



HyperStudio Stack Ideas



- 1) **AUTOBIOGRAPHY**: Write an autobiography with very short chapters. Each chapter can be a separate card. The first card can then be linked to each of the "chapters."
Modification: Do a similar stack on an historical person, fictional character, local hero, or classmate.
- 2) **FAMILY TREE**: Research your family heritage. The stack can be organized as a tree. Starting with yourself the tree branches off in two (or three or four or one) directions for each parent.
Modification: Do a similar stack on an historical person or genetic evolution.
- 3) **WELCOME CENTER**: Design a classroom welcome center. You could start with a floor plan of the room. By clicking on parts of the room information about things (students' desks, calendars, rules, subjects, etc.) could be explained.
Modification: Design a school welcome center.
- 4) **PICTURE BOOK**: Tell a story only with pictures.
Modification: Tell a story with pictures and sound effects.
- 5) **EVENT NARRATION**: Narrate a field trip that has been recorded with photographs, videotape, pamphlets, postcards, whatever.
- 6) **ANTHOLOGY**: Create an anthology of the class' poems or stories.
Modification: Create an anthology of your own work.
- 7) **Choose Your Own Adventure**: Write a "Choose Your Own Adventure" story with different possible endings.
Modification: Write a survival story.
- 8) **LINEAR STORY**: Write, illustrate, and add sounds for a linear story such as a tall tale, myth, fable, adventure, etc.
Modification: Rewrite the ending of a book. Write a prologue or epilogue for your favorite story.
- 9) **PRESENTATION**: Make a class presentation using HyperStudio to convey visual, audio, and textual information. Directions/How To's stacks are an example. Book reports are another possibility.
- 10) **DATABASE**: Record classroom experiments. Make a catalog of the class' favorite books (book reviews).
Modification: Each student can keep a record of their reading.
- 11) **JOURNAL**: Design and keep a journal on any subject.
- 12) **TIMELINE**: Make a timeline (inventions, history, biography) with separate cards for major or minor events.



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- 13) **PARTS OF**: Create a Parts Of (frog, plane, fraction, geometric figures) stack.
- 14) **STORY PROBLEM**: Create and solve a story problem, explain your reasoning.
- 15) **HYPERATLAS**: Make a HyperAtlas of Michigan, The 13 colonies, Africa, the world. Textual, video, graphic, audio information can be used for details related to each location.
- 16) **INTERVIEW**: Interview a character (fictional or historical) from a book. Make a separate card for each question and answer.
- 17) **TRAIT CHART**: List the typical traits for tall tales on a card. Make buttons to separate cards to show examples and definitions for each trait.
- 18) **PORTFOLIO**: Make an electronic portfolio of your best work.
- 19) **YEARBOOK**: Collect photographs, videotapes, pictures, stories, etc. Combine them into a stack with comments on each. Videotape a copy for each classmate.
- 20) **COMIC STRIP/CARTOON**:
- 21) **Electronic Travel Brochure/TRAVELOGUE**:
- 22) **HOW TO'S**: Recipes, Experiments, Demonstration
- 23) **MUSEUM EXHIBITS/ARTIFACT COLLECTIONS**:
- 24) **SCRAPBOOK**:
- 25) **QUIZ GAME**:
- 26) **NEWSPAPER/MAGAZINE**:
- 27) **MAPS**:
Modification: Make a map for the setting of your favorite book.
- 28) **GRAPHS**:
- 29) **EXPERIMENTS**:
- 30) **DOCUMENTARY**:
- 31) **DIARY**:
- 32) **GAME**: Make up a game to test players' knowledge of stories, events, experiments. Look at board games for examples.
- 33) **CONJECTURE BOOK**: Let students publish their conjectures from math discussions in a class stack.

Submit your own ideas, We'll add them to the list so that at the end of the year we can have a better list!