

The New Talking Stickybear Alphabet

Apple IIGS User's Guide

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Congratulations! You have just purchased the exciting, all-new IIGS version of one of the best selling alphabet programs of all time. An impressive program which captivates young learners, it has drawn rave reviews from parents, educators, and computer experts who have called it, "... *the finest pre-school graphics I've ever seen,*" "... *graphic masterpiece,*" and "... *full of learning possibilities.*" The program has won many major awards, including *Parents' Choice* and *Critics' Choice Awards*.

The New Talking Stickybear Alphabet improves on these superb qualities with fabulous graphics, speech, lowercase letters, and two completely new activities to reinforce letter recognition. This program was created especially for your Apple IIGS to take advantage of its extraordinary sound and graphic capabilities.

The New Talking Stickybear Alphabet is designed to help children from ages 3 to 6 learn the alphabet, and begin to recognize words. Younger children also may benefit – the program has been used effectively with children as young as 18 months.

Let's get started!

The *New Talking Stickybear Alphabet* will work on the Apple IIGS with a 3.5" disk drive. The program is copy protected; customers may obtain a back-up copy by following instructions on the warranty/back-up card enclosed in the package.

Your program has two 3.5" disks – *The New Talking Stickybear Alphabet* master disk (**Disk 1**) and **Disk 2**.

Starting with One 3.5" Disk Drive:

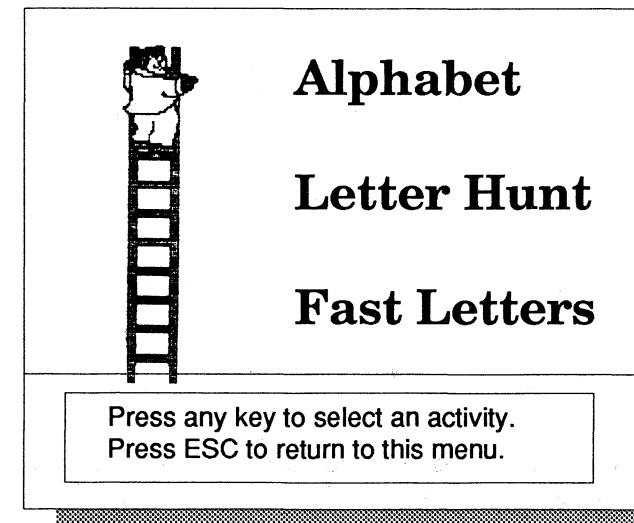
Place *The New Talking Stickybear Alphabet* master disk (**Disk 1**) in the drive. Turn on the computer and the monitor. After the title panel, you will see a screen message, "Please insert **Disk 2**." Remove the *Talking Alphabet* disk, insert **Disk 2** and press any key.

Starting with Two 3.5" Disk Drives:

Place *The New Talking Stickybear Alphabet* master disk (**Disk 1**) in Drive 1 and **Disk 2** in Drive 2. Turn on the computer and the monitor. The program will autoboot.

Starting with a Hard Disk:

You may install *The New Talking Stickybear Alphabet* on a hard disk. (See the **Hard Disk Installation** section.) To run the program, click on the file ABC.SYS16. A screen message will ask you to insert *The New Talking Stickybear Alphabet* master disk (**Disk 1**). After a brief check of this master disk, the program will run from your hard disk.



Choose one of three activities

After the title panel appears, you will see Stickybear moving up and down a ladder, pausing to point at each of the activities included in the program.

When he is pointing to the activity you want to play, press any key to select it. If the child is in the middle of an activity and wishes to change, he or she may simply press **esc** to return to this menu.

The structured and unstructured activities are presented in a friendly, encouraging environment to reinforce visual and auditory letter recognition and other skills.

Alphabet

Each letter of the alphabet is represented by two different, fully animated pictures. Press the letter **A** and watch an **acrobat** bounce across the screen. Stickybear will say "**A**" and "**acrobat**." An upper and lowercase **A** are also on screen. Press the letter **A** again. The picture changes to an airplane flying across the screen. Stickybear again says a letter and a word – **A** and **airplane**. Children are free to explore the keyboard themselves and discover that pressing a letter produces a picture. Eventually, they'll find there are two picture displays for each letter.

