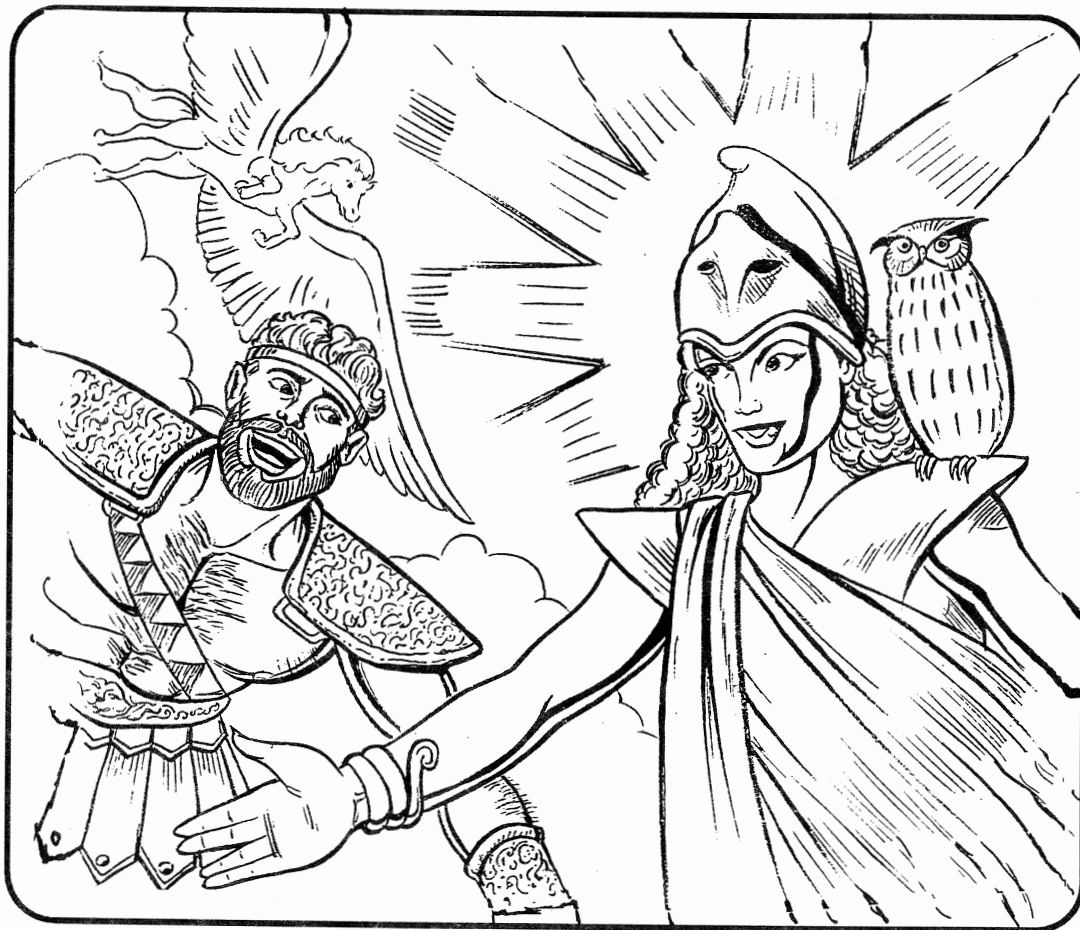


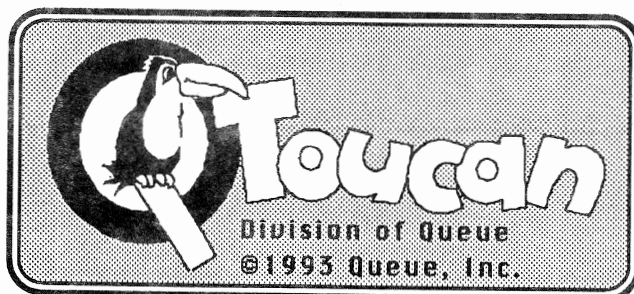
**Big Book Maker:**

# Myths & Legends™

Apple II 128K



**User's Manual**



# Big Book Maker: Myths & Legends

Apple II Family 128K

## Credits

Concept & Design.....Toucan Software  
Director of Product Development.....Joel Fried  
Project Editor/Art Director.....Susan Swanson  
Programming.....Jim Symolon  
Computer Graphics.....Benjamin Howard  
Chris Lewis  
Aleksy Poluektov  
Documentation.....Ken Dube  
Marsha Lifter

© 1993 Queue, Inc.  
Developed by Toucan  
All Rights Reserved

Apple® is a registered trademark of Apple Computer, Inc.

# Big Book Maker: Myths & Legends

## Table of Contents

<b>About Myths &amp; Legends</b> .....	<b>1-4</b>
<b>Introduction</b> .....	<b>5</b>
<b>Reference Guide</b> .....	<b>6-16</b>
<b>Main Menu</b> .....	<b>6-16</b>
<b>Make a Big Book</b> .....	<b>6-7</b>
<b>The Page Menu</b> .....	<b>8-16</b>
<b>See My Page</b> .....	<b>8-16</b>
<b>Design My Page</b> .....	<b>8-12</b>
<b>Clip Art</b> .....	<b>9-10</b>
<b>Frame</b> .....	<b>10</b>
<b>Write</b> .....	<b>11</b>
<b>Erase</b> .....	<b>12</b>
<b>Save My Page</b> .....	<b>12</b>
<b>Print My Page</b> .....	<b>13-15</b>
<b>Change Setup</b> .....	<b>13-14</b>
<b>Print Options</b> .....	<b>14-15</b>
<b>Utilities</b> .....	<b>15-16</b>
<b>Go To Main Menu</b> .....	<b>16</b>
<b>Use Utilities</b> .....	<b>16</b>
<b>Quit</b> .....	<b>16</b>
<b>Creative Guide</b> .....	<b>17-26</b>
<b>Creative Activities</b> .....	<b>18-26</b>
<b>Art at-a-Glance</b> .....	<b>27-43</b>





# **Big Book Maker:** **Myths & Legends™**

## **About Myths & Legends**

Myths and legends are types of narrated stories that are passed on from generation to generation. The myths have gods as the main characters with the purpose of explaining unusual occurrences in nature or religious beliefs. A myth is understood in its own society as a true story. Legends focus on humans, and their purpose often is to explain or glorify the ancestry or history of a group. Legendary characters are similar to the story tellers and listeners, except for their extreme strengths and weaknesses. Myths and legends often overlap, and many have become written stories.

Because the Greek and Egyptian gods and characters included in this program may be less familiar to children, we have included a brief description for most of them.

## **Greek Gods and Characters**

### **Aphrodite**

Aphrodite, the beautiful goddess of love, was the only Olympian who didn't have a mother or father. Nobody knew where she had come. Once a year, she returned to Cythera and dived into the sea from which she had come. She rose from the water as sparkling and young as on the day when she had first been seen.

### **Ares**

Ares, god of war, was tall and handsome, but also vain and cruel. When Ares heard the clashing of arms, he grinned happily, put on his shiny helmet, and jumped into his war chariot. Raising his sword like a torch, he rushed into battle, not caring who won or lost as long as much blood was shed. Once in a while, Ares himself was wounded. His wounds, treated with the ointment of the gods, quickly healed. Ares returned as good as ever and seated himself on his throne, tall, handsome, and bragging.

### **Athena**

Athena was the goddess of wisdom and the favorite child of Zeus. She gave her father headaches until one day she sprung fully grown out of his head. Athena's constant companion was Nike, the spirit of victor. With Nike at her side, Athena led armies that fought for just causes. During times of peace, she stood behind the artists of Greece and taught them the fine and useful arts.

## **Centaurs**

Centaurs did not honor any of the gods. They were half men and half horses, as clever as wild men, and as savage as untamed horses. The centaurs lived without law and order, ate raw meat, stormed over fields, destroyed crops, and carried off the Lapith women.

## **Hades**

Hades, lord of the dead, was a gloomy god of few words. Mortals feared him so much that they did not dare mention his name, for they might attract his attention and he might send for them. Instead of Hades they called him the Rich One. All the treasures in the ground belonged to him. They also called him the Hospitable One, for in his vast underground realm he always had room for another dead soul.

## **Helen of Troy**

Helen was a daughter of Zeus, and her beauty had been a wonder to all from the time she was born. She had been the Queen of Sparta for many happy years and her fame as the most beautiful woman on earth had spread all over, when Aphrodite promised her to Paris. The Trojans begged Paris to forget Aphrodite's promise, or a terrible misfortune would happen to them. Paris ignored their warnings, sailed across the sea, and stole Helen. In response, a huge Greek fleet arrived in Troy to fetch Helen back to Sparta. The Trojans refused to give her up, and the two armies clashed for ten years. Finally, the Greeks broke camp, boarded their ships and sailed away, leaving a large wooden horse behind. The Trojans thought they had finally defeated the Greeks, and in triumph, they pulled the horse into their city as a trophy. But the horse was hollow and filled with Greek warriors. In the dark of the night, they crept out and opened the city gates. The Greeks had not left, but had been hiding behind an island. Now they came pouring into the city and Troy was destroyed. Helen was brought back to Sparta in triumph.

## **Hera**

Hera, the beautiful queen of Olympus, was a very jealous wife. She hated all of Zeus' other wives, and when Zeus first asked her to be his wife, she refused. To win her hand, Zeus created a thunderstorm, changed himself into a little cuckoo, and, pretending to be in distress, he flew into Hera's arms for protection. She pitied the wet little bird and hugged it close to keep it warm, but all of a sudden she found herself holding mighty Zeus in her arms instead of the bird.

## **Hercules**

Hercules was the strongest man who ever lived on earth. He was too strong to have around a palace, so he was sent into the mountains as a shepherd. There he could use his tremendous strength on prowling beasts. Soon he rid the countryside around Thebes of lions and wolves. The fame of his strength spread far and wide. The gods welcomed Hercules and were glad to have him with them.

## **Hermes**

Hermes, merriest of the Olympians, was the god of shepherds, travelers, merchants, thieves, and all others who lived by their wits. Zeus was so delighted with Hermes' ready wit that he made him the messenger of the gods. He gave him a golden hat with wings, a pair of winged sandals, and a cape under which he could hide his magic tricks. He could move from place to place in a flash. He put polished words on the tongues of politicians and helped merchants close good bargains.

## **Medusa**

For offending her rival Athena, she and her sisters, who once were beautiful, were turned into monsters. Medusa was the only mortal of the three Gorgon sisters. She was a hideous maiden who turned anyone who looked at her into stone.

## **Minotaur**

Minotaur was half man, half bull, and ate nothing but humans. Such a fearful monster could not go free, and the clever inventor Daedalus constructed for him a labyrinth under the palace. It was a maze of passageways and little rooms from which nobody could ever hope to find his way out. As long as he was provided with food, he kept quiet. When he was hungry, he bellowed so loudly that the whole palace shook.

## **Odysseus**

Odysseus was the king of Ithaca. At battle of Troy, Odysseus was known for his bravery, wisdom, and cunning.

## **Pan**

Pan, the great god of nature, was not handsome. He had goat's legs, pointed ears, a pair of small horns, and he was covered all over with dark, shaggy hair. He was so ugly that his mother, a nymph, ran away screaming when she first saw him. But his father, Hermes, was delighted with the strange looks of his son. He made Pan the protector of hunters, shepherds, and curly-fleeced sheep.

Pan was a lonely and moody god. When he was sad, he went off by himself and hid in a cool cave. If a wanderer happened to come upon him and disturb him in his retreat, he would let out a scream so bone-chilling that whoever heard it fled in a panic. But when Pan was in a good mood, and that was mostly on moonlit nights, he ran playfully through glades and forests, and up steep mountain slopes. He played on his shepherd's pipe, and nymphs and satyrs followed dancing behind him. The sweet and unearthly tunes floated over the hills.

## **Pegasus**

This is a beautiful winged horse who sprang from the neck of Medusa. He was regarded as a source of poetic inspiration. He was also in the service of Zeus as the carrier of thunder and lightning.

## **Poseidon**

Poseidon, lord of the sea, was a moody and violent god. His fierce blue eyes pierced the haze, and his sea-blue hair streamed out behind him. He was called the Earthshaker, for when he struck the ground with his trident, the earth trembled and split open. When he struck the sea, waves rose mountain high and the winds howled, wrecking ships and flooding the shores. But when he was in a calm mood, he would stretch out his hand to still the sea and raise new lands out of the water.

