



Atari ST
Amiga
PC

Archimedes
Commodore 64
Spectrum

Amstrad CPC
Amstrad PCW

fun
school
4

for 7 to 11 year olds

fun
school
4

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Introduction

Welcome to the intriguing world of Fun School 4 for children aged 7 to 11! We are proud to present the latest six programs in the best-selling Fun School series which will delight, entertain and, most importantly, educate your children in a wide variety of skills. Each of these programs has been carefully designed by a team of educationalists following guide-lines laid down by the National Curriculum.

Fun School 4 is a unique learning package. It uses a variety of colourful and stimulating graphics along with numerous sounds which will encourage children's progress. Each program is an educational game, and between them they deal with at least three important areas of the curriculum:

Mathematics

Three programs each consider different mathematical skills:

Proportions encourages children to develop an appreciation of percentages, decimal values and fractions.

Exchange Rates introduces the relative values of a number of European currencies and requires children to use their multiplication and division skills.

Timetable is based upon airport departure and arrival times. It stimulates children to select appropriate information and to use it to answer questions such as "When will...?" or "Where does...?".

Geography

Spy Travels promotes an appreciation of numerous geographical facts. The game takes you around the world and tests as well as teaches the locations of continents, oceans, countries, seas, cities and other important locations.

History

Desert Dates examines many important historical events and when they occurred. Children will be encouraged to think of these in terms of the century, decade and finally the year that these events happened.

Finally, Spy Quiz is a fast, multiple-choice, general knowledge game. This adaptable program asks numerous questions, including those which test children's spelling, mathematical skills and basic scientific knowledge.

Children will be fascinated by these programs and will want to return to them time and time again.

To use your Fun School 4 package, simply follow the instructions provided on the label of your cassette/disc.

Each of the programs has been designed to be as simple as possible to use and all can be controlled from the keyboard, using a simple combination of **Spacebar**, **Cursor Keys** and **Enter** (or **Return**). Despite this simplicity, it is important that, when each game is first used, children receive assistance and supervision. This will greatly reduce the possibility of frustration later on.

The instructions in this manual are presented in the form of a short story. It is suggested that you read the story with your children as they first use each program. Where appropriate, each program begins at the lowest level of difficulty and will progress to higher levels in response to your child's achievement. By pressing the Levels key (see table below), programs can be moved immediately to the next level of difficulty.

Computer	Change Level	Quit Game
Atari ST	F10	ESC
Amiga	F10	ESC
PC	F10	ESC
Archimedes	F10	ESC
Commodore 64	F1	Run Stop
Spectrum	Symbol Shift + 0	Symbol Shift + Q
Amstrad CPC	F0	ESC
Amstrad PCW	Paste	Alt Stop

These easy-to-use methods for changing levels and leaving the programs will allow your children to switch between games without help, playing each one for as long as they wish.

Children in any age group have widely differing abilities. Fun School 4 has been developed to appeal to as wide an ability and age range as possible. On their lowest levels, these programs should be able to be used quite comfortably by seven-year-old children. While on the highest levels, they may still prove taxing to an eleven-year-old.

Instructions

In order to first introduce children to Fun School 4, each relevant section should be read with them once a program has been loaded. You should let them experiment, where appropriate, with the lowest level of each game before proceeding to the next stage of the story and the computer package.

The operating keys mentioned in this story can be used on all computers. Some systems will allow for additional input methods. Where appropriate, a summary of the available keys is given near to the beginning of each set of instructions.

Q's Tricky Mission

It was eight o' clock on a chilly November morning. Sammy the Spy, codenamed Agent Q, had just got out of bed. Sleepily, he shuffled into his kitchen and filled the kettle to make his morning coffee. He flipped the

switch on his portable radio, then sat down to examine the morning paper.

The radio gave off three loud beeps.

"And now for the news," the announcer started. "The mystery of the theft of the ancient riches of King Raram continues to baffle police."

Sammy stared up from his paper and listened to these unwelcome words as if he were in a trance.

"A solid gold statue and numerous other items were removed from an undisclosed location some time after midnight last night."

