

SPRINGBOARD

# The Newsroom™



The Newsroom in Detail

The Complete Guide to Creating a Newspaper

# SPRINGBOARD

## THE GOOD NEWS BEARS

### ISSUE FOUR

Produced by the Larson Family



**PUMPkin OATMEAL**

AMYE BUG TERRORIZES

78th STREET COLLECTION




## SHIRLEY'S SHAPE SHOOTER

12 Elm St.

Our Motto is: "We Get You In Shape"

OPEN HOUSE

CAUTION DRINK PROM WEIGH

**KIDS DAY-COMING**

**NOMINATIONS FOR STUDENT COUNCIL THIS WEEK**





## NORTHEAST HIGH SCHOOL NEWSPAPER

Created by The Students and faculty of N. H. S.

December 18, 1984

Vol. 2

**BULLDOGS TAKE A BITE OUT OF BAYVIEW**

**NOT EVERY ONE LIKES LEMON MERINGUE PIE**

**STOP WHOEVER YOU ARE**

**WANTED TO HELP PAINT THE NEW COMPUTER CENTER**







## Table of Contents

### The Newsroom in Detail

<b>To the Editors</b> .....	1
<b>What to Do with The Newsroom's Two Disks</b> .....	2
<b>Getting Started...Let's Load the Program</b> .....	3
<b>General Instructions</b> .....	5
Data disks...saving your work .....	5
Sound on/off .....	6
Cursor movement .....	6
<b>What Do You Create With The Newsroom?</b> .....	7
<b>Picture Menu</b> .....	9
<b>The Banner Work Area</b> .....	10
What is a banner? .....	10
Adding text .....	11
Adding clip art .....	12
Flip the clip art .....	14
Modify clip art or create your own .....	14
Magnify for more detailed work .....	16
You can OOPS a mistake .....	16
Very important...save your banner .....	16
Icons in the Banner work area .....	17
<b>The Photo Lab Work Area</b> .....	19
Selecting clip art for your photo .....	19
Flip the clip art .....	20
Modify clip art or create your own .....	20
Magnify for more detailed work .....	22
You can OOPS a mistake .....	22
Using text to add a cutline .....	22
Defining the photo...taking the snapshot .....	24
Very important...save your photo .....	24
Icons in the Photo Lab work area .....	25

<b>The Copy Desk Work Area</b> .....	27
What do you create at the Copy Desk? .....	27
The cursor .....	28
Adding photos .....	28
Adding text .....	30
Editing text .....	31
Is the panel finished? .....	32
Very important...save your panel .....	33
Icons in the Copy Desk work area .....	34
<b>The Layout Work Area</b> .....	35
Arranging the page .....	35
Lay out the page .....	36
Save your layout to a page data disk .....	37
<b>The Wire Service</b> .....	39
Use your modem to transmit the news .....	39
Apple, IBM and Commodore can talk to each other ..	39
Sending and receiving news .....	40
<b>The Printing Press</b> .....	42
Roll the presses .....	42
Printing with an Apple II+, IIe or IIc .....	43
Printing with an IBM PC or PCjr .....	44
Printing with a Commodore 64 .....	44
Printer checklist .....	44

# The Complete Guide to Creating a Newspaper

<b>Creating Your Newspaper</b> . . . . .	45
Where do you begin? . . . . .	45
Organize a staff...find people to help you . . . . .	45
Find topics to write about . . . . .	47
What goes into a newspaper? . . . . .	48
<b>The Interview...Investigative Reporting</b> . . . . .	51
Whom should you interview? . . . . .	51
What do you ask? . . . . .	52
Strategies for getting an interview . . . . .	54
Refine your interviewing techniques . . . . .	55
<b>Research...Find Out More About the Topic</b> . . . . .	56
Library . . . . .	56
Magazines and daily newspapers . . . . .	56
Information groups . . . . .	56
People . . . . .	56
<b>Writing the Story...Pulling the Facts Together</b> . . . . .	57
Organization . . . . .	57
Helpful hints . . . . .	58
How about a headline? . . . . .	58
<b>Photojournalism...Say It With Pictures</b> . . . . .	59
What makes a good picture? . . . . .	59
Create exciting photos . . . . .	60

<b>Layout...Arranging the Page</b> .....	61
What goes where? .....	61
Layout tips .....	62
<b>Appendices</b>	
<b>Appendix I - Glossary</b> .....	63
<b>Appendix II - Annotated Bibliography</b> .....	65
<b>Appendix III - Proofreaders' Symbols</b> .....	69
<b>Appendix IV - Clip Art Overview</b> .....	71
<b>Appendix V - Tips for Newspaper Design</b> .....	82

Available in the following formats

Apple II+, IIe, IIc disk

IBM PC disk

IBM PCjr disk

Commodore 64 disk

## **The Newsroom in Detail**

### **To the Editors**

The Newsroom was created for journalists of all ages. Experienced journalists will find it has the tools and flexibility to create surprisingly stylish, sophisticated publications. Novices, young and old, will find it provides a fascinating introduction to the world of journalism and newspapers. It's fun to write your own newspaper and doing so challenges organizational skills, writing abilities and creative processes.

When you are working in The Newsroom, you are busy organizing thoughts, translating them into prose, creating photos out of clip art, laying out the pages and rolling the presses. You can develop newspapers, newsletters, brochures, flyers and information packets for your business, school, class, club, team, family and neighborhood. You can write, edit, illustrate and add a personal touch to each publication. Use of The Newsroom is limited only by your imagination.

This instruction booklet is in two parts. The first part describes The Newsroom and includes detailed instructions on how to use the many features provided by the program. The second part is a complete guide to creating a newspaper. It includes valuable information on topics such as how to organize a newspaper staff, strategies for getting an interview, how to create a headline and how to use photos to tell a story. The appendices include a glossary of newspaper terms, an annotated bibliography and a chart of proofreaders' symbols. The Newsroom is easy to use and will allow you to create a fun and professional looking newspaper of your own.

## **What to do with The Newsroom's two disks**

The Newsroom comes with two disks. Disk 1 contains the Master Program and should be inserted into your first disk drive to load the program. Disk 2 contains two full sides of pictures: Clip Art A and Clip Art B. To review all available clip art and where to find it on disk, see Appendix IV - Clip Art Overview at the back of the book.

Disk 1: Master Program

Disk 2: Clip Art A (side 1)  
Clip Art B (side 2)

The Newsroom disks cannot be used to store information such as photos or text. You must use an initialized data disk for saving things.

If you have one disk drive: The Master Program side must be in the disk drive at all times, except when you are saving or loading information. Therefore the program will be instructing you to insert the Master Program side, one of the two Clip Art sides or your own data disk into the drive.

If you have two disk drives: Place the Master Program disk into drive one. Use drive 2 for either of the Clip Art sides or your own data disk. The program will be instructing you from time to time to insert a particular disk into a particular drive.

## Getting Started...Let's Load the Program

### Apple II+ , IIe, IIc

1. Insert the Master Program disk (side 1 of disk 1) into the disk drive.
2. Turn on the computer and the monitor.

### Commodore 64

1. Turn on the disk drive, monitor and computer.
2. Insert the Master Program disk (side 1 of disk 1) into the disk drive.
3. Type **LOAD ""**,8 and press the RETURN key.
4. When READY appears on the screen, type **RUN** and press the RETURN key.

### IBM PC and PCjr

This procedure should be used to make a disk which automatically runs when the computer is turned on or the CTRL-ALT-DEL keys are simultaneously pressed. Once you have completed this procedure, you will not need to repeat it.

It is assumed that you have already purchased the IBM Disk Operating System (DOS). Use of DOS 2.0 or 2.1 requires 128K of memory. The PCjr requires DOS 2.1. Directions for preparing the Master Program disk with either one or two disk drives are as follows:

#### *One Disk Drive Procedure*

1. Insert the DOS disk into drive A and turn the computer on.
2. Enter the date and time. Wait for the A > prompt.
3. Remove the DOS disk from drive A and insert the Master Program disk (side 1 of disk 1).
4. Type **B:SETUP** and press the ENTER key.
5. Each time the system asks for the drive B disk, insert the Master Program disk into drive A. Each time the system asks for the drive A disk, insert the DOS disk into drive A.

After the transfer of files, the program disk is ready for use as a self-loading disk. To boot the disk, turn the computer off and then on again, or else simultaneously press the CTRL-ALT-DEL keys.

*Two Disk Drives Procedure*

1. Insert the DOS disk into drive A and the Master Program disk (side 1 of disk 1) into drive B.
2. Turn the computer on. Enter the date and time. Wait for the A > prompt.
3. Type **B:SETUP** and press the ENTER key.

After the transfer of files, the program disk is ready for use as a self-loading disk. To boot the disk, insert it into drive A and turn the computer off and then on again, or else simultaneously press the CTRL-ALT-DEL keys.

## General Instructions

### Data disks...saving your work

A newspaper is made up of many parts. As you create the different parts of your newspaper, you will need to save each of them to a data disk. A data disk is any initialized disk with space on it to store information. If you do not know how to initialize a disk, consult your Disk Operating System manual.

Before beginning work at The Newsroom, be certain to have at least one data disk ready to store your work. The most convenient and easy to use method, however, is to use four different data disks. This is because there are four specific areas where you will be saving information.\*

Banner data disk –use when saving information in the  
Banner work area

Photo data disk –use when saving information in the  
Photo Lab work area

Panel data disk –use when saving information in the  
Copy Desk work area

Page data disk –use when saving information in the  
Layout work area

If you label each data disk clearly, it will be easy to find what you want when you need it. That is important because you will often be loading things from your data disks. For example, when you are at the Copy Desk creating a panel, you may wish to load a photo and position it somewhere in the panel. Or, when you are laying out a page, you will need to load the appropriate panels and banner from your data disks. It is a good idea to have your data disks well organized.

To save your work, select the disk icon from any work area. Enter a name with up to eight characters and press the RETURN (ENTER) key. Try to use a name that will help you remember what it is.

**Remember:** you must save your work before returning to the Menu and your work can only be saved on your data disks.

### **Sound on/off**

On the Apple and IBM computers, pressing CTRL-A turns the audio on and off.

The Commodore 64 sound comes out of your television or monitor and can be adjusted with its controls.

### **Cursor movement**

The cursor can be moved around the screen to select things. Depending upon its function at the moment, it may appear as a small arrow, a text cursor, a hand for picking something up, a blinking box outline or a drawing shape.

If you are using a **joystick**, orient it so that the cursor moves up when you push the stick forward, the cursor moves left when you push the stick to the left, etc. Press a joystick button to make a selection, pick something up or drop something. When using any of the drawing tools, hold a button down to draw.

If you are using a **Koala Pad**, orient it so that the cursor moves up when you draw up, the cursor moves left when you draw to the left, etc. Press a joystick button to make a selection, pick something up or drop something. When using any of the drawing tools, hold a button down to draw.

