Early Learning

Help Topics

Introduction

Early Learning presents ten educational programs for children aged 3 through 7.

<u>Letter Fun</u> teaches recognition of the upper case letters, picture-word relation, and spelling of some simple words.   It also helps teach letter location on the keyboard. **<u>Counting Fun</u>** shows the relationship of numbers and objects by teaching basic counting skills and number sequences with seven different exercises.   **<u>Matching Fun</u>** challenges a child's memory skills by requiring him or her to remember where certain objects are hidden.   In **<u>Barnyard Fun</u>**, a child tries to remember where animals are in Farmer MacDonalds barn.   In **<u>Memory Game</u>**, one or two players try to find matching colors, shapes, or pictures on a playing board.

<u>Early Math</u> presents a tutorial in the basic of addition and subtraction.   Each problem is graphically depicted and can be answered by the child or the computer.   In **<u>Snowman Math</u>**, by answering addition and subtraction problems, children race to see who can build their snowman first.   Different difficulties.   **<u>Telling Time</u>** helps to teach your child how to read both analog and digital clocks.   Use as a real clock too!   **<u>Puzzle Time</u>** challenges you to solve computer-generated jigsaw puzzles.   And, **<u>Early Games</u>** provides three fun games for little kids.   **<u>Bug Builder</u>** is a fun race game even a two year old can play.   **<u>Tic Tac Toe</u>** is the classic puzzle - varying difficulties adjust how smart the computer is.   **<u>Sledding</u>** is a fun action game.   Watch out for trees and rocks!

Note: The **Letter Fun** and **Counting Fun** programs feature voice feedback of words, letters, and numbers to reinforce learning.   The **Early Learning** installation procedure includes a **Sound Editor** program that allows you to record (requires a microphone connected to your sound card) your voice in these programs.   Run the **Sound Editor** program and view its help file for further details.

Letter Fun

In this program, you child learns the upper case letters using pictures of objects beginning with each letter and learns to spell some simple words.   The program also helps teach the location of the letters on the computer keyboard.   The program is run by selecting **Letter Fun** from the main menu screen.   You have many choices: **ABC Song**, **Fill In Blanks**, **Learn Letters**, **Press a Letter**, **What Letter?**, **What Picture?**, **Missing Letter**, **Spell the Word, Help**, and **Exit**.   Make your choice by clicking on the desired button.

ABC Song:

Each letter of the alphabet is displayed in sequence along with a picture of an object whose name begins with that letter.   The ABC Song is heard as the objects are shown.

Fill In Blanks:

A letter and three blank boxes are displayed.   Beginning at the blank box farthest to the left, an arrow will point to a box, asking your child to type in the letter that goes in the blank.   For example, if the display shows -   -   G   - in the boxes, the correct responses (in sequence) would be E, F, and H.   When correct, the letter is spoken and displayed. The arrow then moves to the next blank box.   If incorrect, an uh-oh is heard.   Continue trying until correct, or click **Correct Answer** for the correct answer.   The game is stopped by clicking **Stop**.

Learn Letters:

Each letter of the alphabet is displayed in sequence, along with a picture, and the spelling of the object in the picture.   The letter is spoken, as is the word.   For example, the first display shows an upper case A, a bright red apple, and the word APPLE.   After each display, clicking the **Next Letter** button will bring up the next letter in sequence, while clicking **Stop** will return you to the **Letter Fun** menu.

Press a Letter:

The child is asked to press a letter on the keyboard.   When a key is pressed, that letter, its picture and word spelling are displayed.   The letter is spoken, as is the word.   Press as many letters as you want.   To stop this game, click **Stop**.   You will return to the **Letter Fun** program menu.

What Letter?:

A picture and its corresponding word spelling are chosen at random and displayed. The child is asked what letter is the first letter of the word.   A correct response displays the letter, the word, speaks both, and wins a little tune.   Another picture and word are

shown.   An incorrect response brings an uh-oh sound and the child continues to answer until correct or clicking the **Correct Answer** button will provide the correct answer.   This game may be stopped by clicking **Stop**.   This returns you to the **Letter Fun** program menu.

