

CREATIVE SOFTWARE FOR EDUCATION

Mix and Match

with Maggie



PRE-READING
SKILLS

Mix and Match

Parent/Teacher Guide



Scetlander

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the Scottish Council for Educational Technology (SCET)

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MIX and MATCH

WELCOME to MIX and MATCH 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 Terminology on page 5.

Why educational software?

Parents often ask about the ideal time to introduce children to educational software. The answer is surprisingly simple. If they can identify and press one or two keyboard keys and recognise pictures on a TV screen or monitor, they are set to benefit from some of the most advanced technology currently available.

While ordinary computer games can play a useful role in developing keyboard skills and co-ordination, for example, most are very restricted in their educational value. They are of little help in preparing children for school.

The best educational software is not dull. If such programs are to maintain a child's interest for long periods of time, they must provide constantly changing problems at just the right levels of difficulty to stretch - but not strain - his or her abilities.

Scetlander programs are the finest available. Our passion for accuracy, our attention to detail and the dedicated work of our creative software development teams have resulted in software which is a delight to use.

Our programs 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 computer assisted learning.

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

MIX and MATCH helps the very young (and older students with learning difficulties) prepare in gentle stages to recognise, discriminate and remember pictures, shapes, letters and numbers. The skills developed are essential before reading itself can be tackled. The program is very easy for complete beginners to use. It's effective and it's great 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 disc heads occasionally in accordance with the manufacturer's instructions.

Scetlander software is supplied on discs and cassettes 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 discs and cassettes well away from magnets and devices which contain them (such as electric motors and loud-speakers). When not being used, place discs and cassettes in their sleeves and boxes to protect them. Do not leave them lying about.

Terminology

We use bold letters inside chevron brackets < > for single keys such as <Space> and <Enter>.

<Enter> refers to the keys marked ↵, Enter or Return.

A hyphen means that you press two keys together: ie, <Ctrl-T> means “while holding down <Ctrl>, press and release <T>”.

<Ctrl> refers to the keys marked Ctrl or Control.

Before you start - README

Every *Scetlander* program supplied on disc has a README file which may contain tips, suggestions, ideas and information on changes etc made after the documentation was printed. Please refer to your **QUICK-START GUIDE** for details before loading the program.



About the program

MIX and MATCH with Maggie helps develop essential pre-reading skills. It is very easy to use and quickly builds confidence at the keyboard. By generating a continual supply of randomly generated questions, it provides varied and stimulating practice with beautifully drawn pictures, shapes, letters and numbers. Students quickly master:

- ★ **Recognition** - the ability to match a wide range of pictures, familiar shapes, letters and numbers
- ★ **Discrimination** - the ability to differentiate amongst similar pictures, shapes, letters and numbers
- ★ **Memory** - the ability to remember accurately what has just been seen

MIX and MATCH features:

- ★ **Three extensive sections:** Two of a Kind, Odd One Out and Forget-Me-Not. Each section has six absorbing games which use randomly selected pictures, shapes, letters and numbers to challenge and familiarise.
- ★ **Parent/Teacher Section:** A major feature which enables easy adjustment to suit every user. We strongly advise careful study of this section (accessed from the Control Screen) to ensure a comfortable starting point for each student.
- ★ **Progress recorder:** Probably the most effective recorder ever devised for a program of this type. It is a real boon for busy parents and teachers. You can follow a student's development and concentrate help where most required. Actual results may be printed out for future reference.
- ★ **Switch facility:** Select "Switch" mode (see your **QUICK-START GUIDE**) for the very youngest (using only the spacebar) or for those with severe physical disability (using a single switch).
- ★ **Big Maggie:** Learning with Maggie is fun. Everyone loves her!

The program has **three sections** plus a “real-time” clock and a calendar. Each section has six games which can be played using from two to four boxes and with various degrees of difficulty. Full details are contained on disc. Press <Ctrl-T> at the Control Screen then <F1> to reveal full details. A clever **help system** provides assistance whenever it is required.

An initial supply of 16 pictures, 16 shapes, 26 upper and lower case letters and 10 numbers may be used as supplied. You may also create your own pictures etc by using our optional *Graphics Editor* (see page 11).

A comprehensive **results monitoring facility** may be switched on or off to enable a student’s progress to be recorded. It can also be used to check the work done by up to ten different users after each has completed a game. Results may be printed for future reference.