Sammy moved over to the radio and turned it off. He couldn't believe what he had just heard. Only yesterday afternoon he had placed the statue, along with some very important papers, into the safe in Control's office at Spy Headquarters. Sammy did not know what secrets the papers contained, but as Control had told him, "In the wrong hands they could be used to hold the world to ransom!"

Sammy knew that another mission was about to begin. Within a few minutes, he was dressed, in his car and on his way to Spy Headquarters.

Proportions

Sammy stood in front of Control's desk. Behind him was the now empty safe. "We must get to the bottom of this," said Control. "Enemy agents are getting more cunning each day. Q, you must find the double agent. He will no doubt help you to find the riches of Raram and those important papers."

Sammy said, "The first question is: Who is the double agent?"

"We know that he is in the Spy School," replied Control. "In order to find out who he is, you must pass his Proportions Test."

"Proportions Test – what's that?" said Sammy.

"When I was a trainee spy back in '56, we had to pass a similar test," explained Control. "A proportion is a number used to compare things. Say you have 10 pens and two of them are black: the proportion that are black would be two-tenths..."

"That's a fifth," Sammy butted in.

"Ehhem..." Control continued, "a fifth, 20 per cent or nought point two."

"So I answer these questions, and then the double-agent lets me know who he is."

"It's not quite as simple as that," Control replied, "after you have passed the first test, he will let you know where to go to next. There you will have to pass a second test and collect a secret formula. Along with the formula you will be told where the final test is going to take place. Passing the last test will lead you to a secret message. This message should help us to track down the thief."

Sammy looked glum. He never had been very good at maths. He picked up his grey raincoat and put it over his shoulders. "I'll be off then," he said and started towards the door.

"Good luck Q," said Control, "we're relying on you."

Sammy knew that he had no hope without some help, but from whom? Then he remembered that the last time you had met you promised to help him with his next mission. Very soon, Sammy was using his secret pen 'phone. Your holidays had just begun and you quickly agreed to assist Sammy in his hour of need.

You patiently waited outside your house until Sammy's car appeared and screeched to a halt. Soon you were off on a secret mission with Agent Q!

Game Play

Computer	Select	Confirm	Timer on/off
Atari ST	Space/Cursor Keys	Enter/Return	F9
Amiga	Space/Cursor Keys	Enter	F9
PC	Space/Cursor Keys	Enter/Return	F9
Archimedes	Space/Cursor Keys	Enter/Return	F9
Commodore 64	Q,W,P,L	Enter/Return	F7
Spectrum	Space/Cursor Keys	Enter	Symbol/Shift + 9
Amstrad CPC	Space/Cursor Keys	Enter	F9
Amstrad PCW	Space/Cursor Keys	Enter	F7/8

Sammy needs your help to pass the proportions tests and find the secret papers. There is one major problem: you (and Sammy) have very little time to pass all three tests!

Test One

Sammy enters the Spy School and sees 10 spies. He is asked various questions which you must help him to answer. Once you think that you know the answer to the first question, use the select keys to place the cursor next to the value in the Proportions Strip on the right of the screen. When the cursor is next to the correct answer, press **Enter** (or **Return**).

In this test you can change the way that each proportion appears on the screen. There is a small box to the left of the large Proportions Strip which contains the names of each type of proportion. Use the move left key to move the cursor to this box. Select which proportion type using the select keys and then press **Enter** (or **Return**). After you have done this, press the move right key to return the cursor to the Proportions Strip.

If you have trouble in answering any of the questions you can select "Clue" from the small box. Do this in the same way as you changed the proportion type.

Once you have helped Sammy to pass the first test the double agent will hand over the first secret message.

Test Two

Sammy is now in the secret laboratory. Professor Amnesia will give him the secret formula if he can pass the second test. This time he sees 20 objects, and again needs your help to answer some proportions questions. You do this in the same way as you did in Test One. Again, you can change the type of proportion which appears in the large answer strip, but this time one proportion type has been turned off and cannot be used.

Once you have helped Sammy to pass Test Two you can use Professor Amnesia's computer to calculate the secret formula.

Test Three

Now, you must accompany Sammy to the park and help him to find the secret message.

This time there are 30 objects. Help Sammy search the park exactly as you did in the first two tests. On this occasion you cannot change the type of

proportion which appears in the answer strip.

