Learning has never been such fun!

A computer is an ideal teaching tool for young children - if you have the right software. **Fun School 2** for 6-8 year olds consists of eight colourful and exciting programs that have been carefully designed by a team of educationalists.

The computer itself monitors the child's progress. The skill level - initially set by the parents - is automatically adjusted to suit the child's ability.

Now children can enjoy using their parents' computer while learning at their own pace.

Fun School 2 for 6-8 year olds consists of:

Number Train: Calculations made enjoyable

Shopping: Which shops for which products?

Maths Maze: Fun improving arithmetical skills

Treasure Hunt: An introduction to coordinates

Bounce: Get to grips with angles

Packing: Discover interlocking shapes

Caterpillar: Word-building challenge

Number Jump: Have fun practising tables

Each program has been thoroughly tested in homes and schools.

You can give your children a head start with **Fun School 2** - it's the ideal way to introduce youngsters to the joys of using a computer.
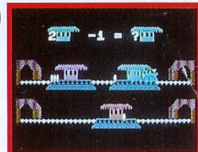
Also available: **Fun School 2 for the Under-6s.**
Fun School 2 for the Over-8s.

Shopping: Enjoy finding which goods come from which shop

Treasure Hunt: Find the bounty - and learn about coordinates

Number Train: Arithmetic is transformed into colourful fun

Screen shots taken from various computer formats.

fun school 2

For 6-8 year olds

FUN SCHOOL 2 FOR 6 TO 8s
THE KEYS - GENERAL CONTROLS

Pressing **Escape** twice and replying **N** to the Another Go? prompt will return you to Basic to allow you to **RUN** another program on tape.

At the prompt there are also some hidden options for teachers and parents: On programs where difficulty levels can be selected, you can press **Control+D** and enter your choice. This will be the new default for all the programs.

On programs where your own selection of words can be entered, you can press **Control+W** and enter them.

Sound can be turned off by pressing **Control+Q** or on with **Control+S**.

Joysticks may be selected by pressing **Fire** and keyboard selected with the **spacebar** - **Fire** then replaces the spacebar.

On the CPC series, **Z, X,]** and \ are often used for left, right, up and down movement.

In these instructions, anywhere where **arrow keys** are mentioned you may use either these popular keys in place of arrow - cursor - keys or joystick.

NOTE: On CPC464 and CPC664 there is no **Return** key. Whenever **Return** appears in these instructions it refers to the large **Enter** key near the main keyboard.

If you inadvertently break out of a program, you can resume by entering **CONT**.

Loading instructions are on the tape.

THE PROGRAMS
Number Train

Press the **spacebar** to stop the train at the station with a matching colour. A number of passengers will get on the train and the child is given an addition sum to find out how many people are then on the train.

Answers are entered using the **number** keys and **Return**. There are 3 difficulty levels. Level 1 has answers up to 10 with a maximum of five getting on or off at any time.

In level 2 the highest answer is 19 with numbers up to nine. Level 3 has numbers up to 99 with 35 being the largest that will be added or subtracted.

In levels 2 and 3 the numbers of passengers getting on and off is not related to the actual sum but in Level 1 they can be used as an aid by the child.

Shopping

Four shops and a frog's shopping list are displayed. As each item on the list is highlighted the child must guide the frog using the **arrow keys** into the correct shop and then press the **spacebar** to buy the item.

The next item on the list is then highlighted.

Maths Maze

Guide the frog - using the arrow keys - along the stepping stones from the start in the top left of the screen down to the bottom right. When the frog meets one of the robot guards they will ask a mathematical question.

To pass by, the child has to give the right answer using **number keys** and **Return**.

Treasure Hunt

Help the frog find the buried treasure. Enter your guess by typing in the **letter** of the row your square is in and the **number** of the column.

You will be told if your guess is cold, warm, hot or very hot. Use the clues to move closer to the hidden treasure.

Bounce

This game encourages coordination and logical thinking. The aim is to bounce the ball so that it hits the apple. The ball is thrown from the hand - at the bottom of the screen - which can be moved left or right with the corresponding **arrow** keys and tilted with the **up or down** ones.

The ball is thrown with the **spacebar** and it then moves forward and is deflected in a consistent way by the walls and obstacles. There are four levels od difficulty which can be selected as usual and an extra hard fifth level for those doing well on the fourth.

Packing

A set of shapes has to be packed into an empty rectangle. The frog is guided on to the selected shape using the **arrow** keys and the shape is picked up by pressing the **spacebar**. The shape can now be guided to the desired place in the rectangle with the **arrow keys** and dropped by pressing the **spacebar** again.

Press **Return** to rotate the shape you are holding.

Caterpillar

Help the caterpillar to eat the apple by finding the hidden word. Use the **letter keys** to type in your guess.

If you are right the letter is put in its correct position - or positions - in the word and the caterpillar moves closer to the apple, finally eating it when the word is guessed. Guesses are displayed across the bottom of the screen, and the number of dots displayed - starting with 10 on the first level, nine on the second, eight on the third and seven on the fourth - shows how many more wrong guesses may be made.

There are 3 built-in sets of words or you may enter your own - level 4. The words are as follows:

Level 1: Animals - cat, dog, sheep, goat, horse, cow, bird, frog, fish, and duck.

Level 2: Food - potato, bacon, apple, orange, beans, jelly, cheese, bread, butter, and carrot.

Level 3: Clothes - dress, jacket, jumper, anorak, sandal, shirt, trousers, socks, blouse, and scarf.

Number Jump

The child has to guide the frog across the pond by stepping only on those lilypads with multiples of the key number displayed on screen.

The frog is guided with the **arrow keys.**

There may be more than one route across the pond and there is no penalty for choosing a longer or shorter route, or for back-tracking if there is no way through at any point.

Only non-multiples are counted as wrong answers, and after three incorrect responses the child is shown the correct path. Levels selectable for this game are:

Level 1: Multiples of 2 and 10
Level 2: Multiples of 3 and 5
Level 3: Multiples of 4 and 6
Level 4: Multiples of 7, 8 and 9.