

Workshop Tutorial

Creating a Storybook with *IntelliTalk II™*



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Creating a Storybook with *IntelliTalk II™*

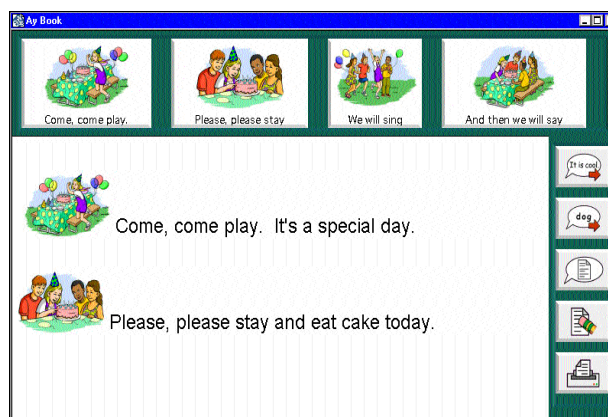
Introduction

IntelliTalk II is a powerful tool to enhance your use of *IntelliTools Reading: Balanced Literacy*. *IntelliTalk II* is a word processor that contains the following important features:

- All text can be read aloud, letter-by-letter, word-by-word, sentences-by-sentence, or in its entirety, giving auditory support for writers.
- Graphics can be integrated into documents, providing support for beginning readers and enhancing the flexibility of the program to create opportunities for student writing.
- The Palettes feature of the program enables you to support student writing by creating word banks and text chunks.
- Activities can be used again and again providing the opportunity for a student to repeat a task as often as required to master the concept.
- Students can work at their own pace enabling them to develop writing fluency, reading comprehension skills, vocabulary, and sentence structure skills.

Not all new *IntelliTalk II* activities need to be created from scratch. In this tutorial, you will modify the Dinosaurs template, changing it from a simple science activity for young children to a storybook activity. The modified template will allow students to retell the “Ay” book from Unit 2 of *Balanced Literacy* in the correct sequence by selecting the appropriate picture items. To accomplish this you will:

- Replace the dinosaur graphics with graphics from the “Ay” book found on the *IntelliTools Reading: Writing Resource CD*.
- Change the dinosaur text to match the content.

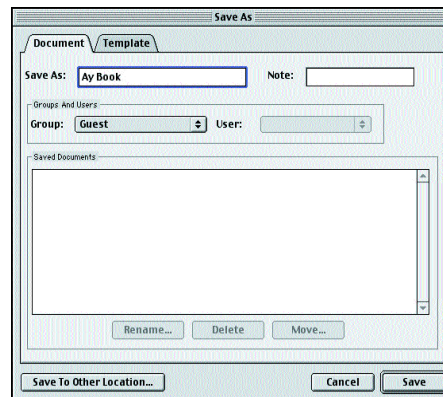


Getting Started

Open the Dinosaur Template

You will use the functionality and design of the Dinosaurs template as the basis for your new activity. The first step is to open this template and then save it with a new name. Doing this first makes it easy to save as you go along, reducing the risk of losing the work you've done.

1. From the File menu, select Open. Select the Template tab. From Subject Area drop-down list, select Science. Select **Dinosaurs** and click **Open**.
2. From the File menu, select Save As. Title your document **Ay Book**. Click **Save**.

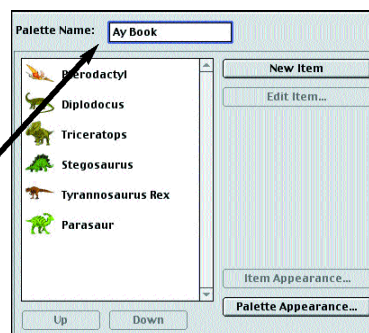


Create the Ay Book Activity

The next steps are to replace the pictures of the dinosaurs in the template you just saved with pictures from the **Ay** folder and change the text that is inserted when an item from the palette is chosen. For this workshop, the Ay folder has been copied from the *Writing Resource* CD into the **IntelliTools** folder on the desktop.

