

your computer hardware supports one of these graphics modes, *Stickybear Shapes* will automatically select the correct mode. A smiling *Stickybear* will greet you when the program is booted.

If you have difficulty with the program – for example, you can hear music, but get no picture – it may be because you have installed special non-standard hardware or software. If this is the case, or if you simply wish to override the graphics mode that is automatically selected, you may use our **setmode** program, which allows you to set a graphics mode manually.

Run **setmode** from the *Stickybear Shapes* program disk (Type **A:** and press **Enter**; type **setmode**, press **Enter**) or from your hard disk "Shapes" directory. A menu will appear, from which you may select EGA, Tandy 1000 family, MCGA, or allow the computer to automatically decide. **Setmode** allows you to permanently set a graphics mode. If you change to a different computer system, you should run **setmode** again and select the appropriate graphics mode.

Remember, you only need to run **setmode** if you have difficulty running the program.

Additional activities

After children have fully explored *Stickybear Shapes* several times, you may want to try a few more structured activities.

Match the Shapes. Ask children to match shapes appearing on the computer with the shapes on the poster.

Shapes Are Everywhere. After children have become familiar with the shapes, encourage them to look for examples in their environment. "What shape is your ball?" Do you see something that is square?" Point to a shape on the poster. Ask children to find something that is the same shape. (Squares, circles, and rectangles are common. Triangles and diamonds may be hard to find.)

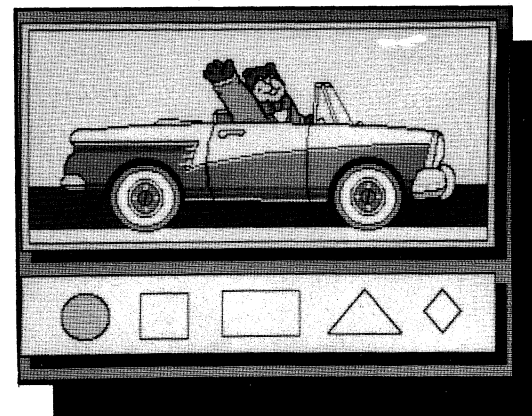
Some children will immediately enjoy these activities. Others will prefer to continue exploring *Stickybear Shapes* on their own. Be patient. Introduce activities in small doses. For younger children, naming four or five shapes at a time may be sufficient. Remember, this program is designed for children from ages three through six. Younger children may have shorter attention spans and different interest levels than older children.

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Stickybear Shapes

User's Guide

What Is Stickybear Shapes?

Stickybear Shapes is especially designed to help three-to six-year-old children identify the five most common geometric shapes: **circle**, **square**, **triangle**, **rectangle**, and **diamond**. This is an important readiness skill, which helps prepare children for beginning reading and math activities.

Three different activities are included in the *Stickybear Shapes* program: In **Pick It**, children identify the missing shape in each picture. In **Name It**, children match shapes with shape names. In **Find It**, children match a shape with one hidden in each picture.

With *Stickybear Shapes* children will discover shapes are everywhere in their world! Soon a circle will become a ball, a square will turn into a box, and a triangle will be the roof of a house. The program helps build concepts necessary for learning – and can inspire youngsters to practice shape recognition on their own. Learning shapes will help youngsters as they begin to perceive and print letters of the alphabet, for example, the letter O corresponds with **circle**, or the letters V, M, and A correspond with **triangle**.

A colorful *Stickybear Shapes* poster is included. It is designed to reinforce shape recognition. The five shapes appear on the poster. Children will enjoy finding the shapes hidden in a charming picture of the bears.

Learning with Stickybear Shapes

Computer Awareness

Today's children are growing up in a computer society. By using programs designed especially for them, young children become familiar with the computer and its keyboard. Children given hands-on computer experience will become "computer confident." With *Stickybear Shapes*, they do not just watch adults using that fascinating machine, they use it themselves!

Exploration and Discovery

Young children are natural scientists. They love to observe, experiment, and explore. *Stickybear Shapes* is designed to stimulate these young explorers. They can use the program by themselves. They can explore the keyboard and discover that pressing the arrow keys, or moving the mouse or joystick changes the choice of shapes. Further exploration will reveal the function of the space bar, or of the button on the mouse or joystick. Still later, they will discover the relationship between the words and the shapes displayed.

Shape Recognition

The *Stickybear Shapes* program is designed to reinforce shape recognition. The poster facilitates and enhances this learning. As children gain experience with the program, they begin to recognize and name the shapes. Older children begin to recognize the words on sight. The shapes displayed at the bottom in the *Pick It* and *Find It* activities may not appear exactly the same as the shapes in the picture. They may be "turned" another way, encouraging children to concentrate on the concepts of "roundness" or "squareness" rather than look for an exact match.

Speech

Activities in this program are augmented with speech if you have the Apple IIGS version, or if you have installed an Echo Board in your computer. A delightful, talking *Stickybear* helps keep youngsters captivated, and provides additional reinforcement of shape recognition. He welcomes children to the program, then says shape names as they appear on screen. This enhances the program's value as a learning tool. The program will work with or without speech. (Echo Boards, manufactured by Street Electronics, 6420 Via Real, Carpinteria, CA 93013, (805) 684-4593, are sold separately; contact Street or your dealer for information.)