What Picture?:

A letter and three pictures are shown.   Click on the picture that corresponds to the given letter.   A correct response wins a tune and the word associated with the picture is given.   The letter and word are spoken.   Another letter and three more pictures are then given.   If incorrect, an uh-oh will sound.   Continue trying pictures until correct, or click **Correct Answer** for the correct answer.   The game is stopped by clicking **Stop**.

Missing Letter:

This game is similar to **What Letter?** explained earlier, except one letter (not necessarily the first letter) of the word is not shown.   Your child is asked to type in that missing letter.

Spell the Word:

A letter and its corresponding picture are chosen at random and displayed.   The child is asked to spell the word associated with the picture.   If an input letter is correct, the letter will be displayed and spoken; if incorrect, an uh-oh sound will be heard and the child continues to press letters until correct.   Correct spelling of the entire word wins a little tune, the first letter and word are spoken, and another letter and picture are shown. At any time, you can click **Correct Answer** to see the next letter.   The game is stopped by clicking **Stop**.   This returns you to the **Letter Fun** program menu.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Counting Fun

In this program, your child can learn the numbers from 1 to 20 and learn the relationship of numbers to objects.   The program also helps teach the location of the number keys on the computer keyboard.   The program is run by selecting **Counting Fun** from the main menu screen.   You have several choices: **Counting Song**, **Fill In Blanks**, **Learn Numbers**, **Press a Number**, **What Number?**, **Draw a Number**, **Mix and Count**, **Options**, **Help**, and **Exit**.   Make your choice by clicking on the desired button.

Counting Song:

The numbers from one to ten are displayed in sequence along with a picture.   A little song plays as the objects are drawn.

Fill In Blanks:

A number and three blank boxes are displayed.   Beginning at the blank box farthest to the left, an arrow will point to a box, asking your child to type in the number that goes in the blank.   For example, if the display shows -   -   7   - in the boxes, the correct responses (in sequence) would be 5, 6, and 8.   When correct, the number is spoken and displayed.   The arrow then moves to the next blank box.   If incorrect, an uh-oh is heard.   Continue trying until correct, or click **Correct Answer** for the correct answer. The game is stopped by clicking **Stop**.

Learn Numbers:

Each number from 1 to a maximum you select is displayed in sequence, along with a corresponding number of objects.   For example, the first display shows the number 1 along with the picture of one balloon, one igloo, or some other object.   After each display, clicking **Next Number** will bring up the next number in sequence, while clicking **Stop** will stop the display and return you to the **Counting Fun** program menu.

Press a Number:

The child is asked to press a number from 1 to 20 (on some entries, you must then press <Return>).   When the number is entered, that number and a corresponding number of objects is displayed.   After a short delay, the screen is cleared and another number may be selected.   Clicking **Stop**, instead of pressing a number, will return you to the **Counting Fun** program menu.

What Number?:

A certain number is chosen at random and that number of objects is displayed.   The child is asked to count the objects and enter that number.   A correct response wins a little tune and another set of objects is shown.   An incorrect response brings an "uh-oh"

sound and the child continues to answer until correct or clicking the **Correct Answer** buttton will provide the correct answer.   This game may be stopped by clicking **Stop** instead of pressing a number.   This returns you to the **Counting Fun** program menu.

Draw a Number:

A number is chosen at random and that number and one object is displayed.   The child is asked to draw that number of objects.   To draw an object, click the mouse in a blank space on the right side of the screen.   To erase an object, click on the object.   When you have drawn the desired number of objects, click on **Done Drawing**.   A correct response wins a little tune and another number is chosen.   An incorrect response brings an "uh-oh" sound and the child continues to draw/erase until correct or clicking the **Correct Answer** button will provide the correct answer.   This game may be stopped by clicking **Stop** instead of pressing a number.   This returns you to the **Counting Fun** program menu.

