

Tiddalick

Students listened to Aboriginal Dreaming stories, then retold one of the stories. They used the multimedia authoring software package *HyperScreen* and a CD-ROM containing clip art of Australian animals.

An Aboriginal storyteller visited the school and enthralled the students with Aboriginal Dreaming stories.

After the visit, the students retold the stories in a variety of forms. Some chose glove puppet performances, others created Aboriginal-style paintings. Another group of students retold the story using computer graphics.

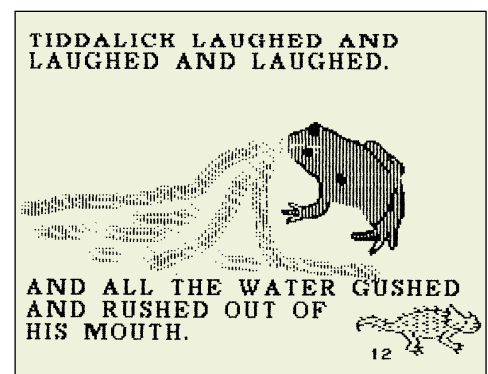
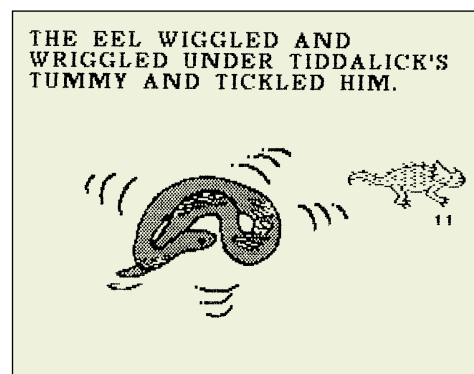
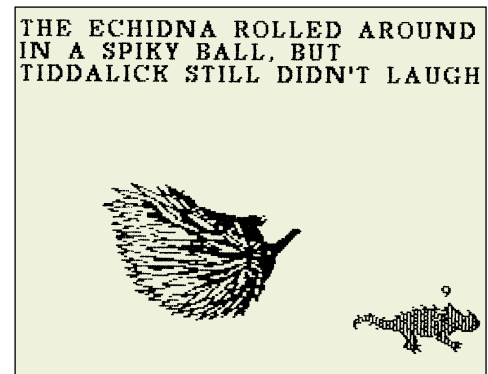
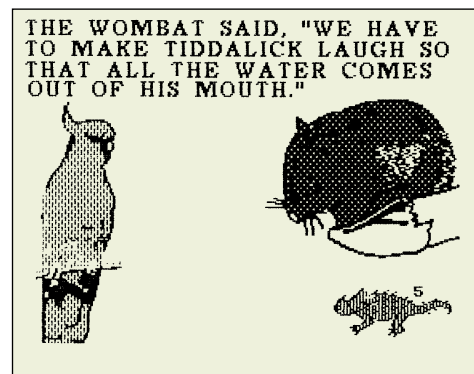
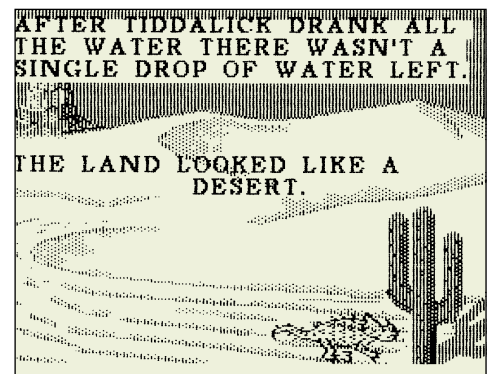
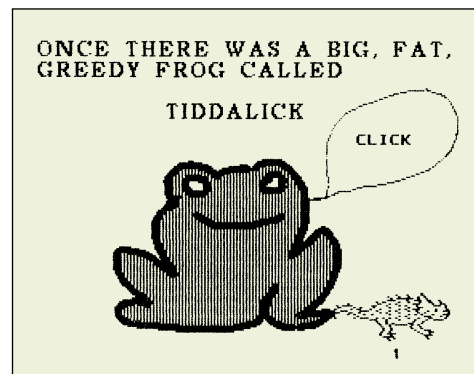
We had a CD-ROM with clip art of Australian animals to use with the multimedia authoring software *HyperScreen*. Most of the animals in the Tiddalick story were included in the clip art, so we thought it would be an easy task to illustrate the story in sequences using *HyperScreen*.

I demonstrated how to set up the screens and hyperlinks, then the students took over. They selected images to illustrate each screen and typed in the text of the story.

When all the screens were entered, we had fun adding the special effects. For example, when we clicked on Tiddalick, he croaked, and when the water gushed from his mouth, the screen opened with the sound of gushing water.



*Tiddalick screens
created by Stage 2
students.*



The students loved to demonstrate their creation to the other classes.