

The Adventures in Reading CD from Learning Magic, Inc.

This document includes tutorials and a storyboard that go with the Adventures in Reading stories and templates presented by **Ann Brundige, Learning Magic, Inc.** There is also information on how to download a demo version of the template.

1. Adventures Demo Template

Adventure Storyboard

Adventure Tutorial

This template is a scaled-down version of the Adventure Story template from the Adventures in Reading CD from Learning Magic, Inc. It will be posted for download for a short time after this conference. Send me an email at ann@learningmagicinc.com and I will send you a reply with a link to the download. This scaled-down template creates a story with seven pages and four outcomes. Terms of use: anyone who attended UCET is welcome to download and **IMPORT** this template and create stories to use in the classroom. Please do not distribute the template. Thank you for your cooperation!

Note: IntelliTools recently ceased to distribute their free players. Therefore, Learning magic cannot distribute these players for free. If you do not have IntelliTools Classroom Suite or IntelliPics Studio 3, you will need to purchase one of our products to obtain a player, to use the above template. We have decided to put all our fee activities for 2005 onto a Goodies 2005 CD, with the players, and sell that for a nominal fee. You can order this on our website, and try out both samples from our products and all the free activities we post.

I have also included our one page flyer on Adventures in Reading. For more screenshots from this system for creating multimedia, choose your adventure type stories, see our product page at:

<http://www.learningmagicinc.com/prods/adventure.html>

You can also download two adventure stories to try out from that page on the Learning magic, Inc. web site, www.learningmagicinc.com

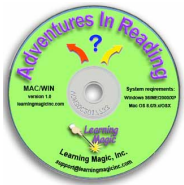


Learning Magic, Inc.® Product Sheet

"Putting The Magic Of Learning Into Education"

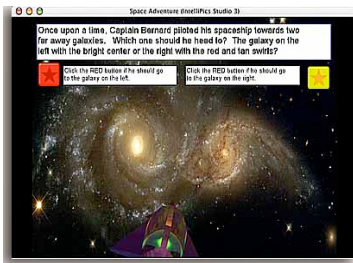
Learning Magic® is dedicated to bringing you templates and activities that open up the excitement of the multimedia experience to children of all skill levels across the entire curriculum. Our most basic goal is to build templates and activities that allow children to become **independent** learners and increase their awareness of this world. Come and share the magic of learning!

Adventures In Reading



The reader becomes an active participant in the stories on this CD. Choices made by the reader determine the course and outcome. The collection includes a wide variety of finished stories, plus a template to create more stories.

Activities run on the IntelliPics Studio 3® player (included). Creating new activities with the templates and modifying activities require the full version of IntelliPics Studio 3®. Stories are switch accessible and can be used with IntelliKeys®. A custom IntelliKeys® overlay is provided. Mac/Win



Each story begins with a paragraph setting up the opening situation. The page ends with two choices presented to the reader about what will happen next. The reader clicks one of two buttons to make a choice, and the story continues up to the next decision point. Starting from a single opening page, each story has eight different outcomes!

Students can read or hear the text read out. At the end of each of the story is a conclusion page. Here the reader still has two choices: quit for the day, or return to the beginning. Students typically go back many times, in order to explore all the possible story lines. Improved reading skills result from this engaging and enjoyable exercise.



The included template lets you make more stories using digital photos, movies and other forms of multi-media. Pages are already linked to lead to the eight outcomes, ready for the addition of text. A Storyboard worksheet facilitates text composition. The tutorial explains in easy steps how to add pictures and text. Teachers can use this versatile template to tailor a wide range of stories to the interests and abilities of their classes.

