mecc

Storybook Weaver

Instructional Computing Courseware
for the **Apple**® IIGS Computer

A-1275

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A-1275

Storybook Weaver is a versatile writing tool for the Apple IIGS computer, designed to engage students in the writing process. *Storybook Weaver* allows students to author a story or storybook. Through writing, students intertwine the language arts—reading, writing, speaking, listening, and thinking—as they *weave* their ideas into the pictures and stories they create. Since young students first writing experiences often focus on that which is familiar to them, *Storybook Weaver* builds on these experiences by emphasizing a theme young people know best—"my world around me." This theme is represented through the colorful scenery and objects available for creating their pictures.

Storybook Weaver allows students to create their tapestry of ideas, words, and pictures as they design the fabric of their stories. By allowing students to move easily between pictures and story text, *Storybook Weaver* provides flexibility in the writing process. From creative writing to book reports to letters, *Storybook Weaver* can be used in any forum in which students are encouraged to write. *Storybook Weaver* comes complete with help screens and a section that provides a step-by-step look at the product.

Students can create pages that include pictures and text or text only. *Storybook Weaver* includes a variety of foreground and background scenes and colors that can be combined to create a setting that invites students to write. Students can select from eight different categories of objects to include in their picture. All objects can be *previewed* before being placed in a picture. Objects can be manipulated by enlarging, reducing, flipping, and coloring the images. Pages can be combined to create storybooks that students can print.

Storybook Weaver has many unique features as well. Scenery can be created in two parts. With separate foreground and background choices, students can interchange parts to create their own scene. The "Day" and "Night" buttons allow students to further customize the setting for their story. A "Spell" button encourages students to use words from their picture in their writing as they place words in their story. And selecting *"Choose a story to read"* from the main menu provides an opportunity to "page through" stories written by other authors.

By weaving together the language arts, *Storybook Weaver* will provide your students with an exciting opportunity to express themselves through their writing.

Welcome to Storybook Weaver!

Storybook Weaver

The Product at a Glance

How to Use This Manual

There are seven sections in this manual.

The first section, *"The Product at a Glance,"* briefly describes *Storybook Weaver* and details the computer rationale behind its development, the required equipment, the Apple IIGS desktop, and how files can be stored.

The second section, *"Getting Started with Storybook Weaver,"* takes you through a series of steps to get started with *Storybook Weaver*. You will see an overview of the different cursor types used in the product, the various means of clicking with the mouse, and the Help screens available.

The third section, *"A Step-by-Step Look at Storybook Weaver,"* introduces you to *Storybook Weaver* and many of its functions. As you follow *"A Step-by-Step Look at Storybook Weaver,"* you will learn about the process of creating a story page. You might want to use this section to introduce *Storybook Weaver* to your students.

The fourth section, *"Exploring the Features of Storybook Weaver"* covers each menu and menu item in succession. Each menu is discussed in detail, and many tips and techniques regarding each menu item are given. You will also find a complete discussion of each dialog box associated with a menu item. If you need specific information about a menu item or dialog box, go to this section.

The fifth section, *"Answers to Questions About Storybook Weaver,"* looks at specific questions that teachers have asked and attempts to answer them as thoroughly as possible. Before you call MECC's Help Line, check this section to see whether your question is answered here.

The sixth section, *"Use in an Instructional Setting,"* gives an overview of the writing process and provides suggestions for incorporating *Storybook Weaver* into the curriculum. This section also offers a number of suggestions for using writing activities that can be completed using *Storybook Weaver*.

The final section, *"Appendices,"* offers a listing of the scenery and object selections available in *Storybook Weaver*, a bibliography, and a glossary of terms.

In addition to the descriptive section headings used throughout this manual, the outside margins contain several special symbols designed to be recognizable at first glance.

The hand icon warns of potentially "hazardous" activities that, if performed incorrectly, could result in frustration and wasted effort.

The reminder icon marks tips and hints that apply to the basic operations of *Storybook Weaver*.

The eyeglasses icon outlines creative options that you may add to your *Storybook Weaver* document or refers you to additional sources of information.

These icons will alert you to important information as you use *Storybook Weaver*.

Description

Storybook Weaver is an open-ended writing tool which actively engages students in the writing process. Students can author and illustrate their own stories using a simple word processor and a variety of graphic features. Mixing and matching from a selection of foreground and background colors and scenes, students can create a variety of settings. To illustrate their storyline, students select from a collection of over 300 graphic objects that students can manipulate by changing color, size, and orientation. *Storybook Weaver* has the flexibility to accommodate the wide range of reading and writing skills of primary-aged students. For some, *Storybook Weaver* will provide an introduction to writing while for others it will provide an enriching environment in which they can exercise their existing skill base.

Storybook Weaver

Computer Rationale

Based on the thematic approach of *Storybook Weaver*, students are encouraged to write about the world they know best: the world around them. *Storybook Weaver* reinforces vocabulary development, sequencing, classification, and writing with a purpose.

Storybook Weaver was created to:

- allow students to explore the writing process using a simple word processor to author a story;

- allow students to create illustrations that visually depict their storyline;

- allow students to author a story that depicts their illustration;

- give students opportunities for purposeful writing;

- provide students opportunities to share their writing with an audience while others read their stories;

- foster thinking skills as students work through the writing process;

- utilize students' inherent creativity to write and illustrate a story;

- enhance students sight-word vocabulary by associating a word with its related picture;

- develop sequencing skills as students author a story using the writing process.

Equipment Required

To use *Storybook Weaver*, you need the following equipment:

- an Apple IIGS computer with ROM Version 01 or greater, a mouse, and at least 1 megabyte of memory;

- two 3.5" 800K disk drives are required (a 5.25" drive is optional for saving stories);

- a color monitor (a monochrome monitor can be used, but without full benefit of the capabilities of the product); and

- an Apple printer (any ImageWriter or LaserWriter) or a compatible Epson printer.

Before using *Storybook Weaver*, you should be familiar with the Apple IIGS desktop, clicking with the mouse, selecting and dragging objects, dialog boxes, and file selection menus. Refer to your Apple IIGS Owner's Guide for more information on these subjects.

Apple IIGS Desktop

The *Storybook Weaver* program comes on two 3.5" disks, but files can be saved to 5.25" or 3.5" disks. *Storybook Weaver* files saved on disk require different amounts of storage space. This size depends on the make-up of the document: the number of pages, the number of graphics, and text.

Storybook Weaver Disk Information

Writing is a powerful instrument of thought. As students are engaged in the writing process, they learn about themselves and their world and they communicate their insights to others. Students learn to write by writing. It is our hope that *Storybook Weaver* will become an integral part of your classroom writing environment.

Storybook Weaver

Follow these steps to begin using *Storybook Weaver*:

Starting Up

Step 1: Insert the *Storybook Weaver* System disk into Drive One and the *Storybook Weaver* Program disk into Drive Two.

Step 2: Turn your Apple IIGS on and wait for the desktop to appear. This takes approximately one minute.

Step 3: If the *Storybook Weaver* Program disk window has not appeared on the screen, use the mouse to click the *Storybook Weaver* Program disk icon to highlight it.

Step 4: Next, pull down the File menu and select Open. You can also open the program disk by double-clicking on the *Storybook Weaver* disk icon.

(The "Clicking with the Mouse" section, beginning on page 11, better explains what "clicking" means and describes different methods of using the mouse.)

Weaver

In the picture below, the *Storybook Weaver* icon is one of several appearing on the desktop. The *Storybook Weaver* disk is "open" and, in the disk window, you can see the *Storybook Weaver* program icon. You can "close" the disk by clicking on the Close box in the upper-left corner of the disk's title bar or by selecting Close from the File menu.

6
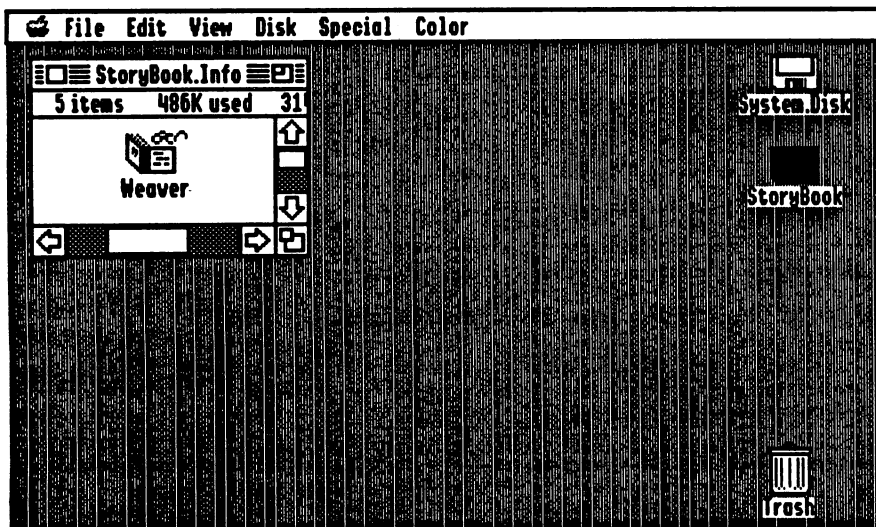
Storybook Weaver

System.Disk

The system disk icon is closed. You can open it by double-clicking on it or by clicking the mouse on the icon once to select it and then selecting Open from the File menu. You can remove a disk from the desktop by clicking on its icon once to select it and then selecting Eject from the Disk menu.

Trash

The trash can appears in the bottom-right corner of the screen. Files and folders can be "thrown away" by dragging them into the trash can. If you double-click on the trash can, or if you select the trash can and then select Open from the File menu, you can "open" it to see its contents. You can drag documents or folders out of the trash can and back onto the desktop or onto a disk.

Discarded files or folders stay in the trash can until you select Empty Trash from the Special menu, or until you start a program. Emptying the trash can permanently remove files and folders from the disk. Once you do this, they are gone forever. Be careful using the trash can! You will not get a prompt informing you that you are about to delete files or folders when you empty the trash. If you attempt to put certain locked files in the trash can, you will get the alert shown in the screen below:

> ⚠ The file/folder "PRODUCT.INFO" is locked
> (or contains items that are locked).
> Remove it anyway?
>
> [Cancel] [No] [Yes]
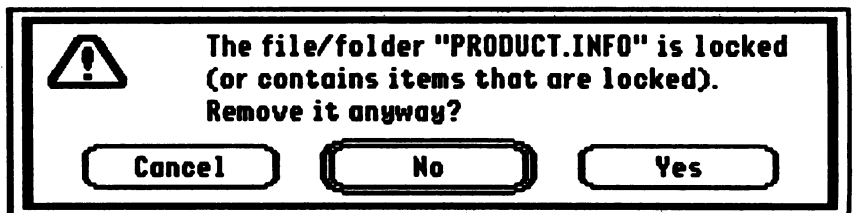
We advise you to cancel immediately. Never put a program icon or a system folder in the trash can.

You can eject a disk by dragging its icon to the trash can. We recommend that you use the standard menu method: Select the disk you wish to eject by clicking on it once. Then, select Eject from the Disk menu.

Step 5: Click on the *Storybook Weaver* icon to highlight it. Pull down the File menu and select Open or double-click on the *Storybook Weaver* icon. *Storybook Weaver* will begin loading.

The computer takes about a minute to open the program, during which time the title screen appears:

$\mathcal{S}$torybook Weaver

Version 1.0

**by Charolyn Kapplinger,
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and Steve Zehm**

MECC

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Copyright MECC, 1990
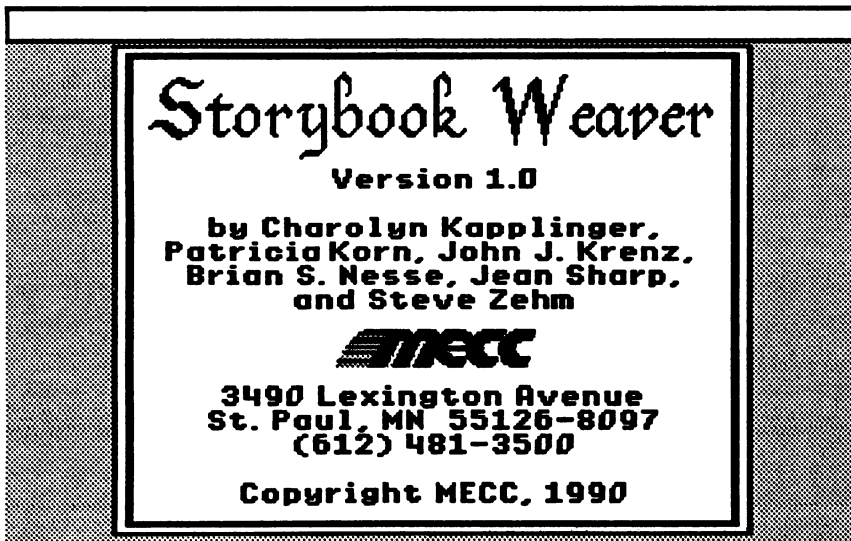
Step 6: You see the main menu options for *Storybook Weaver*. The main menu options will be described on pages 15-16. At the top of the screen is the menu bar. These menus contain options described in this section and in the *"Exploring Features of Storybook Weaver"* section.

Storybook Weaver

The main menu of *Storybook Weaver* appears below. Each of these options will be explained in detail in the *"Step-by-Step Look at Storybook Weaver"* section.

```
 🍎   File   Edit   Goodies

        Start a new story.

        Choose a story to finish.

        Choose a story to print.

        Choose a story to read.

        I would like to quit now.
```
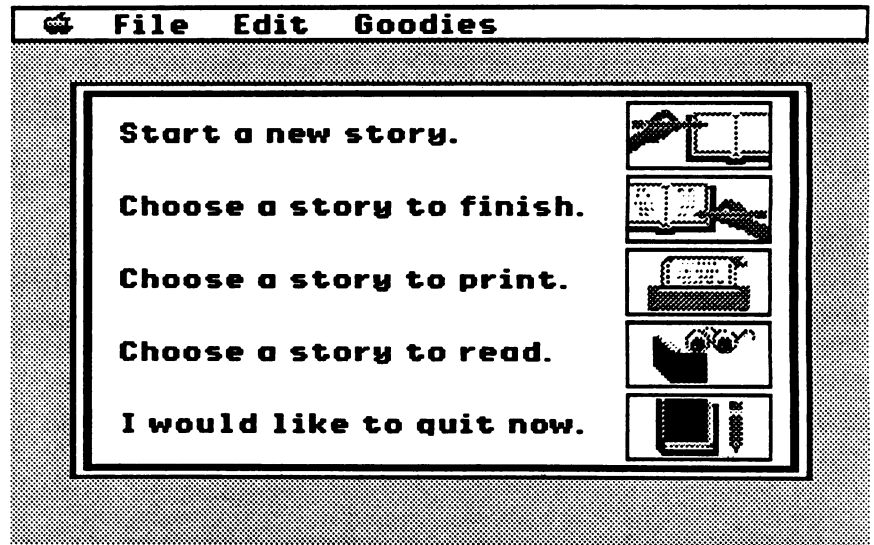
Different Types of Cursors

If you've used Apple IIGS programs before and are familiar with the use of the mouse, you are already acquainted with the various types of cursors that appear to reflect various program features:

▶ **The "Selection" Cursor**

The selection cursor is used to perform most basic program functions, including selecting menu items, clicking on the various buttons on the tool or color palette, and selecting, moving, and coloring objects in the picture window.

▣ **The "Wait" Cursor**

The familiar wait cursor indicates that the program is in the process of carrying out a command or some other function you have implemented. Until it changes back to some other type of cursor, you can't execute another command.

I   The "I-beam" Cursor

The I-beam or text cursor appears when you are in the story window or entering text on the title page. This cursor allows you to click anywhere in your story and edit it. You can also highlight text by dragging across a selection of text. As soon as you click the mouse, the I-beam will disappear and the insertion point cursor will appear.

| The "Insertion" Point Cursor

The insertion point appears at the current cursor location in text. The insertion point flashes its position on the screen. This is the point at which text is typed or inserted into the story document. The insertion point is placed by clicking the mouse. The insertion point remains at its location even after you pick up the mouse to move it. It will remain at its location until the mouse is clicked at a new location.

To use *Storybook Weaver*, you need to be familiar with the Apple IIGS desktop interface. Here is a quick look at how the mouse works. If you need additional information, see your Apple IIGS Owner's Guide.

Clicking with the Mouse

Various types of "clicking" actions with the mouse have different effects with different items, as noted:

In Menus:

> Hold down the mouse button—Pulls down a menu.

> Move the mouse with the mouse button down—Highlights menu items.

> Release mouse button—Selects highlighted menu item.

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On Graphic Objects:

> Click—Selects a single object. All previously selected objects are de-selected.

> Shift-click—Selects or de-selects an object without de-selecting any previously selected objects.

> Click and Drag—Selects and moves an object. All previously selected objects are de-selected.

> Shift-click and Drag—Selects and moves an object. All previously selected objects remain selected and are also moved.

Outside of a Graphics Object:

> Click and Drag—Selects all objects within the selection rectangle. All previously selected objects are de-selected.

> Shift-click and Drag—Selects or de-selects all objects within the selection rectangle. All other previously selected objects remain selected.

When Editing Text:

> Click—Moves the insertion point to the place clicked. Any previously selected text is de-selected.

> Shift-click—Extends the current text selection to the place clicked.

> Click and Drag—(Click and hold down the mouse button.) Selects a range of text.

> Double-click and Drag—Selects a range of words. Selected objects remain selected.

In Dialog Boxes:

> Click—Selects a single item. All previously selected
> items are de-selected. Or, moves the cursor to a text entry
> field. A highlighted box is the pre-selected input field
> where typing will be displayed.

Help screens are always available by selecting Help... from the **Getting Help** (⌘-?)
menu. The page numbers that appear in the on-line Help refer you to
manual pages that provide further explanation.

Step 1: Pull down the menu and select Help.

Step 2: In the dialog box that appears, select the type of help you
would like from the list of available help topics: Apple
Menu, Color Palette, Cursors, Edit Menu, File Menu,
Goodies Menu, Main Menu Options, Mouse Functions,
Objects, Page Features, Scenery, Text, Title Page, or Tool
Palette.

```
               Help Topics

   Apple Menu         (pages 43-52)  ⬆
   Color Palette      (pages 40-41)
   Cursors            (pages 10-11)
   Edit Menu          (pages 61-63)
   File Menu          (pages 52-61)
   Goodies Menu       (pages 63-69)
   Main Menu Options (pages 15-16)
   Mouse Functions    (pages 11-13)  ⬇

              ( Cancel )  ( Help )
```
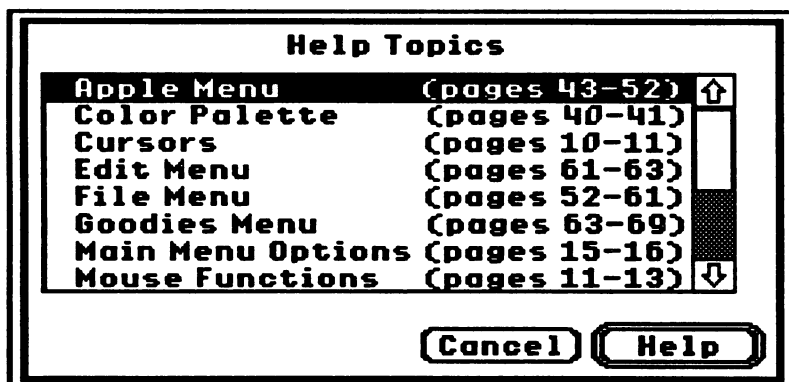
It's a good idea to read through the different sections of this manual.
If in doubt about a particular menu item, consult the *"Exploring
Features of Storybook Weaver"* section, which details the functions
and options available with each menu item.

When the main menu for *Storybook Weaver* appears, you may start a new story, finish or edit a story that you began earlier, print a story, or choose a story to read. You may also exit *Storybook Weaver* by selecting *"I would like to quit now."* You may select any option from the main menu by clicking on the menu icon.

The Main Menu

```
 🍎   File   Edit   Goodies

    Start a new story.

    Choose a story to finish.

    Choose a story to print.

    Choose a story to read.

    I would like to quit now.
```
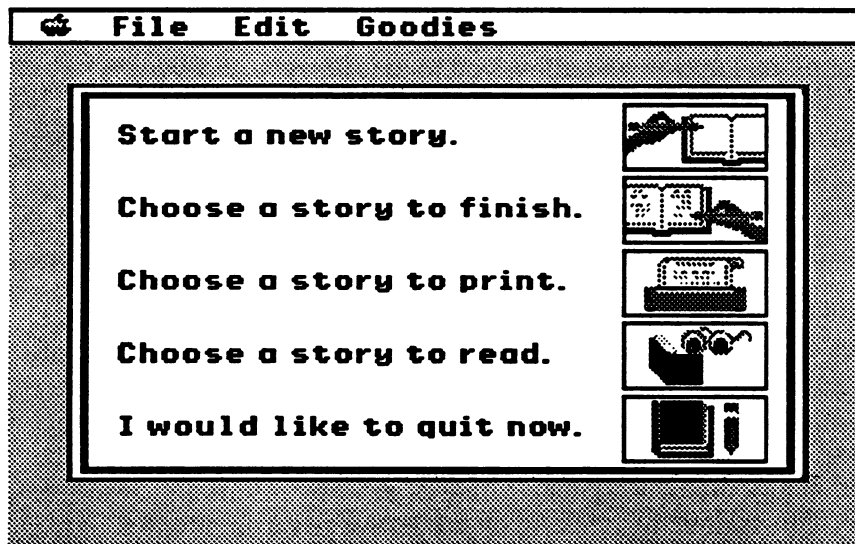
Start a new story:

If you are ready to begin writing a new story, select *"Start a new story."* This option will take you to the title page where you can enter the title of your story, the author, and other information.

Choose a story to finish:

If you have a story you have already saved on a data disk and you would like to finish writing that story, or if you have a story you have written that you would like to edit, select *"Choose a story to finish."* You will need to have the data disk where your previous story is saved.

Choose a story to print:

Once you have written a story, you can print a copy of your story. If so, select *"Choose a story to print."* *Storybook Weaver* will ask you to locate the story you wish to print.

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Choose a story to read:

This unique feature of *Storybook Weaver*, "*Choose a story to read,*" allows you to access any saved story to read, much the same way that you would read a printed storybook. In this mode, *Storybook Weaver* does not allow you to edit a story.

I would like to quit now:

Selecting this option will allow you to exit *Storybook Weaver*.

If you have not yet authored a story using *Storybook Weaver*, select "*Start a new story.*" This will take you to the title page where you can enter some information about your story.

