

# How to create Talking Books in HyperStudio 4

Richard Walter



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He has written and contributed to several books and articles on teaching pupils with special educational needs including *IT for All* and *The Internet for All* published by David Fulton.



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# Part 1:

# Introduction

## What is the purpose of this guide?

Like its title suggests, this guide gives you step-by-step instructions on how to use **HyperStudio 4** to create mouse or switch operated talking books using pictures scanned in from real books.

## Why do we need talking books?

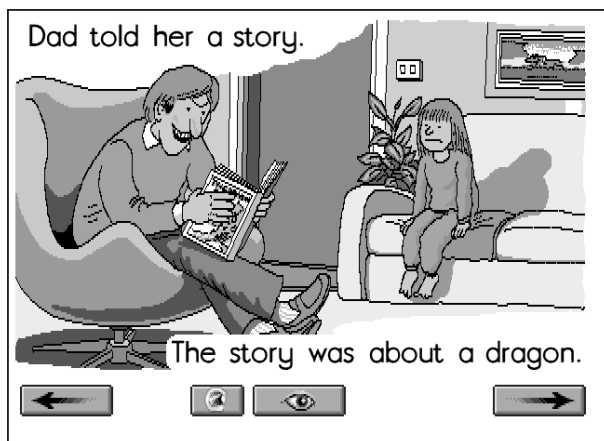
Access to literature is of crucial importance in the education of all pupils, including those with special educational needs. There has been a great expansion in the use of storybooks in schools with a large number of reading books linked to the National Literacy Strategy. The proliferation of big books for group reading and the opening up of literacy into more stimulating and colourful reading books have especially helped in this expansion into special education.

There are, however, a number of pupils who cannot read independently because of their physical difficulties. They cannot turn to the next page of a book, skip ahead to find 'the exciting bits' or turn back to re-read a page. They always have to ask someone else to hold their books and turn the pages for them. Their reading development is often delayed, even if they are of normal intelligence.

Most of the children visiting the ACE centre can, like our patron Professor Stephen Hawking, *independently* access reading materials or books via one or two switches attached to a computer. Children can access electronically published books using a variety of computer access aids including activating a switch with whatever part of their body has the best voluntary control. Unfortunately, the range of electronically available books for children is very limited and for disabled children to develop as readers, they need access to the same range of books as other children.

It is, however, now possible to create your own books on the computer using hardware and software that is generally available in schools and many homes. These 'talking books' can be tailor-made to the interests and abilities of the pupils, text can be symbol-supported, and sounds and speech can be included to enable access to those with reading difficulties.

Children can actively help to make their own accessible talking books, and this opens up more possibilities of creative and imaginative writing for pupils with learning difficulties.



A well-known example of talking books is produced by Sherston Software as the *Oxford Reading Tree* series (an example is shown on the right). The page layout is simple and consistent, and the controls are clear and straightforward. We shall be using a similar layout to construct our own talking books.

Our books will be set up initially for operation by positional mouse switching, where the left mouse button has

to be pressed when the mouse arrow is over the active icon and the mouse has to be moved precisely to each of the active areas. This presents difficulties to pupils who can't control a mouse or move a pointer accurately, so later on we will be looking at modifying our talking book to allow access from a keyboard, switches or an overlay board.

## Before you start...

Before you start gathering together piles of books to convert, be aware that putting together even a single talking book will take time. Creating a template (a master page that contains the page format and the buttons for turning the pages and listening to the words) at the outset will save hours of time when making a number of books, but even if you only intend to make one, do create a template first.

## Part 2:

# Important!

# The copyright issue

There are obviously copyright considerations involved in reproducing pages from printed books. The publishers of the books used to illustrate this guide have all given express permission for them to be converted into multimedia by the addition of symbols, as long as copies are not sold, and the copyright line on the book's cover is included in the talking book.

There are some guidelines (as of Sept 2001) on copyright issues on the World Wide Web at:

**[www.pls.org.uk](http://www.pls.org.uk)**

These are reproduced below. Take particular note of the text in bold (our emboldening), which sanctions the creation of multimedia copies of books for the *personal* use of individuals with visual or physical difficulties. The creation and use of multimedia copies of books for school and class use by people with special educational needs in schools still seems open to interpretation. If you are in doubt, contact the publisher, but check that they are aware of the new guidelines as they may well help your case.

## Joint Industry Guidelines

These guidelines cover access to books, magazines and journals by visually impaired people. They do not constitute legal advice but are for guidance only:

### Introduction

- a These Guidelines are the result of a wide-ranging consultation among rightsholders and organisations helping visually impaired people in an effort to strike a balance between the requirements of visually impaired people and the special problems surrounding uncontrolled copying, transcription and distribution.
- b Rightsholders including authors, their agents and publishers wish to make their works accessible to all members of the public.
- c Where visually impaired people cannot read works in formats commercially available they will in some cases wish to copy, record or transcribe the works into a format accessible to them. The issue of who may create and distribute copies in different formats, in particular electronic copies, is important for rightsholders.
- d These Guidelines have been drawn up to assist visually impaired users and those acting

on their behalf to understand current trade practice with regard to acts of copying they can assume they are allowed to do without requesting prior permission from the rightsholder, provided the conditions described below are met. In case of doubt users should always consult the rightsholder.

- e Rightsholders support the work of charities and volunteer organisations in making books and journals accessible to visually impaired people. The permissions they require to distribute such works are outside the scope of these Guidelines.
- f **For the purposes of these Guidelines visually impaired people are taken to include blind and partially sighted persons, those whose sight cannot be improved by the use of corrective lenses, those who are unable through physical disability to hold or manipulate books or to focus or move their eyes or who are otherwise physically unable to use available published formats.**

## Guidelines

- 1 Visually impaired people who have lawfully obtained a copy of a published work, whether bought or borrowed, may make whatever transcription, copy or format changes they require to enable personal access to the work, including speech synthesis, Braille, Moon, large print, single voice recording (speech), electronic file, provided the work is not readily commercially available in a suitable format.
- 2 **Visually impaired people may ask another person or organisation, including schools, libraries and charities, to create an accessible copy on their behalf, provided that any such copy is made for the personal use of the visually impaired person concerned only. This includes use for the purpose of work or study.**
- 3 A non-electronic copy e.g. single voice recording (speech) or a Braille copy may be borrowed or exchanged among visually impaired people as if it were the print original itself.
- 4 Electronic copies may be created and stored on a computer system for as long as required to enable personal use of the work while the original is retained. They may not be made accessible or passed on to a third party or posted on an Intranet, in newsgroups or on the World Wide Web. If the original is lent, sold or given away, then any accessible copies and associated electronic files must be deleted or transferred with the original.
- 5 Visually impaired people must respect the literary and artistic integrity of the work including any copyright notices and any moral rights the author may have in the work. They must not in any way adapt, edit, alter, amend or distort the work, other than as required to enable full access, without the prior permission of the author or his or her designated representative.
- 6 The copyright remains with the copyright owner. Rightsholders retain the right to exclude the use of certain formats in special circumstances and permission must be sought for such use from the relevant rightsholders.

*The development of these guidelines has been supported by:*

Association of Authors' Agents, Association of Learned and Professional Society Publishers, Authors' Licensing and Collecting Society, Copyright Licensing Agency, Music Publishers Association, National Union of Journalists, Publishers' Association, Publishers Licensing Society, Periodical Publishers Association, Scottish Publishers Association, Society of Authors, Writers' Guild of Great Britain.

# Part 3:

# Getting your resources together

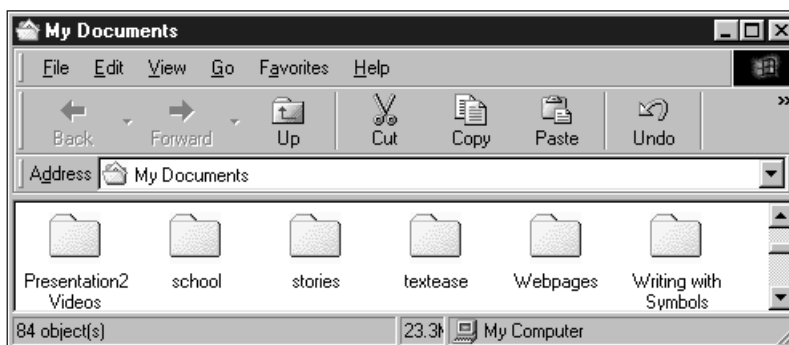
You will first need to prepare the resources for your talking book. This entails:

- 1 Creating a folder on the computer in which to save all your resources
- 2 Creating pictures for your talking book
- 3 Creating symbols to support the text in the books

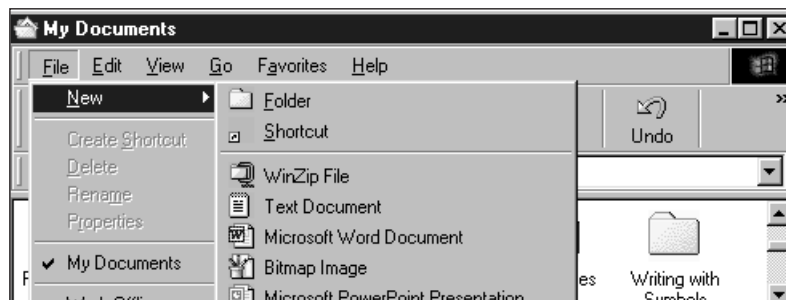
## Creating a folder for all your resources

It's always a good idea to keep all your talking book resources together in one folder so that they can be located easily. You need first to decide where you want to create a new folder to put your resources. Two good options are in *My documents*, a folder that is already on most computers, or by creating a new folder on the Windows desktop.

