

Learning Box

The Enormous Turnip Parent's Guide



Learning at Home

All the characters from The Enormous Turnip story are here to help your child learn about word making and spelling. The wide range of skills contained in this program are introduced in carefully graded steps so that you have control over the pace at which your child learns and progresses. This program:

- introduces your child to the first stages of spelling;
- teaches your child that letters have sounds as well as names;
- teaches your child that words are formed by adding the right letter sounds together;
- makes learning these important skills fun.

On this cassette are three substantial activities:

- 1 Letter sounds
- 2 Word making
- 3 Spelling

There are nine levels of difficulty for each activity. Initially you can do these activities together but very soon your child will be able to do them alone.

IMPORTANT: Read this guide carefully and familiarize yourself with the activities **before** introducing your child to them.

Step 1

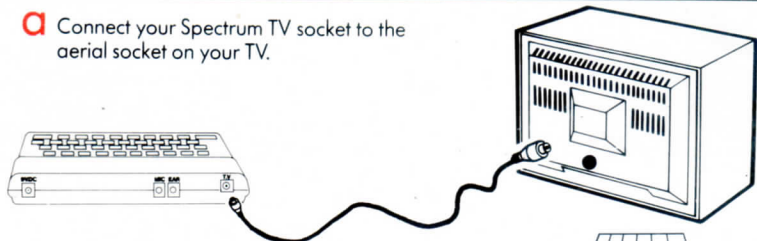
- a Play the story tape to introduce your child to the story and to the characters who will appear on the screen.
- b Now read the story of the Enormous Turnip together to set the scene.



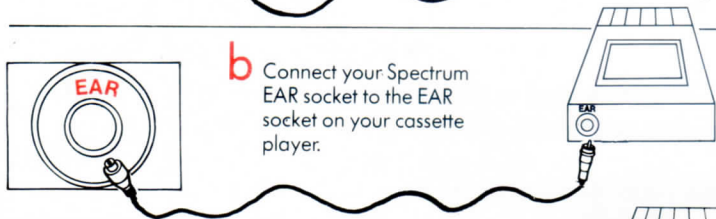
Step 2

How to plug in your Spectrum:

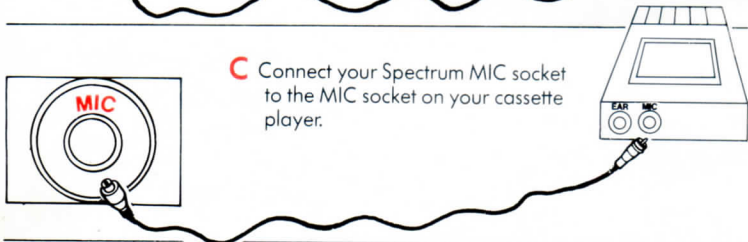
- a** Connect your Spectrum TV socket to the aerial socket on your TV.



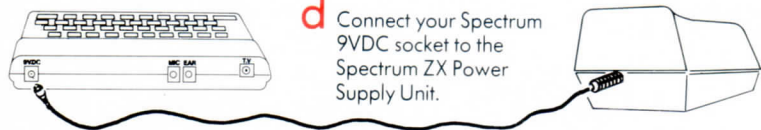
- b** Connect your Spectrum EAR socket to the EAR socket on your cassette player.



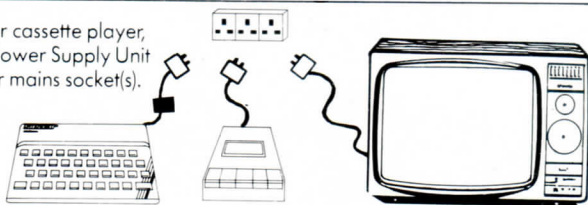
- c** Connect your Spectrum MIC socket to the MIC socket on your cassette player.



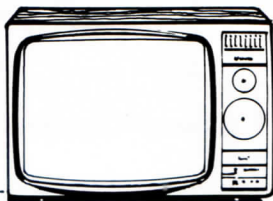
- d** Connect your Spectrum 9VDC socket to the Spectrum ZX Power Supply Unit.



- e** Now plug your cassette player, Spectrum ZX Power Supply Unit and TV to your mains socket(s).

