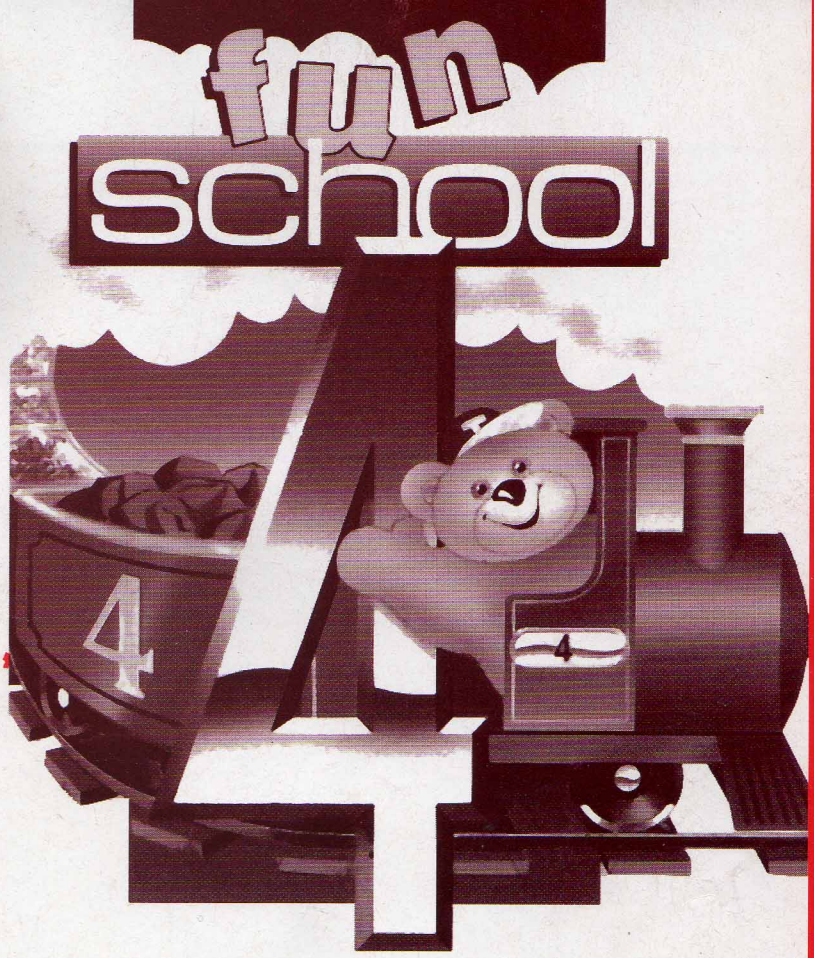
fun school 4



for the under 5s

Atari ST
Amiga
PC

Archimedes
Commodore 64
Spectrum
Amstrad CPC
Amstrad PCW

fun school 4

for the under 5s

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Introduction

Welcome to the magical world of Fun School 4 for the under 5s! We are proud to present the latest six programs in the best-selling Fun School series which will delight, entertain and, most importantly, educate your children in a wide variety of skills. Each of these programs has been carefully designed by a team of educationalists following guide-lines laid down by the National Curriculum.

Fun School 4 is a unique and comprehensive introductory learning package. It uses a variety of colourful and stimulating graphics along with numerous sounds which will encourage children's progress. Using this package children will:

- be introduced to a simple reading vocabulary,
- be encouraged to develop basic numerical skills,
- experiment with a simple to use painting program,
- be able to control the way in which a number of favourite nursery rhymes are played, and
- develop basic keyboard skills.

Children will be fascinated by these programs and will want to return to them time and time again.

To use your Fun School 4 package, simply follow the instructions provided on the label of your cassette/disk.

Each of the programs has been designed to be as simple as possible to use. The majority of the programs can be controlled from the keyboard, using a

simple combination of **Spacebar** and **Enter** or **Return** keys or, with certain computers, using the **mouse**. Despite this simplicity, it is important that when each game is first used children receive assistance and supervision. This will greatly reduce the possibility of tears and frustration later on.