If you are using only the computer **keyboard**, use the following keys instead of a joystick or Koala Pad:

Apple II+

- use the CTRL-IJKM keys to move the cursor (hold down the CTRL key while pressing I, J, K or M)
- use the ESC key to select something, pick something up, drop something or draw

Apple IIe, IIc

- use the arrow keys to move the cursor
- use the open/closed apple keys to select something, pick something up, drop something or draw

IBM PC and PCjr

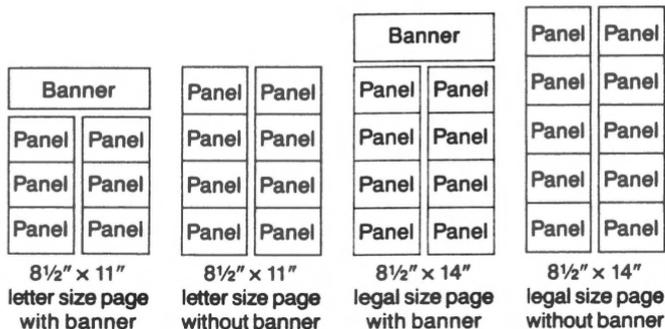
- use the arrow keys to move the cursor
- use the ALT key to select something, pick something up, drop something or draw

Commodore 64

- use the arrow keys to move the cursor
- use the Commodore key to select something, pick something up, drop something or draw

## **What Do You Create with The Newsroom?**

As Editor of The Newsroom you can direct all the activities necessary to create a newspaper. This includes banner creation, photo production, copy writing, layout, wire service and, of course, the printing of the newspaper. There are four types of newspaper pages that can be made, each with a particular combination of panels and banner:



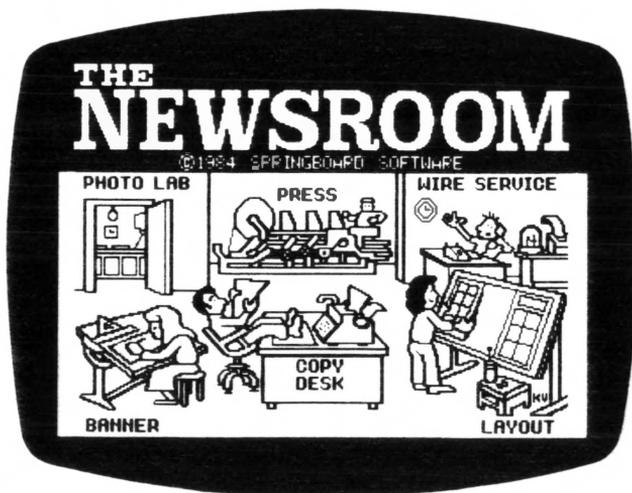
The front page of a newspaper often has an area at the top which contains the name the newspaper in very large letters. Sometimes it contains additional information such as the name of the publisher, a slogan or a blurb about a special story inside the newspaper. This area is sometimes called the banner, logo or flag and is created in the **Banner** work area of The Newsroom.

A front page with a banner also has panels. Inside pages without a banner contain extra panels. These panels can contain photos and text and are created at the **Copy Desk**. The pages pictured above have box outlines around the panels and banners in order to help convey their size and location. There is no box outline around them or the banner when they are printed out, however.

You arrange the panels as you wish in the **Layout** work area. With the **Wire Service** you can send or receive photos, panels or entire pages with your computer's modem (optional). There is no compatibility problem at The Newsroom...Apple, IBM and Commodore computers can talk to each other. The **Printing Press** will print out your newspaper on your computer's printer.

## Picture Menu

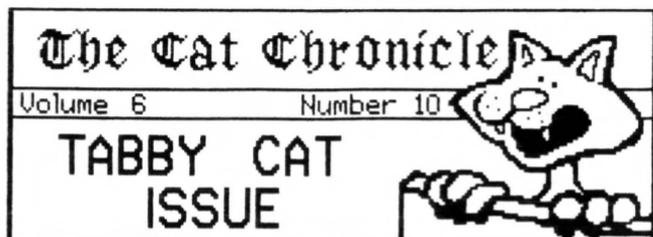
The Newsroom Menu makes it easy to get to any part of The Newsroom. Moving the joystick, drawing on the Koala Pad or pressing the cursor control keys causes the names of the different options to flash. You can select from the **Photo Lab**, **Banner**, **Copy Desk**, **Layout**, **Wire Service** or the **Printing Press**. When the name of the desired option is flashing, select it by pressing a joystick or Koala Pad button or the appropriate selection key on your keyboard. You will be taken to that part of The Newsroom office.



## The Banner Work Area      What is a banner?

The banner is the place where a newspaper identifies itself by printing the paper's name. It is often done in large letters above or just below the headlines on page one. Sometimes it is referred to as the logo or flag. It should not be confused with the masthead, which is a small box often found on the editorial page containing the publisher's name and address and subscription information.

The Newsroom gives you the power to produce exactly the kind of banner you envision.



## Adding text

Most likely you will want to name your newspaper with some great big letters. You may also want to add smaller letters for a slogan. To do this, first select the **crayon icon** at the left side of the work area. The Graphic Tools window will appear. Move the blinking box cursor to the font (style and size of letters) that you wish to use and select it by pressing a joystick or Koala Pad button or the appropriate selection key on your keyboard. Then select the **EXIT** option and the Graphic Tools window will disappear.

Your cursor will now be a block the size of the font you selected. Move the cursor to where you want to type the letters and drop it there by pressing the selection button or key. You are now in text mode and can begin to type.

If you type an incorrect letter, use the cursor keys to move the cursor to it. Then type a new letter over the incorrect letter. In this part of The Newsroom, new text simply replaces any old text it is entered over. This differs from the word processing at the Copy Desk which includes insertion and deletion of text.

Use the RETURN (ENTER) key to start a new line. It will begin directly below the designated starting point of the text. *Special note for Apple II+ owners:* since your computer interprets the RETURN key to be the same as CTRL-M (down cursor key), it is necessary for you to use CTRL-R as a carriage return rather than the RETURN key. If you press the RETURN key, the cursor will move straight down.

To get out of the text mode, press the selection button or key again. You are now in cursor mode instead of text mode and can move the cursor anywhere in the work area and over to the icons. By pressing the selection button or key while in the work area, you toggle between text mode and cursor mode. The cursor mode allows you to select where you want to place letters on the banner and the text mode allows you to type the letters in. *Note:* The text mode in the Banner work area is identical to the text mode in the Photo Lab. The text mode at the Copy Desk, however, is quite different in that it is a word processor. See the section on the Copy Desk for further details.

### **Adding clip art**

If you wish to add art work to your banner, select the **clip art icon** at the left side of the work area. If you have not done so already, the program will instruct you to insert one of the disk sides with clip art into a disk drive. To review all available clip art and where to find it on disk, see Appendix VI-Clip Art Overview at the back of this book.

A list of clip art pages will appear on the screen. Move the selector bar up and down the names until you find the page of clip art you want to load in. Then select that page by pressing the selection button or key. That page of clip art will be displayed.

If you select another page of clip art, the display area will be cleared and the new page displayed.

If you wish to see clip art from a different disk side, substitute the new disk side for the old one in the disk drive and then select the **NEW DISK** option from among the list of pages. The list of old pages will disappear and be replaced with a list of the new pages.

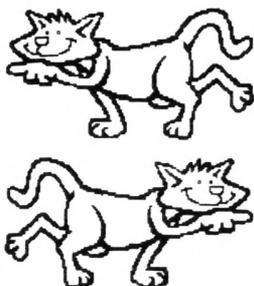
If you wish to return to the Banner work area without any clip art, select the **CANCEL** option from among the list of pages.

When you find a piece of clip art you want to use in the Banner work area, move the cursor onto that particular piece and select it by pressing the selection button or key. You will find yourself back in the work area dragging the piece of art around with your cursor. Move it to where you want it and then drop it. If necessary, pick it up again and drop it in a different spot.

If you move the piece off the left border far enough, it will eventually disappear.

Please note that many of the clip art pieces cannot completely fit in the Banner work area. Position the pieces as you like, however, and the portions that do fit in the work area will be there when it is printed out. Thus you can select a large piece of clip art, such as a woman, and position it so that only her head is in the work area.

You can return to the library of clip art as often as you like to get additional pieces and then position them as you wish.



### Flip the clip art

Any piece of clip art can be flipped from left to right or right to left. For example, you may want to use the picture of a cat pointing to the right, but prefer to have the cat point to the left. To do so, select the **flip icon** which is present only when a piece of clip art is in the work area. It will begin to blink when you select it, indicating that it is active. Then select the piece of clip art you wish to flip. It will flip automatically. If you wish, flip the piece back to its original position with the **OOPS icon**.

### Modify clip art or create your own

You can also modify the selected clip art or create your own using the different Graphic Tools provided by The Newsroom. To use these tools, select the **crayon icon**. The Graphic Tools window will appear.

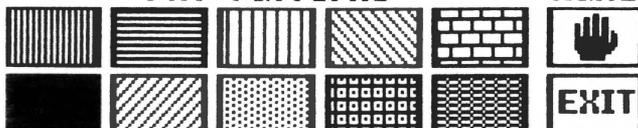
## Graphic Tools



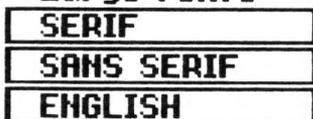
### Pens



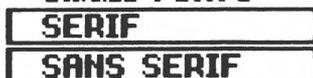
### Fill Patterns



### Large Fonts



### Small Fonts



In addition to the fonts you have already experimented with, you can select from ten different **Drawing Pens**. To use a pen, first select it and then exit the Graphic Tools window. The cursor is now the shape of the selected pen. When a joystick button, Koala Pad button or open/closed apple key is held down, the pen will draw in the work area. (**Apple II+ keyboard only users please note:** Use the ESC key to toggle draw on/off after a pen has been selected.)

If you wish to erase something, go back to the Graphic Tools window and select the **Eraser**. Whatever pen is active will now erase instead of draw.

You may have noticed additional tools beside the Eraser. These automatically draw things like a **Line**, continuous **Lines**, **Circles** and **Boxes**. To use one of these options, first select it and exit the Graphic Tools window. Then select a starting point and move the cursor until the rubber band lines are positioned as you wish. Press the selection button or key again and the real lines will appear where you wanted them. It's easy and quick. You can return to normal drawing by selecting the **DRAW** option from the Graphic Tools window.

Any of the ten **Fill Patterns** can be used to automatically fill any enclosed area with a pattern. After selecting one of the patterns and exiting the Graphic Tools window, position the cursor inside any enclosed area and press a selector button or key. The area will fill with the chosen pattern. The patterns are all black and white but may appear colorful depending upon your type of computer and monitor.

The final option available in the Graphic Tools window is the **Hand**. It enables you to pick up and reposition a piece of clip art. The final position of any piece of clip art, however, should be determined prior to modifying the piece since the Hand can move only the piece of clip art, not any modifications made to it. Therefore, position the pieces of clip art carefully before you make any changes to them.

### **Magnify for more detailed work**

If you need to magnify a portion of the screen to get better detail, select the **magnifying glass icon**. The cursor will become a rectangle which you can move to the area you wish to magnify and edit. Once you have selected a portion of the picture to edit, a magnified version of the area will appear. Using this magnified version, you can turn individual pixels on or off. As you edit, you can watch the results of your changes in the display rectangle at the bottom of the screen. When finished editing, you can select either the **CANCEL** option, which returns you to the work area with no change to the edited area, or the **EXIT** option, which returns you to the work area with your changes displayed.

### **You can OOPS a mistake**

These tools are very powerful and make it easy for you to modify the clip art or even create your own. Still, you may make a mistake. If you do, simply select the **OOPS icon**. Whatever you did last will be gone. This includes fills, drawings, lines, boxes, circles... even your last OOPS!

### **Very important...save your banner**

Be certain to save your banner to a data disk before you return to The Newsroom Menu. If you do not save it, your work will be lost. If you have not finished the banner, save it anyway. You can load it at another time and finish it then.

It is a good idea to store all banners on a banner data disk. This will make it easier for you to locate specific banners when you are laying out a page.

To save your banner, select the **disk icon**. Enter a name with up to eight characters and press the RETURN (ENTER) key. Try to give the banner a name that will help you remember what it is.

### Icons in the banner work area:



The picture icon allows you to select from the library of clip art



The flip icon allows you to flip pieces of clip art



The crayon icon produces the Graphic Tools window



The magnifying glass icon allows you to magnify a portion of the screen

## **OOPS**

The oops icon allows you to undo what you just did



The garbage can icon clears the work area



The disk icon allows you to load or save a banner

## **MENU**

The menu icon returns you to The Newsroom Menu

## The Photo Lab Work Area

The Photo Lab allows you to create your own photos for inclusion in your newspaper. It is similar to the Banner work area in that it provides you with the library of clip art and the different graphic tools. Once the art work for your photo is complete, you can “crop” it so that the photo contains exactly the art work you desire and has the proper dimensions.

A photo is added to the newspaper in the Copy Desk. There it can be combined with text and/or additional photos and positioned in one of the panels. A photo can be as small as you like or as large as the Photo Lab work area.