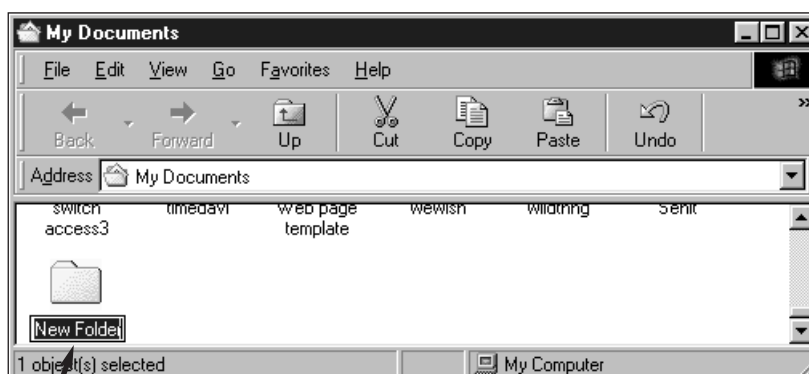
- 1 Open the *My documents* folder from the Windows desktop screen:



- 2 On the *File* menu, Click on *New*, and then click *Folder*:

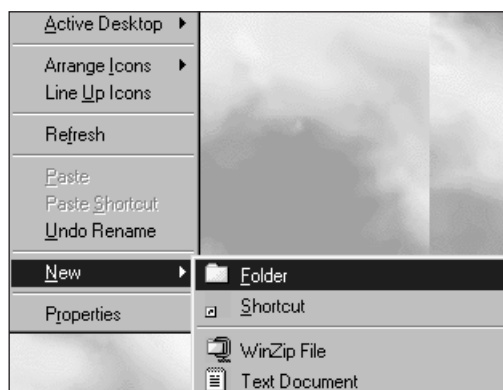


The new folder appears with the temporary name "New Folder":



- 3 Type a name for the new folder, and then press *Return* on the keyboard.

Alternatively you could create a folder on the Windows desktop screen by clicking anywhere on the screen with the right-hand mouse button and then clicking on *New*, then *Folder*:



Rename the folder in a similar way to the first method.

## Creating pictures for your talking book

There are a number of sources for your pictures. You can scan them from a book using a flatbed scanner, use digital camera photographs, or use clipart and graphics from the computer. We will look at using these three sources in turn:

### Scanning pictures

Scanners can be purchased for as little as £50 and some computer systems already come with one. They work by moving a row of light receptors slowly down the page or picture to be scanned. A certain proportion of the light is reflected back from the picture which then produces an electrical signal, building up an electronic image of the page. All scanners use the same standard software to interact with the computer in Windows called **Twain**.



**A desktop scanner**

You can scan in pictures using software such as **PaintShop Pro**, **Adobe PhotoDeluxe** and **Irfanview**. In the *File* menu there will be an option to *Acquire* an image from a Twain picture

source such as a scanner. Choosing this option will start your scanner's software, and you can then preview and scan parts of a picture. **Irfanview** is an freeware program that can be downloaded from <http://www.irfanview.com>

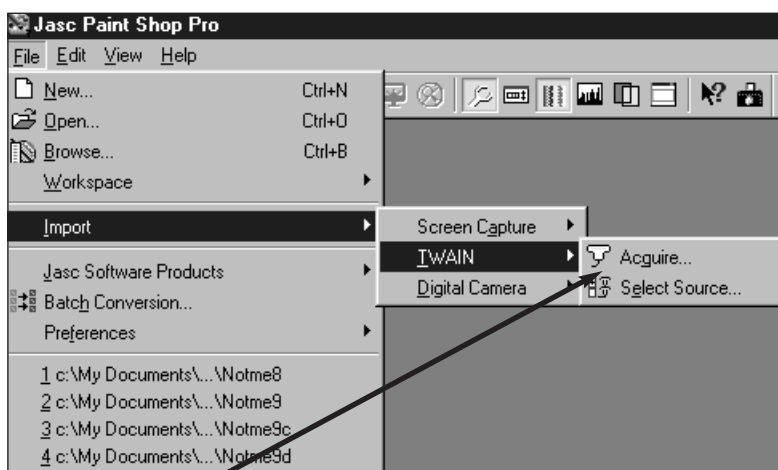
### 1 Opening your scanning software

To operate a scanner in Irfanview, click on *File* and then *Acquire*:

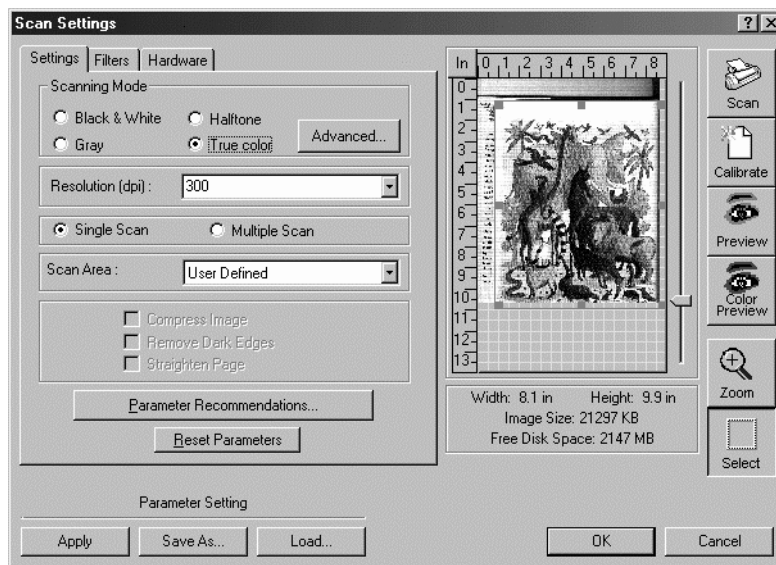


Acquire opens the scanning window

To find *Acquire* in PaintShop Pro, click on *File, Import, Twain* and then *Acquire*:



Choosing *Acquire* will open up the scanning window. This will be slightly different for different models of scanner and their software.



All scanner software will have **Preview** and **Scan** buttons. When you press the Preview button, you get a quick mini-scan of entire scanner bed. Using the mouse you can drag out a rectangle on the preview image and mark the area you want to scan. You can further adjust the size and shape of this area by clicking on and dragging any of the six small blocks on the edge of the rectangle. Don't click the Scan button just yet.

## 2 Picking the best resolution for your scanned pictures

Somewhere on the settings screen of all scanning software there will be an area where you can specify the **Resolution** (sometimes called Output Resolution) for your final scan. The higher the resolution, the larger the file size of the scanned picture, so generally the scanner's resolution should be set at **72dpi**, unless you are scanning a particularly small picture that may have to be greatly enlarged when it appears within your talking book. In this case, specify **150dpi**. Scanning at a higher resolution only creates extra information that the screen display will ignore, and slows down the displaying of the images.

There are lots of other controls you can change in the scanning software to alter the quality of the image. You can alter the Gamma, Saturation and Hue of your scanned images, but unless you have a great deal of time, I would recommend that you leave these controls alone and just use the default settings.

## 3 Scanning your pictures

Click **Scan** to scan your image. After the scanner has finished, your image will appear on the screen.

## 4 Picking the best file format for saving your scanned pictures

When you save your scanned picture on the computer, it is important to choose the right format for them. The format can have a very significant effect on the amount of space your scanned picture file takes up on the computer. You can usually find the list of format options by clicking **Save As** in your scanner software. If not, try **Export** if it exists.

- For scans of illustrations or photographs, choose **JPEG**.

- For scans of symbols, black and white line drawings, or cartoons containing solid blocks of colour (like the Mr Men books), choose **GIF**, although JPEG would be OK as an alternative.

Your software may offer you a default option of **Windows bitmap (BMP)**, but this is not generally recommended for talking books, as scans in this format will produce much larger files.

If you want to name your scans numerically, use 01, 02, 03 .... 09 for the first nine files rather than 1, 2, 3. They will all then be listed *before* file 10 in your file windows.

I would recommend scanning in all the pictures from any book all in one session, and save them as picture01, picture02, etc. Scanners are temperamental machines and once started, I have found it better to go through to the end.

### *Using digital camera pictures*

The use of digital cameras in schools has recently increased considerably due to the advances in digital camera technologies (they have become much cheaper, with better picture quality and faster downloading of the photos onto the computer). Digital camera pictures can be incorporated into talking books in the same manner as scanned images. After downloading your pictures onto the computer using your camera's software, they can be treated the same as any other computer graphic.

### *Using clipart or pictures from the computer*

You will probably find a large number of pictures already installed on your computer (Microsoft Office, for example, comes with a good number of clipart pictures) and you can get many more pictures and graphics (of varying quality) on commercial CD-ROMS. All can also be incorporated into your talking books. The Internet can also be a source of picture files (for example [www.clipart.co.uk](http://www.clipart.co.uk) or [images.google.com](http://images.google.com)), and the CALL Centre ([callcentre.education.ed.ac.uk](http://callcentre.education.ed.ac.uk)) produce a useful list of clipart websites.

## Creating symbols for your talking book

Symbols can be added to support the text of your talking books. Sources of symbols include the **Writing with Symbols** CD (from Widgit Software), **Inclusive Writer** (from Inclusive Technology), **Clicker** (from Crick Software), and **Intellipics** (from Intellitools or Inclusive Technology).

### *How to add symbols*

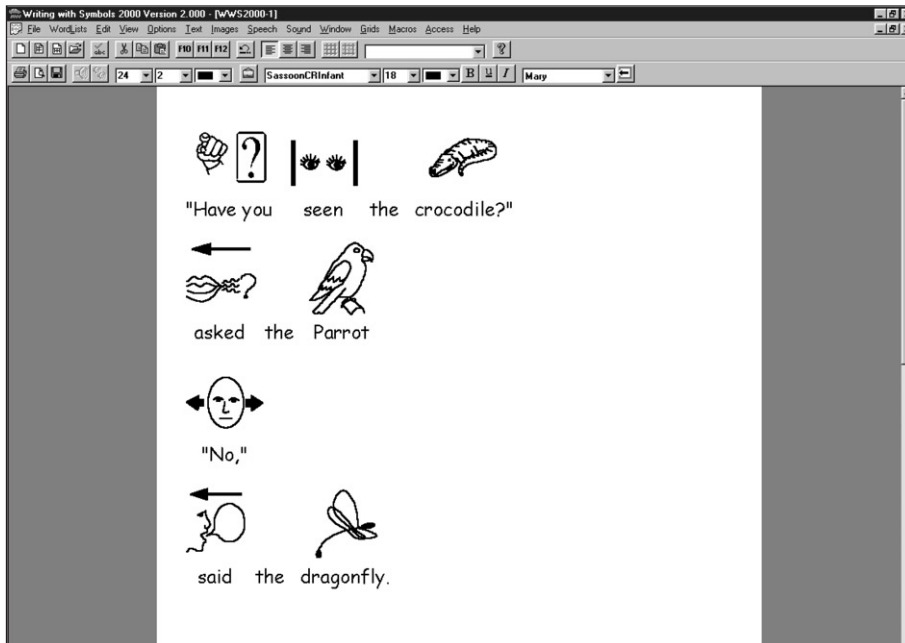
Images of single symbols can be added in the same way as adding any other picture or graphic to your talking book.

