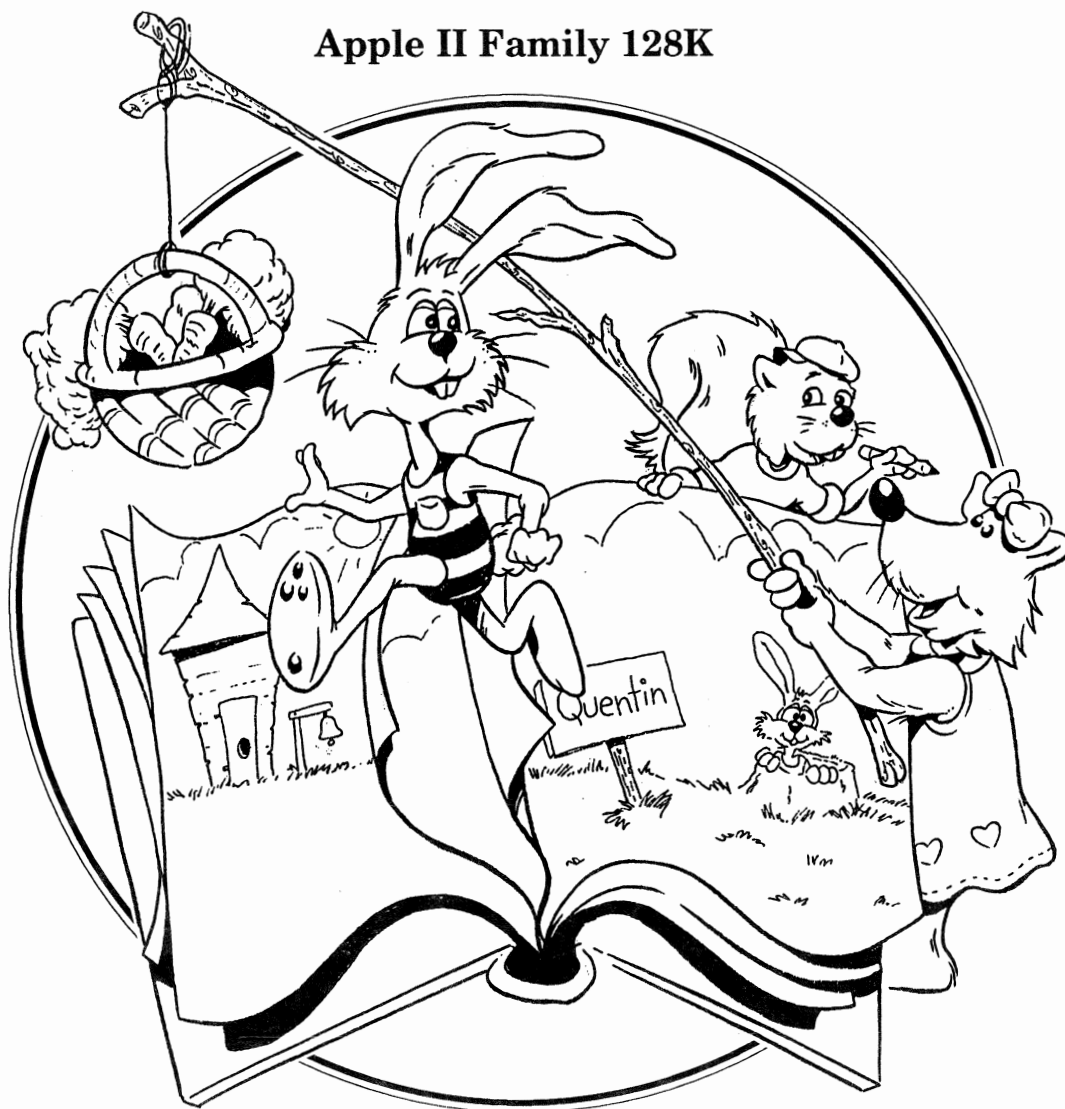


Big Book Maker: **Quentin**TM

Apple II Family 128K



User's Manual



Division of Queue, Inc.

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Big Book Maker:TM **Quentin**

Apple II Family 128K

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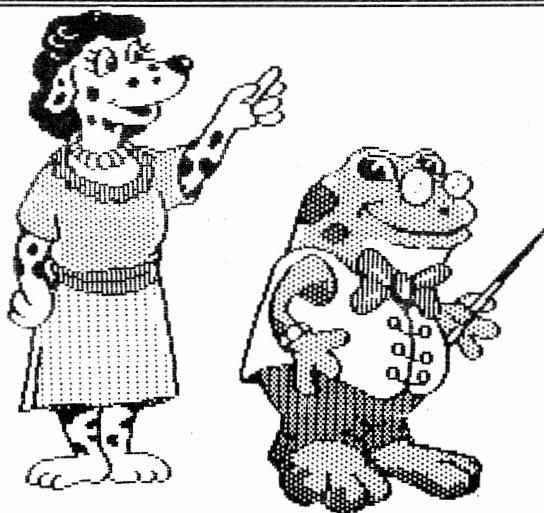
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Big Book Maker: Quentin™