### Selecting clip art for your photo

To examine the clip art library, select the **clip art icon** at the left side of the work area. If you have not done so already, the program will instruct you to insert one of the disk sides with clip art into a disk drive. To review all available clip art and where to find it on disk, see Appendix IV-Clip Art Overview at the back of this book.

A list of clip art pages will appear on the screen. Move the selector bar up and down the names until you find the page of clip art you want to load in. Then select that page by pressing the selection button or key. That page of clip art will be displayed.

If you select another page of clip art, the display area will be cleared and the new page displayed.

If you wish to see clip art from a different disk side, substitute the new disk side for the old one in the disk drive and then select the **NEW DISK** option from among the list of pages. The list of old pages will disappear and be replaced with a list of the new pages.



If you wish to return to the Photo Lab without any clip art, select the **CANCEL** option from among the list of pages.

When you find a piece of clip art you want to use in a photo, move the cursor onto that particular piece and select it by pressing the selection button or key. You will find yourself back in the Photo Lab dragging the piece of art around with your cursor. Move it to where you want it and then drop it. If necessary, pick it up again and drop it in a different spot.

If you move the piece off the left border far enough, it will eventually disappear.

You can return to the library of clip art as often as you like to get additional pieces and then position them as you wish.

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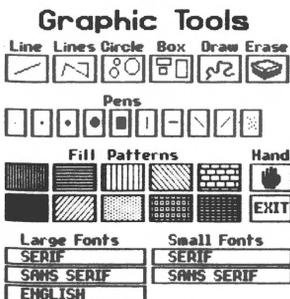


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Another option available in the Graphic Tools window is the **Hand**. It enables you to pick up and reposition a piece of clip art. The final position of any piece of clip art, however, should be determined prior to modifying the piece since the Hand can move only the piece of clip art, not any modifications made to it. Therefore, position the pieces of clip art carefully before you make any changes to them.



### **Magnify for more detailed work**

If you need to magnify a portion of the screen to get better detail, select the **magnifying glass icon**. The cursor will become a rectangle which you can move to the area you wish to magnify and edit. Once you have selected a portion of the picture to edit, a magnified version of the area will appear. Using this magnified version, you can turn individual pixels on or off. As you edit, you can watch the results of your changes in the display rectangle at the bottom of the screen. When finished editing, you can select either the **CANCEL** option, which returns you to the work area with no change to the edited area, or the **EXIT** option, which returns you to the work area with your changes displayed.

### **You can OOPS a mistake**

These tools are very powerful and make it easy for you to modify the clip art or even create your own. Still, you may make a mistake. If you do, simply select the **OOPS icon**. Whatever you did last will be gone. This includes fills, drawings, lines, boxes, circles... even your last OOPS!

### **Using text to add a cutline**

The Photo Lab allows you to add text to your photos. This can be especially useful if you want to add a cutline, which is the information which describes and accompanies a photo (similar to a caption). If you wish to add a cutline to a photo, do so while in the Photo Lab because you will not be able to do so when at the Copy Desk. Be sure to include the cutline as part of the photo when you define the photo with the camera icon.



To do this, move the blinking box cursor in the Graphic Tools window to the font (style and size of letters) that you wish to use and select it by pressing the selection button or key. Then exit the window.

Your cursor will now be a block the size of the font you selected. Move the cursor to where you want to type the letters and drop it there by pressing the selection button or key. You are now in text mode and can begin to type.

If you type an incorrect letter, use the cursor keys to move the cursor to it. Then type a new letter over the incorrect letter. In this part of The Newsroom, text is treated as part of the photo and simply replaces any old text it is entered over. This differs from the word processing at the Copy Desk which includes insertion and deletion of text.

Use the RETURN (ENTER) key to start a new line. It will begin directly below the designated starting point of the text. *Special note for Apple II+ owners:* since your computer interprets the RETURN key to be the same as CTRL-M (down cursor key), it is necessary for you to use CTRL-R as a carriage return rather than the RETURN key. If you press the RETURN key, the cursor will move straight down.

To get out of the text mode, press the selection button or key again. You are now in cursor mode instead of text mode and can move the cursor anywhere in the work area or over to the icons. By pressing the selection button or key while in the work area, you toggle between text mode and cursor mode. The cursor mode allows you to select where you want to place letters on the photo and the text mode allows you to type the letters in. *Note:* The text mode in the Photo Lab work area is identical to the text mode in the Banner. The text mode at the Copy Desk, however, is quite different in that it is a word processor. See the section on the Copy Desk for further details.

### **Defining the photo...taking the snapshot**

When the photo looks exactly the way you want it, you are ready to define it. This is called "cropping" the picture. To do this, first select the **camera icon**.

Move the cursor to one of the photo's corners and drop it. Continue to move the cursor until the rubber band lines are positioned where you want them. This process is similar to the automatic box option in the Graphic Tools window, but you will notice that the camera icon is blinking when it is active.

Be sure to include the cutline (if you have one) in the cropping of the photo.

When the photo contents are framed properly (cropped), press the selection button or key. The snapshot will be taken and everything within the borders will become the photo.

If you are not happy with the cropping, select the **camera icon** again, reposition the frame and press the selection button or key. A new snapshot will be taken creating a new photo which replaces the former photo. Only one photo can be in the work area at a time.

### **Very important...save your photo**

Be certain to save your photo to a data disk before you return to The Newsroom Menu. If you do not save it, your photo will be lost. If you have not finished the photo, save it anyway. You can load it at another time and finish it then.

It is a good idea to store all photos on a photo data disk. This will make it easier to find a specific photo when you are creating a panel in the Copy Desk work area.

To save your photo, select the **disk icon**. Enter a name with up to eight characters and press the RETURN (ENTER) key. Try to give the photo a name that will help you remember what it is.

### **Icons in the Photo Lab:**



The picture icon allows you to select from the library of clip art



The flip icon allows you to flip pieces of clip art



The crayon icon produces the Graphic Tools window



The magnifying glass icon allows you to magnify a portion of the screen

## **OOPS**

The oops icon allows you to undo what you just did



The garbage can icon clears the work area



The camera icon allows you to define a photo



The disk icon allows you to load or save a photo

## **MENU**

The menu icon returns you to The Newsroom Menu

## The Copy Desk Work Area

### What do you create at the Copy Desk?

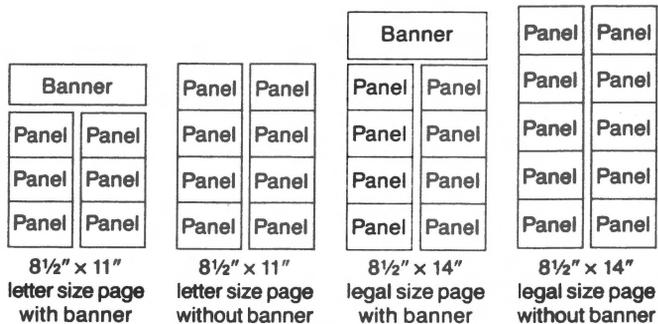
In the Copy Desk work area you write the copy for your newspaper. You will work on one panel at a time by combining text with photos developed in the Photo Lab work area.

As you begin, you will find yourself in the Copy Desk work area with the icons displayed at the left. This work area represents one panel area. The Newsroom enlarges the panel in this work area in order to maximize printer resolution creating unusually sharp print outs. It also makes it much easier for you to position your photos and edit your text. When it prints out, it will be reduced to its proper portion of the newspaper page.

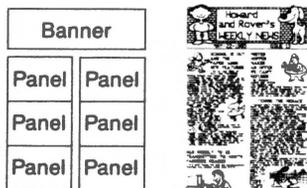
Do not let the panels restrict you to writing stories which fit within one panel. Remember to think of these panel outlines as imaginary frames. Your story can fill two panels or three or the whole page. If you fill one panel with photos and text but you have not completed your story, select the **disk icon** and save this first panel to your panel data disk. Then select the **garbage can icon** and clear the work area so that you can continue your story on a second panel.

Each newspaper page has from six to ten panels on it depending upon the type of page:

- letter size page with a banner has six panels.
- letter size page without a banner has eight panels.
- legal size page with a banner has eight panels.
- legal size page without a banner has ten panels.



Remember that the banner and panel outlines are only imaginary frames which illustrate how the banner and panels combine to form a page. Here is an example of a letter size page with a banner:



### The cursor

The cursor appears in one of three forms depending upon its location. If the cursor is in the icon selection area, it is an arrow pointing to one of the icons. If the cursor is on a photo, it is a hand which can select, move and drop the photo. If the cursor is on text, it is a block the size of the font currently being used.

### Adding photos

If you want to add a photo to the panel you are working on, it is a good idea to position it before adding text. This makes it easier for you to see how much space is left for text in the panel.

It is also a good idea to position the photos into the corners or along the borders of the panel. This generally allows for more text to fit in the panel.

Before a photo can be added to a panel, it must first be developed in the Photo Lab and then saved to a photo data disk. A photo may be as small as you like or as large as a panel.

To load a photo from a photo data disk, first select the **disk icon**. Use the joystick or cursor keys to blink the **LOAD PHOTO** option box and then press the selection button or key. The photo titles present on the photo data disk will be displayed on the screen. Scroll through the titles and select with the selection button or key the photo you wish to include on the panel. If you do not see the title of the photo you want, you may have stored it on another photo data disk. If so, remove the data disk in the drive and insert the new photo data disk. Then select the **NEW DISK** option from among the photo titles. The photo titles on the new data disk will be displayed. Once you have selected a photo, you will be returned to the Copy Desk with it.

To position the photo in the panel, move the cursor on top of the photo. The cursor will become a hand. Press the selection button or key to pick up the photo. You can now move the photo with the joystick or cursor control keys. Position it where you want it in the panel and then drop it by pressing the selection button or key.

If you wish to remove a photo, pick it up and drag it off the left border of the panel.

A photo can be repositioned at any time, even after text has been entered. Repositioning a photo, however, can reduce or increase the amount of text that can fit in the panel. It is possible that some text will be lost off the bottom of the page due to the repositioning of a photo. If the photo is put back in its first position or another position which allows for more text, the lost text will automatically reappear.

More than one photo can be placed in a panel and the photos may overlap each other.

### Adding text

You may choose from five types of text in the Copy Desk work area. Select the **font icon** and the Font Window will appear. You can select Small Serif, Small Sans Serif, Large Serif, Large Sans Serif or Large English.



Only one of the small fonts and one of the large fonts can be used in any given panel. Assume you have entered text using the fonts Large English and Small Serif. If you then selected Large Serif from the Font Window, Large English text already entered would automatically change into Large Serif. Any text subsequently entered would also be Large Serif. The small text would be unaffected.

While the cursor is in the text area, it can move only to where there is text. If no text has been entered, the cursor will automatically go to the uppermost, leftmost corner available. This position varies depending upon the presence of any photos in the panel.

The Copy Desk has been designed for you to use large fonts for headlines and small fonts for normal text. If you intersperse large and small fonts erratically, the results may be confusing and unsatisfactory.

If you want extra spaces between letters or words, use the space bar to add them. If you want extra spaces between lines, use the RETURN (ENTER) key to add them. If you wish to begin typing in a lower position than where the cursor is, use the RETURN (ENTER) key to move the cursor down the panel.

Do not use the RETURN (ENTER) key when you come to the end of a line of text. The Copy Desk will automatically determine for you when to begin a new line. Use the RETURN (ENTER) key only to start a new paragraph or add spaces between lines.

**Special note for Apple II+ owners:** since your computer interprets the RETURN key to be the same as CTRL-M (down cursor key), it is necessary for you to use CTRL-R as a carriage return rather than the RETURN key. If you press the RETURN key, the cursor will move straight down.

If you wish to break up a long word so that part of it is on one line and the other part is on another line, use a hyphen. The Copy Desk will break the word immediately after the hyphen and put the rest of it on the next line. This may often be necessary when adding text to narrow spaces between a photo and a panel border.

Use the SHIFT key to enter upper case letters. (Apple II+ owners use CTRL-C to toggle upper/lower case).

