

Chapter 7: Creating Interactive Text Fields

The workaround is to use an **ActiveX** control in any HyperQuest authored in PowerPoint®. This sounds more intimidating than it actually is. Follow the steps outlined here and you will be able to create interactive text fields for student writing on project screens. The good news is that once you've created a text field in one HyperQuest, you can simply copy and paste that field onto other project screens so you don't need to build the text fields from scratch each time - a great timesaver!

The sample screen shown here (*Figure 6*) has standard **Text Box** areas added but also has a scrollable text field available in the lower right side designed via an ActiveX control. Follow the steps below to learn to create these interactive text fields in PowerPoint®.

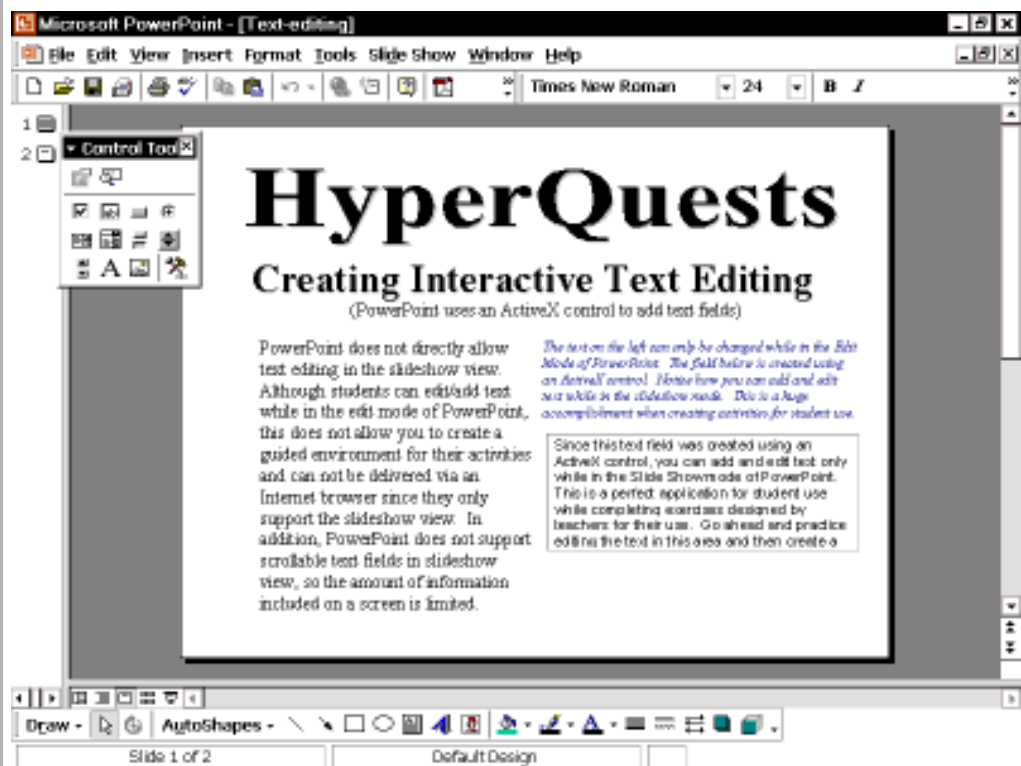


Figure 6

Begin with a blank screen in the program and make the **Control Toolbox** visible for your use. This is accomplished by choosing **Customize** from the **Tools Menu** (*Figure 7*).

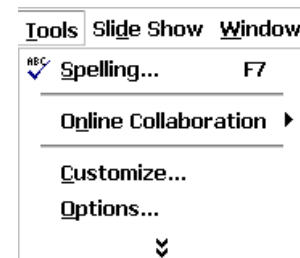


Figure 7



Chapter 7: Creating Interactive Text Fields

This will display the **Customize** window where you simply have to click on **Control Toolbox** in the list to make it available (*Figure 8*). Close the **Customize** window.

