

# Learning Box

## Red Riding Hood Parent's Guide



# Learning at home

**Red Riding Hood** is designed to teach your child a wide range of skills. These are introduced in carefully graded steps so that you have control over the pace at which your child learns and progresses.

This program:

- teaches your child to recognize individual letters and words;
- prepares your child for the first steps of reading;
- stimulates your child's language development;
- improves your child's hand and eye co-ordination.

On this cassette are eight activities

- 1 Matching pictures
- 2 Matching colours
- 3 Picture snap
- 4 Matching letters
- 5 What is it?
- 6 Picture word snap
- 7 Matching pictures to words
- 8 Words to pictures snap.

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

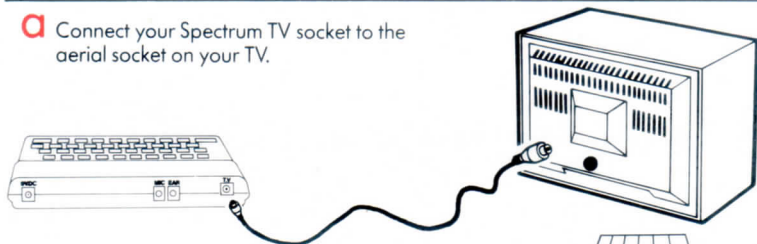
- a Looking at the story book, tell your child the stories of Red Riding Hood and Goldilocks
- b Now play the story tape to your child on which the story of Red Riding Hood is told by Toni Arthur
- c Talk about Red Riding Hood and Goldilocks so that your child is completely familiar with the characters and objects from the stories.
- d Use the story book to show your child the characters and words which appear on the screen.



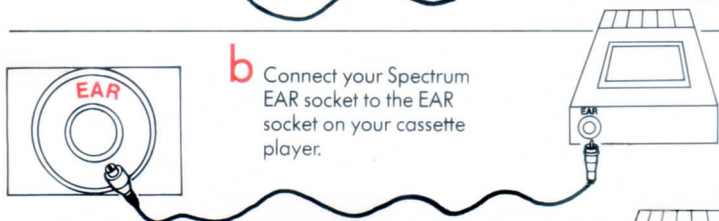
# Step 2

## How to plug in your Spectrum:

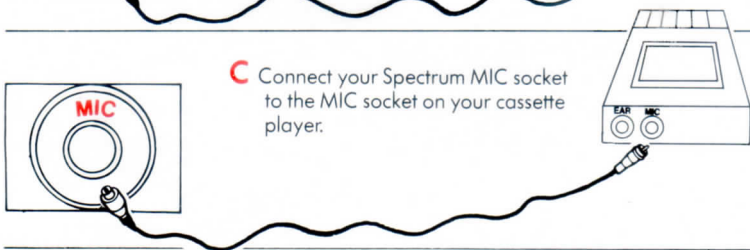
- a** Connect your Spectrum TV socket to the aerial socket on your TV.



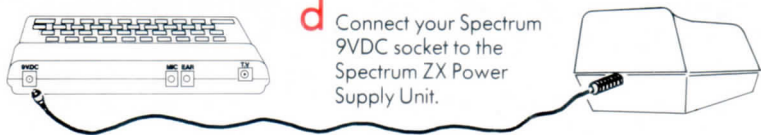
- b** Connect your Spectrum EAR socket to the EAR socket on your cassette player.



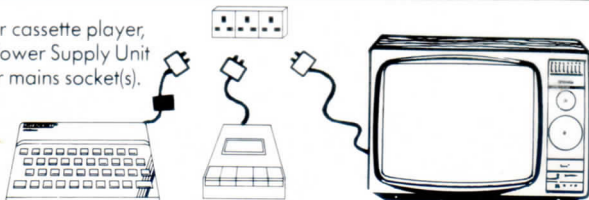
- c** Connect your Spectrum MIC socket to the MIC socket on your cassette player.



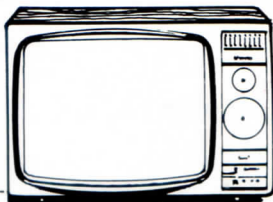
- d** Connect your Spectrum 9VDC socket to the Spectrum ZX Power Supply Unit.



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

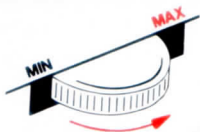


**f** Switch on your TV and turn the sound down to its lowest setting. Find your computer channel. When SINCLAIR RESEARCH appears on the screen, you have found the right channel. If SINCLAIR RESEARCH does not appear on any channel, you will have to tune one of the channels. Refer to your TV manual for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



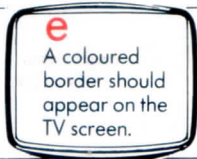
**c** Now press ENTER.



**d** Depress the PLAY button on your cassette player.



**e** A coloured border should appear on the TV screen.



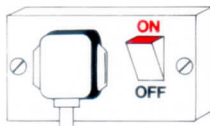
**f** Next stripes should appear in the border, as the program loads.