### **Editing text**

It is very easy to edit your text in the Copy Desk work area. You merely move the cursor to where you want it and begin to insert or delete text.

To insert text, simply type. The text you type will be entered wherever you have positioned the cursor. For example, assume you have typed **Put the cursor you want it** and realize you forgot to include the word **wherever**. You can insert the word by moving the cursor on top of the letter **y** in the word **you** and typing in the letters for **wherever** (don't forget to add the space). In other words, you insert text by moving the cursor exactly where you want the text to be and then type the text in. It's that simple!

Deleting text is just as simple as inserting it. Assume you have typed **Today will not be cold** for a weather report. But then you learn the temperature is dropping fast. You can delete the word **not** by moving the cursor on top of the letter **n** and pressing the DELETE key. (**Apple II+ owners:** press CTRL-D). You will need to press the DELETE key four times: three times for the letters and one time for the extra space. In other words, you delete text by moving the cursor on top of the first letter of the text and press the DELETE key as many times as necessary.

If you wish to replace existing text with different text, first move the cursor to the first letter of the text to be deleted. Next, delete the existing text and then insert the new text. You will not need to reposition the cursor before inserting the new text.

### **Is the panel finished?**

When you think a panel is finished, check it over thoroughly. Are there any large empty spaces that require a short filler story? Are the placements of the photos and headlines exactly where you want them? And, most importantly, is the grammar and spelling absolutely correct? It is important to check a panel over very carefully before concluding it is finished.

### **Very important...save your panel**

Be certain to save your panel to a data disk before you return to The Newsroom Menu. If you do not save it, your panel will be lost. If you have not finished the panel, save it anyway. You can load it at another time and finish it then.

It is a good idea to store all panels on a panel data disk. This will make it easier to find a specific panel when you are laying out a page in the Layout work area of The Newsroom.

To save your panel, select the **disk icon**. Enter a name with up to eight characters and press the RETURN (ENTER) key. Try to give the panel a name that will help you remember what it is and where it belongs (page and panel location).

After all the panels have been created and saved to disk, the next step is to arrange them on the page. This is done in the Layout work area of The Newsroom.

## FONT

### Icons in the Copy Desk work area:

The font icon allows you to select a font



The eraser icon erases all text from the work area



The garbage can icon clears the work area



The disk icon allows you to load photos and load or save panels

## MENU

The menu icon returns you to The Newsroom Menu

**Font    Menu**

## Layout Work Area

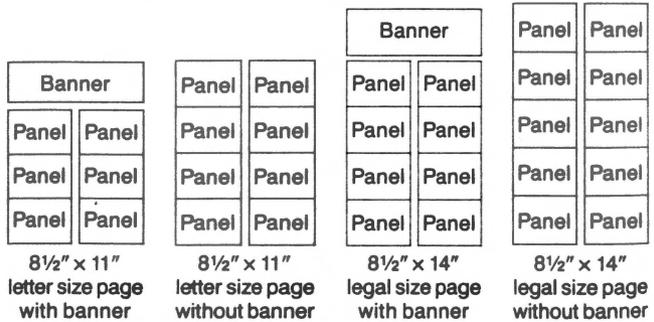
## Arranging the page

When the panels and banner have been made, they can be arranged onto a page in the Layout area of The Newsroom. To get to this area, select Layout from the Menu.

The first screen will present you with four options:

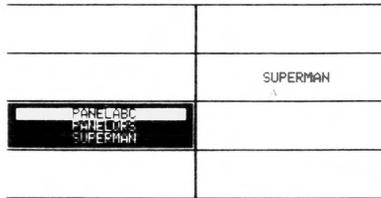
- Lay out a page with a banner
- Lay out a page without a banner
- Load a page from a data disk
- Return to the Menu

If you choose to lay out a page either with or without a banner, the second screen will request which size of page you will be printing. There are four different types of layout pages, each with a different combination of panels and banner:



## Lay out the page

Once the type of layout page has been selected, insert the data disk on which you have saved the panels designed for the page. Use the joystick or cursor keys to blink the panel area you wish to assign a panel to. Then press the selection button or key. The program will automatically display all of your panel titles found on the data disk in the selected area. For example, if you select the top left panel area, all of the panel titles on your data disk will be displayed in the top left panel area.



Move the selector bar to make the different titles scroll up or down. When the title you want is in the selector bar, press the selection button or key. That panel will be assigned to the selected area and its title displayed there. If you do not see the title you want and wish to search for it on a different data disk, insert the new data disk and select the **NEW DISK** option from among the titles. The titles on the new disk will be displayed for your inspection.

Follow this procedure to assign a panel to each panel area of the page. If no panel is assigned to an area, that area will appear blank when the page is printed out.

If you have selected to lay out a page with a banner, insert the data disk on which you have stored the banner design for the page. Use the joystick or cursor keys to blink the banner area at the top of the page. Then press the selector button or key. The program will automatically display all of your banner titles found on the data disk in that area. Select the desired banner in the same fashion you selected panels.

If you assign the wrong title to a panel or banner area, use the joystick or cursor keys to blink that area and then press the selector button or key. Select a new title for that area in the same fashion you selected the original title.

### **Save your layout to a page data disk**

You have determined the layout of your page. Now you need to save the page onto a page data disk. Once the layout of a page has been saved to a page data disk, all of the files necessary to produce that page are stored together. You will not need to search other data disks for any of the necessary panels or banner. This makes it very easy for you to transmit or print the page.

To save your layout to a page data disk, select the **SAVE** option at the bottom of the screen. Even if you have not finished your layout, save it anyway before returning to The Newsroom Menu. You can load it at another time and finish it then.

You will be asked to enter a name for the page. Give it a name that will help you remember which page it is. The name can have up to eight characters.

Next you will be asked to insert a data disk. All panel and banner files necessary to produce your page will be transferred to this data disk. If the data disk does not have enough space on it to hold the entire page, you will be requested to insert a different data disk. It is a good idea to use a separate data disk to store pages and not use it to store other types of files such as photos, panels or banners. Label it clearly as a **page data disk**.

At this point you will have to do some disk swapping. Follow the directions on the screen carefully and insert either the **page data disk** or the appropriate data disk containing the panel or banner file being requested specifically. It is at this point that you will appreciate good data disk organization with separate **panel data disks, photo data disks** and **banner data disks**. The end result will be a page data disk which contains copies of the banner and panels you have assigned to the page. Be certain to label the page data disk clearly so that you will always know which pages it contains.

If you decide to alter the page layout, insert your page data disk and select the option to load a page from a data disk. The page titles on your page data disk will be displayed so that you can select one to be loaded. Once the page is loaded, the names of the different panels and banner will be shown in their location on the page. Use the joystick or cursor keys to blink the area you wish to change and select a new panel or banner in the manner described above. If you make changes, be certain to save the new layout of the page before returning to the Menu.

Saving your page to a page data disk takes a little time, but it is well worth the effort. Once done, you can use the Wire Service to call up the entire page and automatically transmit it. The same is true with the Printing Press which will automatically print your page.

## **The Wire Service**

### **Use your modem to transmit the news**

The Wire Service allows you to use your modem, if you have one, to send or receive pages, panels, banners or photos that have been created in The Newsroom. It is an optional feature and is not required for you to create your newspaper. If you do have a modem, however, you can use it to communicate with your fellow news people. For example, assume you are editor-in-chief of your newspaper and have three editors working with you, each with his or her own staff of reporters and copy writers. These reporters and copy writers can work at their own locations and transmit their materials to their editor with the Wire Service. That editor can then edit their materials to his or her satisfaction before sending them on to you. Once you receive the materials, you can exercise full editorial powers by rearranging the panels, rewriting the text and even altering the photos! All this can be done without ever sending disks by mail or delivery service.

### **Apple, IBM and Commodore can talk to each other**

The Wire Service allows for transmission to and from previously incompatible computers. For example, a photo might be created on an Apple *IIe* and then sent to an IBM PC where text could be added to create a panel. The IBM PC could then send the panel to a Commodore 64 where the panel could be added to a page. The Commodore 64 could then send the page to a PCjr for final editing. In every instance, regardless of the type of machine, the photos and text will look identical. All the computers understand each other!

## **Sending and receiving news**

To send or receive news, select the Wire Service from The Newsroom Menu. The first screen will present four options:

- Change the modem setup
- Receive data
- Send data
- Return to the Menu

The first screen will also display the current setup including modem and baud rate. Examine this information before you send or receive anything. The two computers sending and receiving data must be set up at the same baud rate. If you need to change the set up, select the first option: **Change the modem setup**. Follow the screen instructions carefully and the program will set up the disk for your modem.

It is easy to use the Wire Service. Select the desired options and then follow the screen instructions carefully. The program will let you know when to dial or answer the phone, when a connection has been established, when the transmission is in progress and when the transmission has been completed. If something has gone wrong with the transmission, the program will abort the transmission and inform you of having done so. Many different things could cause the transmission to be aborted: a phone accidentally knocked out of its cradle, an incoming call on a two line system, etc. If the transmission is aborted, the best thing to do is to check the equipment of both sender and receiver and then try again.

If you are receiving news over the Wire Service, be certain to have appropriate data disks available. For example, if you are receiving a panel, have a panel data disk ready. If you are receiving a page, have a page data disk ready. If there is not enough room on your data disk to store the files being transmitted, you will be instructed to insert a different data disk into the drive.

There are many advantages to utilizing the Wire Service. For instance, you can incorporate the talent of more people in the production of your newspaper. Also, several different parts of the newspaper can be created simultaneously and then sent to the layout editor. And since the transmission happens so quickly, an editor can review an article and communicate suggestions to the author many times in a single day. Using the mail would require days and even weeks to accomplish the same thing. As your newspaper matures and your staff grows, you will find the Wire Service to be a valuable feature of The Newsroom.

## The Printing Press

### Roll the presses

Once a page has been defined in the Layout area of The Newsroom, you can begin to roll the printing presses and actually produce your newspaper! Or, if you want to see how a photo, banner or a panel looks on paper, you can print out a copy for your inspection. To do these things, select Press from The Newsroom Menu.

The first screen will present six options:

- Change the printer setup
- Print a page
- Print a panel
- Print a banner
- Print a photo
- Return to the Menu

Use the joystick or cursor keys to blink the desired option box and then press the selection button or key. If you have selected to print a page, panel, banner or photo, insert the data disk containing the files you wish to print. Your data disk will automatically be searched for the appropriate type of files (page, panel, banner or photo) and only those titles will be displayed on the screen. Select the title you want to print by moving the selector bar to it and pressing the selection button or key.

The first screen will also display the current printer setup. Examine this information before you print anything. If the printing equipment you use with your computer system is not specified, you will need to select the first option: **Change the printer setup**. Follow the screen instructions carefully and the program will set up the disk for your equipment. Once you have done this, you will not need to do so again unless you use the disk with different equipment.

If the printer fails to print your newspaper or does not print it properly, you probably entered some incorrect information during the setup process. The following instructions will help you set up The Newsroom Master Program disk correctly.

### **Printing with an Apple II+, IIe or IIc**

1. Insert the Master Program side of the The Newsroom program disks into the disk drive.
2. Select the type of printer you are using.
3. The next screen will request whether or not you want uni-directional graphics. This mode of printing is slower but creates better printouts.
4. Then indicate which interface card you are using by entering its number and pressing the RETURN key. If you do not see your card listed, try selecting the Apple parallel card. Note: If you have an Apple IIc, the program will automatically select the serial port.
5. Indicate which slot your printer interface card is in. Note: If you have an Apple IIc, the program will automatically select the proper slot.
6. The next screen will request whether or not your setup requires an automatic linefeed. A linefeed is necessary if your printer overprints on the same line. A linefeed is not necessary if your printer double spaces the printout.
7. The last screen requests how much of an end of line delay your setup requires. If you do not know what this should be, accept the default by pressing the RETURN key.

### **Printing with an IBM PC or PCjr**

1. Insert the Master Program side of the The News-room program disks into the disk drive.
2. Find the type of printer you are using by moving the selector bar up and down.
3. Make the selection by pressing the selection button or key.
4. The printer information will be automatically stored on the disk. Note: This program supports the IBM parallel interface.