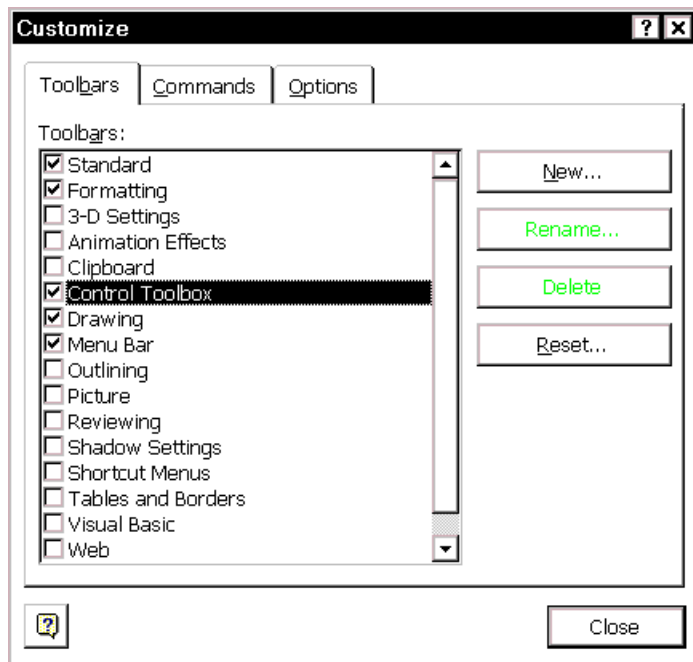


Figure 8

Choose the **Text Box** option (2nd from the left in first row of tools) in the **Control Toolbox** (*Figure 9*).

Click and drag an area on the slide where you want your text field created. Don't worry about getting the "perfect" position and size. Both of these are easy to adjust at any time (*Figure 10*).

Figure 9



Figure 10



Chapter 7: Creating Interactive Text Fields

There are a number of options that need to be set within the **ActiveX** control to make this text box operate properly so students can enter text in a normal fashion. Double-click on the text box to open up the **Visual Basic** programming area (*Figure 11*).

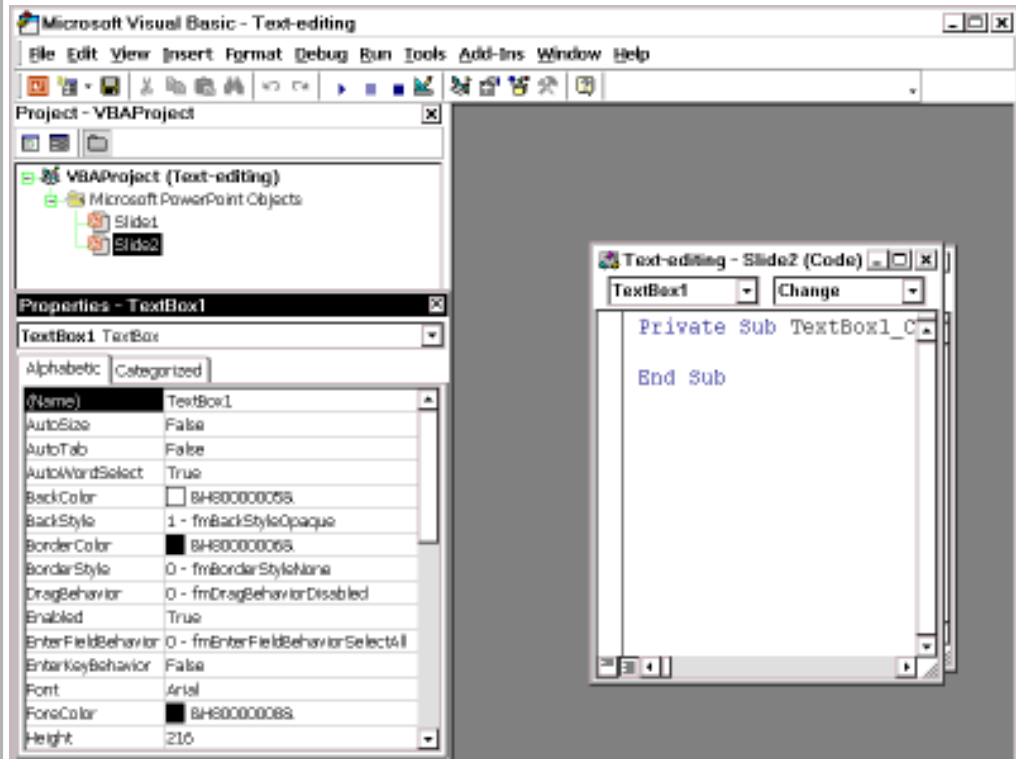


Figure 11

Direct your attention to the **Properties - TextBox** window and make certain that the **Categorized** tab is selected (*Figure 12*). You need to change the values on the following options:

In the Behavior section

EnterKeyBehavior: click on the “False” value and choose “True” from the drop down selection. *This enables the students to be able to press the Enter Key to start new paragraphs.*

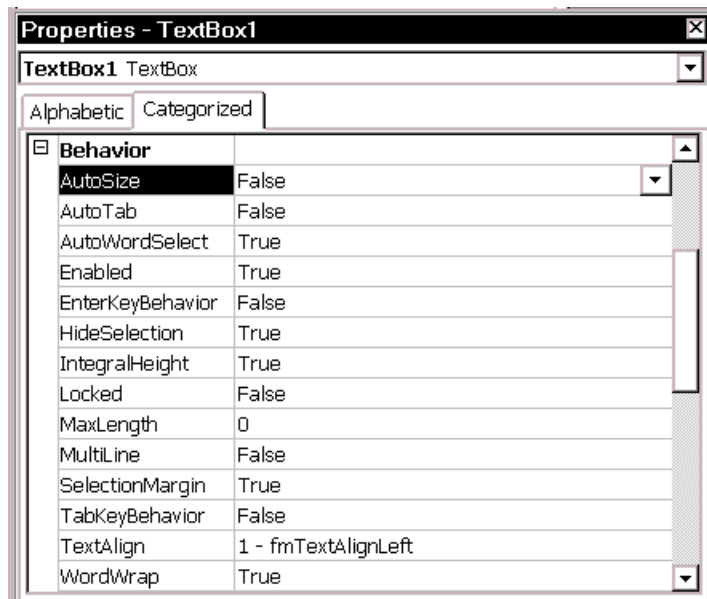


Figure 12

Chapter 7: Creating Interactive Text Fields

MultiLine: click on the “False” value and choose “True” from the drop down selection. *This enables the students to be able to continue typing and the text field will allow more than a single “long” line of text.*

WordWrap: this should already be set to “True”. *This enables the text to automatically start new lines when the text fills up the current line. This works in combination with the MultiLine option.*

In the Scrolling section

ScrollBars: click on the existing value and choose “2 - fmScrollBarsVertical” from the drop down selection. *This enables to text field to be of any length so the students have the option of adding as much text as necessary to complete the activity.*

Simply choose **Close and Return to Microsoft PowerPoint** from the **File Menu** and you can test the operation of this text field by choosing the **Slide Show** view. Although the formatting options are limited, this first look at using an **ActiveX** control has enabled you to create an interactive text field that will allow students the opportunity to write while in the slideshow mode of any HyperQuest authored with PowerPoint®. A final note, adding this **ActiveX** control has added macros to your slideshow. You can expect to see this warning message each time you load the slideshow (*Figure 13*).

