2. Make a stamp of your main character(s). Save this in your stamp folder. You need to, but making a stamp will give your cl **Choose Your Own Ending Directions** To save a Personal Finishes will be made using three movies, one for the beginning part of a story and one for each of the two endings. These movie will be made up of many frames illustrating all of the parts of the story. It is up to you how many frames you need to use for each part. Anima **Getting Started: Group Decisions** type in on the 1. Decide, as a group, on the following elements of your story. to adva A. Where will the story take place? This w B. Wha C. Who will gc Clear Sailing ? (limit 1 or 2) Add buttons to your menu frame so that your viewers can choose which ending to tell your see. 5 our story. You will f one part You can move the buttons around using the Squish tools (make sure³, that can you are in the Not Recording mode) if you don't like where you originally placed them. Return to the title frame and design an appropriate illustration. Keep the background simple and add the title of your story and all of your names. 68 Share your presentation with your class **Adapting This Project for All Ages** This project is perfectly suited for classes of different ages to work together. Older students can write and animate decide "What happens next?" ing in Amazing Animation. additional ending to their story. Older students should be cautioned to allow the younger children creativity, even if it may not fit with their original concept of the story.

