



Tool Time!

Objective

Students learn about *HyperStudio*, including how to use some basic tools.

Overview

HyperStudio opens up a world of possibilities to students. With *HyperStudio*, ordinary pen-and-paper reports and projects turn into exciting multimedia presentations complete with text, sound, and graphics. But in order to work effectively in *HyperStudio*, students need to master a few basic skills. Learning how to use the different tools and color palette is the first step in creating great-looking projects.

To Do

1. Inform students that in the next few weeks they will be learning how to use *HyperStudio*, a type of multimedia software. Explain that with *HyperStudio*, they'll be able to create projects on the computer with text, sound, graphics, movies, and even animation. But before they can do all these, they first have to learn how to use the basic “tools” of *HyperStudio*. These tools will help them create objects and move around the program.
2. Before you start the lesson, introduce the words “card” and “stack” to students. A *card* is similar to a regular index card, except that it's on the computer. Each screen in *HyperStudio* is called a card. A *stack* is a file that contains one or more cards, much like a stack of index cards.
3. Photocopy and distribute pages 9–10 to each student. You may demonstrate the mini-lesson to the whole class, or encourage students to follow the mini-lesson on their own or with a small group.

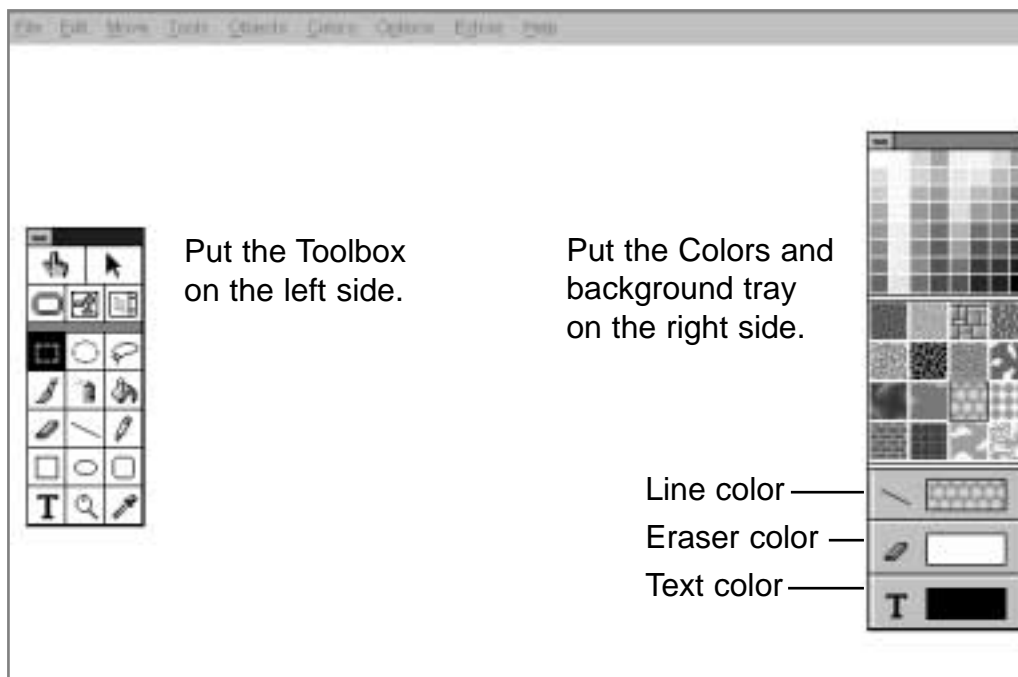
Tips and Hints

- Some students may have trouble dragging down the **TOOLS** and **COLORS** menus. Encourage them to practice a few times until they get a feel for it.
- Some students will also need to practice how to “lasso” or select objects on the screen.



Mini-Lesson #1: Using the Toolbox

1. Open a new *HyperStudio* stack: Go to the **FILE** menu on top of the screen and click on **NEW STACK**. You'll see a blank white card.
2. This next part is tricky, so pay attention! Click on the **TOOLS** menu at the top of the screen and **HOLD DOWN THE MOUSE BUTTON**. While still holding down the button, drag the **TOOLS** to the left side of the card, then release the mouse button.
3. Repeat the same step with the color palette: Click on the **COLORS** menu at the top of the screen and drag it down to the right side of the card. Your screen should now look like this:



4. Look at the toolbox. On top, you'll find a pointer finger and an arrow:
 - Click on the pointer finger when you want to “play,” or move around a stack.
 - Click on the arrow when you want to “work,” or edit objects in your stack.
5. Notice the nine paint tools in the middle of the toolbox. You'll find a paintbrush, spray can, paint bucket, eraser, and pencil, as well as tools for drawing straight lines, rectangles and squares, ovals and circles, and rounded rectangles and squares.

MINI-LESSON #1 (continued)

6. Draw a picture using the different paint tools. Click on a tool and a color. Position the cursor where you want to start drawing on the card. Then, click the mouse button and hold it down as you draw your picture.
7. Give your picture a name. Click on the “T,” or text tool, to write on your card. Position the cursor where you want to start writing, click, then type.
8. The three selector tools above the paint tools let you choose a portion of your picture:
 - Using the rectangular and circular selectors, position your cursor at one corner of the image you want to select. Then click and drag the mouse across until you have selected the image you want. Release the mouse button. You’ll see red “marching ants” around your selected image. To move the image, position the cursor inside the box or circle, then click and drag the image to its new position.
 - Using the “lasso” selector, draw a line around the object you want to select. Just click and drag the mouse around the object. When you release the button, you’ll see the red “marching ants” hug the object you selected (instead of forming a box or circling around it). You can now move the object as above.
9. Now, you’re ready to move on to bigger and better things. Keep this sheet with you while you go through the rest of the mini-lessons. You may need to refer back to it.

The Toolbox

