Story Board

BY ANDY BOWERS

data command

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by
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Introduction

Story Board is a handy writing tool that encourages and aids students as they write and illustrate their own stories. *Story Board* provides one of the biggest incentives of all to every budding author: their work can be published and read by others! With *Story Board,* every student in class contributes to the creation of their own class' learning and leisure library.

Although intended for students in the intermediate grades, *Story Board* can successfully be used by both younger and older students. It can prove particularly effective in helping special education students write and print their own stories.

With *Story Board,* you can easily create stories that are tailored to your readers, featuring their own names, families, cities and happenings. You can also supply stories that highlight a particular word or sound combination. *Story Board* can be used by you and your students to write riddles, word puzzles, clue stories and much more!

The *Story Board* disk includes utilities that help you

- write new stories
- edit existing stories
- see the 80 ready-to-use pictures
- draw your own pictures
- add pictures to story pages
- create storage disks
- print story books

Using Story Board

Place the *Story Board* disk into Drive 1 of your Apple II+, IIe, or IIc and turn on the computer and monitor. After *Story Board* has loaded into the computer, you will be given the option of viewing stories that come with *Story Board* or accessing the utilities menu. The five stories on the *Story Board* disk are examples of the countless stories that can be created. These five will help students become familiar with the flow of stories as read from the screen. The large letters make them particularly easy to read.

Story Board's utilities make it a very usable and thorough learning tool. To access the utilities from the story screen, press CTRL

U (that is, the CONTROL key and the letter U) at the same time. These are the options on the utilities menu.

Story Writing
Picture Choices
Disk Manager
Disk Storage
System Configuration
Exit the Story Board

Students will, for the most part, use only the **Story Writing** options and **Picture Choice** options. You may choose to handle **Disk Management, Disk Storage** and **System Configuration** in advance, freeing students from the necessity of using these options.

All the utilities use the same basic approach: for whichever option you select, you will be given another list of choices. A selection is made from the list by using the arrow keys. This highlights the item chosen. Then press RETURN.

Every *Story Board* screen gives you information about what you can do from that screen and how to exit the screen when you need to do so. This makes it possible for you and your students to use *Story Board* without referring to this guide after using it to get started in the program. The following information is included as a ready reference on the use of *Story Board*'s menu options. Keep in mind that when writing stories, drawing pictures, or printing stories, you will be using a **Storage Disk,** not a **Student Disk.** (Storage Disks are used when *writing* stories; Student Disks when *reading* stories.)

Story Writing
The Story Writing options are:

Return to Utilities Menu
Write a New Story
Edit an Existing Story
See a Story in Hi-Resolution
Review/Print a Story in Text

Write a New Story
Writing a new story is about as simple as typing it into the computer. Each page of your story can be up to five lines long,

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and you can use blank lines in each page. Each page can have a picture, in which case the length of each line is limited to 18 characters. If you have no picture on a page then the lines can be up to 28 characters long.

Your stories are limited to about 3500 characters or 800 words, which translates to about 40 pages with pictures. *NOTE:* You will need to have a formatted Storage Disk on hand when using these writing options. See page 11 to find out how to format a Storage Disk.

At the start of each new page you will have the chance to choose a picture for that page. If you do not want a picture then press N and start writing. If you elect to have a picture on the page, then the first page of the 3-page picture list is displayed. Press N to see the next page. Use S to select your picture by number. Press RETURN and you will be ready to start writing.

The special commands needed for writing a story stay on the screen as you write. Lines always begin in lower case. *NOTE:* The screen says "lower case" in the bottom left corner. Use the ESC key to change to upper case. Upper case characters will appear inversed. Pressing ESC again changes back to lower case.

Enter lines in any form you want; a buzz will tell you when you are approaching the maximum line length. You can end any line by pressing RETURN. To end a page, press Control-P. To end a story, press Control-Q. You will be asked to enter a name for the

story you have just written, or you may return to the Main Utilities Menu. After saving your story, you can either write another or exit. *NOTE:* If you return to the Main Utility screen before saving your story, you will lose what you have written.

