

CREATIVE SOFTWARE FOR EDUCATION

HOORAY *for* HENRIETTA



*Spectrum
version*



FUN MATHS
for 5-12+

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Hooray for Henrietta

WELCOME to HOORAY for HENRIETTA and to the world of computer assisted learning.

If this is your first program from Scetlander, we suggest you take a few minutes to study these notes. They will help you get the very best from your computer and software.

If you are an experienced user, you may prefer to skip what follows and start at *About the program*.

Why educational software?

Parents often ask about the ideal time to introduce children to educational software. Many have been impressed at how easily their youngsters took to using exciting games on a computer. While these can play a useful role in developing keyboard skills and co-ordination, for example, most are very restricted in their educational value and are of little or no assistance in helping with school work.

Nevertheless, the best of educational software need not be dull. Indeed, if such programs are to maintain the user's interest for long periods of time, they must provide constantly changing problems at just the right levels of difficulty to gently stretch - but not strain - the student's abilities.

Scetlander programs can bring otherwise boring exercises and lessons to life. They command attention, yet never lose patience. They challenge students of all abilities - from the most academically gifted to those with severe learning difficulties. And by using special keyboards and switches, almost no-one is too young or too disabled to benefit from the magic of our computer-assisted learning programs.

For younger children particularly, colourful animations, sound effects and a game element can often add to the motivation. And with regular practice, results will improve.

Keeping ahead

Research has shown that children who are ahead in the early years of their schooling are likely to remain ahead throughout their academic careers.

Early access to a computer can, undoubtedly, provide a significant, added advantage. It is an extremely powerful tool which can be used with great effect right across the curriculum.

It is, however, never too late to start!
HOORAY for HENRIETTA improves everyone's mathematical ability.
Try it yourself! It's effective and it's fun.

*Good practice . . .
. . . some suggestions*



Your computer is both a valuable and vulnerable piece of equipment. It is sensible to keep food and drink well away from it. Clean the cassette or disc heads occasionally in accordance with the manufacturer's instructions.

Scetlander software is supplied on cassettes and discs which are extremely reliable. In certain circumstances however, they may be affected by static electricity and stray magnetic fields. Seek advice if static appears to be a problem.

Always keep cassettes and discs well away from magnets and devices which contain them (such as electric motors and loudspeakers). When not being used, store cassettes and discs in their boxes to protect them. Do not leave them lying about.

About the program


Hooray for Henrietta provides varied and stimulating practice in addition, subtraction, multiplication and division over a wide range of ability levels. The program incorporates **eight levels of difficulty**, each containing exercises for the four arithmetical functions. This ensures an ideal starting point for every user. Your computer monitors progress and automatically adjusts upward the level of challenge after each set of exercises is successfully completed.

Practice in arithmetic is linked to an **absorbing storyline** featuring Henrietta, Hopeless Henry and John the Parrot (notorious for his practical jokes). Colourful animation and essential tasks involving these characters encourage and develop concentration and skill. A **timer** is included to encourage quick thinking. If the user is too slow, Henry will not be rescued in time and suffer a sticky fate at the hands of John the Parrot. A **high score table** is also included. This enables other members of the family or friends to join in the challenge and can add to the fun and excitement.

We suggest you set up this program initially and make sure that your child understands what needs to be done. Some gentle guidance can be greatly appreciated at first. Once the principles are understood, you will be amazed how little you have to do and how long the program will hold attention. The endless supply of new, randomly generated problems at all levels guarantees boredom-free practice. The results will speak for themselves.

Remember: Use the program in whatever way you find best. The sensible use of a calculator is perfectly acceptable, particularly at higher levels.

The story so far . . .



Henrietta and Hopeless Henry are getting married in the morning. But all is not well. That mischievous bird, John the Parrot, appears at the last moment and is determined to create havoc. He steals the groom's wedding clothes and kidnaps the groom himself. If Henry isn't rescued in time, John will cover him in cold custard!

You must help Henrietta collect Henry's coat, hat, boots and trousers, otherwise the wedding will be cancelled!

Can you get Henry to the church on time?



Loading instructions

cassette version:

- 1** Place the HOORAY for HENRIETTA cassette in your cassette player and rewind to the start of tape.
- 2** To load the '5-8' version:
type **LOAD "henrietta1"** then press **<ENTER>**
To load the '9-12' version:
type **LOAD "henrietta2"** then press **<ENTER>**
NB: Each side of the cassette contains both versions. They have, however, been recorded in a different order. On side A the '5-8' version is recorded first and on side B the '9-12' version is first.
- 3** Press **<PLAY>** on the cassette player. The program will begin to load. You will see the Scetlander title screen whilst this is happening. When loading is complete (approximately 4½ minutes), you should stop the tape. Go now to *Getting started*.

+3 disc version:

- 1** Insert the HOORAY for HENRIETTA disc in your disc drive.
- 2** Reset your computer by pressing the **<RESET>** button on its left hand side. A menu will appear with the 'Loader' option highlighted.
- 3** Press **<ENTER>**. A screen will appear asking which version you wish to use:
Press **1** to load the '5-8' version or **2** to load the '9-12' version. The appropriate program will begin to load. You will see the Scetlander title screen whilst this is happening. When loading is complete (approximately 30 seconds), go to *Getting started*.

Getting started

- 1 After loading the program (see above), a screen will appear outlining your task and asking you to select a starting level. Do this by typing a number from 1 (easy) to 8 (difficult).
- 2 Press <C> and the first of four different exercise screens will appear. Each screen displays a symbol (+ - x ÷). This shows which type of exercise is on that screen.
- 3 To answer each question, type the answer, followed by <ENTER>. Don't worry if you get it wrong. The question will be repeated. After three incorrect attempts, the correct answer is always given. The next question appears automatically after each correct answer.
- 4 Your session finishes either when you complete all exercises correctly within the time limit set, or when John the Parrot covers Henry in custard.
- 5 On-screen prompts enable you to record your name and results on the high score table if you have scored highly enough. If you don't manage to finish in time, you can start again at the same or on a less difficult level.

Helpline

If you encounter a problem with this program, please do not hesitate to contact our **Customer Service Department**. You can write, 'phone or fax.

Whichever method you choose, we promise a prompt and helpful response.

About Scetlander

Scetlander was formed in early 1986 as an innovative partnership between education and industry. The world renowned success of the Scottish Council for Educational Technology (SCET) in computers in education and the creative business expertise of Scotlander plc were combined to form what has become one of the fastest growing companies in its field.

All our programs are created in close collaboration with leading educationalists and many have been translated into other languages. They are used throughout the world by children and adults of all ages and abilities.

Our reputation for quality and after-sales support is your guarantee of complete satisfaction.

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