The Title Page

On the title page, you can enter a title for your story, list the name or names of the author, and add other information such as the name of your school, your teacher or class, the date, or a summary line for your story. You can also select from a variety of borders to enhance your title screen. The information you enter on the title page can be edited at any time during the writing process by returning to the title page. This is done by clicking on the left-page turning button at the bottom of the screen. Once you reach the Title page, the left-page turning button will beep, indicating that you are at the beginning of your story.

```
  File    Edit    Goodies
 ┌────────┐
 │ Title  │
 ├────────┤
 │ Author │
 ├────────┤
 │  Info  │
 ├────────┤
 │ Border │
 └────────┘

 Color ▁▁▁

        ◄━━━  │ Title Page │  ━━━►
```
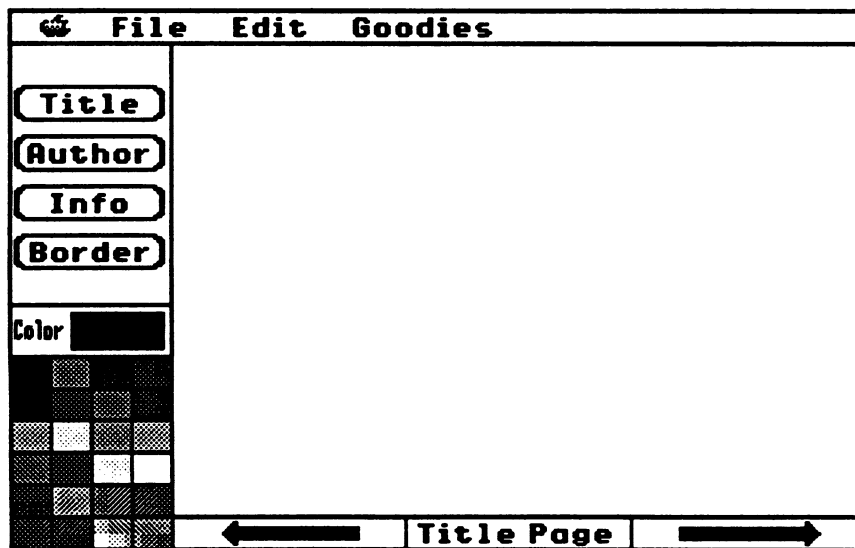
> If you prefer to enter your Title Page after you have completed
> your story, you may click on the right-page turning arrow to
> continue. You may return to the Title Page by clicking on the left-
> page turning arrow.

To enter a title for your story:

Entering a Title

Step 1: Click on the Title button. A text box with a blinking
cursor will appear on the title page.

Step 2: Use the keyboard to enter the name or title of your story.
The title will appear in a large, bold font centered in the
Title text box.

Step 3: Place your title on your title page by clicking on the text
box. When the resizing handles appear, move your title to
the location you desire.

```
 🍎   File    Edit    Goodies
 ┌─────────┐
 │  Title  │         ┌───────────────────────────┐
 ├─────────┤         ┊   A Picnic by the Sea   ┊
 │ Author  │         └───────────────────────────┘
 ├─────────┤
 │  Info   │
 ├─────────┤
 │ Border  │
 └─────────┘
 Color ████
                         ◄━━━━  │ Title Page │  ━━━━►
```
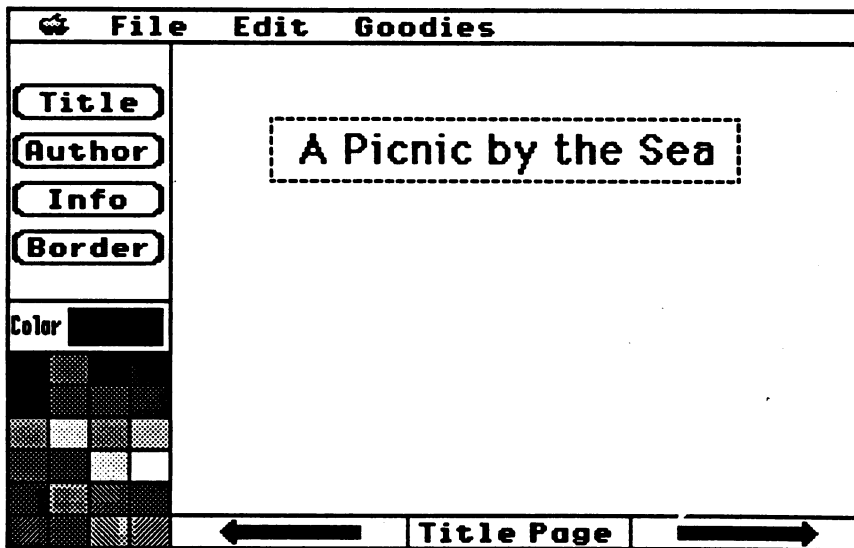
To change the title of your story, click on the Title button. The title
text box will reappear around your current title. The blinking text
insert cursor will be positioned at the beginning of your current title.
You may now edit your title using normal text-editing procedures.
For further information on editing text, see page 39.

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Entering an Author

To enter an author or authors for your story:

Step 1: Click on the Author button. A text box with a blinking cursor will appear on the title page.

Step 2: Use the keyboard to enter the author or authors names. This will appear in medium-size, bold font centered in the Author text box.

Step 3: Place the author's name(s) on your title page by clicking on the text box. When the resizing handles appear, move your title to the location you desire.

```
 ⌘   File    Edit    Goodies
┌───────┬──────────────────────────────────┐
│(Title )│                                  │
│(Author)│      A Picnic by the Sea         │
│( Info )│   ┌────────────────────────────┐ │
│(Border)│   │       Andrew Ryan          │ │
│        │   └────────────────────────────┘ │
│Color ▌ │                                  │
│        │                                  │
│        │                                  │
│        │                                  │
│        │                                  │
│        ├──── ◄══  │Title Page│  ══►       │
└───────┴──────────────────────────────────┘
```

To change the author or authors of your story, click on the Author button. The author text box will reappear around your current author. The blinking text insert cursor will be positioned at the beginning of the text box. You may now edit this information using normal text editing procedures. For further information on editing text, see page 39.

Info allows you to enter additional information about your story.
This may include the name of your school, your teacher or class, and
the date your story was written. You may also wish to use this box to
enter a summary of your story. Just like entering the title and author,
to enter information about your story:

Step 1: Click on the Info button. A text box with a blinking
cursor will appear on the title page.

Step 2: Use the keyboard to enter the information you want to
include about your story. This information will appear in
a medium font centered in the Info text box.

Step 3: Place your information on your title page by clicking on
the text box. When the resizing handles appear, move
your Info text box to the location you desire.

Entering Info

```
 ⌘   File    Edit    Goodies
┌──────────────────────────────────────────────┐
│ ┌────────┐ │                                  │
│ │ Title  │ │                                  │
│ └────────┘ │      A Picnic by the Sea         │
│ ┌────────┐ │                                  │
│ │Author  │ │                                  │
│ └────────┘ │           Andrew Ryan            │
│ ┌────────┐ │                                  │
│ │ Info   │ │                                  │
│ └────────┘ │                                  │
│ ┌────────┐ │                                  │
│ │Border  │ │                                  │
│ └────────┘ │                                  │
│            │                                  │
│ Color ███  │  ┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐  │
│            │  │ A story about a day with my family │
│            │  │     September 14, 1990       │  │
│            │  └ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘  │
│            ├──────────────────────────────────┤
│            │ ◀━━━ │ Title Page │ ━━━▶         │
└──────────────────────────────────────────────┘
```
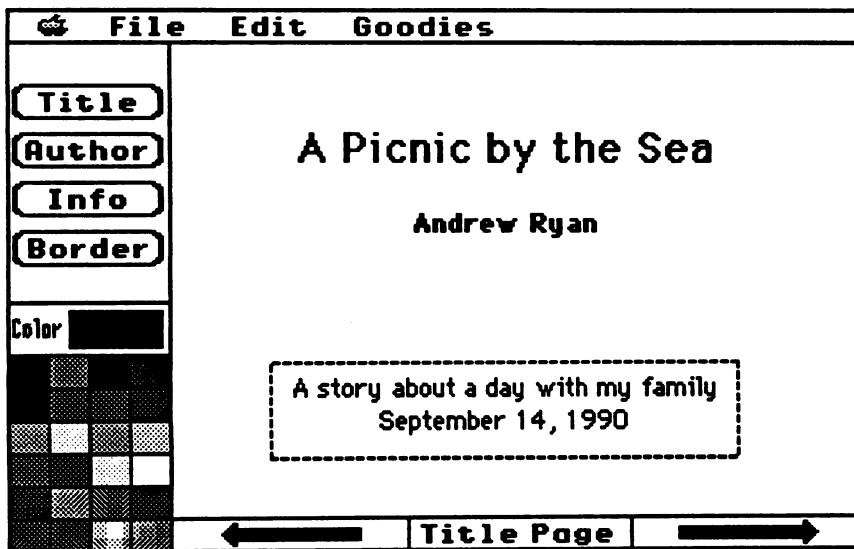
To change the information about your story, click on the Info button.
The Info text box will reappear around your current information. The
blinking text insert cursor will be positioned at the beginning of the
text box. You may now edit this information using normal text
editing procedures. For further information on editing text, see
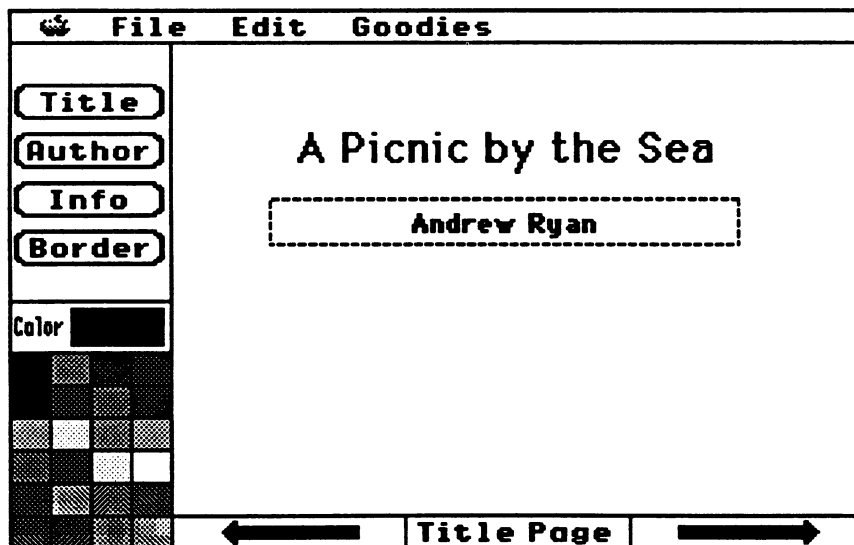page 39.

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Selecting a Border

You may select a border to enhance your title page. *Storybook Weaver* contains a selection of ten pre-designed borders. You also have the option to have no border on your title page.

To select a border for your title page:

Step 1:   Click on the Border button. The first of ten pre-designed borders will appear around the title page.

Step 2:   Click on the Border button again. The second border will appear surrounding the title page. Continue clicking the Border button to scroll through the available borders until you find the one you like. You may choose to have no border if you desire.

Step 3:   You may need to reposition your text to fit within your border. In *Storybook Weaver*, the text may also overlay the border.
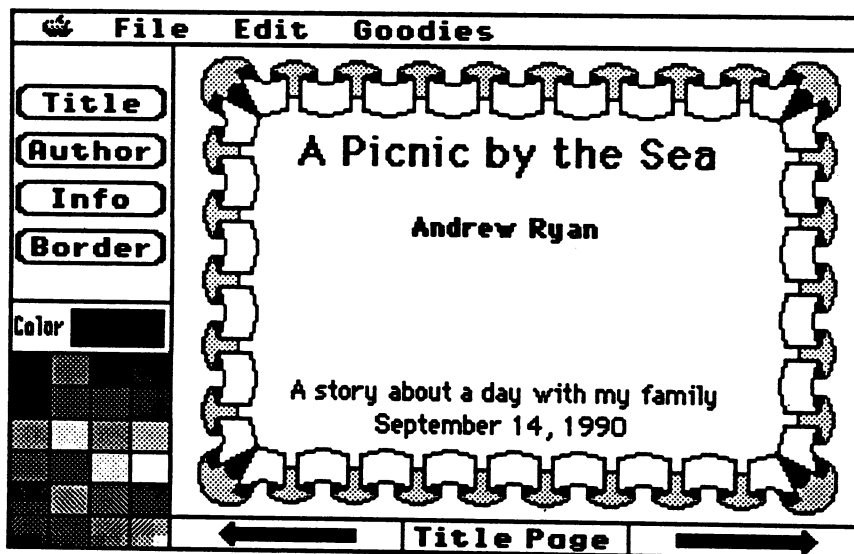
Your *Storybook Weaver* Program disk contains a border file that holds all of the available borders for use with *Storybook Weaver*. The colors of the borders cannot be changed.

On the title page, there are two text modes: an editing mode that allows you to make text changes and a non-editing mode that allows you to move text on the title page. To move into the editing mode, click on the Title, Author, or Info buttons. The text box will appear as a dotted outline box. In the non-editing mode, simply click on the text region on the title page itself. The text box will be defined with four black rectangles called resizing handles.

Colored text may be entered for the title, author, or information. Each section of the title page may have the same or different colored text. The first four rows of colors on the color palette are available coloring text. To color text you can:

Coloring Text

- Select the color from the color palette you want your text to appear. Click on the Title, Author, or Info button. The text will be entered in the color you selected. Or

- Select the text you wish to color by clicking on the corresponding text box to select the text. Select the color you desire from the color palette. The selected text will appear in that color.

The text colors on the title page may be changed at any time by returning to the title page and selecting another color.

In addition to coloring text, you may move text on the Title page using the non-editing mode. The text boxes may be resized using the resizing handles, the small black rectangles that appear on the corners of a selected text box. This allows you to customize the title page by placing the title, author, and information anywhere you desire on the title page.

Resizing the Text Box

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To resize a text box on the title page:

Step 1:   Select the text box you wish to resize. Clicking on the text will reveal the resizing handles.

Step 2:   Click on one of the handles and drag the mouse until your text box resizes to the shape you desire. Your text will automatically fit within the new dimensions of your text box.

Step 3:   Drag the text box to the location you desire on the title page.

Once you have entered your information on the title page, click on the right-page turning button to proceed to the next page.

Choosing a Page Type

If you are writing a new story, you will be asked to choose what your new page will look like. *Storybook Weaver* provides two page types, pictures and text or text only.
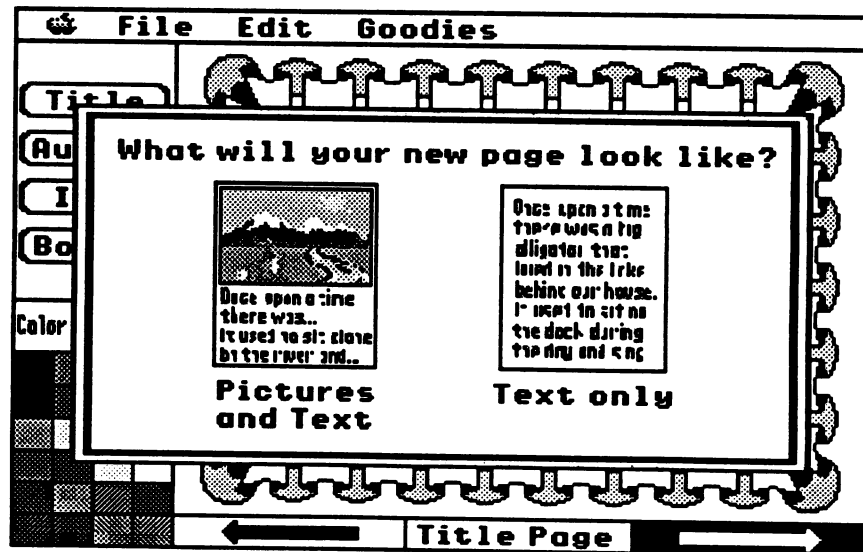
The picture and text page provides for two or four lines of story text, depending on the font size you select.

```
 File    Edit    Goodies
scenery objects
bigger  smaller
 flip    spell
STOP    trash
Color

                                    Page 1
```
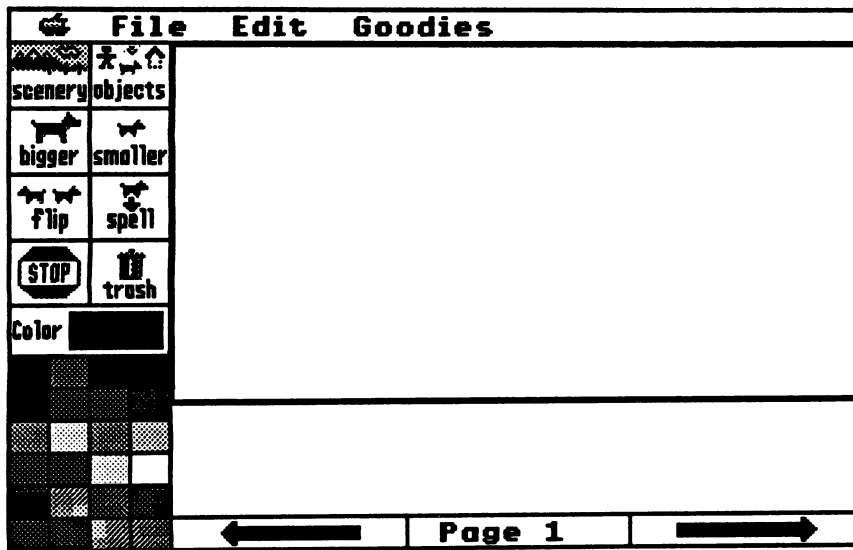
The text only page allows either nine or eighteen lines of story text. Small or large font can be set under the Goodies menu or under Preferences on the File menu. For more information on font size, see pages 63-65.

```
 File    Edit    Goodies
scenery objects
bigger  smaller
 flip    spell
STOP    trash
Color

                                    Page 1
```
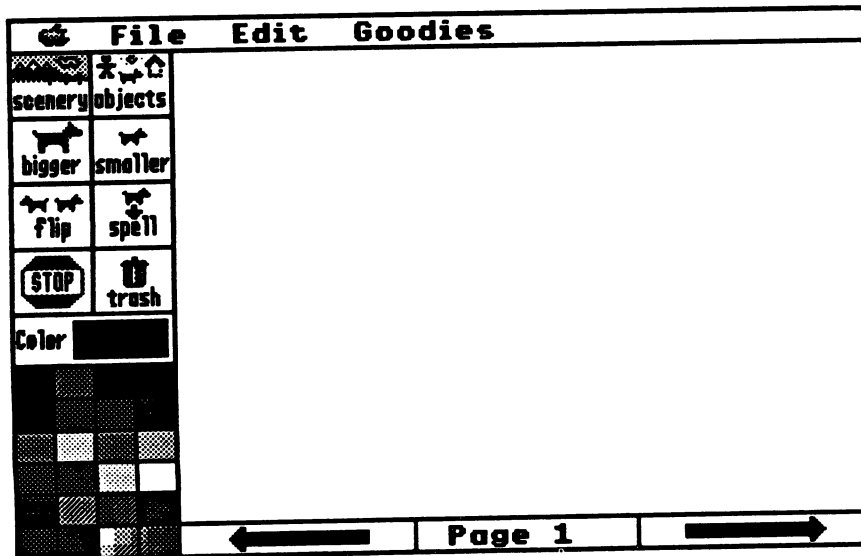
Storybook Weaver

Page type can also be set under Preferences in the File menu. The default is set to "choice," allowing you to select your page type. If desired, you may set the page type to automatically default to picture and text or text only. For additional information on Preferences, see page 57. For our *"Step-by-Step Look at Storybook Weaver"* select a picture and text page.

The Main Work Screen

If you select a picture and text page, the main work screen will look like the screen pictured below. This is the main interaction screen where you will create your storybook page. The main work screen consists of five regions: the picture window, the story window, the tool palette, the color palette, and the page-turning buttons.

Tool Palette   Story Window   Picture Window

☁	**File**	**Edit**	**Goodies**

scenery | objects
bigger | smaller
flip | spell
STOP | trash
Color

Color Palette   Page Turning Buttons

Page 1
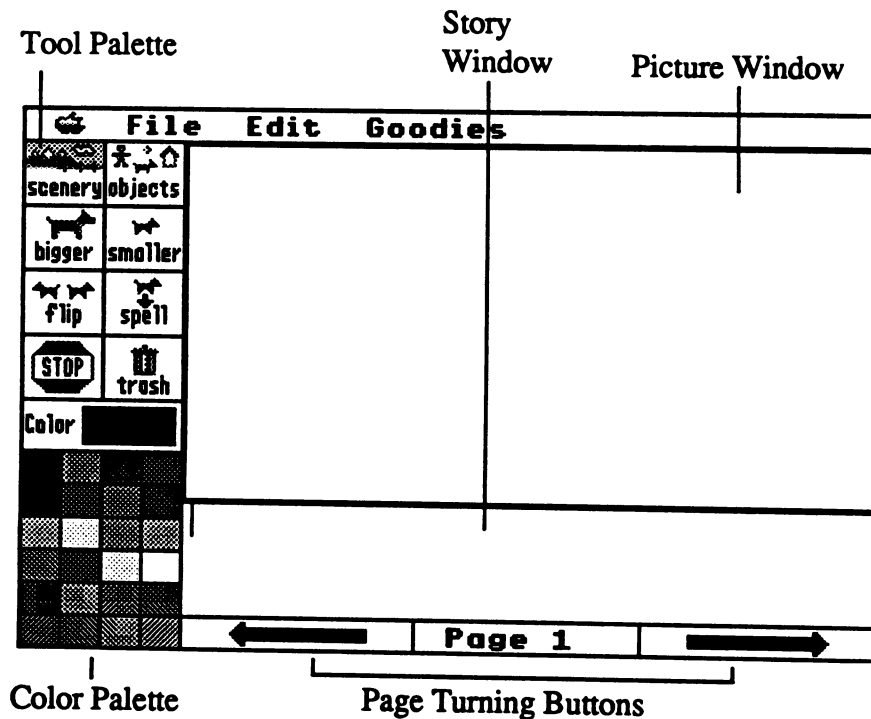
The picture window is the largest portion of the main work screen. This area is reserved for the placement of the scenery and the objects you have selected to use in your story.

The story window is located directly under the picture window and is reserved for your story text. The simple word processor used in *Storybook Weaver* allows for upper- and lower-case letters and word wrap. Entering, editing, and deleting text are explained, beginning on page 38.

> If you selected a text only page, the picture window would not be available and the story window would occupy the portion of the screen now comprised of the picture window and the story window. The text-only screen is shown on page 23.

The tool palatte is located along the left side of the main work screen. This palette consists of eight buttons that allow you to select and manipulate scenery and objects placed in your picture window. The buttons found on the tool palette include scenery, objects, smaller, bigger, flip, spell, stop, and trash. Each of these buttons is explained in more detail on pages 26-38.

The color palette occupies the lower left side of the main work screen. This palette is comprised of 24 color choices that can be used to color objects placed in your picture window. The first four rows of colors on the color palette can be used to color text in the story window. For more information on the color palette, see pages 40-41.

The page turning buttons are located at the bottom of the main work screen, just beneath the story window. The page-turning buttons move you through your story one screen at a time, much like turning the pages of a book. You can move forward or backward using the right or left page turning buttons. Your current page is displayed in the center rectangle between the arrows. Page turning buttons are further explained on pages 41-42.

> While the regions of the main work screen are highlighted in detail on the following pages, *Storybook Weaver* does not suggest a specific sequence that you must follow in order to create your story page. As an open-ended writing tool, *Storybook Weaver* provides the flexibility you desire as a writer. You may choose to begin with writing or you may choose to begin with your picture. Whatever your decision, *Storybook Weaver* puts you in control of the approach and sequence that best fits your writing style.

Storybook Weaver

Selecting Scenery

To gain an understanding of the picture window, you must have some objects to manipulate. Objects you will use in the picture window can all be obtained using the buttons on the tool palette. Using the scenery button, you can create either a color or a scene for your picture setting.

In order to place scenery in your picture window, you must:

Step 1: Click on the scenery button on the tool palette. *Storybook Weaver* takes you to the scenery selection screen that allows you to make your scenery choices.

