

fun school



Atari ST
Amiga
PC

Archimedes
Commodore 64
Spectrum
Amstrad CPC
Amstrad PCW

fun
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4

for 5 to 7 year olds

fun
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Introduction

Welcome to the fascinating world of Fun School 4 for children between the ages of 5 and 7! 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 learning package set in Freddy Frog's magical world. It uses a variety of colourful and stimulating graphics along with numerous sounds which will encourage children's progress.

Each program is an educational game, using them children will:

- use their knowledge of the alphabet to help Freddy to sort out words and books in Library
- play Basketball and develop a logical understanding of numerical and alphabetical sequences
- learn about money as they play Shopkeeper
- try out their mathematical skills as they help Freddy to finish building his Log Cabin
- direct Freddy around his pond in Opposites and improve their vocabulary, and
- develop basic keyboard skills as they try to out-run the crocodile in Typing.

Children will be enthralled and 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/disc.

Each game has been designed to be as simple as possible to use. They can be controlled from the keyboard (most use a simple combination of Cursor keys and **Return** or **Enter** keys). Despite this simplicity, it is important that when each game is first loaded children receive assistance and supervision. This will greatly reduce the possibility of frustration and tears later on. The instructions in this manual are presented in the form of a short story. It is suggested that you read the story with 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), they can be moved immediately to the next level of difficulty.

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

These easy to use methods for loading and leaving the programs will allow your children to switch between games without help, playing each one for as long as they wish.

Children in any age group have widely differing abilities. Fun School 4 has been developed to appeal to as wide an age and ability range as possible. On their lowest levels, the games in this package should be able to be used quite comfortably by children under the age of five. While on the highest levels, they may still prove taxing to a seven or eight-year-old.

Instructions

The following instructions are in the form of a short story. In order to first introduce children to Fun School 4, each relevant section should be read with them once a program has been loaded. You should let them experiment with, where appropriate, 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 most computers. Some systems use alternative or additional input methods. Where appropriate, a summary of the relevant keys for each computer system is given near to the beginning of each set of instructions.

Freddy Frog's Busy Week

Freddy Frog was a very tired frog! What a week he'd had!

Freddy is in charge of Pondsville Park. This means that he has to make sure that the park is kept tidy and check that the flowers around the ponds and lawns are looked after. He also has to make sure that the park opens and closes on time and that everyone who visits Pondsville Park has a wonderful time.

Last week was especially busy because the schools had just broken up and the park was full of children. The adventure playground had to be prepared, the ice cream cabin stocked up, the tennis courts and putting greens made ready for the children. In fact, there seemed to be thousands of things to do!

Freddy was exhausted! But he didn't mind because now he was on holiday. Freddy wanted to do nothing more than have a quiet relaxing time doing quiet relaxing things. So Freddy really looked forward to the first day of his week off...

Library

On Monday morning, Freddy overslept. No-one minded – after all, it was the first day of his holiday. Mrs Frog brought him his favourite breakfast of chopped bull rushes and lily-pad tea. Freddy gulped it down and

decided to read the last chapter of his library book, "The Three Frogeteers".

After a short while, Freddy had read the last page.

"That was good!" he sighed, "Time to go and get another book from the library. Then I can spend the rest of the day sunbathing and reading."

Within a few minutes, Freddy hopped into the library. Behind the counter sat his friend, Terry Toad. This surprised Freddy as he expected to see the librarian, Jessica Frog. Terry looked worried. On the counter was a large pile of books in a terrible mess!

"What are you doing here?" asked Freddy.

"Oh, Freddy, Jessica Frog went on holiday yesterday and I offered to help out. It's so busy here. I only have time to stamp books in and out. People keep returning books and I don't have the time to do anything about them, so they just pile up!"

"I'll help!" said Freddy without thinking (he is a very generous Frog).
"What can I do?"

"You could sort the books into order for me," replied Terry.

"Easy," said Freddy, "and while I'm at it, I'll use the computer to check where they should go."

So, Freddy picked up ten books and took them over to the computer. Then he started to sort them out.