Edit an Existing Story

This mini-editor will let you alter your stories, or, with certain limitations, correct small mistakes:

Pictures cannot be added to pages which do not already have them, nor can pictures be deleted from pages which have them. However, you can replace the picture on any page with a different picture.

Lines cannot be added to any page, although you can effectively delete lines by replacing them with spaces.

Pages cannot be added to stories. Knowing this ahead of time, you can add some blank pages as you are writing a story. This lets you enter part of a story at one sitting and enter more of it later.

The Edit a Story option gives you these choices:

See the List of Stories
Edit a Story
Return to Utilities Menu

After selecting a story to edit, you will be asked, page-by-page, whether you want to edit the page displayed. If so, you can both change the picture, if you wish, and edit the story line by line. As with the story writing part of the program, the ESC key acts as the switch between upper and lower case letters. Remember that the CAPS LOCK key must be down at all times.

When you have finished editing your story, this menu appears:

See the List of Stories
Save Edited Story Name
Exit (Without Saving)

If you elect to save the edited story, you may use the same title as before and replace the previous story. Or, you can save the edited story with a different title. This choice will leave your original version unchanged.

See a Story in Hi-Resolution
This menu option gives you four choices:

> *See the List of Stories*
> *Review a Story*
> *Save Story Pages to Disk*
> *Return to Utilities Menu*

When you select *Review a Story* or *Save Story Pages to Disk,* you will be asked to enter a story name. If you cannot remember the name of the story you want, just press RETURN without typing anything and you will be returned to the menu above, where you can choose to see the list of stories.

Review a Story
This option lets you page through a story. It will let you stop after any page and exit back to the menu above, if you desire. The stories will be shown in the same way as they would be on a Student Disk.

Save Story Pages to Disk
This option is similar to Review a Story and will let you save any of the picture pages to your own Storage Disk. After this has been done you can do whatever you want with the pages. If you have a printer, you can use them to make story books.*Don't forget that pictures take up a lot of disk space (you can only fit about 14 high-resolution pictures on a disk). You must save to disks that are not write-protected. *NOTE:* You can put a frame around the picture on any page you wish to save, or you can erase the picture if you like.

Review/Print a Story in Text
(*NOTE:* If you have no printer, the Review/Print option will not show the printing choices given in the following menu.)

> *See the List of Stories*
> *Review a Story on Screen*
> *Print a Story (In Text)*
> *Special Story Print*
> *Return to Utilities Menu*

After selecting the *Review* and *Print* options, you will be asked for a story name. If you can't remember the name of the story you

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*Using a graphics program that prints standard high resolution pictures, you can print *Story Board* pages complete with illustrations and large font letters.

want, just press RETURN to get back to this menu to allow you to call up the list of stories.

Review a Story on Screen

This option lets you display any of *your stories* in slowly scrolling text, showing the picture numbers, if any, that were used for each page. Upper case characters in your stories will be shown inversed (highlighted) on the screen.

Print a Story

This choice is available only if you have a printer and you have configured *Story Board* to let it know about your printer. (See page 12 for instructions.) After you have selected a story, you will have a chance to adjust your printer. Then press either [C] to continue or [A] to abort the printing and return to the menu above.

The story is printed as it appears in the Story Review option on the screen, including upper and lower case characters.

Special Story Print

This is like the Print Story option above, except that the stories are printed two picture-pages to the printer-page.

In other words, the story is well spaced out and arranged so that you can draw or attach your own pictures or photos (which is another way to make a story book.) *NOTE:* The pictures appearing on each story book page *on the screen* will not be printed when using this option.

Picture Choices

The picture menu begins with the following options:

Return to Utilities Menu
See the Story Board Pictures
Draw Your Own Pictures
Relocate Your Own Pictures
Add Your Pictures to the Main List

The *Story Board* disk comes with 80 pictures that can be used with your stories. The pictures are single-line drawings suitable for use in stories for young readers. They fall into various categories such as transportation, "around the house," animals, etc. Picture names are shown on page 12 of this guide. You can be flexible in the use of the pictures. For example, if you need a mouse, the

picture of the rat might be used; if you need a microwave you might use the picture of the TV. If the pictures on the disk do not include what you need, you can draw your own picture and later add it to the main list of pictures already in the *Story Board* program.