Mix and Count:

Different numbers of different objects are displayed.   The child is then shown one particular object and asked to count how many of that object are shown.   This helps to teach object discrimination.   If the input number is correct, the number will be displayed and a tune is heard.   Then another group of objects is shown.   At any time, clicking the **Correct Answer** button will provide the correct answer.   This game may be stopped by clicking **Stop** instead of pressing a number.   This returns you to the **Counting Fun** program menu.

Options:

Two options are provided.   First, decide whether the items to count are simple shapes, pictures, or dinosaurs.   Secondly, choose the biggest number of items you want to count (1 through 20) by using the arrow control.   Click **OK** to return to the **Counting Fun** program.   Note **Options** can be set only when the **Counting Fun** menu is displayed.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Matching Fun

This program helps in the development of memory skills by finding hidden colors, shapes, or pictures.   The program is run by selecting **Matching Fun** from the main menu screen.   You have four choices: **New Game**, **Options**, **Help**, **Exit**.   Make your choice by clicking on the desired button.

New Game:

The game begins by drawing colorful boxes on the screen, the number of boxes corresponding to the number of items selected for matching.   Then, an object is drawn in the upper right hand corner of the screen.   The idea is to find which box is hiding the displayed object.   To look behind the boxes, click with the mouse.   If the object behind the box matches the given object, a sound is heard and that box remains uncovered.   Then, a new object to find is displayed.   If incorrect, a boing is heard, the box is redrawn, and you then continue your search until the desired object is found.   Once all the objects have been found, you are told how many guesses you used.   To stop the game before finding all the objects, simply click the **Stop** button.

Options:

Two options are provided.   First, decide whether the hidden items are simple colors, shapes, or pictures.   Secondly, choose how many items you want to match (2 through 9) by using the arrow control.   Click **OK** to return to the **Matching Fun** program.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Barnyard Fun

Farmer MacDonalds animals are in his barn, but he's forgotten which animal is behind which door.   Your child helps him find his animals by looking behind the doors.   The program is run by selecting **Barnyard Fun** from the main menu screen.   You have four choices: **New Game**, **Options**, **Help**, or **Exit**.   Make your choice by clicking on the desired button.

New Game:

The game screen shows a barn with doors (one door for each animal to be found).   If you chose to have a peek at the animals, they will be shown to you - when done peeking, click the **Close Doors** button.   Then the game begins.   If you chose the "Find Animals By Picture" option, an animal picture is displayed at the top of the barn.   This is the animal you must find.   Click on the door you wish to open.   The animal behind that door is seen.   If the animal matches the one to be found, an animal sound is heard and that door remains open.   If there is no match, an uh-oh sound is heard and the door is closed.   In either case, another animal to be found is displayed.   The game ends when all the animals are found - the computer then tells you how many guesses you needed. You can also stop the game by clicking the **Stop** button.   The "Find Animals By Name" game is identical in play, except that the name of the animal is printed at the top of the barn, instead of its picture.   You then search for the animal with that name.

Options:

Three options are provided.   First, decide whether you want to Find Animals By Picture or Find Animals By Name.   Then, decide whether you want to peek at the animals before playing the game.   Finally, you decide how many animals you want to find (2 through 8) by clicking on the arrow control.   When done choosing your options, click **OK** to return to the **Barnyard Fun** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Memory Game

This is a one or two player game.   Eight pairs of colors, shapes or pictures are hidden on a playing board.   The object of the game is to find matching pairs by remembering color, shape, or picture locations.   The program is run by selecting **Memory Game** from the main menu screen.   You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The initial game screen shows sixteen boxes, each hiding a color (Color Matching), shape (Shape Matching), or picture (Picture Matching).   If there are two players, each player takes turns, picking two boxes at each turn.   To pick a box, simply click on that box using the mouse.   If the colors, shapes, or pictures behind the selected boxes match, a tune is heard, those boxes are erased from the screen and that player earns a free turn.   If there is no match, a boing is heard and the boxes are returned to the screen.   It then is the other player's turn.   Always watch the screen to see whose turn it is.   The game ends when all matches have been made.   You will then be told who won the game.   You can also stop the game by clicking the **Stop** button.