Game Play

Computer	Select	Confirm	Editor	Timer On/Off	Timer/Speed
Atari ST	Mouse/Cursor Keys	ESC	F8	F9	F1,F2,F3
Amiga	Mouse/Cursor Keys	ESC	F8	F9	F1,F2,F3
PC	Mouse/Cursor Keys	ESC	F8	T	S,M,F
Archimedes	Mouse/Cursor Keys	ESC	F8	T	S,M,F
Commodore 64	F1	Run Stop	F3	T	S,M,F
Spectrum	Cursor Keys	Symbol Shift + Q	Symbol Shift + 8	Symbol Shift + T	S,M,F
Amstrad CPC	Cursor Keys	ESC	F8	T	S,M,F
Amstrad PCW	Cursor Keys	Alt Stop	F8	T	S,M,F

Freddy has to sort the books into alphabetical order. The books with words nearest the beginning of the alphabet have to be placed on the top of the pile. Can you help Freddy to do this?

Next to the books is an arrow. This is used to pick up books and move them. You can move the arrow between each book using the movement keys, shown in the keys table.

When you have found a book that you want to move, press the confirm key. Now you can move the book in the same way as you moved the arrow. When the book is where you want it to be, press the confirm key again. It will now stay in place.

Carry on moving the books around until they are in alphabetical order, with those near to the start of the alphabet at the top of the pile and those near to the end at the bottom.

Once you have finished, use the movement keys to take the arrow to the box that says "Done" and press the confirm key. If you have helped Freddy to sort all of the books correctly, he will look around and smile. If you have made any mistakes, the arrow on the screen may show you a book that needs to be moved and where you should move it to. You can take the arrow back to the pile of books and change their order again.

If you want to, you can play against the computer by turning a timer on. Now, you will be given only a short time in which to sort the books. To do this press the timer on/off key. You should now press the timer speed key

to tell the computer at which speed you want to play.

On Level 1, each of the books has one word on it. Freddy must sort out the books using the first letter of each word. For example, if you see the word *arm* you must place this above the word *eyes*. If, on the other hand, you see the words *hat* and *hill* these can be sorted in either order (*hat - hill* or *hill - hat*) so long as the first letter is placed into the correct position in the alphabet.

On Level 2, Freddy must sort the words on the books into an exact alphabetical order. Can you help him?

If you see words which begin with the same letter, for example, *hat*, *hill* and *hand*, you should look very carefully at the letters which follow the first letter in the words. In our example, the words *hat*, *hill* and *hand* all begin with the letter *h*. Two of the words (*hat* and *hand*) have the second letter *a*, these must be placed above *hill* where the second letter is *i*.

But which order should *hat* and *hand* be in? Look carefully at the third letter. With *hand* the third letter is *n*. This comes before *t* (the third letter of *hat*). So, the order of these three words is: *hand - hat - hill*.

In Level 3, Freddy has found some books which have full titles on their covers. Help him to sort these out using the first letter just as you did for the words in Level 1.

On Level 4, you should help Freddy to sort the books using the first two letters of the titles.

In Levels 5 and 6, Freddy has found another pile of books, this time they have the names of the authors along with their titles. On Level 5, help Freddy to sort the books using the complete title (just as you did for complete words on Level 2). Finally, on Level 6, the books should be sorted out using the authors' names.

If you want to, you can change the words and the names of books and their authors used in this game. Instructions on how to do this are given in the Parent/Teacher Section.

Basketball

On Tuesday morning, Freddy was waken up by the 'phone. It rang and rang until Freddy jumped out of bed and answered it. It was the coach of Pondsville's Sequences Basketball team. Today, they were playing a special match at the Sports Centre and their star player had a bad dose of frog 'flu.

"Can you help us out please Freddy?" said the coach.

As Freddy hated to disappoint anyone, he agreed.

Freddy spent the whole morning practising with the Pondsville team. In the afternoon, their opponents, The Toad Town Hoppers, arrived ready for the great game of Sequences Basketball. Soon it was Freddy's turn to shoot at the basket.

Can you help Freddy and his team to win by completing some sequences?

Game Play

To operate this program use the keyboard to enter your answer then press the Return (or Enter) key.

Five people in the front row of spectators are holding up some cards. One of them has a question mark on it. Can you work out what should be in the place of the question mark? If you can, Freddy will be able to score points for his team.

Once you think that you know what is missing, type in your answer using the keyboard. If you make a mistake press the **Delete** key (or **Backspace**). When you have entered your answer, press **Return** (or **Enter**). Freddy will then throw the ball into the basket. If you get the answer wrong, you will be told how the sequence works and shown some of the sequence on the top of the screen. You can use this to help you to answer the question again.

There are four levels to Basketball. Each is a little harder than the one before.

Shopkeeper

On Wednesday, Freddy woke up early and went for a long hop around his pond.

"Nothing like a healthy hop-jog before breakfast," he said to Mrs Frog as he jumped into the kitchen, "what's for breakfast? I'm starving!"