### **Printing with a Commodore 64**

1. Insert the Master Program side of the The News-room program disks into the disk drive.
2. Find the type of printer you are using by moving the selector bar up and down.
3. Make the selection by pressing the selection button or key.
4. Select the proper interface card in a similar fashion.

### **Printer Checklist:**

1. Make sure the Master Program disk is configured properly.
2. Make sure the power cable is connected.
3. Make sure the printer cable is connected.
4. Make sure the printer power switch is on.
5. Make sure the printer has paper which is properly positioned.
6. Make sure the printer is on-line (selected).
7. Make sure the printer's removable top (if any) is firmly in place.
8. Make sure the dip switches are properly set.

# **The Complete Guide to Creating a Newspaper**

## **Creating Your Newspaper**

### **Where do you begin?**

The first thing to do is to decide why you want to publish a newspaper. Do you want to cover news for a certain group, like your neighborhood, school or office? Maybe you would like to publish a paper for the French Club, your Junior Achievement group or your bowling league. Perhaps you know some aspiring writers who need somewhere to publish their work. Whatever the purpose of your newspaper, making some decisions before you begin will make writing it much easier.

Decide who you want to read your paper and then find out more about them. What are their interests? What kind of information do they need? How old are they? Where do they live? These questions will help you provide relevant reading for them. If you are publishing a 4th grade newspaper, your readers would find a story about municipal stocks and bonds quite boring. However, they might find information on park and recreation teams for elementary aged kids very interesting. You may want to send your reporters out into the field to learn about prospective readers. By discovering more about your audience you will know what stories they will enjoy and what information they will find important.

### **Organize a staff...find people to help you!**

You can write a newspaper by yourself, but working with a newspaper staff is easier, more effective and much more fun. There are lots of jobs to be done when publishing a newspaper...from the editor who has the final word on an article to the person in charge of distribution. As you gain experience publishing your newspaper you will discover which of the following positions would make your operation run more smoothly:

**Editor**—The editor’s job is to maintain a high quality newspaper, coordinating everything that goes into the newspaper: news articles, features, photographs, etc. It is the editor who decides which stories are covered, who should do the reporting and writing and then gives the final OK after the article is written. If there are a number of sections to your newspaper, it may be necessary to assign an editor for each section. An editor in chief would then supervise each of these editors.

**Reporters**—A reporter collects information on an assigned topic and then writes a factual, interesting story about it. If you have a small newspaper, it is important to encourage your reporters to contribute their own ideas and write occasional feature stories.

**Other Contributors**—These are people both on and off your staff that act as columnists, cartoonists, feature writers, humorists, reviewers, etc. Assignments are usually based on the writer’s interests and talents.

**Proofreader or Copy Editor**—This person checks for accuracy, style and grammatical errors. It is a good idea to have someone other than the original writer work as proofreader as it is often difficult to detect your own errors. Remember, a good newspaper—one that is respected—not only has the facts correct, but also has impeccable grammar and spelling!

**Business Manager**—In a small newspaper, the business manager can often handle both the day-to-day financial responsibilities and oversee the advertising tasks. In a large paper, it may be better to split up these jobs. The business manager pays bills, keeps the staff supplied with materials and may deal with questions or complaints from the public. Advertising is an important funding source, so someone must find advertisers, check the quality of the advertisement and oversee the payment of ad space.

**Distributors**—Be certain to have someone deliver or sell your paper. Very often the staff can double in that capacity.

### **Find topics to write about**

Once you have defined your newspaper's purpose and readership and have selected a dependable staff, life at The Newsroom gets very exciting! Finding interesting things to write about is easier than you may imagine. One of the best ways to get ideas is to have a staff planning session before you start to work on an issue. Talk about the kinds of things you would like to include.

- Plan a variety of articles that reflects your audience's interests. Write down the areas that you want to include. Look at the section on "What goes into a newspaper?" in this booklet.
- How much coverage do you want to give a certain topic? You may want a whole section on cooking if your audience includes aspiring chefs. Or, you may want to include articles about popular rock groups if your audience includes many young musicians.
- Evaluate your newspaper after each issue. Talking about what went right and wrong is important for the newspaper's success. Try to find out what the readers liked so that you can include more of it in future issues.
- Brainstorm lots of ideas for stories. Encourage your staff to offer their ideas and write them down. Once you think you have exhausted all the possibilities, decide which ones ought to be pursued.
- Give everyone an assignment, keeping in mind each person's interests and talents.

## **What goes into a newspaper?**

There are many things you can include in your newspaper. What you put into it depends upon a number of things:

- The purpose of your newspaper. Be sure the staff knows why the paper is being written. A large part of this is defining the intended audience. Do you want to provide news or a place for people to publish their creative writings?
- What is important now?
- What information will affect your readership?
- What will the readership find interesting or entertaining?
- Articles and features should reflect the talents and interests of your staff while still remaining relevant to the readership.

Here is a list of ideas for your newspaper. This is not a complete list...use your imagination and add new and different things to it.

**News Articles**—This is what people most often expect from a newspaper. It includes stories about things that are happening now. Include scoops and stories your reporters have collected about current events. Remember, news is happening now!

**Columns**—These are written by members of your staff or people you have asked to do a feature for the paper on an ongoing basis. If there are several sections to the paper, include the columns in the most logical section. For example, a sports columnist's interview with an athlete would go into the sports section. A movie reviewer's column would be included in the entertainment section. Look in your local paper for other examples of regular columns.

**Editorials**—Quite often newspapers feature commentary on current events or issues that they view as important. It may be opinions about political decisions, food at the school cafeteria or the traffic patterns in the business district. Letters from readers are also included in this section. They provide them with the opportunity to speak out on issues important to them. Be sure the letters you publish are researched and reflect a carefully thought out viewpoint. You would not want to print something that is untrue or treats someone unfairly.

**Sports**—This section can include current sporting news or features about sports figures, fitness ideas for readers or sports strategy. A calendar of local sporting events is always a welcome addition.

**Features**—These are stories whose interest lies in some factor other than their news value. They are usually scattered throughout the paper, but not usually on the front page. The kinds of stories you could include would be an interview with a unique but not necessarily famous person, a human interest story or a funny story.

**Entertainment**—Include information about local events such as movies, plays, bands, dances and art shows. Let your readers know what is available for them to do in their community. This is also an excellent spot to review movies, records, books, plays and concerts. Look in your local paper for an example of an entertainment section.

**Food**—Recipes, menu planning, food features and reviews of restaurants are often included in this section. Sponsor a cooking contest and publish the winning recipes with the results.

**Fashion**—Clothes, colors, trends and prices are of interest to readers of this section. It's always a good idea to include some photos or art work.

**Calendar and Listings**—This can be one of the most valuable sections of a school, neighborhood or business newspaper. Let your readers know about everything that is going on in your area...from bake sales to elections, sporting events to fund raising drives. Invite clubs and other organizations to submit news about their activities.

**Advertisements**—One way to help pay for the production of your paper is to solicit ads from local businesses. Most papers charge advertisers according to the location and size of the ad. Ads usually do not appear on the front page, which is reserved for the most important news.

**Want Ads**—Give your readers a chance to advertise in your paper. They may want to buy something, sell something, find a job or hire someone.

**Filler**—These are special features to fill odd corners of the newspaper. Some possibilities: crossword puzzles, word scrambles, brain teasers, jokes, funny stories, weather news, trivia and creative writing.

## **The Interview... Investigative Reporting**

Once you have determined the topic for an article, get ready for action. Before the story can be printed in the newspaper, there is lots of work (and fun) to be done. You will need to learn about your subject, check and recheck your facts, put your ideas into written form and proofread it carefully. Then, if you like, add a picture to complement your story.

When you are writing a story, it is a good idea to do some research before you start to compose your article. The most fun way to find out about a subject is to talk to people that are involved in the event or know a lot about a certain topic. Be sure you know enough about the topic so you can ask questions. You want the person you are interviewing to take you seriously. If you wait until after the interview to do your research, you may find out there were lots of questions you wish you would have asked. Follow the guidelines listed in the research section.

### **Whom should you interview?**

Do you need to talk to one person or a lot of people? Perhaps you want to get the crowd's reaction to a college soccer game. What kinds of questions will give you that information and how many people will you need to ask? You'll probably want to stick to a few general questions to ask each person. If an important person is coming to your community, you can concentrate your efforts on that one interview. Develop a lot of questions so you can get an in-depth story about this person or what he or she knows. Talk with people that can add facts to your story, are involved with an event or could add pizzazz to your article.

Your questions should reflect what you want to know and how many people you are going to ask.

## **What do you ask?**

Before you do the interview and while you are researching your topic, ask yourself why you want to do the interview. This will help you figure out what you want to know and give you ideas for good questions. Write down all your ideas—don't worry about organizing them yet. It is always a good idea to jot down more questions than you think you could possibly ask. If you think you have only five minutes to interview the President of the United States, you may be tempted to write down only four or five important questions. But consider what happens if his next appointment is cancelled and you find yourself talking to the President for an hour. It would be unfortunate indeed not to take advantage of such an opportunity, so write down those extra questions! After you have jotted down ideas and possible questions, organize your thoughts.

- Group your questions into major categories. Which questions go together?
- Within a group of questions, which are most general or could be used to “title” other questions and which could be used to elaborate on a point? Organize your thoughts so that you have a question with which you would like to begin and then some follow-up questions that will give you more detail.
- Prioritize your questions. You will probably not have enough time to ask all the questions you have down on your notepad, so be sure you get to ask what you really want to know. You may want to list these questions first or highlight them in your notes.

- Experiment with different ways to take notes during an interview. Some people write down their questions beforehand, leave lots of space underneath each one, and then take notes right on the question sheet. Others like to keep notes on a separate sheet of paper. You will have to try a few different techniques until you find the one best for you.
- When you first interview, you may want to write notes to yourself on your questions sheet. Remind yourself to listen carefully and give the person lots of time to talk. Hmmms and pauses encourage the interviewee to expand on comments. Don't talk too much and be sure to look at the person directly.
- Don't be afraid to ask a question that isn't on your sheet. Sometimes something will come up that is more interesting than what you have thought to ask.
- It is very important to be accurate. If the person you are interviewing is giving you information involving numbers, don't be afraid to repeat the information you have written down.

## **Strategies for getting an interview**

If you are interviewing a lot of people on the street and your questions don't take up too much of their time, you probably won't have too many problems finding people to answer your questions. Be prepared with your questions, identify yourself and why you are talking to people and remember that your appearance will probably influence whether or not people want to talk to you.

Some people love to talk about themselves or their interests and have the time to do so. Setting up an interview with them should be easy. Call them on the phone or talk to their secretary to set up a time for an interview. Tell them who you are, why you are doing the story and a little about what you would like to know from them. This will give them something to think about before the interview.

Some people are not so eager to be interviewed or lack the time to talk to reporters. Here are some ideas for getting interviews with the reluctant or hard to reach person:

- Be persistent. Write or call often and try to make an appointment...even if you have to wait a long time for the interview.
- Settle for a written or phone interview. These aren't as in-depth, but you will still get valuable information.
- Frequent places where this person might be found. You may get to ask a few questions while walking to his or her car or set up an appointment for another time.
- Use your contacts. Do you have a friend or acquaintance that knows the person you want to interview? Ask them if you can use their name to get noticed or ask them to contact your elusive interviewee for you.

## **Refine your interviewing techniques**

There are a number of things that you can do to make an interview go smoothly. First, always be on time. It is better to be early and have to wait than to be late and miss your interview. Your appearance is also important ...you don't want to intimidate the person nor do you want to leave the impression that you are disorganized. A useful guideline is to imagine that you have the same job as the person you are interviewing. What is something you would wear to work? If you are interviewing the major, a suit might be appropriate. Jeans might be appropriate for talking to students. When in doubt, the clean-cut look is always safe.

Feel free to use a tape recorder to help remember what went on during the interview and help you use accurate quotes. Take hand-written notes too, however, because batteries can go dead. If you use a recorder, try not to look at it to check if it's working. Looking at the machine might make your interviewee nervous.