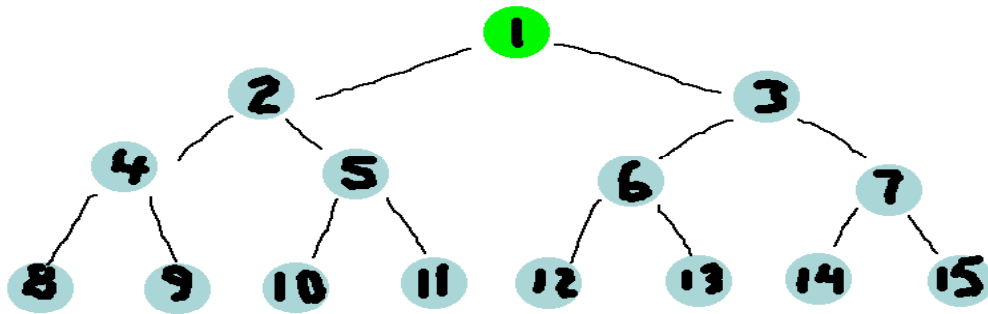
PRICING: Adventures In Reading (Mac/Win) is available at a single user price of \$49.95 or at a five pack price of \$200.00, plus appropriate tax and shipping. Additional information regarding this product and other offerings can be found at the Learning Magic, Incorporated website.



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Adventures Story Board



You may want to write the story as a group. Assign a page to each of 15 people. Have the first person write the opening situation for Page 1, down to a set of two choices. Pass the work sheet on to the person writing Page 2, and so on. When the story is finished, make copies so each person can insert the text for each page and illustrate the story.

PAGE 1 Situation:

(Goes to Page 2) RED Choice:

(Goes to Page 3) YELLOW Choice:

PAGE 2 (Links from Page 1) Situation:

(Goes to Page 4) RED Choice:

(Goes to Page 5) YELLOW Choice:

PAGE 3 (Links from Page 1) Situation:

(Goes to Page 6) RED Choice:

(Goes to Page 7) YELLOW Choice:

Adventures Story Board Page 2

PAGE 4 (Links from Page 2) Situation:

(Goes to Page 8) RED Choice:

(Goes to Page 9) YELLOW Choice:

PAGE 5 (Links from Page 2) Situation:

(Goes to Page 10) RED Choice:

(Goes to Page 11) YELLOW Choice:

PAGE 6 (Links from Page 3) Situation:

(Goes to Page 12) RED Choice:

(Goes to Page 13) YELLOW Choice:

PAGE 7 (Links from Page 3) Situation:

(Goes to Page 14) RED Choice:

(Goes to Page 15) YELLOW Choice:

PAGE 8 (Links from Page 4) Conclusion:

Adventures Story Board Page 3

PAGE 9 (Links from Page 4) Conclusion:

PAGE 10 (Links from Page 5) Conclusion:

PAGE 11 (Links from Page 5) Conclusion:

PAGE 12 (Links from Page 6) Conclusion:

PAGE 13 (Links from Page 6) Conclusion:

PAGE 14 (Links from Page 7) Conclusion:

PAGE 15 (Links from Page 7) Conclusion:

Adventures in Reading Templates

By Ann Brundige and Byron Wilkes

Students and teachers can use these templates to create stories with more than one ending. Each story has four strands but all will include the same Page 1. On each page, a text paragraph provides story details that lead to two choices. The conclusion pages still have two choices—quit, or start the story again. Students will enjoy going back and exploring all the possible endings as well as creating their own stories, individually or collaboratively.

There are two versions of the **Adventures in Reading** template. One is called **Adventures Template**, and is for teachers. The other version is called **Adventures Student**, and differs only in having a simpler authoring toolbar. Since the instructions would be essentially the same, the following step-by-step instructions apply to the **Adventures Template**, with notes at the end about the **Adventures Student** version.

Begin by logging in to Classroom Suite and choosing the **Adventures Template** from the navigation screen. Be sure the standard **Authoring Toolbar** is displayed.

View	Options	Pages
ABC Keyboard		
Advanced Toolbar		
✓ Authoring Toolbar		
Basic Design Toolbar		

If you are not sure if the authoring toolbar is displayed, go up to the **View** menu at the top of the screen and click on **View**. This will provide you with a drop down list of options. Choose the **Authoring Toolbar** if it isn't already chosen.