## How to create images of symbol sentences

To add symbol sentences you will need a copy of the symbol writing software.

### 1 Write your sentences into the symbol processor

Amend or choose the symbols, as you want using the controls within the symbol processor and thicken the lines to at least size 2. It's best to make your sentence fairly large, but not so large that the end of it extends beyond the bottom of the screen.

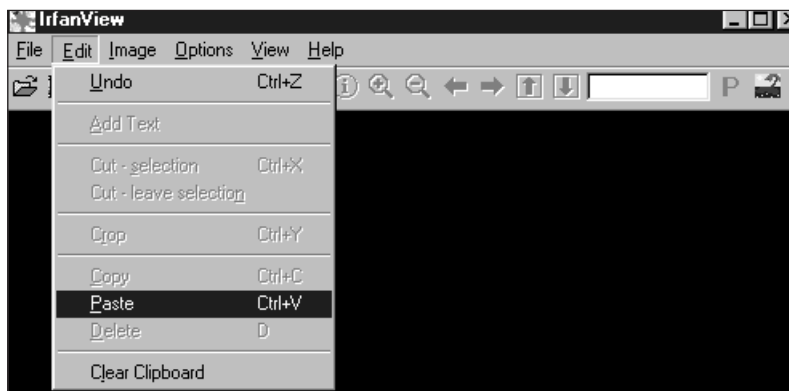


### 2 Capture the image on the screen

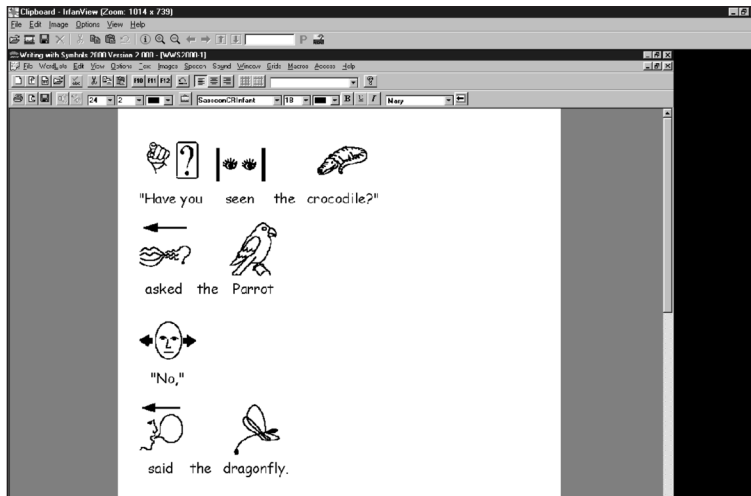
Move the cursor off the screen by pressing the *Return* key a couple of times. Then hold down the *ALT* key whilst pressing the *Print Screen* key to capture an image of the screen (the Print Screen key is usually towards the top right-hand side of the keyboard before the numeric keys; it may be called *Print Scrn* or *PrtScr*). Although nothing will appear to happen when the keys are pressed, an image of part of the screen (called a **Screen Dump**) is stored temporarily into the computer's memory, ready for pasting.

### 3 Paste the screen image into a graphics program

Start Irfanview (or your chosen graphics program) and choose *Paste* from the *File* menu (or press *CTRL* and *V* together on the keyboard):

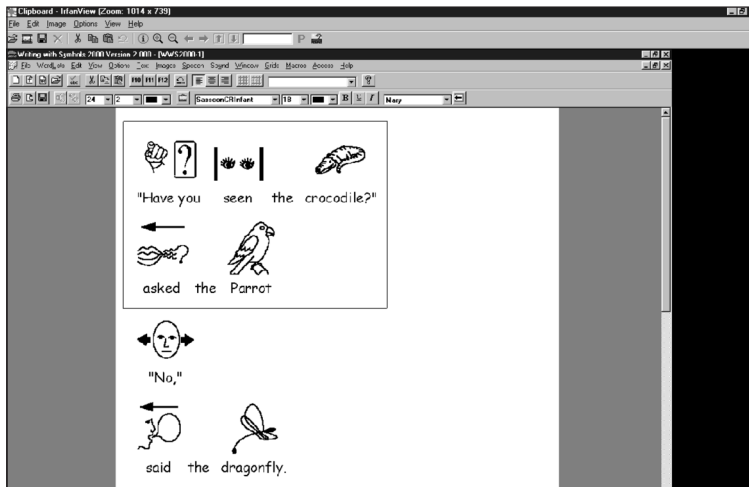


This will load your screen dump into Irfanview where it can be edited:

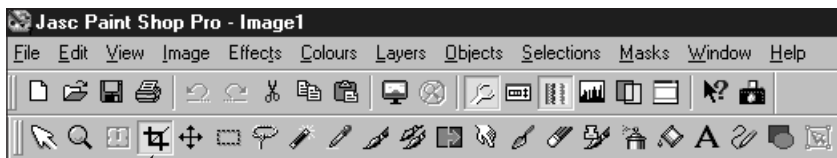


#### 4 Crop the symbol picture out of the screen dump

The symbol sentence will now need to be cut from the background using an image editing program like PaintShop Pro, Adobe PhotoDeluxe or Irfanview. The technique involves cutting the part of the picture that you need away from the the remainder. In Irfanview, crop the symbol sentence by clicking and dragging a mouse outline over the symbols:



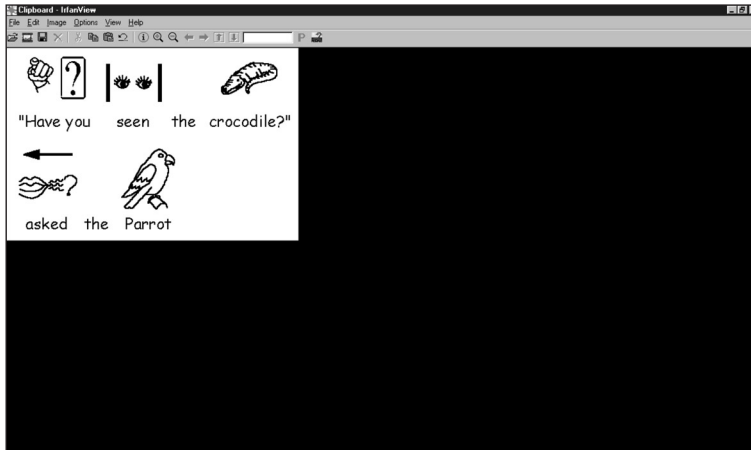
In other picture editing programs you might have to choose a specific *Crop* control:



The Crop control in PaintShop Pro

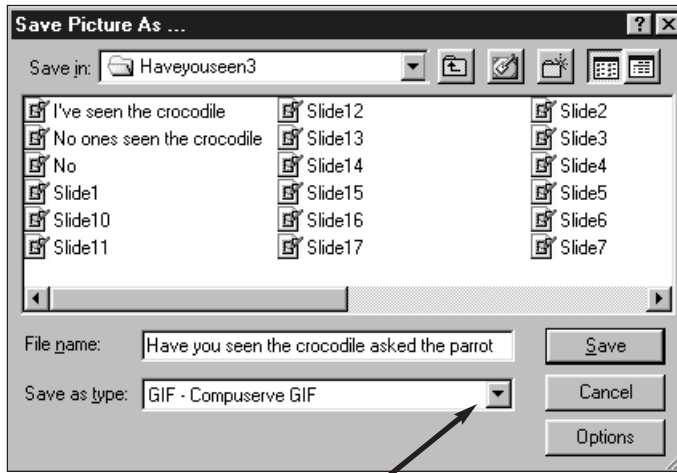
In Irfanview, press *CTRL* and *Y* together to crop the picture or click *Crop* in the *Edit* menu. This will remove the parts of the image outside your rectangle. In PaintShop Pro you would choose the *Crop* control to draw an outline rectangle and then double-click inside the rectangle.

The image will then look like this:



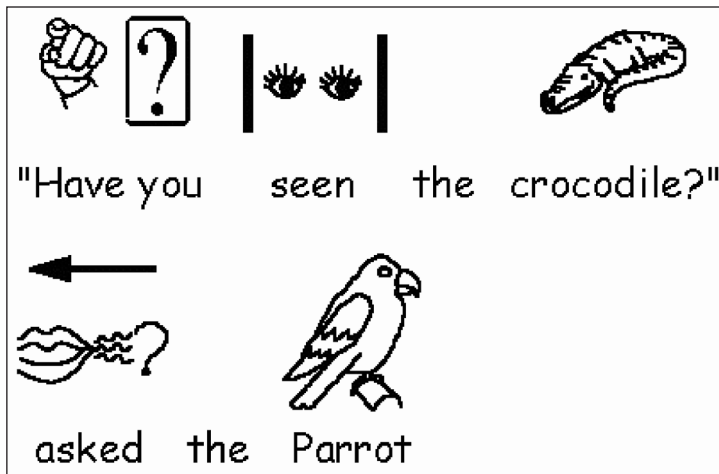
**5 Save the cropped symbol picture**

Save the symbol sentence in the folder you have previously made.



Choose the GIF format. This is the best format for line drawings.

The finished graphic of the symbol sentence will look like this:



This is now ready to be added to your talking book.