To help you to help your children, the instructions in this manual are presented in the form of a short story. It is suggested that you read the story to your children as they first use each program. Where appropriate, each program begins at the lowest level of difficulty and will progress to higher levels in response to your child's achievement. By pressing the Levels key (see table below), programs can be moved immediately to the next level of difficulty. These easy to use methods for selecting and leaving the programs will allow your children to switch between games without help, playing each one for as long as they wish.

Computer	Change Level	Quit Game
Atari ST	F10	ESC
Amiga	F10	ESC
PC	F10	ESC
Archimedes	F10	ESC
Commodore 64	F1	Run Stop
Spectrum	Symbol Shift + 0	Symbol Shift + Q
Amstrad CPC	F0	ESC
Amstrad PCW	Paste	Alt Stop

Children in any age group have widely differing abilities. Fun School 4 has been developed to appeal to as wide an ability and age range as possible. Children as young as two or three should be able to play these games at their lowest levels, while at their highest levels, they may prove taxing to some six year olds

Instructions

The following instructions are in the form of a short story which takes us through Teddy's busy day. In order to first introduce children to Fun School 4, each relevant section should be read aloud to them once a program has been loaded. You should let them experiment, where appropriate, with the lowest level of each game before proceeding to the next stage of the story

and the computer package. The operating keys mentioned in this story can be used on all computers. Some systems will allow for additional input methods. Where appropriate, a summary of the available keys is given at, or near to, the beginning of each set of instructions.

Teddy's Busy Day

What a busy day Teddy is going to have! He has many new things to learn about, but he will also have lots of fun.

Addition

Computer	Select	Confirm
Atari ST	Space/Cursor Keys	Enter/Return
Amiga	Space/Cursor Keys	Enter
PC	Space/Cursor Keys	Enter/Return
Archimedes	Space/Cursor Keys	Enter/Return
Commodore 64	Space	Enter/Return
Spectrum	Space/Cursor Keys	Enter
Amstrad CPC	Space/Cursor Keys	Enter
Amstrad PCW	Space/Cursor Keys	Enter
The number keys 1-9 can also be used for direct entry of answers		

First, Teddy is off to Nursery School. Today, he and his friends are going to do some sums.

Level 1

The little bears are sitting in front of the board. Teacher Ted has some pictures to show them. Can you help Teddy and his friends count how many objects are in each picture? If you can, they will be able to go out to play.

Once you have counted the number of objects in the picture, press the **Spacebar** until the flashing square reaches the correct number. Then press **Enter** (or **Return**). If you are right, one of the little bears will leave the classroom and go out to play. If you are wrong, Teacher Ted will shake his head. Don't worry, you can try again.

Level 2
Now the little bears are going to try some sums. This time there are objects and numbers on the board. Can you help the teds to add the two numbers together? Teddy finds sums hard. He says that he can get them right by counting all of the objects in the picture.

Answer the questions just as you did in Level 1. Every time you get a sum right, one of the teds will go out to play.

Level 3
You have done so well in helping the little bears to do their sums that Teacher Ted thinks that you can manage without the pictures. Can you see the sum on the board? Do you know what it comes to?
Teddy thinks that these sums are difficult. Sometimes he asks his teacher for some bricks to help him. If you find the sums to hard why don't you find some objects to count. Teddy makes two little piles of bricks: one for each number and then counts how many he has altogether. Teddy says if you find the sums hard why don't you look for some bricks to help you?

You can answer each question in the same way as you did before.

Teddy Paint

After coming in from the playground, Teacher Ted says that the little bears can spend the rest of the morning painting.