Let's get started! Select directions for YOUR computer ...

All programs are copy-protected; customers may obtain a back-up copy by following instructions on the warranty/back-up card enclosed in the package.

Apple IIGS

The Apple IIGS version is called *The New Talking Stickybear Shapes* and is in 3.5" format. Speech is built into the program. To begin, simply put the program disk in the disk drive, and turn on the computer and monitor. The program will autoboot and the title screen will appear.

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

Apple II Family

The Apple version of *Stickybear Shapes* is available in either 3.5" or 5.25" format. It will work on the Apple IIGS, //c+, //c, //e, II+, and II with 64K. The program will work with or without speech. Speech requires 128K and an Echo Board, which may be purchased separately. A color monitor is recommended.

To begin the program, put the disk in the disk drive, and turn on the computer and monitor. The program will autoboot and the title screen will appear.

Commodore 64/128

Stickybear Shapes will run on any Commodore-64 with a 5.25" disk drive or a Commodore-128 in C-64 mode. Put the *Stickybear Shapes* disk into the disk drive and type **LOAD "PRG",8,1**. Press return and wait for the program to load. The title screen will appear.

MS-DOS

The MS-DOS version is available in either 3.5" or 5.25" format. It will work on the IBM XT/AT, IBM PS/2, Tandy 1000 family, 3000, 3000HL, 4000 and compatible computers, with 512K. The program requires VGA, MCGA, EGA, or Tandy 1000 graphics. (*Please see the **Graphics** section in this manual.*) A color monitor is recommended.

Both 3.5" and 5.25" formats have speech, if you have installed an Echo Board in your computer. The program will work with or without speech. The 3.5" format has one disk containing both program and speech; the 5.25" format has two disks – one is the *Stickybear Shapes* program disk and the other contains speech.

- **3.5" Version (One Disk):** Boot from your MS-DOS (3.2 or greater) startup disk. Place *Stickybear Shapes* in your 3.5" drive. Change to your 3.5" drive (Type **a:** and press **Enter**, or **b:** and press **Enter**). At the **prompt (a> or b>)**, type **SHAPES** and press **Enter**, and the title screen will appear.

- **5.25" Version (Two Disks) with Two 5.25" Drives:** Boot from your MS-DOS (2.1 or greater) startup disk. Place the *Stickybear Shapes* program disk in Drive A. If you have an Echo Board, then place the *Stickybear Shapes* speech disk in Drive B. Change to your A drive (Type **a:** and press **Enter**). At the **a prompt (a>)**, type **SHAPES** and press **Enter**, and the title screen will appear. If you do not have an Echo Board, place the program disk in Drive A. Type **SHAPES** and press **Enter**.

- **5.25" Version (Two Disks) with One 5.25" Drive:** Boot from your MS-DOS (2.1 or greater) startup disk. Place the *Stickybear Shapes* program disk in Drive A. At the **a prompt (a>)**, type **SHAPES** and press **Enter**. If you have an Echo Board, you will see, "Insert speech disk and press any key." Remove the program disk and insert the speech disk. After you press a key, *Stickybear* says, "Hi, I'm Stickybear." Then you will see, "Insert program disk and press any key." Remove the speech disk, insert the *Stickybear Shapes* program disk, press a key, and the program will begin. If you do not have an Echo Board, you do not need to use the speech disk, and the program simply starts after you type **SHAPES** and press **Enter**.

You may install the MS-DOS version of *Stickybear Shapes* on a hard disk. (See the Hard Disk Installation section.) To run the program, change to the *Shapes* directory and type **SHAPES**. A screen message will ask you to insert the program disk. After a brief check of this disk, the program will run from your hard disk. You may now remove the *Stickybear Shapes* disk, if you wish.

NOTE: If you want to run any memory resident program larger than 256K immediately after playing *Stickybear Shapes* with speech, it may be necessary to re-start your machine.

Using Stickybear Shapes

After the title screen, you then may select keyboard, joystick or mouse mode in MS-DOS or Apple II family versions. Press K for keyboard, J for joystick, and M for mouse. (MS-DOS users who select the mouse should be sure the mouse driver is installed.) The Apple IIGS version simultaneously accommodates the keyboard and mouse; the Commodore version simultaneously accommodates the joystick and the keyboard, so you don't need to select one. Next you have the choice of the following activities:

Pick It
Name It
Find It

Press the arrow keys, move the mouse on the desk, or move the joystick – the 1, 2 or 3 (or circle in IBM programs) will flash. Commodore users press the cursor keys (or keys 1 and 2, or letter keys *o* and *p*). When the activity you want is flashing, press the space bar, mouse or joystick button and that activity will begin. To change activities, press **esc** (escape key) and the three choices will appear again. Commodore users press the **f1** key to change activities.