Be sure your questions are organized so that you can read them easily. You don't want your paper shuffling to be distracting. Try to remain relaxed. You'll have a lot more fun if you tune into the interview rather than your nerves.

## **Research...Find Out More About the Topic**

Interviewing people is only one way to find out more about your subject. Researching your topic is an important part of investigative reporting. You can find background information and re-check your facts using many resources:

### **Library**

The reference room is a great place to begin. Become familiar with encyclopedias, government documents, almanacs and other resources. The librarian knows where to find information on almost any topic...just ask! If you are interviewing an author, browse through some of his or her publications.

### **Magazines and daily newspapers**

If you don't subscribe to periodicals, the library has an excellent collection. If you would like to use magazines or newspapers as a source but don't know how to find articles on your topic, ask the librarian to teach you how to use the indexes.

### **Information groups**

Depending on your topic, there may be some organizations that can give you helpful information. For example, The League of Women Voters can give you election facts and the Better Business Bureau can provide valuable consumer information.

### **People**

Develop surveys or take polls on important issues. Your data can reflect the opinions of your specific audience.

## **Writing the Story... Pulling the Facts Together**

After you have collected all your information, it is time to write the story. Once you are familiar with the Copy Desk, you will never want to handwrite anything again. You will be amazed at how quickly you can write your story, make revisions and get it to the Printing Press.

### **Organization**

Think about your story before you write anything. Look over your notes, consider the questions you've asked and begin to organize the story. Write down major points you wish to make in the body of the article. Don't worry about order yet. If you aren't sure which points are significant, start by jotting down answers to the 5 W's and the H:

**WHO** is the story about?

**WHAT** has happened?

**WHEN** did it happen?

**WHERE** did it happen?

**WHY** did it happen?

**HOW** did it happen?

Now organize supporting information under each of your major points. This might take the form of quotes from interviews, statistics or background information you've collected at the library. Prioritize your information. What are the most and least important facts in the story? Many reporters organize their articles so that most significant information is in the first part of the article. If you look at your local newspaper, you will probably find that the first paragraph, called the lead, often answers the W-H questions. It is always written to attract the readers' attention so they will want to read the entire article. The rest of the story is usually an elaboration on this lead paragraph. Articles are traditionally organized this way to make it easier for the editor to cut down the size of a story. Rather than have to pick sentences and paragraphs carefully, he or she can usually omit the last part of the article.

### **Helpful hints**

Here are some helpful hints for newspaper writing. Try to keep these things in mind while you are composing:

- Tell the story. Be sure you are giving the audience all the important facts.
- Keep to the point. Have you included anything that doesn't add to the story? One way to check for irrelevant information is to have someone else read your story.
- Avoid big words and long sentences.
- Put your article away for a day or so and then revise it.

### **How about a headline?**

Headlines serve a number of purposes. They summarize the story, grab the reader's attention and break up the monotony of the printed page. Headlines should be action oriented and always have a stated or implied verb. Headlines are brief, like a telegram, and are often only a few words long. Sometimes writing a headline first can give you a mental block—you waste a lot of time trying to think of something. Many reporters write the "head" last because the article is complete and the pressure is off.

## **Photojournalism...Say It with Pictures!**

Everyone likes to look at pictures. In a newspaper they attract attention, help prove points and make the paper more fun to read. The Newsroom offers the unique feature of enabling you to create your own pictures. It can help emphasize a serious situation, poke fun at a humorous event or illustrate an utterly impossible story.

### **What makes a good picture?**

It is often said that a picture is worth a thousand words. Make your newspaper pictures tell a story by making them action oriented. Include people or characters to make them interesting. Try something out of the ordinary...anything's possible using the Photo Lab. Pictures help prove points in newspapers. For a news story, design your pictures to highlight the event. Remember, it should help tell your story.

Feature stories almost always include a photo. These are human interest stories and your picture should do what you want it to do—make your audience laugh, draw concern or make them feel happy. Pictures highlight the people or places involved.

## **Create exciting photos**

When you work in The Newsroom, your mind is the lens of the camera. You can create any picture you want using the Photo Lab...from the mundane to the amazing.

- **Become familiar with the clip art that is available.** Look through Appendix IV-Clip Art Overview and focus on the characters and objects that you could use to illustrate an article.
- **When you are out getting your story, look around.** What is going on? What are the people doing? What is interesting? What image could help you tell the story? Jot down some picture possibilities on the site.
- **When you are back at The Newsroom, browse through the clip art and select pictures that together or by themselves could illustrate your article.** Experiment with different elements: background, characters, objects.
- **If you can't find exactly what you want in the library of clip art, make changes to it or create your own.**

## Layout...Arranging the Page

When the articles are complete, the pictures created and the headlines written, it is time to figure out what goes where on which page. Laying out a newspaper can be lots of fun, especially if you do it as a group. Let everyone express their opinions and try out ideas.

### What goes where?

Make your first page the most dynamic and eye-catching. If you look at a daily newspaper, all the most important stories begin on the first page. The lead story is usually on the upper right hand side. Include your banner, a zippy headline for the important story, a picture and some teasers (pictures, graphics or a listing of what else is in the paper).



## SHIRLEY'S SHAPE SHOP

12 Elm St.      425-8882

Our Motto is: "We Get You In Shape!"

#### OPEN HOUSE

Shirley's Shape Shop is pleased to announce that it will be having an open house from 10:00 AM to 5:00 PM on Saturday, June 15th. Our special offer will personally take you on a tour of our new facilities. You will also get a chance to try out some of our new equipment, such as the recently introduced and the stationary front leaner. Our new leaner machine has just arrived and we are now offering a special price on this machine. If you are interested in any of our products, please call Shirley at 425-8882. We will be glad to assist you.

#### CAUTION: THOSE SPECIAL DRINK MIXES THAT PROMISE INSTANT WEIGHT LOSS DO MUCH MORE HARM THAN GOOD



Dr. or our legs have not yet arrived after an exhaustive study of special drink mixes. It's true! At the Shape Shop, our researchers have determined that... (text continues)



before      after

(and so, then they buy less food. Have experienced that they will not use and that some weight loss.



It is well known that... (text continues)

#### KIDS DAY-COMING SOON

Children's day... (text continues)

#### NEW AEROBIC CLASS OPENS UP

Shirley is also pleased to announce that... (text continues)

## **Layout tips**

The remainder of your articles, pictures and graphics will go inside the paper. Here are some tips for laying out your newspaper:

- Printed material should not cover more than about  $\frac{2}{3}$  of your page. It makes the paper seem dull. Add pictures and headlines for interest and to attract attention.
- Examine the overall “look” of the page. Is it pleasant to look at? Is your attention taken where you want it to be drawn? What impression will it make on the reader?
- Include a lot of people in your layout sessions.
- Avoid headline competition by arranging them around the pages, especially if two pages will show at the same time. Most people begin looking at the upper left hand corner and then let their eyes search toward the lower left hand corner. Place pictures and titles with this in mind.
- Try to keep headlines in the upper half of the page.
- Have plenty of fillers available to place where they are needed.
- Be flexible. Try all sorts of combinations and judge them for appearance and how they draw the reader’s attention.

If your back page will show, be sure that it is attractive too. You don’t want a potential reader to be turned off by an ugly or dull back page. If you mail out your newspaper, leave room for the address on the back page.

## Appendix I Glossary

<b>ad</b>	Abbreviation for advertisement
<b>assignment</b>	A story a reporter has been told to cover
<b>banner</b>	Name of the newspaper in large letters across the top of the front page (also called <b>flag</b> or <b>logo</b> )
<b>beat</b>	Reporter's regular assignment for covering the news
<b>byline</b>	Name of the writer appearing at the head of a news or photo story
<b>caption</b>	A label beneath a photo (see <b>cutline</b> )
<b>city editor</b>	The person in charge of the city desk who oversees the work of reporters in the newspaper's city of publication
<b>column</b>	1. The vertical division of text in the makeup of the newspaper 2. Articles that appear regularly in the newspaper that are written by the same person, reflecting a particular point of view
<b>columnist</b>	A person who writes a column
<b>copy</b>	The words in a news story
<b>copy boy</b>	An errand runner in a news office who carries copy
<b>copy desk</b>	The desk in a newspaper office where copy is edited and prepared for typesetting and printing
<b>copyreader</b>	A newspaper worker who corrects or edits copy written by reporters (this person may also write headlines)
<b>correspondents</b>	Reporters employed to furnish news of a certain type or from a certain place (also called <b>stringers</b> )
<b>cover</b>	To get all the details of a news report and write it up
<b>cutline</b>	The information which accompanies and describes a photo
<b>dateline</b>	The line at the beginning of a story which includes the name of the city or country where the event occurred and sometimes the abbreviation for the wire service or news bureau which submitted the story
<b>deadline</b>	The time at which all copy for an article must be in
<b>delete</b>	To take out copy or type (also referred to as <b>kill</b> )
<b>dummy</b>	A rough layout of a newspaper page showing placement of stories, photos, etc.

<b>edition</b> . . . . .	The entire number of copies of a publication printed at one time
<b>editor</b> . . . . .	The person in charge of planning and producing a particular part of the paper
<b>editor in chief</b> . . . . .	The editor having final responsibility for the operations and policies of a newspaper
<b>editorial</b> . . . . .	An article expressing the opinion of the newspaper or a person regarding a certain subject
<b>feature</b> . . . . .	A story in which the interest value lies in some factor other than news (often called <b>human interest stories</b> )
<b>filler</b> . . . . .	A small story with little news value used to fill in small empty spaces on a page
<b>flag</b> . . . . .	Name of the newspaper in large letters across the top of the front page (also called <b>banner</b> or <b>logo</b> )
<b>font</b> . . . . .	A complete set of type in one size and style
<b>headline</b> . . . . .	Commonly called head, it consists of large type summarizing contents of an article and must include a stated or implied verb
<b>jump</b> . . . . .	To continue a story from one page to another
<b>kill</b> . . . . .	To take out copy or type (also referred to as <b>delete</b> )
<b>lead</b> . . . . .	1. The opening paragraph of a news story 2. The most important story of the day, usually located in the upper right hand portion of the front page
<b>masthead</b> . . . . .	The detailed information printed in every newspaper stating the title, ownership, staff and subscription rates
<b>proofreader</b> . . . . .	One who reads proof pages and marks errors
<b>publisher</b> . . . . .	The chief executive of a newspaper
<b>reporter</b> . . . . .	The person on the newspaper staff whose responsibility it is to cover news assignments and write factual and interesting stories about the events
<b>scoop</b> . . . . .	A story obtained before other news organizations receive the information
<b>subhead</b> . . . . .	Headings used in the body of the story to break the monotony of the solid column
<b>typo</b> . . . . .	Abbreviation for typographical error
<b>W-H formula</b> . . . . .	Who, what, when, where, why and how

## Appendix II Annotated Bibliography

About Journalism (1978). For language and social studies. Well-organized, creative and easy to read. Deals with the way the newspaper is organized and how news is gathered, written, edited and printed. Grade level focus: 5-12. Source: Channing L. Bete Co. Inc., Joseph Long, Group Marketing Director, 200 State Road, South Deerfield, Massachusetts 01373.