## **Satyrs**

Satyrs were spirits of the woods and hills with animal-like desires and behavior. They were ugly, with a human form for the most part, a tail of a horse or with little horns, pointed ears, and often legs of a goat.

## **Zeus**

At birth, Zeus was tended to by gentle nymphs and nursed by a fairy goat. When he grew up, he made himself an impenetrable breastplate from the goat and left the cave a great new god. Young Zeus married Metis, the goddess of good judgment. Zeus ruled the universe with his brothers and sisters. Armed with a lightning bolt, he was the mightiest god of them all.

# **Egyptian Gods and Characters**

## **Anubis**

Jackal-headed guardian of the dead and protector of souls who led spirits to the place of judgment.

## **Bast**

Cat goddess--protector of cats--and sworn enemy of Sutek.

## **Horus**

King of the gods and lord of the sun, who led the battle against Sutek.

## **Sutek the Destroyer**

God of serpents and hater of all life. It took the combination of all of the other gods to subdue him and imprison him under a secret pyramid.

# Introduction

This easy-to-use publishing program, with its word processor and variety of graphics, will stimulate children's imaginations as they combine graphics with text to create Big Books™, storybooks, activity sheets, bulletin board displays, reports, newsletters, puppets, and so much more! Imagine the gods ruling over the earth or King Arthur and his knights going on valiant quests once more. What would happen if vampires, witches, and ghosts walked the earth? Unlock the mysteries of the Lochness Monster and Big Foot. The program includes bold graphic backgrounds designed to be "written upon". Take a look at the exciting features in this program:

- Colorful backgrounds and numerous clip art categories to create an endless variety of unique designs.
- Text processing with a variety of text styles and sizes.
- Four unique printout sizes ranging from Mini Book to Big Big Book.

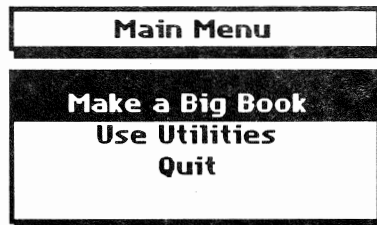
This documentation is broken down into three sections: the **Reference Guide**, the **Creative Guide**, and the **Art at-a-Glance Guide**.

# REFERENCE GUIDE

The Reference Guide provides step-by-step instructions for designing a page. If you are using the 3.5 version, the entire program is included on one disk. If you are using the 5.25 version, you will be flipping the disks periodically during the use of the program. A prompt will appear telling you when you need to switch disks.

## THE MAIN MENU

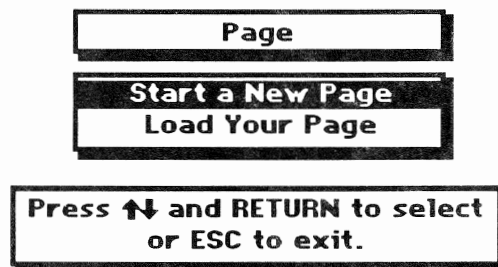
When you boot up the program, the **MAIN MENU** appears. There are three options listed:



To select an option from this or any other menu, simply use the **ARROW KEYS** or **MOUSE** to highlight the option you want, and press **RETURN** or click the **MOUSE**.

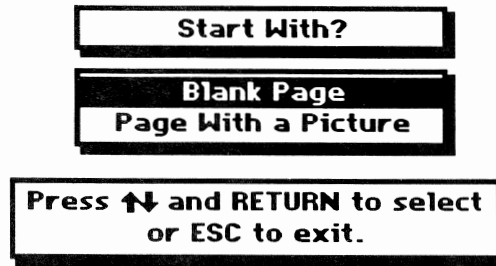
## MAKE A BIG BOOK

A **Big Book** page is two screens long. It can be designed with clip art, frames and/or text. To begin designing pages of a **Big Book**, select **Make a Big Book** from the **MAIN MENU**. The next screen presents two choices:



Select **Start a New Page** to create a new page.

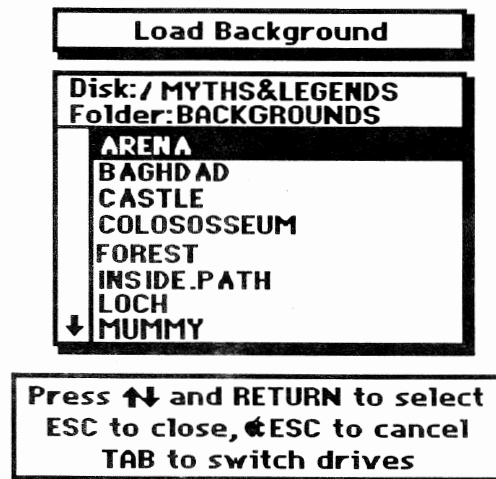
A **Start With?** screen appears with two choices:



You can choose to start a design with a blank page or one of the colorful backgrounds.

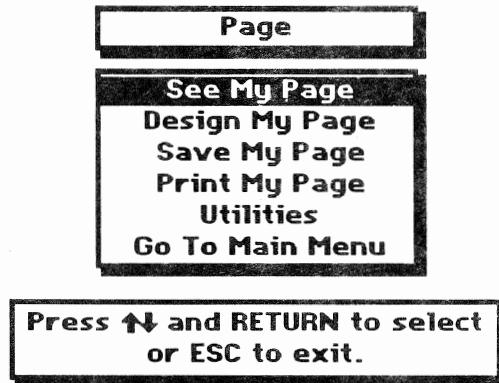
Select **Page with a Picture** (If using the 5.25" version, insert the disk side with backgrounds and press RETURN). A list of the background graphics appears alphabetically. Select a background graphic. The background graphic appears on the screen along with the **Page menu**.

Select **Load a Page** to work on a page that you have already saved onto a work disk. Insert the work disk on which your page is saved and press RETURN. The **Load Page Menu** appears. Select the page that you want to work on. The page appears along with the design menu.



## The PAGE MENU:

After choosing **Blank Page** or **Page With a Picture**, the **Page Menu** appears. This menu lists the following options:



These are the basic options for creating and editing your Big Book.

### • **See My Page**

Selecting **See My Page** allows you to scroll up and down the page. Select **See My Page** from the **Page Menu**. Use the DOWN ARROW KEY to scroll through the page. When you reach the bottom of the page, use the UP ARROW KEY to scroll back to the top. Press ESC to go back to the **Page Menu**.

### • **Design My Page**

You can design your page with clip art, text, or a frame. Select **Design My Page** from the **Page Menu**.

The **DESIGN MENU** appears with four choices:





## ...CLIP ART

Select **Clip Art** to add clip art graphics to your page. (If you are using the 5.25" version, you will be asked to insert the **Clip Art** disk in any drive and press **Return**.) A list of clip art categories appears alphabetically.



Each category includes several pieces of art. (Refer to the *Art-at-a-Glance* section to see the clip art in each category.) Select a clip art category. An instruction box appears, explaining the key commands to use while working with clip art. Press any key to remove the instruction box. (Press **Ctrl-?** to see the instruction box at any time while designing your page.) The first piece of clip art from the category you selected appears. Press the **SPACE BAR** to view the different pieces of clip art in this category. Press the **B KEY** to go backwards through the clip art category.

### To Move Clip Art

Use the **ARROW** or **MOUSE** to move the clip art anywhere on the screen.

***Keyboard Users:** Press a number from 1 to 9 to change the distance a piece of clip art moves when you use the **ARROW KEYS**. To move a piece of clip art a small distance (slowly), press 1 and use the arrow keys. To move a piece of clip art a larger distance (quickly), press the 9 key and then use the arrow keys.*

### To Flip Clip Art

You can flip any piece of clip art horizontally or vertically before you stamp it.

To flip a piece of clip art horizontally, press the **H KEY**.

To flip a piece of clip art vertically, press the **V KEY**.

### To Stamp Clip Art

Press **Return** or click the **Mouse Buttons** to stamp the clip art. The clip art will become part of your page design. You may stamp the same piece of clip art as many times as you wish, or a variety of clip art. Press **DELETE** to undo any clip art that you have stamped. Each time you press the **DELETE KEY**, you will undo clip art in the opposite order in which it was stamped.

*Note: Delete will only undo the clip art stamped while you are working within that category. Once you leave that clip art category, by pressing ESC, you must use the Eraser to "white out" the unwanted clip art. The Eraser will also erase that section of the background as well.*

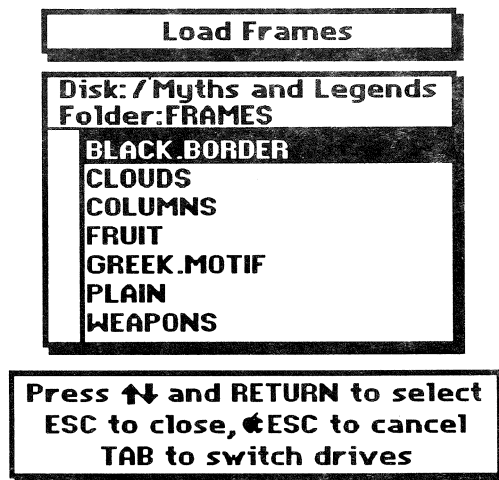
Press ESC to return to the **Clip Art Menu**. Select another clip art category, or press ESC to go back to the **Design Menu**.

### ...FRAME

Select **Frame** to put a frame around your page.

*(This option is ideal for adding a decorative border around a narrative page. If you're using the 5.25" version, insert the Frames disk in any drive and press RETURN.)*

The **Frame Menu** appears.

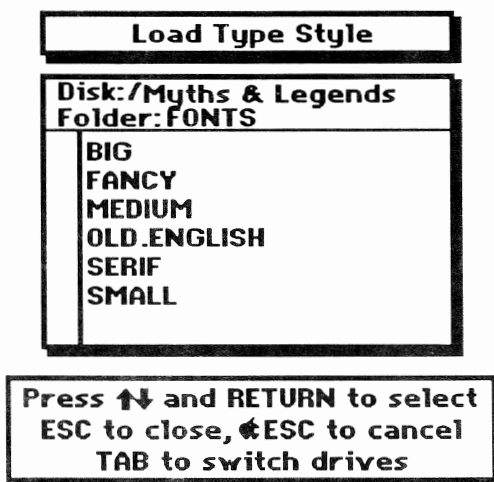


Select a **Frame** category and the first frame in that category appears. Use the SPACE BAR to view the other frames in the category and press RETURN to select one. A message appears asking, "Do you want to use this frame?" Press the Y KEY to place it on your page. The frame appears around your page. A message will ask you if you want to use the frame. Press the Y KEY for yes and the N KEY for no.

## ...WRITE!

The **Write!** function allows you to add text to your page. You can combine different typestyles on your page. Select **Write!** from the **Page Menu**. (If you are using the 5.25" version the program will ask you to insert the **Typestyles** disk (in any drive and press **RETURN**.) The **Load Typestyle Menu** appears.

There are six fonts from which to choose:



Select a font and an instruction box appears explaining the key commands needed to use with the write function. Press any key to remove the instruction box. (*Note: Press ⌘-? to call it up again.*)

- ⌘-O • **Outline:** Pressing these keys before you begin to type will outline the letters that you type.
- ⌘-B • **Bold:** Pressing these keys before you begin to type will bold the letters that you type.
- ⌘-N • **Normal:** Pressing these keys before you begin to type will return the letters back to the Normal style.
- ⌘-C • **Center:** Pressing these keys will center any line of text that you have just typed. You can only center one line of text at a time.

A cursor appears in the upper left hand corner of the screen. Use the **ARROW KEYS** or **MOUSE** to move the cursor to anywhere on your page that you want to start typing. Use **Delete** to undo unwanted text.

*Note: This simple text processor does not have word processing capabilities-insert, word wrap or edit functions. The letters are actually just like clip art. Using the Mouse or Arrow Keys, you can move the cursor all around the screen to write shaped text, swerved text or wrap text around a picture. Once you press ESC, you can no longer delete the text you have previously written. Use the eraser to "white out" any unwanted text.*

When you are finished typing, or you want to choose a different typestyle, press **ESC** to return to the **Load Typestyles Menu**. Press **ESC** again to return to the **Design Menu**.

## ..ERASE

The **Erase** function allows you to erase graphics and text from your page. The eraser is an adjustable solid block of white which, when stamped, erases anything underneath it.

