

MACUL's conference was recently held in Grand Rapids, Michigan and I heard the excellent presentation of the authors of the first HyperCard textbook intended for student use. It was written by Joyce Rudowski and Joe Hofmeister from Cincinnati Country Day School.

The following list of suggestions was from their hand out and I found it useful in thinking about the possibilities. --Charlie

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NINE WAYS TO USE HYPERCARD

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1. STUDENT TERM PAPER/RESEARCH

A HyperCard stack may be used as an alternative method of preparing the typical term paper. The best example of a HyperCard term paper starts with a graphic, either a map or picture. The information necessary to explain the events or ideas associated with the graphic is connected by buttons. The paper may then be read "out of order" instead of front to back.

2. TEMPLATE

A HyperCard template is a stack which has been partially prepared. The students supply information which completes the stack. The information added may be text, graphics or both. An example is a stack containing the floor plan of King Tut's tomb. Students (grade 3) type in the names of the rooms, explain the purposes of the rooms and draw objects found in the rooms.

3. STUDENT PRESENTATIONS

Similar to the term paper, students also use HyperCard to prepare topics for presentation in class. An example is a Spanish assignment which involves a written and oral report. Students present stacks using an overhead projector and video disc to augment their reports on Spanish artists.

4. A SOFT LAB

HyperCard provides an environment in which lab experiments which may be too costly, dangerous or difficult to control, are available for students. One example is a stack that accompanies the Physics video disc called FRAMES OF REFERENCE. The accompanying stack allows students to change the physics experiments and see immediately the results of many experimental variations.

5. "MED" NOTES

In many medical schools groups of students divide the work of studying a professor's lecture and duplicate the notes for the others. In HyperCard this is done by having groups of students build stacks about the topics in a chapter and then share them with the rest of the class.

6. SIMULATION

Students build their own animated simulations in HyperCard. An example is the Paradise Island project. Students create mythical islands with certain features (town, water, volcano, etc.) They then add events (immigrants, fire, etc.) which change the island, They respond to and analyze the impact of the events.

7. CONSTRUCTION LAB

In fourth grade Science, the teacher used to have each student trace the parts of a bird from books to construct a whole bird.. The final bird met certain criteria, so the student had to trace the correct parts. It was tedious to say the least. In HyperCard the student "clicks on" the parts he or she wants and the bird is constructed automatically. Many more birds are constructed by the students this way.

8. STUDY AID

HyperCard stacks are used as a learning aid. One example is a stack constructed around the poem THE HOLLOW MEN by T. S. Elliot. The poem contains many allusions to other literature which makes it very complex. In HyperCard the allusions are connected by buttons wherever they are needed without interrupting the flow of the poem. The poem can be read non-linearly and in as much detail as the student needs.

9. COMPUTER SCIENCE

HyperTalk, the programming language underlying HyperCard, is a simple but powerful entry level language. It is similar to Pascal in its structure. Students become comfortable with programming before they tackle more difficult languages.

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