



## Application

Create a stack to support your unit for your students to use.

This stack **MUST** contain a **MINIMUM** of :

1. 8 cards.
2. A backgrounds other than white.
3. 2 different fonts.
4. 4 different sounds (use to group thoughts).
5. 4 transitions used to organize the material.
6. 8 graphics (clip art, art from the Web, etc.).
7. At least 3 **different** buttons types listed below integrated into the material (mark the chosen on criteria sheet)
  - a freehand areas button. a graphic with an invisible button overlay
  - an icon button with a name. an icon button without a name.
  - area button. text as a button (Hypertext).
  - lasso area button. . .
8. One Menu. Card(s) or card groups connected to the menu should return to the menu. **DO NOT** have a **BACK** button except within a group of cards that eventually return to the menu.
9. At least a 2 card linear sequence within the menu structure.
10. A bibliography card specifying where you found the data for the stack.
11. Save the stack to your disk using the filename, **PROJECT.STK**, for both Mac or IBM.

**NOTE 1:** The **PROJECT.STK** stack should be done in four card grouping that are linked together within the stack. This solves the problem of the size of the stack exceeding the floppy disk capacity. Use the special feature of "Another Card/command O" to accomplish moving to another card in another stack. Use **PROJECT1.STK**, **PROJECT.STK**, etc. to name the stacks.

**NOTE 2:** You may wish to use this as part of one of your microteaching assignments.

12. Post your Reflection to TeachNet. **This module is until this portion is accomplished.** Post a reply to the posted topic **Multimedia in the Classroom.** Show that you have read the Chapter 14 & 11 page 253 in your reflective writing.