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Big Book Maker: **Quentin**TM

Introduction

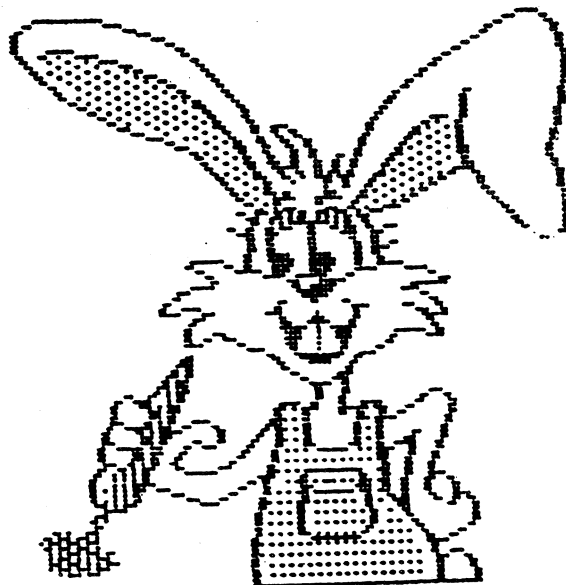
*Big Book Maker: Quentin*TM is an easy-to-use publishing program that lets you combine graphics and text to create Big Books, storybooks, activity sheets, bulletin board displays, and so much more!

The program combines the lovable characters and places featured in the *Quentin Interactive Reading Comprehension Series*. With or without the reading comprehension script, your students can create their own Quentin adventures using a variety of graphics from the original stories. Students can design their pages with clip art, text and frames. They can print out their pages in four unique sizes: mini-book, book, BIG BOOK, and BIG BIG BOOK!

This documentation is broken down into two sections: the **Reference Guide** and the **Creative Guide**.

Equipment Needed:

- Apple IIe, IIc, or IIGS
- Program disk
- Monitor
- Apple Mouse (optional)
- Blank disk
- Printer



REFERENCE GUIDE

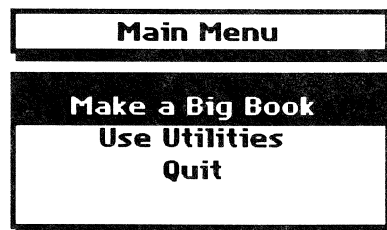
The Reference Guide provides step-by-step instructions for designing a page. If you are using the 3.5" version, the entire program is included on one disk. If you are using the 5.25" version, the contents of each disk are--

- **DISK ONE:**
Side one: Program
Side two: Backgrounds
- **DISK TWO:**
Side one: Clip Art
Side two: Clip Art, Fonts, & Frames

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** will appear. There are three options listed:



To select an option from this or any other menu, simply use the arrow keys or Mouse to move the black highlight bar to the option you want, and press Return.



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:

Page
Start a New Page Load Your Page

Press ↑ and RETURN to select
or ESC to exit.

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

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

Start With?
Blank Page Page With a Picture

Press ↑ and RETURN to select
or ESC to exit.

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

To work on a page that you have already saved onto a work disk, select **Load a Page**. Insert the work disk on which your page is saved and press Return. The **Load Page Menu** will appear. Select the page that you want to work on. The page will appear along with the design menu.



Select **Page with a Picture**. A list of the background graphics appears alphabetically. Select a background graphic. The background graphic appears on the screen along with the **Page Menu**.



Load Background

Disk: / Quentin
 Folder: BACKGROUNDS

BIG.CITY
 CLASSROOM
 FACTORY.LEFT
 FACTORY.RIGHT
 FARM
 FINISH.LINE

↓

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

All of the **Big Book Maker** programs can share clip art and backgrounds. To load a background, follow the instructions above. When the **Load Background Menu** appears, insert your other **Big Book Maker** disk into a disk drive. Press **Tab**. A new list of backgrounds should appear. Select a background. After the graphic appears on the screen, the **Page Menu** will appear. Insert your original program disk.

The PAGE MENU:

After choosing a blank page or loading in a picture, the **Page Menu** will appear. This menu lists the following options:



Page

See My Page
 Design My Page
 Save My Page
 Print My Page
 Utilities
 Go To Main Menu

Press ↑↓ and RETURN to select
 or ESC to exit.

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

•See My 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** will appear 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 (Disk 2, Side 1&2) 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** booklet to see the clip art in each category.)* Select a clip art category. A **Help Box** will appear, explaining the key commands to use while working with clip art. Press any key to remove the **Help Box**.

*Note: Press **Ctrl-?** to see the **Help Box**.*

The first piece of clip art from the file you selected will appear. 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 load clip art from another **Big Book Maker** program or a **Creative Writing Series** program, follow the instructions above. When a list of clip art categories appears, insert a different Big Book Maker disk or Creative Writing Series disk and press **Tab**. A new list will appear. Select a category. Remove your clip art disk and reinsert your original disk.

