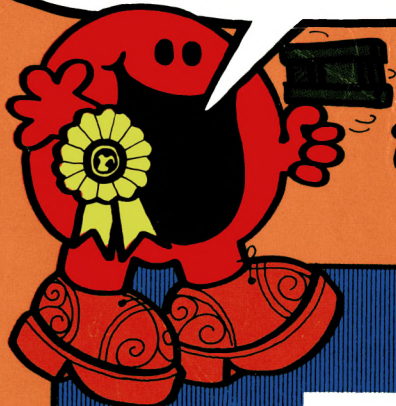


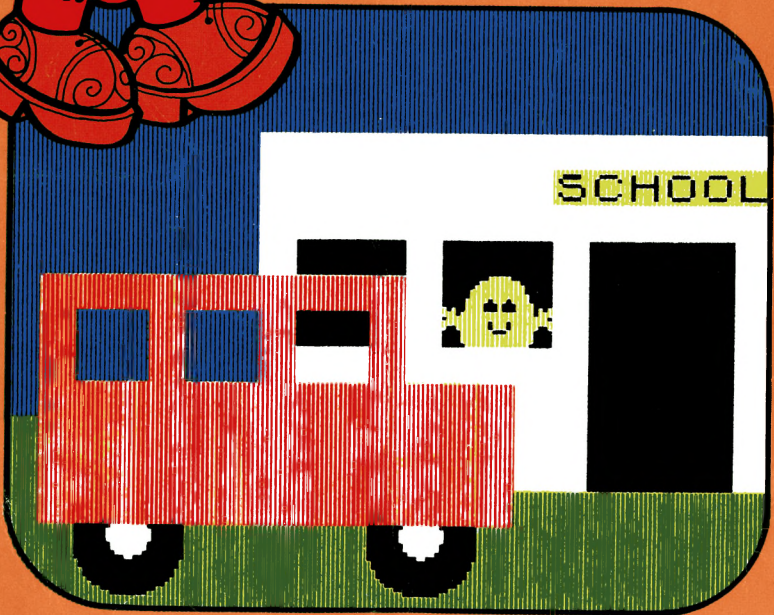
MIRROSOFT

WORD GAMES



with
the Mr. Men

by
Widgit Software



For ages 5 to 8 years



A guide for young children to the



home computer program

by Judith Cooper

The Software for Word Games with the Mr. Men is published in different versions for a number of computers. The screen displays in this book are not exact representations of the images produced on your screen; these will differ according to which computer you have.

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Not for sale separately from the Mirrorsoft computer program Word Games with the Mr. Men.

A Note to Parents

This book is written in simple language, and is intended to give you suggestions for explaining the programs to your children. It is not meant to be read at the start by children on their own.

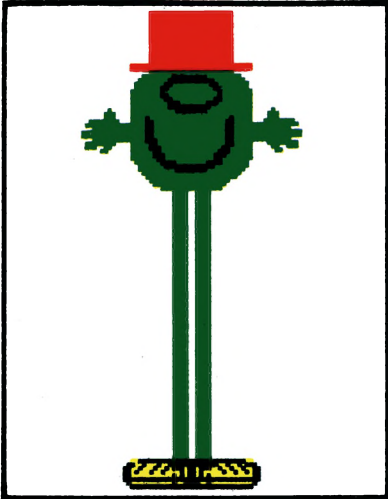
The Word Games in these programs progress steadily from simple games for early readers to games which are more demanding and for which your child will need to be reading quite well. Children ready to tackle the games on the second tape, Read with Mr. Bounce, may well be able to read the relevant part of this book unaided.

Do take time to talk with your children about the games and help them discover how they work especially in the early stages.

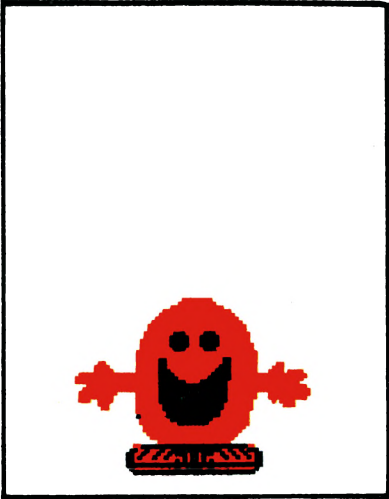
A brief note on the educational aims of the programs together with loading instructions, are printed in a separate leaflet. Do read these carefully to ensure your programs load properly and you know of each program's features.