If there is one player, follow the above instructions, picking two boxes in each turn.   The computer will keep track of how many guesses you need to find all eight pairs of colors, shapes, or pictures.

Options:

Two options are provided.   First, pick whether there are one or two players.   Then, decide whether you want to match Colors, Shapes, or Pictures.   When done choosing your options, click **OK** to return to the **Memory Game** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Early Math

This program teaches you number size concepts, how to add and subtract two numbers, and gives you practice problems.   The program is run by selecting **Early Math** from the main menu screen.   You have several choices: **Number Scale**, **Math Tutor**, **Review Math Facts**, **Practice Math Facts**, **Help**, or **Exit**.   Make your choice by clicking on the desired button.

Number Scale:

This is an exercise for your child with no right or wrong answers.   It is simply a place where your child can learn number concepts.   By playing with the scale, your child can learn relationships between numbers and objects, learn about number size, and learn beginning addition and subtraction skills.   Please play the game with your child and help explain some of these concepts.   On the **Number Scale** screen, you will see many things.   There are two platforms, each with two boxes.   Above the boxes are numbers corresponding to the number of objects (a maximum of 10) in the respective box (color coded to the box), separated by a plus (+) sign.   The idea of the exercise is to add or subtract items from the boxes and see how much the platforms weigh.   To add items, click on a box with the left mouse button.   To subtract items, click on a box with the right mouse button.   As items are added, the number of items in each box is shown and the platform 'drops' down to a level corresponding to the sum of the number of items in both boxes on a platform.   Similarly, as items are subtracted, platforms move up.

For example, if a platform has a one box with seven items (7) and one with four items (4), the platform will be at the eleven (7+4) level, indicated by the number next to the platform.   As your child adds/subtracts items in boxes on a platform, the platform will raise and lower to its correct position.   With two platforms, relationships between number sizes and basic addition and subtraction skills can be developed.   For example, your child can see that 2+3 is equal to 5, or that 1+8 is 5 bigger than 4.   There are only a few keys your child needs to use for **Number Scale**.   As mentioned, the left/right mouse buttons add/subtract items from boxes.   Clicking the **Clear** button will clear all items from boxes and reset all values to zero.   Clicking the **Stop** button will return you to the **Early Math** menu screen.

Math Tutor:

In this program, addition and subtraction problems are graphically displayed.   Two options are available.   You may choose either **Addition** or **Subtraction** problems.   And, you may choose **Small Numbers** (0-9) or **Large Numbers** (0-20).   Options may be changed at any time in the program.

For each **Addition** problem, a number of shapes corresponding to the first addend (number to be added) will be drawn and that addend written at the bottom of the screen.

That is followed by a number of shapes corresponding to the second addend, and at the screen bottom, a plus (+) sign, the next addend, and an equals (=) sign appear.   The two sets of shapes are divided by a vertical line.   The child is asked to enter the sum of the two addends.

With **Subtraction** problems, a number of shapes corresponding to the minuend (the number to be subtracted from) is drawn and that number written at the bottom of the screen.   After a brief delay, the number of shapes corresponding to the subtrahend (number to be subtracted) is removed from the screen, and at the screen bottom, a minus (-) sign, the subtrahend, and an equals (=) sign appear.   Note the shapes are not completely removed from the screen - a cross-hatched outline remains.   This is to show your child how many shapes were removed.   The child is asked to enter the difference between the minuend and subtrahend, that is the answer to the problem.