Letter Hunt

Stickybear will instruct youngsters to press a letter, for example, "**Press the letter T**." The child then has to find that letter on the keyboard. A correct letter choice brings to the screen one of the two animated pictures for that letter, in this case, a growling tiger. Stickybear will say "**T**" and "**tiger**." Children have two tries to find the letter. If a child selects an incorrect key, the correct letter will be displayed and spoken: "**This is T. Press the letter T**." If an incorrect letter is pressed again, Stickybear repeats, "**This is T**." The program then moves on to a different letter. Children receive only positive feedback for their efforts.

Fast Letters

A big, friendly Stickybear appears and says any letter of the alphabet the child selects. The letter also appears on screen. All the child has to do is press a letter key. Children may press keys at their own pace.

You may adjust the volume to suit your needs. Press **Control**, open **Apple** (⌘), and **esc** at the same time to get to *Desk Accessories*. Select **Control Panel** (press **Return**), then choose **Sound** option (press **Return**), and adjust the volume up or down as you wish. Select **Quit** (press **Return**) to return to the program. For more information, see Appendix A in the IIGS Owner's Guide. You also may turn off sound effects and speech by pressing **control** and **Q** at the same time. Press **ctrl Q** again to return sound and speech. The **ctrl Q** option should not be used with **Letter Hunt**.

Instructions for Children

If you want children to load disks themselves, explain each step and demonstrate the procedure. Have children practice under your supervision. (Hold the disk label up, silver-colored end inserted first). Remember to include putting the disk safely away after use.

Alphabet and **Fast Letters** are unstructured activities, allowing children to experiment and explore. Most children will require little or no guidance. You can initially instruct children to simply press a letter. If children hesitate to start, ask "What letter would you like to do first?" (Often they choose the first letter of their names.) Making suggestions in question form allows children to stay in control. Remember to tell them they may change activities by pressing **esc**.

You may wish to give children a simple explanation of how **Letter Hunt** works, and what they are expected to do. When Stickybear requests a letter, help them find it, explaining about the beginning sound: "**Kiss** begins with **K**." Show what happens when an incorrect key

is pressed and note they'll get another try. Point out they'll see on screen what the letter looks like. Children have as much time as they want to search for a letter. Be positive – it's fun to keep experimenting to find letters, and the same letters will eventually come around again for another chance!

Allow the child to explore and play with the program for a while, then explain the upper and lowercase letters on screen. Point to the letters as you say, "This letter is capital **M**. This letter is small **m**...The word **monkey** begins with **m**."

Children often experiment in ways difficult for adults to understand. Some children may appear to be randomly pressing keys when they are actually testing the "rule" that nonletter keys produce no effect. Some children like to watch the same display for much longer than adults would. Others press the keys too quickly for the computer to register. If several letter keys are pressed in rapid succession, only the first one will appear on the screen in **Alphabet** or in **Fast Letters**. Try not to impose adult order on children's experimentation. It might interrupt the learning process.

Learning with The New Talking Stickybear Alphabet

The New Talking Stickybear Alphabet helps children with cognitive concepts, manipulative skills, language skills and computer skills.

Computer Awareness

Today's children will grow up in a computer society. By using programs designed especially for them, young children can become familiar with the computer and its keyboard. Computophobia will never exist for children given hands-on experience at an early age.

Exploration and Discovery

Young children are natural scientists. They love to observe, experiment, and explore – which is, in fact, an effective way for children to learn about letters. *The New Talking Stickybear Alphabet* is designed to stimulate these young explorers. They are thrilled to find out they can **CONTROL** what's happening. They'll learn about cause and effect in a delightful way!

The **Alphabet** activity lets youngsters explore the keyboard, discover pressing a letter produces a picture, and then realize there are two pictures for each letter! While **Letter Hunt** is more structured, the child is encouraged to continue, no matter which key is pressed. In **Fast Letters**, Stickybear responds to any letter key pushed. Children will soon discover the relationship between the letter they press, what Stickybear says, and the picture on screen. Children can play at their own rate in all activities.

