

# HyperStudio

**Beginning Steps:** The beginning steps to learning any program are to see what the menus have listed. This is important with HyperStudio. It is also beneficial to know what *media extras* come with the program, such as *clip art* and *sounds*.

**Let's get started!** Open HyperStudio. The program automatically opens the **Home** stack. On p. 1 of the HyperStudio handout, review the three basic terms for HyperStudio: *card*, *button*, and *stack*.

Click the **Sample Projects** button and then click **At School** and then **Next**. Click on **Alaska** and check out the buttons in that stack. You can come back to this section and view other stacks or send your students there to check out what others have done! Return to the **Home** stack by clicking the **Sample Projects** button and then the **Home** button.

Take 5 minutes to peruse the *Media Library*! Click on the **Media Library** button. Look at all the items built in to HyperStudio. To use an item in the *Media Library*, you need to note the correct file name under the item. When you get ready to add the item, you will not add it from the Home Stack. Instead, you will either be adding a *graphic* or a *clip art* from a *file*. Then you will have to follow the path to the correct folder and find the correct item.

Click the big **W** in the lower right-hand corner to return to the Media Library main menu, click the **Home** button, then the **back-arrow** in the lower left-hand side of the card to return to the **Home** stack.

On your own, you may want to go through the **Show Me How** section to review how to use HyperStudio. You may want to have your students view this as well.

**Let's begin!** Experimenting with this program will help you become familiar with what you can do to create your own exciting stacks. You do not need to be an expert to get your students started. Just point them in the HyperStudio direction and they will take it from there! *PS. Some of the best learning in HyperStudio comes from undoing mistakes!*

The first thing to do is to **PLAN!!** Look through p. 1-4 of HyperStudio handout. Use a *Storyboard* (p. 3) to plan your stack. Make copies of p. 3 & 4 for your students to use **BEFORE** they go to the computer. Otherwise, they will spend most of their computer time doing their planning!

Click on the **New Stack** button. Click on **Yes** and **Yes** and you should be on the first card (See p. 7 of the HyperStudio handout for step-by-step directions for creating a new stack). Pull out the **Tools** menu (handout p. 5) and the **Navigation** and **Shortcuts** menu (handout p. 6) to get started (handout p. 7).

You will practice by creating a three-card stack. Click on **Add New Card** in the **Shortcuts** menu. *Notice the upper left hand title of each card will change.* Use the **Previous** and **Next** buttons to navigate in the **Navigation** menu.

**Page 1 title:** *All About Me.* Use the **Text Tool** (handout p. 11, 13, 14). Later, you will add a digital picture of yourself and a text object (handout p. 11, 13, 15).

**Page 2 title:** *Where I Have Lived.* We will put a graphic object on this page later on.

**Page 3 title:** (This will be up to you. It could be *Hobbies, Family* or *Places I Like.* You decide what to do with this card.) Don't forget the cool stuff in the media library you could add!

**Saving your Stack:** Under file, go to save stack (handout p. 7). Type in the file name, it is already highlighted; just start typing the name of your stack, ex. *All About Me.* Then pull down the **Save In** box to your folder on the server. Open the **HyperStudio Project** folder (or add one if you have not already done so – ask if you need help). Then click **Save**. Throughout the project, press **Ctrl + S** to save your stack. You don't want to lose all your hard work! **Be sure to do that often!**

**Buttons:** This is the hardest concept in HyperStudio. Once you have this part down, you will be on easy street. (See handout, p. 25 – 30)

1. Click on **Add Button** in the **Shortcut** menu. You will see a **Button Appearance** box come up and also an **Actions** box. The **Actions** box is where mistakes happen. You must tell the button what it will do (or program the button)! Click on **Another Card** and the **Move To** box will appear. Use the left or right arrows to move to the card where you want the button to take the user, then click **OK**. Make a few buttons and see how easy it is. Be sure to check them out to see if they are connecting correctly. Then you will be ready to add to your stack and personalize your project. Have fun!

**\*NOTE:** By clicking on the Roger Wagner logo in the lower left hand corner of the **Home** stack, you can access the manuals and Quick Start guides to print and use for yourself and/or with your class.