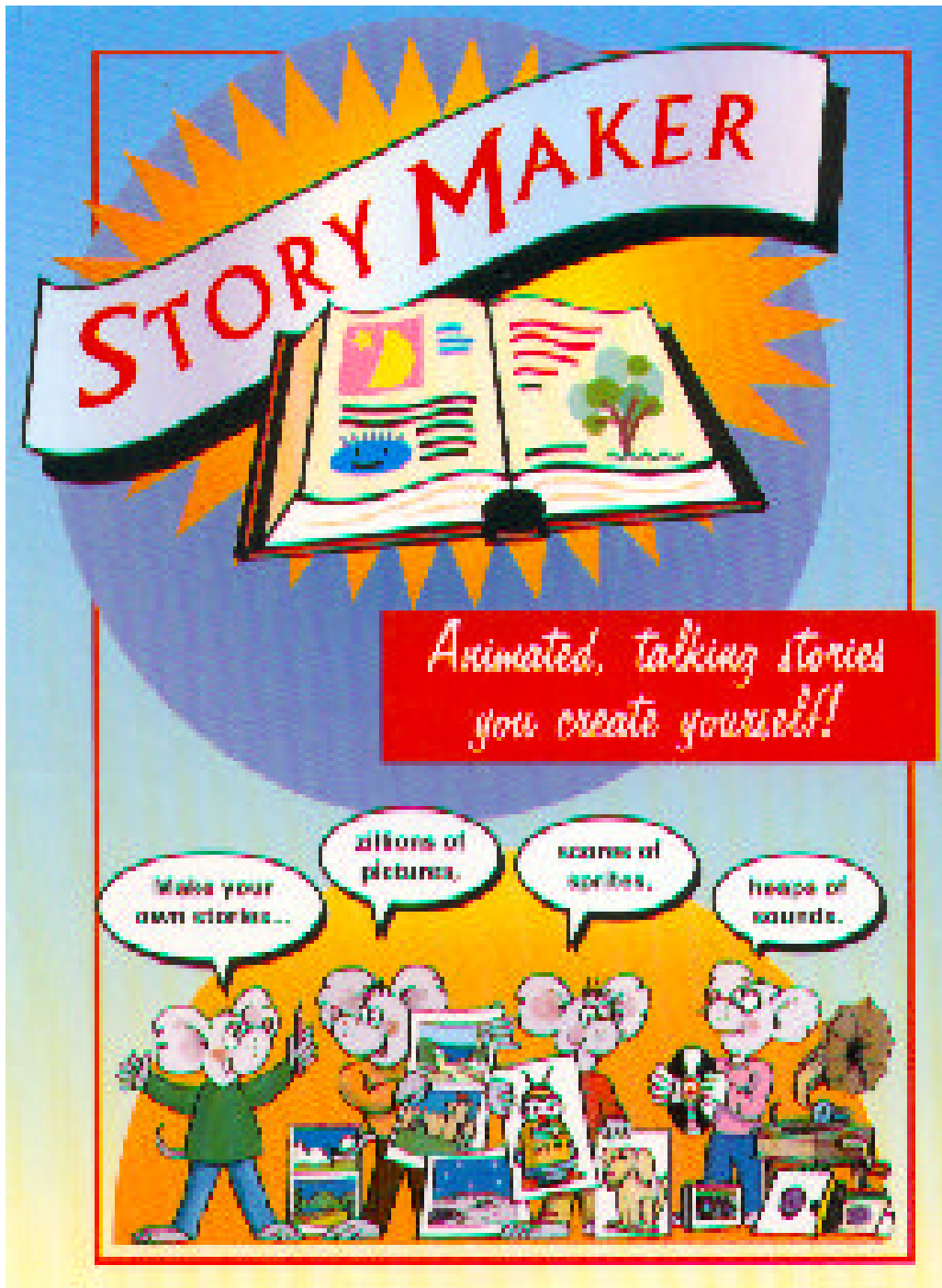


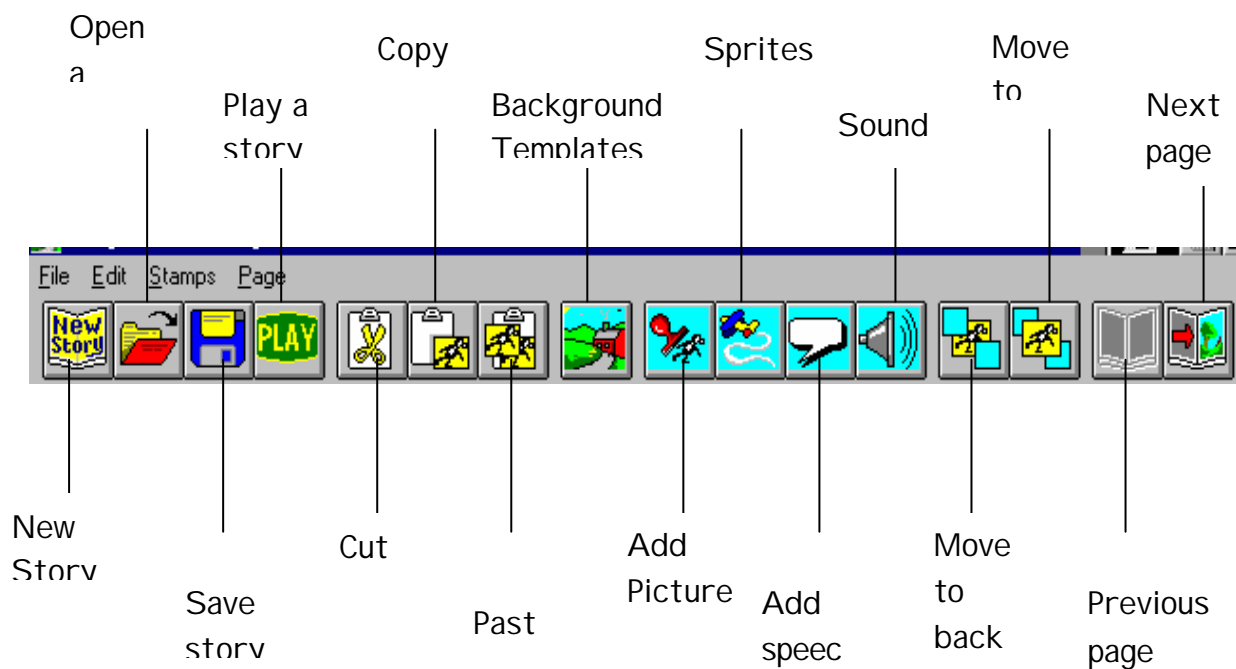
# A Guide to...



# Using Story Maker

Story Maker is a superb package allowing the children to use their imaginations to create stories with speech and animation at the highest level. For younger children they are able to use the backgrounds and characters as stamps to make a straight narrative.

Open Story maker from the **Start** menu. Slide to **Programs** and follow the arrow from **SPA Software**. Click **Story Maker** and not **Story Player**. You will be offered a blank page with the following toolbar at the top of it.



When beginning a story choose a background by clicking the **Background** button.

- Choose the characters and objects by clicking the **Add Picture** button. Click **Topics** to view the bank of characters etc.
- Add text – either speech or narrative – by clicking the **Speech Bubble**. You will notice that whatever area you are working in, be it pictures or text, the menu on the right hand side of the page changes.

**Text Mode** This menu bar appears when you click the speech bubble. A text box appears. Move it into position on your page by clicking and dragging.

