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McGee

McGee was developed by Lawre	ence Productions, I	nc.	
Illustrations by:	Gregory L. Scott		
Programming by:	Frank Andrews	James McCarthy	
Sound by:	James McCarthy	SoundStage I	
Product Design & Testing by:	Frank Andrews	Gregory Scott	
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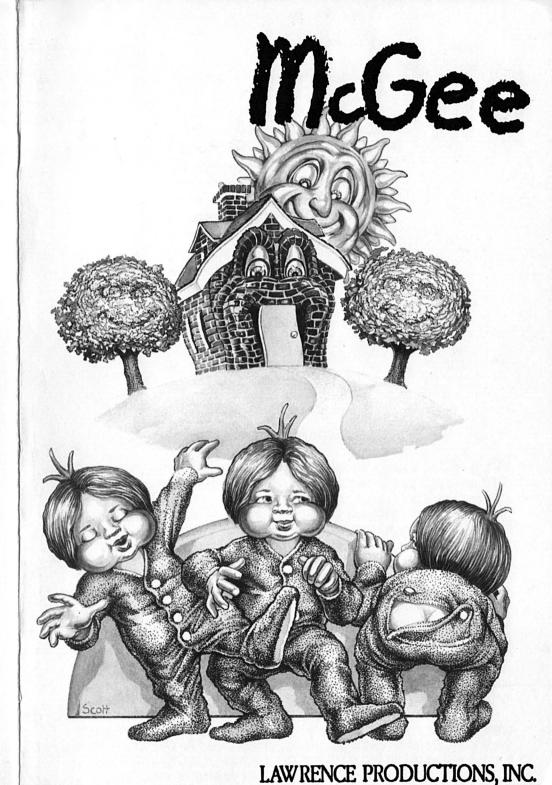
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The Apple IIGS version of McGee contains material from the ORCA/Pascal Run-Time Libraries, copyright 1987-1988 by Byte Works, Inc. Used with permission.



Dear Parent...

We welcome you and your child to McGee's house.

Young children can run McGee ALL BY THEMSELVES. There are NO WORDS in this program. McGee provides an easy way for your child to become familiar with the computer. Put your preschoolers in control of this exploration, let them tell the story—to each other, or to you.

Along with knowledge of the computer and a sense of control over the machine, come confidence, a sense of discovery, and learning for the sheer fun of it!

Cordially.

Director of Program Development

Connie Ording

While McGee is designed for children aged 2 to 6, even younger children can learn to click the mouse and make selections. Once loaded (see instructions), this program can be run independently since there are NO WORDS in McGee.

Program designers have endeavored to meet the needs of young children and their parents. In using 31/2" disks, there is little chance of damage to the disks. By limiting cursor movement to the icon area at the bottom of the screen, even children with limited coordination can run the program.

If this program is used as lapware, with the child sitting on an adult's lap, please let the child control the program and tell the story. Most objects will produce a sound,

or movement, or both; and children will learn to anticipate what will happen with each choice. They may choose the same icon many times (in the same way a child chooses to hear the same story read over and over again), and may tell a different story about McGee each time.

Depending on your child's interests and developmental level, he or she will attend to different aspects of the graphics and may wish to elaborate on different events in the story. Encourage story-telling. It's great for language development. Encourage several children to view McGee together (taking turns with the mouse). Children will share their thoughts and ideas and encourage cognitive and language development in each other.

Researchers	have shown	that	computer	usage:	
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1/6	esear Chers have shown that Co	лпри	ter usage.
	Develops confidence and a sense of self-esteem.		Generates increased social interaction.
	Generates increased language use.		Provides challenge and a sense of control.
	Allows active control of the environment.		
	95		

System Requirements

On Apple® IIGS, Apple Macintosh® 512E, Plus or SE, and Commodore® Amiga® systems. McGee requires 512K minimum. one 31/2" disk drive, and a mouse.

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To Load McGee

On machines with two 31/2" disk drives, simply put Disk 1 in drive 1, Disk 2 in drive 2, and turn on your machine.

On machines with one 31/2" disk drive, put Disk 1 in the drive and turn on your machine. After Disk 1 has loaded, McGee will tell you to insert Disk 2. Leave this disk in your drive and the program is ready to be used by your preschooler.

Since your keyboard cannot be used while running McGee, we suggest that you move it aside to allow your child to interact as freely and closely with screen illustrations as possible.

What McGee Can Do

When your child clicks the mouse on an icon at the bottom of the screen, something will happen. If the object is a door or stairway. McGee will move to another room (there are six) or out to the backvard. All other choices combine sound and animation for maximum fun.

Your child will delight at the dog's bark, the cat's meow, and the creaking tire swing. Running water, telephone sounds, and the flushing toilet help add realism to this unique program.

Your child can watch McGee bounce the ball, wake the cat, and ride a hobby horse. McGee will play with the puppet, make a phone call. and give the dog a treat. Can McGee crawl under the rug, play in the tire swing, and blow the seeds off a dandelion? It all depends on the choices your child makes.

Children will understand that it's a matter of time until mom gets up; but until then there are things to discover. With the whole house to explore, it's a good thing McGee's up with the sun!