Step 2: Use the arrow cursor to select either "colors" or "scenes" as your scenery option. The two rows of buttons along the bottom of this screen provide foreground and background choices. The top row of six buttons indicate the options available for the background of your picture. The bottom row of six buttons indicates the options available for your foreground. Foreground and background options can be intermixed to provide 36 possible color combinations and 36 possible scene combinations.

Step 3: Select a background from the top row of choices and a foreground from the bottom row of choices.

Step 4: Click on the "OK" button to return to the main work screen.

File	Edit	Goodies			
● Color					
○ Scene					
◈ Day					
○ Night					
OK					
White	**Aqua**	**Blue**	**Purple**	**Grey**	**Black**
White	**Gold**	**Green**	**Forest**	**Brown**	**Black**

```
  File   Edit   Goodies
```

○ Color
● Scene

● Day
○ Night

[OK]

| Coast | Alpine | Farm | City | Ocean | Sky |
| River | Path | Field | Street | Road | River |
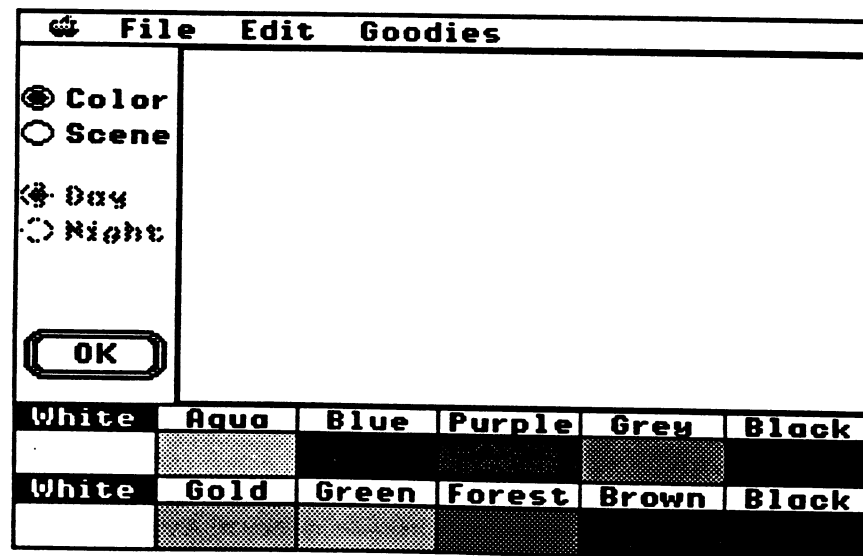
Lake Path Field Street Road River
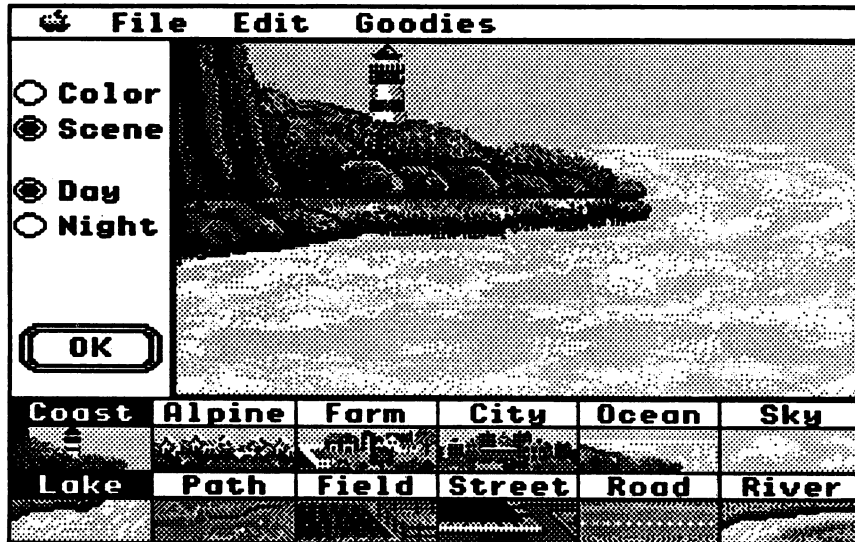
> Colors and scenes may not be intermixed in the picture window.
> In other words, you may create a setting that consists of colors or
> a setting that consists of scenes. You may not create a setting
> that is part color and part scene.

When you select "scenes" as your background and foreground
choices, the "Day" and "Night" buttons will be activated. To switch
between daytime and nighttime settings, simply click on the
appropriate buttons. To return the scene to its previous view, select
the other button. You can return to the main work screen by clicking
on the OK button.

The daytime or nighttime setting may be changed at any time by
returning to the scenery selection screen and selecting your new
option.

*Day and Night
Buttons*

Storybook Weaver

```
 🍎   File    Edit    Goodies

○ Color
◉ Scene

○ Day
◉ Night


  [ OK ]

Coast | Alpine | Farm | City | Ocean | Sky
Lake | Path | Field | Street | Road | River
```
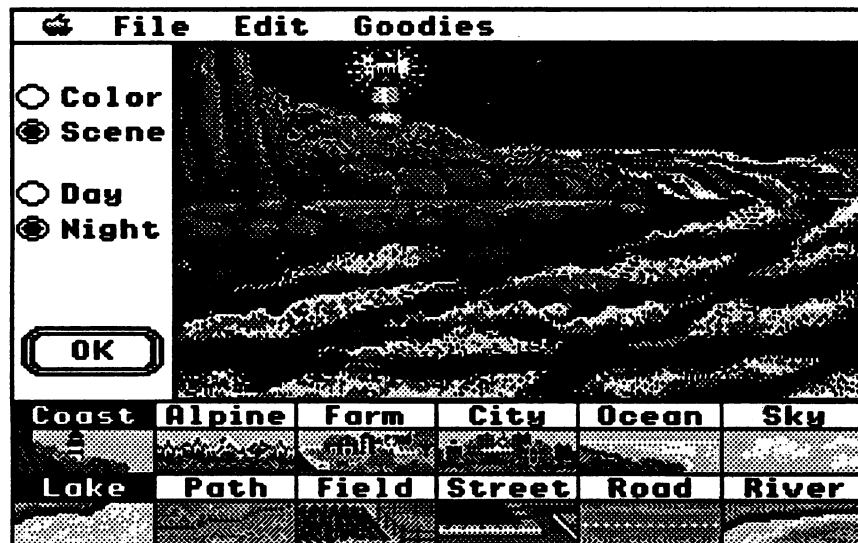
You may not intermix the day and night scenes in *Storybook Weaver*. Your scene will appear only in a daytime or a nighttime view.

The "Day" and "Night" buttons are active for scenes only. These buttons are dimmed if you have chosen the "color" option for your scenery.

For a complete listing of the foreground and background colors and scenes available in *Storybook Weaver*, see the chart on page 102.

Changing the Scenery

Your scenery may be changed at anytime during your writing. New scenery may be selected as you add pages to your story or you may wish to edit or change your story to use a different setting. To change the scenery you have placed in your story:

Step 1: Click on the scenery button on the tool palette.

Step 2: Use the arrow cursor to select either "color" or "scenes" as your scenery option.

Step 3: Select your background from the top row of choices and your foreground from the bottom row of choices. Your new choices will appear in your picture window.

Step 4: Click on the "OK" button to return to the main work screen.

If you have objects that you have already placed in your picture window and you decide to change your scenery, *Storybook Weaver* will automatically put your previously placed objects on the newly selected scenery.

The "objects" button on the tool palette allows you to choose from a variety of objects to place in your picture window. Eight categories of objects are available in *Storybook Weaver*. These categories include people (children), people (adults), big animals, small animals, nature, vehicles, shelter, and things.

Choosing Objects

The people (children) category contains a variety of children and activities in which they may engage. The people (adult) category contains a variety of adults and occupations in which they might be employed. The animals categories are divided by size into big animals and small animals. Nature includes a variety of objects that relate to weather, as well as trees, flowers, and other growing things. The vehicles category contains airplanes, cars, trucks, trains, and boats. Shelter includes various buildings that would be found in the child's community. Things includes a variety of objects that might be used by children in these settings.

Object
Categories

Picture Window

	File	Edit	Goodies	

people	people
animals	animals
nature	vehicles
shelter	things

(OK)

baby	baseball player	boy sitting
baby crawling	biker	camper
ball player	boy	dancer

(⬅) More Objects (➡)

Selection
Boxes

Preview Box

Storybook Weaver

The objects selection screen is composed of four major regions. The categories appear on the left side of the screen in the same location that you would find the tool palette on the main work screen. These categories serve as a means to classify the more than 300 objects available for placement in the pictures you create with *Storybook Weaver*.

The selection boxes contain the names of the actual objects that you can place in your picture. The selection boxes display nine objects at a time. More objects are available in each category. You can scroll through the objects by clicking on the right or left arrows beneath the object selection boxes. This will allow you to move forward or backward in the category to locate an object you wish to place in your picture.

The "preview box" appears in the lower right corner of the screen. This box allows you to view an object before placing it in your picture window. It also serves to reinforce vocabulary as the picture appears when the word is selected.

The picture window, which is the same as the window on the main work screen, occupies the largest portion of the screen and permits you to place your selected objects immediately in your picture.

Selecting and Placing Objects

To select the objects you wish to add to your picture, you must:

Step 1: Select "objects" from the tool palette on the main work screen. When the objects selection screen appears, the upper left category, people (children), will be selected and its choices will fill the selection boxes. In the upper left selection box, "baby" will also be selected and the corresponding object will appear in the "preview box" at the lower right corner of the screen.

Step 2: Locate the category from which you wish to select an object.

Step 3: Locate the object you wish to place in your picture.

Step 4: To place an object from the preview box onto your picture window, click and drag the object from the preview box to the location you wish the object to appear.

Step 5: Release the mouse button to place the object.

```
 🍎   File   Edit   Goodies
┌──────┬──────┐
│ 朵朵 │ 朵朵 │
│people│people│
├──────┼──────┤
│animals│animals│
├──────┼──────┤
│nature│vehicles│
├──────┼──────┤
│shelter│things│
├──────┴──────┤
│    OK       │
└─────────────┘
```

sand	snowman	tree
smoke	sun	tree stump
snow	tornado	wood

```
[ ⟵ ]  More Objects  [ ⟶ ]
```

Objects selected for placement in your picture may come onto the picture window in several ways. New objects can appear in the picture window in the same size they appear in the preview box. If you desire, new objects can appear in the picture window in their ideal size. This means that some of the objects will spring to a larger size once you release the mouse button. This option may be set under Preferences on the File menu.

If you drag an object from the preview box onto the picture window but don't release the mouse button to place the object, you can drag the object back into the preview box to dispose of it. Objects placed on the picture window by dragging and releasing the mouse button may not be dragged back into the preview box.

To place multiple copies of the same object in your picture window, select the object desired. Click and drag each object to place the number of objects you wish in your picture.

You may place a maximum of 50 objects in the picture window on a given story page.

Storybook Weaver
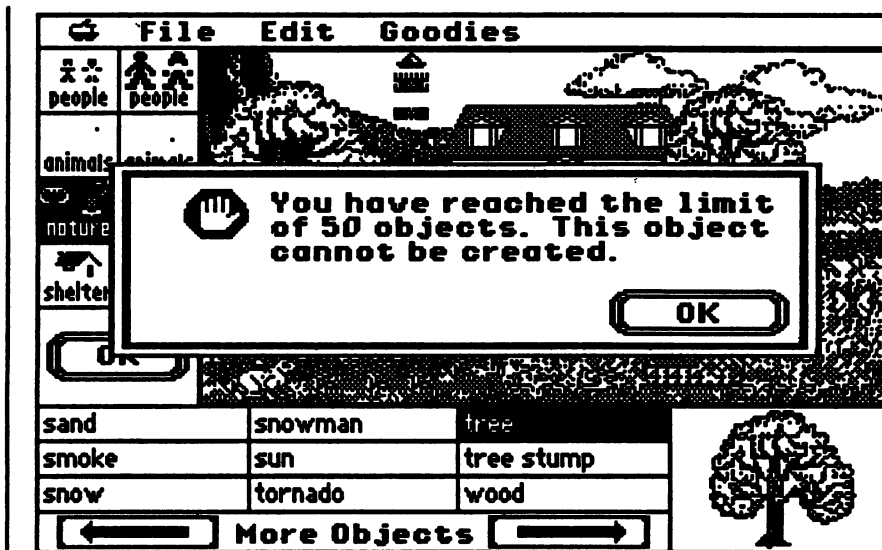
> You may select objects from several different categories before returning to the main work screen. However, in order to size, flip, or color objects, you must return to the main work screen by clicking the "OK" button.

Moving Objects

You may move objects within your picture window at any time during the creation of your picture. To move an object in the picture window:

Step 1: Select the object you wish to move.
Step 2: When the "handles" appear, click anywhere on the object and drag it to its new location.
Step 3: Release the mouse button to place the object in your picture.

You can move several objects at once by holding down the Shift Key and clicking on the objects you wish to move. When the group of objects has been selected, drag the objects to the new location.

```
 é     File    Edit    Goodies
┌──────┬──────┬────────────────────────────────┐
│scenery│objects│                               │
├──────┼──────┤                                 │
│bigger│smaller│                                │
├──────┼──────┤                                 │
│ flip │ spell │                                │
├──────┼──────┤                                 │
│(STOP)│ trash │                                │
├──────┴──────┤                                 │
│Color         │                                │
│              ├────────────────────────────────┤
│              │                                │
│              │                                │
│              │                                │
│              ├────┬──────────┬────┤
│              │ ←  │  Page 1  │ →  │
└──────────────┴────┴──────────┴────┘
```
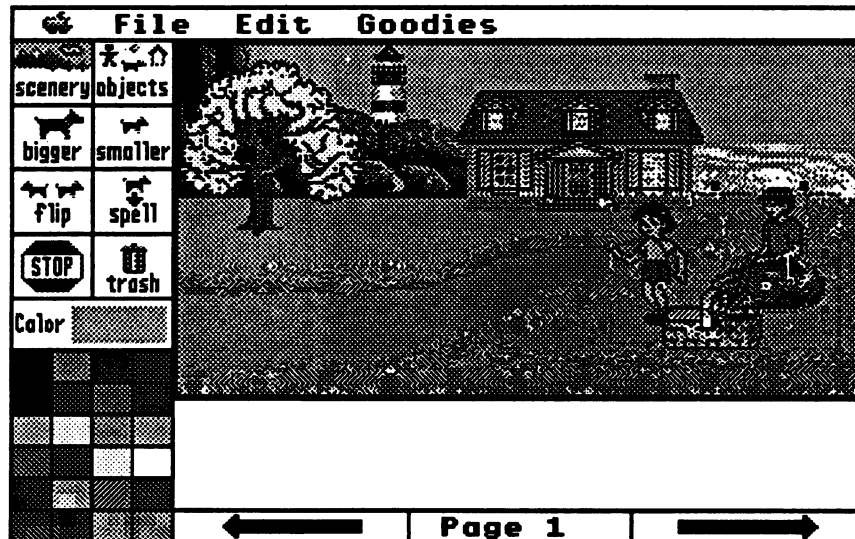
In addition, holding down the é Key while pressing one of the arrow keys will move any selected object or objects one pixel in the direction specified.

Objects that you have placed in your picture window may be deleted in several ways. If you are on the main work screen, you may remove objects from your picture by:

Step 1: Selecting the object or objects you wish to delete from your picture.

Step 2: When the handles appear, click on the trash can icon on the tool palette. The object or objects will be removed.

You may also remove objects either from the main work screen or the objects selection screen by selecting the object or group of objects you wish to delete and pressing the Delete Key.

An entire page of objects may be removed by choosing "Select All" from the Edit menu and using the trash can icon or the Delete Key. You can also delete an entire page of objects by selecting Clear under the Edit menu.

Objects that have been deleted can be retrieved by selecting Undo under the Edit menu. This operation must occur immediately after the objects have been deleted.

Deleting Objects

31

Storybook Weaver

For a complete listing of the objects available in *Storybook Weaver*, see the chart on pages 103-110.

Making Objects Bigger

Once you have placed some objects in your picture window and have returned to the main work screen, you may manipulate these objects using the bigger, smaller, and flip buttons that appear on the tool palette.

The bigger button allows you to increase the size of an object in incremental steps. To enlarge an object:

Step 1: Select the object you wish to enlarge by clicking on the object to select.

Step 2: When the handles appear, click on the bigger button to resize the object.

Step 3: If the object is at its maximum size, the object will remain unchanged.

You may enlarge a group of objects at the same time by selecting the objects you wish to enlarge and clicking the bigger button.
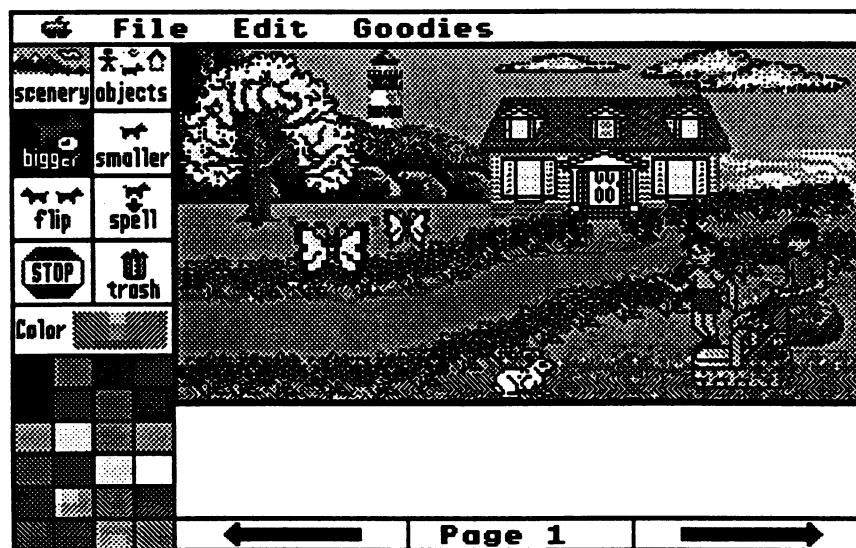
When resizing a group of objects at one time, some objects may reach their maximum size before other objects.

The smaller button allows you to reduce the size of an object in incremental steps. To reduce the size of an object:

Step 1:   Select the object you wish to reduce by clicking on the object to select.

Step 2:   When the handles appear, click on the smaller button to resize the object.

Step 3:   If the object is at its minimum size, the object will remain unchanged.

You may reduce the size of a group of objects at the same time by selecting the objects you wish to resize and clicking the smaller button.

Any object that has been resized using the bigger or smaller buttons may be returned to their original size in one of two ways:

* Select the object that has been resized by clicking on the object to highlight. Select Ideal Size from the Goodies menu. The object will revert to its predrawn or best size.

* Select the object. When the handles appear, click on the trash can icon to delete the object from your picture window. Select a new object by clicking on the objects button from the tool palette and retrieve a new object from the object selection screen.

Making Objects Smaller

Storybook Weaver

Flipping Objects

To change the direction of an object or group of objects, you can use the flip button that appears in the tool palette on the main work screen. To change the direction of an object, you must:

Step 1: Select the object or objects you wish to flip by clicking on the object to select.

Step 2: When the handles appear, click on the flip button to change the orientation of the object.

Step 3: The object will appear facing the opposite direction.
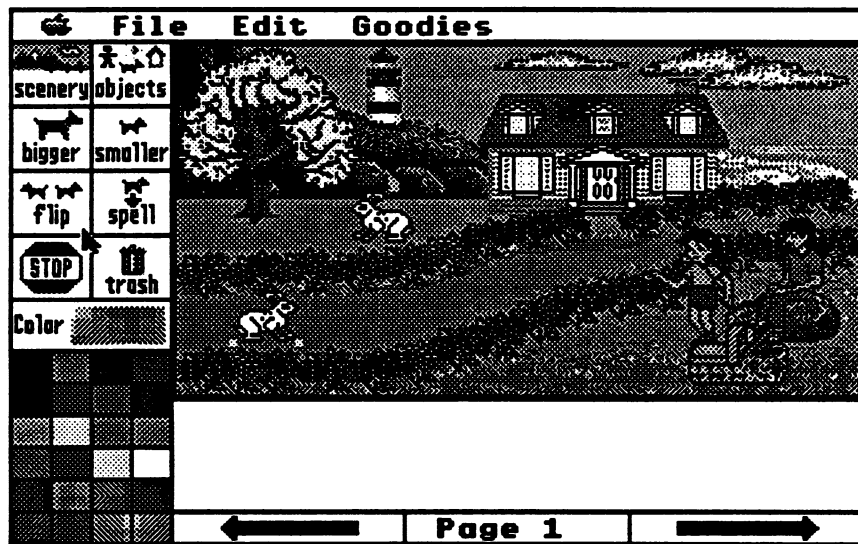
The Spell Button

Children's oral-language skills are often more developed than their written-language skills. In *Storybook Weaver*, the primary focus is on the writing process. Therefore, the Spell button offers a unique feature in that it allows you to place the word of a selected object in your story text even if you don't know how to spell the word. To operate the Spell feature:

Step 1: Select the desired insertion point in your story window by placing the insertion point in the location you want the object word to appear.

Step 2: Move into the picture window and use the arrow cursor to select the object you want to include in your story.

Step 3: Click on the "Spell" button on the tool palette.

Step 4: The selected object's name will appear in the story window at the insertion point you designated. The insertion point will appear after the spelled word so that you may continue to enter your story.

The name or label for the object you select will be the same name that appears in the selection boxes on the objects selection screen. Only those objects that you currently have placed in your picture window may be used with the Spell button for insertion into your story.
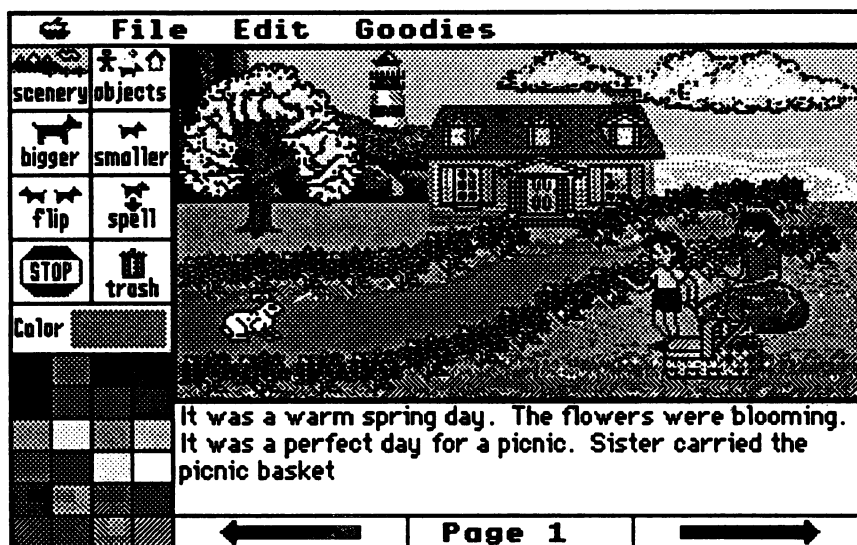
> The Spell button operates only on objects that you have placed in your picture using the objects selection screen. Objects that appear as part of the scenery cannot be placed in your story text. The Spell feature functions on one object at a time.

Two additional buttons that appear on the tool palette include Stop and Trash. Selecting the Stop button will allow you to quit your current story. You will be prompted to SAVE your story before quitting.

