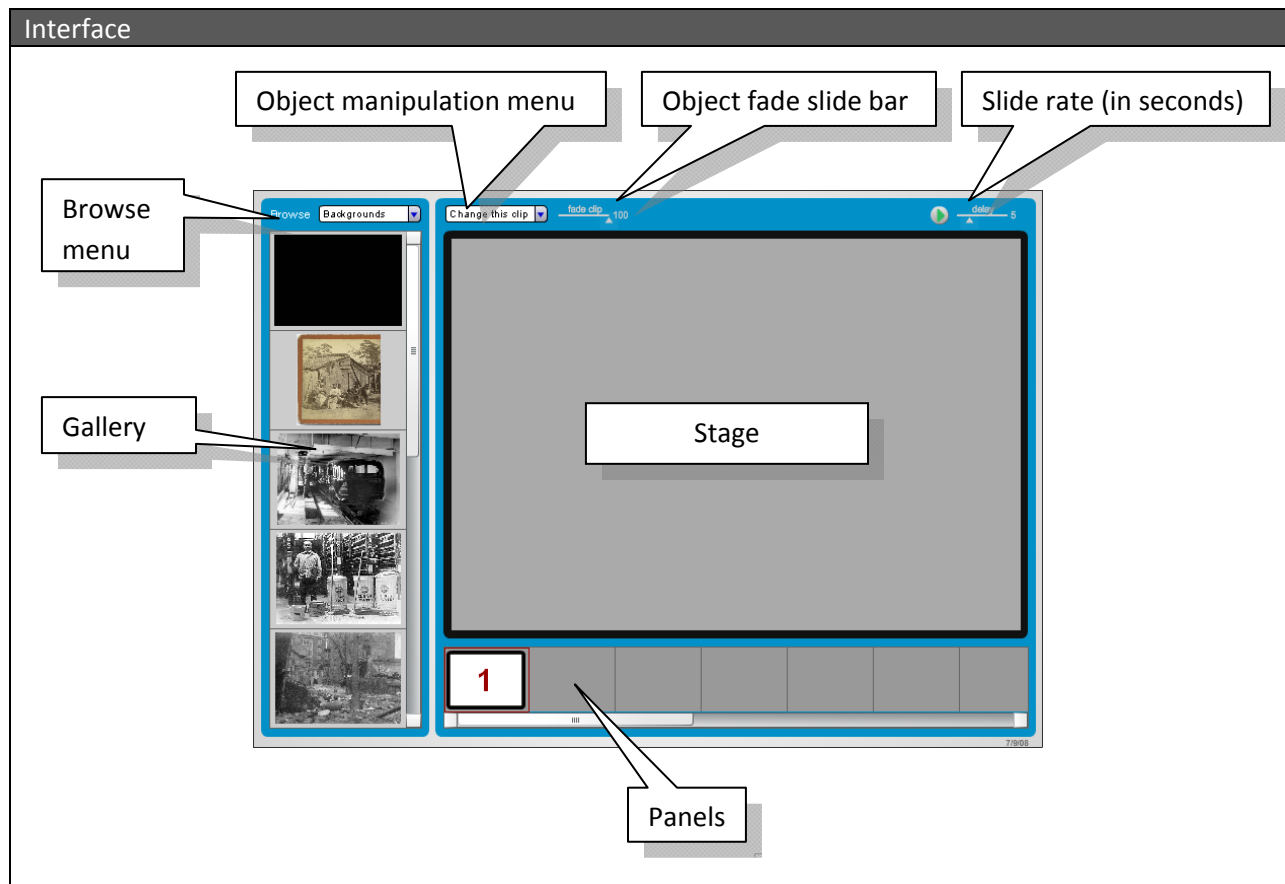


primaryAccess STORYBOARD

The purpose of the PrimaryAccess StoryBoard tool is for teachers and students to annotate primary source documents with text, actors and props. This tool may be used in a variety of ways, including telling stories, creating political cartoons and storyboarding for a PrimaryAccess movie.


This tutorial consists of 9 steps:

- Logging In
- Adding backgrounds
- Adding actors
- Adding speech bubbles
- Adding props
- Manipulating objects
- Adding more panels
- Saving your project
- Publishing and sharing your project



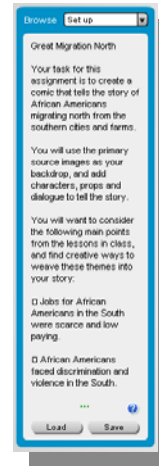
Logging In

Type in the username and password your teacher provided, then click Log In.



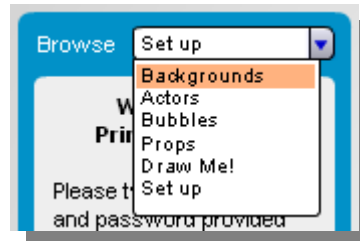
A login form with a blue border. It contains two input fields: the first is labeled "User name" and contains the text "Guest"; the second is labeled "Password" and contains six asterisks "*****". Below the fields is a "Log In" button.