"I'm sorry dear," replied Mrs Frog, "we have nothing at home."

"Never mind," said Freddy, "I'll go shopping."

Soon, Freddy was standing outside of Froggy Save Supermarket and looking in the window.

Game Play

Computer	Change Level	Quit Game
Atari ST	Mouse/Cursor Keys	Enter/Return/Left Mouse
Amiga	Mouse/Cursor Keys	Enter/Left Mouse
PC	Mouse/Cursor Keys	Enter/Return/Left Mouse
Archimedes	Mouse/Cursor Keys	Enter/Return/Left Mouse
Commodore 64	Space/Joystick	Enter/Return
Spectrum	Space/Cursor Keys	Enter
Amstrad CPC	Cursor Keys	Enter
Amstrad PCW	Cursor Keys	Enter

Level 1

Freddy is trying to work out if he has enough money to buy some of the things that he can see in the window. Can you help him?

The question asks which coin will buy a certain item. Look at the supermarket window and find out how much that item costs.

Now look at the bottom of the screen. There are a row of coins here. One of them is the same value as the item in the question. Can you see which one it is?

Once you have worked out which coin to choose, move the little hand to that coin using the Move Key. Once the hand is over the coin, press the

Confirm Key. When you do this, Freddy's hand will appear at the top of the screen holding the coin that you have chosen.

If you think that you have made a mistake, take the little hand on the screen to the box that says "Oops" (using the Move key) and press the Confirm Key. You can now start again. If you think that you have picked the right coin, move the hand to the box that says "Done" and then press the Confirm Key.

If you get the answer right, you will see another question. Answer this exactly as you did before.

If you should get the answer wrong, have another go. Freddy may help you to choose the right coin.

Level 2

Freddy is still trying to work out how much the items in the supermarket window cost. This time, the prices look more difficult and Freddy thinks that he would need more than one coin for each item.

Move the little hand around the screen and choose the coins just as you did for Level 1. When you have chosen each coin, press the Confirm Key. If you use "Oops", the last coin that you picked up will be returned. When the large hand is holding the correct coins, select "Done" in the same way as you did before.

If you get the answer wrong, you might need to return some of the coins. Use "Oops" to do this. Again, Freddy may give you some help and suggest which coin to take.

Levels 3 and 4

Freddy went into the shop.

"Hi, Freddy," said Frankie Frog, the shopkeeper, "I'm sorry, I'll have to close because I have to go to the dentist and there's no one else to look after the shop."

"I'll look after the shop for you," replied Freddy without thinking. Soon, Freddy was standing behind the counter waiting for his first customer. Freddy needs your help to work out how much each person spends and to give them their change.

On Level 3, a customer will select an item and place it on the counter. The question asks how much they have spent.

You can answer the question by picking up coins, using the Move and Confirm Keys, just as you did on Level 2. (Don't forget to select "Done" when you have chosen all of the right coins.)

Once you have answered correctly, the customer will pay for the item. Can you help Freddy to work out their change?

On Level 4, the customers each buy more than one item. The question now asks "how much have they spent so far?" At first, you must select the coins which show the cost of one item. Then, you should add the costs of the two items on the counter and enter the total. Eventually, there will be three items on the counter. Can you work out how much the customer will have to pay for these?

After you have got the answers right, the customer will pay for their shopping. You should help Freddy to work out the change just as you did before.

At five o'clock, Frankie returned. Freddy had spent most of the day in the shop and had sold lots of things.

"Thanks," said Frankie as a tired Freddy started to hop home.

Log Cabin

On Thursday, Freddy decided to stay at home and have a peaceful day.

"No-one can ask me to do anything while I am at home," he thought. But Freddy was wrong.

"I think it's time," said his wife, "for us to finish work on our holiday log cabin."

"Yes dear," replied Freddy.

Very soon, Freddy, Mrs Frog and Freddy Junior were at the other end of Pondsville, in a quiet place on the edge of the wood.

"We'll put up the curtains and start decorating," said Mrs Frog. "You can put the last of the logs in place."

Poor Freddy was busy again!

Game Play

Computer	Change Level	Quit Game
Atari ST	Mouse	Left Mouse
Amiga	Mouse	Left Mouse
PC	Mouse	Left Mouse
Archimedes	Mouse	Left Mouse
Commodore 64	Space	Enter/Return
Spectrum	Space/Cursor Keys	Enter
Amstrad CPC	Space/Cursor Keys	Enter
Amstrad PCW	Space/Cursor Keys	Enter

Can you help Freddy to find out which logs to put in each space?