Teddy's painting game uses the computer keyboard. On the wall of the classroom is a big poster, this lists the different keys that can be used in the painting game. Sometimes Teacher Ted needs to look at this to tell the teds which keys to press on their computer:

Computer	Move Brush	Draw	Display Key Table
Atari ST	Mouse	Left Mouse	Help
Amiga	Mouse	Left Mouse	Help
PC	Mouse/Cursor Keys	Left Mouse/Enter/Return	Caps Lock
Archimedes	Mouse/Cursor Keys	Left Mouse/Enter/Return	F12
Commodore 64	Joystick/Cursor Keys	Fire Button/Enter/Return	F7
Spectrum	Cursor Keys	Enter	Caps Shift + H
Amstrad CPC	Cursor Keys	Enter	Caps Lock
Amstrad PCW	Cursor Keys	Shift	Find

Press a key. If you press one from the top two rows of letters, the shape may change. You can change a shape for a number if you want to. You may also be able to change the colour. To find out how to do these things, look at the Teddy Paint Keys Table in the program. Try pressing some keys. Can you see what happens?

Now, let's paint a picture!

Find a shape (and a colour) that you want to use in your picture. You can use this in the same way as you might use a paintbrush on a sheet of paper. You can move it around the screen with the Move Brush keys. To put it onto your picture, press the Draw key (to find out which your Draw and Move Brush keys are, look at the Teddy Paint Keys Table).

Now try pressing one of the keys from the bottom row of letters on the computer's keyboard. Here you will find all sorts of exciting objects to place in your picture.

Teddy has found out that by pressing some special keys he can also change these objects. (To find out what these keys are on your machine press the help keys detailed in the table above. With most computers these are the function keys **F1** to **F3.**)

Teddy has just found that if he presses the second of these special keys and then the key with the comma on the bottom row, he has a picture of a cow. One of his friends has shown him that if he holds down the Draw key and moves the brush around, he can makes lots of cows appear in the picture. Teddy has decided that he wants to paint a row of different coloured cows. Teacher Ted tells him to press the **Spacebar** (Not available on the Amstrad PCW version).

"It doesn't do anything ," says Teddy.

"Hold down the Draw key and keep moving the brush," says his teacher.

Can you find out what Teddy saw on his computer screen?

Teacher Ted then told Teddy that if he pressed the Rubber key he could use the rubber to rub out any part of the picture that he did not want.

When Teddy has finished painting a picture and wants to start again, he knows that if he presses the Clear Screen keys, his picture disappears.

Teddy has discovered lots of different ways of making pictures. Can you?

When Teddy draws a nice picture, his teacher saves it to his own special disc using the Save key. Teddy's special disc now has lots of pictures on it, to see one of them again he has to press the Load key and then choose the picture that he wants to see. Some of Teddy's friends' computers have tape decks instead of disc drives. They have found that they can also save and load their pictures to cassette.

Teddy likes using his painting game. He knows that whenever he forgets how to do something he can press a key which shows him a Help screen. He can then ask his teacher to help him to read how to do something.

Fun Train

Computer	Select	Confirm
Atari ST	Space/Right Mouse	Enter/Return/Left Mouse
Amiga	Space	Enter
PC	Space/Cursor Keys	Enter/Return
Archimedes	Space/Right Mouse	Enter/Return/Left Mouse
Commodore 64	Space	Enter/Return
Spectrum	Space/Cursor Keys	Enter
Amstrad CPC	Space/Cursor Keys	Enter
Amstrad PCW	Space	Enter

After lunch, Teddy's mum takes him to the park. There is a fun fair and Teddy gets onto his favourite ride, the Fun Train.

Level 1
Can you see the picture on the Fun Train carriage? Does this match the picture in the middle of the Fun Train ride? If it doesn't, press the **Spacebar** and Teddy will take a ride and pick up a new picture. Keep doing this until the picture on the Fun Train carriage matches the one in the middle of the ride. When both pictures are the same, press **Enter** (or **Return**).

Teddy says that he can match some of the pictures by reading the words on top. Can you?

Level 2
Now some of the pictures on the Fun Train ride have been replaced by words. Can you match these words to their pictures? Teddy says that he has

to look hard at the shape of the words to match them. If you look hard you should be able to help Teddy continue on his ride.

Level 3
Now, Teddy must match picture with words. Teddy says that this is difficult. When he found it hard he played the earlier levels again and looked very carefully at the sounds made by each beginning letter.