Roger Hargreaves

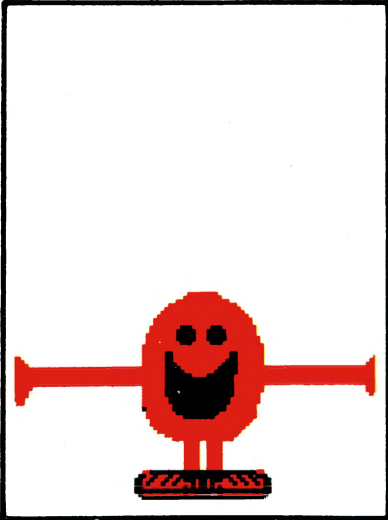
Words and pictures for Mr. Noisy's Word Game



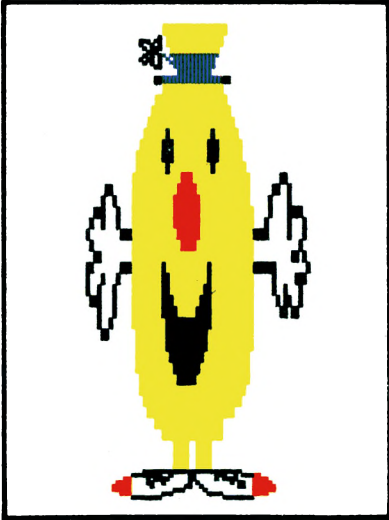
tall



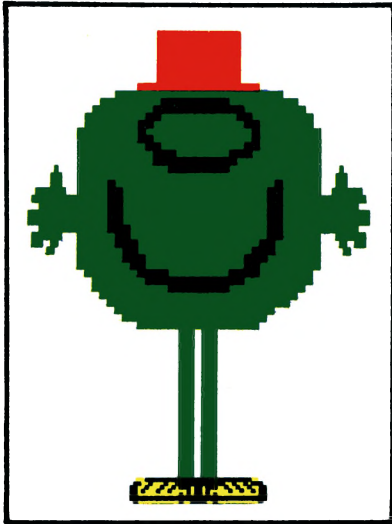
short



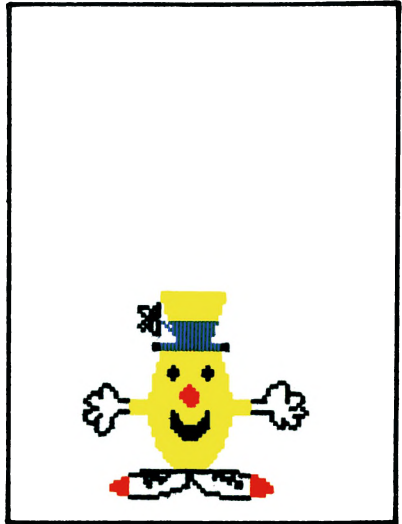
wide



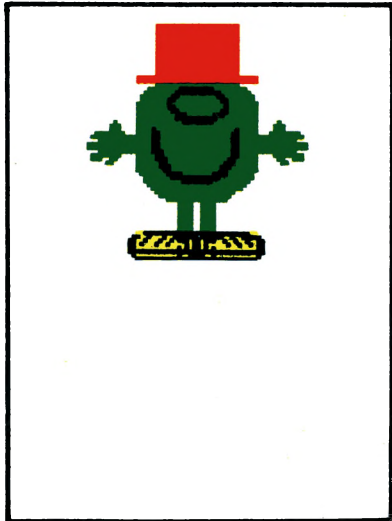
narrow



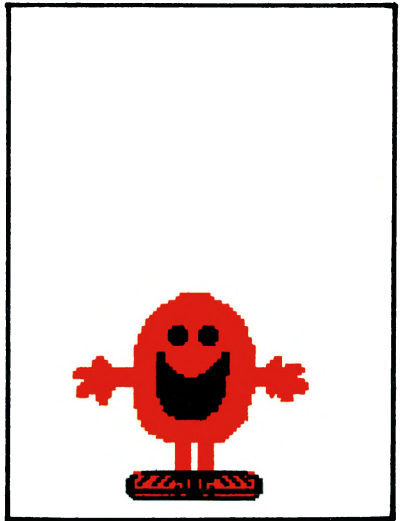
large



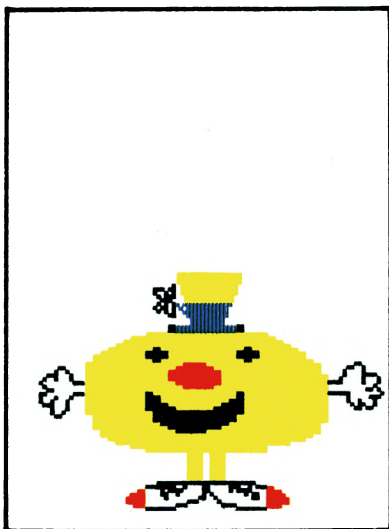
small



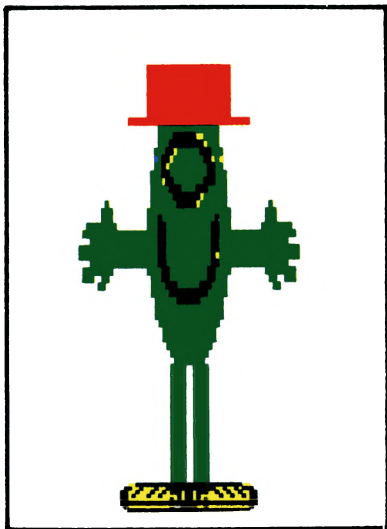
high



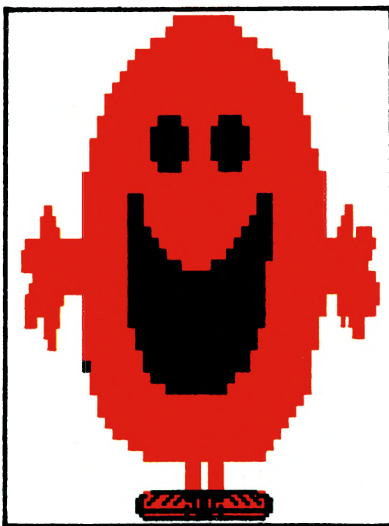
low



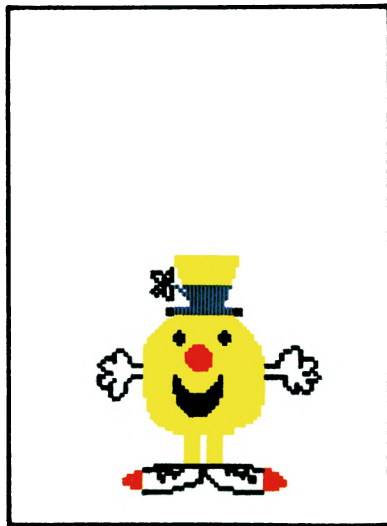
fat



thin



big



little

More words for Mr. Noisy's Word Game

tall	taller	tallest
short	shorter	shortest
high	higher	highest
low	lower	lowest
wide	wider	widest
narrow	narrower	narrowest
fat	fatter	fattest
thin	thinner	thinnest
large	larger	largest
small	smaller	smallest
big	bigger	biggest
little		