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## Appendix III Proofreaders' Symbols

Instruction	Mark In Margin	Mark in Text	Corrected Version
Delete		the <del>new</del> paper	the paper
Insert	<i>new</i>	the paper ^	the new paper
Let it stand	<i>stet</i> in a circle	the <del>new</del> paper .....	the new paper
Make lower case	<i>lc</i> in a circle	<del>The</del> Paper	the Paper
Make upper case	<i>cap</i> in a circle	the paper ≡	the Paper
Transpose	<i>tr</i> in a circle	the <del>paper</del> new	the new paper
Close up space		the pap <sup>e</sup> er	the paper
Delete & close up		the <del>p</del> aper	the paper
Spell out	<i>sp</i> in a circle	10 papers	ten papers
Start paragraph	<i>A</i>	It's time. ^ Let's go.	It's time. Let's go.
Run in	<i>run in</i> in a circle	It's time. ↳ Let's go.	It's time. Let's go.
Move right		the ]paper	the paper
Move left		[ the paper	the paper
Move up		the pap <sup>e</sup> r	the paper
Move down		the pap <sub>e</sub> r	the paper
Align		the paper the paper the paper	the paper the paper the paper

Instruction	Mark in Margin	Mark in Text	Corrected Version
Straighten line	=	<u>the</u> paper	the paper
Wrong font	<i>wf</i>	the paper <i>o</i>	the paper
Broken type	X	the paper	the paper
Insert space	#	the paper	the paper
Insert period	o	This is it ^	This is it.
Insert comma	↗	go go go	go, go, go
Insert hyphen	~ = / ~ = ~	word for word	word-for-word
Insert colon	o	paper ^	paper:
Insert semicolon	^ ;	paper ^	paper;
Insert apostrophe	↘	Tom's	Tom's
Insert quotation marks	“ / ” /	the paper	the "paper"
Insert parentheses	( / ) /	paper ours ^	paper (ours)
Insert brackets	] / [ /	paper Tribune ^	paper [Tribune]
Insert en dash	1 / N	1984 1985	1984–1985
Insert em dash	1 / M	Do it now.	Do it—now.
Insert virgule	/	either or	either/or

## **Appendix IV Clip Art Overview**

In The Newsroom Clip Art library you will find over 600 pictures to select from. Each of these can be flipped over to face the opposite direction. See “Flip the Clip Art” in the Banner Work Area or the Photo Lab Work Area.

All pieces of Clip Art are in alphabetical order. Your Clip Art Disk has two sides.

Clip Art A (side 1)—has all clip art from AD 1 to MEN 1

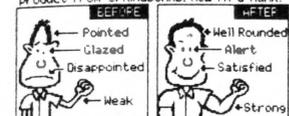
Clip Art B (side 2)—has all clip art from MEN 2 to  
**WORKERS 5**

On the next few pages you will be able to view all available clip art. This will make it easy for you to find the exact piece of art you want to use and will tell you which side of the Clip Art Disk it is on.

# Clip Art A (side 1)

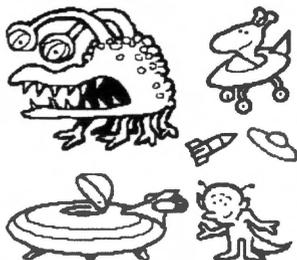
## Ad 1

I was a 98 pound weakling both mentally and physically till I bought my first educational product from SPRINGBOARD. Now I'm a Hunk!

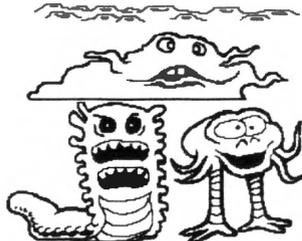


**SPRINGBOARD**  
The guaranteed educational software  
**SPRINGBOARD** Copyright 1984 by  
Springboard Software Inc. TM ®

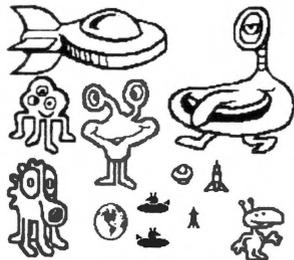
## Aliens 1



## Aliens 2



## Aliens 3



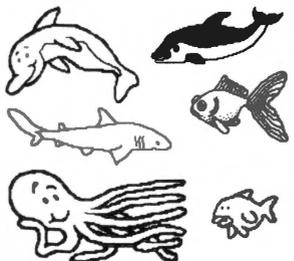
## Bears 1



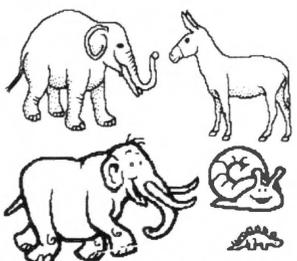
## Beasts 1



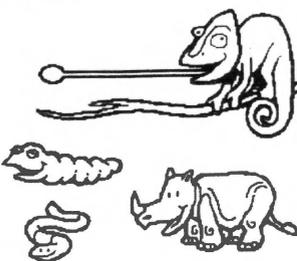
## Beasts 2



## Beasts 3



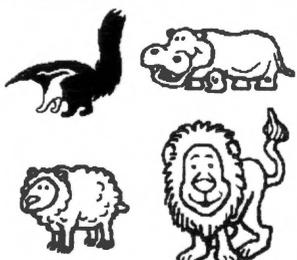
## Beasts 4



## Beasts 5



## Beasts 6

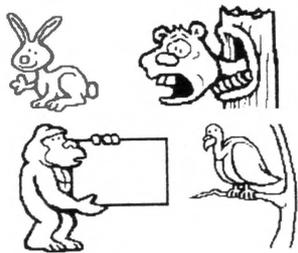


## Beasts 7

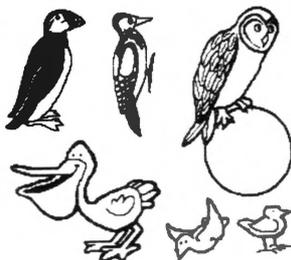


# Clip Art A (side 1)

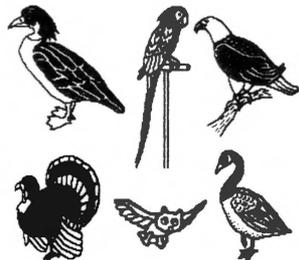
## Beasts 8



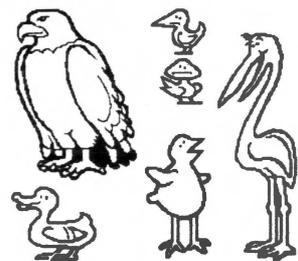
## Birds 1



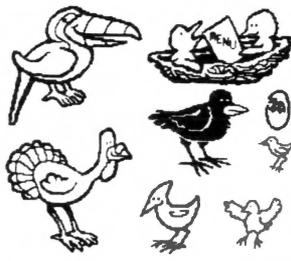
## Birds 2



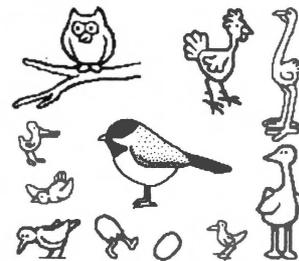
## Birds 3



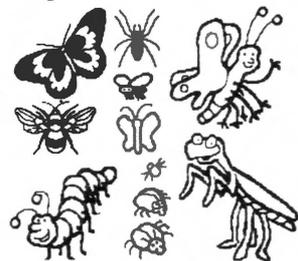
## Birds 4



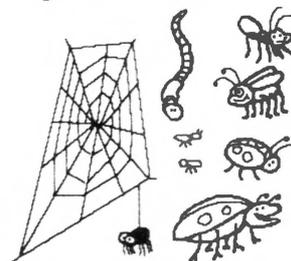
## Birds 5



## Bugs 1



## Bugs 2



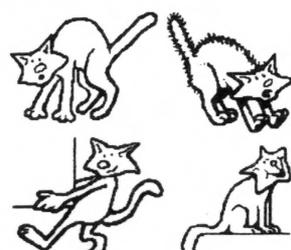
## Cats 1



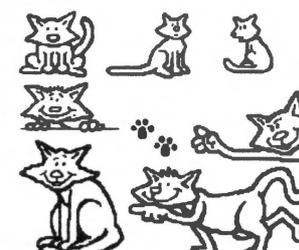
## Cats 2



## Cats 3

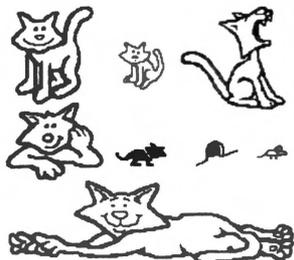


## Cats 4

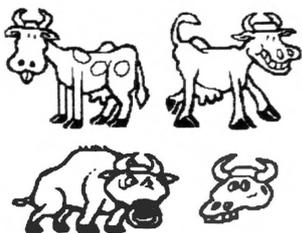


# Clip Art A (side 1)

## Cats 5



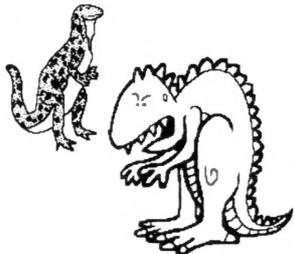
## Cattle 1



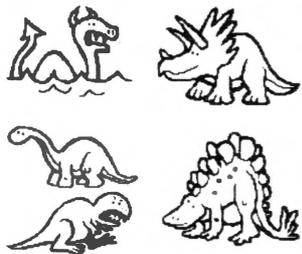
## Dinos 1



## Dinos 2



## Dinos 3



## Dogs 1



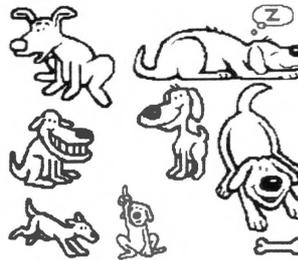
## Dogs 2



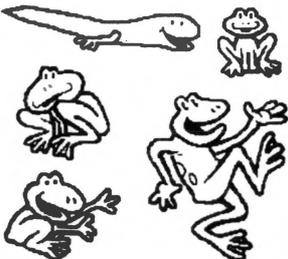
## Dogs 3



## Dogs 4



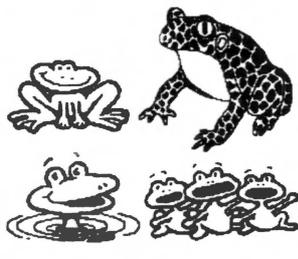
## Frogs 1



## Frogs 2



## Frogs 3



## Clip Art A (side 1)

### Holiday 1



### Kids 1



### Kids 2



### Kids 3



### Kids 4



### Kids 5



### Maps 1



### Maps 2



### Maps 3



### Maps 4



### Maps 5



### Maps 6



Clip Art A (side 1)

Maps 7



Maps 8



Maps 9



Maps 10



Maps 11



Maps 12



Men 1



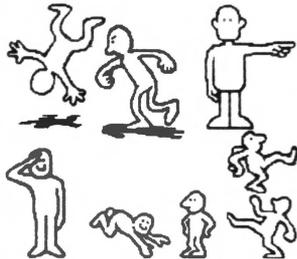


Clip Art B (side 2)

