

The Role of Hypermedia in the One-Computer Classroom

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When I first start talking about Hypermedia, Hypercard/HyperStudio, most people get excited. Then, they ask how can we learn how to use this so that I can use it with my students? And, with only one computer?

1. What is Hypermedia?

Hypermedia is...

...is a linked, non-linear knowledge structure

with multiple data types--text, graphics, sound,

animation, video.

...is the ability to move around in and edit large

amounts of information that's represented in many

different forms--text, pictures, sounds, animation,

and video disc frames.

Simply put, hypermedia computer software allows us to organize/arrange text, graphics, sound, and video (from video-cassettes, laser discs, CD-ROMS, television) in any way we want.

One particular Hypermedia program that we have on our campus is HyperStudio.

2. Why use Hypermedia in the classroom?

Prior to the introduction of Hypermedia into the classroom, students presented their data in a one-dimensional mode, usually on a sheet of paper. Students have a tool that allows them to think on multi-levels and link ideas together. Once students learn how to use Hypermedia, each student can pursue the style and manner of presentation s/he desires. Each presentation is limited only to that student's imagination and creativity.

Hypermedia also provides students the opportunity to work as members of a cooperative learning group centered a particular theme. Students have to become efforts in their particular areas and use Hypermedia as a tool to present their ideas.

3. How can I or my students use HyperStudio in the one-computer classroom?

Hyperstudio can be used in a variety of ways:

a. At a basic level, you design a set of slides to

for your direct teach.

b. To aid younger students in language acquisition

and development, type in student stories, read the first

"page," then have students keep reading aloud, recording themselves. Afterwards, have them illustrate their written work using Kid Pix or HyperStudio's draw/paint tools.

c. Break your class up into cooperative learning groups.

After assigning tasks, have them focus on a particular project (theme-centered). Have them construct a "stack" (or, Hyperstudio program) that illustrates their main points, then present them to the class.

d. Have students research themes being discussed in other classes, create stacks, present not only to their class, but other grade levels. "Link" these stacks so that they may serve as instructional resources for future students.

4. How do I manage classroom time for HyperStudio?

Computers are not rewards for good behavior. Their use is as an essential element to your students' future success as covering a particular content area.

Working in cooperative learning groups, different small groups of students can work on computers throughout the day. Keep the following in mind, however, BEFORE you assign students to work on a computer:

a. Designate a typist (usually the recorder; have groups

change jobs from week to week).

b. Ensure that writing is ready to be published (revised,

edited).

c. Ensure all students have an autobiography and picture.

(You can cut down on scanning pictures if you take

a group picture, and have students come up with

a write-up on how they worked together to produce

their work).

d. Work out a fair computer schedule for your students.

NOTE: Depending on the grade level, you may want to set Hyperstudio up for your students (doesn't take but a minute if you do it the night before!). For older grades, schedule time in the computer lab to train members from each group to serve as "Hyperstudio experts."

Conclusion:

HyperStudio has many uses. While learning how to use it may be difficult at first, the benefits in terms of student, teacher growth are obvious. Students and teachers both learn how to organize information in multi-sensory ways, present that information in non-threatening cooperative learning situations, and take advantage of a technological tool. It also allows for the integration of information management tool produced documents (word processed documents, spreadsheets, graphs, graphics).

References

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