Click here to Edit text

Click here to speak text

Click here to see speech options

Drag unwanted objects into the gobbling dustbin

Click here to change the width of speech bubble

Click here to add or remove spike

Shrink font

Enlarge font

Change font

Justification

Colour text

Colour textbox

**Picture Mode** This menu appears when an object is selected

Click here to make an object smaller

Click here to flip the object

Click here to record a pathway for movement

Click here to link objects

Click here to see sound options

Click here to see action options

Click here to make an object bigger

Click here to hear any sound an object has

Click here to see the object move

Click here to break a link if one has been made

Click here to see the visibility options

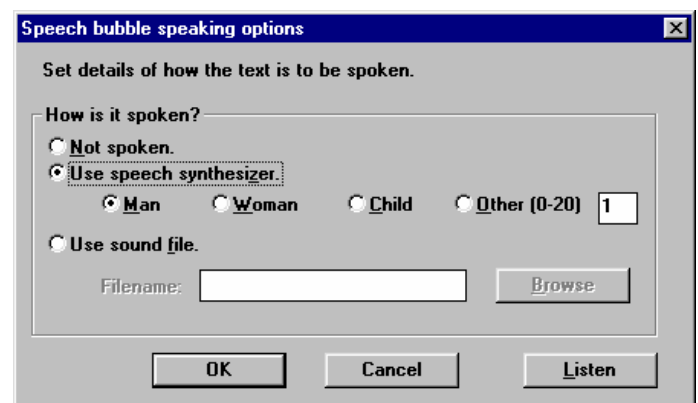
## A New Story Page 1

- Think of a nursery rhyme or fairy story that you wish to create.
- Choose a suitable background from the bank of **Backgrounds**.
- Choose your characters and props from the **Pictures** and **Sprites** bank.
- Add any text by clicking the **Speech Bubble**. Change the font and colour as necessary from the **Text** toolbar. You are now ready to animate your page.



- Click on each item in turn to animate. Click on the narration and decide on the voice from the **Speech options**.

- Click in not spoken if you want the children to read only.
- Choose your voices from the options displayed eg. Man, Woman etc.
- Choose a number from 1-20 or locate a sound file from your computer

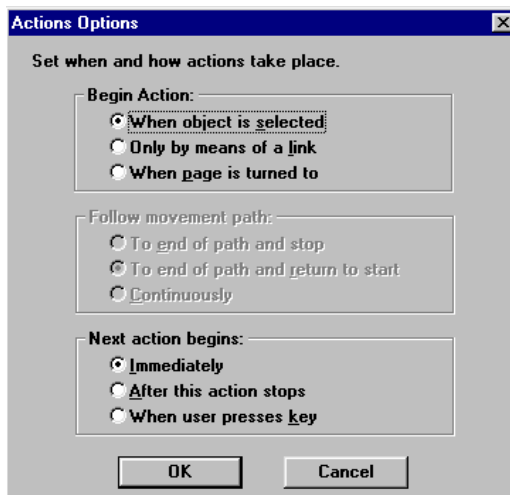
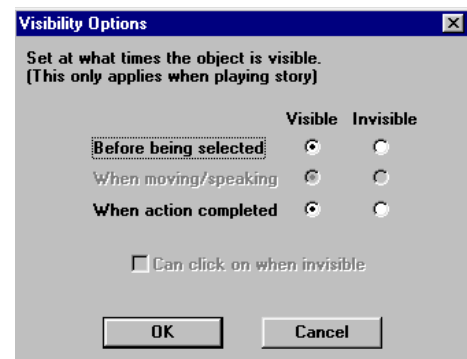


- Do this for all text in your window.
- To animate your characters and build in action click on the object you wish to animate. Click the **Video Camera** on the Toolbar. Click again on the object and move it around the screen following the desired path.
- To view the pathways click the **TV Screen**.

Once animated you have a number of options open to you - **Visibility** and **Actions**

## Visibility

- By clicking in the dots you can choose to have your object visible/invisible at different times



As in **Visibility** you have a number of options. Click the **Actions** option button and then click the required spots so that your actions occur as and when you require them to.

- To apply sounds to an object click the sound horn on the top toolbar. A dialogue box will appear with your choices. There are a number of topics within this bank. Locate the topic you want e.g. **Animals**.

There are a number of options attached to sound too. Click on the **Sound** option button. Choose your options as before.



One other option that you may want to apply to your animation is the **Links** option.

Within this option you can link objects together so that they work in unison. In the example I have linked the cat and the bird so that when the cat is clicked the bird also flies across the screen.

- To do this click on your first picture e.g. the cat.
- Click the **Links** button. A line with an arrow on it appears.
- Slide your cursor over the object you want to link and then click. Each object can only link to one other object.