Once you have helped Sammy to pass this test he is able to locate the secret message. Make a careful note of what it says.

Spy Quiz

Sammy returned to Headquarters. Excitedly, he ran into Control's office.

"Control, I have the secret message," he yelled.

Control looked at the paper. "This is good, but it's not enough," he said. "I think that you will find what we are looking for at our house in Quizendene."

Sammy could feel the colour draining from his face. "Quizendene," he muttered, "last time I went there I came back with a terrible headache. It was so bad that I had to stay in bed for a week!"

"Explain!" ordered Control.

"The only way to enter the house is to climb the wall outside," continued Sammy. "The guard on duty asks many difficult questions. When you get one right he lets you climb a little higher. If you get one wrong he usually throws a plant pot down on your head and you have to start all over again! Even when you get to the top, he just gives you a piece of paper which says 'Now have another go'. It's only when you scale the wall the fourth time that he hands over the message."

"That's for security reasons," said Control, "our agents have to be sure that they are dealing with the right person. At Quizendene they are under orders to only deal with spies who know the dangers. Off you go now!"

As Sammy left headquarters he was glad that you were waiting in his car to help him with his mission at Quizendene.

Game Play

Computer	Change Level	Quit Game	New Question file	Change Timer
Atari ST	Space/Cursor Keys	Enter/Return	F1	F9
Amiga	Space/Cursor Keys	Enter	F1	F9
PC	Space/Cursor Keys	Enter/Return	F1	F9
Archimedes	Space/Cursor Keys	Enter/Return	F1	F9
Commodore 64	Space	Enter/Return	F5	F9
Spectrum	Space/Cursor Keys	Enter	Symbol Shift +1	Symbol Shift +9
Amstrad CPC	Space/Cursor Keys	Enter	F1	F9
Amstrad PCW	Space/Cursor Keys	Enter	F1	F9

Sammy needs your help to scale the walls of Quizendene and receive the secret message.

In this game a question appears at the top of the screen and below are a number of alternative answers. One is correct, but which one? To select an answer, use the select answer key. When the cursor is next to the right answer, press **Enter** (or **Return**). If you are right, Sammy will climb the wall. If you are wrong, he returns to the bottom. Each question must be answered within a 10 second time limit.

If you do not know the answer to a question you can pass. To do this take the cursor to one of the bricks labelled "Pass" on the wall to the left of the screen. You can do this up to three times on each level.

There are four levels to Spy Quiz, each more difficult than the one before. As you complete each level the game will automatically move on to the next. Once Sammy has climbed the wall for the fourth time he will be given the secret message. You should make a careful note of what this says.

Exchange Rates

Back at Headquarters, Control was anxiously pacing up and down waiting for Sammy to return. He knew that Sammy was not very good at answering questions, but who else could he have sent? Control found it difficult to hide his delight when Sammy rushed through the door waving a sheet of paper in the air.

"Got it chief," shouted Sammy, "in double-quick time."

Control snatched the paper from Sammy's hand, put on his glasses and sat down at his desk. "Hmm... well, yes, hmm..." Control mumbled over and over again as he read and re-read the paper.

"Nothing wrong is there chief?" asked Sammy.

"No, it's excellent," he replied, "but it means a big mission. The statue and the papers have been taken abroad."

"Where to?" said Sammy.

"I don't know," replied Control, "but you must go straight to the airport." Sammy felt in his desk and pulled out several piles of foreign money. "Here, take these, I've got a feeling that you're going to need them. Your first contact will be at the airport shop."

"Can't I go home and pack a bag?" enquired Sammy.

"No time - your first contact will give you everything that you need," said Control

"But where am I going?" asked Sammy.

"You'll know when you get there," said Control, "so off you go - you have no time to waste."

Sammy was now very confused. He returned to his car where you were waiting patiently. After a short journey, you found yourself standing next to Sammy outside a shop in the airport. Sammy told you that he was now working undercover.

"Under where?" you giggled.

Game Play

Level 1

Sammy needs to collect his new secret disguise. In order to prove who he is, he must answer some exchange rate questions. Again, he needs your help. The question asks how much foreign currency he will be able to get for a certain number of pounds. The exchange rates are at the top of the screen. To find the answer, multiply the number of pounds by the exchange rate for that currency.