Select **Erase** from the **Page Menu**. An instruction box appears explaining the key commands needed to use with the eraser. Press any key to remove the instruction box and an eraser appears. Press the SPACE BAR to view the different eraser sizes, stopping at the size you want to use. Use the ARROW KEYS to move the eraser over the part of your page that you want to erase, and press RETURN. The text or graphics underneath the eraser disappear. Press ESC to go back to the **Design Menu**.

Now that you are familiar with the four functions of designing a page, press ESC again to go back to the **Page Menu**.

## •Save My Page

You can save your **Big Book** pages onto a formatted work disk (*To format a work disk, see the Utilities section*). Select **Save My Page** from the **Page Menu**. A message appears telling you to insert your work disk. Insert your work disk in any drive and press RETURN. The **Save Page** screen appears. At the bottom of the screen is **Name:**, followed by a flashing cursor. Type in a name for your page and press RETURN. The page is saved onto your work disk, and the **Page Menu** reappears.

Save Page	
Disk: /DATA	
No Page files.	
781.5k free	
Name:	

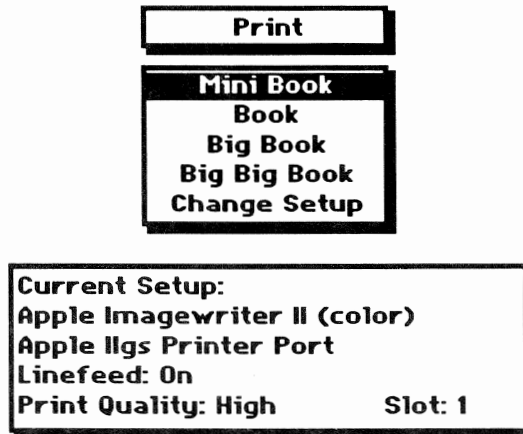
Press ↑↓ and RETURN to select  
ESC to close, ⌘ESC to cancel  
TAB to switch drives

*Note: You may use periods instead of spaces to separate words in your page name.*

**HELPFUL HINT!** It s a good idea to save your design periodically. This way you can reload your page if you make a mistake.

## •Print My Page

Select **Print My Page** from the **Page Menu** and the **Print Menu** appear offering five options:

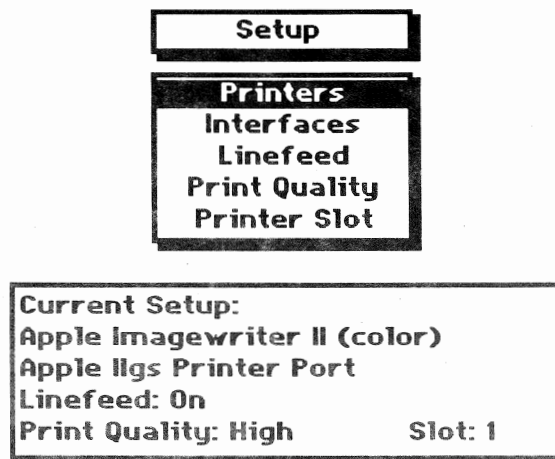


The first four options relate to the desired size of the printout.

### ...Change Setup

To print out a page, you must give the program specific information about the equipment you are using. This information is displayed in the **Current Setup** box at the bottom of the screen. Select **Change Setup** to change the printer settings displayed in the **Current Setup** box at the bottom of the screen. (*Current Setup information includes printer, interface, linefeed, print quality and printer slot.*)

The **Setup Menu** appears with the following choices:



**Warning:** *If you don't have the correct setup and you try to print, the program will freeze. This means rebooting the program and losing your design, if it was not saved. When you change the setup, you must have the program disk in any drive, and it must not be write-protected.*

Choose each item you need to change. After you change an item press ESC, and the **Current Setup** box displays the changes you made. (See your printer manual for more information on your printer setup.)

## Common Setups

<u>Computer</u>	<u>Interface</u>	<u>Printer</u>
• Apple IIc	Apple IIc Serial Port	Apple ImageWriter II
• Apple IIe	Apple Super Serial	Apple ImageWriter II
• Apple IIGS	Apple IIGS Printer Port	Apple ImageWriter II
• Macintosh LC ( With Apple IIe Card)	Apple Super Serial	Laser Printer

## Print Options

Now that your **Current Setup** is correct, you're ready to print. Select a print size for your page. If you chose **Big Book** or **Big Big Book**, a screen appears offering two choices:

- **All Panels**
- **Some Panels**

A page is divided into panels. The **Big Book** printout size consists of two panels, and the **Big Big Book** size has three panels. This menu allows you to either print out all of the panels or select which panels you wish to print out. Select **All panels** to print out your entire page. If you select **Some Panels**, the **Select Panels** screen appears allowing you to choose the section of the page that you want to print out.

Use the right and left arrow keys to move the **Start Arrow** to the panel where you want the printout to begin.

Press ⌘ -RIGHT ARROW KEY and ⌘ -LEFT ARROW KEY to move the **End Arrow** to the panel that you want the printout to end. Then press RETURN.

**Note:** *If you are printing out a **Big Book** or a **Big Big Book**, make sure to adjust your printer so you won't have to do any trimming. Notice the red mark on the right side of the bailer bar. Simply line up the perforations of the computer paper with that red mark and your printouts (panels) will line up perfectly!*

After you choose a printout size, a screen appears with two options:

- **Normal**
- **Outline**

The **Outline** option removes most of the patterns from the graphic and prints it out like a coloring book.

*(Note: If you use an outline typestyle on your design and choose the **Outline** print option, some of your letters could vanish. We suggest that you select the **Normal** printout option when using outlined text.)*

**Normal** will bring up a **Print Color Menu** that offers two choices:

- **Black & White**
- **Color** (*You'll need a multi-color ribbon*)

Choose the desired option and press **Return**. Make sure your **Printer Setup** is correct, and that the paper is placed correctly in your printer. If your page prints on more than one piece of paper, the printer will automatically advance to the next sheet. Press RETURN to begin printing. A scale appears marking the progress of the printing.

## • **Utilities:**

Select **Utilities** from the **Page Menu** to:

### **...Format a Disk**

Select **Format a Disk**. The **Format A Disk Menu** appears with a list of the slot and drive numbers. Insert an unformatted disk in the drive and choose the slot and drive number. Next, a file box appears asking you to give your work disk a volume name. Type in a name and the program formats the disk.

### **...Make a Folder**

**Big Book** page files can be saved in folders. Select **Make a Folder** and the program asks you to type in the name of your folder. You can make several folders on your work disk. Each folder can hold several files. Putting files into categorized folders keeps your disk more organized, and it is easier for you to load and delete files. To open a folder, you must highlight it's name and then press RETURN.

### **...Delete a File**

Select **Delete a File** if you want to delete an unwanted file from your work disk. Highlight the name of the file to be deleted, then press RETURN.

*Warning!: Once you delete a file, it s gone forever!*

### **Go To Main Menu:**

Select **Go To Main Menu** to quickly get back to the **Main Menu**. If you have not saved your design you are asked if you want to save it.

### **USE UTILITIES**

This works the same as the **Utilities** option, previously discussed under the **Page Menu** section of this guide.

### **QUIT**

This allows you to exit the program.



# Creative Guide

This creative guide offers ideas on how you can use “Big Book Maker” to enrich your curriculum and create a world of myths and legends for your students. Young authors will love writing stories or creating posters with gods and legendary figures. Big Books are wonderful for fostering language development and group discussion. Critical thinking is involved as children begin to see relationships between the pictures and anticipate plot development. “Big Book Maker” is the perfect publishing tool. Use it to create not only Big Books, but bulletin board displays, activity sheets, beautifully illustrated storybooks, reports, and more!

## **Big Book Maker and Whole Language**

Discuss with the class the literary experiences they have shared. What myths and legends do they know? Which are their favorites? There are three phases in a literary approach to reading: The oral presentation of stories to children, the modeling of stories, and the utilization of the stories as the content of the reading program.

Story-telling is a wonderful way to express ideas, build themes, and use descriptive language. Writing the stories is the next step. The connection between spoken and written language is vital, even if children spell words incorrectly or have sentences that aren't perfectly formed. Well-known myths and legends make it easy and fun for young children to make the connection. The pictures provide the children with story themes, and the simple-to-use text processor lets them write the story in a variety of typestyles. Choose the writing theme by picking a specific myth or legend, or let the students mix up the graphics and write their own.

The printouts are perfect for enrichment materials. Have students work together to create a Big Book using the program and make stick puppets that allow students to act out the stories! Create posters without words, combining make-believe characters with real-life children, for interpretation. Discuss real life experiences, character development, plot, and eventually end up with a finished story.

## The Classroom Big Book

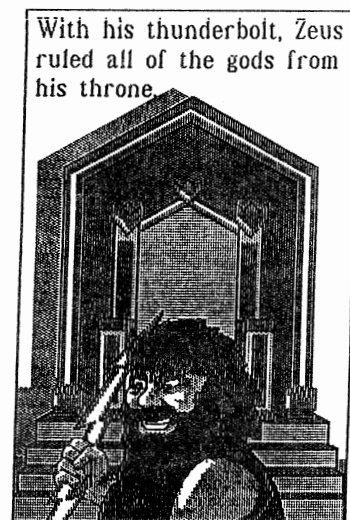
Young students love reading and sharing Big Books. Many teachers integrate Big Books into their Whole Language program. In this activity, your students will write, illustrate, and publish their own Big Books. If you like, you can even turn this into a language experience exercise in which students discuss, write about, and share their real-life experiences. Creating and sharing Big Books with you and with other students is a perfect way for students to develop an awareness of the relationships between speaking, reading, and writing. The final product provides a terrific way to showcase your students' work on Parent-Teacher Night. The smaller sizes offer students the opportunity to reproduce smaller versions to bring home to their parents.

**Getting Started.** Begin this activity by sharing a Big Book with the class. You might want to create one Big Book page with simple captions and dialogue, print out the page in the Big Book size and share it with your students. Then, divide the class into pairs and have each pair create one page of a Big Book about a mythological or legendary character.

**Creating and Printing the Graphics and text.** Depending on the age of your students and their level of comfort using computers, you may want to make them responsible for designing and creating the graphics screens only.

Writing the story that goes with the graphic is a valuable learning experience and a lot of fun. But if you're working with very young students or with students who are not familiar with the computer, you should type as they dictate the story. This is also a good way to involve your students in a discussion about language--describing the picture, choosing the best words to tell the story and even discussing how to spell certain words. Print out in the Big Book size. The scene will print in six panels that you can tape together.

**NOTE:** If you're working with older students, they might enjoy creating Big Books for younger students to read as a cooperative learning project.



# Myths & Legends Newsletter

Use the "Myth Press" background template to make "Myths & Legends" Newsletters.

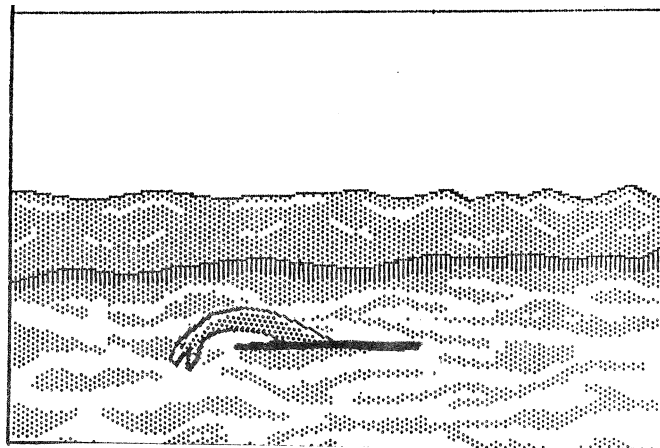
- Have students select the newsletter template.
- Instruct them to write a newsletter and to insert pictures.
- Print out the newsletters in the Book size.



# Nessy Monster

Students can create a Lochness Monster that can move in the water while they tell a story about it.

- Have students select the Loch background and print it out in the Book Size.
- Cut a horizontal slit in the water.
- On a blank background, students should stamp the Lochness Monster from the Creatures.4 category.
- They can color the water and the monster.
- Cut out "Nessy" and paste it to a stick.
- Instruct students to insert Nessy through the slit in the water.
- Move Nessy from underneath to make it move and disappear.