Moving Clip Art

Use the **Arrow Keys** to move the clip art anywhere on the screen. Pressing a number key from 1 to 9 changes the distance a piece of clip art moves when you use the Arrow Keys. To move a piece of clip art the **shortest** distance (slowly), press **1**, then use the Arrow Keys. To move a piece of clip art the **farthest** distance (quickly), press **9**, then use the Arrow Keys. Numbers in-between will move at differing increments. When you are happy with the location of the clip art, press **Return** to stamp it.

Flipping Clip Art

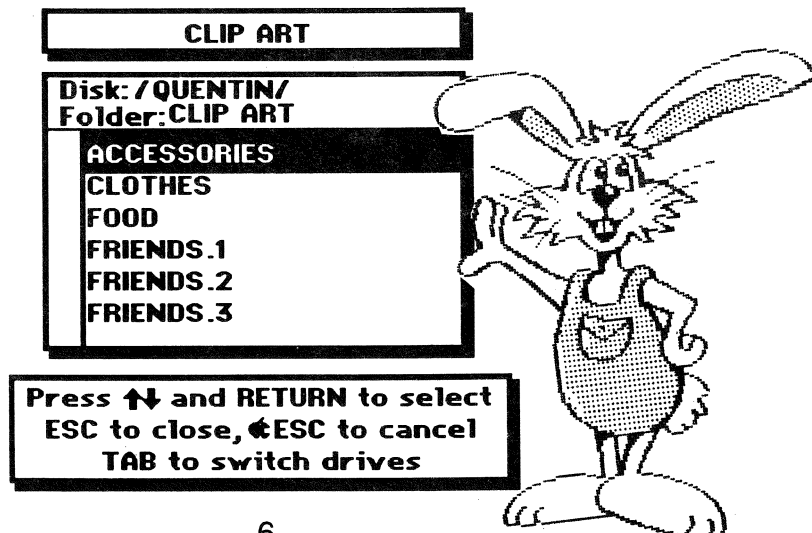
You can flip any piece of clip art horizontally or vertically before you stamp it. To flip a piece of clip art horizontally, press the **H** key. To flip a piece of clip art vertically, press the **V** key.

Stamping 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 multiple copies of the same piece of clip art, or a variety of different clip art. While in the selected category, you can 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 reverse 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. This will also erase sections of your background graphic.*

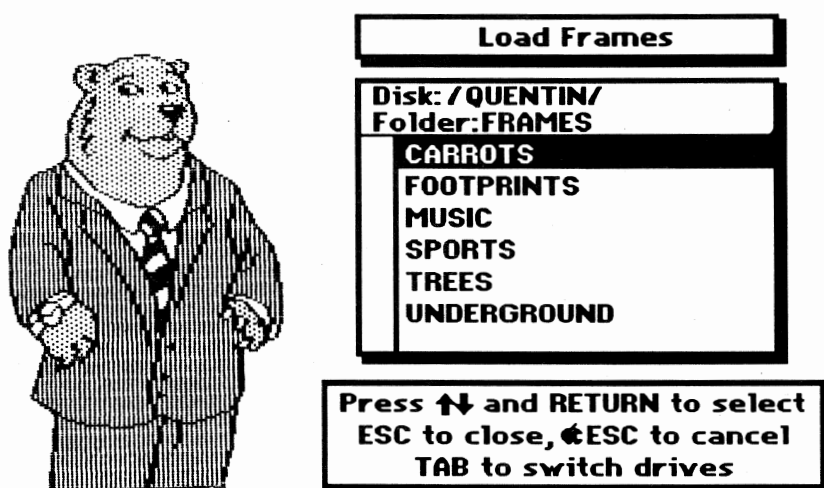
Press **Esc** to return to the **Clip Art Menu**. Select another clip art category, or press **Esc** to go back to the **Design Menu**.



...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 (Disk 1, Side 2) in any drive and press **Return**.)

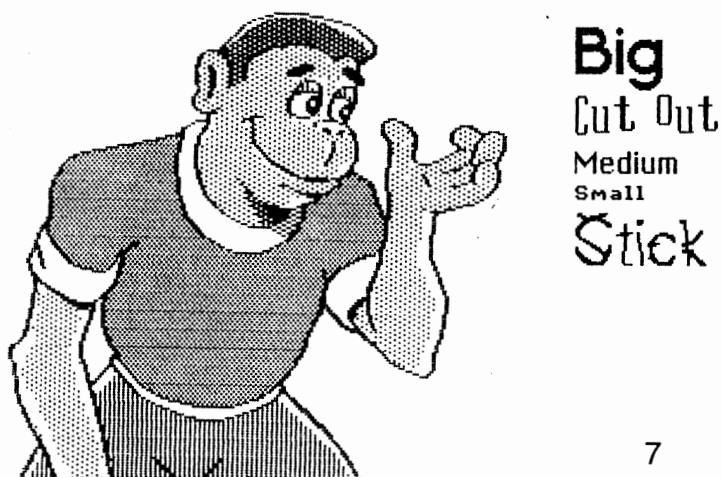
The **Frame Menu** will appear.