When the game starts, you will see four spaces in the side of Freddy's log cabin. In one of these there will be a sum. Can you work out which number is missing from the sum?

Freddy has a pile of logs. Some of these have numbers on them. The one with the number missing from the sum will fit into the space, the others are not quite the correct size or fit.

Once you think that you know the answer to the sum on the screen, pick the log with that number on it. Use the select key to do this. When the right answer is flashing, press **Enter** (or **Return**) and Freddy will pick up the log and try to put it into place. If you are right, the log will stay there. If you are wrong, Freddy must take it back to the wood pile. Try again using a different log.

There are four levels to this game, each is a little harder than the one before.

Opposites

On Friday, Freddy and Mrs Frog decided to take a trip to the countryside. In the morning they found a lovely lily pond. Freddy decided to sit on a lily pad and sunbathe while Mrs Frog went for a swim.

Just as Mrs Frog started to climb the diving board, a farmer drove up in his tractor.

"You can't do that!" he shouted.

"Why not?" asked Freddy.

"This is Opposites Farm," replied the farmer, "if your wife wants to use the diving board you must answer some questions – opposites questions."

Freddy was intrigued and wanted to know how to do this.

"Simple," said the farmer, "can you see the question?"

Freddy nodded.

"Well if you look on the lily pads, they have words on them. You can answer the question by finding the right lily pad. If you answer correctly, your wife can climb up the ladder to the diving board."

Freddy thinks that this could be difficult, but Mrs Frog so wants a swim. Can you help Freddy?

Game Play

Computer	Change Level	Quit Game
Atari ST	Cursor Keys	Enter/Return Left Mouse
Amiga	Cursor Keys	Enter/Left Mouse
PC	Cursor Keys	Enter/Return Left Mouse
Archimedes	Cursor Keys	Enter/Return Left Mouse
Commodore 64	Q,A,O,P	Enter/Return
Spectrum	Cursor Keys	Enter
Amstrad CPC	Cursor Keys	Enter
Amstrad PCW	Cursor Keys	Enter

Move Freddy around the lily pads using the move keys. When you think that he is on the pad which contains the right answer to the question, press Return (or Enter). If you are right, Mrs Frog will climb up the ladder. If you are wrong, try again. The second time that you get an answer wrong, you will see the right answer, be sure to take Freddy to the lily pad which contains this word.

There are six levels to this game. Each is a little more difficult than the one before. On Level 3, Mrs Frog is joined by one of her friends. She also wants to go for a swim. Now you and Freddy have to answer more questions so as they can both climb up the diving board. On Level 6, another of her friends arrives. Freddy really has to work hard now!

Typing

After lunch, Freddy said that he would like to go for a nice relaxing walk on his own. There are times when all frogs like to be alone, so Mrs Frog agreed and went back to town with her friends to do some shopping.

Freddy walked for what felt like miles until he arrived at a beautiful spot. There he stood looking out over the countryside.

"I must carry on," thought Freddy and he started to move off towards a pond.

Just in front of him was a notice. It read "Danger, crocodiles. The only way to the pond is to get the typing questions right."

"Oh dear," thought Freddy, "how will I ever get to the pond?"

Can you help Freddy get to the pond? You must be quick and help Freddy to hop ahead of the crocodile.

Game Play

Computer	Change Level	Quit Game
Atari ST	Cursor Keys	Enter/Return Left Mouse
Amiga	Cursor Keys	Enter/Left Mouse
PC	Cursor Keys	Enter/Return Left Mouse
Archimedes	Cursor Keys	Enter/Return Left Mouse
Commodore 64	Q,A,O,P	Enter/Return
Spectrum	Cursor Keys	Enter
Amstrad CPC	Cursor Keys	Enter
Amstrad PCW	Cursor Keys	Enter

On Level 1 you can help Freddy to get to the pond by pressing any of the keys on the computer's keyboard. Touch a key and Freddy will hop towards the pond. At the same time you will see the key which you have pressed flash on the keyboard on the screen.

On Level 2, you should look at the keys on the screen keyboard. One will flash. As you touch this key on the computer keyboard, Freddy will move.

You must be quick, the sleepy crocodile will soon wake up and may catch Freddy!

On Level 3, some letters will appear at the top of the screen. Press these letters on the keyboard and Freddy will hop towards the pond.

On Level 4 you must enter the words which appear on the top of the screen to make Freddy head off towards the pond.

