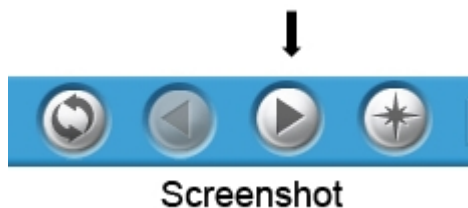


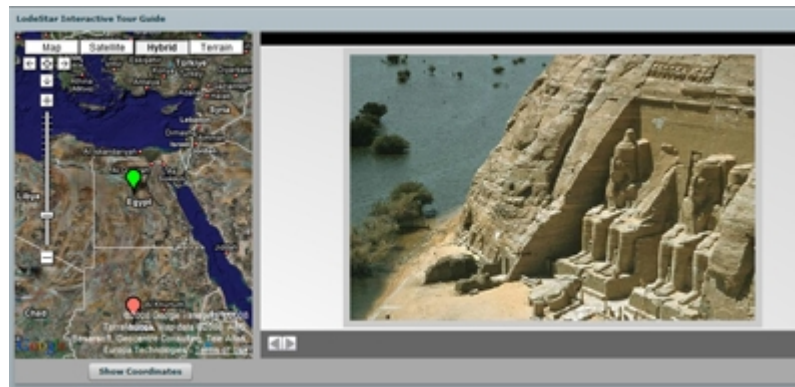
Mapper Instructions

Read the instructions below or get started by clicking on the Next button at the bottom right of your screen.



Why Mapper?

- Mapper enables instructors to tie a geographical location to a specific piece of instruction.
- Mapper enables students to navigate the earth and see rich content related to geographical location.
- Mapper makes it easy for instructors to add video, animation, images, different layouts and assessment items to their instruction, tied to geographical location *and* zoom level.



Getting Started :

You will need a Google Maps API key in order to use Google Maps on your web site or in your learning management system.

Please note: Currently, the Google Maps API does not work in all learning management systems. Create a short project and test it before committing too much effort.

A single Maps API key is valid for a single "directory" or domain.

To get your key please go to <http://code.google.com/apis/maps/signup.html>.

Once you have your key, copy it to the clipboard and paste it in the Google Maps API Key field on the first content entry page (the next page).

Until you have a valid key, you cannot preview your work nor will Google Maps work on a server.

Next, enter in the latitude and longitude of the starting point. Here is a screenshot of what that looks like. (Note: In some versions the text entry field may be beneath the label.)

Enter Latitude, Longitude: -33.8, 151.2

You can use the LodeStar Mapper to find the latitude and longitude of a point of interest. Preview your work before even getting started and then click on the 'Show Coordinates' button. Next, click on the map. The coordinates will appear at the bottom of the screen. Simply highlight the coordinates and paste them into lodeStar (as pictured above).

Next, enter in a zoom level for your map. The zoom level field is found below the audio widget. Enter in 0 for a world view. Enter in a higher number for a zoomed-in view. The highest number is 17, but many places on the map won't display an image at zoom level 17.

Go to the page that comes after the Google Map API Key page.

By default, this page has a layout of type 'Title'. The 'Title' layout has two fields. Type in the title of your activity in the top field.

Optionally, type in your name in the bottom field (beneath title) , and then read the instructions that follow, under 'Adding Pages'.

Adding Pages:

After configuring the first page and second page, click on the 'add' button to add additional pages to your project (activity). With each page that is added you select a page layout from the drop down list. Some pages are for displaying text, some for images, and some are a combination of the two. In addition there are also a number of question layout options and menu layout options to select from. There is also a 'gate' layout and a 'wall' layout that we will discuss soon.

The button pictured below enables you to add pages. The button is a blue button with a plus sign next to it.



Page Types:

Here is a summary of the page types:

Title Page -- used for titles

Full Page Text -- used to display a full page of text.

Full Page Image -- used to display an image, animation or a video.

Col 1:Text | Col 2: Text -- used to display two columns of text

Col 1:Text | Col 2: Image -- used to display one column of text and one column of image

Row 1:Text | Row 2: Image -- used to display one row of text and one row of image

Question (Layout A) -- used to display a question with an image and text area.

Question (Layout B) -- used to display a question with an image.

Question (Layout Without Image) -- used to display a question without an

image or supplemental text area.

Menu (Layout A) -- used to display a 4 item menu without images.
Please note: The current version of Mapper only supports menu branches to external URLs.

Menu (Layout B) -- used to display a 3 item menu with images.
Please note: The current version of Mapper only supports menu branches to external URLs.

Gate -- used to set a minimum score before allowing a student to pass through the 'gate' into the next section.

Wall -- used to restrict a user's movement in the activity. The instructor places a wall between sections, which prevents students from wandering from section A to section B, without, for example, first achieving a specific score or being hyperlinked to the section.

Question Pages:

Questions can appear anywhere within the presentation.

There are three different layouts for questions. Question (Layout A) supports a chunk of formatted text to the left, an image to the right, a question stem and distractors.

This question layout can be used in different ways. The top text box can be used to display useful information. To the right of the top text box appears an image area. You can ignore this or import an image through the various means that LodeStar supports. The long box below the top text box and image area is for a short question. If more space is needed, the top text box can be used.