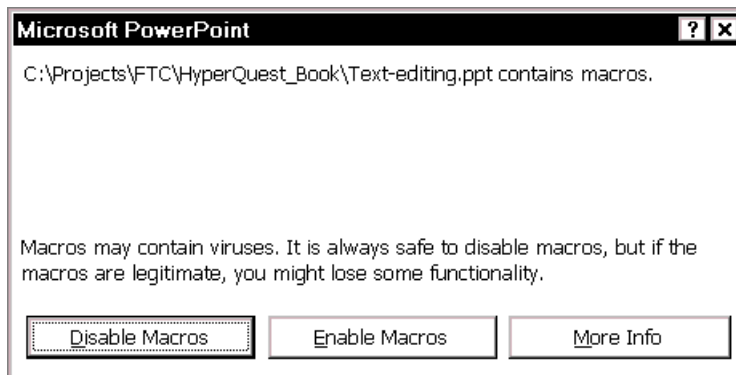


Figure 13



Chapter 9: Creating Message Boxes



PowerPoint® does not support message boxes nor the hide/show concept while in slideshow mode. You can simulate the effect to some degree however by carefully arranging your objects and then using custom animations to show them in the order you wish them to “appear”. For an example of this type of simulation, add two (or more) text items to a screen. Position these text boxes where you want them to appear on the screen. Since PowerPoint® does not contain any built-in actions that allow for hiding and showing objects you will end up using Custom Animation settings to simulate the ability to show a message to the students during a HyperQuest. In addition, the Visual Basic programming necessary to accomplish this is far outside the scope of this book and most people’s typical computer experience level.

Chapter 9: Creating Message Boxes

After you've completed the text fields, you should have a screen that looks similar to *Figure 9*.

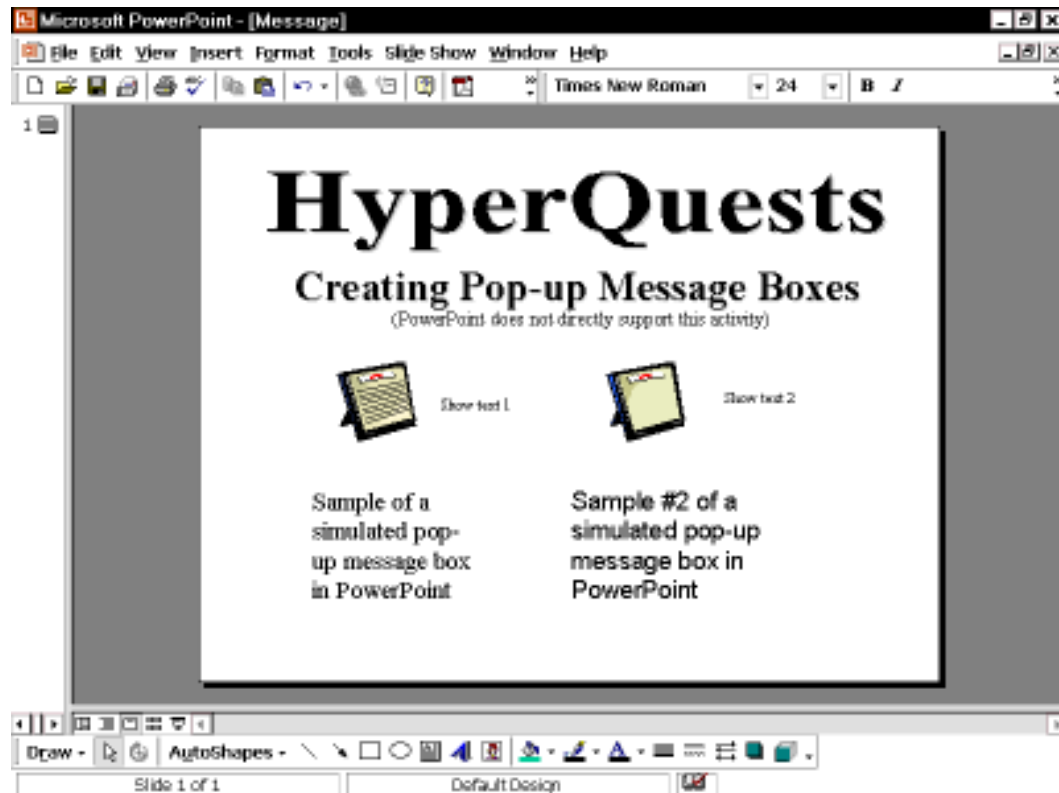


Figure 9

To adjust the method in which the text box “shows” on the screen, right-click on the first text box and choose **Custom Animation** from the pop-up menu (*Figure 10*).