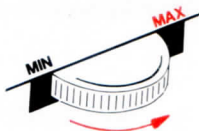


f Switch on your TV and turn the sound down to its lowest setting. Find your computer channel. When SINCLAIR RESEARCH appears on the screen, you have found the right channel. If SINCLAIR RESEARCH does not appear on any channel, you will have to tune one of the channels. Refer to your TV manual for instructions on how to do this.



g Insert tape, side B upwards, into your cassette player. Rewind to the beginning if necessary.

h Turn the volume control on your cassette player up to just below maximum. Now you are ready to load the program.



Step 3

How to load the program:



a Press J on your Spectrum keyboard.

b Now hold down SYMBOL SHIFT and at the same time press P PRINT twice. LOAD " " should now appear on the screen. If not refer to the Checklist.



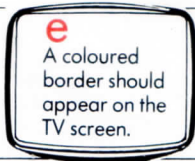
c Now press ENTER.



d Depress the PLAY button on your cassette player.



e A coloured border should appear on the TV screen.



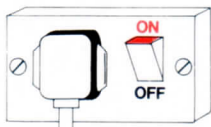
f Next stripes should appear in the border, as the program loads.

g When the striped border disappears (after approximately 4 minutes), you can stop the tape. Your program is now ready.

h You may need to adjust the controls on your TV to obtain the best results.

Checklist

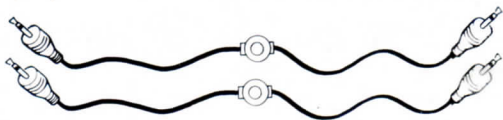
- 1 Is everything plugged in and turned on?



- 2 Is your TV on the correct channel?

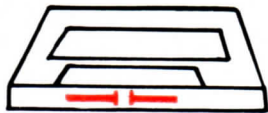


- 3 If the stripes do not appear on the screen when you depress the play button on your cassette player, check the connections between your Spectrum and cassette player, and between the cassette player and the mains. The cassette lead has two grey



plugs and two black plugs. Make sure the same colour is plugged into the same socket on both the Spectrum and the cassette player i.e. EAR to EAR and MIC to MIC.

- 4 Is the B side of the cassette facing upwards?



- 5 Is the cassette wound back to the beginning?



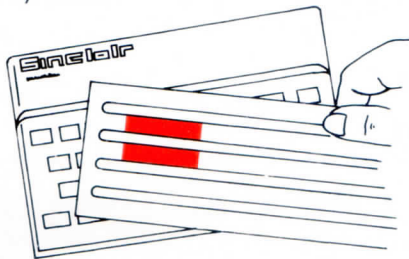
- 6 Is the volume on your cassette player adjusted to just below maximum?

- 7 When you have checked all these, pull out the 9VDC plug to switch off your Spectrum. Reconnect it and start again.

Step 4

How to begin an activity:

- a On the screen will now appear a list of activities, 1-3. To select the one you want, press the appropriate number key. (Each activity is explained in full in Step 5). Then press **ENTER**.
- b Before you begin, put the overlay on the keyboard. The screen will tell you which overlay to use.



- c Press any key to begin. e.g. ENTER.



- d Activities 1, 2 and 3 can be done at nine different levels of difficulty. The program will automatically regulate the level of difficulty depending on how well your child copes with the activity.

Step 5

Activity 1:

Letter sounds

- a** In a hole in a corner in the old man's cottage lives a little mouse. He knows that if the old man waters the turnip it will grow and grow.
- b** At the bottom of the screen are three pictures. The mouse appears pushing along the first letter of a word that goes with one of those pictures.
- c** Using any key in the blue area, your child must move the mouse above the picture which goes with the letter.
- d** When the mouse is above the right picture, press any key in the pink area.
- e** If the letter does not go with the picture your child has chosen the poor mouse looks confused and worried. Your child must now press any key in the blue area to move the mouse to another picture.
- f** When your child gets it right, the mouse will turn a somersault and the old man will water his turnip. Watch the turnip grow!
- g** Now your child can have another go and help the old man water his turnip until it is enormous.
- h** Eventually the old man's watering can will run out of water and the turnip can grow no more. Then the activity will begin again.
- i** As each letter appears on the screen, ask your child to say its sound. Check it before proceeding. When the mouse stops over each picture encourage your child to say the name of the object and the letter sound that it begins with aloud. If your child has difficulty identifying pictures, you may find it helpful to ask "What is it?" or "Can you see the dog?" (for example) or "What letter does dog begin with?"
- j** Initially do this activity together but after a while your child will be able to do it alone.
- k** To move on to another activity follow the instructions in Step 6.