See Story Board Pictures

This option has three sub-options:

> *See the Pictures*
> *See the Picture List*
> *Return to Utilities Menu*

See the Pictures

This choice shows you the *Story Board* pictures, including any you have added to the main list. Each picture is shown along with its number and name. You can scroll through the pictures using the left and right arrow keys, or press ESC to exit back to the previous menu.

See The Picture List

This option will display the pages of the picture list. You can scroll through the list using the arrow keys, or press the ESC key to exit.

Draw Your Own Pictures

You must have either a joystick or paddles to use this option. You must also have a formatted Storage Disk ready to receive your picture.

Your options are:

> *See the Instructions*
> *See the Hi-Res Page*
> *Draw a New Picture*
> *Save the Current Picture*
> *See the List of Pictures*
> *Load a Picture*
> *Return to Utilities Menu*

Draw a New Picture

Just move the joystick around until the flashing dot is where you want to begin your drawing, then press BUTTON 0 to start.

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Move the joystick until you want a line to end, then press BUT-TON 0 again. Continue moving, pressing BUTTON 0 whenever you want a line to end. While drawing, you can press [H] for the help pages, [A] to erase ALL the drawing, ESC to return to the previous menu, or SPACE BAR to erase the most recently drawn line.

When you have made your drawing, press BUTTON 1 to get to the MID-DRAWING MENU, which gives you these important choices you will need to complete your drawing:

> Draw Another Line
> Start a New Drawing
> Save the Current Drawing
> See the Instructions
> Return to Drawing Menu

The option to draw another line is what makes it possible to draw a picture; it is the same as lifting your pencil off the paper and starting a new line somewhere else on the page. Just contin-ue drawing by pressing BUTTON 0 to end a line, and BUTTON 1 to "pick up your pencil."

NOTE: So you won't think your joystick is malfunctioning, all *Story Board* pictures are drawn in the same space on the screen, so the program limits the movement of your joystick to that space.

The text portion of the screen will always show how much space remains for your picture. Be careful, because if you get to the point where there is no space left, your picture cannot be used. However, there is plenty of space allowed for all but the most complicated drawings.

The other options from this menu simply let you see the list of pictures or load an existing picture to look at, and are self-ex-planatory.

Relocate Your Pictures

At times the picture you draw with the Draw Your Own Picture option may not be situated just right. This program will help you fix that.

Your options are:

> *See the List of Pictures*
> *See a Picture*

Relocate a Picture
Return to Utilities Menu

With The **Relocate** options you first enter the name of a picture you wish to modify, then choose one of three relocate options: 1) relocate your picture, that is, make it appear somewhere else in the frame. This is useful if you were not able to draw your picture exactly where you wanted it. 2) Flip the picture from left to right. 3) Flip the picture from top to bottom.

Once you have made your relocate choice, the I-J-K-M keys will move the picture around, and the F key will finish the relocate step. The computer will then show you both the original and repositioned picture. At this point you confirm that you want to save the repositioned picture, giving it a different name if you wish.

Add Your Pictures to Main List

The pictures accompanying your stories in high-resolution are taken from what is called the main file. New pictures you have drawn can be shown with your stories only if they have been added to the main file.

This option will let you add your pictures to the 80 already present in the main picture file. There is space for 16 extra pictures (fewer if your new pictures are complicated and require a lot of lines.) The original 80 pictures that come with the program cannot be changed.

The pictures you add can later be replaced with other new pictures. The computer provides an explanation of this process.

Here are the options in the **Add Your Pictures to Main List** menu:

See the List of Pictures
Add Another Picture
Stop Adding Pictures
Return to Utilities Menu

The computer will display any picture you select to be added to the main file. You can continue adding pictures as desired until you have either added sixteen or until there is no more disk space. The new main file and new picture list will be saved on the *Story Board* disk.

