at 7.1 to create the NO button. The button should take the reader to the card shown here.

8. Click **Move > Next Card**

Along the road where she lives, there used to be a house that could be called Grandma's...
The Wolf runs to Grandma's house and jumps in her bed. When Red Riding Hood arrives she says (pick Red Riding Hood)...

8.2 Double Click on the Red Riding Hood Graphic Object

8.3 Click Actions...

8.4 Select Play a sound...
If you have a microphone connected to your computer, you can record the interaction between Red Riding Hood and the Wolf.

8.5 Click Record and say, "Grandma, what big eyes you have...."

8.6 Click Done

8.7 Click OK
9. Completing the Stack

8.8 Create a button (Step 6 above) to move to the next slide

9.1 Create a button to the next card shown at the right

9.2 Click Objects > Add a Button...
9.3 Select the invisible button type

9.4 Click OK

9.5 Place button

9.6 Click Automatic Timer…

9.7 Set timer for 4.0 seconds

9.8 Click OK

9.9 Click Another card…
9.10 Move to the last card and click OK

9.11 Select a transition

9.12 Click OK

9.13 Click Done

THE END
9.14 Click File > Save Stack

9.15 Click Move > First Card

9.16 Test the Stack by moving though the story