This program uses the currencies of France (Francs), Germany (Deutsche Marks), Spain (Pesetas) and Italy (Lire).

Enter your answers using the keyboard. As you do this, it will appear in the calculator at the bottom of the screen. If you make a mistake, you can erase it using the clear calculator key. Once the correct answer is showing on the calculator, press **Enter** (or **Return**).

If you have trouble in working out the answer, you can use the calculator to help you work out the answer. If you want to do this, type in the number of pounds followed by "*" (this means multiply) then enter the exchange rate. Now press **Enter** (or **Return**) and the answer will appear. If you are sure that this is correct, press **Enter** (or **Return**) again.

You can use the calculator to help you work out the answer five times on each level (shown by the lights on top of the calculator). Each time you use it a light will go out. When none are left, the calculator can only be used to enter answers, not for working them out, so be sure that you really do need to use it each time!

When Sammy answers a question correctly he is given two pounds. If Sammy gets the answer wrong he is given another chance. However, he now only gets one pound instead of two for answering it correctly. If Sammy answers wrongly again, he is given no money. Once Sammy has accumulated six pounds he is given an item for his disguise.

Level 2

Sammy must now collect some essential items that he will need on the mission.

This time the questions ask how many pounds you could get for a certain amount of foreign currency. To work out the answers you will need to divide the amount of the foreign currency by the exchange rate.

Enter the answers just as you did before. You may use the calculator to help you find the answer if you need to. This time type in the amount of foreign currency following by "/" (which means divide) and then the exchange rate. As before, press **Enter** (or **Return**) twice to move on to the next question. Don't forget that you can use the calculator to help you answer only five times on this level, so be sure that you really need to use it.

Level 3

Now Sammy has the opportunity to buy some extra items to take with you on your secret mission. You will see up to four objects on the counter, each is labelled with a foreign currency.

The question asks you to decide which item is the cheapest or most expensive. You may need to work out how much each item costs in pounds. As on Level 2, you will need to divide the value of each item by the correct exchange rate.

When you have determined which is the correct item, enter the number next to it using the keyboard and then press **Enter** (or **Return**).

Timetable

Sammy thought that it was time for you both to fly off to your destination. But where? Sammy felt sure that he would find out if he examined the Departures and Arrivals boards in the airport lounge.

"Why do that?" you asked.

Sammy replied that it was just a hunch.

As you stood there, Sammy kept asking you questions about the times that planes were leaving and arriving. Every so often, he ran off towards a plane which was about to take off shouting, "That's the one, that's the one!" Each time, just when you thought that Sammy had left without you, he came back and asked some more questions.

Game Play

Computer	Change Level	Quit Game	12/24 Hour clock
Atari ST	Space/Cursor Keys	Enter/Return	F9
Amiga	Space/Cursor Keys	Enter	F9
PC	Space/Cursor Keys	Enter/Return	F9
Archimedes	Space/Cursor Keys	Enter/Return	F9
Commodore 64	Space	Enter/Return	F7
Spectrum	Space/Cursor Keys	Enter	Symbol Shift + T
Amstrad CPC	Space/Cursor Keys	Enter	F9
Amstrad PCW	Space/Cursor Keys	Enter	F7/8

When Timetable first loads, the times are presented as on a twelve-hour

clock. If you prefer, you can change this to a 24-hour clock by pressing the 12/24 hour key.

Level 1

On the departure board in the centre of the screen are the names of four destinations. Sammy's question appears at the bottom of the screen and asks you at what time a certain flight leaves.

Look at the departure board: The times are listed next to each destination. When you have found out when the flight leaves, select the correct answer from the times in the box to the left of the departure board. To do this use the select keys and then press **Enter** (or **Return**).

Each time you get an answer correct one of the lights on the screen is turned on. When all four lights are on, Sammy is off!

Level 2

Now Sammy asks where certain flights are going to. Select your answers in the same way as you did in level 1.

Level 3

On this level, Sammy wants to know when the flights will touch down at their destination. You now have some added information to the right of the screen to help you. To find out when a plane will arrive you should add the departure time to the journey time.

