

Match Maker

This program helps your child learn to match letters, numbers, colors, shapes, objects and animals. The game can be played on or off the computer.

Options:

There are many options that determine what you match. First, choose one of the following from the **Match** frame: **Letters**, **Numbers**, **Colors**, **Shapes**, **Objects**, or **Animals**. Then, make a choice from the **Match With** frame. The various options are:

Letters: **Upper Case** (match 10 pairs of upper case letters), **Lower Case** (match 10 upper case letters to corresponding lower case letters).

Numbers: **Numbers** (match 10 pairs of numbers), **Objects** (match 10 numbers with corresponding number of objects).

Colors: **Colors** (match 10 pairs of colors), **Color Names** (match 10 colors with corresponding color name).

Shapes: **Shapes** (match 10 pairs of shapes), **Shape Names** (match 10 shapes with corresponding shape name).

Objects: **Objects** (match 10 pairs of objects), **Object Names** (match 10 objects with corresponding object name).

Animals: **Animals** (match 10 pairs of animals), **Animal Names** (match 10 animals with corresponding animal name).

Once you have made your selections, click **Play** to play the game on the computer or click **Print** to print out the matching pairs for off-computer play.

Play:

This game uses twenty boxes displayed on the screen. The object of the game is to find matching pairs behind the boxes by remembering locations. To see what is behind a box, simply click on that box using the mouse. If a match is obtained, a tune is heard and those boxes are erased from the screen. If there is no match, an 'uh-oh' is heard and the boxes are returned to the screen. The game ends when all ten matches have been made. You will then be told how many guesses it took to find all the matches. You can also stop the game by clicking the **Stop** button.

Print:

With this option, a single page of 20 boxes with the selected matching pairs will be printed on your printer (make sure your printer is on-line and ready). These printed pairs allow your child to play matching games away from the computer. You can cut the 20 boxes into individual cards, mix them and match them up, either with the cards face down (concentration game) or face up (basic matching skills). Or leave the sheet intact and let your child draw lines connecting matching pairs. Use your own ideas to use the printed sheets.

Help:

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

Exit:

Click **Exit** to stop the program.

About Match Maker:

Click **Info?** to see the About screen.

Contact KIDware

If you ever have any questions, we are here to help. Contact information:

By Mail:

KIDware
PO Box 28234
Seattle, WA 98118

By Phone: (206) 721-2556

By FAX: (508) 464-0455

By E-Mail: support@kidwaresoftware.com

Web Site: <http://www.kidwaresoftware.com>