## Part 4:

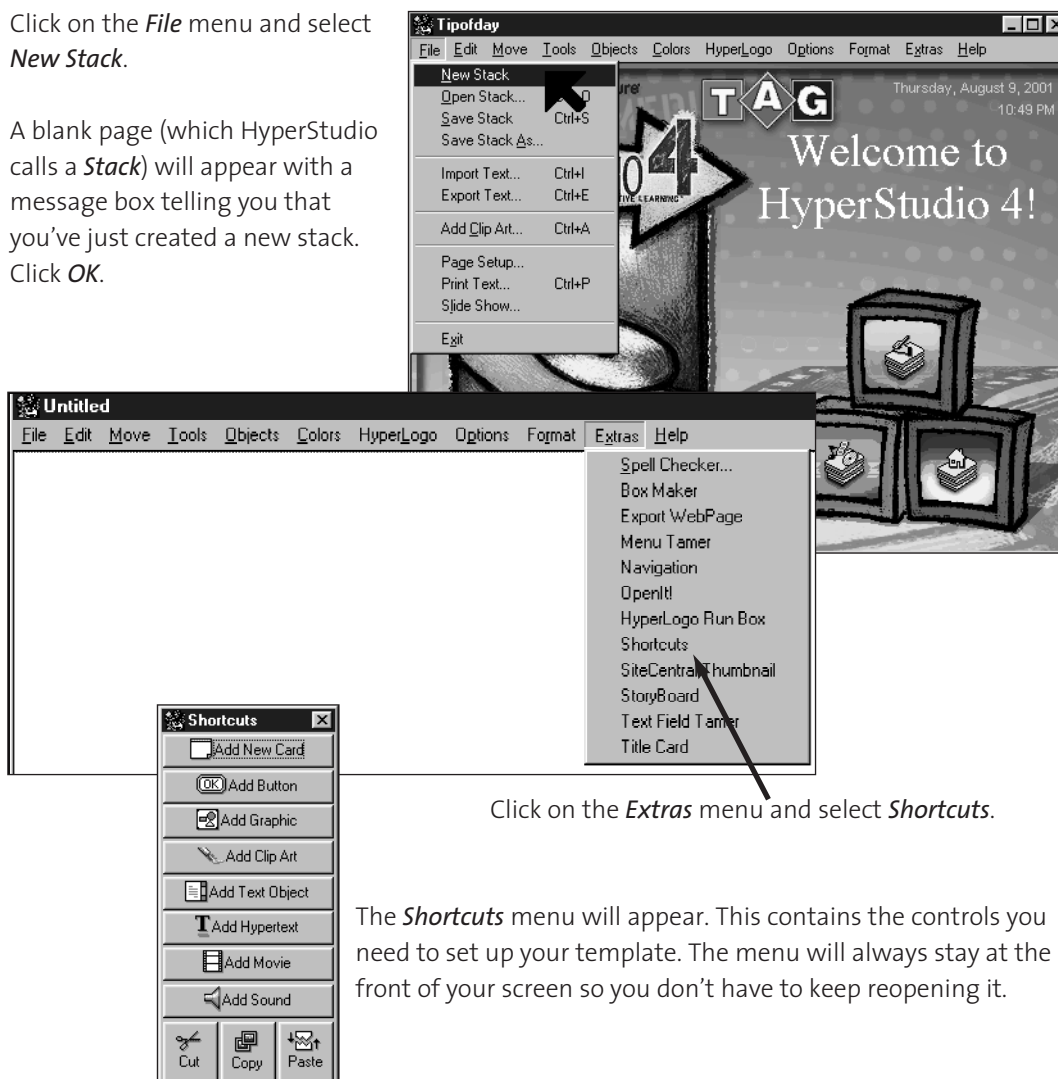
# Setting up a template for your talking book

The first thing to do when you open HyperStudio is to create a template for your talking book that consists of a blank page containing only the *Next Page*, *Previous Page* and *Speak Text* buttons. You can then use this template for all the pages of your book.

## Create a blank page for your template

Click on the *File* menu and select *New Stack*.

A blank page (which HyperStudio calls a *Stack*) will appear with a message box telling you that you've just created a new stack. Click *OK*.



Click on the *Extras* menu and select *Shortcuts*.

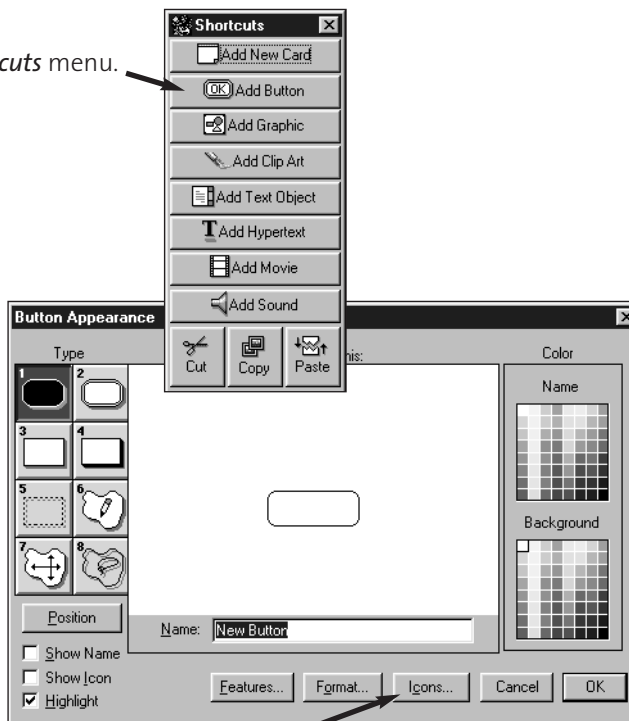
The *Shortcuts* menu will appear. This contains the controls you need to set up your template. The menu will always stay at the front of your screen so you don't have to keep reopening it.

# Adding navigation buttons to your template

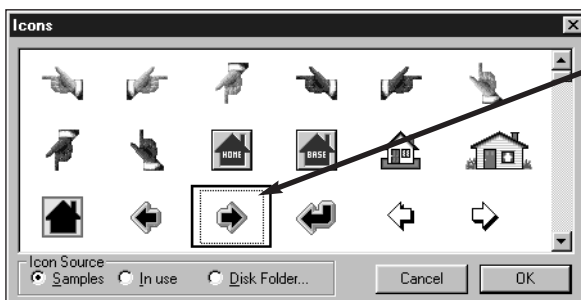
The next stage is to add the navigation buttons to your page template. Use the following procedure to create a *Next Page* button first, then repeat it to create a *Previous Page* button.

## 1 Adding the Next Page button

Click on *Add Button* in the *Shortcuts* menu.



The *Button Appearance* dialogue box will appear:

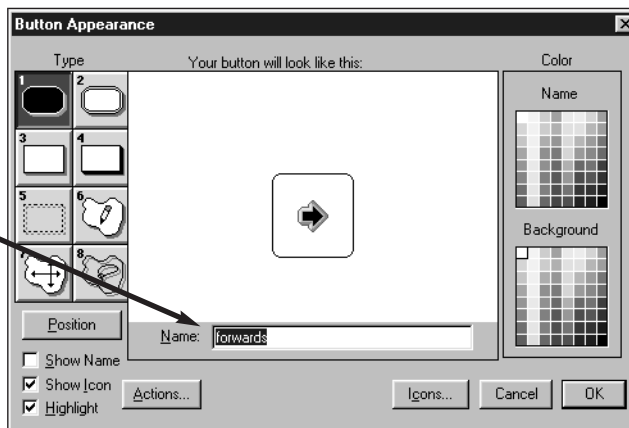


Click the *Icons* button...

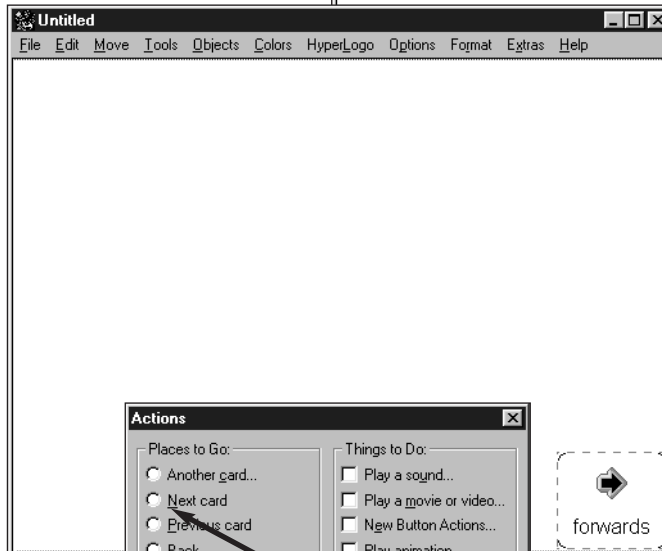
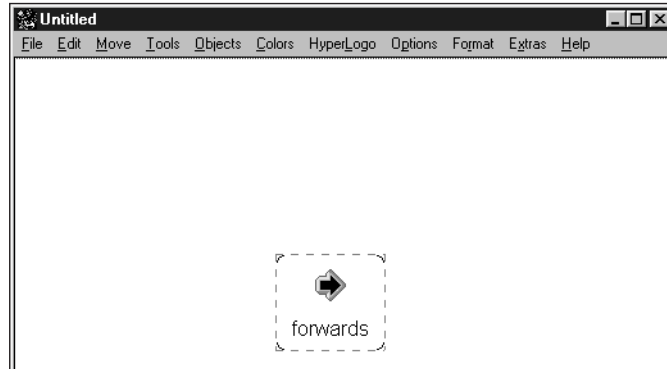
... click on the picture of the forward arrow, then click *OK*.

The *Button Appearance* dialogue box will appear. Name the button by clicking in the text box and typing 'forwards'.

Then click *OK*.

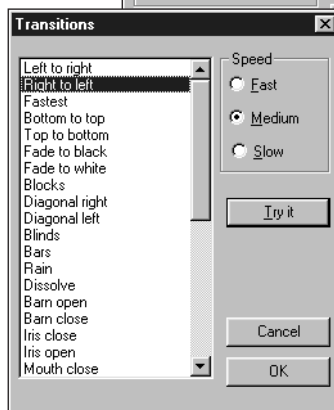


The forward arrow will appear on the blank page:



Move this button to the corner of the page by clicking and dragging with the mouse.

