Using The ABS Choose Your Own Adventure Template

This template works a little differently from others you've used in Classroom Suite. The goal is to create a "choose your own adventure" story, and for that we need a very flexible story format. The template needs to have **branching pages** that lead to two choices of what to do next. There will be **end point pages** that lead back to the beginning, thus enabling a story to have multiple outcomes.

We also would prefer a structure that allows some story lines to be shorter than others. Finally, to avoid putting too much of the story on a page, we need the option of extra **transition pages** between one choice page and the next.   There's really no way to make complete activity template for this type of story, with the entire structure pre-made. Instead, we will build the story from a set of **single page templates.**

SINGLE PAGE TEMPLATES

One template is for a **branching page.** Besides adding the picture and text, you'll need to link choice buttons to the two pages they jump to in order to complete a branching page.   Another template is for a **next-only page**, and the third basic type is an **outcome page template** with buttons to start over and to quit.

To allow for all types of multimedia you might want to use, there are actually four sub-types for each of these basic page templates. For each type, there are versions set up to **play a page sound**, to **play a movie**, to **play IntelliMation®,** and one with **no special effect**s. That makes 12 template pages to choose from, which you will access from **Sort Pages**.

Of course you must choose the sound, add the movie, or make the IntelliMation and set a page sound for it on each of these template

pages, but the buttons and text boxes are in place and there's an image placeholder to load in your photo. That makes it easy to complete a page!

Specialized Pages

There are also specialized pages for the Title page, The End page, and Credits page. Don't change the names of those three special pages, because pre-set buttons are linked to them.

BUILDING THE ACTIVITY

Title Page

To build your activity, first complete the title page. You have a choice: Prepare a cover graphic that includes the book title as part of the design, or prepare a cover graphic without the title, and add the title as text.

To add title text, add a text box, put in the title, and arrange the text box behind the button. Also set the text box not to scan or respond to the mouse. You'll probably want white or light colored text for a title.

Edit the large blue button to speak the title, be sure it is positioned over the title text (or the title within the graphic), set the button for transparent, and lock the button. Caution: Don't change the button name, since it's used in the overlay.

Control-click the placeholder in the center of the title page. Add a cover graphic. If you have used a graphic with a title as part of the design, you will probably want to resize the placeholder. In that case, unlock the placeholder, change its size, and lock it again.

The First Story Page

Then, from **Sort Pages**, choose the template page you want to use first and **Duplicate** it. **Rename** it so you will recognize what's on it when you

look at **Sort Pages**, and **Move** it up just after the **Title** page. That is, to re-use the template pages, you need to duplicate one each time you add a story page.

Complete your first story page as far as possible. You may have to come back later to complete a page. For example, you can't link the two choice buttons on a **Choice Page** until you add the linking pages. You could start with a **Choice Page**, or have one or more **Next Only Pages** for a lead-in and then the first **Choice Page**.

Tip: When you've filled in the text, added an image, and set up whatever multimedia you want on a **Choice Page**, it's best to **immediately** add the two pages it will link to, again choosing from the 12 templates, duplicating, renaming, and moving the new pages. As soon as you've made and renamed the two linking pages, go back to your **Choice Page** and set the links. Then you can move on to completing the linking pages.

Adding More Story Pages

Continue in this fashion down one story line until you need an **Outcome Page**. Then go back and finish each of the other story lines. It gets complex, so it's helpful to rough out a flow chart before you start! Just draw little boxes with the page names and connect them. You might also want to work out the story script ahead of time, and copy and paste in the story text for each page.

The Tricky Part--The IMAGE

Everything needed for the activity is within a typical page so there are no toolbars visible.   This actually facilitates scanning, since it elemenates the part where it chooses the page.   A pre-made background on each page has a black area where you will place a photo or drawing. This is the only tricky part, and it's easy if you follow these instructions carefully.

IMPORTANT CAUTION

Do NOT add the photo to the page background in Page Properties, or you'll lose the pre-made background. Instead, under **Edit** choose **Insert Picture From File...** Move the floating image to fit into the black rectangle. An 800 X 600 image will fit when you bring it in. For other sizes adjust the size under Properties to fill the black rectangle exactly.

Here's the critical step: Go to the **Pages** menu and choose **COPY TO BACKGROUND**. At this point the image should then be a part of the background so you can delete the floating picture. Don't try to use Fix To Background, because that will erase the background before it drops the photo into the background.

Finishing Touches

Once you have your network of pages set up and thoroughly tested, go back to **Sort Pages** and delete all 12 template pages. This will save significantly on the file size, and probably the activity will run better, since there is less for the computer to keep track of.