Select a **Frame** category and the first frame in that category will appear. Use the **SPACE BAR** to view the other frames in the category and press **Return** to select one. The frame will appear 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 (Disk 2, Side 2) in any drive and press **Return**.)



The **Typestyles Menu** will appear. Select a typestyle. A **Help Box** will appear explaining the key commands needed to use with the **Write** function. Press any key to remove the **Help Box**. (*Note: Press ⌘-? to call it up again.*)

- ⌘-O • **Outline:** Pressing these keys before you begin to type will outline the letters that you have typed.
- ⌘-B • **Bold:** Pressing these keys before you begin to type will make all of all of the letters bold.
- ⌘-N • **Normal:** Pressing these keys before you begin to type will make the type return 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 will appear in the upper left hand corner of the screen. Use the arrow keys to move the cursor to anywhere on your page that you want to start typing. Use Delete to undo unwanted text.

***Note:** The text processor included with this program does not have word wrap or text insert capabilities. This is due to the fact that each letter is actually a piece of clip art. This is how we can offer you the unique capability of combining text and graphics in one design on an Apple II system. 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 **Typestyles Menu**. Press **Esc** again to return to the **Design Menu**.



...ERASE

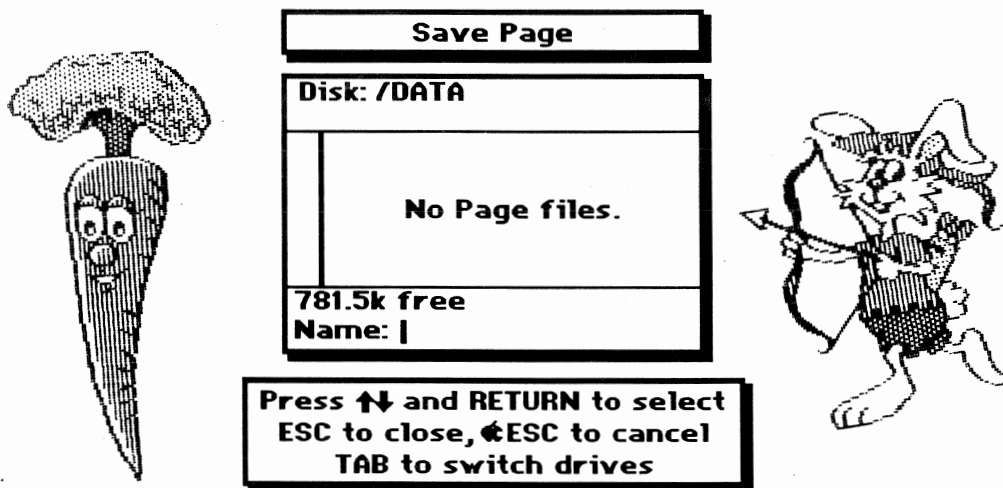
Select **Erase** from the **Design Menu**. The **Erase** function allows you to erase graphics and text from your page. The eraser is an adjustable solid block of white, which when stamped, will erase anything underneath it (including your background).

Select **Erase** from the **Page Menu**. A **Help Box** will appear explaining the key commands needed to use with the eraser. Press any key to remove the **Help Box** and an eraser will appear. 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 will 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 will appear telling you to insert your work disk. Insert your work disk in any drive and press **Return**. The **Save Page Menu** will appear. 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 will be saved onto your work disk, and the **Page Menu** will reappear.



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** will appear offering five options:

Print
Mini Book
Book
Big Book
Big Big Book
Change Setup

Current Setup:	
Apple Imagewriter II (color)	
Apple IIgs Printer Port	
Linefeed: On	
Print Quality: High	Slot: 1

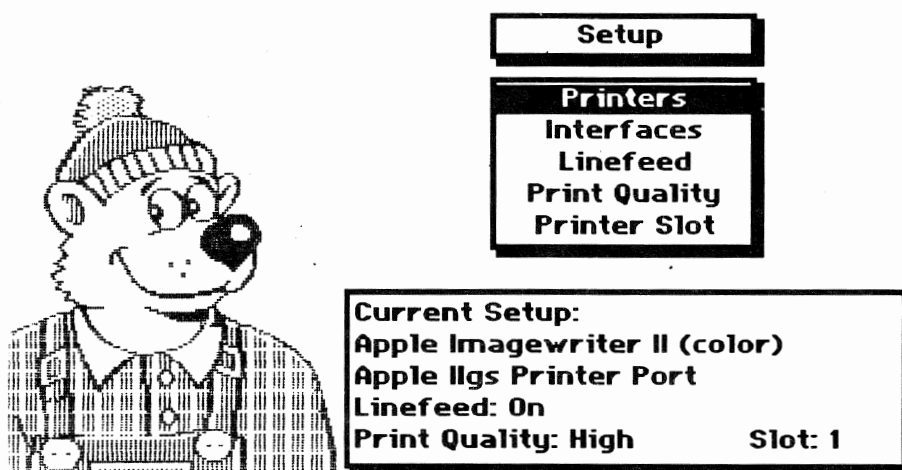
The first four options relate to the desired size of the printout.