Move the cursor outside the forwards arrow box and click the mouse button. The *Actions* dialogue box will appear. Click on *Next card*, then click *Done*.



The *Transitions* dialogue box will appear. You can choose a suitable page turning transition (for example, the next page sliding in from the right). Finish by clicking *OK*.

## 2 Adding the Previous Page button

The *Previous Page* button is added in the same way as the *Next Page* button, **except** that you should:

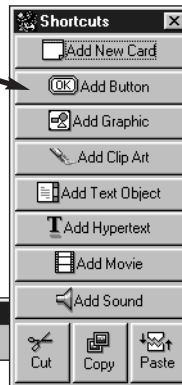
- Choose the backwards arrow in the *Icons* dialogue box.
- Name the button 'backwards' in the *Button Appearance* dialogue box
- Choose *Previous card* in the *Actions* dialogue box.

# Adding a speaker button to your template

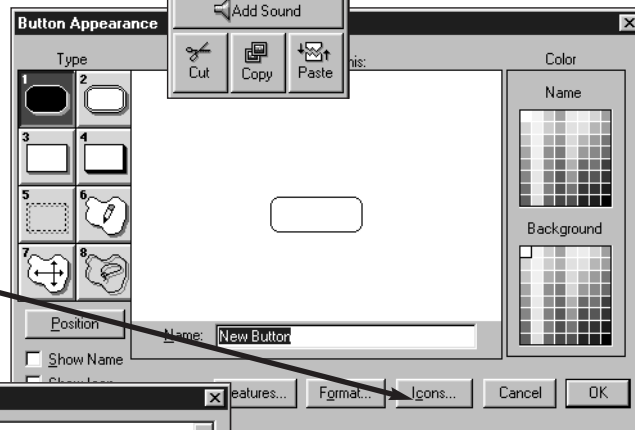
You now need to add a speaker buttons to your page.

## 1 Adding the speaker button

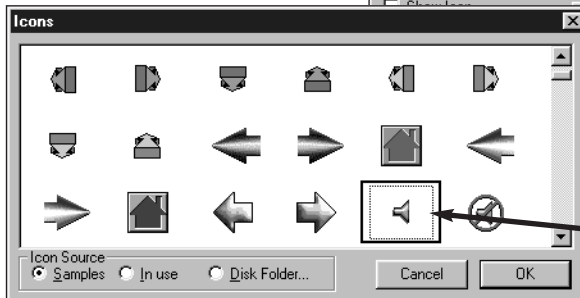
Click on *Add Button* in the *Shortcuts* menu.



The *Button Appearance* dialogue box will appear:



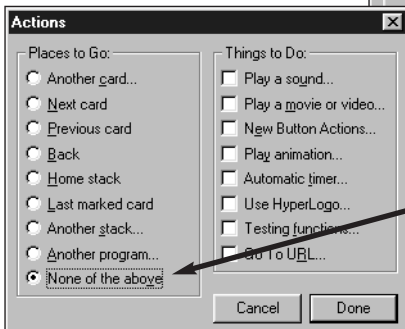
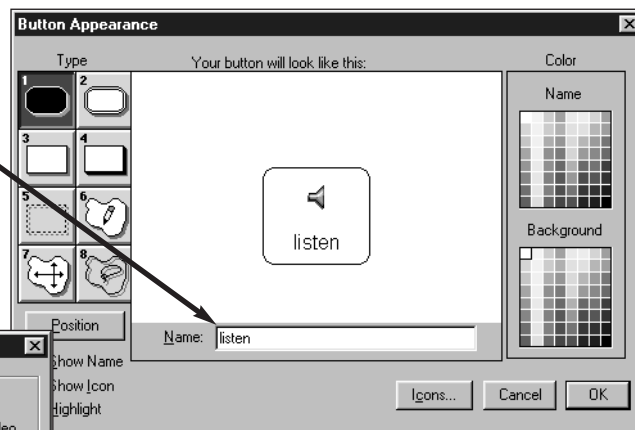
Click the *Icons* button...



... scroll down the pictures of the icons until you find the speaker. Click on it, then click *OK*.

Rename the new button 'listen' and click *OK*.

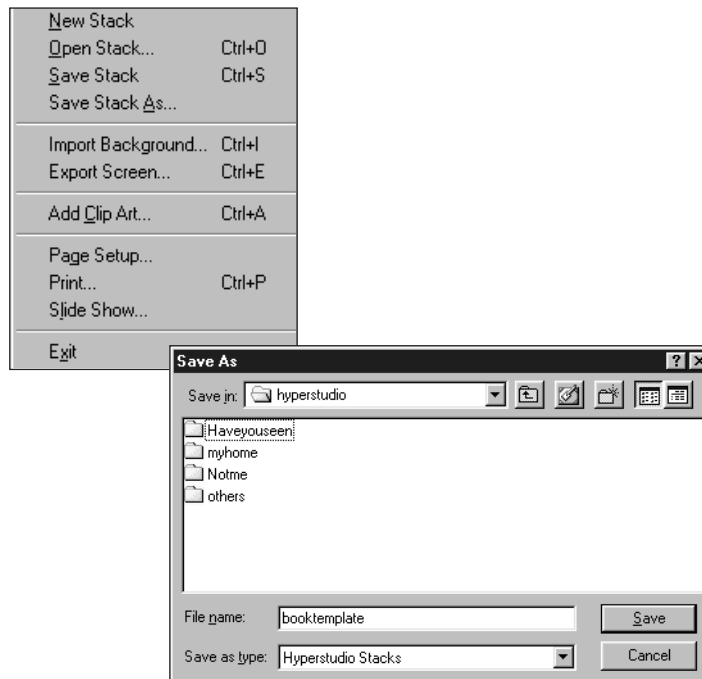
Position the speaker icon at the centre of the bottom of the page and click outside it to bring up the *Actions* dialogue box.



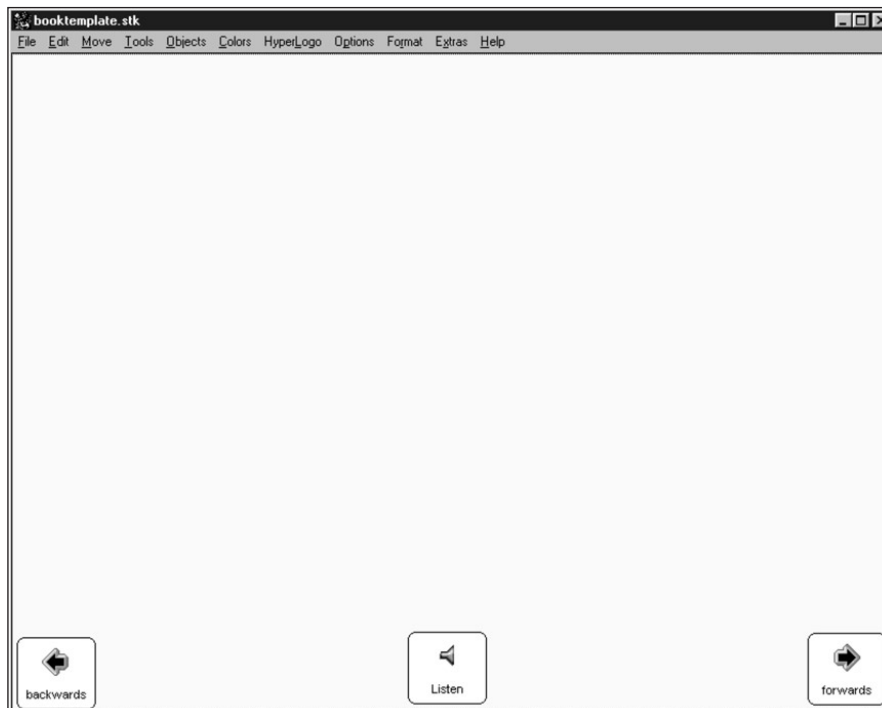
Choose *None of the above*. We are only creating a template so you don't want to add a sound to the page yet.

## Save your template

Click on the *File* menu, select *Save Stack*. Give the template a suitable name and click *Save*.



This is the template you have created:





# Part 5:

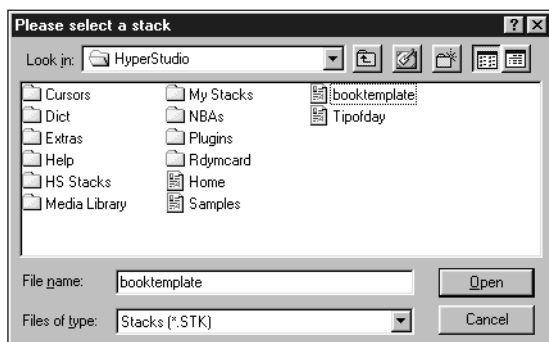
## Using the template to create your pages

You are going to use the template to create the first and subsequent pages of your talking book. If you want to know what the completed first page looks like, it's shown on page 26.

Start Hyperstudio, click on File, then *Open Stack*



## Make a set of blank linked pages

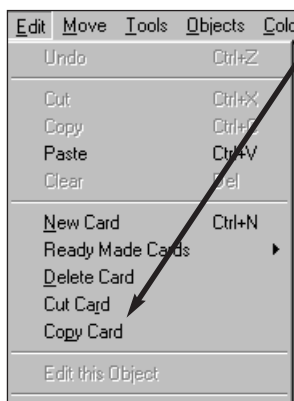


Click on your talking book template, and click on *Open*

You now need to copy and paste this page to make a number of linked pages...