The computer monitors progress automatically and the level of challenge can be adjusted (up or down) when required.

There is no time limit to complete each game. When incorrect answers are given, on-screen assistance is offered. Exactly when this happens depends on the parent/teacher’s preference. A Maggie results table adds to the fun and excitement.

It will always be necessary for an adult or older child to set up this program initially to ensure that the user understands exactly what needs to be done. Once the principles are understood, you will be amazed how little intervention is required and how long the program will hold attention. The generous supply of randomly generated “problems” guarantees boredom-free fun and learning. The results will speak for themselves.

National Curriculum

The National Curriculum has no immediate relevance to the under 5s for whom this program is primarily intended.

However, it can help older children and others with learning difficulties achieve competence in parts of attainment target 2 (reading), level 1 and attainment target 4 (spelling), level 1.

When the program is used with a small group of children, it can become a focal point for animated debate. This helps develop essential social skills such as communication, understanding and co-operation.

Encourage comparisons of on-screen images with pictures in books, magazines, real-life objects, animals and people. An early introduction to appropriate books is particularly recommended.

Remember: Off-computer activities can be just as important as use of the program itself.



What each section of the program does


Each section of the program functions in a straightforward way. There are six games in each, carefully designed so that even the youngest can benefit from the program.

*Please remember, however, that you can alter almost every important parameter via the **Parent/Teacher Section**. Using this is essential for the very youngest and least able users. It is equally important when you want to increase the challenge for the more advanced.*

Two of a Kind: Pictures, shapes, letters and numbers must be matched.

Odd One Out: The odd picture, shape, letter or number has to be identified.

Forget-Me-Not: Pictures, shapes, letters and numbers are “flashed” on screen and the correct match has to be identified.

Clock and Calendar: If your computer has an internal clock and calendar, you can use them to display the *Scetlander* clocks (digital and analogue) and calendar. Pressing  alternates between 12 and 24 hour modes. Press <Space> to return to Main Menu.

Loading instructions

Before using this program for the first time, please spend a few minutes studying the accompanying **QUICK-START GUIDE**. It will give you essential information to ensure trouble-free operation.

Getting started

An important feature of **MIX and MATCH** is the ease with which it can be configured to suit any user.

If you wish to customise the program now, go to the **Parent/Teacher Section** via the Control Screen. You can then view and alter a wide range of parameters by following on-screen instructions. *Help is available at every stage.*

If you wish to try the program initially using the defaults set by us, follow these instructions:

- 1 After loading the program (see **QUICK-START GUIDE**), press **<Space>** until you reach the screen which asks for the user's name.
- 2 Type a name then press **<Enter>**.
- 3 Select a game (or clock and calendar) using spacebar and/or cursor keys (or switch if in Switch mode) then press **<Enter>**.
- 4 Now select one of the six options, again by pressing **<Space>** and/or cursor keys then press **<Enter>**.
- 5 When hand points to correct answer, press **<Space>** (or switch, if in Switch mode). Follow on-screen instructions. Help is automatically given after from 1 -10 incorrect attempts (according to how this has been set by the parent/teacher). The correct answer is always suggested and must be chosen before the user can move on.
- 6 As each game is completed, the user is rewarded with smiling faces, one for each answer correctly given without help from the computer. For every answer for which a clue was given, a sad face appears.
- 7 Each part of the game finishes either when all of the questions have been correctly answered or when **<Esc>** is used to return to the Control Screen.
- 9 With Record results set at YES, performance may be reviewed. (See **Parent/Teacher Section**.)

REMEMBER: You can return to the Control Screen at any time by repeatedly pressing **<Esc>**.

Making a working copy

Please refer to your **QUICK-START GUIDE**.

Customising the program

Everyone: You can configure this program very easily to suit any user. Do this via the **Parent/Teacher Section** (accessed from the Control Screen).

If you would like to produce your own pictures, shapes, letters or numbers, our **Graphics Editor** is required. It is flexible enough to create letters and script for almost any language including Arabic and Japanese.

Switch Users: You can operate the program as easily from a switch as from the keyboard.

Please refer to your **QUICK-START GUIDE** for details.

Quitting the program

Please refer to your **QUICK-START GUIDE**.

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. It has become one of the fastest growing companies producing and publishing quality software for education and training.

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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