

## Bloom 3 Session 1

### Bloom Session 1

#### Introduction

Bloom is a computer program. It was made so that making books can be easier. Bloom was designed with new computer users in mind. It has special features to guide them. People need less training when compared to other programs.

Because of this, Bloom can help more people get involved in building a large collection books in the local language. Later, other people can use Bloom to translate those books into other languages.

We know that it takes many books to make reading worthwhile and fun. True literacy also takes many books. Otherwise, readers do not get enough practice. The problem has been who will make all those books? How will we find the time? Where will we get the content?

That is why Bloom was created.

In Bloom, a collection is a group of books, shell books or templates. There are two kinds of collections.

- A vernacular collection is a collection that is translated into a particular vernacular language.
- A source collection is a collection that uses a national or regional language. The books and shell books made here are intended to be books that will be translated in vernacular collections. That is, they are one of the sources of books..

#### Getting started

In Bloom, the term *book* includes books as normally understood. Book also can include other publications such as a wall calendar. In this session, we will focus on making a regular book.

The installers are in the subfolder Installers. Install Bloom version 3. Install Art of Reading. Verify that Microsoft .Net Framework 4. 5 has been installed.

The data files for this session are found in the subfolder *Data\Lizard and Hyena*.

Start Bloom.

#### To Create a Collection

When Bloom is first opened, you see only the **Collections** tab. Otherwise you see the standard toolbar.

1. Click the **Other Collection** button.

The **Open/Create Collections** dialog box opens

2. Click **Create New Collection**.

The **Create New Bloom Collection** dialog box opens.

Click **Vernacular/Local Language Collection**. Then click **Next**.

Select *English* as the main language for this collection. Then click **Next**.

Enter country and then click **Next**.

Enter **English Books** as the project name and click **Next**.

Click **Finish**.

3. The Main window appears. At the top of the window, the name of your new collection and the version number of Bloom appears. Now you are ready to add a book to your collection.

To Add a basic book to a Collection

1. In the Main window, under the **Collections** icon, you have the collection name along with a list of all the books in this collection. You have several pre-defined templates in the **Sources for New Books** pane.

In the **Sources for New Books** pane, click **Basic Book**.

Click **Make a book using this source**.

2. The Book window appears. Bloom makes a book from the template. It opens to the **Front Cover** page. Notice that the book appears in the **Edit** tab. The left pane is called **Pages**. It shows the pages that are in your book. The highlighted page in the **Pages** pane is displayed in the center.

The **Front Cover** page should be displayed. The top text box should hold the book title.

Edit **Front Cover** as follows: Enter The *Lizard and the Hyena* as the title. Click **Change Image** in the picture frame, then click **File** and select *Pic3.jpg*. Click **Set up metadata** to add metadata information about the picture. Explain the **Credit, Copyright & License** dialog box and then exit. Click **OK**.

Edit **Credits Page** by clicking **Click to edit Copyright & License**. Then enter the contents of *TCredits.txt* into the appropriate textboxes. Then click **OK**.

Edit **Title Page** as appropriate.

Now we are ready to add content to our book. Click **AddPage**. The **Add Page** dialog box appears. It shows templates you can use to add more pages to your book. The name of each template describes the page layout for that page. For example, the **Picture On Bottom** template lets you put words at the top of the page, while the picture is below the words. **Basic Text & Picture** puts the picture on the top of the words. Select **Basic Text & Picture**. Then click **Add this Page**. The new page appears. Insert picture *Pic1.jpg*. For more information about [inserting picture/images into a picture frame](#).

Insert the contents of *Text.txt* - first section into textbox. Click the **Gear** icon to change font and size of the text. For more information about [inserting content into a textbox](#).

Click **Add Page**. The **Add Page** dialog box appears. Here you choose the template page you want. Select **Picture on Bottom**. Then click **Add this Page**. Insert picture *Pic2.jpg*. Insert the contents of *Text.txt* - second section into textbox.

Add a **Basic Text & Picture**. Insert picture *Pic3.jpg*. Insert the contents of *Text.txt* - third section into textbox.

Add a **Picture on Bottom**. Insert picture *Pic4.jpg*. Insert the contents of *Text.txt* - fourth section into textbox.

Add a **Basic Text & Picture**. Insert picture *Pic5.jpg*. Insert the contents of *Text.txt* - third section into textbox.

Have the participants add the next four pages.

Show how to reorder the pages of the book.

Show how to remove a page from a book.

Click on the Question Mark for one of the pictures to add license information for all the pictures.

To publish a Basic book

Now we are ready to publish this book by creating a *pdf* file which can be taken to a printer for printing.

1. Click the **Publish** icon

Select each option and review.

Click **Save PDF**

2. Go to the folder where you saved the *pdf* file. Display *pdf* file.

Exercise

To practice creating a basic book using Bloom, do the following:

1. Create a basic book using the pictures and text in the *Data\Lion and Fox*. Create it in the *English Book* collection. Use the Basic Book template.
2. Fill in the front cover page, the credit page and the title page.
3. Create the necessary pages for the story, trying different template pages.
4. Add any copyright information required
5. Create a *pdf* booklet of the story
6. Display the *pdf* booklet.