On Level 5, the box at the top of the screen contains complete sentences. To help Freddy on his travels you should type them in.

On this occasion, you will have to use the Shift key each time you want to enter a capital letter. Freddy will move as each word is entered correctly.

Parent/Teacher Section

1. The aims of each program

Library

Library is a simple and yet fascinating game in which children must sort words into order. On each occasion, words appear on the spine of books which children must move up and down a pile to produce a correct alphabetical sequence.

On the lowest levels, children have to sort individual words first according to the initial letter (Level 1) and then using all of the letters present in the words (Level 2).

On Levels 3 and 4, children are presented with titles of real books. Most of these consist of more than a single word. Here children must sort the books according to the first letter (Level 3) and then the first two letters (Level 4). With the last two levels, the name of the author is presented along with the name of each book. Complete titles (Level 5) or names of authors (Level 6) must now be sorted into order.

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To prevent a constant repetition of the word "the", this is placed after the name of each book as it appears on the screen. Therefore, a title such as "The Hobbit" appears as "Hobbit, The". With respect to the authors' names, to simulate a realistic situation where surnames are sorted rather than first names, first names or initials are presented after surnames.

Using Library's Editor

Library has an in-built editor which allows you to enter your own data for use in the program. In this way you can tailor the program to your children's individual needs and interests. An interesting variation may be to suggest that children enter the names of their own favourite books, records, films or whatever to provide a familiar set of data for use in the program.

Words (for use in the lower levels) can be entered while the program is running on either Level 1 or 2. Details of books and their authors can be entered while the program is running on any of the higher levels. To change between levels, you should press the Change Levels Key for your computer (see table in the introduction to this manual).

As data entered into the editor can be saved and later recalled you should ensure that you have a blank formatted disc (or a blank tape) ready to save your data.

The editor screen consists of five simple buttons and the text area. Its functions are controlled using the on-screen arrow. Move the arrow around the screen using the movement keys detailed earlier in this manual.

In the text area, once you have selected the required title to edit, press **Return** (or **Enter**) to place the text cursor under the arrow. You can now replace words using a combination of the **Delete** (or **Backspace**) key and the keyboard letters. To move between lines press **Return** (or **Enter**).

The five buttons along the bottom of the screen allow you to move between pages of text, load or save text or return to the game. These are controlled using the on-screen arrow. Each of them can be accessed by taking the arrow over the relevant box using the movement keys (followed by **Return** or **Enter**).

-/+ : These two keys move the editor to the different pages in the current file. Each file consists of five pages which each contains ten entries.

Load and Save: These allow you to load data or save newly entered data. Selecting either of these will lead to a screen prompt or selector box. Enter the name of the file that you wish save or load and press Return or Enter. (Note: saved files will contain data for all six levels).

Play: Using this function causes the program to leave the editor and return to the main game.

Basketball

Basketball is an intriguing program which requires children to complete simple sequences of letters, numbers and pairs of letters or numbers. This program will not only encourage children to consider the sequence in which letters of the alphabet and numbers can be ordered, but will also help them to approach such problems in a logical manner.

Several of the sequences, especially those on Levels 3 and 4, may prove difficult for some children. Despite this they should have no problem in completing each game as a full on-screen explanation is given for the relevant sequence when a child enters an incorrect answer.

The sequences used in this program are:

Level 1:

Letters of the alphabet in order, in both upper and lower case.

Numbers in order.

This level involves a simple appreciation of the order of the numbers 1 - 100 and the correct order of the letters of the alphabet.

Level 2

Odd numbers (to 99) in order,

Even numbers (to 100) in order,

Reverse numbers (from 100),

Letters of the alphabet backwards.

Level 3

Multiples of five (to 100),

- Multiples of ten (to 170),
- Multiples of 100 (to 900),
- Alternate letters of the alphabet (a - c - e - g - i),
- Every third letter of the alphabet (a - d - g - j - m),
- Pairs of letters (aa - bb - cc - dd - ee),
- Two alphabets rising together (ab - bc - cd - de - ef),
- A single alphabet arranged in groups of two letters (ab- cd - ef - gh - ij).

Level 4

- Multiples of 0.5 (to ten),
- Multiples of 0.1 (to one),
- Square numbers (to 64),
- Doubling numbers (to 256),
- Every fourth letter of the alphabet (a - e - i - m - q),
- Every fifth letter of the alphabet (a - f - k - p - u),
- Pairs of alternate letters (ac - bd - ce - df - eg),
- Two alphabets going in opposite directions (az - by - cx - dw - ev),
- Letters rising by doubling increments (a - c - f - j - o),
- Reverse alternate letters of the alphabet (z - x - v - t - r).