Fun together

Speech enhances the program's effectiveness. Children can learn by themselves as they explore and grasp the connection of letter, word, and sound. However, use of the program can be a valuable sharing and enriching time for parent and child together – or older brother or sister and child. Providing gentle guidance or helping youngsters relate letters they see on screen to other contexts can be a pleasant, rewarding experience. In the classroom, peer teaching results by pairing children of different abilities together. Working together also enhances learning as youngsters often invent their own games for *The New Talking Stickybear Alphabet*.

Prereading and Reading Skills

The New Stickybear Alphabet reinforces visual and auditory letter and word recognition and other essential prereading skills. It helps children:

- Distinguish differences among the sounds of spoken words, an ability basic to language development of young children.
- Follow oral directions.
- Increase vocabulary: The ability to name pictures of common objects is essential to teaching letter-sound associations and to decoding printed words.
- Listen for specific purposes. Listening comprehension is important to children's general language experiences and their readiness to begin reading.
- Discriminate among letter forms. The ability to see minor differences between letters is an important readiness skill.
- Develop the concept of a "beginning sound" of a spoken word.
- Associate sounds with letters.
- Match beginning sounds with letters.
- Listen to and identify picture names that begin with the same sound.
- Learn to recognize and name capital and lowercase letters.
- Match lowercase letters with their capital letter forms.

Hard Disk Installation

You may use *The New Talking Stickybear Alphabet* from a hard disk. Please follow these steps:

Boot your Apple IIGS under ProDos. Use the copy program which came with your computer (if you need further instructions, please consult your Apple IIGS manual, and your hard disk instructions).

1. Open a folder on your hard disk called "Alphabet."
2. Insert *The New Talking Stickybear Alphabet* master disk (Disk 1) into the drive. Copy the following files from Disk 1 to your "Alphabet" folder:

ABC.SYS16 SOUNDS1 GFX.FONT IMAGES1 WEL

3. Insert Disk 2 and copy the "scenes" folder to your "Alphabet" folder. Follow directions at the beginning of this manual to run the program.

NOTE: If your Apple IIGS has 512K of memory, you must boot the program by inserting the disks and turning on the computer as instructed in the manual. You may not launch the program from the "Finder" by clicking the ABC.SYS16 icon because this method requires additional ProDos overhead space (available to those with more than 512K).

Additional activities

Here are ideas to help reinforce and enrich the alphabet learning experience.

With the Program

- Encourage youngsters to talk about what's happening on screen. Suggest thinking of a story about why the duck bobs under water ... where the tiger lives ... what it's like under a turtle shell. Children's ability to express themselves orally is important to reading readiness.
- Press each letter twice so that the two pictures for each letter appear right after one another. After Stickybear names each picture, have the child say each word. Then you repeat the names, stressing the first sound.
- Ask children to press keys in alphabetical order, for example, "Press the letter A. Now, press the letter B."
- Children think it's great fun to have Stickybear spell their names in the **Fast Letters** activity! Children also can send messages by having Stickybear spell the words.

Off-screen

- Print letters of the alphabet on small pieces of construction paper, a set for uppercase, and a set for lowercase. Draw a line under each letter to show the bottom of each card. Use the cards to practice naming letters, to trace them with a finger, to place in upper and lowercase pairs, or to place on objects in the room which begin with the appropriate letter –for example, T for table.
- For classroom or family fun, match a child with a partner. Assign one child a certain number of capital letters and his or her partner the matching small letters. Have partners put appropriate pairs together.
- Place the alphabet (on cards, or use three-dimensional wood or plastic letters) in order in front of the child. Then say a word from the child's favorite book, and have the child choose the letter it begins with.
- Have children identify objects in the room. Talk about what letters the words begin with.

Some children will immediately enjoy these activities. Others will prefer to continue exploring *The New Talking Stickybear Alphabet* on their own. Be patient. Introduce activities in small doses. Remember younger children have shorter attention spans and different interest levels than older children.

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