Teddy's House

Computer	Select	Select Parts of House	Confirm
Atari ST	Space/Cursor/Right Mouse	Space/Mouse	Enter/Return/Left Mouse
Amiga	Space/Cursor/Right Mouse	Space/Mouse	Enter/Left Mouse
PC	Space/Cursor/Right Mouse	Space/Mouse	Enter/Return/Left Mouse
Archimedes	Space/Cursor/Right Mouse	Space/Mouse	Enter/Return/Left Mouse
Commodore 64	Space	Space	Enter/Return
Spectrum	Space	Space	Enter
Amstrad CPC	Space	Space	Enter
Amstrad PCW	Space	Space	Enter

After a busy afternoon in the park, Teddy and his mum go home to find that the painters have arrived to decorate their house.

Level 1
The painters have forgotten which colours to use and they ask Teddy and his mum to pick the right ones. Can you help them?

The question at the bottom of the screen asks you which colour to paint a part of the house. Can you read it? Don't worry if you can't, the little picture on the bottom of the screen shows you where the paint is going to go. Now press the **Spacebar**. You will see the paint brush move between the cans of paint. When you have found the colour that you want to use, press **Enter** (or **Return**) and the item will be painted.

The painters have brought lots of paint with them but a can will become empty if you use too much of any colour. If this happens, pick a different can and try again..

When you, and the painters, have finished their van drives away.

Level 2
The painters have now finished and want to check that they have used the right colours. Can you help them? The question now asks what colour each

of the items in the picture is. Find the can with the right colour on it as you did before and then press **Enter** (or **Return**).

When you have named the colours of every part of the house, the painter's van will drive off.

Level 3
Now the painters need your help in painting the house. The question at the bottom of the screen asks you to find a certain colour. Pick the right colour as you did before. Now you are asked to paint a particular part of Teddy's house. Move the hand on the screen until it is over the correct part of the house (to find out how to do this, look at the table above) as you move the hand around, a little box on the top of the screen will tell you the name of the part of the house that it is over. Once you have found what you are looking for, press **Enter** (or **Return**).
Teddy's long and busy day is not nearly over yet. He is now going to his best friend's birthday party.

Teddy's Karaoke

Computer	Select	Confirm
Atari ST	Space/Cursor/Right Mouse	Enter/Return/Left Mouse
Amiga	Space/Cursor/Right Mouse	Enter/Left Mouse
PC	Space/Cursor/Right Mouse	Enter/Return/Left Mouse
Archimedes	Space/Cursor/Right Mouse	Enter/Return/Left Mouse
Commodore 64	Space	Enter/Return
Spectrum	Space	Enter
Amstrad CPC	Space	Enter
Amstrad PCW	Space	Enter
To play through the Rhymes on level 2 use the Space bar		

Teddy loves the music at the party, they play all of his favourite songs. Teddy asks if he can help with the music machine. The bear in charge of it, Teddy D, agrees to let Teddy have a go. Can you help him?

Level 1
Teddy and you can pick a song to play at the party. Teddy D gives Teddy a list of his records. Can you see it on the screen? Choose the one that you want to play by pressing the **Spacebar**, the one that you have chosen will flash. When you have found the song that you want to play press **Enter** (or **Return**).

As the song plays, you will see a little ball bounce over each of the words.

Why not try to sing along with the music? Once the song has finished you can choose another one.

Level 2
Teddy says that he wants to help to play the songs. Teddy D asks him to tap out their beat. Teddy thinks that's hard and needs your help.

Pick a song just as you did before.

After you have chosen a song it does not play at once. To make each note play you must tap on the **Spacebar**. Each time you tap the **Spacebar**, a note is played. Can you tap it to make the tune sound right? Teddy says that if we find this hard it might be a good idea to listen to the songs again on Level one.

Level 3
While the other teds are getting ready to go home, Teddy D says that he knows a great game that you can play with his machine. He chooses a song. It plays, just as it did at first, but this time the music stops when the bouncing ball gets to a certain word. Teddy D says that he uses this for musical chairs. Teddy wants to know how to start the music again.

"Simple," says Teddy D, "just tap in the first letter of the word on the keyboard."