Shopkeeper

The aims of Shopkeeper are to:

- encourage children to develop an appreciation of the value of different coins
- teach that by adding coins of different values together a final value can be arrived at
- help children to develop simple numerical skills using addition and subtraction

The game is in two parts. In the first part, Freddy is outside of a shop looking at prices in the window. On Level 1, children must simply select a coin which is the same as a price on the shop window. On level 2, children have to add together two or more coins to arrive at the stated value.

In the second part, Freddy is now behind the counter and acts as the shopkeeper. Level 3 is an extension of the previous level. Here, children

not only have to add coins together to arrive at the value of an item, but also have to imagine that they are giving change when that item has been purchased using an amount greater than the stated value. Level 4 goes a stage beyond this; here children must first add together the values of a number of items before they calculate how much change to give.

Log Cabin

Log Cabin tests and reinforces children's addition, subtraction, and on later levels division and multiplication skills. In each game, children have to complete four problems. The sums are presented on the side of a log cabin and the answers selected from a pile of logs. Each game starts with five alternatives. When this is answered you have one log fewer. This continues until in the final question only two logs remain. By reducing the number of alternative answers we are able to reward children for their earlier successes.

There are four levels to Log Cabin:

Level 1: Addition and subtraction totalling up to 20,

Level 2: Addition and subtraction totalling up to 30,

Level 3: Multiplication of 2,3,4,5,10 and 11 times-tables,

Level 4: Multiplication and division up to the 12 times-table.

Opposites

Opposites is designed to test and improve children's vocabularies. In this stimulating game, children must select words from those presented on the screen as being the opposite of that given in the question.

Typing

Key Stage 1 of the National Curriculum for Information Technology suggests that children should be able to carry out a number of computer-based functions by the age of seven including, possibly, using a simple word processing package. In order to do this, they will have to have acquired at least some fundamental keyboard skills. We have developed

Typing as a game which will encourage these skills in an exciting and enjoyable way.

Levels 1 and 2 introduce the basic layout of the keyboard. This is done using flashing keys on the large on-screen keyboard. Children then carry simple typing exercises on Levels 3 (using letters) and 4 (words).

Finally, Level 5 presents a difficult challenge in which children must correctly enter (including the use of Shift keys to present upper case letters) complete sentences.

2. Fun School 4 and the National Curriculum

Fun School 4 has been developed to take account of the National Curriculum. This outlines the core material which is being taught in the majority of schools in England and Wales. Key Stage 1 is the first level of study and is directed at children between the ages of five and seven. The National Curriculum is, for each subject, divided into a number of Attainment Targets (ATs) which are each in turn sub-divided into ten levels. At Key Stage 1, it is intended that, by the age of seven, all children will have covered the material suggested for level one. In addition, some children will study topics leading to levels two and three.

This package has been developed for children between the ages of five and seven and is intended to teach and reinforce a number of important components of Key Stage 1 of the National Curriculum. A summary of the ATs of the National Curriculum (at least partially) covered by the programs in Fun School 4 for the 5 - 7s is given in the tables below.

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.

	Log Cabin	Shopkeeper	Basketball
Mathematics			
AT 2 (number notation)			
Level 2		•	•
Level 3		•	
AT3 (number operations)			
Level 2	•	•	
Level 3	•	•	
AT5 (patterns relationships, sequences)			
Level 1			•
Level 2			•
Level 3			•
AT6 (formulae)			
Level 2	•		
AT8 (measures)			
Level 2		•	
	Library	Opposites	Typing
Mathematics			
AT 12 (handling)			
Level 1	•		
English			
AT 2 (reading)			
Level 2	•	•	•
AT 4 (spelling)			
Level 2	•		•
Level 3		•	
Technology			
AT 5 (Information Technology)			
Level 1	•		•
Level 2	•		•
Level 3	•		•



Credits

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Program Design: Marc Dawson, ISC, 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 ISC, 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.

PC version: ISC.

Commodore 64 version: ISC, Rapidsoft, Chris Walsh.

Amstrad CPC version: ISC.

Spectrum version: ISC.

Archimedes version: ISC.

Amstrad PCW version: Simon Hopkin.

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, Lee Booth, Lee Cocker, Marc Dawson, Lee Fahy, Nick Harper, ISC, Peter Lee, Arran Maclean, Fay, Robin & Lee Meakin, Gary Russell, David Thomas, Richard Vanner.

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