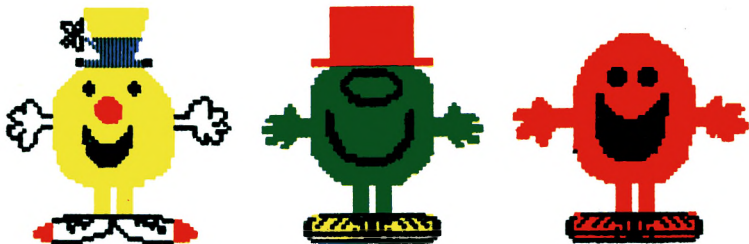
Mr. Noisy's Word Game

Mr. Noisy has had a brilliant idea, and because it's Mr. Noisy's idea he wants everyone to know about it. He has invented a new game and he's called it Mr. Noisy's Word Game. It's special because you can play it on your computer.

By pressing the keys from **1** to **9** you can play any part of the Word Game. So let's begin.

Press **1** **See what the Mr. Men can be**

You can see Mr. Funny, Mr. Silly or Mr. Noisy if you press any key to stop the * beside the name you want.



Any time you see the flashing square you can press any key to change the picture.

Did you notice how the Mr. Men changed shape and size?

Can you remember any of the words you saw? Look at pages 4, 5 & 6 in this book and you can see Mr. Funny, Mr. Silly and Mr. Noisy showing all the words.