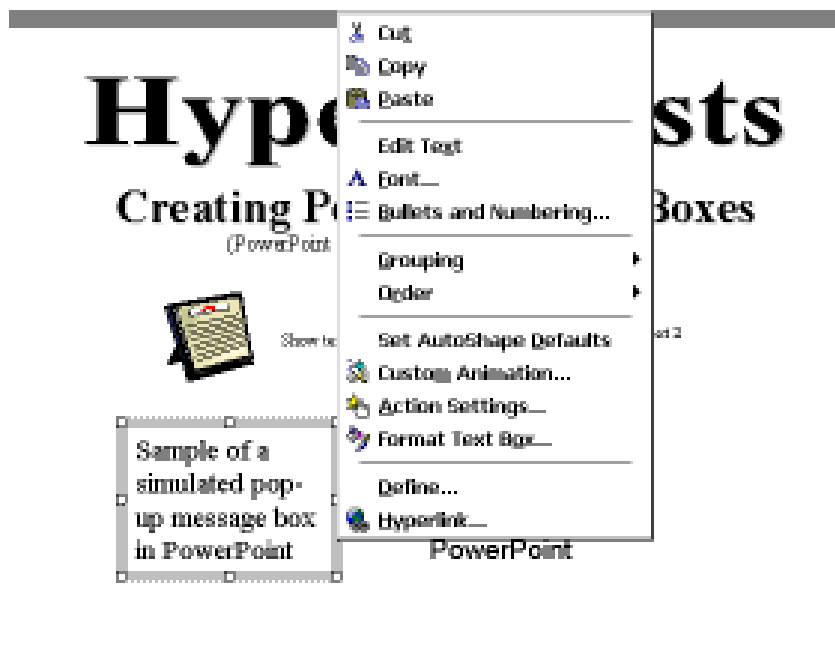


Figure 10



Chapter 9: Creating Message Boxes

In the **Effects** tab, choose the first text box from the list. Choose an **Entry animation** from the pop-up list and choose **Hide on Next Mouse Click** from the **After animation** pop-up list. Use the same steps to configure additional text boxes on the screen (*Figure 11*).

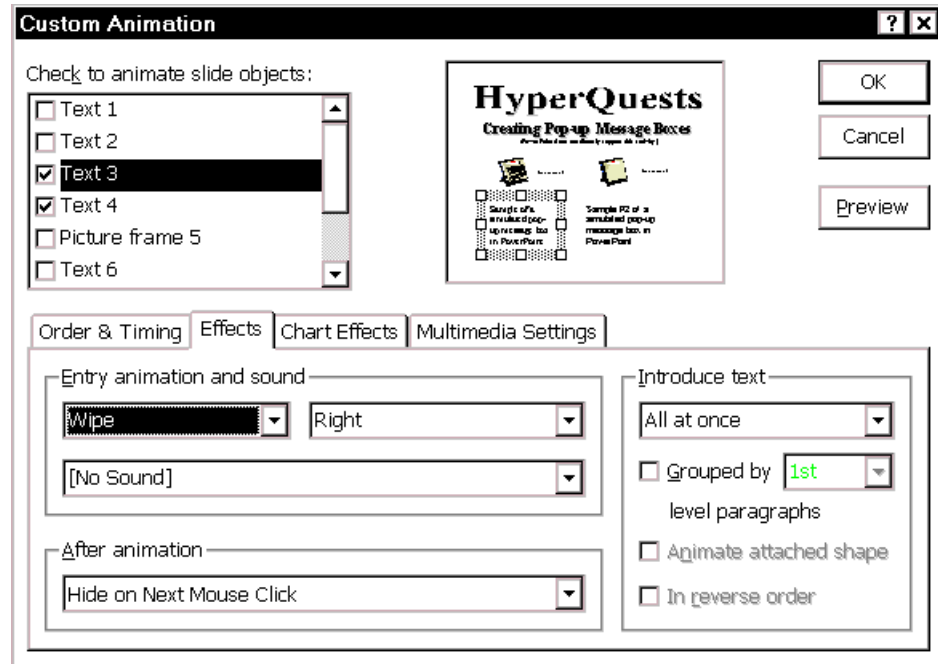


Figure 11

To test your message boxes, select Slide Show from the View menu. The first click shows text 1, although it doesn't matter where you click on the screen. The second click hides text 1 and shows text 2 (notice the custom animation needed to accomplish this). A third click hides text 2, but both text boxes are now hidden.