Stop and Trash Buttons

The trash button allows you to delete any object or objects that you no longer want in your picture window. To delete an object using the trash can icon, you must:

Step 1: Select the object or objects you wish to delete.
Step 2: When the handles appear, click on the trash can button on the tool palette.
Step 3: The object or objects will be deleted.

Storybook Weaver

> The trash can button functions only on objects you have placed in your picture window from the objects selection screen. You cannot remove any of the objects that are included as part of the scenery.

The Story Window

If you have chosen a picture and text page, the story window occupies the lower one-third of the main work screen and is reserved for the text portion of your story. For a text-only page, the story window occupies the entire picture window and story window area. *Storybook Weaver* uses a simple word processor with word wrap and upper- and lower-case letters.

Entering Your Story

To enter your text in the story window, use the keyboard in a typical word-processor manner:

Step 1: Select the size of the text you want in the story window. You may choose either small font or large font. Font size is set under the Goodies menu or under Preferences on the File menu.

Step 2: Move your cursor to the story window on the main work screen. The I-beam cursor will appear.

Step 3: Select the insertion point by clicking the mouse at the location in the story window you wish to begin writing.

Step 4: Use the keyboard to enter your story.

When the story window is full, you will receive the following message:

The text object has become longer than the page. The extra text can't be printed.

OK

It was a warm spring day. The flowers were blooming. It was a perfect day for a picnic. Sister carried the picnic basket to the front yard. We were about to spread the blanket on the grass when a little bunny

Page 1

> You can also activate the story window by entering text from the keyboard. The text appears in the story window.

The insertion cursor may be moved to any position in the text window using either the arrow keys or by using the mouse's "I-beam" cursor to point and click at the desired insertion point.

Text may also be "pasted" into the text window using the cut, copy, and paste commands available under the Edit menu. For more information on these features, see *"Exploring the Features of Storybook Weaver,"* beginning on page 43.

You may edit or change your story text anytime during the writing process simply by moving to the story window.

Editing Your Story

To insert a word or words in your story text:

Step 1:   Move the insertion point cursor to the location in your story where you want to add words.

Step 2:   Use the keyboard to enter the word or words you wish to add to your story.

To change or edit words in your story:

Step 1:   Move the I-beam cursor to the beginning of the text you wish to change.

Step 2:   Hold down the mouse button and drag the cursor to highlight the text you wish to edit.

Step 3:   Release the mouse button to select the text.

Step 4:   Use the keyboard to enter the text you wish to add to your story.

You may also select text to edit by holding down the Shift Key and using the arrow keys to move the cursor and highlight text you wish to edit.

Storybook Weaver

Deleting Text from Your Story

Text may be deleted from your story using any of the following methods:

- Highlight the text you wish to delete and press the Delete Key.
- Highlight the text and select Clear from the Edit menu.
- Highlight the text and select Cut (⌘-X) from the Edit menu.
- When in the story window, choose Select All from the Edit menu and press the trash icon, the Delete Key, or the Clear Key.

Using "Spell"

The Spell button on the tool palette allows you to place text for objects appearing in your picture window in your story. For information on the Spell button, refer to page 36.

The Color Palette

The color palette occupies the lower left corner of the main work screen. The color palette allows you to color the objects you have placed in your picture window. You may also color the text that appears in your story window. Twenty-four colors are available on the color palette.

To color an object using the colors on the color palette:

Step 1: Select the object or group of objects you wish to color.
Step 2: When the handles appear, click on the color you desire from the choices available on the color palette.
Step 3: The selected object or objects will become that color.

> Some objects appear in the preview box with portions of the object colored. The predetermined colors cannot be changed. However, any area of the object that is not pre-colored can be filled with your choice of any color from the color palette.

The text in the story window, as well as the text that appears on the title page of your story, can also be colored. The first four rows of colors on the color palette are available for coloring text.

To color text using the colors on the color palette:

Step 1: Move your cursor to the story window on the main work screen.

Step 2: Select the color you desire from the choices available
on the color palette.

Step 3: Use the keyboard to enter your story text. The text will
appear in the selected color.

To change the color of your story text:

Step 1: Select the text you wish to color.

Step 2: Once the text has been highlighted, click on the color
you desire from the choices available on the color palette.

Step 3: The text will become that color.

The color of objects and text may be changed at any time by
reselecting the object or text and repeating the procedure outlined
above.

You can move from one page to another in your story simply by
clicking on the left- or right-page turning buttons that appear at the
bottom of each page. The page-turning buttons operate in much the
same manner as turning the pages of a book. You will use the right-
page turning button to proceed to the next page. If the next page of
your story is also a "new" page, you will be prompted as to what you
would like the new page to look like—pictures and text or text only.

Clicking on the left-page turning button will take you to the previous
page completed in your story. You may continue to click the left-
page turning button until you return to the title page of your story.
The current page of your story is indicated in the rectangle between
the left- and right-page turning buttons.

*Page-Turning
Buttons*

Storybook Weaver

```
     File    Edit    Goodies

 scenery objects

 bigger  smaller

  flip    spell

 (STOP)   trash

 Color

                              Page 50
```
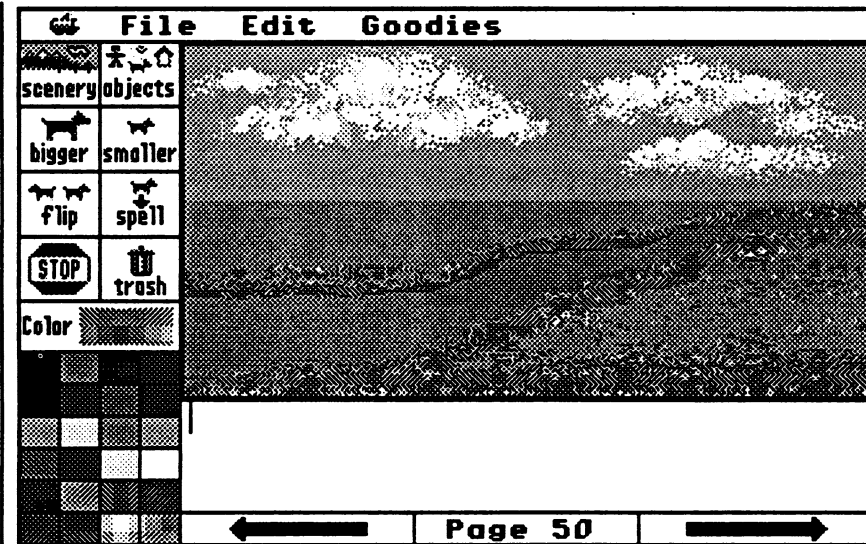
Storybook Weaver has a page limit of 50 pages per story. When you have reached the page limits of *Storybook Weaver*, the right-page turning button will beep.

Additional page options are available under the Goodies menu and are explained on pages 67-69.

```
┌─────────────────────────────────────┐
│  🍎   File   Edit   Goodies          │
└─────────────────────────────────────┘
```

The Menu Bar

This is the *Storybook Weaver* menu bar. Each item contains a separate pull-down menu. When you hold down the mouse button while pointing the arrow cursor at one of the menu items, the menu will pull down and display the individual menu items.

The menus contain other functions in *Storybook Weaver*: text options, picture and object features, and page options.

The Apple Menu

Each menu is discussed separately in this section. We begin on the left with the 🍎 menu and proceed to the right, finishing with the Goodies menu. With each menu, we begin at the top and move to the bottom, discussing each menu item in turn. The 🍎 menu provides access to *Storybook Weaver* information, help, and any desk accessories installed on your system. The *Storybook Weaver* System disk comes with three desk accessories: Control Panel, MECC Key Caps, and Disk Accessory.
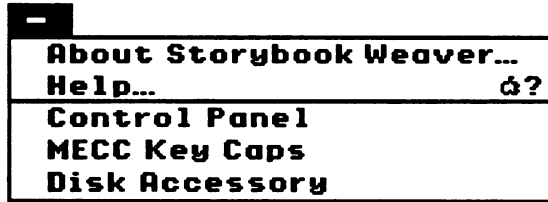
```
┌────┐
│ ▬  │
├────────────────────────────────┐
│ About Storybook Weaver...      │
│ Help...                    ⌘?  │
├────────────────────────────────┤
│ Control Panel                  │
│ MECC Key Caps                  │
│ Disk Accessory                 │
└────────────────────────────────┘
```

About *Storybook Weaver* ...

```
┌──────────────────────────────────┐
│                                  │
│   Storybook Weaver               │
│         Version 1.0              │
│                                  │
│     by Charolyn Kapplinger,      │
│   Patricia Korn, John J. Krenz,  │
│    Brian S. Nesse, Jean Sharp,   │
│         and Steve Zehm           │
│                                  │
│            ▰mecc                 │
│                                  │
│      3490 Lexington Avenue       │
│     St. Paul, MN 55126-8097      │
│           (612) 481-3500         │
│                                  │
│          [    OK    ]            │
│                                  │
└──────────────────────────────────┘
```
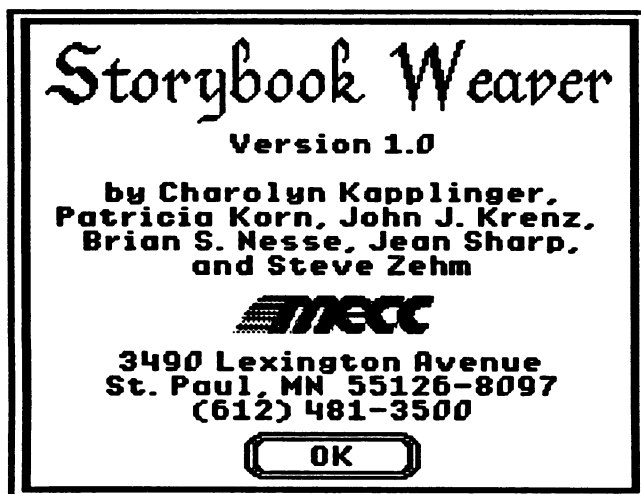
Storybook Weaver

This menu item displays the product name, the MECC development team, and other information about *Storybook Weaver*.

Help... (⌂-?)

Help provides you a list of topics that you can select to get more information. The page numbers refer you to the manual for further explanation.

```
                    Help Topics
   Apple Menu        (pages 43-52) ⬆
   Color Palette     (pages 40-41)
   Cursors           (pages 10-11)
   Edit Menu         (pages 61-63)
   File Menu         (pages 52-61)
   Goodies Menu      (pages 63-69)
   Main Menu Options (pages 15-16)
   Mouse Functions   (pages 11-13) ⬇

              (Cancel)  ( Help )
```
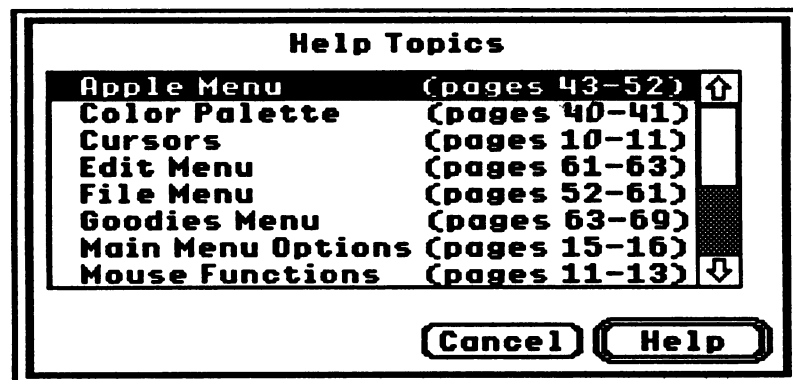
Control Panel

The Control Panel (standard on the Apple IIGS) allows you to select from a list of devices that are connected to your computer directly or over an AppleTalk network. When you are using *Storybook Weaver* on an AppleTalk network or when you have more than one printer connected to your computer, you will use the Control Panel to select a printer.

```
 🍎   File   Edit   Goodies
▤▢▬▬▬▬▬▬ Control Panel ▬▬▬▬▬▬
         🖨                 ⬆    Select a Port:
      AppleShare                 ┌──────────────────┐
                                 │ Modem          ⬆ │
         📠                       │ Printer          │
      AT IWriter                 │ Parallel.Card    │
                                 │                ⬇ │
         ▮▮                       └──────────────────┘
      ▐DC Printer▌               Select a Printer Type:
                                 ┌──────────────────┐
         📠                       │ ImageWriter    ⬆ │
      LaserWriter                │                  │
                                 │                ⬇ │
                             ⬇    └──────────────────┘

 v1.0 │   Help
```
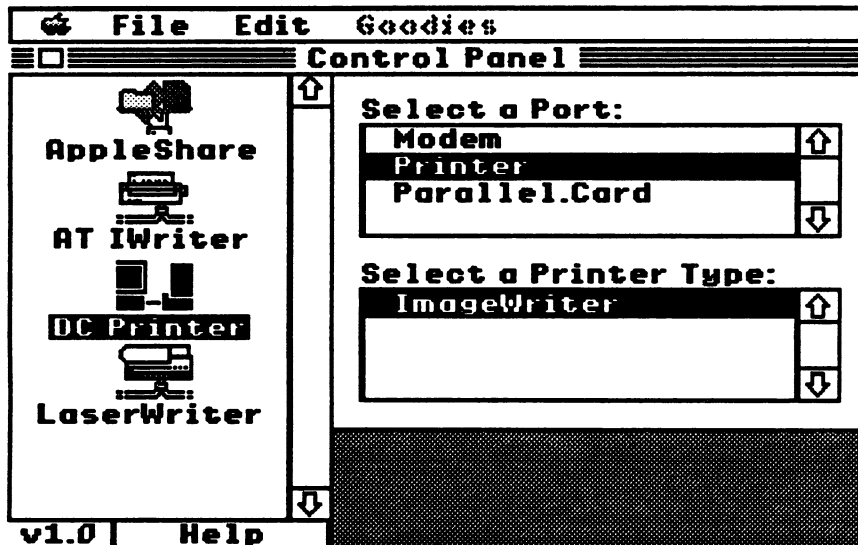
The Control Panel displays icons of the available devices on the left.
If there are more than five devices, this is a scrollable list of icons.
Devices could include a variety of printers, modems, drives, and
servers. The current device is highlighted.

A printer device might be an AppleTalk ImageWriter (AT IWriter), a
Direct Connect (DC) Printer, or a LaserWriter. If there is more than
one similar device, selecting an AppleTalk ImageWriter will prompt
you to select one from a list of ImageWriters in the upper-right. You
can also specify in which zone to look for an AppleTalk
ImageWriter—should your network have more than one zone. If you
are not on an AppleTalk network, the AppleTalk Zones box is blank.
AppleTalk networks must have at least one zone, each with its own
set of available printers, modems, and other devices.

The Control Panel provided with the *Storybook Weaver* System disk
is specifically for device selection and should not be confused with
the Control Panel for the Apple IIGS. The Apple IIGS Control Panel
is used to specify a variety of settings for the computer itself: display,
sound, clock, speed, slots, printer and modem ports, and RAM disk.

Storybook Weaver

MECC Key Caps

MECC Key Caps allows you to find a complete set of diacritical marks and foreign language and special characters available with each font so that you can locate the characters needed to enter text in a foreign language. When you select MECC Key Caps, you will see a keyboard diagram that shows the keys in the current font.
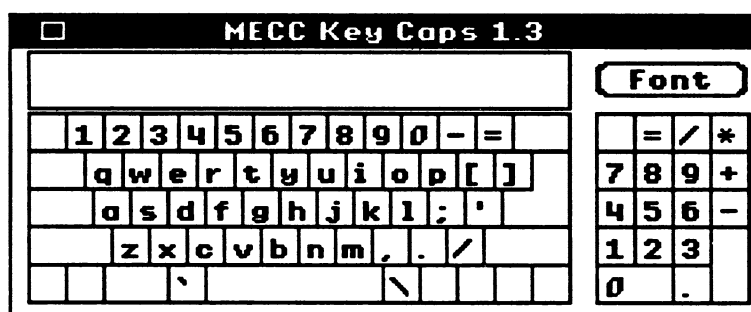
By holding down the Shift Key, the Option Key, the Apple Key, the Control Key, or any combination of those keys, the set of characters associated with those key combinations is displayed on the keyboard diagram. The selected font is the system, or "Shaston," font. The Choose Font button in the top-right corner allows you to select a different font, style, and size.

MECC Key Caps font selection:
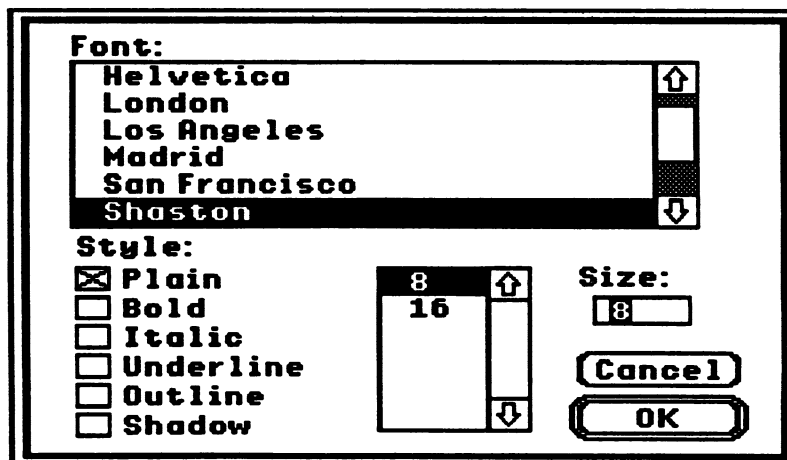
Any text copied from Key Caps to *Storybook Weaver* will appear in the standard font chosen for *Storybook Weaver*.

Disk Accessory

Disk Accessory allows you to perform certain disk operations, such as formatting a disk, deleting, or renaming a file without exiting *Storybook Weaver*. When you select Disk Accessory, you will see the following screen:

```
┌─────────────────────────────────────────────────────┐
│  □              Disk Accessory                       │
│  Available Disks:                 ┌─────────────┐    │
│  ┌──────────────────────────┐ ┌─┐ │  Disk Scan  │    │
│  │:System.Disk              │ │⇧│ └─────────────┘    │
│  │:StoryBook.Info           │ │ │ ┌─────────────┐    │
│  │<APPLEDISK5.25A>          │ │ │ │ Initialize  │    │
│  │<APPLEDISK5.25B>          │ │ │ └─────────────┘    │
│  │                          │ │ │ ┌─────────────┐    │
│  │                          │ │⇩│ │    Eject    │    │
│  └──────────────────────────┘ └─┘ └─────────────┘    │
│                                   ┌─────────────┐    │
│         Type:  ProDOS             │   Delete    │    │
│         Size:     800K            └─────────────┘    │
│   Free Space:      10K            ┌─────────────┐    │
│                                   │  Get Info   │    │
│                                   └─────────────┘    │
│                                   ┌─────────────┐    │
│                                   │   Rename    │    │
│                                   └─────────────┘    │
└─────────────────────────────────────────────────────┘
```
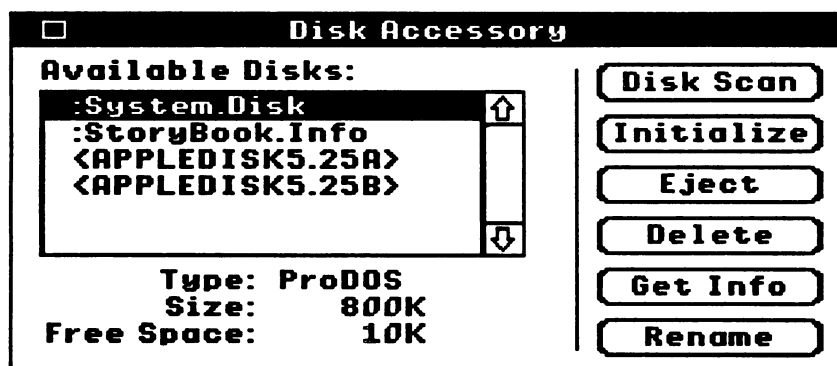
The scroll box on the left side of the screen contains the disk volumes that are currently available. When you click on a disk volume in the scroll box, you will get information about that volume. Disk Accessory will display the disk type, size of the volume, and disk free space. If there is no disk in the drive, the device name will be displayed with the <greater than> signs around it.

Disk Scan will update the devices currently displayed in the scroll box. If you have inserted or removed disks or devices, you may wish to scan disks.

In order to save your story documents you can initialize either a 3.5" or a 5.25" disk with Disk Accessory. To initialize a disk using Disk Accessory, select the "Initialize" button. The Disk Accessory will determine if there is a disk in the current drive. If no disk appears in the drive, you must insert one. The dialog box appears below.

Storybook Weaver

```
┌─────────────────────────────────────────┐
│                                         │
│   Insert a disk in "APPLEDISK5.25A"     │
│                                         │
│   ┌──────────────┐     ┌──────────────┐ │
│   │   Cancel     │     │     OK       │ │
│   └──────────────┘     └──────────────┘ │
│                                         │
└─────────────────────────────────────────┘
```
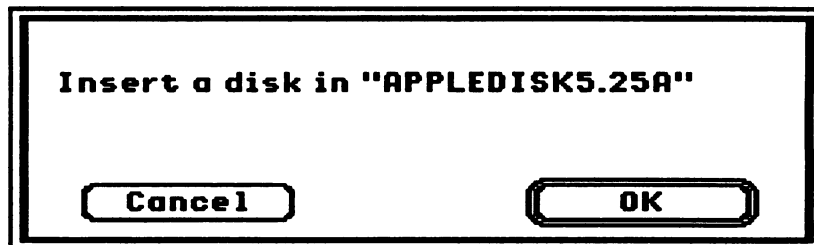
If you select "OK," Disk Accessory will check to see if the disk you inserted is an unformatted disk. You will be presented with this alert:

```
┌─────────────────────────────────────────┐
│        This operation will              │
│   🛑   PERMANENTLY destroy all          │
│        data on this disk. Are you       │
│        sure you want to do this?        │
│                                         │
│   ┌──────────────┐     ┌──────────────┐ │
│   │   Cancel     │     │   Continue   │ │
│   └──────────────┘     └──────────────┘ │
└─────────────────────────────────────────┘
```
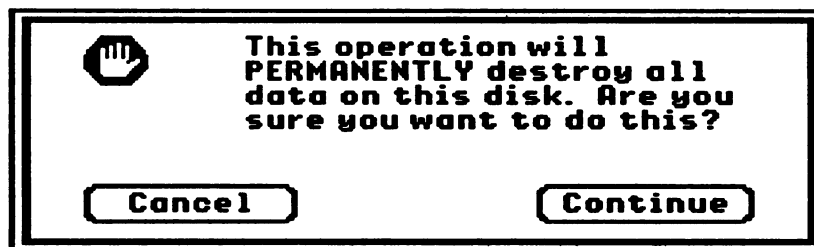
You may proceed with the initialization process or select "Cancel," which returns you to the main window. If the disk you inserted is formatted, the following alert is presented:

```
┌─────────────────────────────────────────┐
│        This operation will              │
│   🛑   PERMANENTLY destroy all          │
│        data on the disk                 │
│        "APPLEDISK3.5A>". Are you        │
│        sure you want to do this?        │
│   ┌──────────────┐     ┌──────────────┐ │
│   │   Cancel     │     │   Continue   │ │
│   └──────────────┘     └──────────────┘ │
└─────────────────────────────────────────┘
```
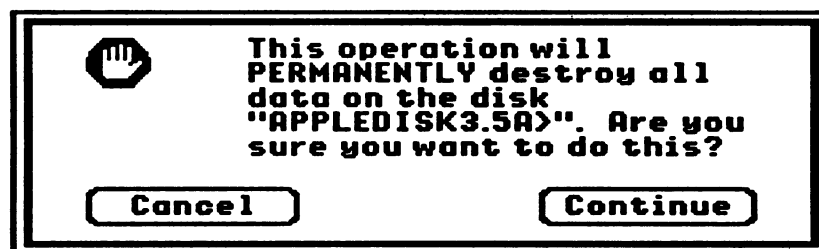
If you indicate that you want to format the disk, you can enter a name for the disk. The following dialog is displayed:

```
  Enter a name for this disk:

  [Untitled                    ]

  ( Cancel )              (Initialize)
```
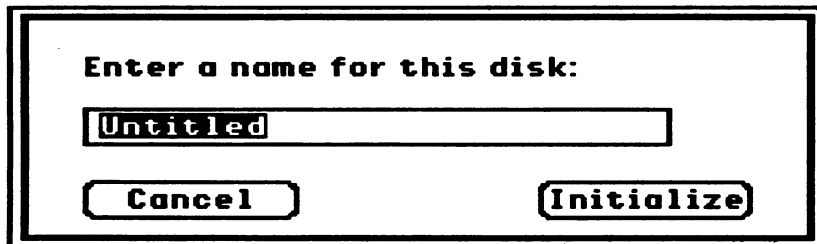
Selecting "Initialize" will format the disk. Once this process is complete, Disk Accessory returns you to the main window.