So now that we've met Mr. Noisy, Mr. Silly and Mr. Funny we can start the game. Press the keys both together and you'll see we're back at the beginning again.

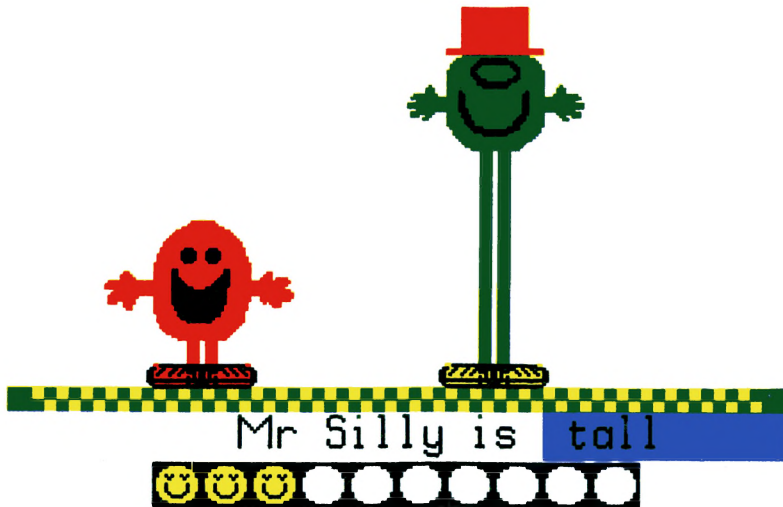
Press **Read what the Mr. Men are**

Oh dear! What a calamity! Mr. Muddle has been helping Mr. Noisy with his word list and he has muddled it all up.

Can you help Mr. Noisy find the right words to fit the picture? Each word will appear on the screen and you must press any key to pick the right one.

For example:-

Mr Noisy is short



If your answer is right you will score
but if it is wrong you will get a



Can you score 10



See what happens when you do.

Press **3** Write what the Mr. Men are

For this game you must type in the word yourself. Mr. Noisy has written some words to choose from.

Mr Funny is tall



short
big
narrow
thin

Mr Noisy is short



Choose which word you think is right. Copy it carefully and when you have finished typing you must press or . If you make a mistake press the key and the last letter will disappear.

Good luck!

Press **Decide what the Mr. Men are**

Disaster!

Not only has Mr. Muddle muddled up Mr. Noisy's words, he's put them away somewhere "safe" and now he can't remember where they are. It's a good job Mr. Noisy, Mr. Funny and Mr. Silly can show them to you. Turn to pages 4, 5 & 6 of this book and you will find them.

Choose a word which you think fits the picture on the screen. Copy it carefully and remember to press or when you have finished.

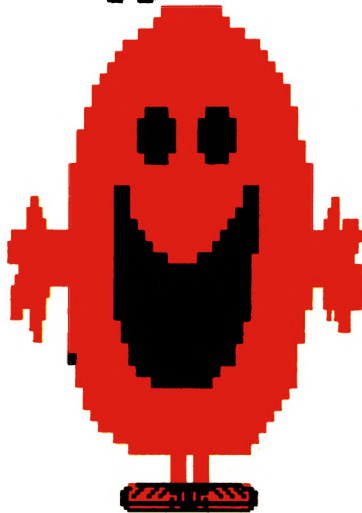
How many did you score?



Press **More** (Comparatives)

Mr. Noisy has a big loud voice and when he gets excited about something his voice gets bigger and louder until it's the BIGGEST, LOUDEST noise for miles.

biggest



These next two games are Mr. Nosiy's favourites and I hope you enjoy playing them too. The words they use are listed on page 7 if you need some help.