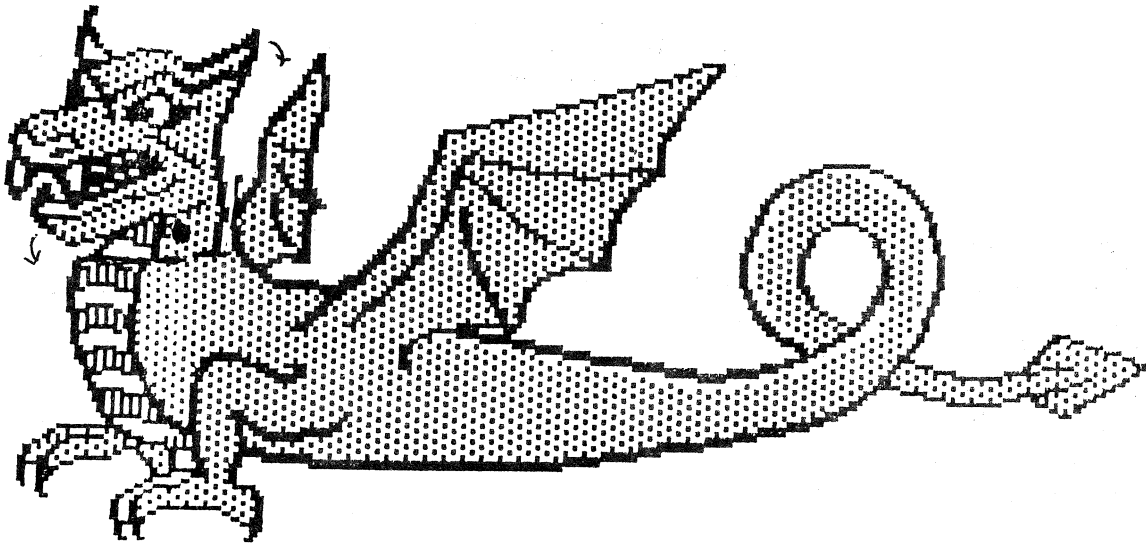


## Dragons

- Have students select and stamp the dragon, from the Creatures.4 clip art category, on a blank background.
- Print out in the Big, Big Book size.
- Cut out so that the head and neck is separate from the body.
- Make a hole in the neck and in the body .
- Attach the neck and head to the body with a brad so that the dragon can move its head.
- Assign students to write a dialogue for the dragon or to interact with another student to write a play to be performed for others.

### In a cooperative learning lesson:

- One student creates the dragon
- One student creates the background
- Two students, with input from the group, write the play.



## Battle Flags

Students can design their own personal flag.

- On a blank background, have students stamp the clip art they want to use on their flag.
- Print out in the Big Book Size.
- Cut paper, cardboard, or cloth in the shape of a flag.
- Paste the clip art to the flag (optional: lines, glitter, cotton, etc.).
- Tie or paste the flag to a stick (the stick can be made of cardboard or paper).
- Assemble the class flags on the bulletin board.

## **Design Money**

Students can design their own coins and bills that look like Egyptian, Greek, Medieval, or spooky currency.

- Have students stamp two pieces of clip art onto a blank background (leave room between them).
- Print out in the Book size.
- Cut out, leaving additional space, in a circular or rectangular shape.
- Paste the pieces back-to-back.
- Decorate them as coins or bills.

## **Roman Equivalents**

When the Romans conquered Greece, they took the stories of the Greek gods with them. Most of the Greek gods were renamed. Assign students to look up those names and then give them worksheets.

- On separate blank backgrounds, stamp the Greek gods.
- Underneath them, type their Greek names.
- On another blank background, create a worksheet (giving it a title and asking for the student's name at the top). Type in the directions, "Write the Roman name for each Greek god."
- Print out the pages in the Book size.
- Cut out the gods with their names.
- Assemble and paste them onto the worksheet page.
- Make copies and distribute to your class.

## **Big Book of Greek Gods**

Have students write and illustrate a book about the Greek gods. One page could be assigned to each god.

- At the top of a blank background, have students stamp a Greek god.
- They should write a short description of the god.
- Students can design a cover for the book using one of the backgrounds and various clip art.
- Print out in the Big Book size.
- Bind the pages together with staples, yarn, or string.

## **Puzzle It!**

Students can create their own puzzles.

- Have students create a scene with their favorite myth or legend personalities.
- Print it out in the Big Book size.
- Color and mount it on tag board or cardboard.
- Cover the picture with clear contact paper or laminate it.
- Cut the scene into various shapes to create a puzzle (cut into larger pieces for younger children).
- Classmates, family or friends can try to solve the puzzle.

## The Children's Book Club

- Each time a student prints out a design in the Book size, bind it into a book of printouts. This book can be separated into sections for each type of project that was assigned. At the end of each week, month, or marking period the book can be shown to the class. A new book can be made every month and each class which uses the program will begin to form a section of literature.
- Allow students from the class to view these books on special days.
- If different classes are using Big Book Maker, create a book club that allows teachers and students of the different classes to “take out” the books created.

## Venn Diagram

- Draw two intersecting circles on the board.
- Label one circle Zeus and the other circle Hercules. Have students list the individual characteristics of each that are unique.
- In the overlapping part of the circle list the characteristics that are similar.
- Other characters can be used as well (i.e., Aphrodite and Athena).

## Essays

- Assign students a topic to write about.  
What were the various realms that each god ruled over? What was the reason that the Greeks believed in the gods? Are legends to be believed, why or why not?
- Have students use the program to write and illustrate their essays.

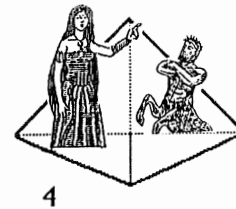
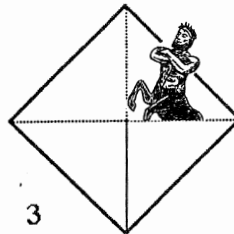
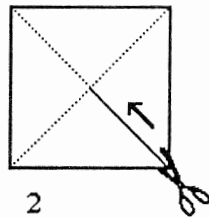
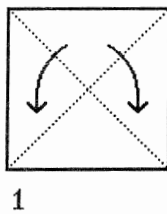
## Sequencing

- Create a myth or legend that can be broken down into several scenes.
- Print out the pages in the Big Big Book size, mount onto cardboard, and cut them out.
- Place the pictures out-of-sequence on a chalkrail, pocket chart, or flannel board.
- Have students place the pictures into the correct sequence and either retell the story orally, or have members of the class retell the story.
- **Optional:** Retell two or more myths or legends using the printouts for illustrations. The students' purpose is to note the similarities and differences between the two stories.
- Write both story titles side by side and graph the likenesses and differences on the chalk board. This will help students with understanding different situations, writing, and creativity.
- Print out ten or twenty pages in the Book size and number them randomly. Hang them up in the wrong sequence outside of the gym or lunchroom.
- Have a “hallway contest” to see who can come up with the correct sequence of events. Ballots could be made with the program, filled in, and returned to the classroom for the drawing. This will motivate students to read and give them something to think about while standing in line!

# Triaramas and Quadraramas

Materials needed:  
construction paper (9"x9")  
Glue  
Scissors  
Program printouts

- Select and print out a background in the Book size.
  - Stamp clip art onto a blank background and print out in the Book size. Cut out the art.
  - Fold the top right corner of the construction paper to the lower left corner. Repeat with the opposite corners.
  - Open and cut one fold line to the center of the square.
  - Cut out part of the background that you printed and paste it to the construction paper so that it fits on half of the square as shown.
  - Fold the cut flaps underneath and overlap them so that the triangle stands up.
  - Paste stand-up clip art to the background.
- 
- For a quadrarama, make four triaramas and staple them together. These are best used to show a story sequence.



## How Does It End?

- Have students create situations with three pages of different endings.
- Have the class vote on which ending is the best and why.

## Round Robin Reading

- Have the students print out a screen of his or her own design depicting a myth or legend that they have altered to their liking.
- Have each pupil, in turn, explain what they created and why, reading any text that they wrote on the printout.

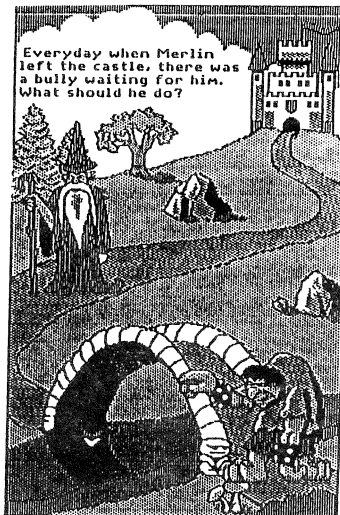
## Literary Poster

- Students can create a poster based on any myth or legend.
- Print out in the Big Book or Big Big Book size. This will develop a surprising number of skills.

## Advice Column

This kind of activity is an excellent vehicle for sharing some of the problems, concerns, frustrations, and solutions common to school children--anything from hassles with parents and siblings to peer pressure and feelings of isolation. Students can often better represent what they are thinking and feeling by using a vehicle such as an anonymous advice column, than they can by stating their problem outright.

- Have each student pick out a mythological or legendary character.
- Have each student describe a troublesome situation, using the character, and ask for advice and print it out.
- Then, have them pass their "complaints" to the front, mix them up, and pass them out.
- Have students read them and write an advisory response on paper. Next, have the responses typed on the computer and printed out. Different students can read the responses to generate a class discussion.
- This offers an excellent opportunity for sharing and peer counseling. It will be amazing to many students that many of their peers share the same concerns that they do.



## Puppets

Make stick or lunch bag puppets easily.

- Simply print out pictures of different characters in the Book size. Mount them onto oaktag and cut them out.
- Have the students color and paste them to popsicle sticks or paper bags.
- Use the puppets as a tool to illustrate or act out a situation in a puppet theater.
- For added theatrics, print out backgrounds in the Book size and use them as backdrops in a box diorama or for a puppet theater.



## Guessing Game

As a culminating activity to an esteem-building class or session, print out pictures depicting each myth or legend. The students take turns, guessing from the picture which myth or legend is being shown. The student who guesses correctly gets to keep the picture.

## Characterization

In a group, talk about the main character involved in a myth or legend. What qualities do they have? Pick a specific person (Zeus, Aphrodite, King Arthur, a historical figure, etc.) and have the students write about him or her. Does or did this person live an extra ordinary life or has the facts about the person become mixed with fiction? Is this person a role model? Why or why not?

## If That Was Me

Have students discuss their feelings about a particular situation or event that occurred in a myth or legend. Ask them to put themselves in place of the main character involved. How would they feel in the same situation? How would they react? Discuss the difference between knowing the right thing to do and actually doing it.

## Visual Literacy--Wordless Big Book

- Create a Big Book with no words.
- Print out in the Big Book size, mount it onto oaktag, bind it, and display in the front of the class. Have the students look at the pictures and begin to tell the story.
- Another way to use the wordless Big Book is to have each student write a short myth or legend to go with the pictures.
- Reading the picture interpretations aloud will be a fun activity for the next lesson.

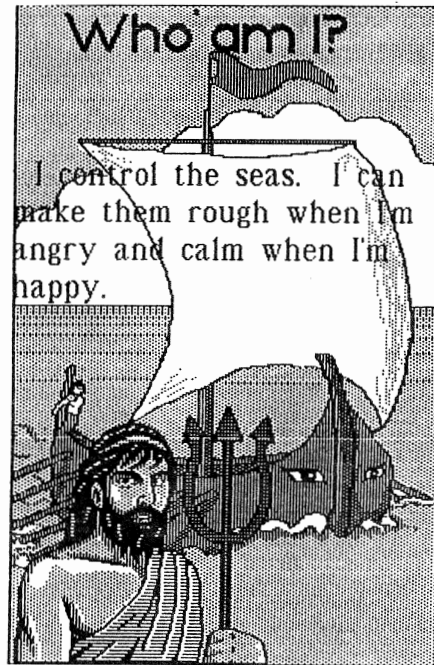
## Poem Cubes

**Materials Needed:** Two half gallon milk or juice cartons, paste, paper, crayons, or markers.

- Cut the carton to make squares and push them together to make a cube.
- Cover with paper.
- Have students write and illustrate a poem or song about a mythological or legendary character and print it out in the Mini Book size. (Coloring optional)
- Paste a poem on each side of the cube.
- Roll like a die and share the poem that comes up on top.

## Who Am I?

- Have students choose a character and stamp it on a background.
- Choose "Write" from the Design Menu. Have each student describe the character as in an advertisement, adding clip art where appropriate. (This is also a good activity for a lesson on descriptive adjectives.)
- Print out the ad in the Big Book size.
- Hang the ads up on the bulletin board and have students read them out loud randomly.
- Then, have the class try to guess who each person is in the advertisements.