For both problem types, if the entered numbers are correct, a tune will play.   If incorrect, an 'uh-oh' is heard and your child continues to answer until correct or until she/he clicks the **See Answer** button to have the answer given.   After finishing the problem, click **Next Problem** to generate a new problem.   You stop solving problems by clicking **Stop** - this returns you to the **Early Math** menu.

Review Math Facts:

With this program, you can view addition and subtraction facts with any factor you choose.   Two options are available. You may choose either **Addition** or **Subtraction** problems.   And, you may choose your **Factor Value**, any number from **0** to **10**. Options may be changed at any time in the program.

With **Addition** facts, the sums of your selected factor (the addend) with the numbers from 0 to 10 are displayed.   With **Subtraction** facts, the differences between your selected factor (the subtrahend) and the next ten highest numbers are shown.   Click **Stop** to return to the **Early Math** menu.

Practice Math Facts:

In this program, you practice addition and subtraction facts with flash card problems. Two options are available. You may choose either **Addition** or **Subtraction** problems. And, you may choose your **Factor Value**, any number from **0** to **10**, or choose **Random** for random factors.   Options may be changed at any time in the program.

With **Addition** facts, you are given random problems using your factor as the addend. With **Subtraction** facts, you are given random problems using your factor as the subtrahend.   In either case, once the problem is presented, type your answer and press **<Enter>**.   If correct, a tune plays and another problem is given.   If incorrect, you have one more try before the correct answer is given toyou.   A colored bar indicates your percentage score and the numeric value is displayed.   Click **Stop** to return to the **Early Math** menu.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Snowman Math

In this game, up to four players can race to build snowmen by solving addition and subtraction problems.   The program is run by selecting **Snowman Math** from the main menu screen.   You have four choices: **New Game**, **Options**, **Help**, **Exit**.   Make your choice by clicking on the desired button.

New Game:

In turn, each child is presented a problem at their selected level.   When asked for an answer, the player types the numbers then presses **<Enter>**.   To erase an answer, click **Erase Answer**.   If correct, a cheer is heard and the child's snowman receives a part. If incorrect, an 'uh-oh' is heard and the correct answer will be given.   You only have one try to get the correct answer.   Six problems must be solved correctly to complete a snowman.   The game ends when one or more snowmen is complete.   At that time, a tune is heard and the names of the players who finished their snowman are presented. Click **OK.** (Clicking **Stop** will also stop the game, but no results are given).

Options:

Each player solves problems at his/her own level of ability, hence some initial options should be set prior to playing the game.   There are three choices for each player (four players maximum).   Each child playing should type their name so the computer can keep track of whose turn it is.   The child also indicates (by clicking the desired button) what type of problems they want to solve: addition only, subtraction only, or both addition and subtraction.   Finally, the child is asked what size numbers they want in their problems.   Smallest numbers do not exceed 5, small numbers do not exceed 9, big numbers do not exceed 15, bigger numbers do not exceed 25, and biggest numbers range to 49.   Click the **OK** button when all their selections are as desired.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Telling Time

In this program, your child learns how to tell time using analog (with hands) and digital clocks.   The program is run by selecting **Telling Time** from the main menu screen. You have several choices: **Learn About Time**, **Play With Time**, **Time With Hands**, **Time Without Hands**, **Help**, or **Exit**.   Make your choice by clicking on the desired button.

Learn About Time:

This is a tutorial on reading both analog and digital clocks.   To move from screen to screen, just click **Next Screen** or press **<Enter>**.   To leave the tutorial at any time, click **Stop** and you return to the **Telling Time** menu.

Play With Time:

Here, you can change time on both types of clocks to practice reading them.   The screen shows an analog and digital clock, each showing the same time.   The displayed times can be increased by clicking the up arrow in the **Change Time** box and decreased by clicking the down arrow. The increment by which the times change is selected in the **Change Time** box (possible increments are 1, 5, 10, 15, 30, and 60 minutes).   Clicking the **Current Time** button will cause the clocks to show the current time (as read from your computer's clock).   In this mode, the screen will act as a clock, updating the current time as it progresses.   Click **Stop** when you want to return to the **Telling Time** menu screen.