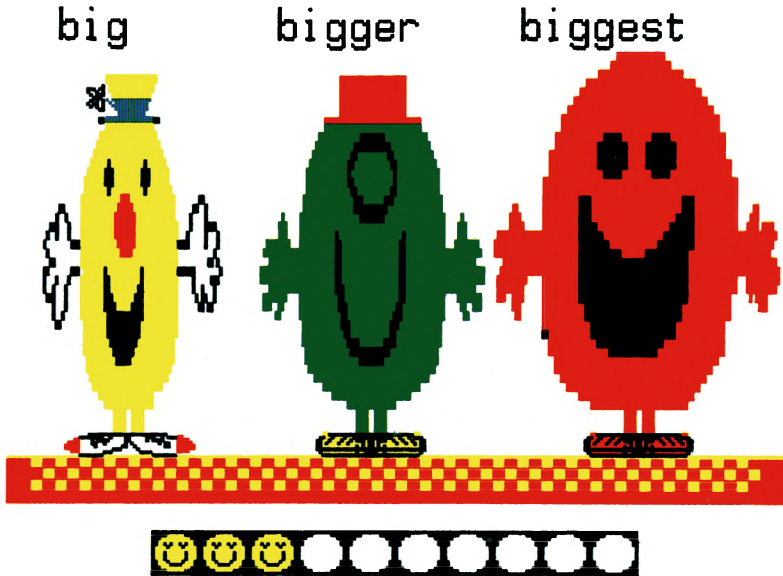
Mr. Silly is tall but Mr. Funny is taller.

Mr. Funny is taller than Mr. Silly.

Look at the picture and choose the right word. Copy it carefully from the book and don't forget to press or when you have finished.

See what you have scored.

Press **6** **Most** (Superlatives)



Mr. Funny is big.

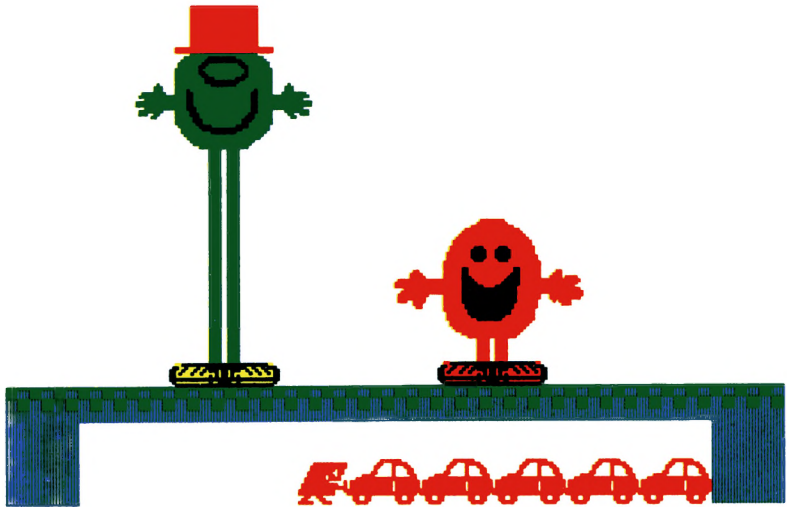
Mr. Silly is bigger.

But what is Mr. Noisy? Mr. Noisy is the biggest.

Type in the right word, press **ENTER** or **RETURN** and see what you have scored.

Press Right or wrong?

can you see a tall Mr Noisy



Poor Mr. Strong hasn't been feeling quite himself just lately. Help him pull the cars across the screen by giving the right answers to the questions.

Press for YES and for NO.

Now try playing a little faster. Be careful though because if you give a wrong answer the cars will roll backwards and poor Mr. Strong will have to start again.

How many points did you score?

Press **8** **Find the opposites**

Worm is learning about opposites. Can you help him? Every time he pops up for a breath of fresh air someone very Silly (and I'm not mentioning any names) has written him a list of words.

Worm will point to each word in turn and you must choose two words (one from each set) which are the opposite of each other.

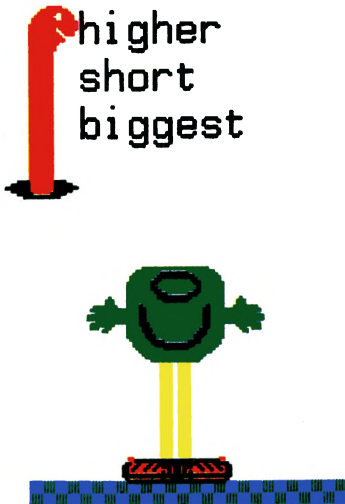
For example:-

high — low fatter — thinner largest — smallest

Press any key to stop Worm beside a word.

When you have chosen two words, press **1** if you think they are a pair, or press **0** if they are not.

Watch what happens when you get the right answer.



narrow
tallest
lower

press 1 or 0

Each right answer helps build the man. Do you recognise who he is? I shouldn't think so either. He's got Mr. Noisy's shoes on, Mr. Funny's legs, Mr. Silly's face and hands. What a mix-up! I wonder who's hat he's going to have!