Selecting "Eject" will remove your disk from the selected drive.

Delete may be used to remove files and folders from the selected disk volume. When you select "Delete," the Disk Accessory presents the following dialog box:

```
  ▣:StoryBook.Info:
  Select the file to Delete:

  📁 Borders          ⇧     ( Disk )
  🗋 PRODUCT.INFO
  🖋 Weaver                 (( Open ))
  🗋 Weaver.Prefs
  🗋 Weaver.data            ( Close )

                            ( Delete )
                     ⇩      ( Cancel )
```
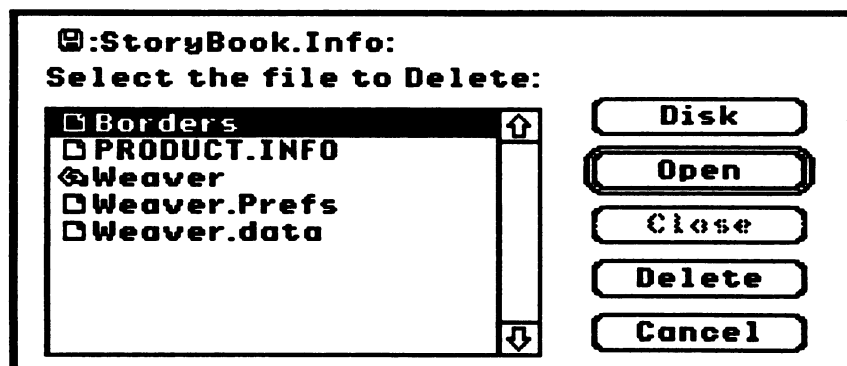
Folders may be opened or closed from this screen. You may delete files and folders or return to Disk Accessory's main window by selecting "Cancel." To delete a file, highlight the file you wish to delete. Click on the delete button that appears on the right side of the screen. Disk Accessory will display the following alert:

Storybook Weaver

```
┌─────────────────────────────────────────────┐
│  ┌─┐    Are you sure you want to             │
│  │!│    PERMANENTLY delete the               │
│  └─┘    file "Borders"?                      │
│                                              │
│  [ Cancel ]              [[  OK  ]]          │
└─────────────────────────────────────────────┘
```

You may cancel either procedure by selecting "Cancel." You will be returned to the "Delete" screen.

Get Info allows you to view the known information about a file. You may also set information for a particular file. When you select this option, a standard file dialog is displayed. Once you select a file, the following dialog is presented:

```
┌─────────────────────────────────────────────┐
│                 Get Info                     │
│        Name: Weaver                          │
│        Size:  105K on disk                   │
│     Created: 09/13/90...08:44                │
│    Modified: 09/24/90...10:05                │
│       Where: /StoryBook.Info/Weaver          │
│        Type: $B3            ☐ Locked         │
│    Aux Type: $0000                           │
│                                              │
│    [ Cancel ]              [[  OK  ]]        │
└─────────────────────────────────────────────┘
```
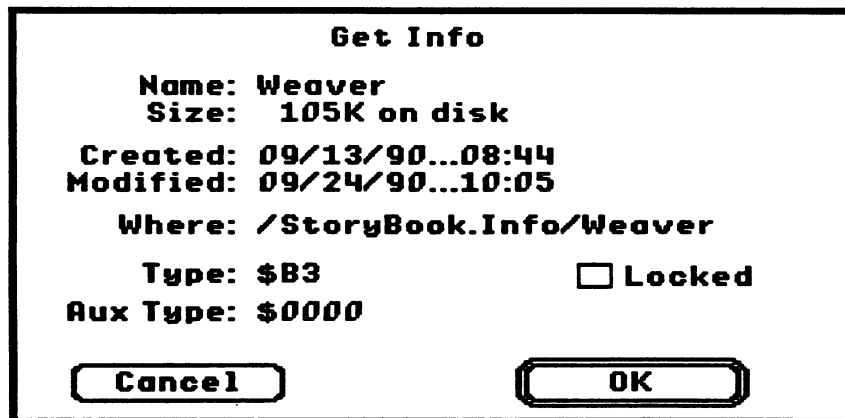
You may lock or unlock a file by clicking in the box labeled "Locked." An X will appear when a file is locked.

"Rename" gives you the option of entering a new name for a file. When you select "Rename," the following dialog box is displayed:

```
▣:StoryBook.Info:
Select the file to Rename:
┌────────────────────────┐ ┌──────────────┐
│ □ PRODUCT.INFO      ⇧  │ │     Disk     │
│ □ Park.Scene           │ └──────────────┘
│ □ Pathways...          │ ┌──────────────┐
│ □ Picnic               │ │    Open      │
│ □ Picnic.by.Sea        │ └──────────────┘
│ □ Seashore.Scene       │ ┌──────────────┐
│ □ Seaside.Picnic       │ │    Close     │
│ ☜Weaver                │ └──────────────┘
│ □ Weaver.Prefs      ⇩  │ ┌──────────────┐
└────────────────────────┘ │    Rename    │
                           └──────────────┘
                           ┌──────────────┐
                           │    Cancel    │
                           └──────────────┘
```
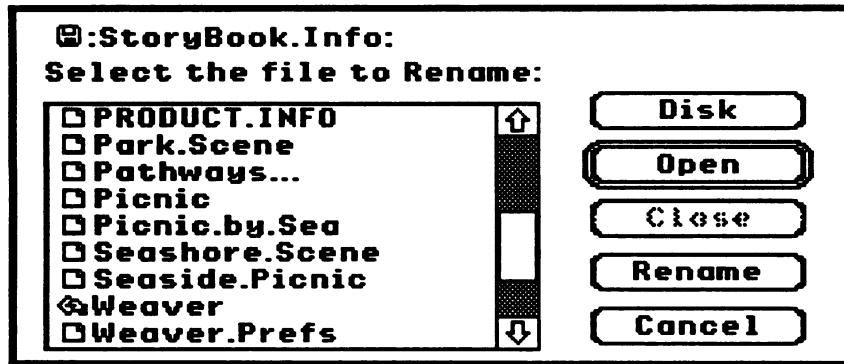
You must select the file you wish to rename by clicking on that file to highlight. Once the file has been selected, the following dialog is displayed:

```
┌────────────────────────────────────────┐
│                                        │
│   Rename:   Borders                    │
│                                        │
│       To:  │Borders              │     │
│                                        │
│   ┌──────────────┐   ┌──────────────┐  │
│   │   Cancel     │   │   Rename     │  │
│   └──────────────┘   └──────────────┘  │
└────────────────────────────────────────┘
```
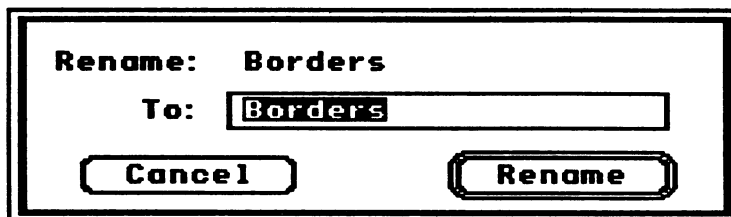
Enter the new file name and select "Rename." You may cancel this procedure by selecting "Cancel."

Clicking on the area of the main menu screen above the scroll box will give you information about Disk Accessory. The screen includes information about Disk Accessory, the MECC development team, and other information.

```
┌──────────────────────────────────────────┐
│              Disk Accessory               │
│               Version 1.0                 │
│                                           │
│         Written by Vincent Erickson       │
│                                           │
│                   MECC                     │
│            3490 Lexington Avenue           │
│           St. Paul, MN  55126-8097         │
│               (612) 481-3500               │
│                           ┌──────────────┐ │
│                           │     OK       │ │
│                           └──────────────┘ │
└──────────────────────────────────────────┘
```

Storybook Weaver

To quit the Disk Accessory, click in the close box, the small rectangle that appears at the top left corner of the menu bar.

The File Menu

The File menu provides access to the basic functions of the program—opening, saving, and closing documents—as well as the document preferences, page setup, and printing functions. The File menu also includes the option to quit *Storybook Weaver*.

This is the File menu:

```
File
   New             -N
   Open...          -O
   Close           W
   Save            S
   Save As...
   Revert To Saved
   Preferences...
   Page Setup...
   Print...         P
   Quit            Q
```

New (⌘-N)

This menu item creates a new, untitled story for *Storybook Weaver*. A new story document will have the specifications set under Preferences. See "Preferences..." in this section for information on how to change these settings. New documents are named "Untitled."
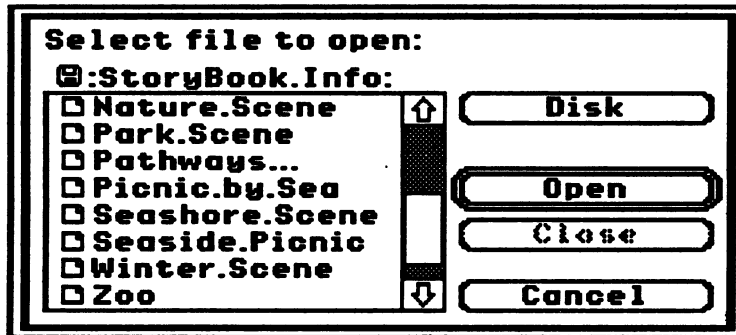
In *Storybook Weaver*, selecting New (⌘-N) brings up the Title page and prompts you in the creation of a new story.

Open...(⌘-O)

This menu item opens a previously saved *Storybook Weaver* document to edit or finish. Open brings up the standard Open dialog box.

```
┌─────────────────────────────────────────────┐
│  Select file to open:                        │
│  ▣:StoryBook.Info:                           │
│  ┌──────────────────┬─┐  ┌──────────────┐    │
│  │ ☐ Nature.Scene   │⇧│  (    Disk     )     │
│  │ ☐ Park.Scene     │ │                      │
│  │ ☐ Pathways...    │ │  ┌──────────────┐    │
│  │ ☐ Picnic.by.Sea  │ │  ║    Open     ║     │
│  │ ☐ Seashore.Scene │ │                      │
│  │ ☐ Seaside.Picnic │ │  (    Close    )     │
│  │ ☐ Winter.Scene   │ │                      │
│  │ ☐ Zoo            │⇩│  (   Cancel   )     │
│  └──────────────────┴─┘                      │
└─────────────────────────────────────────────┘
```

The dialog box contains a scrollable list of *Storybook Weaver* documents. Use the scroll bar and scroll arrows to move up and down the list of files. The scrollable list of folders and file names is in alphabetical order. You can select the file by double-clicking on it or by clicking the Open button when the file you want is highlighted. Once the story file has been opened, you will find yourself on the last completed story page.

You can switch the drive from which the files should be opened by clicking the Disk button in the dialog box or by pressing the Tab Key. You can also save documents on 5.25" drives by selecting the 5.25" disk drive control device from the Control Panel.

> You can open a document from the desktop by double-clicking on the *Storybook Weaver* document icon of your choice. When you do this, you will start *Storybook Weaver* and load your document at the same time.

Close (⌘-W)

This menu item closes the story document but does not exit *Storybook Weaver*. If you have not saved all of your changes, you will be asked whether you would like to save your work. The alert box looks like this:

```
┌─────────────────────────────────────────────┐
│   ⚠  Save changes before closing?            │
│                                              │
│  ( Cancel )  (Don't Save)  ║  Save  ║        │
└─────────────────────────────────────────────┘
```

Storybook Weaver

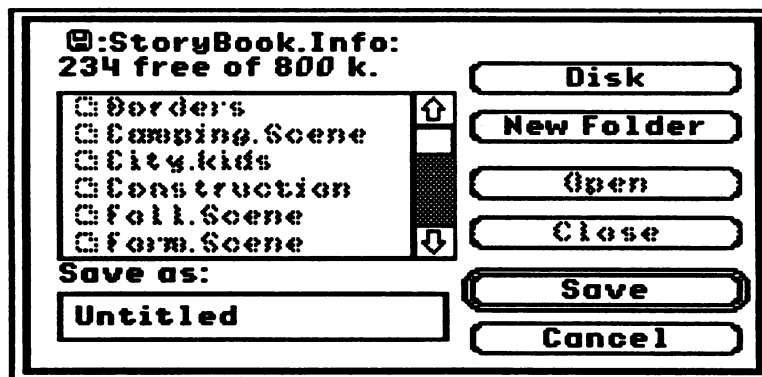If you press the Cancel button, you will return to the document.

Save (⌂-S)

This menu item saves the story document with its current name. Save replaces without any prompt, the older version of the story document. If you have not saved the story document before, you will be prompted to name the story document.

With a new story document, the pre-set name is "Untitled." This name appears in the Save As edit box that prompts you to name this file. To erase the name "Untitled," you can:

* press the Delete Key and erase characters one at a time;
* press the Clear Key (upper left corner of the 10-key keypad); or
* double-click on Untitled to select for replacement.

Then enter the name you wish to use.

```
┌──────────────────────────────────────────┐
│ ⊞:StoryBook.Info:                         │
│ 234 free of 800 k.        ┌─ Disk ──────┐ │
│ ┌─────────────────────┐▲  └─────────────┘ │
│ │ Borders             │   ┌ New Folder ─┐ │
│ │ Camping.Scene       │   └─────────────┘ │
│ │ City.kids           │   ┌─ Open ───────┐│
│ │ Construction        │   └─────────────┘ │
│ │ Fall.Scene          │   ┌─ Close ──────┐│
│ │ Farm.Scene        ▼ │   └─────────────┘ │
│ Save as:                  ┌── Save ──────┐ │
│ ┌─────────────────────┐   └─────────────┘ │
│ │ Untitled            │   ┌─ Cancel ─────┐│
│ └─────────────────────┘   └─────────────┘ │
└──────────────────────────────────────────┘
```
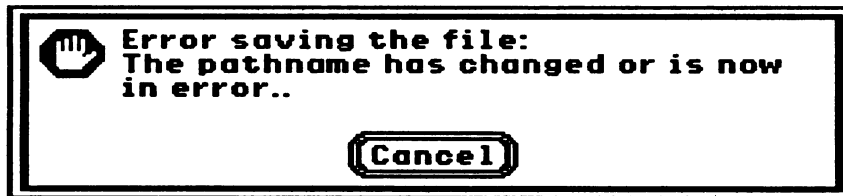
File Names. On a stand-alone machine using GS/OS, file names may contain letters or numbers, such as "letter" or "letter12." Letters can be in upper- or lower-case, such as "MyStory." They may have extensions, such as "story.sept" or "story.sept14," separated by a period. File names may be up to 15 characters long, such as "Congratulations." File names cannot:

- have *only* numbers in the name, such as "14";
- begin with numbers, such as "14sept.story";
- use special characters (@#&*/), such as "story#1/sept/14";
- have any punctuation marks except the period (!?,;:),
  such as "Hello!"; or
- contain spaces, such as "My Story."

If you try to save a file name that is not acceptable, you will see this system message:

```
┌─────────────────────────────────────────────┐
│  ⬟  Error saving the file:                   │
│      The pathname has changed or is now       │
│      in error..                               │
│                                               │
│               ‖Cancel‖                        │
└─────────────────────────────────────────────┘
```

Basically, what the system message is trying to tell you is that the file name is not acceptable. If you get this message, first check your file name to see if it has any of the special characters or a space in it. Then, check to see if there is a folder or active disk with that name. In any case, you will need to change the name of the file to save it.

> If you are using *Storybook Weaver* on an AppleShare network, file names may contain spaces, numbers at the beginning of the name, or other special characters.

It is a very good idea to regularly save your work to prevent losing anything in the event of a power interruption or surge or other system-related problem. Depending on the amount of memory in your machine and the size of your story document, you may get an alert message to save because of low memory.

Storybook Weaver

```
┌─────────────────────────────────────────────┐
│  ┌───────────────────────────────────────┐  │
│  │ ⬛  Memory is running low. Be        │  │
│  │     sure to save your document        │  │
│  │     frequently.                       │  │
│  │                                       │  │
│  │                          ┌────────┐   │  │
│  │                          │   OK   │   │  │
│  │                          └────────┘   │  │
│  └───────────────────────────────────────┘  │
└─────────────────────────────────────────────┘
```

If this ever happens, save your story document immediately. If you ignore this message, continue working, and attempt to save later, you may not have enough memory to complete the operation and will lose all the work since you last saved it.

Save As...

This option allows you to save the document currently in use with a different name (thus preserving the previously saved version of the document) and/or on a different disk.

Revert to Saved

This option replaces the document on the screen with the latest version saved. This is the same as throwing out all changes since the last save. If the document has never been saved or if the document has not been modified since it has been saved, the item is dimmed. Before reverting to the old document, you will be warned with this alert:

```
┌─────────────────────────────────────────────┐
│  ┌───────────────────────────────────────┐  │
│  │  ⚠  Revert to the last saved         │  │
│  │     version of your document?         │  │
│  │  ┌──────────┐        ┌──────────┐     │  │
│  │  │  Cancel  │        │  Revert  │     │  │
│  │  └──────────┘        └──────────┘     │  │
│  └───────────────────────────────────────┘  │
└─────────────────────────────────────────────┘
```

Preferences

This menu item allows you to set permanent system preferences that
will be stored on the disk and will be used as the initial preferences
with each new story document.

You can specify the initial font size to appear in the story window.
If you have chosen a picture and text page, small font allows for four
lines of story text and large font allows for two lines of story text. On
a text-only page, selecting small font will provide for eighteen lines of
story text and large font will provide nine lines of story text. To
change from small font, the default selection, click on the large font
button.

Preferences also allow you to set the page type for each new story
page. "Choice" is selected as the default, which means that each time
you use the page turning buttons to take you to a new page, you will
be given the choice of creating a page that contains pictures and text
or text-only. You may change the page type under Preferences so that
the new page type will automatically be selected as pictures and text
or text-only if desired.

The changes made under Preferences take effect on your new story
page.

> If you select text-only under preferences, you will be using
> *Storybook Weaver* without full benefit of all the features
> available. You will use the keyboard to enter your story text and
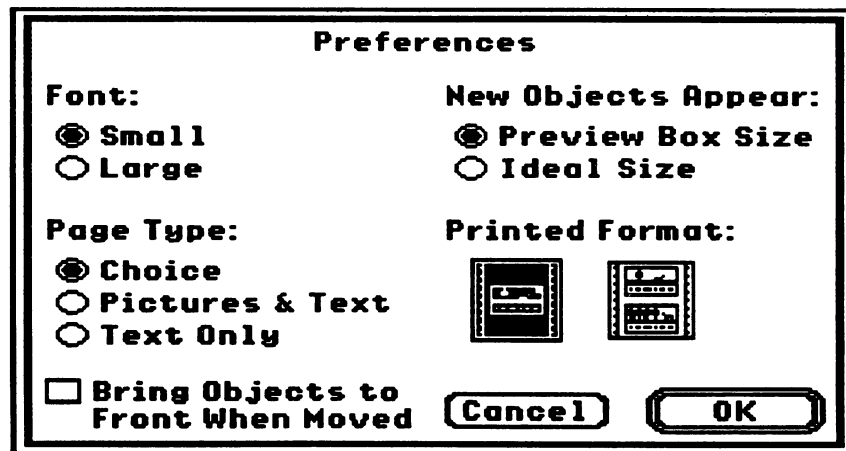> the color palette will be available for coloring text.

You may determine the movement of objects in the picture window.
The default is set for objects to appear in the order in which they were
brought to the picture window. To move an object in front of another
object, you must use the Bring to Front option on the Goodies menu.
By selecting "Bring Objects to Front When Moved," objects that are
selected and moved to a new location will appear in front of other
objects.

Storybook Weaver

You may also determine how new objects appear from the preview box to the picture window. If you would like the objects to come to the picture window in the same size as they are shown in the preview box, select preview size. If you would like new objects to appear in the picture window in their ideal size, you may select that option. In selecting Ideal Size, some of the objects will spring to their optimum size once you release the mouse button to place the object in the picture window.

The final option you may set under Preferences is the printed format. This refers to the number of story pages that will be printed on each printer page. The current default is set to print one story page per each printer page. If you choose, you may have *Storybook Weaver* print two story pages per each printer page.

```
Preferences

Font:                     New Objects Appear:
 ● Small                   ● Preview Box Size
 ○ Large                   ○ Ideal Size

Page Type:                Printed Format:
 ● Choice
 ○ Pictures & Text
 ○ Text Only

 ☐ Bring Objects to
    Front When Moved   [Cancel]    [  OK  ]
```

Page Setup...

This menu item calls up the standard Apple IIGS Page Setup dialog box for the printer selected in the Control Panel.