After you have logged in, instructions for the activity will be displayed in the gallery.



Adding Backgrounds

Click the Browse menu, and choose Backgrounds. These are the primary source images your teacher has chosen for this activity.

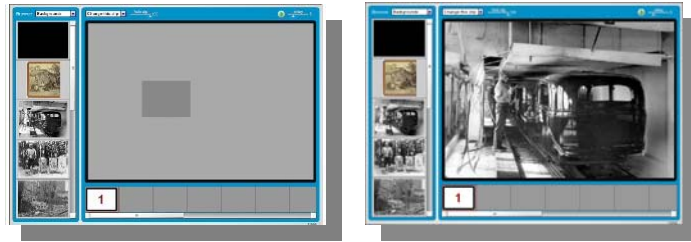


The available backgrounds will load in the gallery.



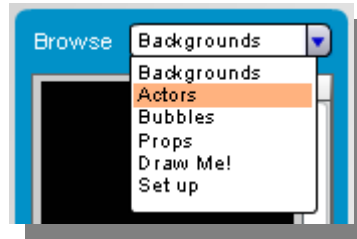
You can choose a background by clicking and dragging it onto the stage.

As soon as you unclick the mouse, your background will appear on the stage.

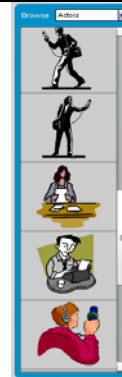


Adding Actors

Click the Browse menu, and choose Actors. These are clip art images you can incorporate into your project.



The available actors will load in the gallery.



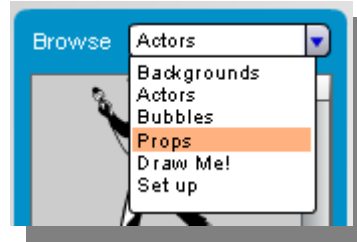
You can choose an actor by clicking and dragging it onto the stage.

As soon as you unclick the mouse, your actor will appear on the stage.

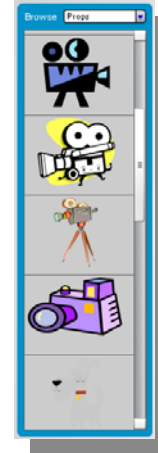


Adding Props

Click the Browse menu, and choose Props. These are clip art images you can incorporate into your project.

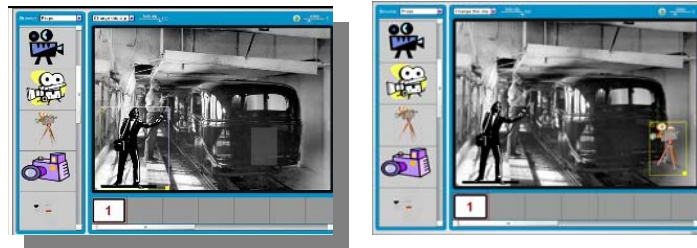


The available props will load in the gallery.



You can choose a prop by clicking and dragging it onto the stage.

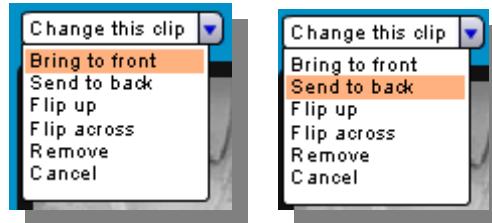
As soon as you unclick the mouse, your prop will appear on the stage.



Manipulating Images

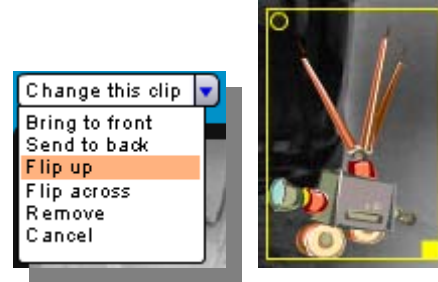
Bringing an object to the front or back:

If you want to bring an object to the front or the back of the stage, choose Bring to front or Send to back from the Object Manipulation menu.



Flipping an object vertically:

If you want to flip an object upside down, choose Flip up from the Object Manipulation menu.



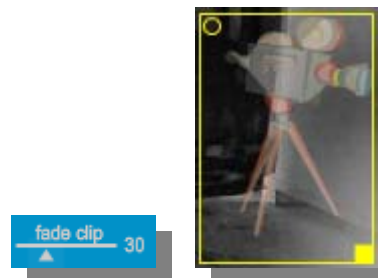
Flipping an object horizontally:

If you want to flip an object to face the opposite direction, choose Flip across from the Object Manipulation menu.



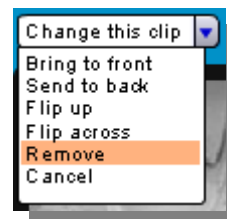
Changing the transparency of an object:

If you want to change the transparency, use the Object Fade slide bar



Removing an object from the stage:

If you want to remove an object from the stage, click on the object then choose Remove from the Object Manipulation menu.