### Sprites

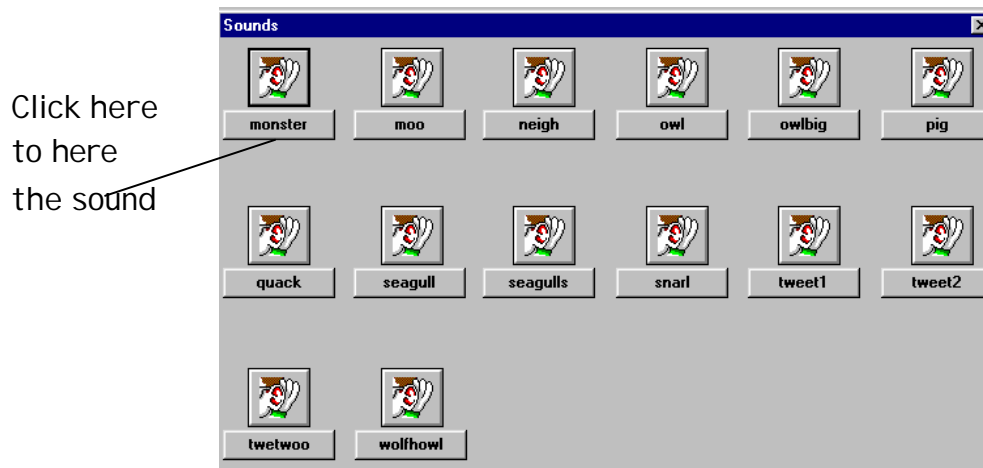
These are useful little characters in that there is in-built movement within the object e.g. the bird flaps its wings as it moves.

If you want a sprite to animate without setting a pathway for it, click the object then the **Video Camera**. Click the camera on the object and hold it still for as long as you want the movement to last.

### Playing Your Story

To play your story click **Play** on the top menu. Run through your story. You can stop it at any time by clicking the **stop** button. This reverts your work back to the design page.

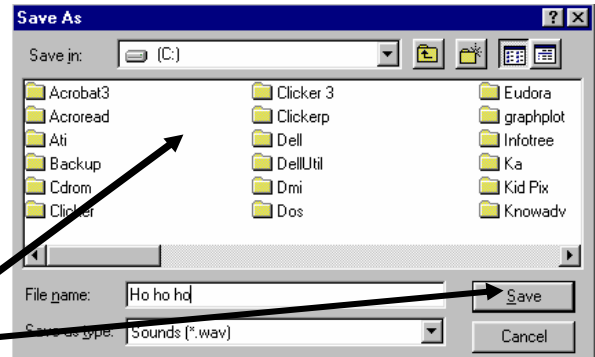
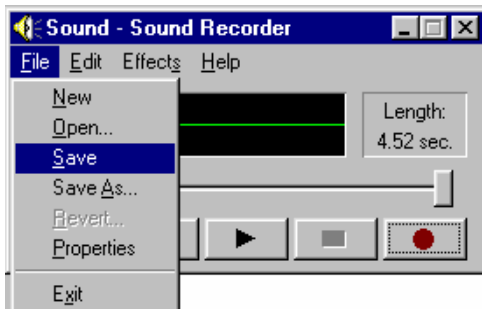
To start new pages click the **Next Page button**. You are given a blank page. Continue as before with subsequent pages.



Click here to apply the sound. Slide the cursor over the object to which you want to apply sound and then click.

## Applying your own sound

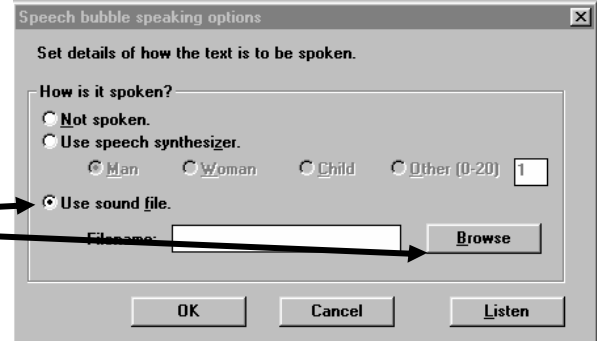
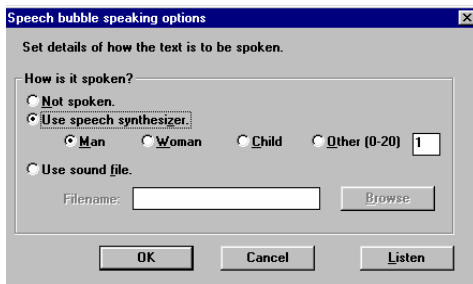
Using the **Sound Recorder** in **Accessories** record your sound.



Select the **C: drive** and type a file name.

Click **Save**

Select the object onto which you want to apply the sound to. Click the **Speech** button on the toolbar and the following window will appear



Click **Use sound file** and then **Browse**.

Double click **C:** drive.

Your saved files will be listed.

Double click the required sound.

Click **OK**. The sound will be applied to the object