You can select paper size, vertical sizing, and any printer effects.

```
┌─────────────────────────────────────────────────┐
│ ┌───────────────────────────────────────────┐   │
│ │ LaserWriter                         v3.0   │   │
│ │ Paper: ● US Letter    ○ A4 Letter          │   │
│ │        ○ US Legal     ○ B5 Letter          │   │
│ │ Orientation:          Vertical Sizing:     │   │
│ │  [icon]    [icon]     ● Normal             │   │
│ │                       ○ Intermediate       │   │
│ │                       ○ Condensed          │   │
│ │ Printer Effects:                           │   │
│ │                       Reduce or   [100] %  │   │
│ │ ⊠ Smoothing?          Enlarge:             │   │
│ │ ⊠ Font Substitution?                       │   │
│ │                    ( Cancel )  ( OK )      │   │
│ └───────────────────────────────────────────┘   │
└─────────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────────┐
│ ┌───────────────────────────────────────────┐   │
│ │ ImageWriter/Printer                 v3.0   │   │
│ │ Paper: ● US Letter                         │   │
│ │        ○ US Legal                          │   │
│ │        ○ A4 Letter                         │   │
│ │        ○ International Fanfold             │   │
│ │ Vertical Sizing:   Printer Effects:        │   │
│ │  ● Normal          □ 50% Reduction         │   │
│ │  ○ Condensed       □ No Gaps Between       │   │
│ │ Orientation:            Pages              │   │
│ │  [icon]    [icon]                          │   │
│ │                    ( Cancel ) ( OK )       │   │
│ └───────────────────────────────────────────┘   │
└─────────────────────────────────────────────────┘
```

Storybook Weaver

Print... (⌂-P)

This menu item prints the story document to the currently chosen printer. Depending on the selection you have made in the Control Panel, you will see the standard Apple IIGS Print dialog box for the LaserWriter or the ImageWriter:

```
┌─────────────────────────────────────────────────┐
│  LaserWriter                              v3.0    │
│  Pages:      ◉ All                                │
│              ○ From:   [      ]  To:  [      ]    │
│  Copies: [1    ]                                  │
│  Paper Source:                                    │
│              ◉ Paper Tray                         │
│              ○ Manual Feed                        │
│                          [ Cancel ]  [   OK   ]   │
└─────────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────────┐
│  ImageWriter/Modem                        v3.0    │
│  Quality:    ○ Better Text                        │
│              ◉ Better Color                       │
│              ○ Draft                              │
│  Page range:                                      │
│              ◉ All                                │
│              ○ From:   [      ]  To:  [      ]    │
│  Copies: [1    ]                                  │
│  Paper Feed:◉ Automatic   ○ Manual                │
│                                                   │
│  ☒ Color               [ Cancel ]  [   OK   ]     │
└─────────────────────────────────────────────────┘
```

You can print all the pages or select a range of pages from the story document, specify the number of copies to print, and select "Manual Feed" or "Paper Tray" as the paper source. *Storybook Weaver* allows for story documents of up to 50 pages. The Title page is designated as page 0.

Quit (⌘-Q)

This option allows you to exit *Storybook Weaver*. If there were any changes in the currently open story document that haven't been saved, the following alert will appear:

```
┌──────────────────────────────────────────┐
│  ┌──────────────────────────────────────┐ │
│  │  ⚠  Save changes before quitting?    │ │
│  │                                      │ │
│  │  ( Cancel )  (Don't Save)  ( Save )  │ │
│  └──────────────────────────────────────┘ │
└──────────────────────────────────────────┘
```
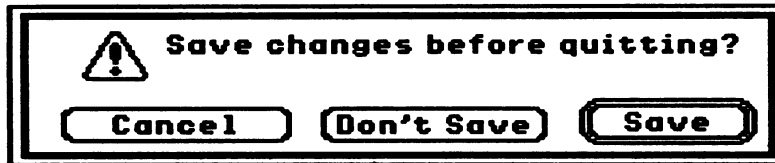
The Edit Menu

The Edit menu manages the manipulation of story text and objects. You can cut, copy, and paste selections of story text and objects.

This is the Edit Menu.

```
┌─────────────────────┐
│ Edit                │
├─────────────────────┤
│ Undo           ⌘Z   │
├─────────────────────┤
│ Cut            ⌘X   │
│ Copy           ⌘C   │
│ Paste          ⌘V   │
│ Clear               │
├─────────────────────┤
│ Select All     ⌘A   │
└─────────────────────┘
```

Undo (⌘-Z)

This menu item will undo your *last* action. The specific name of the menu item will depend on which action is to be undone. When you are typing text, it will read "Undo Typing." If this were executed, the menu item would then read "Redo Typing." If you selected text and cut it, it would read "Undo Cut." It is dimmed when unavailable.

Undo will undo Cut, Copy, Paste, and Select All commands, any changes to font size, and any deleted object or text. Undo will also undo Clear, Move object, and Color object.

Storybook Weaver

Cut (⌂-X), Copy (⌂-C), and Paste (⌂-V)

These menu items remove or duplicate and place selected text or objects. They act like they do in other applications and are dimmed and inactive if there is no text or object selected. Selected text can be a range of characters, a word, or a range of words. You can select text by using shifted arrow keys, by dragging the mouse, or by using Select All.

Cut removes text from its current position and holds it in memory so that it can be pasted in some other location. Cut can be invoked by pressing ⌂-X. A second cut replaces any text or objects previously cut.

Copy duplicates selected text so that it can be pasted at some other location and holds the duplicated text in memory until another Copy or Cut is performed. Copy can be invoked by pressing ⌂-C. A second copy overwrites any text or objects that had been copied.

Paste takes whatever text has been cut or copied and places it at the current insertion point. Move the I-beam to where you want to paste the cut or copied text, click the mouse to create the insertion point, and select Paste or press ⌂-V. Text that has been copied can be pasted multiple times.

When you use Cut and Copy, you hold this text in memory in a place called the clipboard. Text will stay in the clipboard until you copy or cut a second time.

> _Cut, Copy, and Paste can also be used with objects in the picture window. Whenever an object (or group of objects) has been selected, it can be cut or copied. When you select Paste, the object is placed in the center of the picture window. It can then be moved or manipulated._

Clear

This menu item deletes the current selection. If something is cleared, it cannot be pasted later. This menu item is dimmed if nothing is selected. Clear works for text and objects in the picture window, deleting the currently selected text or objects. Cleared text or objects cannot be pasted later.

Select All (⌂-A)

This menu item selects all of the text in the story window or all of the objects in the picture window on the current story page.

The Goodies menu manages the manipulation of text size in the story window, object size, and page features.

The Goodies Menu

This is the Goodies Menu.

```
 Goodies
✓ Small Font
  Large Font
  Bring to Front      ⌂F
  Send to Back        ⌂B
  Ideal Size          ⌂I
  Delete Page
  Insert a Page
  Copy a Page...
  Swap Pages...
  Go To Page...       ⌂G
```

Small Font

This menu item allows you to change the size of the text that appears in the story window. If you have chosen a picture and text page, selecting small font will give you four lines of story text. If you have chosen a text-only page, selecting small font will provide eighteen lines of story text. Small font is selected as the default in *Storybook Weaver*.

Storybook Weaver

```
 🍎   File    Edit    Goodies
┌──────────────────────────────────────┐
│ ▓▓▓▓ ↗↕↺│                             │
│scenery│objects                        │
├───────┼──────                         │
│  🐕   │  🐕                           │
│bigger │smaller                        │
├───────┼──────                         │
│ 🐕🐕  │  🐕                           │
│ flip  │ spell                         │
├───────┼──────                         │
│ STOP  │  🗑                           │
│       │ trash                         │
├───────┴──────                         │
│Color ▓▓▓▓│                            │
├──────────┤                            │
│          ├─────────────────────────── │
│          │Later that day we took our pail and shovel to the shore.│
│          │We built a sand castle by the edge of the water. The    │
│          │sand castle had huge towers. We found seashells and put │
│          │them at the castle door. What a fun day!                │
│          ├────────────┬────────────┬──│
│          │ ◄──────    │  Page 1    │ ──────► │
└──────────┴────────────┴────────────┴──┘
```
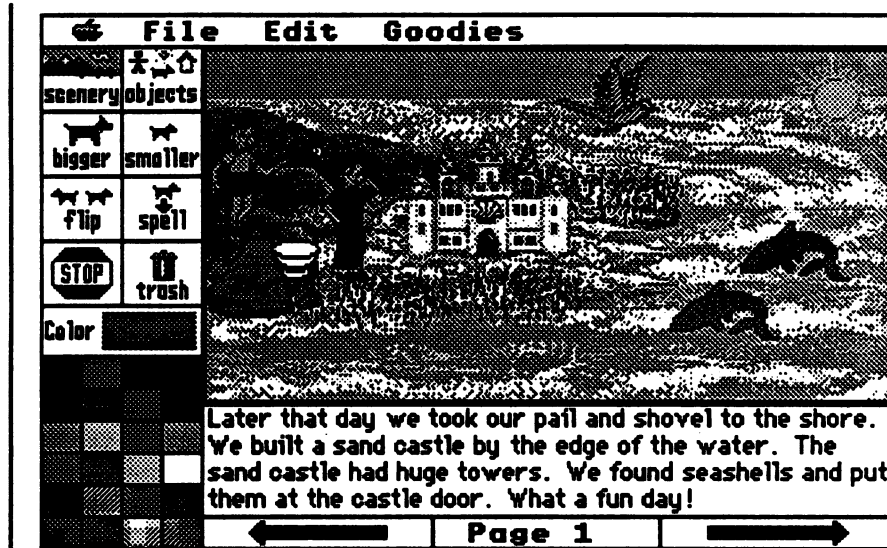
Large Font

This menu item allows you to change the size of the text that appears in the story window. If you have chosen a picture and text page, selecting large font will give you two lines of story text. If you have chosen a text only page, selecting large font will provide nine lines of story text. The larger text is sometimes desired for young readers and writers.

```
 🍎   File    Edit    Goodies
┌──────────────────────────────────────┐
│ ▓▓▓▓ ↗↕↺│                             │
│scenery│objects                        │
├───────┼──────                         │
│  🐕   │  🐕                           │
│bigger │smaller                        │
├───────┼──────                         │
│ 🐕🐕  │  🐕                           │
│ flip  │ spell                         │
├───────┼──────                         │
│ STOP  │  🗑                           │
│       │ trash                         │
├───────┴──────                         │
│Color ▓▓▓▓│                            │
├──────────┤                            │
│          ├─────────────────────────── │
│          │Later that day we took our pail and│
│          │shovel to the shore. We built a    │
│          ├────────────┬────────────┬──│
│          │ ◄──────    │  Page 1    │ ──────► │
└──────────┴────────────┴────────────┴──┘
```

Font size may be changed under the Goodies menu or under
Preferences in the File menu.

> The font size may be changed from page to page in your story.
> However, font size may not be mixed on individual pages. In
> other words, once small font is selected, your entire page will
> appear in that size until you change the setting for a new page. A
> check mark (√) will appear next to the current font in the Goodies
> menu.

Bring to Front (⌘-F)

This menu item brings the selected object in the picture window to
the foreground, in front of other objects. In effect, this option
reshuffles the object order and places the selected object at the top of
the pile.
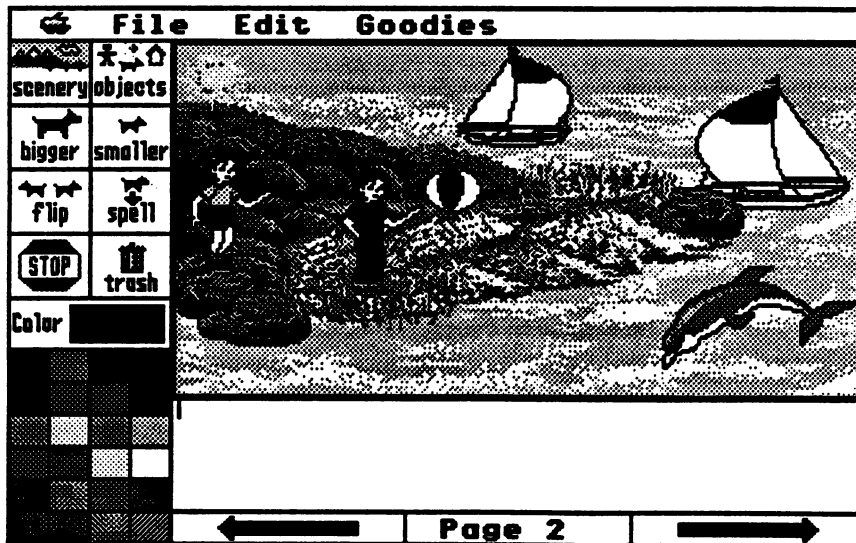
Send to Back (⌘-B)

This menu item sends the selected object in the picture window to the
background, behind other objects. In effect, this option reshuffles the
object order and places the selected object at the bottom of the pile.

Storybook Weaver
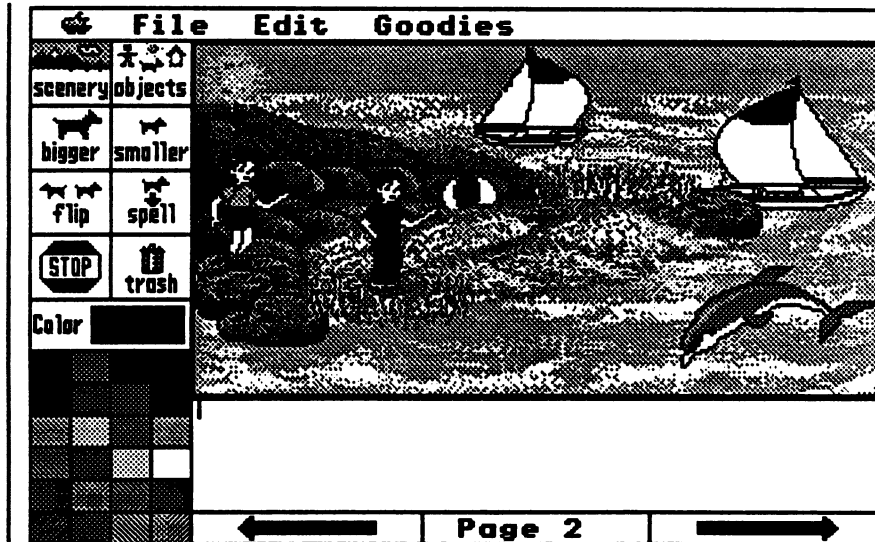
Ideal Size (⌘-I)

This menu item changes the size of the objects to their pre-drawn or best size. Often times, after an object has been resized using the bigger or smaller buttons, you will want to return the object to its ideal or best size. This feature allows you to accomplish that task by selecting the object or objects you wish to revert and selecting Ideal Size from the Goodies menu or pressing (⌘-I).

You may also set Ideal Size in Preferences under the File menu to indicate how you would like new objects to appear in the picture window.

In general, Ideal Size refers to the size the objects appear in the preview box. However, some objects have been scaled to fit into the preview box. Therefore, Ideal Size most accurately refers to the size in which the objects were predrawn and look best in terms of detail and proportion.

```
 ⛢   File   Edit   Goodies
┌──────┬──────┐
│ 🧍🧍 │ 🚶🚶 │
│people│people│
├──────┼──────┤
│      │      │
│animals│animals│
├──────┼──────┤
│      │      │
│nature│vehicles│
├──────┼──────┤
│      │      │
│shelter│things│
├──────┴──────┤
│   ┌─────┐   │
│   │ OK  │   │
│   └─────┘   │
```

police car	sailboat	semi truck
race car	school bus	ship
row boat	scooter	small plane

```
◄═══   More Objects   ═══►
```
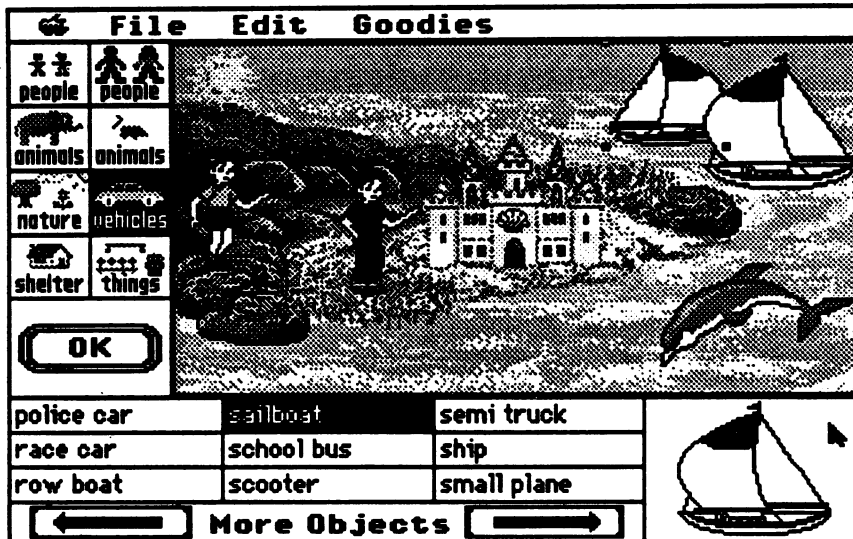
Delete Page

This menu item allows you to remove the current story page. When you select Delete Page, you will see the following dialog box, which asks you to verify that you wish to remove this page from your story. You may not delete the Title page of your document.

┌───┐
│ ⚠ **You are about to PERMANENTLY**   │
│   **remove this page.**   │
│   (Cancel)   (OK   )   │
└───┘

A deleted page cannot be retrieved. Once a page has been deleted, the pages of your story are automatically renumbered.

Insert a Page

This menu item allows you to add a blank page before the current story page. When you select Insert a Page, you will see the following dialog box, which asks you to verify that you wish to add a new page to your story. You will then be asked to select what your new page will look like.

┌───┐
│ ⚠ **Insert new page before**   │
│   **current page?**   │
│   (Cancel)   (Insert)   │
└───┘
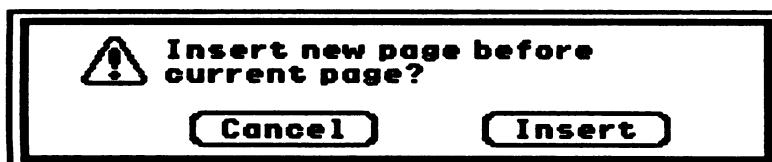
Storybook Weaver

An inserted page is added before the current story page. You may not insert a page before the title page. *Storybook Weaver* allows you to create a maximum of 50 pages per story. When inserting a page into your story, the pages of your story are automatically renumbered.

Copy a Page

This menu item allows you to duplicate a previously drawn page on to the current page. The entire page, including the current scenery and objects in the picture window and the text, is affected. When you select Copy a Page, you will see the following dialog box, which asks you to enter the number of the page you wish to copy onto your current page. The number of pages in your current story document is indicated. If you mistakenly type a number out of that range, you will hear a system beep. You may not copy the title page.

```
┌──────────────────────────────────────────┐
│              Copy a Page                  │
│  There are 2 pages in Untitled.           │
│  Copy page  [ 2 ]  to the current page.   │
│                                           │
│  (Cancel)                      (  OK  )   │
└──────────────────────────────────────────┘
```
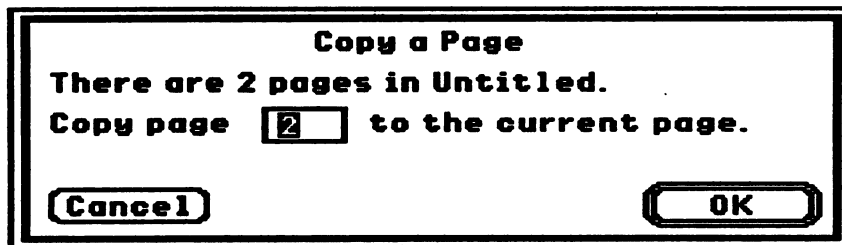
Swap Page

This menu item allows you to change the order of your storybook pages, exchanging one complete story page for the current story page. When you select Swap Page, you will see the following dialog box, which asks you to enter the number of the page you wish to exchange with the current story page.
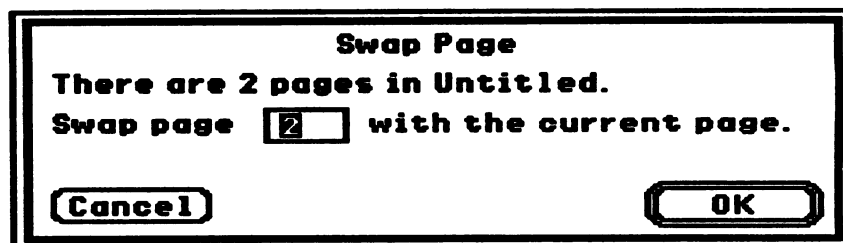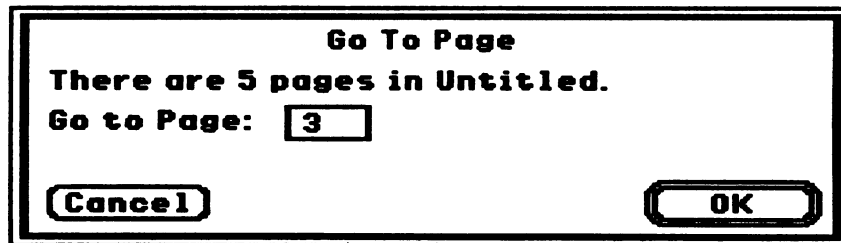
```
┌──────────────────────────────────────────┐
│              Swap Page                    │
│  There are 2 pages in Untitled.           │
│  Swap page  [ 2 ]  with the current page. │
│                                           │
│  (Cancel)                      (  OK  )   │
└──────────────────────────────────────────┘
```

The dialog box reminds you of how many pages are in your document. If you mistakenly type a number out of that range, you will hear a system beep and return to this dialog box. You may not swap the title page with the current page.

Go To Page... (⌘-G)

This menu item allows you to go to any page in your current story document. When you select Go To Page... or press ⌘-G, you will see the following dialog box, which asks you to enter the number of the page you want:

```
                      Go To Page
  There are 5 pages in Untitled.
  Go to Page:   [3  ]

  (Cancel)                           (   OK   )
```

The dialog box comes up with the current page highlighted. Type the page you want and press Return or click on the OK button. The dialog box reminds you of how many pages are in your document. If you mistakenly type a number out of that range, you will hear a system beep and return to this dialog box.

When you go to a page, the cursor will be placed in the picture window of that page. This menu item allows you to quickly go to any page within your story without having to use the page-turning buttons located at the bottom of the main work screen.

If you wish to go to the Title page of your story document, type 0 when asked what page number you want.

Storybook Weaver

Q. How should I introduce *Storybook Weaver* to my students?

A. See the *"Use in an Instructional Setting"* section, beginning on page 73. This section provides many suggestions for using *Storybook Weaver*. You will also want to look at *"A Step-by-Step Look at Storybook Weaver"* section, beginning on page 15, which introduces many of the program's features.

Q. At what grade level should *Storybook Weaver* be introduced?

A. *Storybook Weaver* centers around the theme, "my world around me," which reflects writing activities often assigned to primary students. Therefore, we have recommended *Storybook Weaver* for grades K-3. However, *Storybook Weaver* has been designed for use with any grade level and has many features and flexibility that older students will find appealing. Therefore, we encourage students in any grade level to create storybooks using *Storybook Weaver*.

Q. Should I introduce all the features before my students use *Storybook Weaver*?

A. No. See the *"Use in an Instructional Setting"* section. We suggest introducing features gradually over an extended period as they are required.

Q. How should I end a *Storybook Weaver* session?

A. Select Stop from the tool palette on the main work screen. When you have returned to the main menu, select *"I would like to quit for now."* If you plan to use another program, close the *Storybook Weaver* Program disk, select it, and select Eject from the Disk menu. If you plan to end all work at the computer, close the *Storybook Weaver* Program disk and select Shut Down from the Special menu.

Q. Does *Storybook Weaver* work over a network?

A. Yes. *Storybook Weaver* runs on networks that support GS/OS System 5. You will need to purchase a special network version to load onto the file server. Contact MECC Membership Services for information on the network version.

Q. How do I make data disks?

A. Use Disk Accessory available under the Apple menu on the *Storybook Weaver* disk. The disk will be formatted and can be used for storing *Storybook Weaver* files.

Q. Why are some menu items gray?

A. Nothing is wrong. Certain menu items are not available when objects or text have not been selected or until some other required action is taken. For example, Bring to Front and Send to Back on the Goodies menu are not available until you have placed selected objects in your picture window.

Q. Why are the buttons on the Title page and the buttons on the tool palette gray?

A. If the buttons on the Title page and tool palette are gray, *Storybook Weaver* is in "read only" mode. *Storybook Weaver* does not allow editing in this mode. To activate the buttons, you must return to the main menu to make another menu selection.