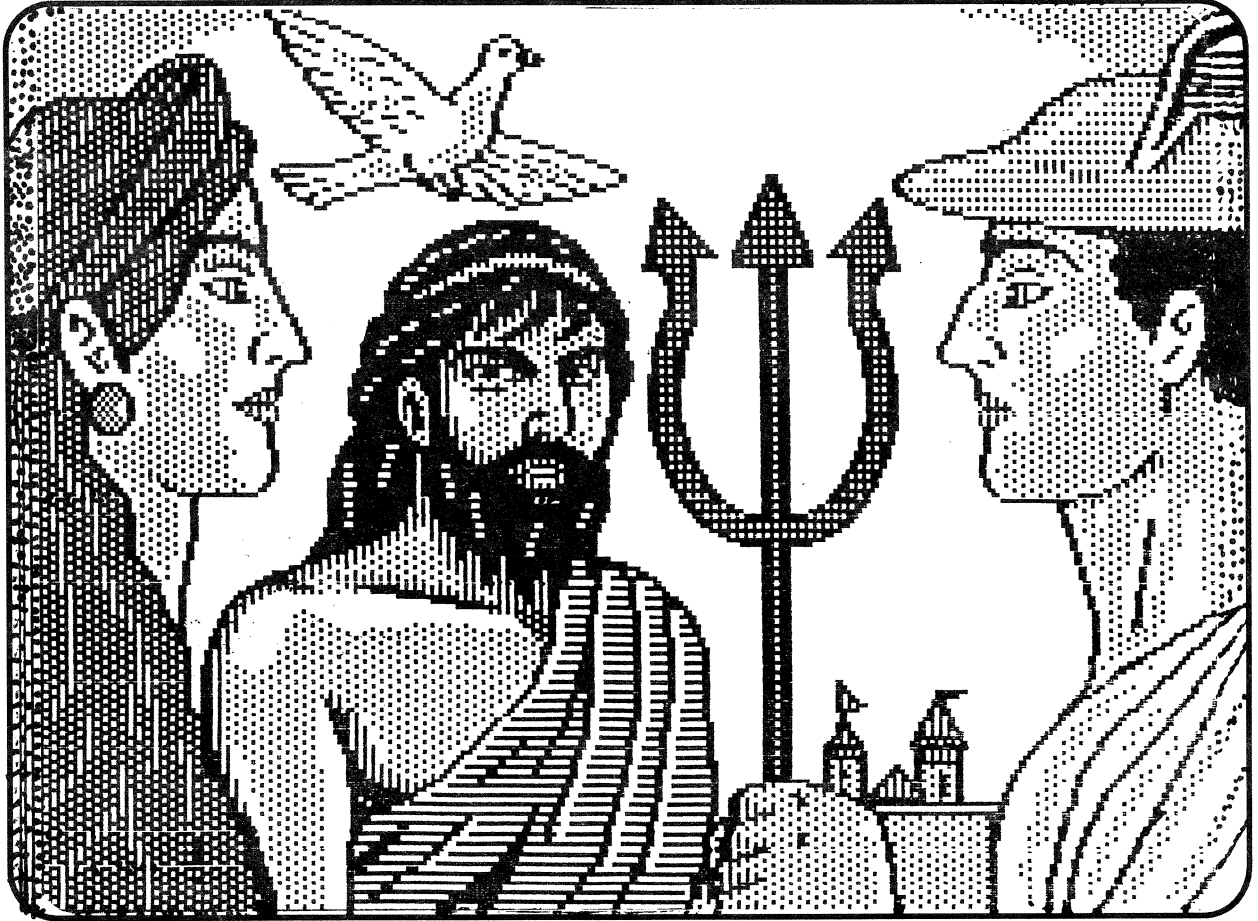


## Underwater Picture

- Have students select the underwater scene.
- Decorate the background with clip art (Loch Ness Monster, boats, people, fish, etc.).
- Assign students to write a story about searching for Nessy under the cold, dark waters of Loch Ness.
- Print out in the Book size.