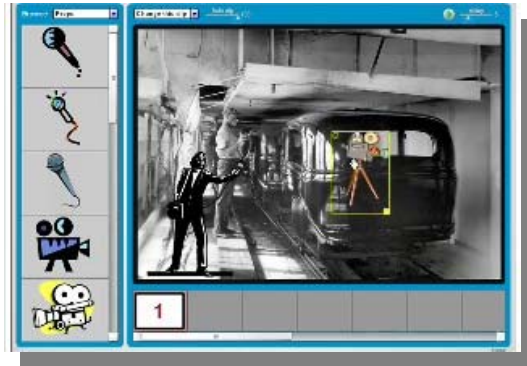
Resizing an object:

If you want to resize an object, click on the object. The yellow box will appear. Click on the yellow box in the lower right-hand corner and drag the object to the desired size.



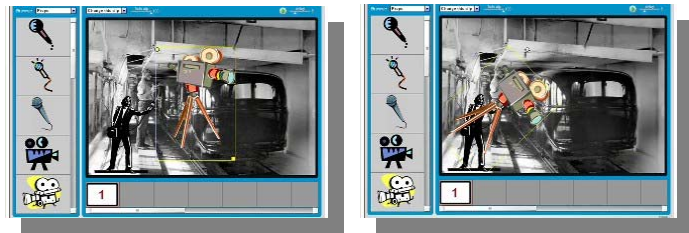
Moving an object:

If you want to move an object, click on the middle of the object and drag it to the desired location on the stage.



Rotating an object:

If you want to rotate an object, click on the object to the yellow box appears. Mouse over the circle in the upper left-hand corner of the yellow box and a circle icon appears. Click and drag your mouse horizontally left or right. This will rotate the object.

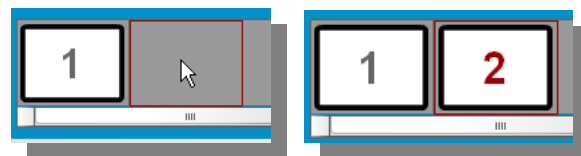


Adding panels

Once you have completed the first panel, you can add more panels. Click on the next empty panel, and a blank stage will appear.

As soon as you add an object to the stage, the number 2 will appear, indicating you have two panels in your project.

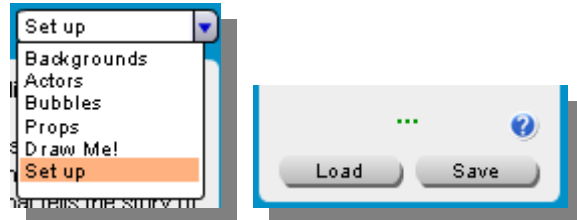
You can rearrange the order of the panels by dragging them around.



Saving your project

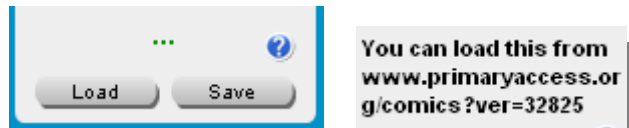
You should save your work early and often. To save your project, click on the Browse menu and choose Set up.

The Save button is at the bottom of the gallery.

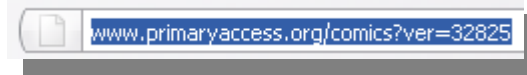


Publishing and sharing your project

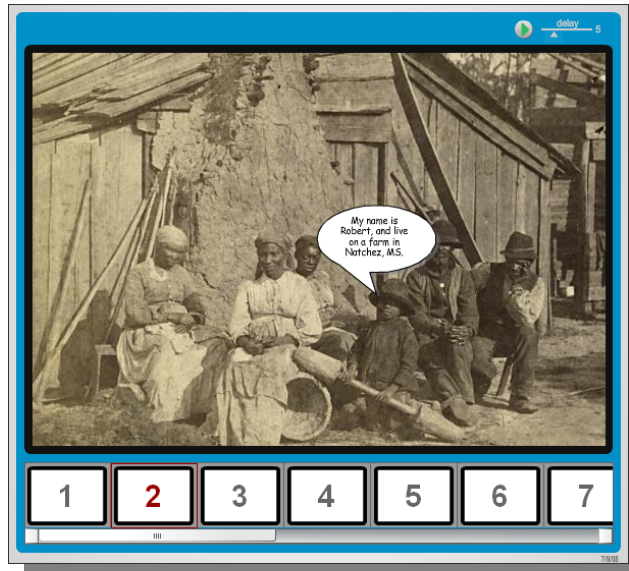
Once you click the save button, your project is given a unique URL, which can be found at the bottom of the Set up gallery.



Copy and paste this URL into a browser address bar and click Enter on your keyboard.



Your project can now be viewed by anyone with an Internet connection.



People can either click on the panels to see each slide, or they may play the panels like a movie. Set the delay to the desired time you want to display each slide, then click the Play button.