On this occasion, five lights must be lit to send Sammy on his way.

Level 4

The departures on Level 4 have all been delayed. A very impatient Sammy wants you to work out when they will leave.

The information box to the right of the screen tells you how much each plane has been delayed by. As on Level 3, find the time by adding this to the departure time.

Spy Travels

Sammy stood and thought for a few minutes. He stared again at the piece of paper.

"It seems that we have to find our own way to our destination," he said. "We must take the spy plane from the private runway."

Quickly, you gathered your things together and ran after Sammy as he boarded the airport bus.

Game Play

Computer	Movement	Confirm	Zoom
Atari ST	Joystick/Cursor Keys	Enter/Return/Fire	F8
Amiga	Joystick/Cursor Keys	Enter/Fire	F8
PC	Cursor Keys	Enter/Return	F8
Archimedes	Cursor Keys	Enter/Return	F8
Commodore 64	Q,W,P,L	Enter/Return	F3
Spectrum	Cursor Keys/Q,W,P,L	Enter	Symbol Shift + Break
Amstrad CPC	Cursor Keys	Enter	F8
Amstrad PCW	Cursor Keys	Enter	F7/8

Not only will Sammy use the spy plane to try and arrive at the secret destination, but he will have to use a number of other vehicles. You must help Sammy to arrive at his destination by navigating his vehicles. To do this, you use the direction keys shown above.

When you arrive at a destination press **Enter** (or **Return**).

On Level 1, Sammy is trying to remember how to control the plane. As he flies along the names of the continents and oceans that you pass over appear on the bottom of the screen.

On Level 2, Sammy has decided to exchange his plane for a boat. Messages are sent over the radio telling him to go to certain oceans. Use the direction keys to navigate the boat to where the message tells you to go. When you arrive, press **Return**. If you should go to the wrong place, a large arrow will show you where to go.

On Level 3, Sammy flies a hot-air balloon. This time he is instructed to go to particular countries. Use the direction keys and **Enter** (or **Return**) as you did before. If you go to the wrong destination, a compass will appear and show you in which direction to travel. You may also be told how close you are to the destination.

Level 4: Now Sammy must take a helicopter to certain cities and other important places.

Level 5: Sammy has now borrowed the Spy Centre's submarine and must take it to various rivers and seas.

Level 6: Sammy is now travelling in his private spy jet. Sometimes you will have to think hard about the destinations as they are sent in question form.

Desert Dates

Finally, you and Sammy arrived at your destination. The final message that Sammy received aboard the jet was: "Leave Cairo airport and take the fifth black taxi."

As you left the airport you saw a line of taxis. Carefully you counted until you saw the fifth black one. As you opened the door, the taxi driver looked around and smiled. Sammy rushed in after you. "You know where to go?" he asked.

The taxi driver just nodded and drove away.

Several hours later, you found yourselves in the middle of the desert.

"Can go no further," said the taxi driver in broken English, "get out, wait here".

Reluctantly, you and Sammy climbed onto the hot sand and watched as the taxi became a dot on the horizon. After a few minutes, you were nudged on the shoulder. You turned around and, to your surprise, there was a camel behind you. Its rider looked down.

"Q?" he said, "but who is this?"

"My companion," replied Sammy.

"Most irregular. Control will not like this. Climb on anyway."

You and Sammy were hoisted aboard the camel and taken to the pyramids of Historichuck.

Game Play

Computer	Select	Confirm	Clue
Atari ST	Cursor Keys	Enter/Return	Help
Amiga	Cursor Keys	Enter	Help
PC	Cursor Keys	Enter/Return	Caps Lock
Archimedes	Cursor Keys	Enter/Return	F12
Commodore 64	Q,W,P,L	Enter/Return	F7
Spectrum	Cursor Keys/Q,W,P,L	Enter	Symbol Shift + H
Amstrad CPC	Cursor Keys	Enter	Caps Lock
Amstrad PCW	Cursor Keys	Enter	Paste

The magical dated pyramids of Historichuck are not dated simply because they are old, but because many of the stones are covered in dates. Behind some of them are hidden precious gems, and behind others are secret parchments.