Q. What is the largest number of objects I can have on a single page in *Storybook Weaver*?

A. *Storybook Weaver* limits the number of objects per page to 50. If you try to add more than 50 objects per page, you see a dialog box warning you that you have reached the object limit.

Storybook Weaver

Q. What is the largest document size you can have in *Storybook Weaver?*

A. *Storybook Weaver* documents are limited to 50 pages. Depending on the amount and size of the objects you have used in your document, you may run out of memory before the 50-page limit.

Q. What Teacher Options are available with *Storybook Weaver?*

A. You can set various options by selecting Preferences on the File menu. You can select small or large font, the page type you desire, if moved objects are brought to the front of other placed objects, the printed format of your story, and how new objects will appear in the picture window.

Q. If I want my students to color their printed story pages, using crayons, markers, or colored pencils, will *Storybook Weaver* print "coloring book" pages?

A. In order to provide a printed outline drawing of the story page for students to color, we suggest you select the color option for your scenery and do not color objects that you place in the picture window. In that way, *Storybook Weaver* will print your story in an outline format for students to color.
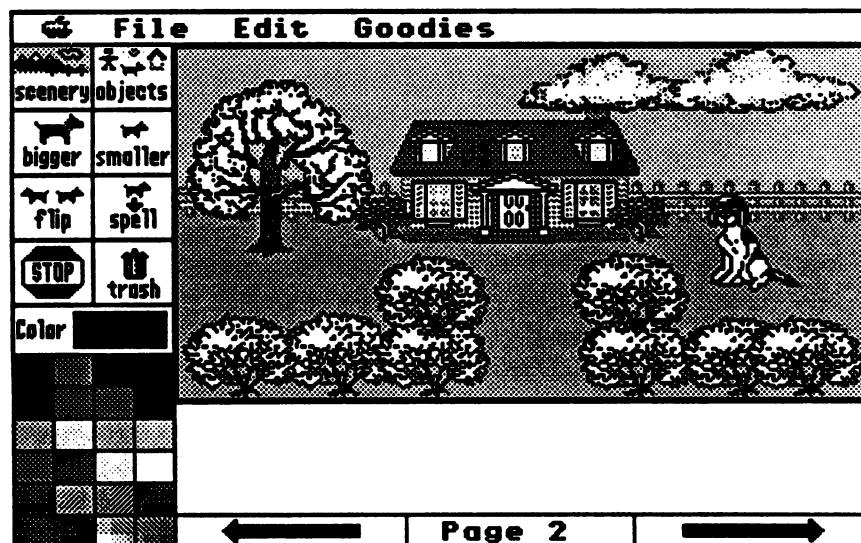
Writing is a thinking process. For children, learning to read and write begins early in life and is ongoing, developing in concert with oral language. Writing requires active participation in activities that have meaning in children's daily lives and involves interaction with others.

Storybook Weaver provides your students with an open-ended writing tool that allows them to discover the writing process that best fits their writing style. Our intent is to provide an environment that puts students in control of their writing. Great care has been taken to provide students with flexibility in their approach to writing. Students can begin by creating a picture or working on their story text. Students can also work between picture and story as they compose and edit their storybook pages.

Storybook Weaver encourages a process approach to writing. In process-oriented classrooms, children learn to write by actively engaging in writing whole and meaningful texts. Children select their own topics, formulate ideas, compose drafts, interact with peers, revise, edit, and publish their work for real audiences. As the process unfolds, the writer may return to any one of these activities at any time.

Students write most successfully when they have some knowledge of the topic. *Storybook Weaver* focuses on a central theme familiar to primary-aged students—"my world around me." These day-to-day experiences provide a solid foundation on which young students can expand and explore their world through writing.

Since children possess a wide range of reading and writing skills, *Storybook Weaver* provides both an introduction to writing for some, while for others it provides a rich, creative environment to encourage the elaboration of learned writing skills.

This section presents a variety of suggestions for incorporating *Storybook Weaver* into your classroom writing environment. You'll find ideas for getting started, composing, drafting and revising, sharing and publishing, collaborative writing, writing across the curriculum, storytelling, reading aloud, connecting reading and writing, and integrating literature.

During writing, students intertwine thoughts, ideas, experiences, pictures, and words to create an intricate story fabric. Through writing, students discover the wholeness in their intricately woven tapestry.

Using Storybook Weaver *with Your* Students

Storybook Weaver

Getting Started with Storybook Weaver

With the large choice of inviting scenery and varied objects available in *Storybook Weaver*, motivating students to write will be easy! Yet students will differ in their approach to *Storybook Weaver*. Younger students may use the scenery and the objects to guide their writing. They may draw their picture first and mold their story to fit the picture they have created. Older students, with more writing experience, may come to *Storybook Weaver* with their ideas thought through, ready to compose, then utilize *Storybook Weaver* to illustrate the ideas communicated through their writing.

Whatever the approach, we suggest that when you introduce *Storybook Weaver* to your students, you initially encourage the use of this product as a browsing tool. Students need the opportunity to explore, not only the interface of the product but also the variety of scenery and objects that are available for use.

As you introduce *Storybook Weaver* to your students, you may wish to use the *"Step-by-Step Look at Storybook Weaver"* section to familiarize them with the main work screen, scenery and object selection, and the features of this product. Provide time for students to create pictures before you expect them to write a story. Through this exploration, students will generate ideas for their writing. In that way, their further experiences with *Storybook Weaver* will allow them to focus more on writing, composing, and using the objects and scenery to illustrate their story ideas.

Here are several prewriting suggestions that you can use with your students as they explore *Storybook Weaver*.

- Have students select a topic for their writing or you may suggest a topic. Then, use talk as prewriting. Probe, prompt, praise, and question children to help them process the knowledge they already possess. Let them talk with their friends about their ideas before embarking on a writing process. The natural talk that occurs as students interact with *Storybook Weaver* will spark their imaginations about story possibilities.

- The old adage, "a picture is worth a thousand words" has particular significance for early writers. Drawing tells stories, clarifies thoughts and ideas, and expresses feelings.

Have your students create a picture that they can use to tell
a story to peer groups before they begin writing. This
thinking aloud about who is going to be in the story, where the
story will take place, when it will happen, and how the story
will end provides students with a framework as they actually
begin their writing. Research has shown that, for most
students, the period spent "thinking" about their story
before they sit in front of a computer and begin writing is time
well spent—especially when student time at the computer is
limited.

* Read to your children; read books, stories, magazines, comic
  strips, poems. Likewise, encourage them to read by
  themselves, since the more they are exposed to other people's
  writing, the more background they'll have for their own use.
  We have provided a sampling of children's books that reflect
  a theme similar to that of *Storybook Weaver*'s later in this
  section.

* Story starters can be used to generate ideas for writing. Story
  starters are as many and varied as your imagination. In
  Storybook Weaver, they can take the form of a sentence that
  appears in the story window of the main work screen, a
  picture you have created in the picture window, or a
  combination of both. We have provided some story-starter
  ideas on pages 82-84.

We suggest introducing *Storybook Weaver* to your students using a
guided exploration approach. This method uses your writing
curriculum as the basis of the writing tasks. As students encounter
difficulties or inquire about new *Storybook Weaver* functions, the
functions are introduced either individually or collectively. An
advantage of the "on-demand" method is that it allows you to
continue your writing curriculum and activities with as little
interruption as a new piece of technology can allow. The technology
is available on a "need-to-know" basis; that is, it is introduced at a
critical moment and not before.

Obviously, with a guided exploration approach, some students may
never inquire about certain functions or may not be aware of an
alternative and efficient method. In some cases, students may need
functions or options but never ask for them. Students may get to a
performance plateau or level of user sophistication but not go beyond
it.

Storybook Weaver

Additionally, you may need to repeat instructions about a *Storybook Weaver* function several times. If functions are introduced only as students need them, several explanations may be needed before the entire class has mastered them.

If you use a guided exploration approach, you may want to organize writing teams or student writing pairs to assist with the dissemination of knowledge.

Drafting, Composing, and Revising

Writing is a powerful instrument of thought. In the act of composing, writers learn about themselves and their world and communicate their insights to others.

As students begin composing or drafting their stories or writing assignments, *Storybook Weaver* can be used in several different ways. Students may compose at the keyboard, transcribe their handwritten work at the keyboard, or dictate their writing to an older student, parent volunteer, or teacher. *Storybook Weaver* can be used to get ideas down quickly.

It is at this stage of the writing process that students begin to get a real sense of the effort and energy that goes into writing. Using the simple word-processing features in *Storybook Weaver*, students can write readily, producing written work that is longer, neater, and more fully developed. Through entering and editing text, students can create a story that flows smoothly from beginning to end.

For young students, their oral-language skills are often more developed than their written-language skills. In their writing, students often avoid the use of words that they can't spell, even when invented spelling is encouraged. *Storybook Weaver*'s "Spell" button allows students immediate access to the correct spelling of any object placed in their picture window. In this way, *Storybook Weaver* encourages students to focus on their storyline during composition and encourages the use of their rich oral language.

One of the most frequently cited advantages of working with a word processor is the ease with which text can be edited. *Storybook Weaver* can be used to rewrite draft versions, add and delete words and sections of text, and organize paragraphs and pages. Features, such as cutting and pasting text and page options, are available under the Edit menu or the Goodies menu. Command Key options provide direct access to these features.

Writing is meant to be shared. *Storybook Weaver* makes publishing an easy and attractive way for students to share their writing with others. Students can take pride in the printed stories produced as a finished product. A student's printed copy of a *Storybook Weaver* document will appear as it does in the picture and story window on the main work screen.

Storybook Weaver's print options allow for one or two story pages per printed page. Stories may be printed in gray-scale or color on an ImageWriter II or in gray-scale on a LaserWriter printer.

Toward the end of the writing session, you can come together as a group to share—to read and celebrate completed texts as well as texts in progress. Offer praise and support for the efforts and accomplishments of your writers.

In one-to-one sharing the purpose is to simply share a good story. Children read their stories to one other person whose job it is to simply understand what has been written. The listener asks questions, makes comments, and offers support and encouragement.

In whole-class sharing children can share what their partners had written with the class. The listener must understand and remember enough of the details to tell the other children about the story.

You can help the children share their writing by binding stories into books to be used during sustained silent reading.

You can share writing with the larger community. This introduces children to the concept of audience.

Here are some other suggestions for story sharing:

- Designate a child as the author of the day. Bring a microphone and podium into the classroom for students to read a story aloud to the class. The microphone and podium add a professional feel to reading that primary-aged students enjoy. If a microphone and podium are not available, designate an author's chair for story sharing. Be sure to invite other classes, your building principal, parents, and others to share in these story sessions.

Sharing and Publishing Student Stories

Storybook Weaver

- Use *Storybook Weaver*'s *"Choose a story to read"* option from the main menu to share writing. In a one-computer classroom, you can attach an LCD (liquid crystal display) to the computer to project the story on a large screen. Then use the page-turning buttons to read the story text.
- If you are writing in a computer lab environment, load completed stories and have your class rotate through the lab reading a story at each computer workstation. Selecting *"Choose a story to read"* from the main menu protects the author from having unauthorized editing done to the story.
- Bind student stories into books. Using *Storybook Weaver*, students' stories can be printed for them to keep and read over and over again. While there are many techniques for binding books, a simple procedure is outlined on this page.
- Bind student stories into one large class book that can be laced in your classroom, building library or media center. A collection of class books available for parents to enjoy during conferences and school visits is an exciting way to share your student's writing.

Binding a Story into a Book

To prepare a story for binding, choose your printed page format by selecting one or two story pages per printer page. This is set under Preferences on the File menu. Print the story by selecting *"Choose a story to print"* from the main menu of *Storybook Weaver*.

Once the story has been printed, assemble the pages by placing each page in the story sequence. If the story has been printed on form-feed paper, separate each page before binding.

Create an endpaper by placing a heavy piece of colored paper (8 1/2" x 11") in the front and the back of the assembled book pages.

Staple the pages together along the binding edge. This will create the book spine. You may prefer to sew the book pages together at the spine using a running stitch on a sewing machine.

Make book covers by gluing two 6" x 9" cardboard rectangles to a single sheet of wallpaper. Fold the wallpaper over the inner edges of the cardboard and secure with glue. (Dry mount tissue and fabric also make nice book covers.)

Then glue the endpaper to the inside front cover of the book. Do the same with the endpaper at the back of the book. Your book is finished!

Add a copy of the bound books to a classroom library and send a copy to the central library or media center.

Collaborative writing is an activity that sparks children's talk about writing. Adults often co-author stories, articles, and books. Children should be afforded the same opportunity for co-authorship.

Collaborative Writing with Storybook Weaver

Collaborative writing has a unique application within a computer environment. Children can merge their ideas into one coherent-looking text and can make revisions without having to recopy the entire text. Collaboration makes good use of a limited number of computers in the classroom or school. And children enjoy occasional social experiences as they spend time discussing writing in a computerized writing class.

Traditionally, writing collaboratively involves pairs of students creating one text together. Throughout the process, partners suggest and revise their story from the perspective of a writer and a reader. A shared experience or subject matter facilitates the creation of a shared text.

Storybook Weaver provides a vehicle for students to write collaboratively. Students can work together to generate ideas, compose and revise, and gain feedback and share their writing. Students initial exposure to collaborative writing may involve helping each other with their writing by being a good listener or audience and trying to understand the writer's intention. The following suggestions provide ways for students to write collaboratively.

Storybook Weaver

Using student groups to generate ideas:
- Brainstorming is done either with a partner or in a resource group. The list of ideas becomes a stimulus to help students choose a topic.
- Usually students decide on a topic individually and then work collaboratively to organize the story. This might be done using the technique called "scripting," whereby students take turns discussing one another's stories. Students address such aspects as what ideas to include, how to start the story, and the story sequence.

Using student groups to compose and revise:
- Once the student has chosen a topic and organized the story, the partner continues to be a resource during this process as students check with one another about the clarity and communication of their ideas.
- Students may often print two story copies, one for their own proofreading and the other for their writing partner to edit. These suggestions become the basis for revisions.

Using student groups to gain feedback and share writing:
- Students may share their finished writing with their writing partner by reading aloud or reading printed storybooks. The writing partners provide feedback about the story and how it communicated the author's message.

Storybook Weaver can be used for cross-age collaborative writing as younger students work with older students to create a story. In this environment, younger students develop verbal communication skills, learn computer skills, and use their imaginations. Older students develop a sense of responsibility for providing effective learning experiences for younger children while developing their skills in organization.

Collaborative writing can be a way of learning more about what happens in the writing process as children talk over their plans, ideas, and decisions with others. For those students who enjoy the team experience and the ideas generated in a group, team writing has many possibilities.

Students learn to write by writing. The specific purposes for writing vary widely, from discovering the writer's own feelings to persuading others to a course of action, recreating experiences imaginatively, reporting the results of observations, and more.

Writing assignments should reflect this range of purposes. Student writers should have the opportunities to pursue writing that is important to them. They should also have the opportunity to use writing as an instrument of thought and learning across the curriculum.

The theme of *Storybook Weaver*, "my world around me," is closely tied to similar themes in the most popular classroom texts in many areas of the curriculum. Our hope is that through this parallel theme, *Storybook Weaver* will encourage students to view writing as an integral part of each school day in all curriculum areas. Here are some suggestions:

- Prepare an alphabet book with a page for each letter of the alphabet. Accompany each letter with an illustrated example. Number, color, and shape books can be prepared in the same manner.
- Write autobiographies or biographies of your writing partner. Include such things as favorite book, pasttime, and sport. These "me" books can be compiled at the beginning of the school year and saved in "time capsules" to be reopened at the end of the year.
- Use literature to stimulate writing. Rewrite a favorite class story with new characters or a new setting. Extend a story by writing a new ending.
- Write the results of science experiments or investigations and illustrate them by using the graphics objects.
- Keep a journal using *Storybook Weaver* and let students make daily or weekly entries. For young students, an entry may consist of a picture and a simple sentence. *Storybook Weaver* is an excellent tool for journal writing because of its strong orientation to the child's world.
- Start correspondence with pen-pals in another class, another school, or even an institution such as a retirement home or day-care center. Use *Storybook Weaver* to write and illustrate letters.

Suggestions for Writing Activities Across the Curriculum

Storybook Weaver

- Produce want ads, posters, recipes, "how to" directions, invitations, and for-sale signs.
- Use round-robin writing, where each student adds a sentence to a composition that you or another student has begun.
- Assign teams of students to a single writing assignment: a story, an essay, or an article.

Writing can be the vehicle for learning—for learning about writing and for learning about particular topics in content areas.

Story-Starters

Story-starters are often used to suggest a writing topic to students. They plant the seed of a new story idea for the writer. With *Storybook Weaver*, a story starter may consist of an intriguing picture, a sentence in the story window, or a combination of both.

Story-starters provide a focus for the writer. Before beginning to write, students should address such questions as:

- who is going to be in the story;
- where will the story take place;
- when will it happen;
- what will happen first in the story;
- what will happen after that;
- how will your story end.

We have compiled a sampling of story-starters that can be used to engage your students in writing. Needless to say, the possibility for story-starters is limited only by imagination.

Nobody knew what was on the other side of the fence. Then one day we decided to find out.
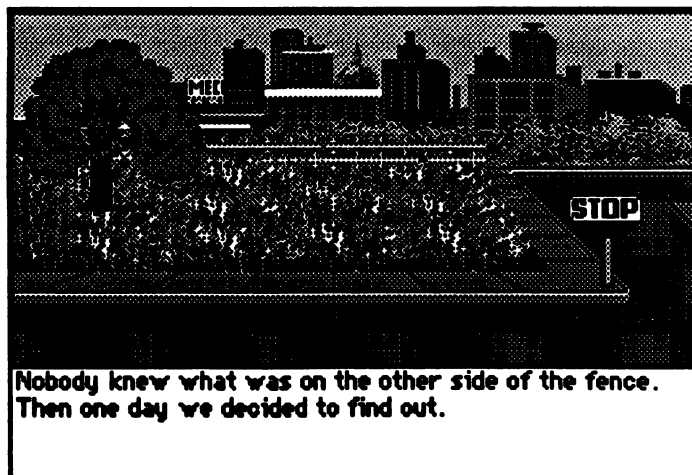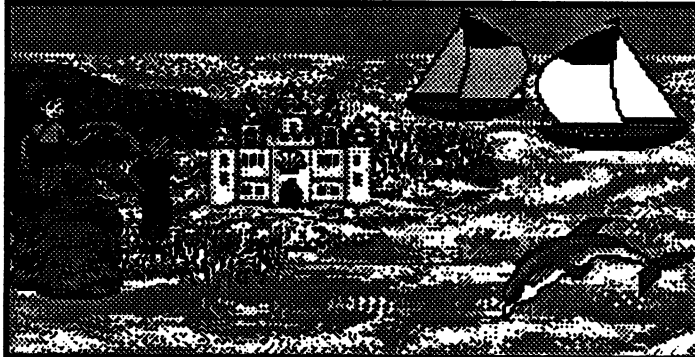
The day was warm and sunny. We were the only ones on the sandy beach.
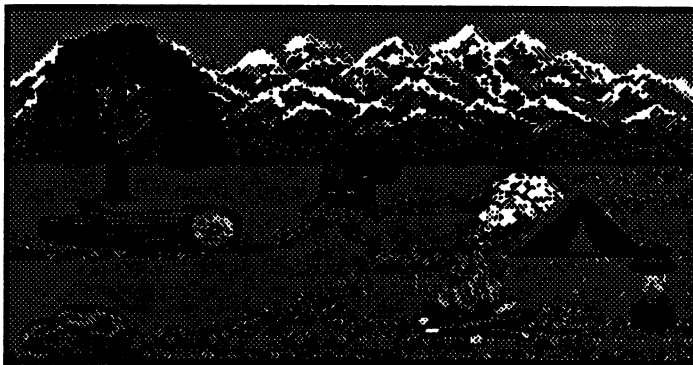
We were just starting out on a hike when what should we see coming down the path.

Guess what we found on the playground today!

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I was the first one to smell the smoke.

I waved out the window at my family as the bus started
to pull away.

You will never believe what happened at the zoo!

Storytelling in the classroom offers natural opportunities for children to grow as language users. Storytelling extends an invitation to read and a natural progression from hearing, reading, and telling stories is the writing of original stories.

From kindergarten through the intermediate grades, storytelling can be used as a tool to reinforce comprehension skills, encourage creativity, and stimulate interest in independent reading and writing. Here are a few suggestions for encouraging storytelling through the use of *Storybook Weaver*:

- Drawing is an important way to tell a story, especially for the young child. Have students create a story to tell in pictures. A wordless picture book can be created using the scenery and objects available in *Storybook Weaver* and omitting the story text. Students can select the *"Choose a story to read"* option from the main menu to share their pictures as they tell the story.
- Use a tape recorder to encourage students to share their stories with others. The tape can be used in conjunction with the *"Choose a story to read"* menu option or provide a printed version of the story for students as they listen to the taped story.
- Let writing become the basis for oral storytelling. Using a story the student has written, have them practice the story until they are comfortable enough that they can tell the story to a group. Then schedule some storytelling sessions, allowing students to use props if desired to make their written stories come alive through oral language.
- Round-robin storytelling can be a written as well as an oral experience. Have one student start a story by writing one page. The next student continues the story, adding the next page. This activity works best in small groups so that the waiting time for the story to be written and shared is relatively short. To create a purely nonsensical tale, each writer should begin on a new page that contains only the last line of the previous writers portion. That way, none of the writers knows what the others have written prior to the line left to be continued. The illogical story makes for hilarious oral reading.

Using Storytelling to Encourage Writing

Storybook Weaver

- Finally, encourage children to retell stories by modeling storytelling for them. Choose a favorite story to tell to your class. At the conclusion of the story, have students create their own rendition of the story you have shared.

Storytelling permits children to become active participants in the creation of language and allows book language to serve as a model for their own.

Reading Aloud

One of the easiest and most effective methods of getting children interested in reading good books is to read aloud to them. While we often think of reading aloud as an activity associated with books in print, *Storybook Weaver* provides a forum for reading aloud in an electronic environment.

Selecting *"Choose a story to read"* from the main menu allows you to engage in read-aloud story-sharing sessions using those stories created with *Storybook Weaver*. Since this option allows no editing, the page-turning buttons function much like turning the pages of a book, allowing you to turn the page to continue the story.

As students listen to the stories, the reading and writing connection is established.

Connecting Reading and Writing

Writing is considered part of reading instruction. When children write about topics of interest to them, writing becomes an integral part of communication. Children learn about language by using it themselves in a meaningful way. By reading and revising their own writing, by reading and responding to other children's writing, and by sharing their writing with peers, children begin to believe in themselves as writers as well as readers.

When you watch students writing, you are watching reading. While composing, children read continually. They read to savor what they have written. They read to regain momentum. They read to edit. Finally, they read aloud to share what they have written.

Integrating Literature

For children, literature provides a model for comparison with experienced writers. As children read, they are reading the creative writing of others. In turn, when children write their own way, they gain experience with the decisions an author has to make.

Literature provides a model for writers as well as a springboard for children's writing. Books can offer a bridge to understanding that other people have problems, feelings, and experiences like their own. Some books provide themes to explore further; others lend themselves to sequels that enable young readers and writers to explore what happened "after" the end of the book. Still others encourage children to write about similar subjects: a journey, a place, or an interesting person.