...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.

The **Setup Menu** will appear 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 will display the changes you made.

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 IIGS Printer Port	Laser Printer*



*We suggest using an Imagewriter for the larger printouts. The Imagewriter will print out in continuous sheets. If you use a Laser Printer, you will have to tape the pages together.

Print Options

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

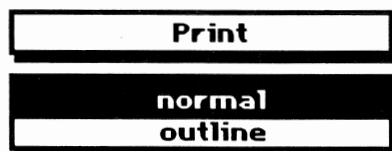


A page is divided into panels. The **Big Book** printout size consists of two panels, and the **Big Big Book** size has three panels. This menu allows you to either print out all of the panels or select which panels you wish to print out. Select **All panels** to print out your entire page. If you select **Some Panels**, the **Select Panels Menu** will appear 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 menu will appear with two options:



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.)*

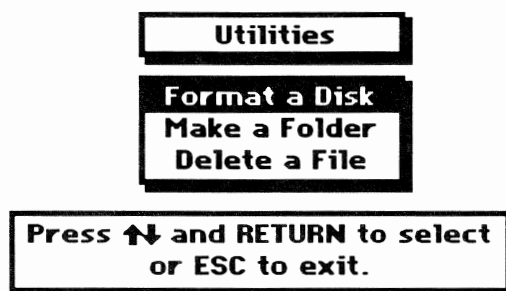
Normal will bring up a **Print Color Menu** that offers two choices:



Choose the desired option and press **Return** to begin printing. A scale appears marking the progress of the printing.

•Utilities:

Select **Utilities** to:



...Format a Disk

Select **Format a Disk**. A **Format Disk Menu** appears with a list of the slot and drive numbers. Insert your unformatted disk in a drive and choose the slot and drive number from the menu. Next, a file box will appear asking you to give your work disk a volume name. Type in a name and the program will format the disk and return you back to the **Utilities Menu**.

...Make a Folder

Big Book page files can be saved in folders. Select **Make a Folder**, and the program will ask you to type in a name for your folder. You can make several folders on your work disk. Each folder can hold several files. (Once a folder is created, it cannot be deleted. Only the files can be deleted.) Putting files into categorized folders keeps your disk more organized, and it will be easier for you to load and delete files. Type in a name for your folder and press **Return**. (To open a folder, you must move the highlight bar to its name, then press **Return**.) You will be returned to the **Utilities Menu**.

..Delete a File

Select **Delete a File** if you want to delete an unwanted file from your work disk. The **Delete Files Menu** will appear. Highlight the name of the file to be deleted, then press **Return**. A message will appear asking to delete the file you specified. Pressing "**Y**" will delete the file and return you to the Utilities Menu. Pressing "**N**" will not delete your file and you will be returned to the **Utilites Menu**.

***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**.

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 classroom full of Quentin adventures written and illustrated by your students. Young authors will love writing storybooks or creating posters with their new friends. And just imagine the whimsical bulletin board displays that you can make together! 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 and bulletin board displays, but activity sheets, beautifully illustrated storybooks, and more!

Big Book Maker and Whole Language

Discuss with the class the literary experiences they have shared. What are their favorite storybooks? Who are their favorite characters? 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.

In the primary grades, 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 stories 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 Quentin adventure, 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 or 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.

Meet the Characters!

Quentin- is a mischievous rabbit who lives in a carrot patch on a farm. He loves to play "hide and seek" with his friends and eat carrots. When he's not hiding, he enjoys listening to music and going to the movies.

Molly Mole- is Quentin's best friend who searches all over his home in a game of "hide and seek".

Sammy Squirrel- is a classmate and friend of Quentin's who walks to school with him everyday.

Otto Otter- is a pitcher for the Water Wonders baseball team and a classmate of Quentin's.

Rhonda Babbit- is a classmate of Quentin's who loves to play basketball and has a mean left hook.

Leo Lizard- is a classmate of Quentin's.

J.J. Groundhog- is a classmate of Quentin's.

Olive Opossum- is a classmate of Quentin's.

Barry Beaver- is a classmate of Quentin's.

Terri Turtle- is a classmate of Quentin's.

Sally Spider- lives in the attic of Quentin's home.

Willy the Worm- lives in a mushroom garden in the basement of Quentin's home.

Bonnie Bunny- is Quentin's cousin who often comes to visit.