Sammy goes off with five mallets, you look at the decoded message he has handed to you. It contains questions, and you must guide Sammy to the right stones to answer the question. If you get it right, Sammy will find a gem or, better still, a secret parchment.

On each level you must guide Sammy to the brick which contains the correct answer to the question. Do this using the arrow keys. When Sammy is on top of the right stone, press **Enter** (or **Return**). He will then hit the stone with a mallet. If you have answered the question correctly, the stone will roll aside to reveal the treasure behind it. If you are wrong, the magical powers of the pyramid make Sammy's mallet fly away.

On Levels 1 and 2 you must help Sammy by telling him in which centuries certain events happened. On Level 3 Sammy needs to know in which decade some incidents occurred. Finally, on Level 4 you must tell Sammy the exact year of each event to help him succeed in his mission.

Remember that Sammy has only five mallets to see him through the whole game, so you should be careful how you answer (the number on the top right of the screen shows you how many mallets you have left). If you are lost, press the clues key before guessing. You are only allowed five clues throughout the four levels, so use them carefully.

Can you help Sammy to find the riches of King Raram and complete his mission?

Good luck!

Parent/Teacher Section

1. The aims of each program

Proportions

The aim of this program is to introduce children to the three proportion types (fractions, decimal values and percentages) and to use them to carry out simple calculations.

On each level children are asked what proportion of a number of objects fit a certain criteria. This proportion must then be selected.

On Level 1, children are able to select (if they wish to) which proportion type to work with. The total number of objects is 10. Children should realise that 1 out of 10 is a tenth, 0.1, or 10% and that as the number of objects which fit a certain criteria increases, these values will rise in increments of a tenth, 0.1 or 10%.

On Level 2, only two of the three proportion types are available. One is "turned off" at random to prevent children continually relying upon one type of proportion. On this level, the total number of objects is raised to 20. Therefore each object represents a twentieth, 0.05 or 5% of the total value.

With Level 3, the proportion type is chosen at random from the three available and cannot be altered. The total number of objects is now 30, each of them therefore representing one thirtieth, 0.033 or 3.3% of the total.

Spy Quiz

Spy Quiz has been designed to test children's general knowledge. The questions used are taken from a large number of subject areas including English (spelling), Maths and Science. In addition, a number of simple ideas which children should (or may) be aware of are included.

Exchange Rates

Exchange Rates is an educational game which aims to:

- Introduce a number of European currencies including their relative values,

along with a list of delays or early running are given. Again, the correct pieces of information must be chosen and a calculation (either addition or subtraction) must be carried out before the answer is entered.

Spy Travels

Spy Travels is a game which teaches and tests children's knowledge of the positions of various continents, oceans, countries, cities, seas, major cities and other landmarks. Children are presented with a world map across which they must direct (navigate) our spy who will use a variety of transport methods. The position of the spy's vehicle is indicated by a cursor on the world map.

Level 1 introduces the program. There are no questions here – children can simply direct the cursor over the map. As they pass over continents and oceans, their names will appear at the bottom of the screen.

On Level 2, the spy is transferred to a boat and must sail to continents and oceans. Naturally, children will soon appreciate that they must maintain the cursor in the blue areas of the screen (seas and oceans) and can only pass around (not through) land masses. Should children be unable to answer correctly, a large clear arrow will appear on the map to show the location.

Level 3 takes us back to the air, this time in a balloon. On this occasion, children must direct the cursor to particular countries. If they should get any answers wrong, they will be presented with an eight-point compass which will show them in which direction to fly. By following the compass points and taking any advice as to how close or far away they are, they should be able to discover any unknown locations with only a few attempts.

Level 4 provides a similar approach to the preceding level but deals with major cities.

On Level 5, we are back in the seas, this time in a submarine. This level deals with major seas, lakes, islands and so on.

Finally, on Level 6 children are asked to navigate a 'plane to various locations including major landmarks.

Desert Dates

In recent years, the teaching of history in schools has moved away from the traditional approach of learning a chronology of local and world events. Instead, children have been encouraged to play the part of “detective” in seeking out their own information from different historical sources to build up a picture of past events. This approach, although certainly not wrong, has caused concern that historical fact has, to some extent, been ignored in favour of an entirely “cause and effect” approach. This concern has been voiced not only in some educational circles but also by government ministers. The National Curriculum in History now seeks to draw a balance between fact and evidence.