I bet this was all Mr. Silly's idea.

Thank you, Mr. Silly.

If this is too easy try the next part — I hope you've got a good memory.

Although you can see one set of words, the other set is hidden. Pick a word from the first set by pressing any key. Choose from the second set and the word will appear when you stop worm by any of the boxes.

If the two words you have chosen are a pair of opposites press . If they are not press and try again.

Good luck!

The last part is the hardest of all because all the words are hidden.

Press any key to stop Worm beside the boxes and the hidden words will appear on the screen.

Are they opposites? Press for YES or for NO.

Happy hunting!

Press **Make the Mr. Men appear**

Now it's your turn to make the Mr. Men appear. You can choose Mr. Silly, Mr. Funny or Mr. Noisy and words from the list.

Press any key.

You can have two men if you use the words “and” or “than”.

The computer can only manage if you start with a name and make sentences like these:-

Mr. Noisy is wide and Mr. Funny is small.

Mr. Noisy is wider than Mr. Funny.

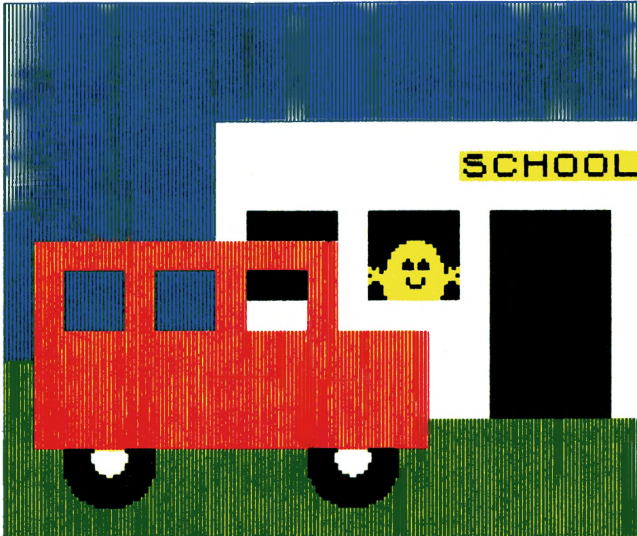
Don't forget to press or when you have finished typing and if you make a mistake or change your mind press the key and the last letter will disappear.

If your computer has a printer, by pressing you can print your own pictures of the Mr. Men.

Have fun!

Press **2** Read where Mr. Bounce is

Mr. Bounce loves playing hide and seek. Can you see him?



Mr Bounce is **inside**
the school



Choose a word which says where he is and press any key while it is shown.

If you are right you will score



If you are wrong you will score



Read with Mr. Bounce

Words you may need:-

in	above	house
on	underneath	tree
outside	in front of	bus
under	by	school
behind	beside	boat
inside	next to	cloud
on top of		the
		it

Mr. Bounce just can't keep still. One minute he is inside the cloud and the next . . .

BOUNCE . . .

he is outside his house.

Press **1** **See Where Mr. Bounce Can Go**

Mr. Bounce can visit three different places. Press **1** again and he will show you each place.

When he gets to a place you can choose where he goes in that place. Choose a word like 'inside', and see Mr. Bounce go inside the house, or inside the school, or inside the boat.

If you press **2** Mr. Bounce will show you everywhere he can go — but where?

Press any key to get the next picture.

Press Write where Mr. Bounce is

Where has Mr. Bounce got to now?



- inside
- underneath
- behind
- next to
- above

Mr Bounce is above
the tree



Choose a word from the screen list.

Type it in.

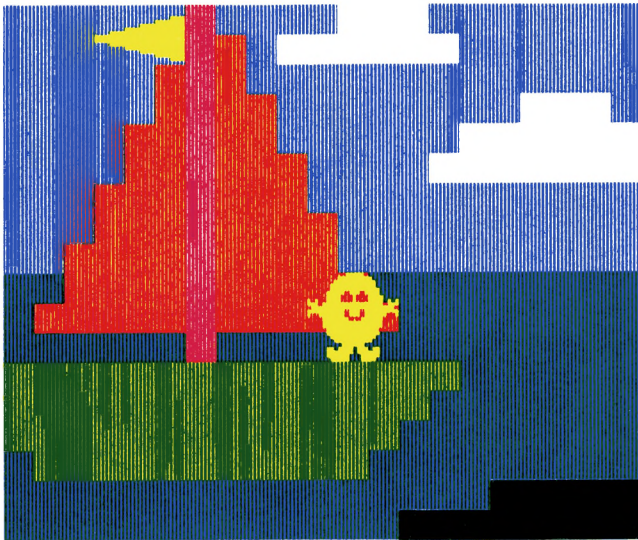
Press ENTER or RETURN and see what you have scored.