We believe that in order to teach writing, you must surround your students with literature. Therefore, we have compiled a sampling of popular children's books that appear in various bibliographical listings for young children. These books have been selected because they reflect themes or settings that can be used to extend writing with *Storybook Weaver*.

For each book listed, we have included the complete title, the author (or authors), illustrator, publisher, copyright date, and an annotation. Annotations are brief in order to give you just an inkling of each book's content.

Equal attention was given to retain those timeless books that have been favorites of generations of children and to include contemporary books that are well on their way to becoming classics in their own time.

While not every book will appeal to every child, this listing serves as a starting point as you weave literature into your writing classroom. It is not intended to be exhaustive. We encourage you to consult your school or local library for additional recommendations.

By weaving together the arts of reading, writing, speaking, listening, and thinking, *Storybook Weaver* provides students with the opportunity to make literature their own through writing.

Storybook Weaver

All the Way Home
> Lore Segal
> Illustrated by James Marshall
> Farrar, 1973
> A cumulative crying, barking, meowing, squawking, and
> grinning story.

Amy Goes Fishing
> Jean Marzollo
> Dial, 1980
> Amy's brother and sister tell her that fishing is boring. But
> she goes fishing with her father anyway and they have a lot of
> fun.

And to Think That I Saw It on Mulberry Street
> Dr. Seuss
> Vanguard, 1937
> A small boy's imagination conjures up an amazing parade, bit
> by bit, inspired by the sight of a "plain horse and wagon on
> Mulberry Street."

Apricot ABC
> Miska Miles
> Illustrated by Peter Parnall
> Little Brown, 1969
> A story of the world of nature. This book could encourage
> children to describe what's happening in the countryside.

Baby Farm Animals
> Merrill Windsor
> National Geographic, 1984
> This is a lovely collection of mothers and their kids, calves,
> chicks, lambs, goslings, foals, and piglets—at home.

The Big Yellow Balloon
> Edward Fenton
> Illustrated by Ib Ohlsson
> Doubleday, 1967
> Chain reaction that occurs when a cat chases Roger's giant
> balloon.

Blueberries for Sal
> Robert McCloskey
> Viking, 1948
> Blue-and-white pictures portray Sal and her mother gathering blueberries on the same mountain as little bear and his mother.

Brown Bear, Brown Bear What Do You See?
> Bill Martin, Jr.
> Illustrated by Eric Carle
> Holt, Rinehart & Winston, 1967, 1983
> Rhythmic verse and vivid colors combine to capture the attention of the youngest and simple text that is based on an old call-and-response game. As it progresses from red bird and yellow duck to mother and children, children will soon join the chant.

Caps for Sale
> Esphyr Slobodkina
> Addison-Wesley, 1947
> While a tired peddler sleeps, some mischievous monkeys take all the caps he has piled on his head.

A Children's Zoo
> Tana Hoban
> Greenwillow, 1985; Mulberry, 1987
> This beautifully designed book of eleven animal portraits is just right for a book-souvenir of a trip to the zoo. On the last page, the author tells where each animal lives and what it eats.

Come On Up
> Joy Kim
> Illustrated by Paul Harvey
> Troll, 1981
> A big cat easily climbs a tree, then invites all its animal friends to "come on up." Some friends, like the bird, manage easily, but the little cat has trouble. The little cat can't climb that high at first, but everything changes when the big dog comes along.

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Dawn
Uri Shulevitz
Farrar, 1974
An old man and his grandson sleep by the lake in the stillness of the night. Slowly, signs of a new day awaken them, and they row to the middle of the lake to experience the dazzling dawn.

Did You Carry the Flag Today, Charley?
Rebecca Caudill
Illustrated by Nancy Grossman
Holt, 1971
Independent five-year-old Charley manages to receive the highest honor in school—being chosen to carry the flag because he is the most helpful.

Don't Forget the Bacon
Pat Hutchins
Greenwillow, 1976
A humorous tale for every child and adult who has ever been sent to the store to pick up grocery items—only to forget the names of the items along the way.

Farm Morning
Harcourt Brace Jovanovich, 1985
A little girl and her father do early morning chores together in the barnyard.

Fog Drift Morning
Deborah Kogan Ray
Harper & Row, 1983
A mother and daughter walk happily together by the sea shortly before dawn.

Freight Train
Donald Crews
Greenwillow, 1978
As a freight train passes through the pages of this book, the reader is introduced to all its different cars.

Harry by the Sea
Gene Zion
Illustrated by Maragaret Bloy Graham
Harper, 1965
Family's pet dog causes an uproar at the beach.

Hide and Seek Fog
> Alvin Tresselt
> Illustrated by Roger DuVoisin
> Lothrop, 1965
> Fog at the seashore.

A House Is a House for Me
> Mary Ann Hoberman
> Illustrations by Betty Fraser
> Viking, 1978; Puffin, 1982
> Lilting, rhythmic verse and detailed illustrations show all
> kinds of houses for all kinds of creatures and things, including
> a shell for a clam, a dog for a flea, a barn for a lamb, and a
> pod for a pea.

I Can Ride It!
> Shigeo Watanabe
> Illustrated by Yasuo Ohtomo
> Philomel, 1981
> A very large bear cub gets on a small tricycle. After riding
> the tricycle, the cub graduates to a bicycle, then to skates, and
> finally tries a skateboard. The cub can ride all these
> vehicles—almost.

I Know a Lady
> Charlotte Zolotow
> Illustrated by James Stevenson
> Greenwillow, 1984
> Here the seasons are explored by following the relationshp
> between an old woman and two children who live down the
> street and enjoy her flowers in summer, her treats in winter,
> and her love all year long.

I Love You Mouse
> John Graham
> Illustrated by Tomie de Paola
> Harcourt, 1976
> A young boy imagines all the things he would do if he were
> the parent of various animals. For each he would provide
> shelter and share in their favorite pastimes.

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In My Treehouse
Alice Schertle
Illustrated by Meridith Dunham
Lothrop, Lee & Shepard, 1983
A first-person account by a child who enjoys adventures real
and imagined by playing alone.

Inside, Outside, Upside Down
Stan and Jan Berenstain
Random House, 1968
In a book about positions, the Berenstains make clear the
relativity of positions and at the same time reveal objects that
can be described using more than one position.

Kimako's Story
June Jordan
Houghton, 1981
Kimako likes to sit on her front steps with her family and
watch the people on her street. She also likes to read, but best
of all she likes to be outside with all her friends in the
neighborhood. Once for a whole week, she takes care of a
big, old dog that belongs to the woman down the block.

The Little House
Virginia Lee Burton
Houghton Mifflin, 1942, 1978
A little turn-of-the-century country house is used to show
the urbanization of America. With each page the reader/
listener becomes the little house and begins to experience
the contentment, wonder, concern, anxiety, and loneliness
that the passing seasons and encroaching city bring.

Make Way for Ducklings
Robert McCloskey
Viking 1941
Mrs. Mallard and her duckings complicate Boston traffic
when they move from the Charles River to a new home in
Boston's Public Gardens.

Marmalade's Yellow Leaf
    Cindy Wheeler
    Knopf, 1982
    Marmalade the cat watches a yellow leaf falling to the
    ground and being tossed by the wind. Chasing the leaf leads
    Marmalade into a world of fall colors and adventure.

The Mice Came Early This Year
    Eleanore J. Lapp
    Illustrated by David Cunningham
    Whitman, 1976
    A child observes the preparations made by his family and
    by the wild creatures outdoors as autumn approaches.

The Mystery of the Missing Red Mitten
    Steven Kellogg
    Dial, 1974
    Annie searches for the fifth mitten she has lost in a single
    winter.

Odd One Out
    Rodney Peppe
    Viking, 1985
    Every picture in this book is a puzzle in which something is
    wrong. The job of the reader is to find the error—for
    example, a traffic light is in the garden and a monkey is at a
    school desk.

On Market Street
    Arnold Lobel
    Illustrations by Anita Lobel
    Greenwillow, 1981
    Imagine a magical marketplace of twenty-six shops, one for
    each letter of the alphabet, where the shopkeepers are their
    wares: a women of wigs, for example, and a man made of
    musical instruments.

One Morning in Maine
    Robert McCloskey
    Viking, 1952
    Continues the story of Sal and her family on the day she
    loses her first tooth.

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Over in the Meadow
>Arranged by John Langstaff
>Illustrated by Feodore Rojankovsky
>Harcourt Brace Jovanovich, 1967
>"'Sing,' said the mother. 'We sing,' said the three. So they sang and were glad in their nest in the tree.'"

Sleep Out
>Carol and Donald Carrick
>Clarion, 1973
>Dad is too tired to go camping, so Christopher and his dog go off on their own and share a memorable adventure.

This Is the Ambulance Leaving the Zoo
>Norma Farber
>Illustrated by Tomie de Paola
>E.P. Dutton, 1975
>A story of where and why the ambulance went tearing through the city and past alphabetical landmarks. Children might try their own alphabet adventures.

Time of Wonder
>Robert McCloskey
>Viking, 1957
>Poetic words and pastel watercolors tell of a late summer storm on an island in Maine.

Truck
>Donald Crews
>Greenwillow, 1980; Puffin, 1985
>One large red truck moves through other vehicles on the highway in different kinds of weather. The traffic signs and billboards provide the only words.

Wheels
>Jane R. Thomas
>Illustrated by Emily A. McCully
>Clarion, 1986
>Elliot is thrilled with his new bike from Grandpa. Now he can win the Saturday races at the park. But despite all of his determination and fast pedalling, he only ties for last place. Elliot stomps off to pout until Grandpa helps him understand the real meaning of being a winner.

Using Computer Software in a Thinking Skills Environment

Teachers are faced with the tremendous task of preparing today's students for tomorrow's world—a world characterized by change in an information-rich environment. Thinking skills are at the heart of this thriving, changing environment, for these are the behaviors students must practice in school and continue to apply for the rest of their lives.

It wasn't long ago that thinking skills were considered exclusive to gifted and enrichment classes. Today, however, thinking skills are viewed as an essential component of the total school curriculum. Developing these skills is the goal of each individual discipline. Many educators have, in fact, come to view thinking skills as perhaps the most basic of the basic skills because they facilitate the acquisition of all other learning.

At MECC, we view computer software as a vehicle for fostering students' thinking. Our products are curriculum-based, with thinking skills as a thread within subject areas. This provides an environment with many opportunities for teachers to highlight and reinforce thinking skills.

We believe teachers play a critical role in determining the classroom environment for thinking. Naturally, many teachers have taught thinking skills and will continue to do so using a variety of strategies. Our commitment is to provide teachers with the materials that help them do their job well: high-quality software that promotes the application of thinking skills.

Our approach to thinking skills reflects what both research and effective classroom practice has shown. That is, the approach that is most effective and appeals to most teachers is one that infuses thinking skills into existing content areas. Educators have told us they are interested in thinking skills as a method used in the instruction of a topic, not as a subject. By infusing thinking skills into existing content areas, MECC products integrate easily into teachers' curricula while providing a rich environment for students to practice skillful thinking. We strive to meet the challenge teachers face in promoting the skills that students need.

Storybook Weaver

If schools are to integrate the teaching of thinking with regular academic instruction, they need to know what aspects of thinking to teach. After exploring the research that has been done in the area of thinking skills, MECC has chosen as a base the *Dimensions of Thinking* framework, published in 1988 by the Association of Supervision and Curriculum Development (ASCD). We chose this framework because it pulls together research and models from a variety of sources and brings the theory to the classroom level, applying it to that environment. In addition to knowing the subject matter that is covered, teachers now can see the specific thinking skills that are challenged within a product.

This section highlights ways in which teachers can use *Storybook Weaver* to promote thinking skills with their students. The following pages provide examples of how *Storybook Weaver* relates to the ASCD core thinking skills framework. Although only one thinking skill per category is correlated to a specific part of the product, each skill can be practiced on many levels and in many aspects of the product.

We realize the importance of thinking skills in the curriculum. We believe it is essential that students be taught thinking skills so that they have the tools to understand the past, deal with the present, and prepare for the future. We are confident that you will find *Storybook Weaver* of considerable value in your classroom as you foster student thinking.

A Framework for Thinking

The components used in thinking are referred to as *core thinking skills*. This framework defines those skills that appear in the repertoire of the model learner. Each skill selected is documented in research as important to learning or thinking, is teachable, and is valued by educators as important for students to learn.

The core skills of the ASCD framework are listed and defined below with examples of applications within *Storybook Weaver*. The skills are neither discrete nor hierarchical. In fact, individual skills draw on other skills and can be used repeatedly in the thinking process. The selected examples are not exhaustive but highlight ways in which these thinking skills are used in *Storybook Weaver*.

Source: Dimensions of Thinking, Association for Supervision and Curriculum Development (ASCD), 1988.

Definition of Core Thinking Skills Categories	Core Thinking Skills Components	*Storybook Weaver* Application
Focusing Skills allow students to attend to selected pieces of information and ignore others. Focusing occurs when students sense a problem, an issue, or a lack of meaning.	**Focusing Skills** • Defining Problems • Setting Goals	Prewriting activities help students define their writing tasks. In the writing process, students define their audience and write with a purpose. Using *Storybook Weaver*, students determine the writing process that best fits their writing style.
Information Gathering Skills involve obtaining information and clarifying issues and meanings through inquiry.	**Information Gathering Skills** • Observing • Formulating Questions	As students select the topic for their story writing, they must focus on questions such as who is going to be in the story; where will the story take place; when will it happen; what will happen first in the story; how will the story end.
Remembering Skills are those activities or strategies that students consciously engage in to store and retrieve information from long-term memory. Activating prior knowledge falls under this category.	**Remembering Skills** • Encoding • Recalling	*Storybook Weaver* focuses on a central theme familiar to most primary-aged students: my world around me. In writing with *Storybook Weaver*, students draw from their previous experiences as they develop their story ideas.

Definition of Core Thinking Skills Categories	Core Thinking Skills Components	*Storybook Weaver* Application
Organizing Skills are used to arrange information so that it can be understood or presented more effectively.	**Organizing Skills** • Comparing • Classifying • Ordering • Representing	Throughout the writing process, *Storybook Weaver* affords students the opportunity to represent their writing through pictures. The pictures they compose communicate their story ideas to their audience.
Analyzing Skills are used to clarify existing information by examining parts and relationships. Through analysis, students identify and distinguish components, attributes, claims, assumptions, or reasoning.	**Analyzing Skills** • Identifying Attributes and Components • Identifying Relationships and Patterns • Identifying Main Ideas • Identifying Errors	Editing, revising, and proof-reading are tasks that provide opportunities for students to identify errors in their writing. The continuous reading that takes place as students write helps them to refine their written communication.
Generating Skills involve using the students' prior knowledge to add information beyond what is given. Connections between new ideas and prior knowledge are made as new information and ideas are recast into new structures.	**Generating Skills** • Inferring • Predicting • Elaborating	As students progress through the writing process, they elaborate on ideas generated in prewriting and drafting stages. Using *Storybook Weaver*, students can elaborate on their writing through the pictures they create as an accompaniment to their text.
Integrating Skills involve putting together the relevant parts or aspects of a solution, understanding, principle, or composition and incorporating this integrated information into a new understanding.	**Integrating Skills** • Summarizing • Restructuring	Throughout the writing process, students restructure their story integrating feedback from peers and teachers. As students share their writing with others, they gain experience important to their development as writers.
Evaluating Skills involve assessing the reasonableness and quality of ideas.	**Evaluating Skills** • Establishing Criteria • Verifying	All writing sessions should include opportunities for students to share their writing with others. With *Storybook Weaver*, students may select *"Choose a story to read"* to share electronic storybooks with their classmates.

The MECC team responsible for the development of *Storybook Weaver* includes Charolyn Kapplinger, Patricia Korn, John Krenz, Brian Nesse, Jean Sharp, and Steve Zehm.

Credits

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Kathy Brown
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Shoreview, Minnesota

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TO THE READER:

MECC has made every effort to ensure the instructional and technical quality of this courseware package. Your comments—as user or reviewer—are valued and will be included in any future revision of the product. Please address comments to:

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Storybook Weaver

Scenery Choices

You can choose from a variety of colors and scenes for your story scenery. Six background colors and six foreground colors can be interchanged to create 36 color combinations. Six background scenes and six foreground scenes can be interchanged to create 36 scene combinations.

The chart below shows the options available when you select the scenery button from the tool palette.

Scenery Choices		
	Colors	**Scenes**
Backgrounds	White Aqua Blue Purple Grey Black	Coast Alpine Farm City Ocean Sky
Foregrounds	White Gold Green Forest Brown Black	Lake Path Field Street Road River

The objects available for placement in the picture window are available by selecting "Objects" from the main work screen of *Storybook Weaver*. Over 300 objects are sorted into eight categories. The chart below lists the categories and objects available in *Storybook Weaver*. Nine objects are available at any given time on the objects selection screen. You may, however, scroll through the entire list of objects available in a given category by clicking on the arrows that appear beneath the object selection boxes. The last object displayed on a given selection screen is underscored in the list below.

Object Choices

Category	Name	Objects Available
⭑⭑ people	People (Children)	baby baby crawling ball player baseball player biker boy boy sitting camper dancer figure skater fisher football player girl girl sitting hiker hockey player jogger kite flyer paper carrier pitcher roller skater rope jumper snow shoveler snow thrower soccer player swimmer toddler
👥 people	People (Adults)	babysitter barber beautician

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Category	Name	Objects Available
	People (Adults)	bus driver businesswoman businessman carpenter chef coach crossing guard delivery person dentist doctor dogcatcher farmer firefighter golfer grandfather grandmother grocer mail carrier man man sitting mechanic nurse park ranger passenger pilot police officer surfer teacher truck driver vendor woman woman sitting worker
animals	Animals (Big)	alligator bear buffalo camel collie cow deer

Category	Name	Objects Available
	Animals (Big)	dog dolphin donkey elephant fox goat gorilla hippopotamus horse kangaroo leopard lion pig polar bear seal shark sheep tiger whale zebra
animals	Animals (Small)	beaver bird bird flying calico cat cat chicken crab duck fish frog goose lobster monkey mouse owl parrot poodle rabbit raccoon rooster skunk

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Category	Name	Objects Available
		snake spider squirrel starfish tabby cat turtle
nature	Nature	apple tree beaver dam bush butterfly cactus cloud corn fire flowers grass hay stack leaves lightning lily pads log moon mountain mushrooms nest palm tree pine tree pond puddle pumpkin rain rainbow rock sand smoke snow snowman sun tornado tree tree stump wood

Category	Name	Objects Available
![vehicles icon]	Vehicles	airplane ambulance bicycle blimp boxcar bulldozer caboose canoe car city bus coal car convertible dump truck fire engine flatcar garbage truck gasoline truck hay wagon helicopter hot-air balloon ice-cream truck jeep limousine locomotive mail truck motorcycle pickup truck police car race car rowboat sailboat school bus scooter semitrailer ship small plane speedboat sports car station wagon steam engine

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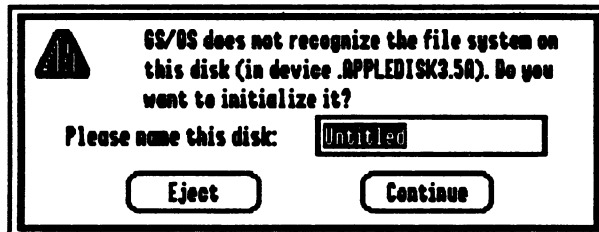| Category	Name	Objects Available
		tanker car taxi tow truck tractor van
shelter	Shelter	activity center airport apartment bakery bank barbershop barn bookstore clinic clothing store clubhouse dance studio doghouse factory farmhouse fast food fire station flower shop garage gas station grocery store hardware store hotel house ice-cream shop laundry library log cabin mobile home movie theater park shelter pet store phone booth police station post office

Category	Name	Objects Available
		restaurant school silo skyscraper storage shed store toy store trailer tree house video store
things	Things	apple balloon baseball basketball hoop beach ball bone book brick wall bridge cage circle collection box doll fence fire hydrant flag football garbage can garden hose hot dog ice-cream cone kite ladder lantern lawn chair lawn mower mailbox newspaper oval package

Category	Name	Objects Available
		pail
		picnic basket
		picnic table
		pole
		radio
		railroad tracks
		rake
		rectangle
		sand castle
		sandbox
		scarecrow
		seesaw
		shovel
		skateboard
		slide
		soccer ball
		square
		stop sign
		street light
		stroller
		swing set
		teddy bear
		tent
		tire swing
		traffic light
		triangle
		tricycle
		umbrella
		vendor cart
		wagon
		weather vane
		wheelbarrow
		wheelchair

You can prepare a data disk to save your stories before you launch *Storybook Weaver*. The procedure for creating a data disk is very simple. Just follow the standard procedure for starting up your Apple IIGS using *Storybook Weaver* (see "Getting Started," beginning on page 7). When the desktop appears, instead of clicking on the *Storybook Weaver* icon, eject the Program disk and insert an uninitialized 3.5" disk in the disk drive. The program will inform you that this disk is unreadable and will give you the opportunity to change your mind about initializing it. (This is done to reduce the chances of accidentally erasing an important or unlabeled data disk.) The prompt looks like this:

> **GS/OS does not recognize the file system on this disk (in device .APPLEDISK3.5A). Do you want to initialize it?**
>
> Please name this disk: `Untitled`
>
> (Eject)   (Continue)

After you have given the disk a name, click on the Continue button.

Another dialog box appears. Click on the Initialize button. The program then initializes the disk for use with the Apple IIGS. Once this process is complete, you can eject the data disk, reinsert the Program disk, and resume starting *Storybook Weaver*.

You can also create a *Storybook Weaver* data disk by inserting a blank, unformatted 5.25" disk in the Apple 5.25" Disk Drive. When the disk is in the drive, double-click on the drive icon. You will then be prompted to initialize the disk and follow the same procedure as creating a 3.5" data disk.

If you need to format a data disk while you are using *Storybook Weaver*, use the Disk Accessory located under the menu. This utility will allow you to format disks without quitting *Storybook Weaver*. For more information on Disk Accessory, see pages 47-52.
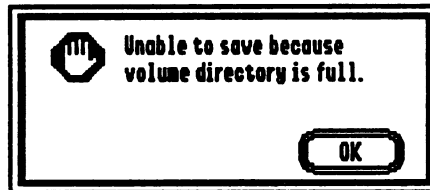
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**Organizing Your
Data Disk**

A limit of 51 files can be saved in the disk or volume directory. On a 3.5" data disk, the maximum number of files may be reached before the data disk runs out of space. If you tried to save to a disk with the maximum number of files, you would see the following alert:

```
┌──────────────────────────────┐
│  ⬟  Unable to save because   │
│     volume directory is full.│
│                              │
│                   ( OK )     │
└──────────────────────────────┘
```

To prevent this, you should create folders that can hold an unlimited number of files. Then, save your documents to one of the folders you have created. Folders can also help organize documents by purpose, assignment, author, or type.

**Key Combination
Command
Equivalents**

⌘-A	Select All
⌘-B	Send to Back
⌘-C	Copy
⌘-F	Bring to Front
⌘-G	Go To Page
⌘-I	Ideal Size
⌘-N	New
⌘-O	Open
⌘-P	Print
⌘-Q	Quit
⌘-S	Save
⌘-V	Paste
⌘-W	Close
⌘-X	Cut
⌘-Z	Undo
⌘-?	Help