Desert Dates is a unique and fascinating program in which historical fact is dealt with in the form of dates of certain major events. Its aims are to assist children in placing a chronological perspective on these past events and, in so doing, help them to develop an appreciation of when those events occurred.

As with all the programs in Fun School 4 for the seven to elevens, the approach becomes increasingly more difficult as children work their way through the program. This is achieved in two ways: Firstly, events become less obvious on higher levels, and secondly the dates required become more precise.

On the lowest levels, the program asks children to pin-point dates to centuries. Instead of using terms such as “twentieth century”, dates on this level are presented in the form “1900s”. Often, children become confused by the names of the centuries and this approach has been adopted to avoid such possible confusion. These levels will help to introduce events in a simple to understand way. Children may not, for example, know the dates of some events but they should be able to make reasonably accurate guesses as to the centuries in which they occurred.

On Level 3 they are next asked to place events within their correct decade. Again, this approach should assist children’s appreciation of the times in which certain events happened. This level can be considered as a stepping-stone to the final part of the game in which children have to locate precise years of events in order to answer questions.

2. Fun School 4 and the National Curriculum

Fun School 4 has been developed to take account of the National Curriculum. This outlines the core material which is being taught in the majority of schools in England and Wales. Key Stage 2 is the second level of study and is directed at children between the ages of seven and eleven. The National Curriculum is, for each subject, divided into a number of Attainment Targets (ATs) which are each in turn sub-divided into ten levels. At Key Stage 2, it is intended that all children will, by the age of eleven, have covered the material suggested for levels two and three. In addition, some children will study topics leading to levels four and five.

This package has been developed for children aged seven to eleven and is intended to teach and reinforce a number of important components of Key Stage 2 of the National Curriculum. A summary of the ATs of the National Curriculum (at least partially) covered by the mathematically-based programs in Fun School 4 is given in the table below.

	Proportions	Exchange Rates	Timetable
Mathematics			
AT 2 (number notation)			
Level 3		•	•
Level 4	•	•	•
Level 6	•		
AT3 (number operations)			
Level 3		•	
Level 4	•	•	•
Level 5	•	•	
AT4 (estimates of numbers)			
Level 2	•		
AT8 (measures)			
Level 2			•
Level 3			
Level 4		•	•
AT12 (handling data)			
Level 3		•	•

Desert Dates and Spy Travels will help to provide a fundamental knowledge of various historical and geographical facts which will assist in a study of these subjects at Key Stage 2. Spy Quiz deals with a diversity of information. This has been taken from a number of curriculum areas most notably AT4 of English (spelling).

Don't forget to register to receive your FREE Fun School Colouring Book. Just send in your registration card or ring 051-357 2961 between 9am and 5pm, Monday to Friday.

Credits

Project Management Team: Alex Blagg, Marc Dawson, Lee Fahy, Nick Harper, Arran Maclean, Chris Payne, David Thomas, Richard Vanner.

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Original Graphics: Mark Healey (ISC).

Graphics Conversion: Neil English (ISC).

Atari ST version: ISC, Darren Ithell, Daryl Kiley, Terry Mancey.

Commodore Amiga version: Garry Hughes, ISC, Darren Ithell (music and sound effects), Terry Mancey.

PC version: ISC.

Commodore 64 version: ISC, Rapidsoft, Chris Walsh.

Amstrad CPC version: ISC.

Spectrum version: ISC.

Archimedes version: ISC.

Amstrad PCW version: Simon Hopkin.

Packaging Design: Wendy Mellor.

Paste-up and typography: Visual Eyes, Stockport.

Printing and Packing: Millets and Multipac, Leeds

Instructions: Marc Dawson, David Jones, Chris Payne.

Testing: Alex Blagg, Lee Booth, Lee Cocker, Marc Dawson, Lee Fahy, Nick Harper, ISC, Peter Lee, Arran Maclean, Fay, Robin & Lee Meakin, Gary Russell, David Thomas, Richard Vanner.

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School

for 7 to 11 year olds



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