STICK TO 4 LEVELS

I'd advise no more than 4 levels of choice pages. Even with NO transitions, 4 choice levels yields 15 pages. Add some lead-in and transition pages, and you're up to 20 pages pretty quickly. And even the basic 15 pages give you 8 different story outcomes!

Of course, it's perfectly okay for one story line to be shorter, only 3 **Choice Pages** perhaps, and another story line to be longer, maybe 5 levels. But if you built a basic story, no lead-ins or transitions, with 5 full levels instead of 4, that adds 16 more pages for a total of 31, way to much!

Using IntelliMation For VIRTUAL REALITY Effects

You will be amazed at how realistic a story is when you present it with sound effects and scenes that move as if the reader was really exploring! IntelliMation makes it very simple to do some neat tricks. To get a virtual reality effect with the IntelliMation template pages, all you have to change is to **skip the step where you copy the image to the background**. Instead, leave your image as a floating picture, but go into its **Properties** and take it off **Scan**.

Then animate your image to simulate the effects of seeing scenery pass by as you move along, move up or move down, and of growing in size as you move closer. Each IntelliMation needs only **two** points on the timeline, 0 seconds and 5 seconds. IntelliMation calculates and fills in smoothly all the positions, sizes, and any rotation in between. You MUST adjust the size of your photo so it's bigger than the 800 X 600 space to do the following three visual reality effects. If you start with a larger image, the quality will be better.

Three Virtual Reality Tricks

1. Scenery Passing By At 0 seconds, move the photo so its left edge is lined up with the left edge of the page and within the black space. Part of the photo will be out of sight on the right. At 5 seconds, slide the photo left until its right edge lines up with the right edge of the black space. Then Lock the picture and take it off Respond to Mouse at both 0 and 5 seconds. You're done! Don't forget to choose a Page Sound under the Sound tab in Page Properties.

2. Motion Up Or Down Keep in mind that scenery appears to move down as you move up, and vice versa. To simulate moving up, at 0 seconds position the photo so its bottom edge is lined up with the bottom of the black space. At 5 seconds, slide it down so that the top of the photo lines up with the top of the page. To simulate moving

down, reverse that and start with the photo lined up at the top, then at 5 seconds slide it up. **Lock** and take off **Respond to Mouse** at 0 and 5 seconds.

3. Moving Into The Scene This effect may be the only one you need, if you are showing the story from the viewpoint of someone walking through it. At 0, the photo should be set at 800 X 600, just filling the black rectangle. At 5 seconds, enlarge it under **Properties** so it looks like you are closer in. You can enlarge it up to about 130% and still have a good image, especially if you started with a larger photo. **Lock** and take off **Respond to Mouse** at 0 and 5 seconds.

GLOSSARY option
Oh, there's one other option, a glossary. By default, each template page has a **Show Words** button. This opens a toolbar with many buttons. Each could have one word in it as the button name. Clicking the button uses the **Speak Text** action to say the word and its definition. If your activity has a lot of new vocabulary, you can fill in this toolbar so students can look up unfamiliar words.

To keep the overlay simple, they would scan through and select a word. There's also a button on the toolbar to close it. You'd want to delete unused buttons, of course.

If your activity doesn't have a lot of new vocabulary, just go through the template pages and delete that **Show Words** button before you start building. Also delete the toolbar in that case. BUT--don't delete the **Hidden** toolbar, because the overlay uses it to read the page.

Scanning and Overlay
On each page, only the three text boxes, choice buttons, **Show Words** button, and multimedia button should scan. If you have added images for IntelliMation, be sure to reset them so they don't scan, and lock and take off respond to mouse. I feel that nothing should respond to

mouse unless clicking it would give the student some benefit or action, sounds, etc.

The overlay has the two choice buttons, three buttons for the various multimedia effects, a show words button, and a read page button. The last button activates a hidden button to read the entire page out loud. To use the glossary toolbar after opening it, the overlay has buttons to scan and select items on the toolbar including the button to close it.

Using the template for a CLASS PROJECT

This template makes a great class project, if you set up a fairly basic story skeleton and let students, or perhaps two student teams, each write one page. You might start the story by doing a one or two page lead-in and the first choice page. The first two teams read up to that point, then each gets to do one of the two choices.

They would write the next piece of the story, making sure they end their paragraph with two possible next actions. Then the next four teams get a chance to write pages, also each leading two choices. The last eight teams each write one of the outcomes. You can work out the basic story line ahead of time on the blackboard. The creative part for students is deciding what happens next, and then illustrating and adding sounds, animation, etc.