Below the short question area, you will find four boxes. Place the correct answer in one box and three distractors in the remaining boxes. Distractors are the options. Check off which distractors contain correct answers. More than one answer can be correct and the interface will utilize checkboxes rather than radio buttons.

Types Of Media:

Text

Text boxes come in two flavors. If the text box has no buttons above the text box that enable you to bold, italicize, and underline, this type of text box is for simple text entry. The text might be project title, a question or distractor. This type of text box doesn't allow you to bold, italicize, underline, align or do anything than enter text.

The other type is a rich text box. You will notice the buttons for bold (or alt B), italic (alt I), underline (alt U). You can also align the text, change its color and size. LodeStar doesn't support different fonts because of end-user (student computer) issues with missing device fonts and file sizes.

You can also add a hyperlink to the rich text. The hyperlink button is found to the right of the font-size pull down menu.

Images

Caution: Before you use text, images or animations from a web page or some other copyrighted source, know the law. Review the TEACH Act. Go to

http://www.lodestarlearning.com/c_TeachAct.html

lodeStar is able to do more with images than meets the eye. lodeStar has a built in image editor and can also import simple Macromedia SWF files and small Flash Video Files (i.e. FLV files). lodeStar can also accept a pasted url to an external Flash Video. (Do this by following these steps: Copy url to clipboard, right-click on image area, select 'Paste'. Url must end in .flv)

There are numerous ways to import an image.

Method 1: The default Paste method

Right click on an image in an Internet browser and select Copy. Right click on the image area on a LodeStar page and select Paste.

If the image is larger than the designated image area, lodeStar will scale down the image so that it will properly fit inside the image area.

Method 2: The default Open method

Click on an image area in lodeStar. You will see the following:



You can then select your image and it will automatically import and automatically resize to fit the image area.

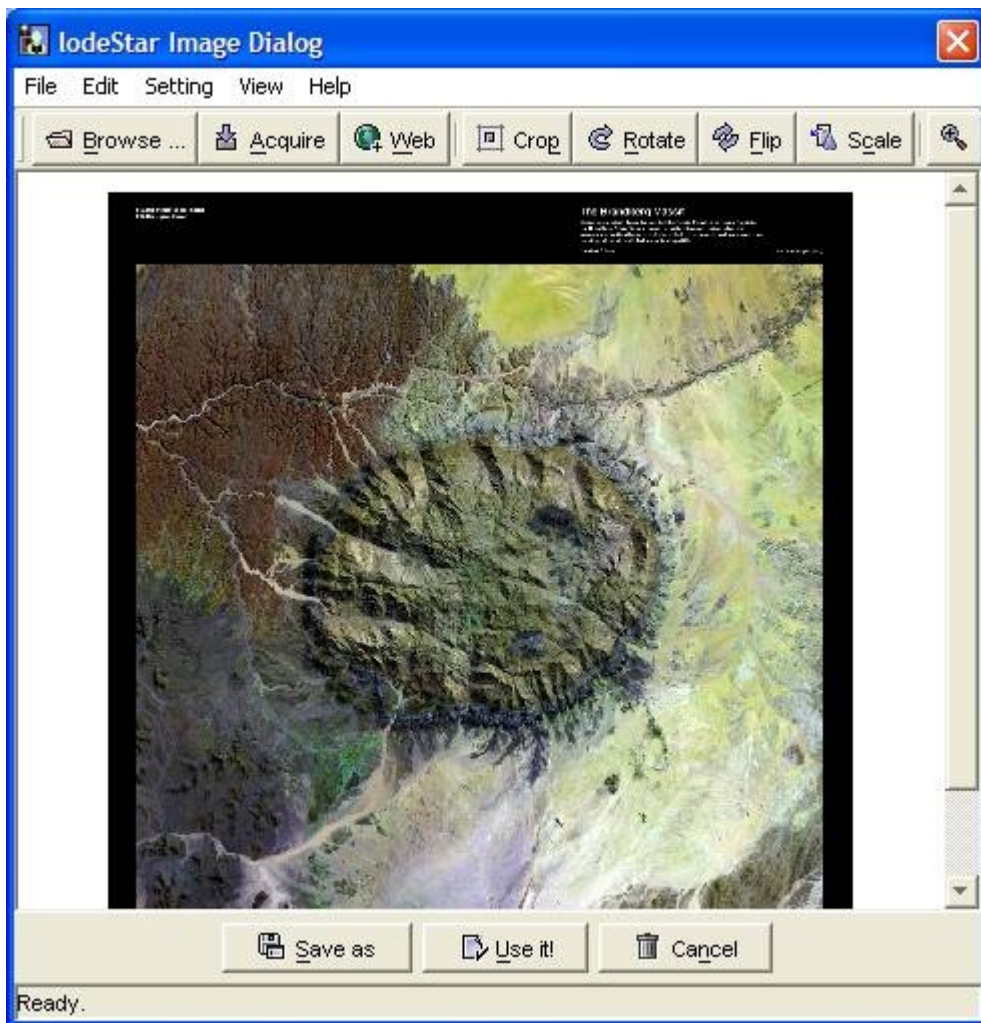
Method 3: The Paste-Manual Crop method

Copy an image to the clipboard from Internet Explorer. Then right-click on the image area inside lodeStar. Select Paste-Manual Crop.