Mr. Bear- is Quentin's English teacher.

Mr. Bullfrog- is Quentin's music teacher.

Mrs. Dalmatian- is Quentin's math teacher.

Big Burly Bear Brothers- work in the loading dock at the Acme Carrot Factory. They love to rap and sing folk songs about their arctic homeland.

Olaff Orango- is in charge of the carrot juice department at the Acme Carrot Factory.

Rachel Roundnose- is in charge of the carrot cake production area at the Acme Carrot Factory.

Lester Leaper- is the manager of the shipping department at the Acme Carrot Factory.

Belinda Bigtail- runs the packaging department at the Acme Carrot Factory.

Officer Daisy Deer- is a friend of Quentin's who works at the police station.

Felicia Firedog - is a firewoman in Quentin's neighborhood.

Hare E. the French Chef - bakes Quentin's favorite food...carrot cakes.

Mr. & Mrs. Mole- run the Stop N' Munch grocery store in Quentin's neighborhood.

Other cast members include... **Waldo Walrus, Pricilla Pig, Freddy Fox, Igor Elephant, and Karla Kangaroo.**

Quentin's Adventures

This program was created not only as an offline supplement to the *Quentin Reading Comprehension Series™*, but as a stand alone product so that students can write their own Quentin adventures as well . Each story in the series, features Quentin the Rabbit, who is always hiding from his friends. He leaves clues to help them find him. Meeting these characters again in *Big Book Maker: Quentin™* is a wonderful way for students to make the “reading and writing” connection. Or, if they’re meeting these characters for the first time, it’s a great way to motivate creative writing!

A Summary of the Reading Comprehension Adventures

Quentin Around the House™

Molly Mole visits Quentin at his home one morning. They decide to play a game of hide and seek, with Molly winning a carrot cake if she finds Quentin. Children help Molly explore Quentin’s house--learning about each room along the way. She finds the refrigerator and finally, Quentin under the table. Quentin and Molly enjoy the delicious carrot cake.

Quentin's Neighborhood™

Quentin is playing games again! This time he is hiding somewhere in his neighborhood. His cousin Bonnie Bunny has to find him. First she searches the firehouse. A clue left for her by Quentin sends her to the post office. Bonnie finds him and they both go to the Stop N’ Munch grocery store for a snack. While Bonnie is paying for ingredients to make peanut butter cookies, that rascal rabbit Quentin hides again. She searches for him at the Town Hall, Pelican Park, and the baseball field. She finds Quentin up at bat and watches as he hits a home run. They return home and enjoy the cookies they bake until Quentin hides again.

Quentin Goes to School™

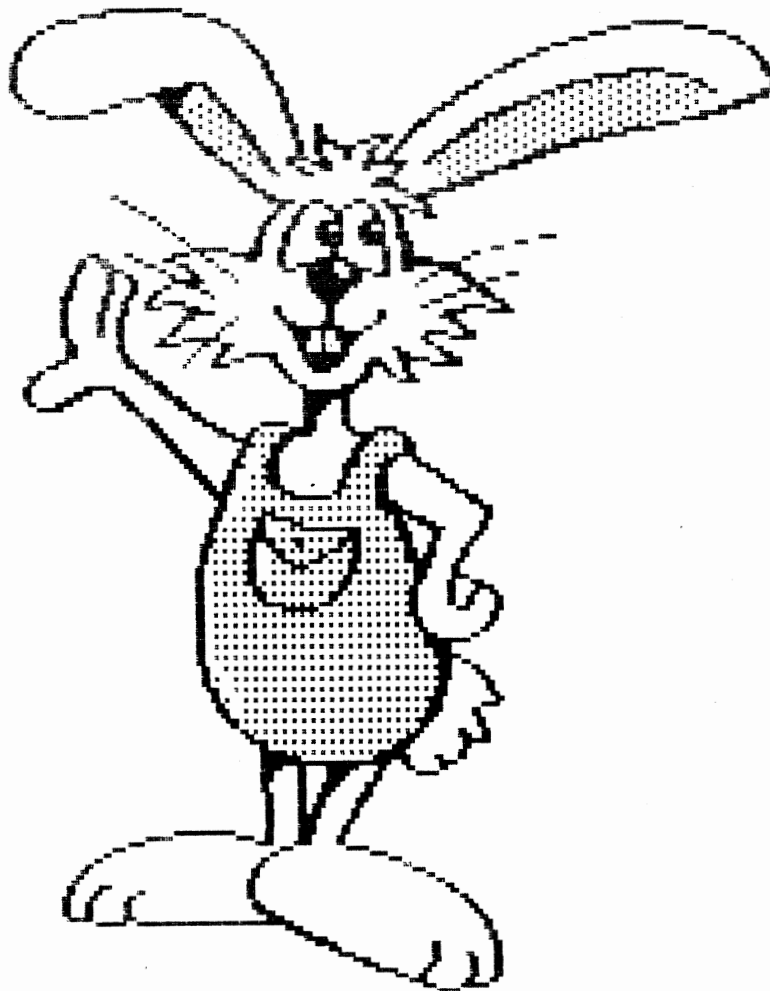
It’s Sammy Squirrel’s birthday. Quentin has a surprise party in store for Sammy; however, he tells Sammy that he is planning a party for the principal. When Sammy arrives at school, he is unable to find Quentin. Sammy looks everywhere: the spelling class, the principal’s office, the music class, the math class, in the cafeteria, and the playground. Finally, Sammy walks over to the gym to attend the principal’s party and is happily surprised when he finds out that the party is really for him.