Can you help Teddy to play this game and make the songs play to the end. Just do as Teddy D says, and tap in the first letter of the word on which the bouncing ball stops. To help you, the missing letter appears on either side of Teddy D's record deck.

Teddy's Books

The keys used in all computer systems are identical for Teddy's Books. When prompted you simply press the appropriate number key on the computers keyboard.

After such a busy day, Teddy is tired out. His friends are staying the night. They are all tucked up in bed and are waiting for Daddy Ted to read their favourite story book. They can't agree on which book they want to listen to so Daddy Ted says that he will read a few pages from each of their favourite books. But which book is Daddy Ted reading from? If you can

find out, you can help the tired little teddy bears drop off to sleep.

Level 1
Daddy Ted is reading from one of six books. All of the books on the shelf are in order, but the one that Daddy Ted is reading from is missing. Can you work out which one it is? When you think that you know, press the number of the book on the keyboard. If you are right, one of the tired teds will drop off to sleep. If you get the answer wrong, you can try again.

Level 2
Teddy has been looking at his books and has put them back in the wrong order. Can you help Teddy and his friends get off to sleep by working out which book Daddy Ted is reading from?

Level 3
Daddy Ted has found some more of Teddy's books (they were under the bed!) He has already read from some of them. Which one is he reading from now? Try to find out which books are missing from the shelf and then guess which one Daddy Ted is reading. If you are wrong, you will be told to pick a bigger or a smaller number.
Level 4
Daddy Ted has now read from most of the books, but which one is he reading from now? You can play this game in the same way as you did before, but you might need to do a lot of guessing!

Good luck, says a very tired Teddy!

Parent/Teacher Section

1. The aims of each program

Addition

This program aims to teach and reinforce simple number facts:

Level one encourages children to count up to nine.

Level two introduces simple addition (up to a total of nine). As suggested earlier, the sums can be turned into simple counting exercises.

The final level encourages children to appreciate simple addition facts. They

may not easily recognise that, say 5 + 4 = 9. If, however, they have mastered Level two and some bricks or other countable objects are made available, they should soon be able to tackle this level.

Teddy Paint

Teddy Paint will encourage children to:

- explore and use the computer keyboard,
- use their imaginations to produce simple pictures.

Children should be encouraged to experiment with this program and discover what each key is used for.

This program introduces a simple reading vocabulary.

On level one, children have to match pictures which are labelled with their names. As Teddy is made to move around the Fun Train, the picture (and label) carried by the train alters. Children will find it a simple matter to match each of the pictures but they should also be encouraged to look at the shape of each word (especially the first letter) as they make their matches. They should realise that when different pictures are shown they are accompanied by different words and that identical pictures carry identical words

On level two, children must match a labelled picture to the identical word contained within the picture. In this case, they will have to look at the shape of each word as they attempt to match them.

On level three, children have to match an unlabelled picture to its corresponding word. Children should proceed to Level three only when they have developed a fundamental understanding of the shape of the words used in levels one and two. Level three requires a simple ability to recognise the words used in the earlier stages of this program.

The words used in Fun Train are:

axe, boat, butterfly, castle, fireman, fish, hat, hedgehog, ice cream, king, ladder, mushroom, nails and telephone.

Teddy's House

The main aims of Teddy's House are to:

- encourage a simple reading vocabulary using the names of the parts of the house as well as the names of colours,
- encourage children to think about the use of colours, and,
- help children to realise that things which are used (in this case paint) are finite.

In level one, children simply have to select colours to paint the various objects used in the program. The names of each colour appear on the front of the paint cans. The names of the objects (parts of the house) to be painted appear on the screen along with a small picture representing that object.

In level two, children have to match the colours of pre-painted objects to their colours on the screen. Again, names are accompanied by small pictures representing each object.

Level three is slightly more difficult than the preceding levels inasmuch as basic reading skills are needed to find the relevant colours and objects on the screen. Children can complete this level by matching words, but in so doing they will gain an appreciation for the appearance of each of the words being used.
The words used in Teddy's House are:
chimney, curtains, door, garage, gate, house, post box, roof, wall and *windows.*

The colours used vary between computer systems.