**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

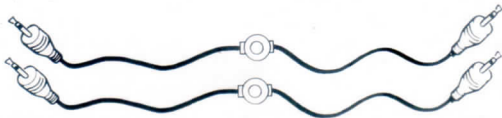
- 1 Is everything plugged in and turned on?



- 2 Is your TV on the correct channel?

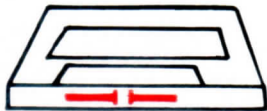


- 3 If the stripes do not appear on the screen when you depress the play button on your cassette player, check the connections between your Spectrum and cassette player, and between the cassette player and the mains. The cassette lead has two grey



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 The first thing to do when the program is ready is select a story. To select Red Riding Hood press 1, or to select Goldilocks press 2. Then press ENTER.
- b On the screen will now appear a list of activities, 1-8. To select the one you want, press the appropriate number key. (Each activity is explained in full in Step 5). Then press **ENTER**.
- c Before you begin, put the overlay on the keyboard. The screen will tell you which one to use.



- d Press any key in the pink area of the overlay to begin e.g. **ENTER**.





# Step 5

## Activity 1:

### Matching pictures

- a Three pictures from the story appear and one of these appears again on the left hand side of the screen. Press any key in the blue area, e.g. S, to make the higher picture move above the picture that matches it. Now press any key in the pink area.
- b If your child has got it wrong, Red Riding Hood/Goldilocks (depending on the story chosen) will stamp her foot. Then your child must try again.
- c Every time your child matches the picture correctly, Red Riding Hood/Goldilocks will do a little dance and another set of pictures will appear.
- d Initially, do this activity together, but very soon your child will be able to do it alone.
- e To move on to another activity, follow the instructions in Step 6.

## Activity 2:

### Matching colours

The procedure for this activity is the same as for Activity 1 but the three pictures will be of the same character or object, but each will be in a different colour. The colour of the higher picture on the left hand side of the screen will match one of the other three.

## Activity 3:

### Picture snap

Two characters appear who want to play against each other. Either Red Riding Hood plays against the Wolf or Goldilocks plays against Baby bear. Two pictures will appear in the boxes below each character. If these match, press one of your snap keys quickly.



- b** Any key in the pink area is a snap key for Red Riding Hood/ Goldilocks. Any key in the blue area is a snap key for the Wolf/ Baby Bear.
- c** At the bottom of the screen are two flower pots. Each time Red Riding Hood/ Goldilocks gets a snap correct, her flower grows some more. Each time the Wolf/ Baby bear wins the snap his flower grows some more. If either character makes an incorrect snap, the opponent's flower grows.
- d** When the flower has finished growing, watch out for a surprise. Then press any key for another game.
- e** Play this game together. Later your child will enjoy playing alone. The program will adjust the speed of the game to suit your child.
- f** To move on to another activity, follow the instructions in Step 6.

## Activity 4: Matching letters

The procedure for this activity is the same as for Activity 1 but letters will appear to be matched rather than pictures.

## Activity 5: What is it?

- a** A character or object from the story of Red Riding Hood/ Goldilocks appears on the screen.
- b** Ask your child who or what it is.
- c** When your child has identified the picture correctly, press any key in the pink area and the word will appear above the picture.
- d** Now press any key in the pink area for the next picture to appear.
- e** Together you can look at all the pictures in the story (they all appear in the story book) and introduce your child to the words.
- f** To move on to another activity, follow the instructions in Step 6.

## Activity 6: Picture word snap

- a The procedure for this activity is the same as for Activity 3 but a word will appear above each of the pictures that are inside the boxes.
- b Encourage your child to read the word.

## Activity 7: Matching pictures to words

The procedure for this activity is the same as for Activity 1 but now the higher picture on the left hand side has been replaced by a word.

## Activity 8: Words to pictures snap

The procedure for this activity is the same as for Activity 3 but a picture will appear in the Wolf/Baby bear's box and a word in Red Riding Hood/Goldilocks box. A snap is made when these match.

# 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 choose another story

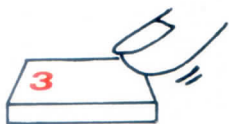
To choose the other story, hold down CAPS SHIFT and BREAK SPACE and press 1 once.

## How to end the program

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

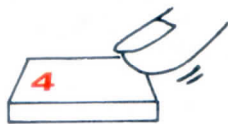
## How to switch off the sound

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.

# Step 7

## Other activities

- a** All the 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 on to more advanced activities before he is ready. Remember, the activities should be fun as well as educational.
- b** Fun with matching  
Whenever possible, encourage your child to match objects, e.g. toys, crayons, etc. of the same colour or shape.
- c** Find another one the same  
Ask your child to do this at every opportunity, e.g. when putting the shopping away.
- d** Labels  
Labelling objects around the house will help your child associate words with objects.
- e** Naturally, your child will want to talk about the program. Encourage this and help your child to be precise in his descriptions. You can also use this opportunity to introduce new words.