Penguin 2



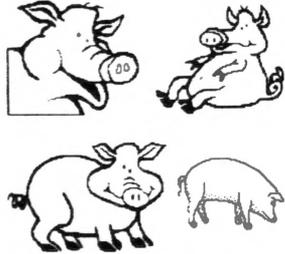
People 1



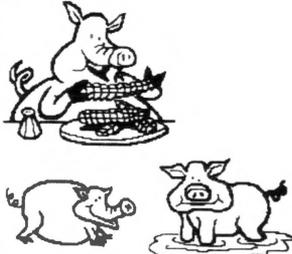
People 2



Pigs 1



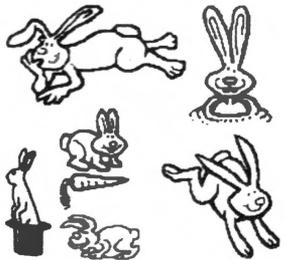
Pigs 2



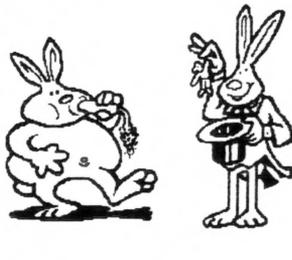
Pigs 3



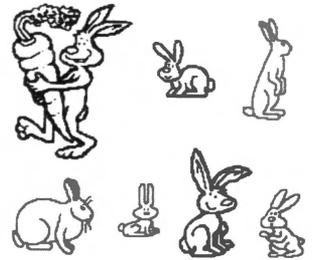
Rabbits 1



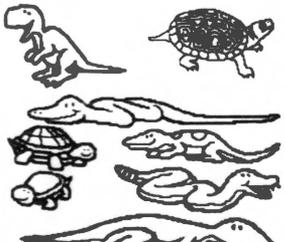
Rabbits 2



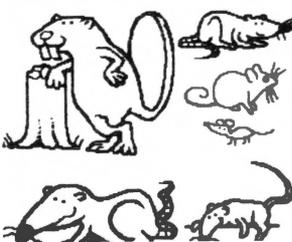
Rabbits 3



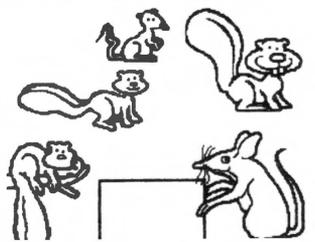
Reptile 1



Rodents 1

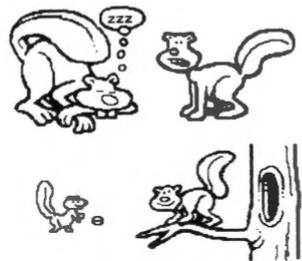


Rodents 2



## Clip Art B (side 2)

### Rodents 3



### Scary 1



### Scary 2



### Scary 3



### Scary 4



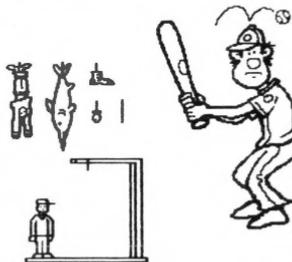
### Sports 1



### Sports 2



### Sports 3



### Sports 4



### Sports 5



### Sports 6

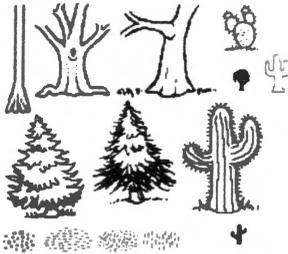


### Trees 1

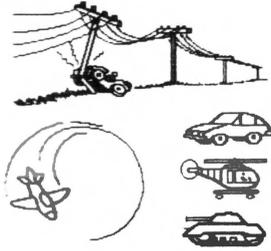


# Clip Art B (side 2)

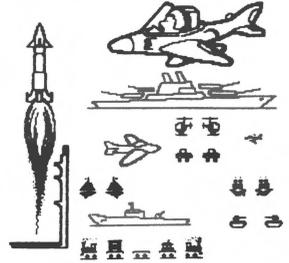
## Trees 2



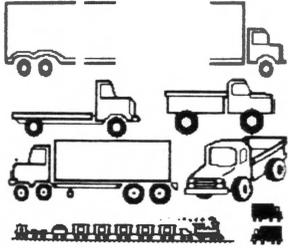
## Vehicle 1



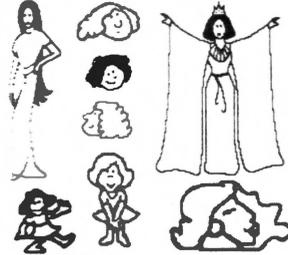
## Vehicle 2



## Vehicle 3



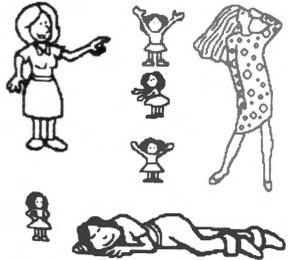
## Women 1



## Women 2



## Women 3



## Women 4



## Women 5



## Women 6



## Women 7



## Words 1

**SOLE EXTRA SPORTS  
FASHION STYLE  
SPECIAL REPORT NEWS  
ENTERTAINMENT  
COMICS SCIENCE  
WANT ADS EDITORIAL  
RECIPES party!  
SPECIAL OFFERS**

Clip Art B (side 2)

Words 2

**SALE** WARNING!  
**ELECTION REPORT**  
**VICTORY!**  
**HALLOWEEN 'MUSIC'**  
**FREE CHARGE!**  
**FOR SALE ZAP!**  
**CELEBRATION**  
**VACATION** wow!

Workers 1



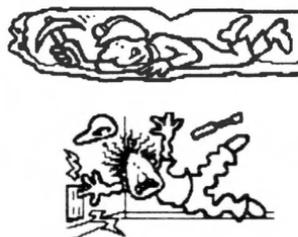
Workers 2



Workers 3



Workers 4



Workers 5



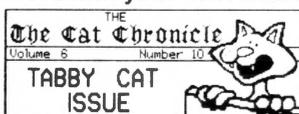
## Appendix V Tips for Newspaper Design

### Give Your Banner Personality

A. Make sure the name of your newspaper is clear and legible. Use large letters and leave plenty of white space around the name. The rule to remember: Keep it simple. The more information you try to put into your banner, the more displeasing to the eye it will appear.



B. Add some fun to your banner with the use of clip art. Position your choice of picture so that it does not overpower the name of your newspaper. The picture should be an accent. Notice how a box around the entire banner gives it a “finished off” look. Experiment with your own final touches.



C. When you select the **crayon icon**, the Graphic Tools window will appear and there are dozens of dramatic techniques you will find available for your use. Add tone, draw geometric shapes, shadow your banner and create interesting borders.



D. You set the tone of your newspaper with the design of your banner. This example is light and friendly. If you are looking for something more serious you might choose to use all type and add lines and background tone for impact. Try to match the personality of your banner to the kind of stories you will be putting into your newspaper.



## Create Photos that Complement Your Story

When you are selecting the piece(s) of clip art you want to include in your photo, always be conscious of good composition. It may take some practice to get your photo exactly the way you want it but remember, a picture is worth a thousand words.



A. You can select any of the over 600 pieces of clip art from The Newsroom, flip them over or actually create your own. When you choose a piece of clip art and it comes time to “crop” or “frame it up,” close in tightly with the box frame. This will give you maximum space for text when you return to the panel work area.

B. Many of the available pieces of clip art prompt you to add a caption. Personalize your photos by carefully selecting words which will complement your story.

C. Combine multiple pieces of clip art for a unique photo. Here we took the man, the fire and the moon and positioned them appropriately. Then we added a dark tone for the evening sky and completed the detail with sparkling stars. Your imagination is the limit.

## Watch the Balance Between Text and Photos

Once you begin writing a story it is easy to get carried away. Take the time to make sure that you create a “visual break” for your readers by inserting enough photos to balance out your text.

Here are two examples of a good and bad balance of text and photos. Which one is more appealing to you? Remember your readers. Don't overpower them with type.



Good Balance



Bad Balance

### Overall Layout Plays a Big Role in a Successful Newspaper

Here are a few examples of newspapers with different appearances. While designing your newspaper, try not to fall into a rut by using the same layout every time.

*Use concise, attention-getting headlines* to catch the eye of your readers. Make sure the headline represents the main idea of your story. You can stretch the headline across the entire width of the panel or try stacking the headline—word on top of word.

*Use subheads* to break up a long story. This makes it easier for your readers to get through the whole page.

*Use well planned photos* to help tell the story. As you are laying out your paper try to position your photos so that they are scattered proportionately throughout your page. Remember, a well balanced page of text and photos makes your newspaper much more enjoyable for your readers.

Following you will find some examples of newspapers which represent good layout.

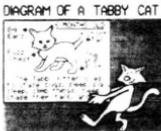
Check them over carefully. You may get an idea or two to get you going on your own newspaper!

THE  
**The Cat Chronicle**  
Volume 6 Number 10  
**TABBY CAT  
ISSUE**



**BRAVE TABBY SAVES MASTER FROM MEAN AND VICIOUS SQUIRREL**

Just when you thought you were safe from the mean and vicious squirrel, he decided to make a move. He was seen in the schoolyard, where he was seen to be eating the lunch of a poor boy. Tabby Cat, who has been watching the squirrel for some time, decided to act. He ran to the squirrel and bit his tail. The squirrel, in pain, ran away. Tabby Cat saved the boy's lunch and the boy was very happy.



**Howard and Rover's  
WEEKLY NEWS**  
MAY-22-1985 ISSUE 13



**SCHOOL IS OUT AND THE PAPER ADDS NEW FEATURES**

As the school year draws to a close, we are excited to announce that we have added several new features to our paper. We will now be publishing a "School News" section, which will provide you with the latest news from the school. We will also be publishing a "Sports" section, which will provide you with the latest news from the sports field. We hope you will enjoy these new features.

**MISTER HOPPER MAKES AN OFFER WE CAN'T REFUSE!**

Mister Hopper has made an offer that we can't refuse. He has offered to give us a large amount of money. We are very grateful for his offer, but we have decided to decline it. We are happy to have Mister Hopper as a friend, but we do not need the money. We will keep the offer as a reminder of his kindness.

**TENNIS THE MENACE**

Tennis is a very popular sport, but it is also a very dangerous sport. It is a menace to the health of the players. Tennis can cause a variety of injuries, including sprains, strains, and fractures. It is important to take proper precautions when playing tennis. This includes wearing proper shoes, using proper technique, and taking breaks when needed.

**H&R WEEKLY TO BE TRANSMITTING TO NORTH PARKSIDE READER**

We are pleased to announce that our paper will now be transmitted to North Parkside. This will allow us to reach a larger audience and provide you with the latest news from the area. We hope you will enjoy reading our paper and that it will be a valuable source of information for you.



**NORTHEAST  
HIGH SCHOOL  
NEWSPAPER**  
Created by The Students and Faculty of N. H. S.  
December 18, 1984 Vol. 2



**BULLDOGS TAKE A BITE OUT OF BAYVIEW**

The Bulldogs have taken a bite out of Bayview. They have won the game and are now leading the league. The Bulldogs are a very strong team and they have shown that they are capable of competing with the best. They have a lot of talent and they are very hardworking. They are a team to watch.

**NOT EVERY ONE LIKES LEMON MERINGUE PIE**

Not everyone likes lemon meringue pie. Some people like it, but some people don't. It is a very popular dessert, but it is not for everyone. Some people like the tartness of the lemon, while others don't. It is a matter of personal preference. Everyone has their own favorite dessert.

**STOP THEM! WHOEVER YOU ARE**

Stop them! Whoever you are. They are a very dangerous group. They are trying to cause trouble and they are trying to hurt people. They are a threat to the safety of our school and our community. We need to take action against them. We need to stop them before they can do any more harm.

**WANTED**

Wanted. A person who is wanted for a crime. The person is very dangerous and they are a threat to the safety of our community. We need to find them and bring them to justice. We need to stop them before they can do any more harm.

**NOMINATIONS FOR STUDENT COUNCIL THIS WEEK**

Nominations for Student Council are being accepted this week. We are looking for students who are interested in serving their school and their community. We are looking for students who are hardworking and who are committed to making a difference. We are looking for students who are willing to take on the responsibility of being a student council member.

**VOLUNTEERS TO HELP PAINT THE NEW COMPUTER CENTER**

We are looking for volunteers to help paint the new computer center. The center is a very important part of our school and we want to make it look nice. We need your help to make it look like a professional computer center. We need your help to make it a place where students can learn and grow.

**THE GOOD NEWS BEARS**  
ISSUE FOUR  
Produced by the Larson Family Press



**PUMPING OATMEAL**

Pumping oatmeal is a very healthy food. It is a good source of fiber and it is low in fat. It is a good food to eat for breakfast. It is a good food to eat for lunch. It is a good food to eat for dinner. It is a good food to eat for a snack. It is a good food to eat for a treat.

**OUR WILD WEST VACATION**

Our wild west vacation was a very fun and exciting experience. We went to a very beautiful area and we saw some very interesting things. We had a very good time and we are looking forward to going back soon. It was a very memorable vacation and we will always remember it.

**AMY'S BUG COLLECTION TERRORIZES 78th STREET**

Amy's bug collection has terrorized 78th Street. She has collected a variety of bugs and she is showing them to everyone. She is very proud of her collection and she is showing it to everyone. She is very happy and she is very proud of her collection.

**WALTER'S WEATHER**

Walter's weather is very interesting. He has a very good sense of weather and he is always right. He is a very good weather forecaster and he is always right. He is a very good weather forecaster and he is always right.



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