If the image is larger than the image area, you will see vertical and horizontal slider bars. Position the image the way you want to view the image. The image will be automatically cropped once you save.

Method 4: The Edit/Open method

Right-click on the image area. Select Edit/Open. The following image dialog appears:



You can use the tools at the top of the dialog box to do the following:

Browse – find an image on the hard drive

Acquire – (not implemented yet)

Web – type in a URL of an image located on the web

Crop - Select and then drag your cursor over the area you wish to crop.

(Very important: You must click on Crop again to crop the image)

Rotate – rotate image by specified number of degrees

Flip – flip image on its horizontal or vertical axis

Scale – automatically scale down an image to whatever size you specify

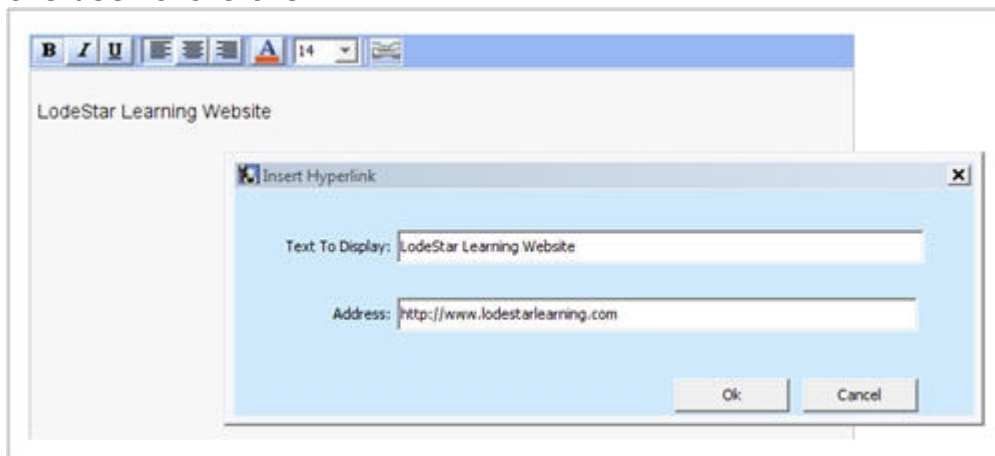
Important Note: Once you've edited your image, click on the button titled 'Use it', and then wait. lodeStar will process the image and then display both the image and the message “Image is Ready”.

Important Tip: You cannot paste directly into the Image Dialog (the

editor that was shown above). You can, however, paste into the image area by right clicking and choosing Paste – Manual Crop. Once you have pasted the image, right click and select Open. You can now resize or crop the original image.

Hypertext Links:

Hypertext links can now be easily added by using the link button in the rich text toolbar. Once the icon is clicked, you will be prompted to enter a label and the Internet address (URL) of the resource you would like to link to. These resources will be presented in a separate browser window when the user clicks the link.



A note about the behavior of hyperlinks. When previewing locally, the flash activity will cause two windows to open. This behavior doesn't happen once you post the activity to the web or to a learning management system.

The behavior of pop-up windows is affected by pop-up blocker settings, and the browser settings. Students should pay attention to their tabbed browser settings. Some browsers are set to launch a new window. Some are set to create a new tab and tuck the new page under the tab. The student must know what to expect. Sometimes, a new blank window appears but the right page appears also, in its own window. Students should be shown what to look for.

Adding Music or Narration:

Each page has the option of adding an mp3 asset. When an mp3 file is used a media controller is displayed on screen to allow the user to control the volume as well as play, pause, and rewind control.

Adding Math Equations:

Any place that allows an image to be displayed can also display a math equation. LodeStar has a built in Latex math editor. To access the editor, right click on an image area and select Equation Editor from the menu. After you have entered an equation, click the *Render* button to see how it will be displayed. Click the *Use It* button to apply it to your image area.

Adding FLV Movies:

Any place that allows an image to be displayed can also display an FLV Movie. These are movies that have been created specifically for playback within Flash activities.

There are two ways to add FLV Movies to your Brancher project.

Option 1: Embedding the FLV Movie

The first way is just like adding a jpg image except in the dialog box change the filetype from "*.jpg" to "*.flv". Browse your computer to find the file and click the "Open" button. A copy of your FLV Movie will be placed inside your project. This is not a recommended good practice. FLV files are huge and your Learning Management System may not be provisioned to handle large file sizes. Use this option sparingly for small files.

Option 2: Referencing the FLV Movie

If the movie you want to use is already accessible on the internet by a known web address (URL) then the URL can be pasted into the image area. To do this, copy the url onto your clipboard and then right click the image area and select "Stream in FLV movie from URL " from the submenu. This option will not make a copy of the FLV Movie but will load it by reference.

Do not use this technique for YouTube videos. YouTube videos don't readily display the true web address where the video is located. See LodeStar's web journal for more details.