Although this technique isn't as flexible as that provided by HyperLogo, it can be used effectively when you produce HyperQuests using PowerPoint®.



Chapter 10: Enabling Audio Messages and Input

There are two options to consider when adding narration to your HyperQuests using PowerPoint®. The first method, which is not often used, is the **Record Narration** option which can be found in the **Slide Show** menu (*Figure 9*).

This narration recording creates a sound file separate from other sound files you may have included in your HyperQuest. As with all sound files, the **Record Narration** option is only available when viewing in **Slide Show** mode. Students may need to be reminded that they will have to switch back and forth between edit and slideshow modes when working with activities of this type.

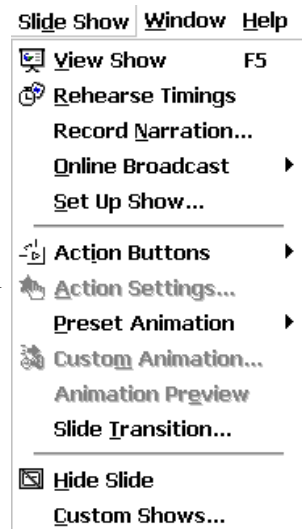


Figure 9

When you run the slide show, the narration will automatically play with the show. To run the slide show without narration, click **Set Up Show** on the **Slide Show** menu, and then select the **Show without narration** check box.

While you're recording the narration you won't hear other sounds you inserted in your slideshow because you can't record and play sounds at the same time.



Chapter 10: Enabling Audio Messages and Input

After choosing the Record Narration option, a dialog box appears (*Figure 10*). Clicking OK takes you directly into your slideshow and begins recording. The recording for this type of narration is continuous - you advance through your slides in the timeframe you want them to appear. You can choose to save these timings along with your slideshow.

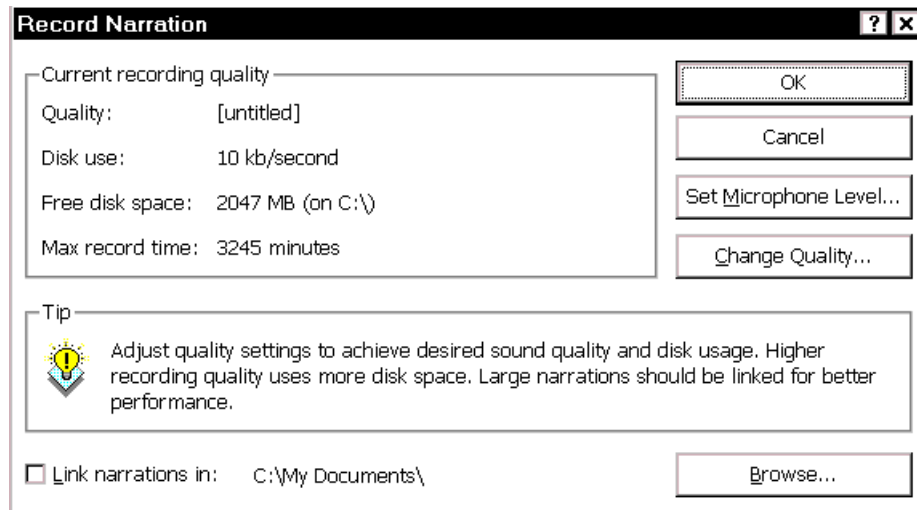


Figure 10

As you can see, using this option for adding narration to your HyperQuest doesn't allow for much student interaction. Another option for adding sound that is more typically used is found in the **Insert** menu. Select **Movies and Sounds** and then **Record Sound** (*Figure 11*).