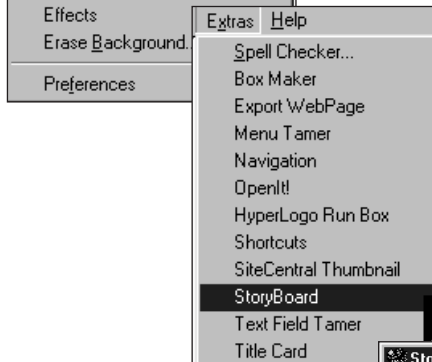


...so click on *Edit*, then on *Copy Card*

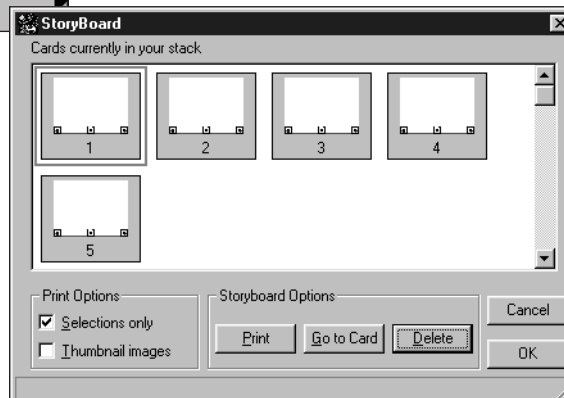


Then click on *Paste* (or hold the *CTRL* key and press *V*) for as many blank pages as your story book needs. It is easy to add or delete pages at any time.

These pages will be linked to each other by the forwards and backwards arrows on each page.



You can check on the number of blank pages in your 'stack' by clicking on *Extras* and then *Storyboard*.



## Setting up the HyperStudio controls

HyperStudio has two distinct modes of operation that you will use, *Browse* and *Edit/Select*.

The small hand is called the **Browse** tool. This is used to operate and view the pages.

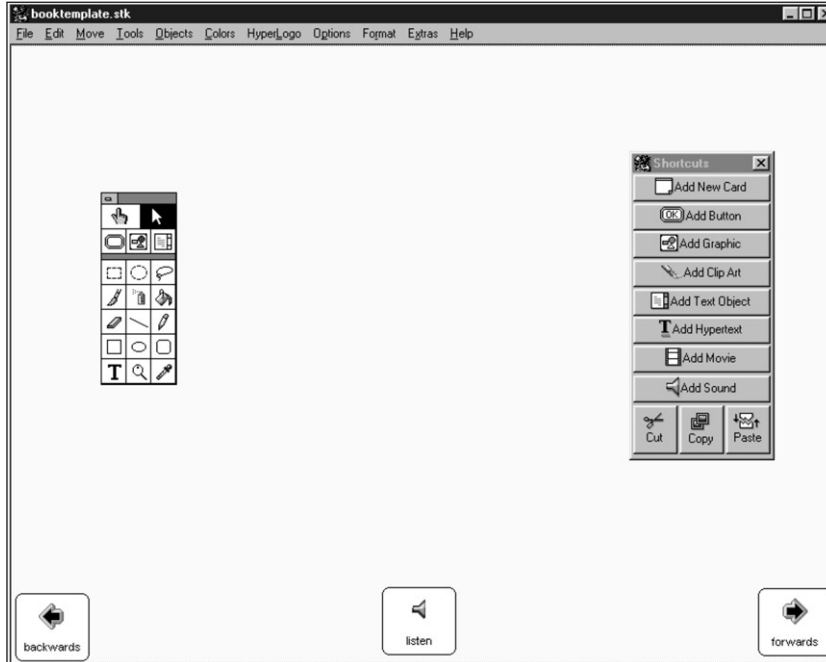
The arrow is called the **Edit/Selector** tool. It's used to edit the pages.

Whilst you set up the talking book you will be in Edit/Selector mode. To use or test the talking book you need to be in Browse mode. You can change between the two modes by pressing the *Shift* and *Tab* keys together.



You can move the tools palette from the menu bar to the side of your page where it will remain open for easy access by clicking on the tools menu. Click and drag the tools palette to the new location and then release the mouse button.

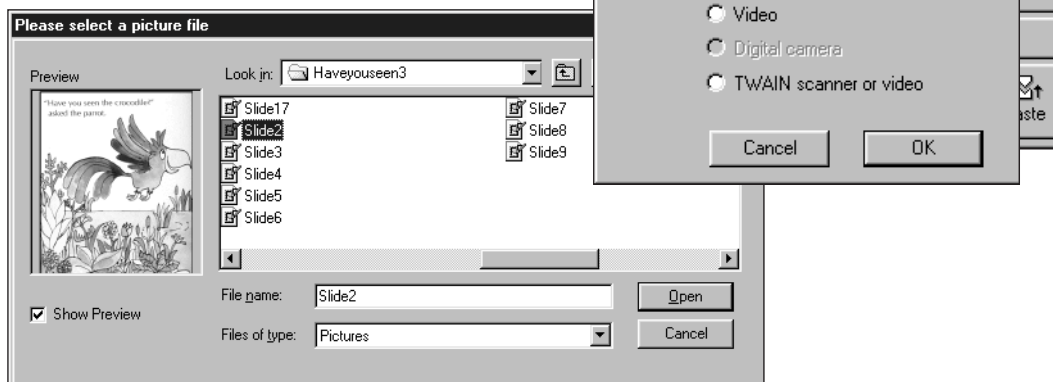
Here's the Hyperstudio page ready for adding content to your talking book:



## Adding pictures to your pages

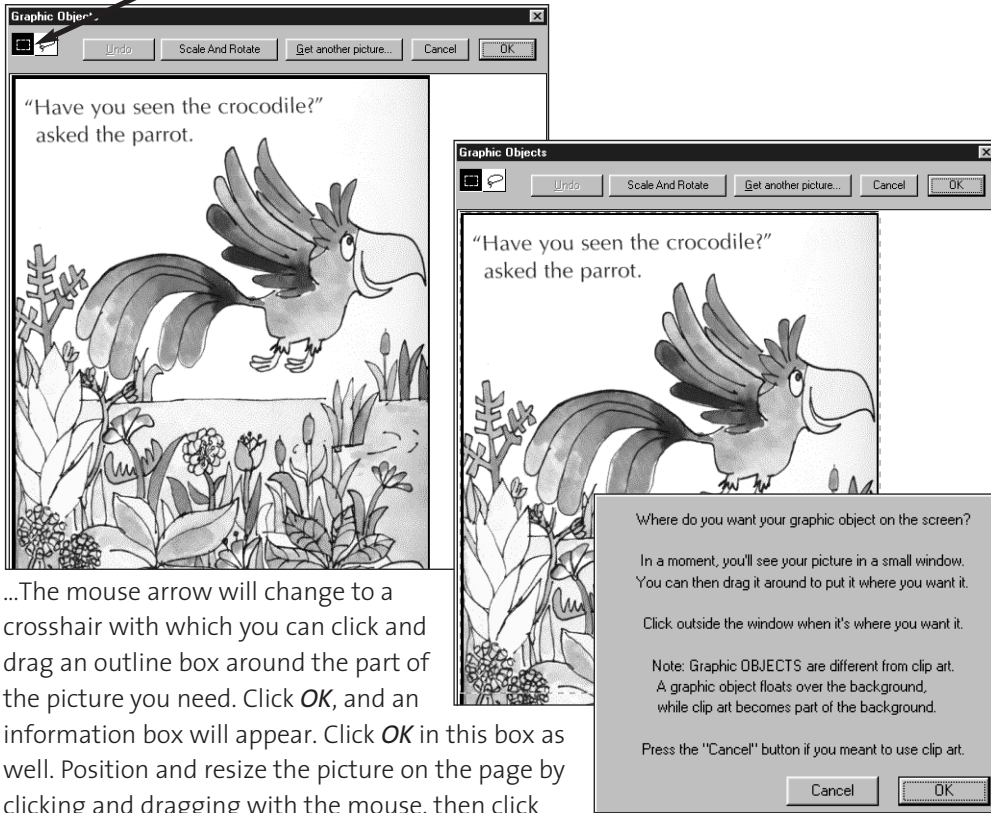
To add a picture to a page, click on *Add Graphic* from the *Shortcuts* menu. In the resulting dialogue box, select *Disk file* if you have already scanned in all the pictures onto your computer. (If you haven't, choose *Twain scanner or video* to activate your scanner's software and scan your pictures as described in part 3).

Clicking *OK* will open a window (below) on your screen from which you can choose a picture. Select your first picture, then click *Open*.



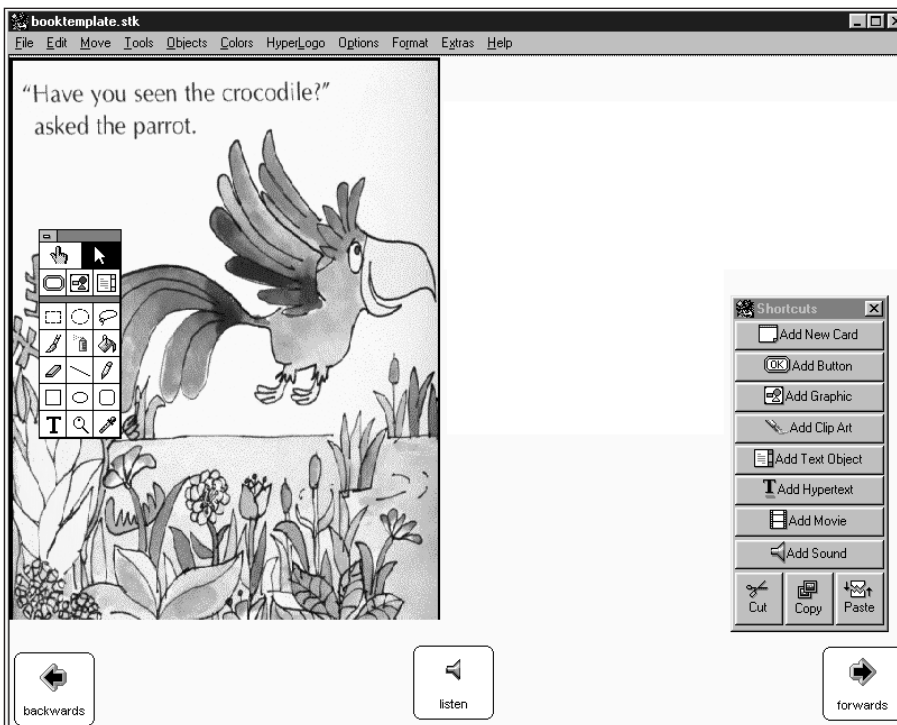
The *Graphics Objects* dialogue box will appear with your chosen picture.