Disk Manager

The **Disk Manager** menu gives you the following options:

Return to Utilities Menu
Storage Disk Catalog
Storage Disk Free Space
Disk Utilities

Catalog and *Free Space* are also part of the *Disk Utilities* option. Catalog will show you a list of the pictures, then a list of the stories on a Storage Disk. Pictures take two disk sectors each. Each two pages of a story take about one disk sector. Since a Storage Disk begins with almost 500 free sectors, there is plenty of disk space available. If you use your storage disk for other things, however, like saving picture-pages (33-sectors each,) then you could soon use up a Storage Disk.

Disk Utilities

The Disk Utilities menu offers you these options:

See Disk Catalog
Print Disk Catalog
Disk Free Space
Delete File
Rename File
Copy File
Verify Disk
Return to Utilities Menu

The Catalog and Free Space options are explained under the Disk Manager just above.

File options show you a list of picture or story files, whichever you want. You then choose the specific picture or story you wish to see. If you decided to skip this option, simply press RETURN without entering a file name and the program will prepare to rename, delete, or copy the file, as you select.

Use Copy to move stories or pictures from one disk to another. This option is especially valuable when you have just completed a good story and you can't find your Storage Disk, or if your disk is nearly full, because it lets you save onto any normal DOS 3.3 disk. You can move your story later.

When Verify Disk is selected, the computer assures you that the disk is good by reading each sector, a process that takes about

90 seconds. The screen display will show you each track and sector of your disk, with the bad sectors marked by an asterisk, the good ones with the letter G.

Disk Storage
Disk Storage offers the following choices:

> *Return to Utilities Menu*
> *Prepare a Storage Disk*
> *Prepare a Student Disk*
> *Quick-Copy a Student Disk*

All the Disk Storage options require a blank disk that is not write-protected.

Prepare a Storage Disk

Although you can save your new stories and pictures on any disk, it would probably be better to have an exclusive Storage Disk to avoid the necessity to remember which picture or story you put on which disk. Use the special labels in the *Story Board* package to identify your Storage Disks.

The computer will give you the choice of automatically adding to your Storage Disk any of the five stories and any five pictures already on the *Story Board* master disk. If this is your first Storage Disk, it is suggested that you use these to experiment with.

The computer will prompt you to put your blank disk into the drive. After your Storage Disk is created, you will be returned to the Utilities Menu.

Prepare a Student Disk

It is Student Disks and not the *Story Board* master disk that students will use as they are reading stories. Each Student Disk will hold up to five stories.

Begin with a blank disk and with the Storage Disk(s) containing your stories. The computer will prompt you when to use each disk. If you can't remember the names of your stories when the computer asks, press RETURN to see the list of stories on your Storage Disk.

After being created, the Student Disk will automatically be verified to ensure error-free use.

From the Student Disk option you can return to the Utilities Menu, boot up your new Student Disk, or quit.

To use a Student Disk, insert the disk into Drive 1, turn on the computer and the monitor, and select a story by simply pressing its number. You can press any key to advance through the story. ESC lets you break out of a story and return to the Student Disk Story menu.

Quick-Copy a Student Disk

Your Student Disks can be copied using COPYA from your Apple System Master disk, or another Apple disk copying program you may have. *Story Board's* Quick-Copy program will do it faster, and will provide the added benefit of verifying that the copy is perfect. As usual, you will need a blank disk for this option. *NOTE:* This utility will not work as a disk copying program for regular disks.

System Configuration

The **System Configuration** lets you take advantage of your extra hardware. *Story Board* programs will work with or without a printer and with one or two disk drives. Simply tell the computer what equipment you have when it asks.

Exit Story Board

When you select this option, the computer will ask you to confirm that you want to quit. After confirming, turn off the computer and remove the master disk. *NOTE:* Turning off the power with a disk in the drive and with the drive's red light on could damage the disk.

