BEYOND

CHALLENGING SOFTWARE

ROMPER ROOM®

MAX SAYS...
learning really CAN be fun

FOR MY
COMMODORE 64

AND MY
SPECTRUM 48K
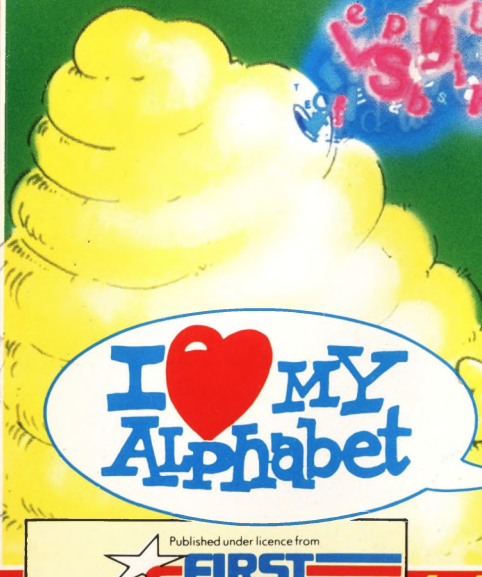
I ♥ MY Alphabet

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CREDITS

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Fred Tedsen & Lauren Eliot's programming services provided by Fountainhead Software.

Introduction

Romper Room's I LOVE MY ALPHABET, is an interactive educational game. Techniques, first developed for children's educational TV, are used to both teach and entertain. With a little help from **MAX,** our colourful animated friend, your child, aged 2-7, will be introduced to the home computer and standard keyboard. Through this game they can begin to learn: the alphabet, vocabulary, concentration, cause & effect, and basic word association concepts.

2 Ways to play

I LOVE MY ALPHABET, has been designed for children to play alone or under your supervision. Only two keys are needed to select the playing level and start the game.

Important!

Before you begin, please read the following descriptions of I LOVE MY ALPHABET's four levels of play. Depending on the age of your child you may wish to help them choose a suitable starting level. By following the simple instructions and suggestions you and your children will be rewarded with many hours of enjoyable learning.

Loading instructions

Commodore 64: Press SHIFT and RUN/STOP on the keyboard and press PLAY on your cassette player. Disc users should type LOAD '*', 8, 1 then press RETURN.

Spectrum 48K/Spectrum Plus: Type LOAD " " then press ENTER on the Keyboard. Next press play on your cassette player.

Starting

After loading you will see the I LOVE MY ALPHABET title screen. When **MAX** is ready, his stage will appear and his theme music will play. After **MAX's** theme music ends, you will be presented with the selection menu:

Selection menu

Simply by pressing F1 on the **Commodore 64,** SPACE on the **Spectrum** you can cycle through the game's four levels. To enter the desired level press F7 on the **Commodore 64,** ENTER on the **Spectrum.**

Description of game play

PLEASE NOTE: In all levels an * or ← symbol on the right bottom edge of **MAX's** stage indicates that an answer may be given or a new level selected.

Level 1 WATCH tHe LEtterS

Watch the letters, provides an animated introduction to the alphabet. It helps build basic letter/word recognition and begins parent/child interaction with the computer. This is the easiest level and suitable for children aged 2-4 years.

Watch the letters, requires no keyboard use by parent or child – **MAX** does all the work. Here, you can begin to teach your child to observe:

1. **MAX** introduces each letter of the alphabet in turn. Both capital and small letters are displayed. **MAX,** using a display below his stage, will also show the location of a letter on your computer's keyboard.

2. Each letter begins a word which **MAX** will act upon his stage.

3. **MAX's** actions are described in a simple text which appears below his stage. Now the parent can join in by reading the text to the child. We've provided your own, on-screen, teaching script!

Level 2 PReSs a LEtter

Press a letter, encourages the child to actively participate in the game. Here, **MAX** waits for your child to press a letter on the computer's keyboard. When a letter is selected, **MAX** acts out the word associated with the letter.

This level builds upon Watch the letters. Your child will begin to show preference for certain of **MAX's** routines. They will learn the corresponding letters and their keyboard locations. The level is most suitable for children aged 3-5.

Press a letter, encourages parent/child/computer interaction:

Parent:
Let's see if you can ask **MAX** to Dance.

Child:
I know! I'll press 'D'.

Parent:
Go ahead. See if that works.

The child presses 'D', the music starts and **MAX** dances. His actions are described in a simple text below his stage.

Child:
I was right Dance begins with 'D'.

Parent:
Very good! Now ask **MAX** to kick the ball.

Level 3 FIND the LEtter

Find the letter, takes the child/computer interaction one stage further. Here, **MAX,** selects a letter and presents it on stage. The child is then invited to press the letter on the computer's keyboard.

If the right letter is pressed **MAX,** rewards the child by acting out the word associated with the letter. If the wrong letter is pressed, **MAX** will 'say' No and the wrong letter will be displayed so that the child can compare it with the letter **MAX** selected.

After the third incorrect guess, or if no selection is made within thirty seconds, **MAX** will show the exact location of the letter he chose, on the keyboard display below his stage. Then he will draw the letter out upon the stage.

Children as young as 2 years will enjoy looking for the right letters on the computer's keyboard.

Level 4 LETTer QuiZ

Letter quiz, is the most challenging level of I LOVE MY ALPHABET. It calls upon all the skills acquired and reinforced in the lower levels. Here, **MAX** performs at random one of the routines from his repertoire. The child should then:

1. Observe the action
2. Recognise the action
3. Recall the letter associated with this action
4. Locate the correct letter on the keyboard
5. Respond by pressing the correct letter when they see the * or − prompt indicating that **MAX** has completed his action and awaits the answer.

When the correct letter is selected, **MAX** will 'answer' Yes; give words of encouragement, then display the correct word associated with his actions. If the wrong letter is pressed, **MAX** will 'say' No, repeat his routine and urge the child to try again.

Once again, **MAX** will show the correct response after three incorrect answers have been given, or if no selection has been made after thirty seconds. This level is best suited for children aged 5-7 years.

LOOK!
FOR MORE
PROGRAMS

...LIKE
I ♥ MY
Numbers

ages
2 to 7

BEYOND

CHALLENGING SOFTWARE

THE GAME THAT HELPS PARENTS TEACH!

FOR CHILDREN AGED 2-7, and parents too!

4 Levels of interactive play to TEACH, CHALLENGE and ENTERTAIN!

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P

MAX LIKES TO HIDE AND PEEK AT YOU!
PEEK

ROMPER ROOM MAKES YOUR HOME MICRO USEFUL!

PARENTS!

Romper Room's I Love my Alphabet is designed to compliment your own home-learning sessions. We've taken techniques from the best children's educational TV and put them into an interactive, fun-filled game. **MAX,** an amusing animated character, presents each of the alphabet's letters. Each letter begins a simple word which **MAX** enacts upon his stage.

With your help, **Romper Room** introduces your child to the home computer and keyboard, the alphabet, vocabulary, concentration, cause & effect, and basic word association.

LEARNING
REALLY CAN BE FUN!