Click on the *outline* box...

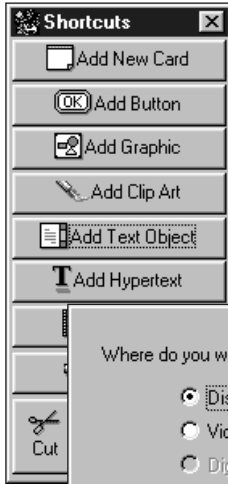


...The mouse arrow will change to a crosshair with which you can click and drag an outline box around the part of the picture you need. Click *OK*, and an information box will appear. Click *OK* in this box as well. Position and resize the picture on the page by clicking and dragging with the mouse, then click outside the picture to fix it on the page.

Here is the page with your picture:

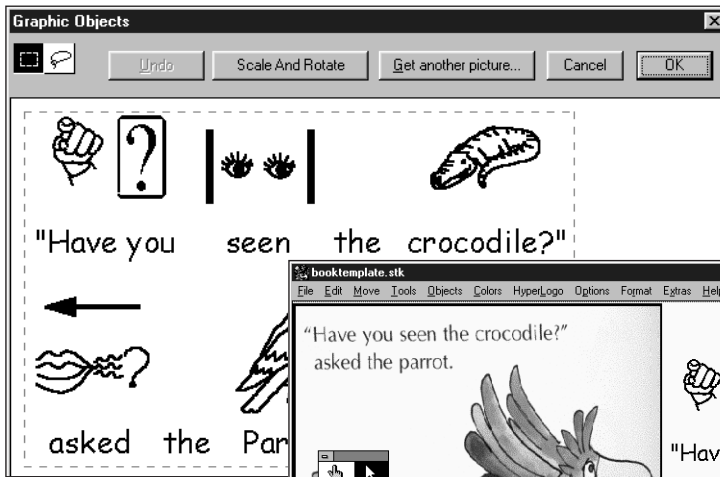
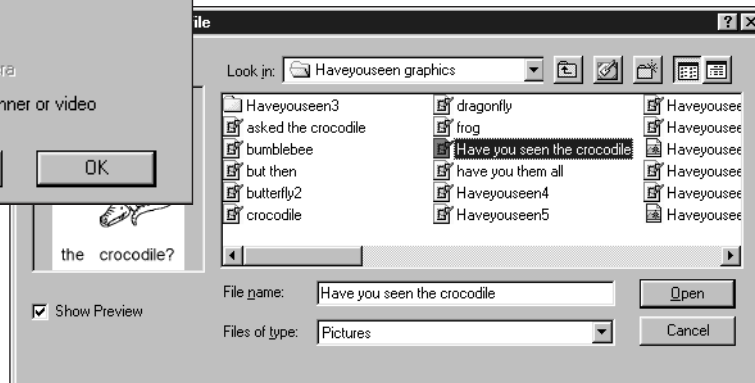
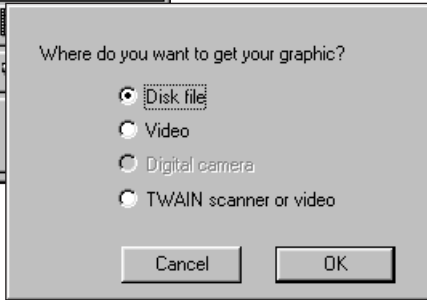


# Adding symbols to your pages



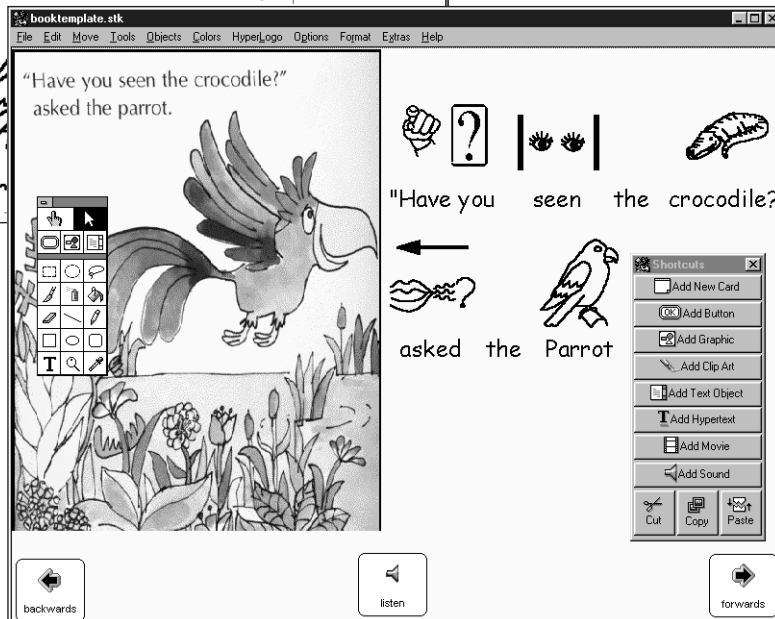
Add the symbols in the same way as the picture. Click on **Add Graphic** from the *Shortcuts* menu. This will open the dialogue box shown below to the left.

Click on **Disk file** if you have already scanned in all the symbols onto your computer. Clicking **OK** will open a window on your screen from which you can choose a previously saved symbol graphic. Do this and click **OK**.



Click on the outline box and drag the cross hair cursor over the part of the graphic you want to add to the page. Then click **OK**.

Position it on the page with the mouse and click outside the picture on the page to fix it onto the page.

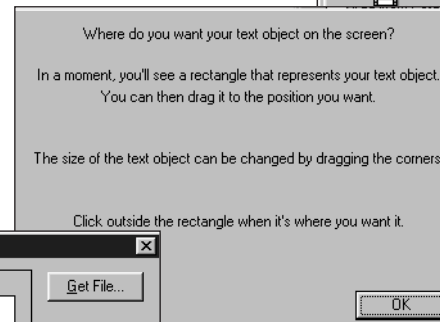
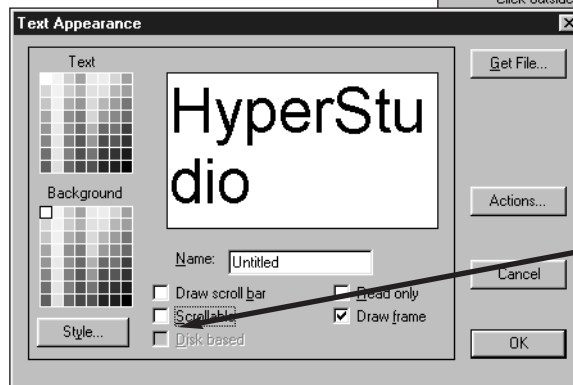


## Adding plain text to your pages

You can add plain text to the book's pages instead of symbols.

Click on *Add Text Object* in the *Shortcuts* menu.

Then click *OK* in the resulting dialogue box. Click and drag the outline rectangle on the page to position it and click outside the rectangle on the page. The *Text Appearance* box will appear.



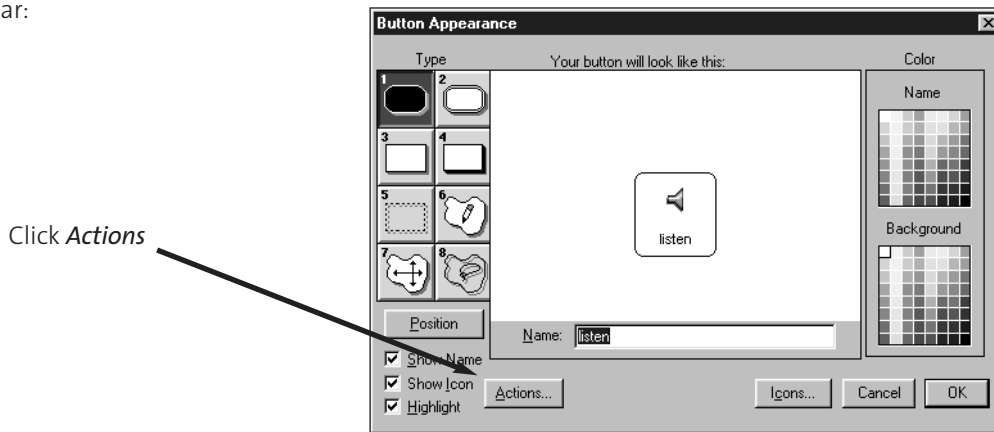
Make sure the two boxes *Draw scroll bar* and *Scrollable* are unticked. Click on *OK*.

The text you type will be shown on your page:



# Part 6: Adding speech to your pages

To finish your pages, you must add speech to each of them. Start by double clicking on the loudspeaker icon to add a sound to the button. The *Button Appearance* dialogue box will appear:



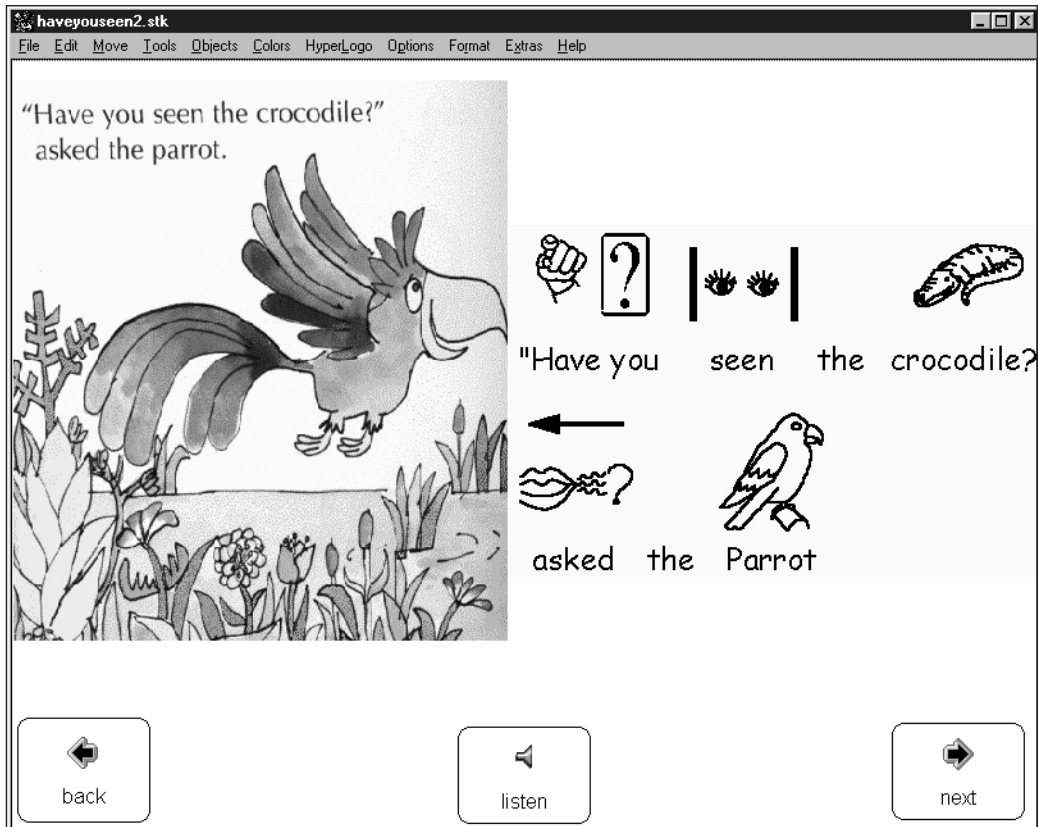
The *Actions* dialogue box will appear:



Here you can record your voice or load in a sound file. To record your speech, click on **RECORD** and speak into the microphone. Click on **STOP** to finish. Follow the same procedures to record speech or sounds for the rest of your pages.



This is the completed first page of the talking book in this tutorial:



## Part 7:

# Adding switch access

The talking books that you have created are accessible to anyone who can control the mouse and pointer, but they are not directly accessible by switches or by an overlay board. For users who are unable to use a mouse, it's straightforward to add access for either direct selection through a keyboard or externally through a keyboard switch interface.

## Connecting your switches

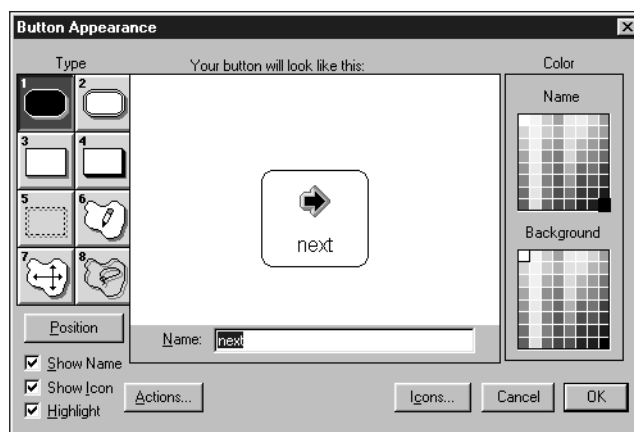
Your switches can be connected through your computer's serial port socket (via a switch interface box like the **SEMERC Switch Box II**), or the keyboard socket (via a keyboard switch interface box like the Don Johnson's **keyboard interface** (pictured on the right) or the Inclusive Technology's **Keyboard Switch Interface**, or a switch attached to the **Intellikeys keyboard**). Crick Software also supply a **USB Switch Interface Box**.



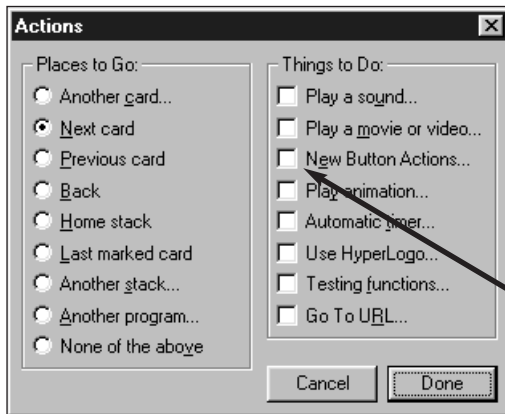
## Adding keyboard or switch access

You can configure each button on your page to be activated by pressing a key on the keyboard. To do this, you need to set up a **New Button Action** (NBA) called *KeyMapper*.

Double click the **Next** button in your page. The *Button Appearance* window will open.

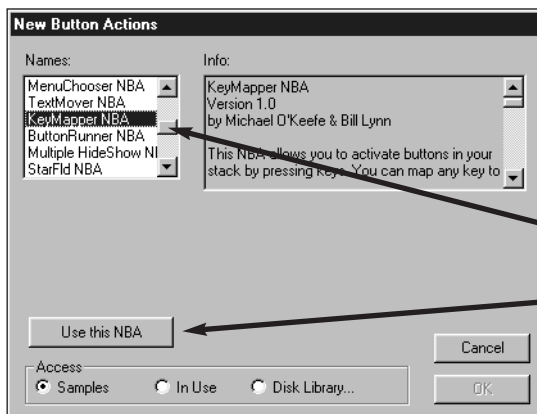


Click the *Actions* button at the bottom of the box. The *Actions* dialogue box will appear.



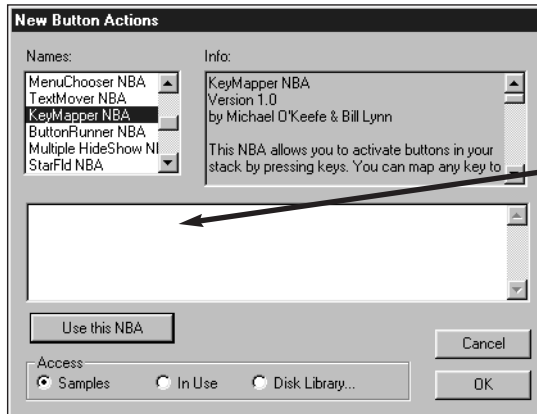
Select *New button Actions*.

The *New Button Actions* dialogue box will open.



Choose *KeyMapper NBA* in the list box on the left by clicking on it, then click the *Use this NBA* button

The next *New Button Actions* box will appear.



Choose a key from the keyboard that you want to use to activate the button, and type it into the empty box, followed by a backwards slash(\), followed by the name of the button. Click *OK*.

For example, `m\forwards` will enable the key 'm' to activate the forwards button (turning the page).

Repeat these steps for each of your buttons. The talking books can then be accessed directly from the keyboard.

You can make switches or an overlay board operate the talking book by setting up their interfaces to send the appropriate keyboard commands.

There are other NBAs (New Button Actions) that allow Hyperstudio to control a CD, add multiple actions to a single button, or introduce a pause into the presentation of the talking book.

## Part 8:

# Getting creative with talking stories

Perhaps one of the most exciting activities involved in making talking books is the creation of *new* stories with pupils. These stories can be developed using the pupils' own language and can incorporate their own choices. This allows those with learning difficulties real access to shared and creative writing.

Commercial talking books with a simple interface are usually targeted for very young children with age-appropriate language and topics. There are few talking books on a more adult level that have the same simple interface.

The books that you create for your own pupils can be on more adult themes. It is possible to incorporate feelings and activities that reflect young adults' interests, while keeping the simplicity of layout and control that pupils with learning difficulties need.

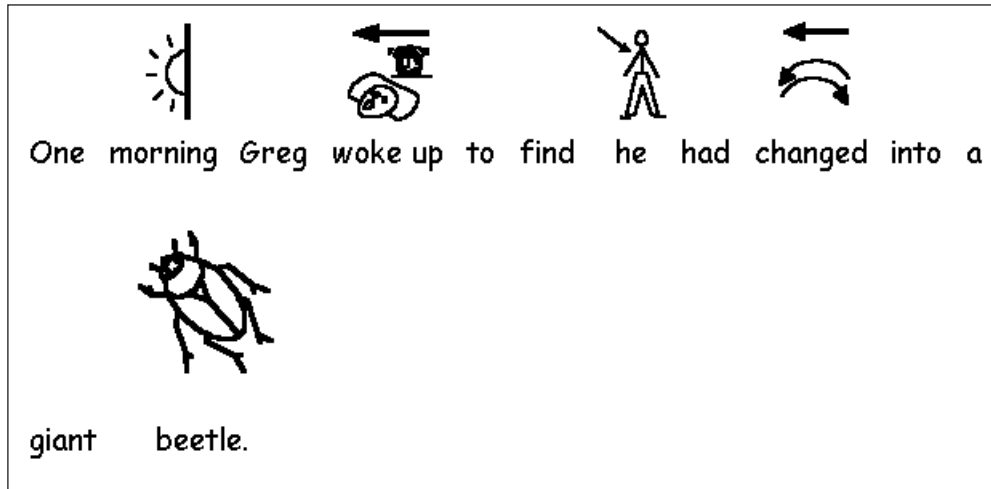
There are obviously many different methods in transferring pupils' ideas and creative writing to the computer. One method is to start with a story page planner sheet:

Name:	Date:
<b>Title:</b>	
Picture	
text/symbols	
Sounds/animation	

Pupils can build these pages into a storyboard, planning out their book by constructing the individual pages.

I have found it most successful to use a 'story starter' that is based on either from a real situation or the continuation of a story line from a book.

For example, here is the opening line taken from *Metamorphosis* by Franz Kafka:



You can develop the storyline by first asking some simple questions, shaping the story from the pupils' answers.

- How would Greg feel?
- What would he eat?
- How would he get out of bed?
- What would his family feel?

In this way the story can be developed, in the style of Franz Kafka, with creative writing generated by the pupils.

Another story we have made into an accessible symbol and talking book on the computer is *The Iron Man* by Ted Hughes. You may wish to consider making your own talking book of this story. The opening chapter from *The Iron Man* is not only an excellent piece of imaginative writing, but it contains most of the elements that make for good shared reading; relatively simple language, repetition, imagination, and well written, almost poetic, prose. It also has the benefit of a story tape read by Ted Hughes himself that you can use alongside your computer.

All sorts of methods, including Rebus choice sheets and story cubes, can give pupils using AAC communication methods access to imaginative creative writing. As always, the emphasis is best put on possibilities, not barriers.

Enjoy your creative writing!





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