# MYTHS & LEGENDS™

Apple II



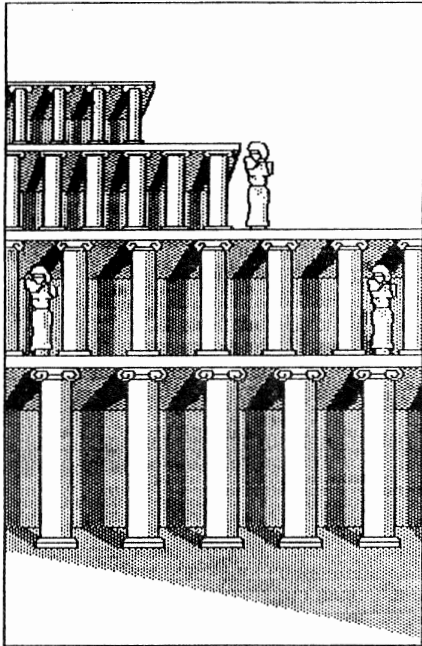
Art

at

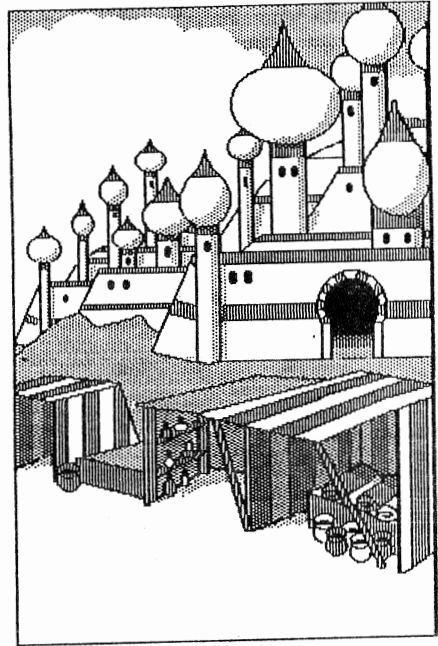
-a-

Glance

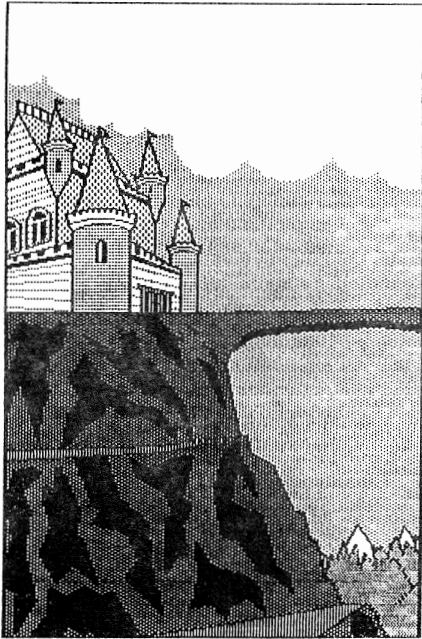
# Backgrounds



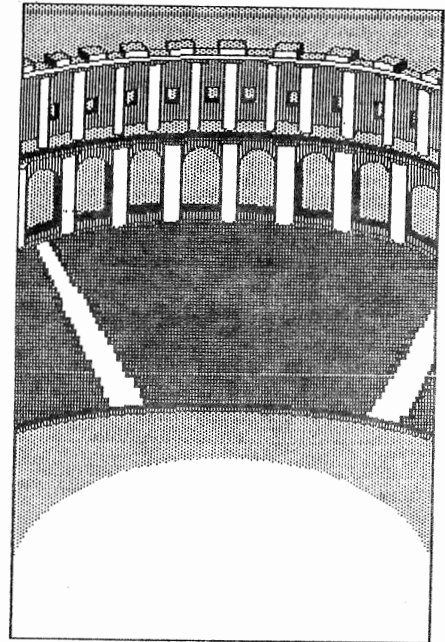
ARENA



BAGDAD

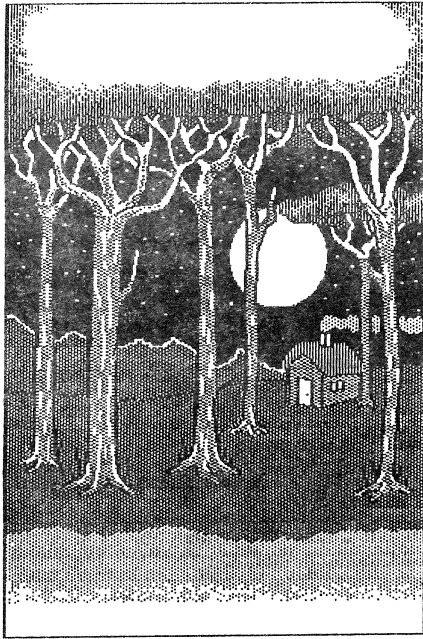


CASTLE

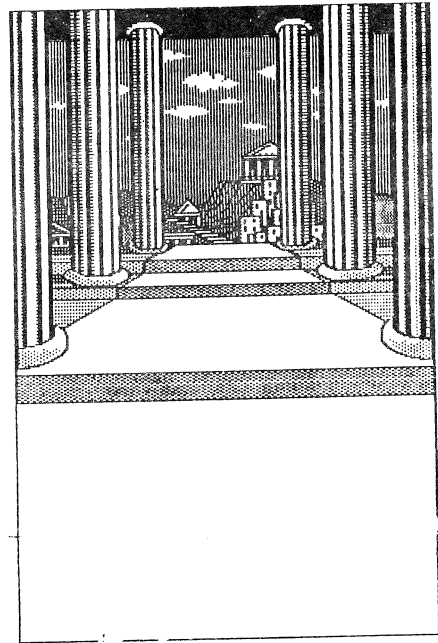


COLOSSEUM

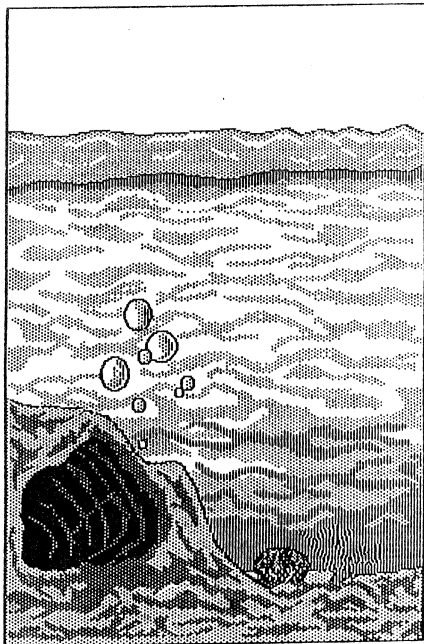
# Backgrounds



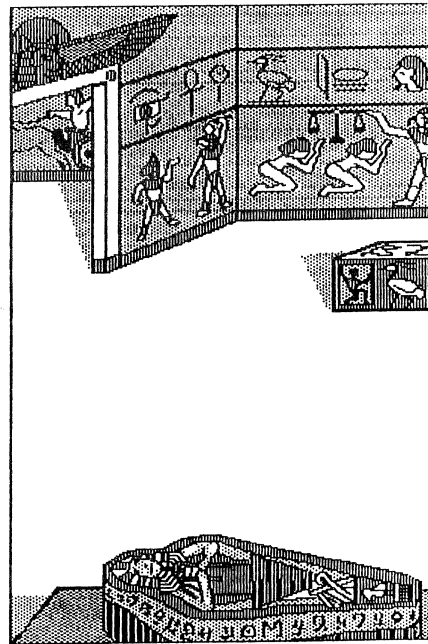
FOREST



INSIDE PARTH

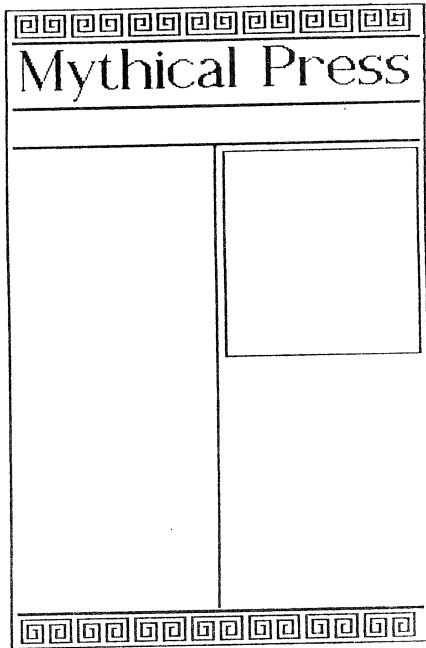


LOCH

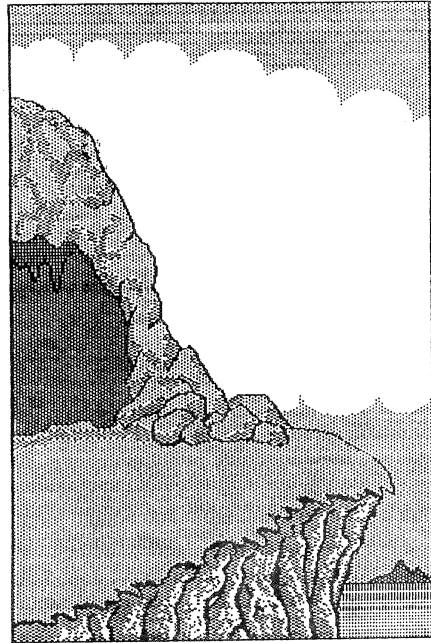


MUMMY

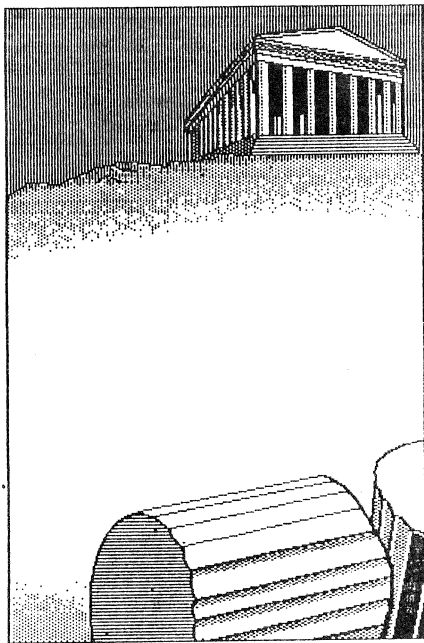
# Backgrounds



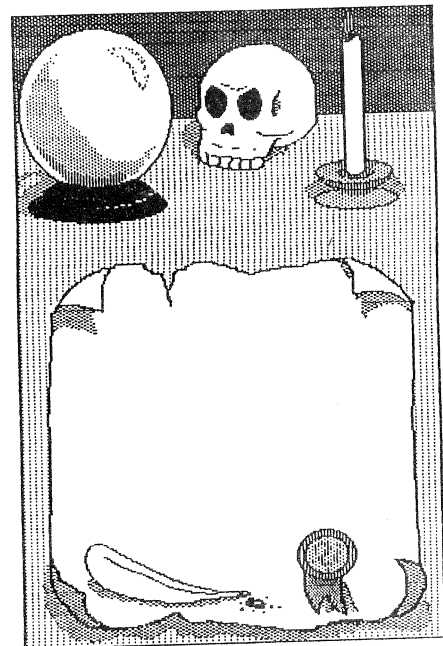
MYTH.PRESS



OUT.CAVE

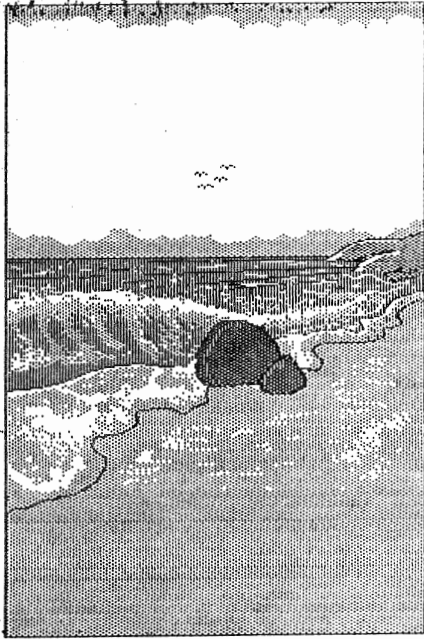


PARTHENON

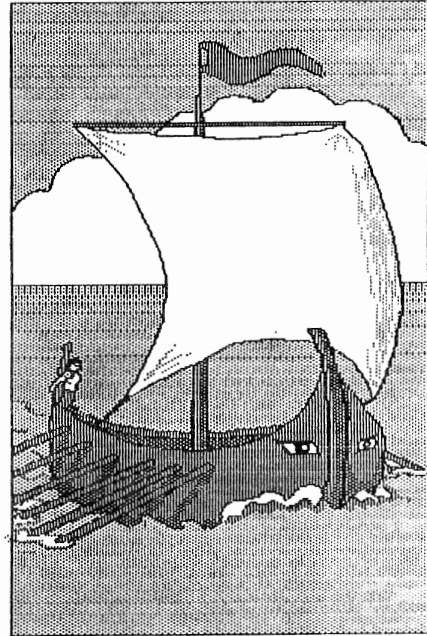


SCROLL

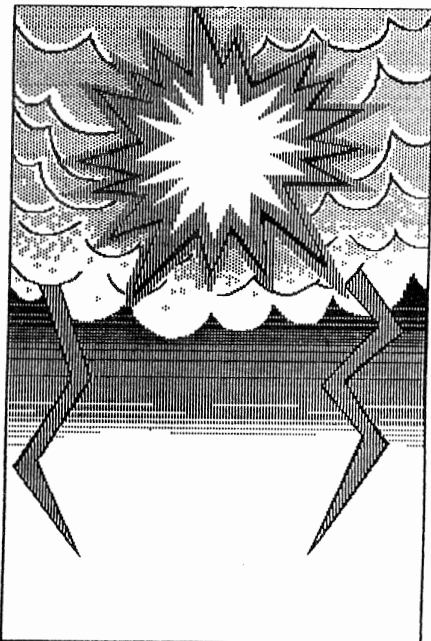
# Backgrounds



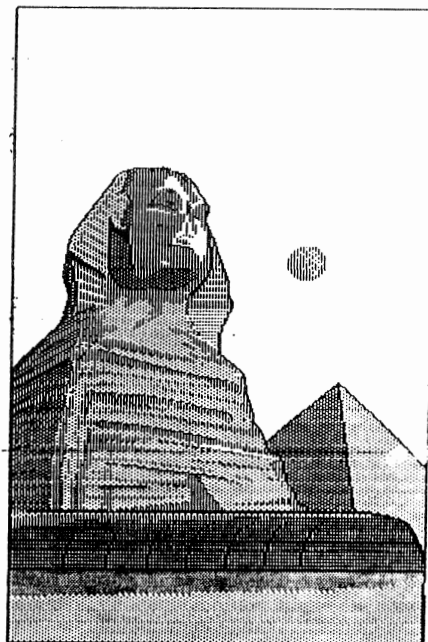
SEASHORE



SHIP