Press **4** **See where Mr. Bounce goes next**

Where is Mr. Bounce?

Mr. Bounce is under the boat.

Where does he go next?



Mr Bounce is **on**
the boat

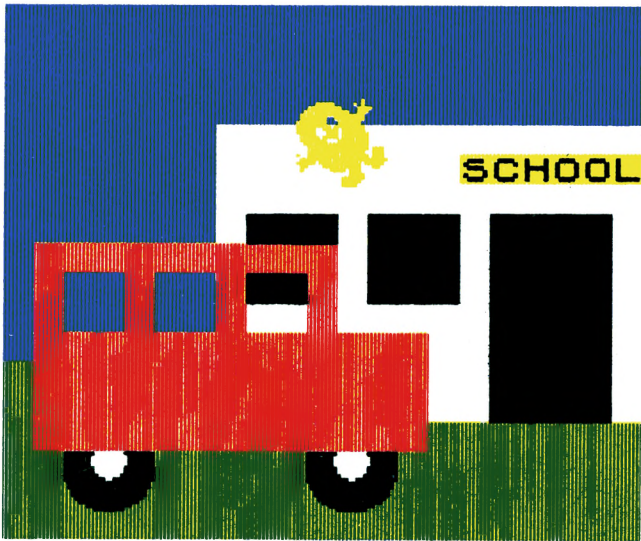
Mr. Bounce **was** under the boat, now he is on it.
Look out Mr. Bounce or you'll fall in the water again!

Press **5** **Help Mr. Bounce find food**

Mr. Bounce is hungry. He would like lots of good things to eat and drink. Tell Mr. Bounce where he should look.

For instance:

He looks in the bus BOUNCE!



Next . . .

He looks in the bus

Not there!

He looks next to the tree BOUNCE!

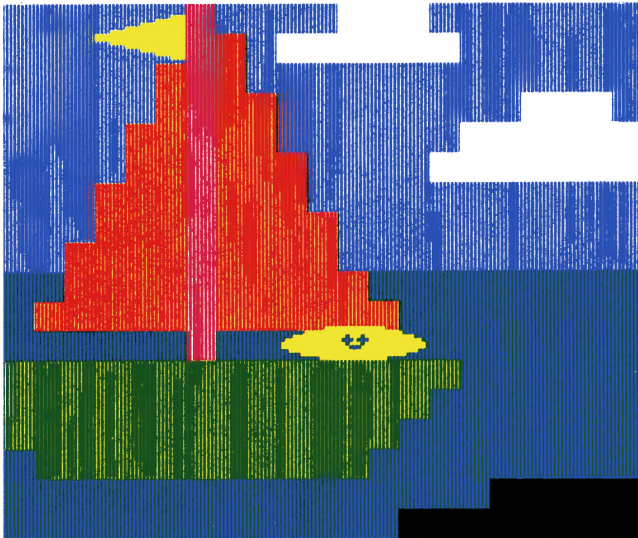
Not there either.

Next he looks inside the boat BOUNCE!

Nearly there!

When you see “Nearly there” this means that either inside is right, or the boat is right.

Mr. Bounce looks on the boat . . . BOUNCE!



Next . . .

He looks on the boat

Well done Mr. Bounce, the cake was on the boat!

Now help Mr. Bounce find the rest of the food.

WORD GAMES WITH THE MR. MEN

Parents' Notes and Loading Instructions

This package contains two tapes:-

1. Mr. Noisy's Word Game
2. Read with Mr. Bounce

Also included is an illustrated booklet to be read with your children and a plastic overlay for the Sinclair Spectrum keyboard which is printed with clear 'small' letters to aid children in identifying the right keys.

Aims of the programs

Mr. Noisy's Word Game is intended for children who are just starting to read. It is aimed at helping them discover and understand the use of three sorts of word which often cause confusion for early readers:-

1. Opposites
2. Comparatives — such as larger
3. Superlatives — such as largest

The vocabulary is introduced in section 1 and is followed up with a series of three games in which children are encouraged to practice reading and spelling the words. The use of opposites is also introduced in these games.