Rename the Dinosaurs Palette

1. From the Create menu, select **Edit Palettes**.
2. Select Dinosaurs from the Palettes In Document list box. Select **Edit Palette**. Change the Palette Name to "**Ay Book**". Select **OK**.



Import a Picture into *IntelliTalk II*

This activity uses pictures from *Balanced Literacy*. These graphics have been placed on the *Writing Resource* CD in a graphics folder. For this workshop, we have copied this folder to the IntelliTools folder on the desktop.

On a Macintosh computer:

1. Go to the **Finder** menu in the top right-hand corner of your screen. Click on the *IntelliTalk II* icon and select **Hide IntelliTalk II**. Go to Step 2.




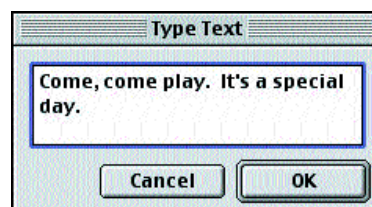
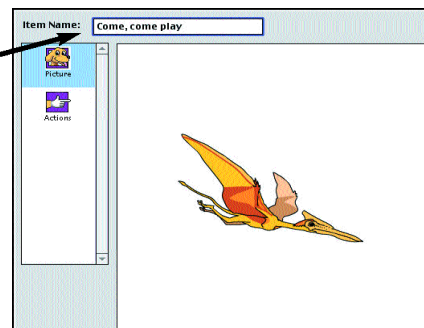
On a Windows computer:

1. **Minimize** the *IntelliTalk II* window by selecting the minimize key in the upper right-hand corner of the window.
2. Open the **IntelliTools** folder on the desktop. Open the **ay book** folder. Double click on the graphic **Iplay day**. The graphic should open in SimpleText or Paint.
3. From the **Edit** menu, select **Select All**. Select **Copy**.
4. **Hide** or **Minimize** Paint or SimpleText.
5. **Show** or **Maximize** *IntelliTalk II*.



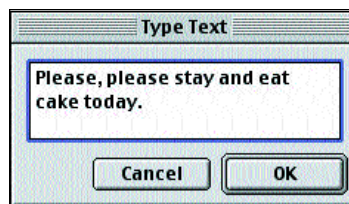
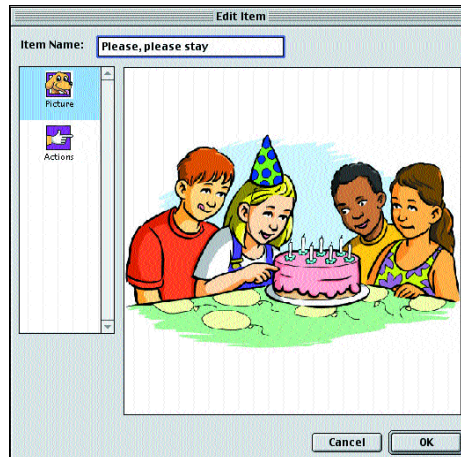
Modify the Pterodactyl Item

1. From the Create menu, select **Edit Palettes**. Select **Ay Book**. Select **Edit Palette**.
2. Select **Pterodactyl**. Select **Edit Item**.
3. Change the Item Name to **“Come, come play”**. The item name you choose is important, as it will appear as text under the picture in the palette. The item names can reinforce the story structure and serves as a short synopsis of the story line.
4. Select the Picture icon.
5. From the **Edit** menu, select **Paste** (or use **Control-V**). The image of the girl at play will replace the image of the pterodactyl.
6. Click the **Actions** icon. 
7. From the Item Actions list box, select **Type Text** **“The Pterodactyl had....** Click **Edit**.
8. Replace the text in the Type Text box with **“Come, come play. It’s a special day.”**
9. Click **OK** twice.
10. **Save** your changes.