Activity 2:

Word making

- a** The old man's turnip is so enormous that it will grow no more! The old man says, "Now I will eat the turnip for my tea." He holds on to the leafy turnip top and pulls. He pulls and pulls. He pulls with all his might. But the turnip is stuck in the ground.
- b** At the bottom of the screen some words appear all with their first letter missing.
- c** In the bottom left hand corner of the screen a picture appears.
- d** The little mouse now pushes a letter onto the screen and drops it in front of the first word.
- e** If this does not make a word which goes with the picture, your child should press any key in the blue area to move the mouse and the letter to another word.
- f** When your child thinks that the mouse has made the word that goes with the picture, press any key in the pink area.
- g** If your child gets it wrong the poor mouse will look confused and worried. Your child must now press any key in the blue area to move the mouse and the letter to another word.
- h** When your child gets the answer right, the mouse turns a somersault. See who appears to help the old man pull up the turnip. It will take lots of people to help pull up the turnip, so your child must get lots of right answers!
- i** When the turnip has been pulled out of the ground, the activity will begin again.
- j** When the mouse appears with a letter encourage your child to say aloud the sound of the letter. When the letter appears in front of each word, even if it is an incorrect word, ask your child to 'sound it out' by adding the first sound to the others. Then ask your child whether this is the correct word for the picture.
- k** Initially do this activity together but after a while your child will be able to it alone.
- l** To move on to another activity follow the instructions in Step 6.

Activity 3:

Spelling

- a** At last the Enormous Turnip has been pulled up. Lots of people helped. The old man says, "Thank you for helping me. I will cook the turnip in a lovely stew and you can all come to tea and help me eat it!" Can your child help push the turnip into the cooking pot?
- b** A picture appears on the screen to the right of the cooking pot. Below the picture is a row of turnips. Each turnip represents a letter of the word which goes with the picture.
- c** Along the bottom of the screen is the alphabet. Then the mouse appears.
- d** Your child now uses the mouse to point to the letters – in the right order – which make up the word that goes with the picture.
- e** To move the mouse to the left, your child should press any key in the blue area.
- f** To move the mouse to the right, your child should press any key in the purple area.
- g** When the mouse points to the letter your child needs, press any key in the pink area.
- h** If your child makes a mistake, move the mouse to the rubber (at the end of the alphabet) by pressing any key in the purple area. When the mouse reaches the rubber, press any key in the pink area and the last letter he chosen will be erased.
- i** In this way your child should spell out all the letters in the word.
- i** If your child spells the word incorrectly, the poor mouse will look confused and worried. The screen will show the correct answer and then your child must try again.
- k** When your child spells the word correctly, watch as the turnip is pushed nearer the pot.

- | Watch out for the big splash when the turnip lands in the pot, and then the activity will start again.
- m As the mouse spells out a word, encourage your child to say the letter sounds aloud and then to blend the sounds together. Discuss with your child what letter might come next and why.
- n Initially do this activity together but after a while your child will be able to do it alone.
- o To move on to another activity follow the instructions in Step 6.

IMPORTANT: All these activities have been carefully graded and designed to allow children to work through them at their own pace. We suggest that you do not push your child to more advanced activities before he is ready. Remember the activities should be fun as well as educational.

Step 6

How to finish an activity

Hold down CAPS SHIFT and BREAK SPACE and press 1 once. You can now choose another activity as before.



How to end the program

To end the program, simply disconnect the Spectrum ZX Power Supply Unit from the mains.

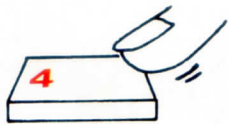
How to switch off the sound

To switch off the sound, hold down keys CAPS SHIFT and BREAK SPACE and press 3 once. To switch the sound on again, repeat this action.



How to pause

To pause: Hold down keys CAPS SHIFT and BREAK SPACE and press 4 once. To continue, repeat this.



NOTE:

These key combinations have been carefully designed to make it difficult for your child to carry out any of these actions accidentally.