Subsequent games go on to develop these adjectives into comparatives by adding 'er' to the ends of words; and superlatives by adding 'est'. The final three games provide an opportunity to practice and play with these ideas.

The nine separate sections, or games, are progressive and each child should be allowed to tackle the next one in the series when he or she feels ready.

The accompanying book is intended to help you describe the programs to your children. Do talk with them about the words used and give examples of opposites which occur in the vocabulary of the program. The illustrated word list on pages 4, 5 & 6 of the book and the full word list which immediately follows it will be helpful.

Read with Mr. Bounce is designed to be enjoyed by children who have progressed through the first tape and are able to master games 7, 8 and 9.

The purpose of the five games featuring the irrepressible Mr. Bounce is to develop the use and understanding of adverbs to do with position — for example: in, under, on. The 13 adverbs are each illustrated by Mr. Bounce moving from place to place in three different scenes.

To avoid confusion, all the words are consistent throughout. This means that whereas 'under the cloud' is quite normal, 'under the tree' looks a little surprising on the screen (though perhaps not for the Mr. Men!). Try it.

Fine differences in the meaning of these position words are learned through conversation as children develop language skills.

By the time children are able to tackle Read with Mr. Bounce with confidence they should be able to read some or all of the second part of the booklet which describes the program. Again, an adult's interest and discrete help can encourage a child to get the most out of these games which are aimed at being fun to play as well as at developing important aspects of reading.

To Load Either Tape

- Type and press
- Press on the cassette player.

Loading is complete when the screen displays the game choices.

Keyboard Controls and Special Features

pressed together will exit the program and reset the Spectrum.

pressed together will return you to the menu.

erases the last letter keyed.

Always remember to press when you have finished typing in words or sentences.

Tape 1: Mr. Noisy's Word Game

The program will begin by asking "do you want" and will display the options. Press the number required.

- 1 **See what the Mr. Men can be.** Here the user can view each of the men and see the vocabulary used.
- 2 **Read what the Mr. Men are.** Press any key to select the right word to fit the picture shown on the screen.
- 3 **Write what the Mr. Men are.** You must type in the correct word from a choice displayed on the screen.
- 4 **Decide what the Mr. Men are.** Type in the correct word using the vocabulary listed in the booklet.
- 5 **More (Comparatives)** By referring to the vocabulary list in the booklet, the user is asked to find the next word in the sequence.
- 6 **Most (Superlatives)** word in the sequence.
- 7 **Right or wrong.** This game is a test of the user's knowledge of opposites and the speed with which he/she can react to the questions asked. The number of questions is limited to between 15 and 20 and a score is given at the end of the game.
- 8 **Find the opposites.** Find the pair of opposite words. This game involves three levels of difficulty and includes the use of comparatives and superlatives. Both the memory and the vocabulary are tested.
- 9 **Make the Mr. Men appear.** Call up the characters you want by typing in your choices. If your computer is connected to a printer, by pressing while the music is playing you can produce your own paper copies of your characters. Printing will start when the tune is finished.

Tape 2: Read with Mr. Bounce

There are five graded sections as follows. Press the number of the section.

- 1 **To see where Mr. Bounce can go.** Press to see all the places for one word and when the word list appears press the letter shown next to the word chosen. Or press to see all the words for any place. Press any key to get the next picture.
- 2 **To read where Mr. Bounce can go.** Select the correct word for the scene and press any key while the word is displayed on the screen.
- 3 **To write where Mr. Bounce can go.** Select the correct word for the scene from the list given. Type it in and press ENTER .
- 4 **To see where Mr. Bounce goes next.** Type in the correct noun (followed by ENTER) for the first scene and the correct adverb (followed by ENTER) for the second.
- 5 **To help Mr. Bounce find food.** This is a guessing game using the vocabulary already introduced. Response of "Not There!" indicates that both the noun and adverb are incorrect. "Nearly There!" indicates that either the noun or adverb is correct. Used in a logical way, these responses can enable a child to find the food more quickly than just by guessing at random.

Have you got problems loading the program?

1. Have you remembered to press ENTER ?
2. Has the cassette been fully re-wound?
3. Are your tape recorder leads connected properly? Refer to your computer's user manual.
4. Check the volume level of your cassette recorder. Is it correct?
5. Please check that you have followed all equipment and loading instructions very carefully.