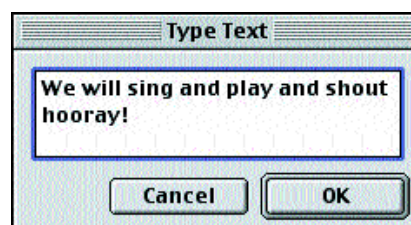
Modify the Diplodocus Item

1. Minimize or Hide *IntelliTalk II*. Open the **ay book** folder. Double click on the image **2play today**.
2. From the Edit menu, select **Select All**. From the Edit menu, select **Copy**.
3. Return to *IntelliTalk II*. From the Create menu, select **Edit Palettes**. Select **Ay Book** and click **Edit Palette**.
4. From the Edit Palette Contents window, select **Diplodocus**. Select **Edit Item**.
5. Change the Item Name to **“Please, please stay.”**
6. Select the **Picture** icon.
7. Select **Paste (Control-V)**. The image of the children eating cake will replace the image of the Diplodocus.
8. Click the **Actions** icon.
8. From the Item Actions list box, select **Type Text** **“The Diplodocus was... Click Edit.**
9. Replace the text in the Type Text box with **“Please, please stay and eat cake today.”**
10. Select **OK** twice. **Save.**



Modify the Triceratops Item

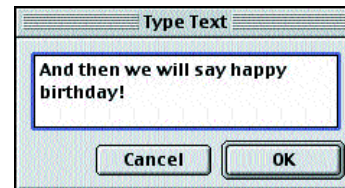
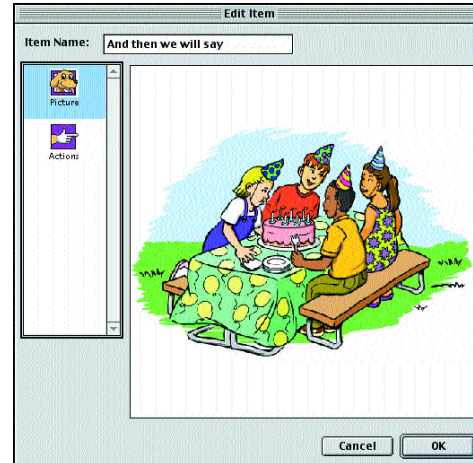
1. Minimize or Hide *IntelliTalk II*. Open the **ay book** folder. Double click on the image **3play hooray**.
2. From the Edit menu, select **Select All**. From the Edit menu, select **Copy**.
3. Return to *IntelliTalk II*. From the Create menu, select **Edit Palettes**. Select **Ay Book** and click **Edit Palette**.
4. From the Edit Palette Contents dialog box, select **Triceratops**. Select Edit Item.
2. Change the Item Name to **“We will sing.”**
3. Select the **Picture** icon.
6. Select **Paste (Control-V)**. The image of the children celebrating will replace the image of the Triceratops.
7. Click the **Actions** icon.
8. From the Item Actions list box, select **Type Text** **“The Triceratops had.... Click Edit.**



9. Replace the text with “**We will sing and play and shout hooray!**”
10. Select **OK** twice.
11. **Save** your changes.

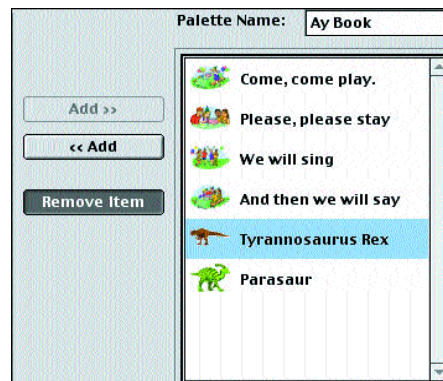
Modify the Stegosaurus Item

1. Minimize or Hide *IntelliTalk II*. Open the **ay book** folder. Double click on the image **4play birthday**.
2. From the Edit menu, select **Select All**. From the Edit menu, select **Copy**.
3. Return to *IntelliTalk II*. From the Create menu, select **Edit Palettes**. Select **Ay Book** and click **Edit Palette**.
4. From the Edit Palette Contents dialog box, select **Stegosaurus**. Select **Edit Item**.
2. Change the Item Name to “**And then we will say.**”
3. Select the **Picture** icon.
6. Select **Paste (Control-V)**. The image of the children blowing out candles will replace the image of the Stegosaurus.
7. Click the **Actions** icon.
8. From the Item Actions list box, select **Type Text** “**The Stegosaurus had...** Click **Edit**.
9. Replace the text with “**And then we will day happy birthday!**”
10. Select **OK** twice.