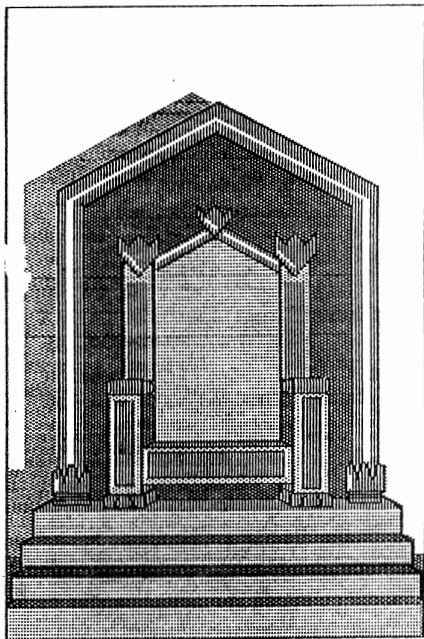
SKY



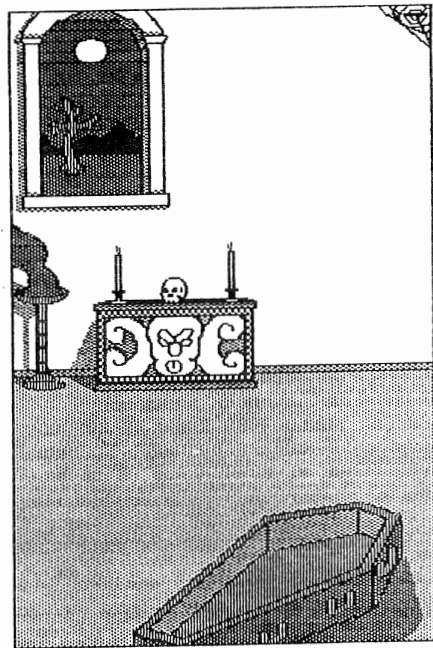
SPHINX



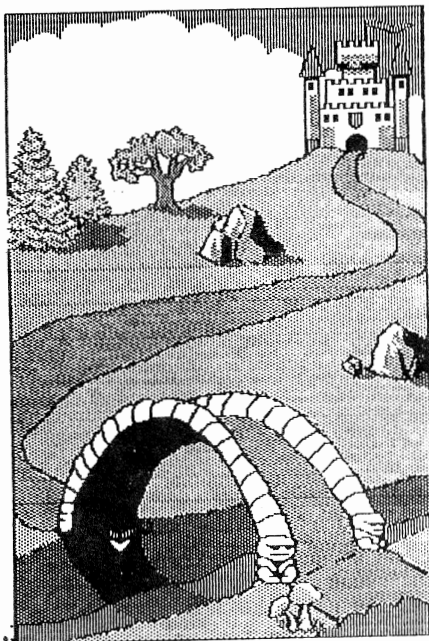
# Backgrounds



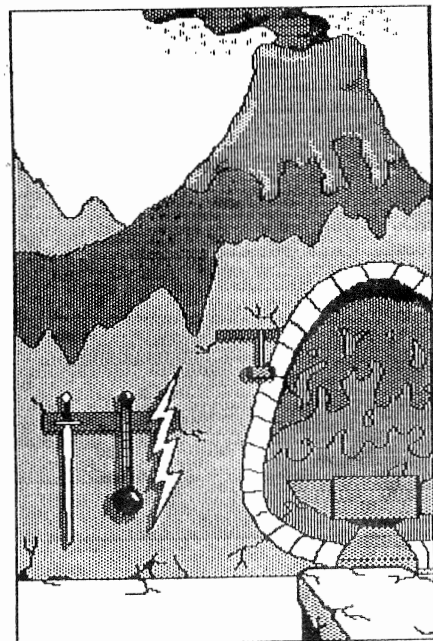
THRONE



TOMB



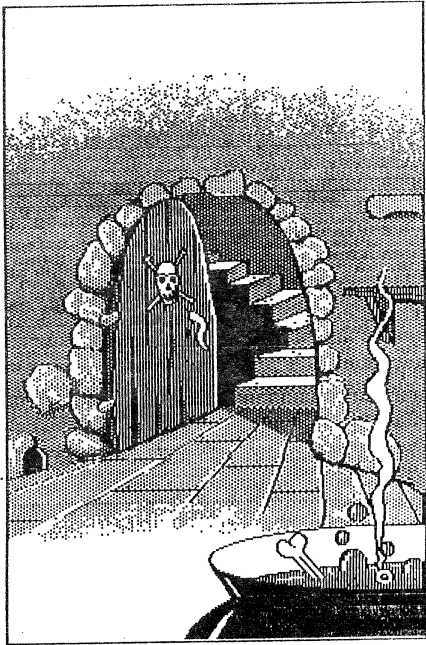
TOLLBRIDGE



VOLCANO

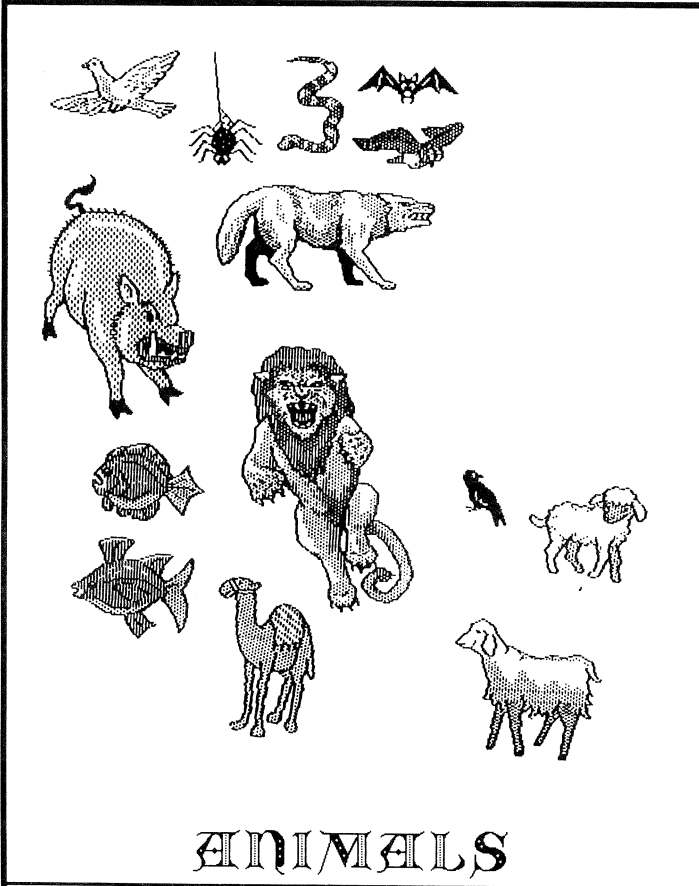


# Backgrounds

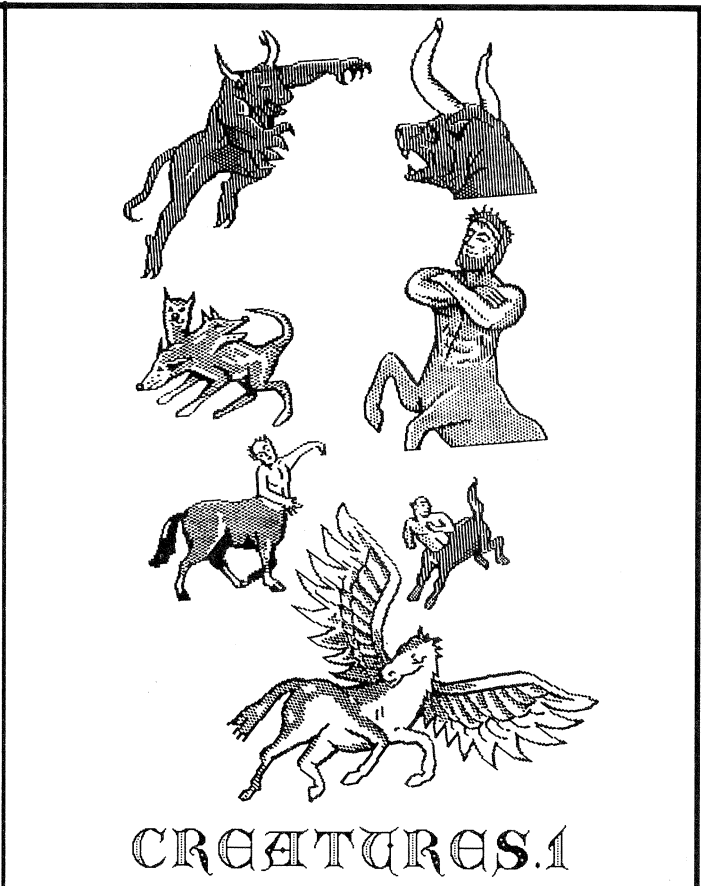


WITCHES

# Clip Art



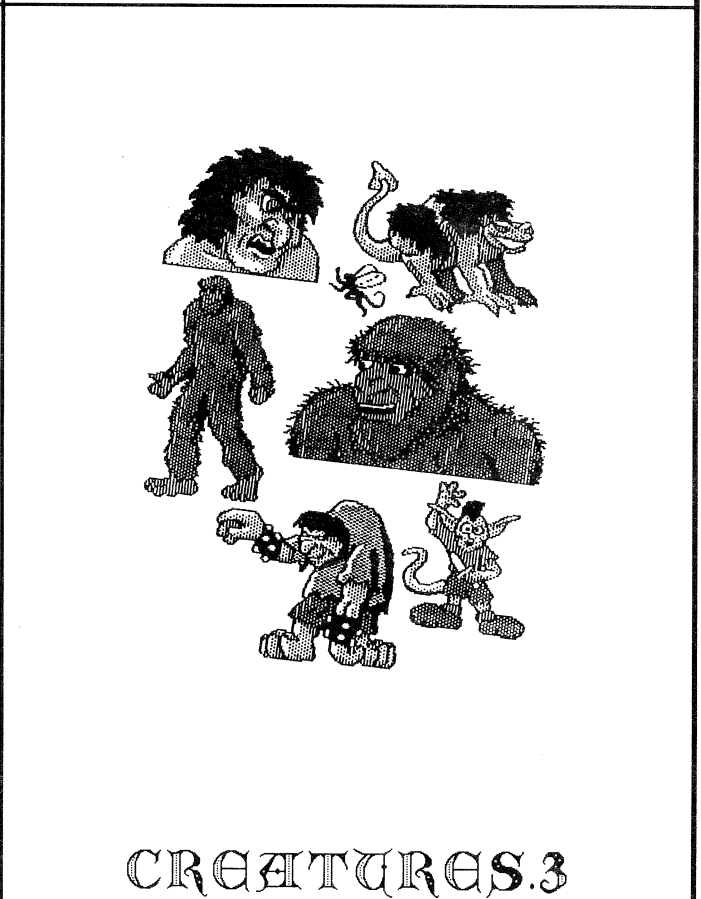
ANIMALS



CREATURES.1



CREATURES.2

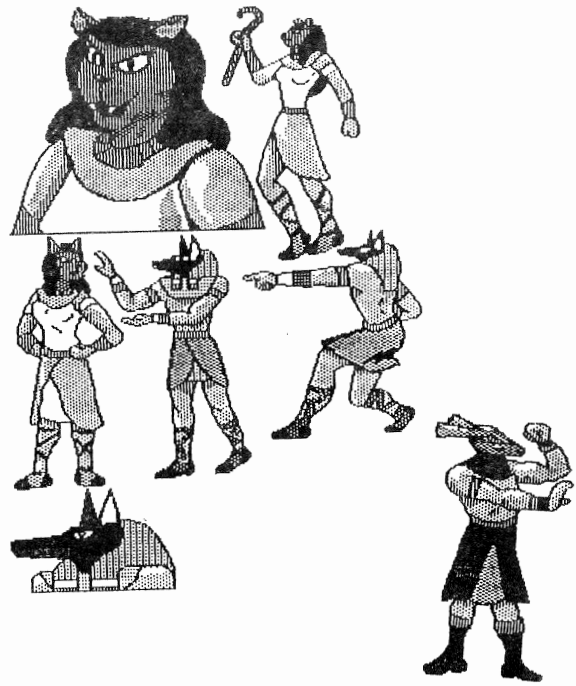


CREATURES.3

# Clip Art



CREATURES.4



EGYPTIAN.GODS.1



EGYPTIAN.GODS.2



GREEK.GODS.1

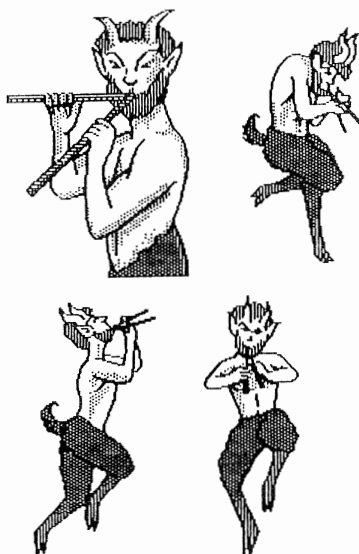
# Clip Art



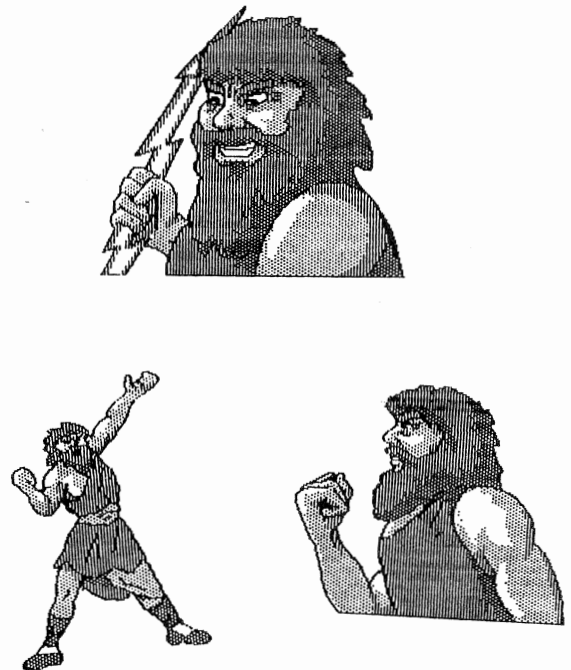
GREEK.GODS.2



GREEK.GODS.3

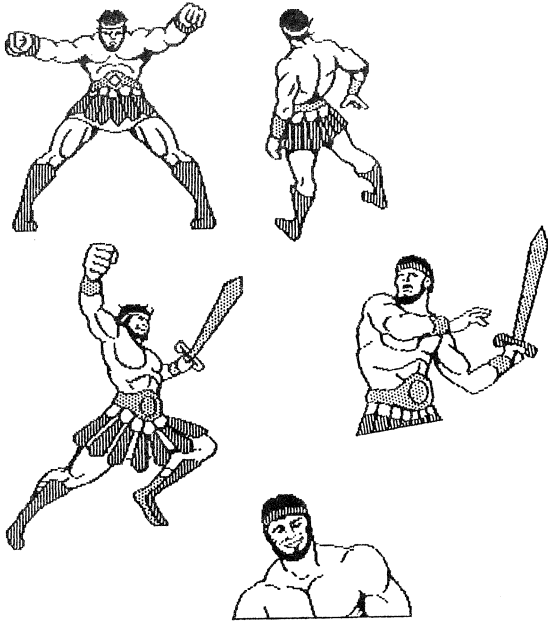


GREEK.GODS.4

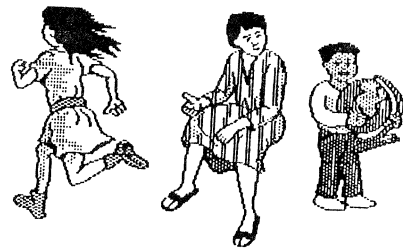
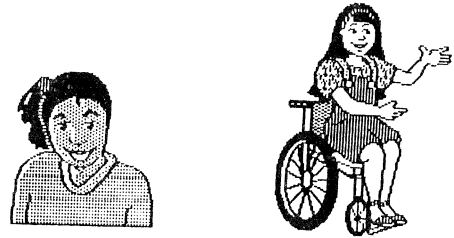
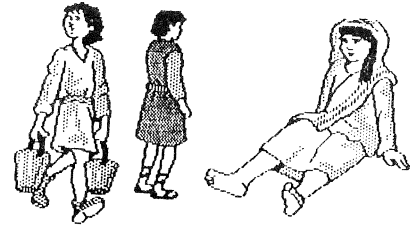