The **Adventures** template already has the pages you need for the 15 pages of the story. The red and yellow **Page buttons** take you to the

correct next page for each of the story strands. Note: There are 8 different conclusions for the story.

With the **Authoring Toolbar** open, you can move through the pages in linear fashion, but this is not the way the story will be navigated or read when the activity is finished. This option would be confusing for students if the Authoring Toolbar were still visible when they are finished writing their stories. As a result, the author of the story will hide this toolbar by clicking the **Complete Activity** button before saving the finished story activity.

Compose and enter the text

Start by outlining the story. The template has flow charts as the default background for each page. This gives you the option to type in the story directly into each page's textbox. Note that the specific page that you are on is colored differently in the flow chart, which will assist the author in tracking where they are in the story. An alternative strategy would be to use the **Adventures Storyboard** worksheet to make up the story off computer, and then type in the text for each page. This may be a good strategy for students, as they should add the text last on each page, especially if they use the animation (IntelliMation) features of the program.

Tip: If you plan to use **IntelliMation**, do the animation before typing in any text. Add the text while you are on the final time point on a page. The text will not appear until the end of the animation. If you need to change the text, you can do so easily, if it appears at the end. Otherwise, you must change it at each time point.

You will type into all three text boxes on each page, giving part of the story plus two choices for what might happen next.

Type the text into the text boxes provided and then **Control+click (Hold the control key down and click your mouse key)** the text box and click the **Read Only Text** check box. This will prevent the

reader from editing the story and will allow the text to be read aloud if the reader clicks it. Be sure to follow this process on each of your pages.

You will need to follow the same process in the text boxes next to the Red and Yellow buttons to provide the options for the next pages. **Save** your story once you have entered the text into the three text boxes.

Illustrate the story

Next, click **Add Pictures and Backgrounds**, the first button to the left on the second row of the **Authoring Toolbar**. A new toolbar opens, with several options.

If you wish to insert a background picture from the IntelliTools **Picture Library**, use the **Backgrounds** button to access a selection of background pictures. The picture you choose will be entered into the story as that page's **Page Background**.

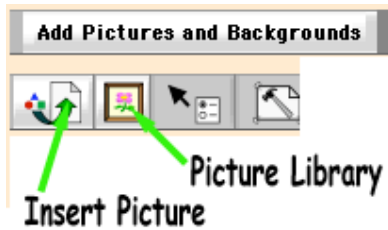


To use your own digital photo as a background, go to the **Insert Picture** icon, which is to the left of the "flower" picture icon for the IntelliTools library. Navigate to the picture you want on your hard drive or storage device and open it up. The picture will come in as a floating item.

You may want to resize or reposition on the page so that the picture's options show clearly amongst the text boxes. If you want to resize the picture you can click on the picture to highlight it and then go to the **Transform and Arrange** button on the Authoring toolbar. Click on the **Transform and Arrange** button and then use the appropriate tool to resize the picture.

Once you are satisfied with the picture, reposition it on the page and then click the **Fix to Background** button (Picture of a hammer), which is located under the Add Pictures and Backgrounds button.

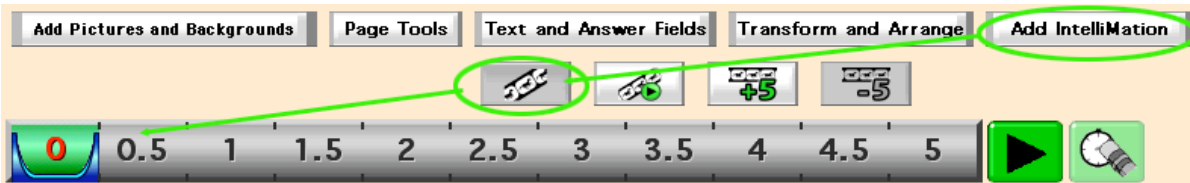
This will attach the picture to the page background and the text boxes will be visible upon the background picture.