Teddy's Karaoke

This program can be used to:

- encourage reading skills using eight well known nursery rhymes,
- encourage basic keyboard skills,
- help children to realise that music contains a timed beat.

Throughout each level the words which correspond to the tune being played are highlighted using a bouncing ball. As suggested in the story, on level one children should be encouraged to watch this ball and "sing-along" to the tune.
On level two, children control the way in which each tune is played by tapping out the rhythm using the **Spacebar**.

Level three encourages children to develop a fundamental appreciation of the position of keys on the keyboard as they have to depress keys relevant to the first letter of certain words to allow the tune to progress.

Teddy's Books

Teddy's Books is a simple counting, sequencing and guessing game.

On the first level, children have to look at an ordered sequence of numbers. One number is missing from the sequence. Children must count through the sequence looking for this missing number.

On Level two, their task is complicated by the fact that the numbers are in a random order. Again, they must look for the missing number but this may first involve them in trying to sequence the disorganised numbers.

Levels three and four are similar to the earlier stages of this game except that more than one number is missing from a potential sequence of eight. Now some guessing is involved. Each time children type in an incorrect answer, the program suggests whether the number should be bigger or smaller. These two words are flashed on the screen in relevant sized print to reinforce the statement.

2. Fun School 4 and the National Curriculum

Fun School 4 has been developed to take full account of the National Curriculum. This outlines the core material which is being taught in the majority of schools in England and Wales. The lowest level of study is Key Stage 1 and is directed at children below the age of seven. Although this package has been developed, on the whole, for children of pre-school age it is intended to prepare children to tackle a number of important components of Key Stage 1 of the National Curriculum. A summary of the Attainment Targets (ATs) of the National Curriculum covered (in part or in full) by Fun School 4 for the under 5's is given in the table below.

	Addition	Teddy's Books	Teddy Paint	Fun Train	Teddy's House	Teddy's Karaoke
English						
AT 2 (reading)*	●	●		●	●	●
AT 3 (writing: communicating meaning using pictures etc.)		●				
Technology						
AT 5 (Information Technology)*			●		●	●
Maths						
AT 2 (number: counting)	●	●				
AT 3 (number: addition)	●					
AT 4 (number: estimation)	●					
AT 12 (handling data: sorting)		●				
AT 14, (handling data: appreciation of random events)		●				

Fun School 4 for the under 5s at least partially covers each of the above ATs at Level 1. Those ATs marked with an asterisk (*) are also partially covered at Level 2.

Don't forget to register to receive your FREE Fun School Colouring Book. Just send in your registration card or ring 051-357 2961 between 9am and 5pm, Monday to Friday.

Credits

Project Management Team: Alex Blagg, Marc Dawson, Lee Fahy, Nick Harper, Arran Maclean, Chris Payne, David Thomas, Richard Vanner.
Program Design: Marc Dawson, David Jones, Chris Payne, David Thomas, Richard Vanner.
Original Graphics: Mark Healey (ISC)
Graphics Conversion: Neil English (ISC)
Atari ST version: Programmed in STOS Basic by Darren Ithell, Daryl Kiley, Terry Mancey.
Commodore Amiga version: Programmed in AMOS Basic by ISC, Darren Ithell (music and sound effects), Terry Mancey, Dominic Ramsey, Len Tucker.
PC version: ISC.
Commodore 64 version: ISC, Rapidsoft, Chris Walsh.
Amstrad CPC version: ISC.
Spectrum version: ISC.
Archimedes version: ISC.
Amstrad PCW version: Chris Sadler.
Packaging Design: Wendy Mellor.
Paste-up and typography: Visual Eyes, Stockport.
Printing and Packing: Millets and Multipac, Leeds.
Instructions: Marc Dawson, David Jones, Chris Payne.
Testing: Alex Blagg, Marc Dawson, Lee Fahy, Nick Harper, ISC, Peter Lee, Arran Maclean, Fay, Robin & Lee Meakin, David Thomas, Richard Vanner.