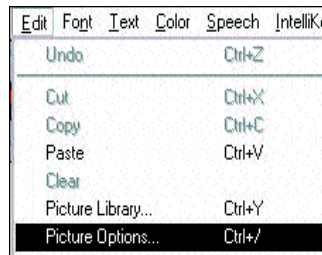
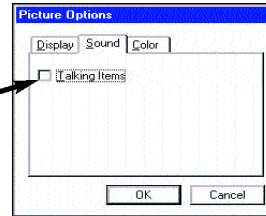
The Tyrannosaurus Rex and Parasaur Items

1. As there are only four pages in the “Ay Book” you will not need to keep or edit the Tyrannosaurus Rex or Parasaur items.
2. Select **Tyrannosaurus Rex**. Select **Remove Item**.
3. Select **Parasaur**. Select **Remove Item**.



Make a Change to Picture Options

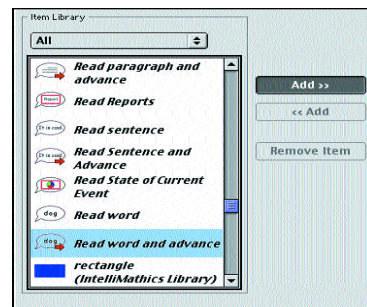
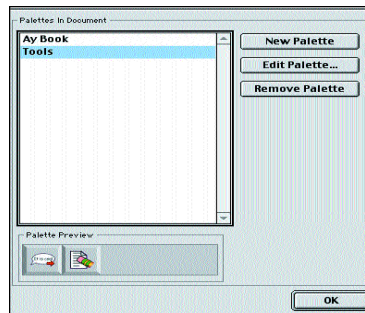
1. Back at the document window of your activity, click an item in the palette. Notice that the graphic appears, the name of the item is spoken and then the inserted text is read. Hearing the item name is confusing. This feature can be changed, using the Picture Options.
2. From the Edit menu, select **Picture Options**.
3. Click the Sound tab. Deselect **Talking Items**.
4. Click **OK**. Now try out your activity again.
5. **Save** your changes.



Make a Change to the Toolbar

Currently, the Tools Palette contains a Read Sentence and Advance key and a Delete All key. There are a few additional function keys that are important for a student working on their reading skills. In this section you will add a Read Word and Advance key so a student can go back and read the book word by word or double check the correct reading of a specific word in the text. You will also add a Read All key so that a student can reread the complete story and a Print key so a student can print out their work when done.

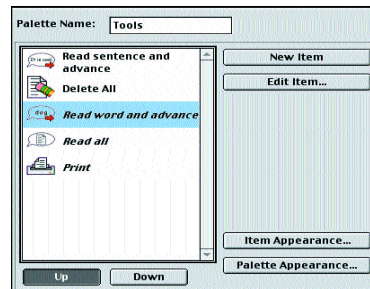
1. From the Create menu, select **Edit Palettes**. Select the Tools palette. Click **Edit Palette**.
2. On the left you will see the Item Library. Locate and select the item **Read Word and Advance**. Click **Add>>**.
3. In the Item Library, locate and select the item **Read All**. Click **Add>>**.
4. In the Item Library, locate and select the item **Print**. Click **Add>>**.



Change the Order of the Items

In this last section you will change the order of the Tools Palette items so they are grouped for optimal use and access.

1. From the window on the right under Palette Name, select **Read Word and Advance**. Click **Up** twice to move it to the top of the order.
2. Select **Read All**. Click **Up** once to move it below Read Sentence and Advance.
3. Click **OK** to close this window. Click **OK** to return to the document.
4. **Save** your work. Try out your activity.



Congratulations!

You have successfully adapted an existing template. It is possible to adapt other *IntelliTalk II* templates. To learn more work through the tutorials found in the Users Guide of *IntelliTalk II*.