GREEK.GODS.5

# Clip Art



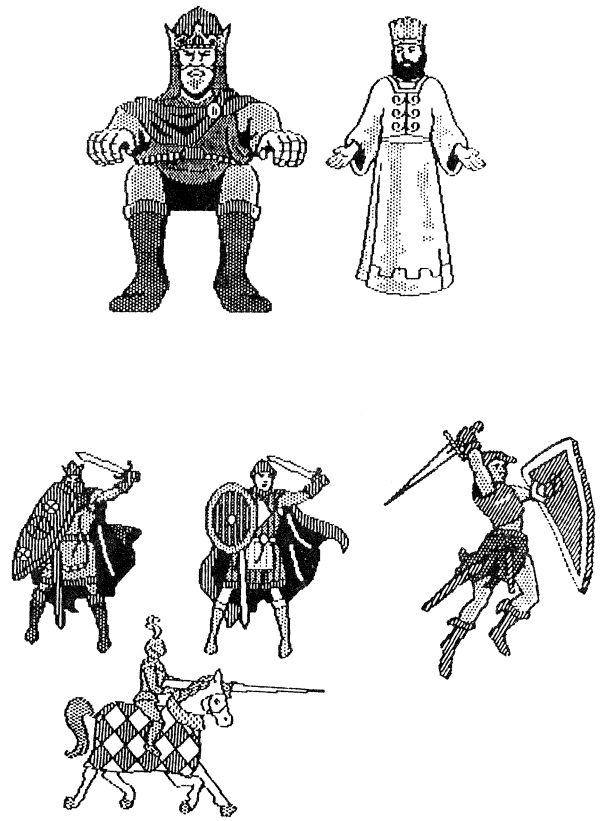
HERCULES



KIDS



MAGICIANS



MEDIEVAL MIX

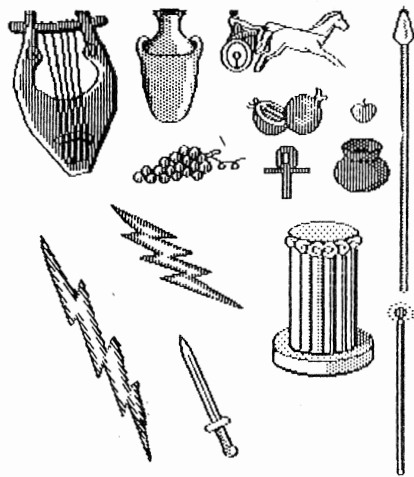
# Clip Art



PEOPLE.1



PEOPLE.2

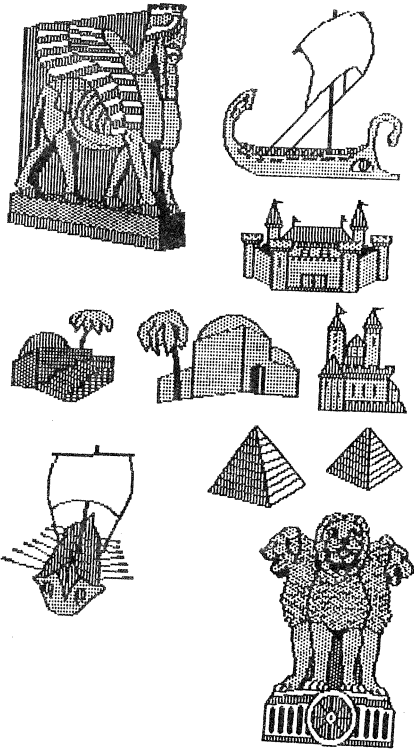


PROPS.1

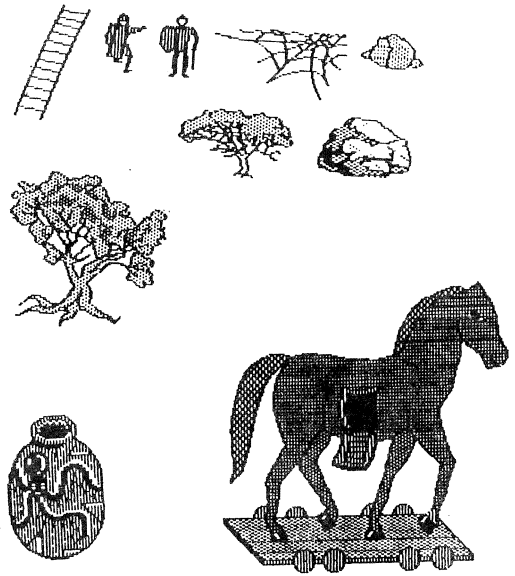


PROPS.2

# Clip Art



PROPS.3

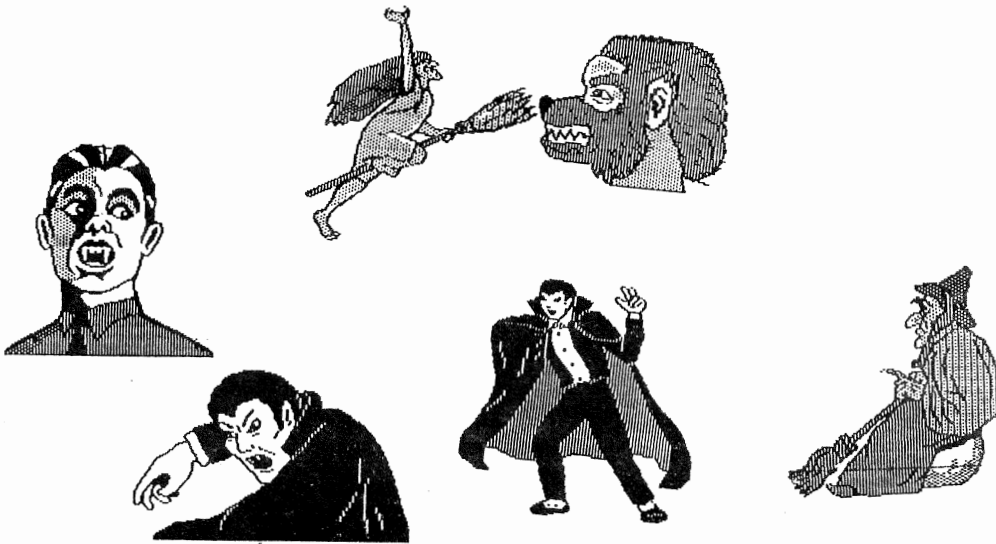


PROPS.4



PROPS.5

# Clip Art



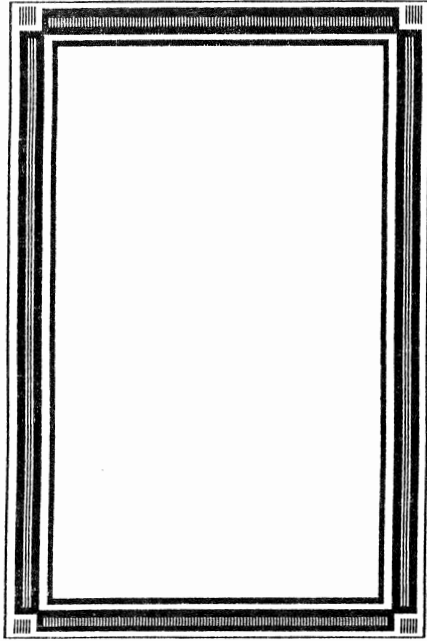
## SPOOKY.FOLKS.1



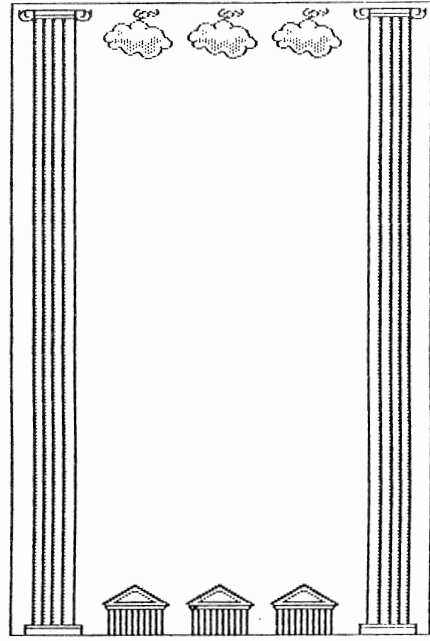
## SPOOKY.FOLKS.2



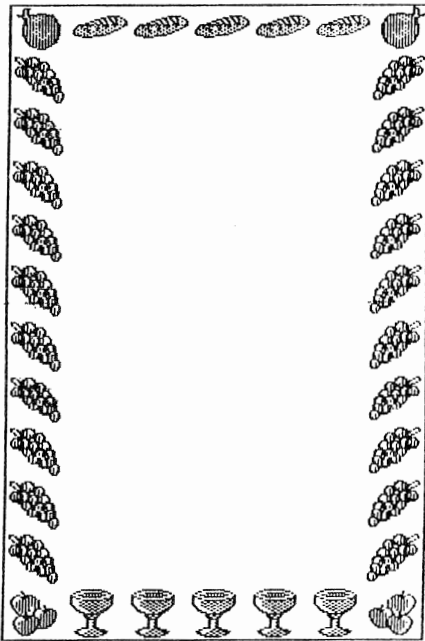
# Frames



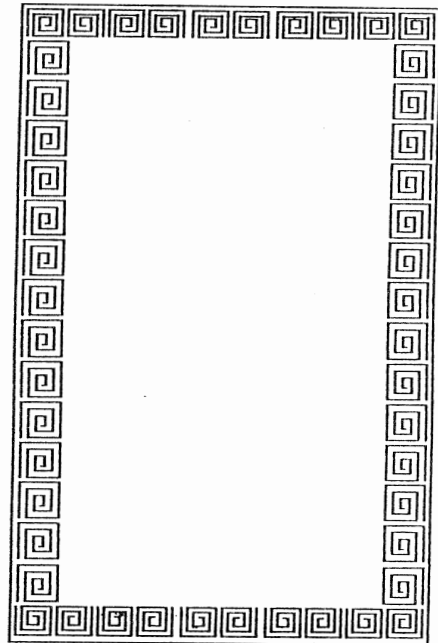
BLACK BORDER



COLUMNS

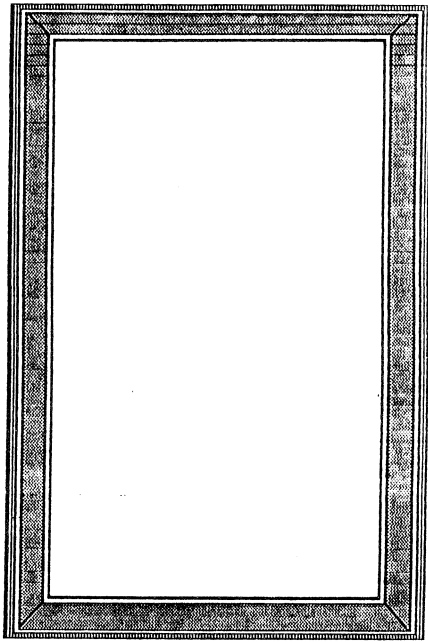


FRUIT

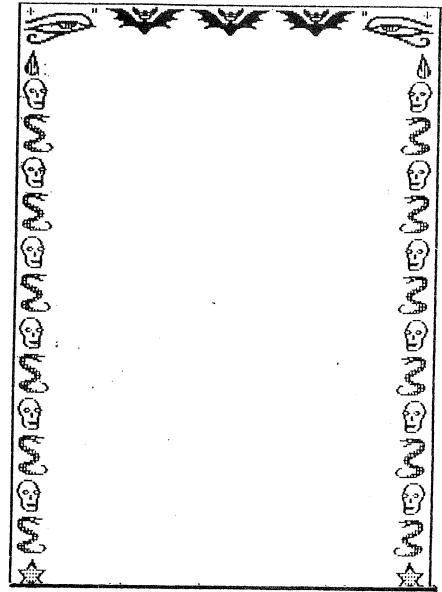


GREEK MOTIF

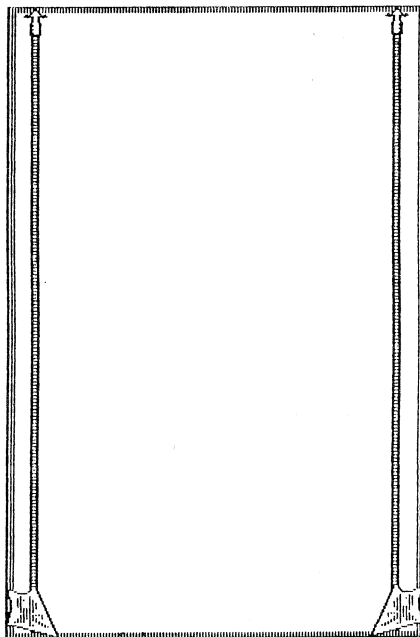
# Frames



PLAIN



SCARY



WEAPONS

# Fonts

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

BIG

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z

Old.English

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

FANCY

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

MEDIUM

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

SERIF

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

SMALL

# THE BIG BOOK MAKER SERIES

Designed to motivate children to write by using pictures, these easy-to-use programs create Big Books in minutes. The key to the Big Book series is students can combine art and text on one colorful background. They can print out their pages in four sizes: miniature, book, big book and big big book. The programs are so flexible that teachers can create newsletters, worksheets, bulletin board displays and more. All of the Big Book Maker programs can share clip art and backgrounds, offering an endless library of pictures to write about. The clip art, but not the backgrounds, from the Creative Writing Series may be used with the Big Book titles:

**FAVORITE FAIRY TALES & NURSERY RHYMES™**

**TALL TALES & AMERICAN FOLK HEROES™**

**LETTERS, NUMBERS & SHAPES™**

**FEELING GOOD ABOUT YOURSELF™**

**CUTE & CUDDLY™**

**THE THREE PRINCESSES™**

**QUENTIN THE RABBIT™**

**THE RAIN FOREST™**

**LET'S PRETEND™**

**All programs are  
available for FREE 30 day preview!  
Network Versions, Site Licences and  
Lab Packs are also available.**

**TO ORDER OR ASK FOR A FREE CATALOG CALL QUEUE AT... 1-800-232-2224**