Quentin Visits the Big City™

That mischievous rabbit is at it again! This time, he's hiding somewhere in the "big city". He leaves a message to meet the program user at Thumper Theater, at show time. Until then, the user is challenged to find him. Could he be at the music department, the bakery, the exhibits at the Hopstead Museum or the "What's Up Doc?" Deli? By using the resources available in a big city (the taxi, subway, and map), the user searches all over the city for Quentin and picks up clues along the way. Finally, Quentin is found at the theater five minutes after the movie starts.

Quentin Visits a Factory™

One day while napping in his carrot patch, Quentin is accidentally picked up and put into a truck along with the carrots picked from his patch. Quentin is dumped with the carrots onto a conveyor belt at the Acme Carrot Factory. The factory turns carrots into carrot cakes, carrot chips, and carrot juice. Quentin is somewhere in the factory, but where? It is up to the user to find him and to get him out. Meet some of the workers during the search and learn about what goes on in the factory. Quentin eventually is found and leaves the factory in "Carrot Heaven"--he escapes in a truck full of carrot chips and carrot cake.



Creative Activities

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 miniature size will 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, printout the story of text in 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 Quentin and his friends.

Creating and Printing the Graphics. 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.

Of course, if your students are going to use the Speech Bubble feature, you'll want to help them enter the text. Select Big Book size from the Print Menu and then select a Print Style. The scene will print in two panels which you can tape together.

Writing and Printing the Story. Writing the story that goes along with the graphic is a valuable learning experience and a lot of fun. However, 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 nice 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. When you're ready to print, select the Big Book size from the Print Menu. The story will print in two panels which 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.

Putting the Big Book Together. Once you have both parts--the story and the picture--you should tape the story above or below the graphic. This is one page of your Big Book. You might consider mounting the pages on oaktag or poster board for durability.

NOTE: If you are printing out in the *Big Book* size, 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!

Quentin Bulletin Boards!

Designing a Quentin bulletin board is fun and easy. The bulletin board can become a focal point for class discussions. Each week select a different theme from which to design your bulletin board-- house, city, factory, etc. and have the class write a short story based upon the *Big Book* scenes they are creating.

- Select one or more background(s) that relate to the theme. For example, *Big City* and *Street* could be chosen if you wanted to create a bulletin board display about Quentin visiting the *Big City*.
- Print out the backgrounds in the *Big Book* size and assemble.
- Next, stamp clip art characters that belong in the story onto a blank background.
- Print out in *Big Book* size. Color, mount on oaktag and cut out.
- Laminate the cut outs, if desired, and attach velcro to the back.
- Place the character cut outs in various places around the bulletin board or onto the *Big Book* scenes.
- Tell students to call up the text processor onto a blank background and have them write their own stories about the *Big Book* Poster scenes. If they want to decorate their story with a frame, they should select it before they type in their story.
- Print out their stories in *Standard* size, mount on cardboard and place throughout the bulletin board display.
- Each student should read their story to the class prior to tacking to the bulletin board.

Mini Books

Your students can create Mini Books, making writing and reading even more fun. Mini Books are ideal for showing students' work on parents' night or for students to take their work home and share with family or friends.

- Have students write and design their own Quentin story.
- Print out their pages in the *Mini Book* size.
- Punch holes through the left side of the pages and bind together with string or yarn.
- Before the children take their books home, have the class engage in...

Round Robin Reading

Allow each child, in turn, to read the Mini Books created by their classmates.

Puppets

Make stick or lunch bag puppets easily! Use the puppets as a tools for retelling a story from the Quentin series in front of the class or for acting out their own Quentin stories in a puppet theater.

- On a blank background, have students stamp characters that are featured in a particular story.
- Print out the characters in the *Big Book* size.
- Color and mount onto oaktag. Cut each character out and paste to popsicle sticks, paper bags or rulers.
- Next, print out the featured backgrounds in *Standard* or *Big Book* size to make theatre backdrops. Paste together and color.
- Glue the backgrounds onto the inside of large boxes to create a puppet theater. Decorate with glitter, felt and ribbon.
- Cut holes in the bottom of the boxes so students can reach in with their hand puppets.

Visual Literacy

Here's a fun classroom project. Using illustrations created with the program, your students can tell a story based on the pictures that you show.