1. Pick It

Each picture display contains a missing shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys or move the mouse or joystick slowly, until the correct shape is flashing. For Commodore programs, press cursor keys (or number 1 and number 2, or letter *o* and letter *p*). Then press the space bar, or firmly press the mouse or joystick button to select it. If the answer is correct, the missing shape will appear, accompanied by music and animation. If the answer is wrong, you will hear a low "bloop." After you find the correct shape, press the space bar, mouse or joystick button for a new picture. (MS-DOS and Apple IIGS users also may press the **return** or **Enter** key.)

2. Name It

Each display presents the name of a shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys, or move the mouse or joystick slowly, until the correct shape is flashing. For Commodore programs, press cursor keys (or number 1 and number 2, or letter *o* and letter *p*). Then press the space bar, or firmly press the mouse or joystick button. If the answer is correct, the shape will appear accompanied by music and animation. If the answer is wrong, you will hear a low "bloop." After a correct answer, the program automatically produces a new display. You also may press the space bar, mouse or joystick button to produce a new display.

3. Find It

Each display is a picture containing all five shapes. A shape and its name appear at the bottom of the screen. Press the arrow keys, or move the mouse or joystick slowly, until the correct shape is flashing. For Commodore programs, press cursor keys (or number 1 and number 2, or letter *o* and letter *p*). Then press the space bar, or firmly press the mouse or joystick button. If the answer is wrong, you will hear

a low "bloop." After you find the correct shape, press the space bar, mouse or joystick button for a new picture.

Quiet

Apple IIGS users may adjust the volume to suit their 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 using arrow keys. 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 sound and speech on and off by pressing **control** and **Q** at the same time.

For other Apple computers, as well as MS-DOS computers, you may turn sound effects on and off by pressing **control** and **Q** at the same time. If you have an Echo Board, you may adjust the volume of speech with the volume control on the speaker.

Instructing Children

Follow the above directions to load the disk and choose keyboard, joystick, or mouse. Then select an activity. If using the keyboard, invite the children to press the arrow key or space bar. If using the mouse or joystick, show them how to slowly move it back and forth and how to firmly press the button to choose the answer.

Try starting with the *Find It* activity. The *Name It* and *Pick It* activities are more challenging. They depend upon word recognition and sophisticated perceptual skills. What is easy for six-year-olds is often difficult for three year olds. But these young explorers may want to try the more challenging games. They can experience success by trial and error or by repeatedly pressing the space bar. Eventually the correct answer will appear followed by the animation. After some experience with the program, children may prefer to choose the mode and activity themselves.

If you want children to load the disk themselves, explain each step carefully. Demonstrate the procedure and have children practice under your supervision. Stress the importance of being careful. Demonstrate how to hold the disk. The 5.25" disks should be held only by the end with the picture, and should not be bent or folded. The 3.5" disks should be inserted silver end first, with label up. Remember to demonstrate putting the disk safely away after use.

Learning the Program

Children learn best by experimenting themselves. Try to resist that almost overpowering impulse to intervene in the discovery process. You can have your turn later! Allow children to discover (without coaching) that pressing the arrow key or moving the mouse or joystick changes the choice of shapes. Eventually they will discover how to choose the shape by using the space bar or button.

Most children will require little or no guidance. If a little assistance is required, try phrasing a suggestion in question form. If children hesitate, ask, "What do you think will happen if you press this arrow key?" By making suggestions in question form, you allow children to stay in control.

Children often experiment with the program in ways difficult for adults to understand. Some children may appear to be pressing keys randomly when they are actually testing the "rule" that some keys produce no effect. Some children like to watch the same display much longer than adults would. Others press the keys too quickly for the computer to register. Try not to impose "adult" order on children they experiment. It might interrupt the learning process.

Hard Disk Installation

Apple IIGS:

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 "Shapes."
2. Insert the *Stickybear Shapes* disk into the drive. Copy the following files to your "Shapes" folder:

SHP.SYS16 SHP.IMAGES GFX.FONT SHP.SOUNDS

Also copy the "scenes" folder and the "speech" folder to your "Shapes" folder. To run the program, follow directions listed earlier in this manual.

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 SHP.SYS16 icon because this method requires additional ProDos overhead space (available to those with more than 512K).

MS-DOS:

1. Create a directory called "Shapes" (mkdir shapes).
2. Insert *Stickybear Shapes* in drive A. Copy all files from the program disk root directory to your "Shapes" directory. If you have the 5.25" version, also copy all the files from the "speech" disk to this directory.
3. From this directory, create a subdirectory entitled "scenes" (mkdir scenes). Change to the "scenes" directory (CD scenes).
4. Copy all the files from the "scenes" subdirectory on the program disk to the "scenes" subdirectory on your hard disk. Follow directions at the beginning of this manual to run the program.

Graphics for MS-DOS Computers

Stickybear Shapes supports three graphics modes: MCGA (for VGA and IBM PS/2 models); EGA; and Tandy 1000 family. MCGA has the largest variety of colors. If