Time With Hands:

This is a quiz on analog (with hands) clocks.   The screen will show both clocks.   You are to move the hands on the analog clock until it matches the time shown on the digital clock.   In the **Quiz Increment** box, you can select what increment you want the selected digital times to be displayed within.   Your choices are: 1 minute, 5 minutes, 10 minutes, 15 minutes, 30 minutes, or 60 minutes.   This allows you to set the difficulty of the problems presented.   The time is increased (in the **Change Time** box) with the up arrow and decreased with the down arrow.   The change increment can be varied. When the two times match, click **Check Answer** or press **<Enter>** to check your answer.   If correct, a little tune will be heard and another digital time given.   If incorrect, an 'uh-oh' is heard and you try again.   Keep answering until correct, or click **See Times** to have the correct analog time shown to you - click **Next Time** for next quiz times. Click **Stop** to leave the quiz and return to the **Telling Time** menu.

Time Without Hands:

This is a quiz on digital clocks.   The screen will show both clocks.   You are to change the numbers on the digital clock until it matches the time shown on the analog clock.   In

the **Quiz Increment** box, you can select what increment you want the selected analog times to be displayed within.   Your choices are: 1 minute, 5 minutes, 10 minutes, 15 minutes, 30 minutes, or 60 minutes.   This allows you to set the difficulty of the problems presented.   Again, the time is increased with the up arrow and decreased with the down arrow.   The change increment can be varied.   When the two times match, click **Check Answer** or press **<Enter>** to check your answer.   If correct, a little tune will be heard and another analog time given.   If incorrect, an 'uh-oh' is heard and you try again.   Keep answering until correct, or click **See Times** to have the correct digital time shown to you - click **Next Time** to continue.   Click **Stop** to leave the quiz and return to the **Telling Time** menu.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Puzzle Time

This program lets you solve varying diffculty computer jigsaw puzzles.   The program is run by selecting **Puzzle Time** from the main menu screen.   You have three choices: **Scramble Puzzle**, **Help**, or **Exit**.   Make your choice by clicking on the desired button.

Scramble Puzzle:

Before scrambling a puzzle, you should select the puzzle you want to solve.   Click the dropdown box under **Puzzles** and click on a puzzle name.   The listed puzzles are all graphics **metafiles** (.WMF) in the **Early Learning** directory (usually c:\early\).   This includes all metafiles that are part of the **Early Learning** programs and any you might choose to copy there.   Another choice to make is **Puzzle Size**.   There are three choices: a 2 x 2 grid (simple), a 3 x 3 grid, or a 4 x 4 grid (hardest).   After making your choices the completed puzzle picture is shown.

Click **Scramble Puzzle** to scramble the pieces.   The scrambled pieces are moved to the right side of the screen.   Moving a puzzle piece is a two-step procedure.   First, click on the piece you want to move.   Then, drag it to the position in the puzzle you want the selected piece to move to.   You can move a piece to any empty location (pieces can be placed either within the puzzle frame or to the right of the frame).   When all pieces are in the frame, the computer checks to see if it is correct.   If so, a tune plays and you are allowed to continue to another puzzle (or return to the **Early Learning** menu (click **Exit**).   If incorrect, you need to move pieces around.   Or, you can click **Stop** at any time to try to solve another puzzle.

One word of warning: is some puzzles (especially with the 4 x 4 grid), some times two pieces are identical -- unfortunately, the program cannot distinguish between identical pieces.   If the solved puzzle looks OK, but the computer does not acknowledge you are correct, you may need to swap identical pieces.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Learning** main menu screen.