- Create a Big Book, as described earlier in this section, with no words.
- Display in the front of the class and have students look at the pictures and begin to tell a story.
- Another way to use the wordless Big Book is to have each child write a short story to go with the pictures. Reading the picture story interpretations aloud will be a fun activity for the next lesson.

Finish the Story

Start the students off with the beginning of a story in which the basic plot is revealed. Have them finish the story in their own way.

- Write the beginning of a story and illustrate it using the program.
- Print out each page in *Big Big Book* size.
- Reveal to your students page by page the story you have started.
- Instruct them to finish the story.
- You can also make copies to pass out to students, using the smaller printout sizes.

Personality Profiles

Have your students work together in creating a personality profile Big Book. Students can learn about adjectives by choosing a character and describing what that character is like and incorporate that character into a story.

- Assign each student a character.
- Have students illustrate scenes using the character.
- Have them include in the story adjectives that describe the character.
- Print out in *Big Book* form.
- Collect the printouts, punch holes on the pages' left sides, and bind together with string or yarn.

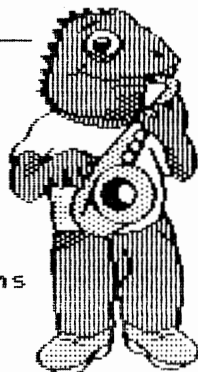
Molly Mole:

Molly loves to play games with Quentin. Her favorite game is Hide and Seek. Other activities Molly enjoys are jumping rope and playing house.



Sammy Squirrel:

Sammy is nutty about nuts! He likes to bury them, cook with them and eat them. One of his favorite foods is carrot cake with cream cheese frosting and lots of walnuts.



Leo Lizard:

Leo practices playing his saxophone every day for three hours. He plays in the school band and even performs a solo now and then! Leo wants to be in a jazz band someday.

Olive Opossum



Little Olive is six years old. She is a friendly, but shy opossum. Olive is a nature-lover, too!



Our pal Quentin is a playful, mischievous rabbit who loves to play tricks on people. He often hides from his friends or plans a surprise for a special buddy. Tricks (and treats) are always in store when you spend a day with Quentin the Rabbit!

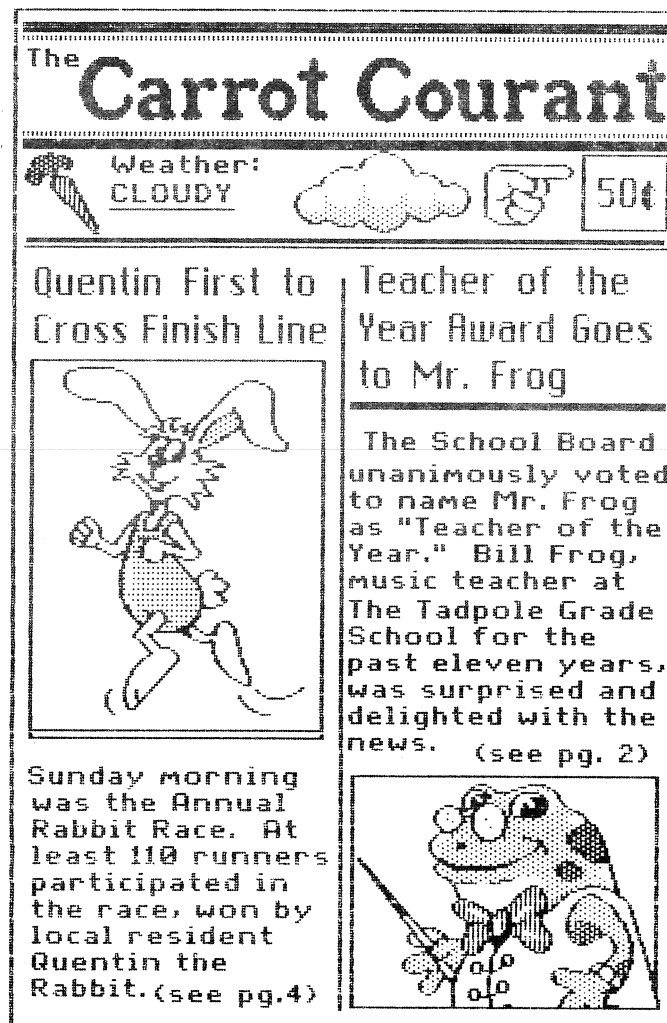


Quentin the Rabbit

Newsletter

Students can use the Newsletter template to write a "special feature" about Quentin and his friends. Suggestions: Hide and seek game, being the number one customer at the carrot factory, or winning the big race.

- Have students think of a theme and jot down ideas for their news features.
- Select the *Newsletter* background and add any appropriate clip art.
- Next, write the story making sure to include the who, what, where, when, and why.
- Print out in *Big Book* size.
- Display on the bulletin board for students to read.



Toucan Software presents 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 Maker Series™ is that 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 also be used with the Big Book Maker™ titles:

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