You may also use images from the IntelliTools **Picture Library** that are not background images, or you can load your own clip art by clicking **Insert Picture**. If you use **Picture Library** images or **Insert Picture**, the art will not be automatically fixed to the page as part of the background. The art at this point is floating on the page. Fix it to the background if it is intended to be part of the background. Leave it floating if you want to use it in an animation.

You may need to resize or adjust these pictures or images as well. Highlight the image you want to change and then click on the **Transform and Arrange** button and use the appropriate tool to make the picture bigger or smaller, flip it, or rotate it.

Optional: Add IntelliMation and/or Page Sounds



Each page has the action **Play IntelliMation and Page Sound** already active. Click **Add IntelliMation**, the button next to **Transform and Arrange** on the **Authoring Toolbar**. An Animation Functions toolbar opens, with four buttons. These are, from left to right, **Create IntelliMation**, which toggles the IntelliMation timeline open and closed. Secondly, **Play IntelliMation**, to test out your animation. **+5**, which displays the next 5 seconds on the timeline, and **-5**, which moves back to the previous 5 seconds.

Note: The timeline records whatever is on the screen at each highlighted time point. Inserting something at a time point partway along an animation means the object will show up from that point to

the end. Deleting something at a time point only removes it between that point and the next: it will still be there before and after that interval. Note: only 5 seconds show at any time, but you can lengthen it by clicking the **+5 button** under the **Add IntelliMation** button. The timeline can be as long as you want, limited only by your computer's memory capacity. Back up along the timeline by clicking the **-5 button**.

Using the Timeline

When the timeline opens, **0 seconds** is selected. Click a later time point, for example, **3 seconds**. Move, flip, or rotate any or all of the objects on the screen that you have not fixed to the background. Change the positions however you like. For smooth motion, it is better to skip over several seconds and move things further along, letting IntelliMation move the item smoothly. You can use the **Transform Tools** to help with the animation.

For example, if you want an object to appear as if it is coming closer between 0 and 3 seconds, you could make the object a little bigger at the 3 second mark. Insert the object at the **0** time point. Then click on the 3 second time point to indicate the next time point. Then click on the object to highlight it, next click on the **Transform and Arrange** button to display the **Make Bigger** icon. Click on the icon a couple of times to enlarge the image. Then click the arrow at the end of the timeline to see the smooth transition. The image will enlarge smoothly and will provide the illusion that the object is coming closer. Note you can always click on the black triangle at the end of the timeline to preview your IntelliMations as you created them.

Locking down the images

It is a good idea to Lock the images in place at the final IntelliMation time point. Control-click each image and put a checkmark in the Locked box. Also remove the checkmark from Respond to Mouse, since there would be no action if a student chose the image. To optimize for scanning, click the Scan tab and remove the checkmarks from both Auto and Step scan. Do this for each added image. That way the only items on the page that will be part of a scan will be the text boxes and the red and yellow buttons.

Adding Sounds



You can of course elaborate on this activity by adding sounds to the story if you like. Click the **Add Page Sound** button on the **Authoring Toolbar**. You will then have the ability to import or record a sound for each page.

Note: As you add sounds, you will see the list of all the sounds you have added displayed in a dialogue box, which lists all the sounds for the activity. **For a given page, be sure the sound you want for that page is highlighted.** (To highlight the sound you can simply click on the sound's name within the list). You do not need to add an action to play the sound to the page, because the template already has **Play IntelliMation and Page Sound** in the **Actions** list for each page.

Finishing the activity

Once the author has typed in the text and illustrated each page, test the story. Go back through each strand and click the text boxes to make sure they read aloud when clicked. Look for typos. Check for floating art (objects not locked, that still scan and/or respond to mouse).