Early Games

This program has three games for your child to play.   The games, **<u>Bug Builder</u>**, **<u>Tic Tac Toe</u>**, and **<u>Sledding</u>**, are at a level very young children can play (yet even adults can enjoy them).   The program is run by selecting **Early Games** from the main menu screen.   A game choice menu is displayed.   Make your choice or choose **Exit** to return to the **Early Learning** menu.   Choose **Help** to see this screen of information.

Bug Builder

This is a fun game even a one year old can play.   Up to four players race to build a cute little bug.   The program is run by selecting **Bug Builder** from the **Early Games** menu screen.   You have three choices: **New Game**, **Help**, **Exit**.   Make your choice by clicking on the desired button.

New Game:

Before playing, choose how many players there are by clicking on the appropriate option button.   Then, each player should type their name (little kids may need some help with this) above the corresponding box.   After making selections, click **New Game**. You need six parts to complete a bug: a body, a head, a face, some feelers, some legs, and some spots.   To earn a part, a player simply clicks the mouse on the flashing circles (or presses **<Enter>**) when its his/her turn.   After clicking, you either see a smiling face (and hear a tune) or a frown (and hear an uh oh).   If you see a smile, a part is added to your bug.   If you see a frown, you don't get a part.   The first player(s) to build a bug wins!   When the game is over, the player(s) completing a bug are listed and a little tune plays.   You can then change game options (if desired) and play again by clicking **New Game**.   The game can be stopped at any time by clicking **Stop**.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Games** menu screen.

Tic Tac Toe

This is the old favorite game and unlike most computer versions, you can beat this one. The program is run by selecting **Tic Tac Toe** from the **Early Games** menu screen.   You have four choices: **New Game**, **Options**, **Help**, **Exit**.   Make your choice by clicking on the desired button.

New Game:

In the two player game, take turns making moves.   To make a move, just click on the desired position.   The computer will tell you whose turn it is.   After each move, it will check to see if someone has won.   If so, a tune is heard and you are informed of the winner.   Then, you can play again, if desired.   Click **Stop** to stop at any time.

If using the one player option, after each of your moves the computer will show you where it is moving.

Options:

Three options are provided.   First, pick whether there are one or two players.   If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first.   When done choosing your options, click **OK** to return to the **Tic Tac Toe** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Games** menu screen.

Sledding

In this game, you guide a sled down a snow-covered hill trying to keep the sled between the trees while trying not to hit the rocks.   The program is run by selecting **Sledding** from the **Early Games** menu screen.   You have three choices: **New Run**, **Help**, **Exit**. Make your choice by clicking on the desired button.

New Run:

Before playing, you choose your skill level: **Beginner**, **Novice**, **Intermediate**, **Advanced**, **Expert**, or **World's Best**.   After clicking **New Run**, click **Go** to start the sledding run.   Trees and rocks move past your sled as you glide down the hill.   Each run is worth a total of 100 points.   For each set of trees, if you don't go between them, you get 0 points.   Hitting a rock loses points and hitting a tree ends the run.   With higher skill levels, the trees are closer together, there are more trees to pass through, and the trees come at you faster.   It's very hard to score 100 points at the World's Best level.   If you successfully complete a run, your score is given to you.   You can stop this game at any time by clicking the **Stop** button.

There are two ways to move the sled.   One way is to click the left mouse button to move left and the right mouse button to move right.   Note that for mouse control to work properly, the mouse cursor must either be over the sledding hill or the message box at the top right corner of the screen.   Also note, with the mouse, you must tap the keys to provide continuous motion. A second way to move is to use the two horizontal motion cursor arrow keys (left and right) on your keyboard.   We suggest having children use the cursor control keys to move the sled rather than the mouse. Classroom field experience has shown children prefer the definite motion and direction provided by pressing these keys.   Using the cursor arrow keys for motion also preserves the primary purpose of the mouse: to make program choices.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Early Games** menu screen.

No Sound Card

The **Early Learning** programs will work if your computer is not equipped with a sound card.   However (of course), you will not hear any sounds and some program action may be faster than expected.