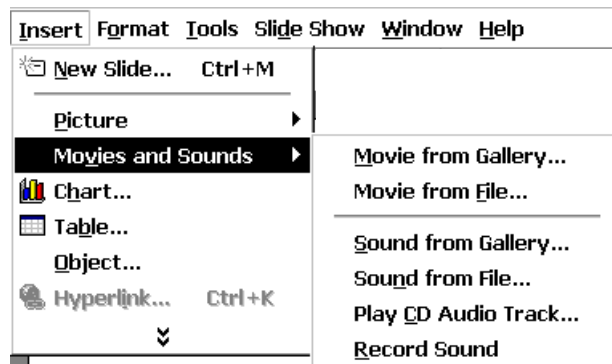


Figure 11

This brings up the Record Sound window which allows you to give a particular name to your narration and use the standard controls to record (*Figure 12*).

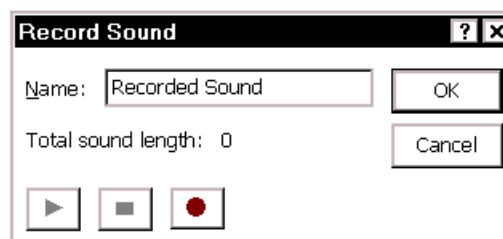


Figure 12



Chapter 10: Enabling Audio Messages and Input

After you've completed recording your narration, an icon is placed on the screen (*Figure 13*). While in the **Edit** mode, double-click on this icon to preview the sound. In the **Slide Show** mode, the sound is activated via a single click. The narration can be made to activate



Figure 13

automatically by right-clicking on the icon and choosing **Custom Animation**. From the window presented, choose the **Order & Timing** tab, select the media element and click the radio button in front of "Automatically" (*Figure 14*).

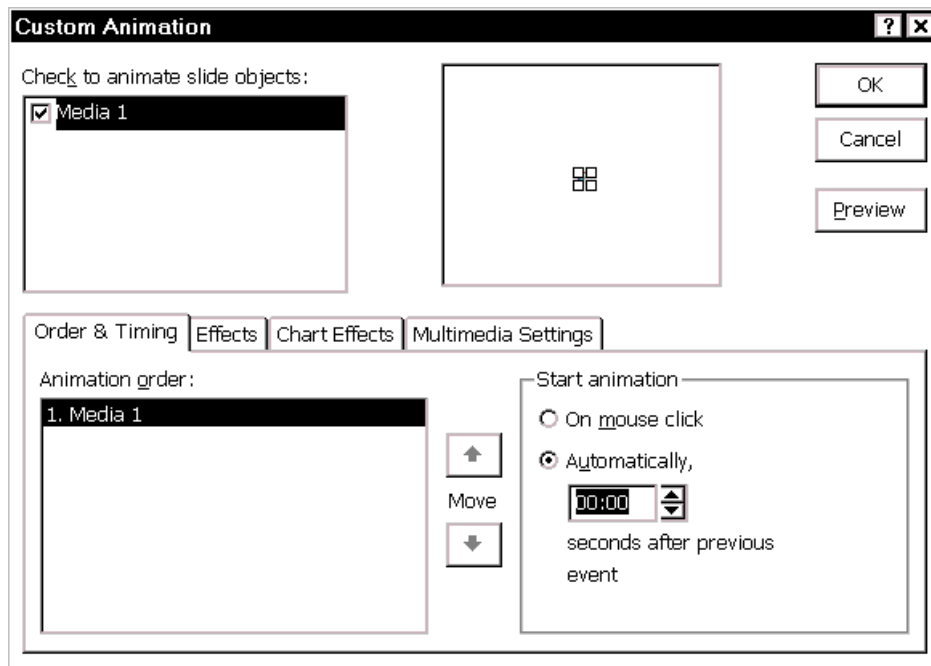


Figure 14

If you wish to add this sound to a clip art image or some other object so that students "click" to hear your narration, simply size the sound icon to the smallest possible size or position your object over the icon so it doesn't show. Right-click on your object and select **Action Settings**. Choose **Play sound:** and select the narration you recorded from the list of names that are available.

The ability to add audio messages to HyperQuests enables you to design the activities so they can be used easily by most students with the help of these clarifications. The following pages give some ideas on how to provide opportunities for students to add in their own audio as part of their project screens.

When using PowerPoint® for HyperQuests, students would need to follow similar steps as described above to add audio to their own project cards.