Note: To be sure that you have completed each strand with all of its options, you can view the entire story by going to the **Pages** menu at the top of your screen. Click on **Pages**, scroll down to **Sort Pages**. Click on **Sort Pages** and you will be given a thumbnail view of each page. You will be able to see that each page is complete. If one or more are not complete, highlight that page by clicking on the thumbnail and then click **Okay** to go directly to that page. **NOTE: DO NOT** re-order or rename the pages.

When you have all the pages completed and you have double-checked your work click the **Complete Activity** button. This will change the setting for this document to **Hide Standard Toolbars**, to make sure your Authoring Toolbar stays hidden on all computers. It will also remove the Instructions page and hide the authoring buttons. Finally, it will save your story as an activity.

Give your activity a specific and unique name. The activity will be then saved in the **Activities** section of the IntelliTools Classroom Suite® and can be assigned to students as a reading activity, with a multiple choices and illustrations on each page.

Accessibility Considerations:

Please **NOTE:** if you are creating activities for children who are using switches (i.e. scanners) there are a couple of additional things that you should do to increase the usability of activities built in this template and in IntelliPics Studio 3® activities.

Any object that is not part of the background needs to be altered slightly, to prevent it from being part of a scan. To do this, go back to each object and **Control+Click** on the object. This will bring up the object's properties dialogue. Go to the **Scan** tab and open it by clicking on the tab. Then deselect both of the scanning options. This will result in those objects not being scanned as the child comes to the page. Only the three text boxes and the red and yellow buttons will be scanned as a result.

Note, you can still use these objects in your IntelliMations but they will not be scanned when the IntelliMation is finished.

For IntelliKeys® users, attach the **Adventure Stories Overlay**. This is a custom overlay included on the Adventures in Reading CD. The standard **Automatic Scan** overlay will also work for this activity.

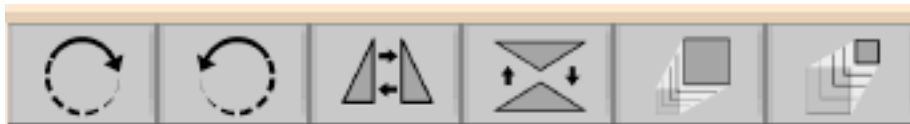
This overlay directly accesses the two choice buttons to go to another page. Below the red and yellow choice buttons, there is a Tab button for moving between text boxes, a Choose button to make the text read aloud, and a Stop Reading button, in case a student begins reading out and decides not to hear that passage to the end.

Adventures Student Template

This simplified template has a custom toolbar instead of the Authoring toolbar, with fewer options. The limited interface may be more appropriate for younger students. Using the Storyboard, entering text, and creating the animations are essentially the same as for the teacher's template. Below is a tour of the buttons on the custom toolbar at the top of the Adventures Student Template page.



From the left, the buttons are: Undo, Add page sound, Access/toggle Picture Library, Insert clip art from file, Copy, Paste, and Cut. One of the categories for the Picture Library is Backgrounds. Images from this special category insert as page background, rather than floating. Direct students to this category, and explain its special function.



The next six buttons are the Transform Tools, Rotate clockwise, Rotate counter-clockwise, flip horizontal, flip vertical, make larger, and make smaller. These work on images inserted or drawn from the Picture Library. Click on the image to select it, and then click on the desired Transform Tool.



The final four buttons control IntelliMation. From the left, Create IntelliMation toggles the timeline, Play runs the animation, +5 shows the next 5 seconds on the timeline, and -5 backs up to the previous 5 seconds on the timeline.

Consult the instructions for the teacher's Adventure Template for details on creating IntelliMation with these tools.

The only other difference in Adventures Student Template is that it saves into the student's My Work area as a document, rather than saving as an activity.

Access considerations

Attach the standard Classroom QUERTY overlay for IntelliKeys® users. Once the story is finished and saved, attach the Adventure Story Overlay for actually navigating the finished story.

This template would be very complex for switch users. If you want to attempt this, open the QUERTY toolbar.