The Story Board Picture List

Here is a list of the 80 ready-to-use pictures that come already in the *Story Board* program. *NOTE:* The last sixteen spaces on the list are for pictures of your own creation. The original 80 pictures cannot be changed or replaced. The last sixteen can be.

1 castle	17 apple	33 bird
2 church	18 bed	34 butterfly
3 city	19 chair	35 cat
4 desert	20 door	36 dog
5 down the road	21 flower	37 dragon
6 forest	22 hammer	38 duck

7 hills	23 letter	39 fish		
8 house	24 lunch	40 giraffe		
9 lighthouse	25 milk jug	41 penguin		
10 moon	26 radio	42 rat		
11 mountains	27 saw	43 snake		
12 outer space	28 snack	44 spider		
13 school	29 table	45 big boat		
14 sea	30 television	46 bulldozer		
15 sun	31 upstairs	47 bus		
16 tent	32 window	48 car		

49 crane	65 box	81
50 dump truck	66 blocks	82
51 flying saucer	67 clown	83
52 plane	68 computer	84
53 rocket	69 crown	85
54 sailboat	70 disk	86 (spaces 81-96
55 time warp	71 flag	87 are left for
56 truck	72 kite	88 you to add
57 up	73 magic wand	89 the names of
58 down	74 swing	90 your own
59 left	75 clouds	91 pictures)
60 right	76 lightning	92
61 this way	77 snowflakes	93
62 rectangles	78 happy	94
63 squares	79 sad	95
64 triangles	80 boom!	96

Making the Most of Story Board

Story Board lends itself to a variety of creative writing projects. The following suggestions will help to make Story Board a part of your regular classroom activities and provide some interesting enrichment for your students. Some of the ideas are for your use in creating learning activities; others challenge students to create word games for their friends.

Class Cookbook

Have a group of students write the recipes for their favorite dishes and include the ingredients, measures, and directions for

mixing and cooking. Have them illustrate their dishes, either by photographing them or by drawing pictures. Assemble the printed recipes into a cookbook. You can make photo-copies for each student or keep the book in your class library.

Pet Directory

Have each student write about his or her pet (or favorite animal if they have no pet.) Photographs may be taken and glued to story pages. Students should include pertinent factual information about the animal: its favorite food, a funny incident in which it was involved, how they care for it, and whatever else they feel is important. Students can then put their stories together to form the Pet Directory.

Riddles and Jokes

Story Board can be used to make riddle and joke books, which can either be read from the computer screen or printed out and bound. The first screen contains the riddle, the next screen the answer—complete with illustration.

What kind of hat is

very heavy but

will not keep your head

warm in winter

A Crown

Wordgames

A variety of wordgames can be created with *Story Board*. The wordgames can be stored and read from a Student Disk or printed and assembled into booklets. Some games may require written responses. If reading from the screen, students can re-

spond to such games on paper. If the games are printed, students can write in their "game booklets." Following are some suggestions for wordgames that you and your students can create. An example is included for each.
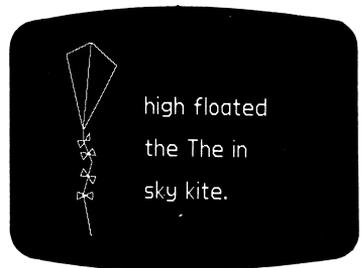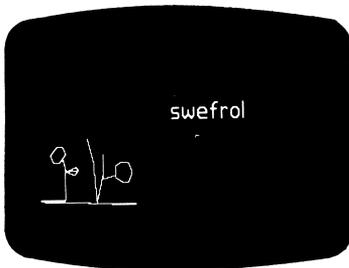
Missing Letters
Let beginning readers rely on context and visual clues to supply the letters missing from each word.

Th- r-ck-t
bl-st-d -ff
-n -ts w-y t-
th- m--n.
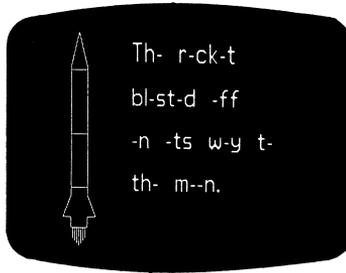
Unscramble
Students unscramble the letters in words, or the words in sentences, using pictorial, context, or syntax clues.

swefrol

high floated
the The in
sky kite.

Hinky Pinks

In this game, students read a two-word clue and think of two rhyming words that are synonyms for the clue words. Students can use *Story Board*'s pictures and writing options to create Hinky Pinks for their classmates to solve. They can put the two-word clue on the first screen and the illustrated solution on the second. Printed Hinky Pinks can be displayed on a bulletin board (with one page under the other) or assembled into Hinky Pink booklets.

Heavy Rodent

FAT RAT

Rhyme Time

Create poems with strategic words omitted. Let students use sound and sight to finish the rhyme.

The mouse looked
This way and that
But did not see
The sneaky old ---

Word Detective

Write stories and leave blanks for some words. Let students insert words to help sentences and paragraphs make sense. A variation would be to omit all the nouns, verbs, adjectives, or adverbs. In this activity, students come to realize that some blanks can be filled with only one word, while other blanks could be filled with several different words.

Alice and Billy rode their ----- to the park. ----- said she was tired.
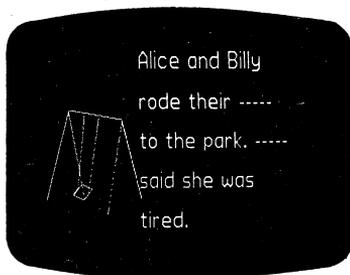
Have the Last Word

Write stories but omit the last word from each sentence. Students then add the last word.

Hansel and Gretel were lost in the ----. They were -- --. If only they could get ----.

Word Search

Students can use *Story Board* to create two variations of a word search game.

If students choose a picture, they can put as many as 18 letters in each of five rows. They can "hide" the name of the picture in their letter array.

```
        d a a r
        c w b s
        n m u l
        b o s h
```
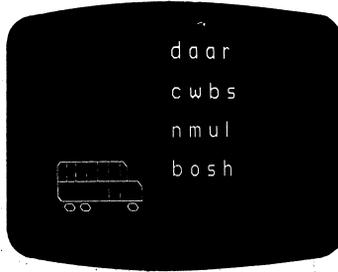
If they do not use a picture, they can make a letter array with up to 25 letters in each of five rows. They could set up two pages, one with their letter array and the other with the list of words they have "hidden."

```
APPLE  NO  WET
CAT    OX
EARLY  ROPE
MUDDY  SLIP
```

```
A B L P N O C A M R
Z P O X W I A Q U O
K I P M W E T T D P
Q L S L P R H U D E
P S N U E A R L Y W
```

Who Am I?

Clues with pictures can be presented a page at a time. Students try to guess what animal, person, state, etc. the clues are describing. Graphics can be created to show progressive completion of the object as additional clues are given. As a variation, omit the pictures on each page but include a picture on the last page when the answer is revealed.

What can

stare a bird

in the eye...

run like
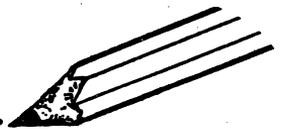
a horse...

and touch

its toes with

its nose.

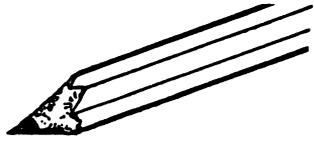A   giraffe

Foreign Language Activities

Students studying a language can write stories or do any of the writing activities suggested above in the language they are studying.

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More Creative Writing Software from Data Command

The Poet's Pen Grades 2-9

Diamente (simple poetic form) 1 Apple disk, Teacher Guide	DC212010	$ 39.95
Cinquain 1 Apple disk, Teacher Guide	DC212020	39.95
Haiku 1 Apple disk, Teacher Guide	DC212030	39.95
Complete Set 3 Apple disks, Teacher Guide	DC212000	113.85

data command

"the workhorse software for microcomputers"

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