

SHOPPING PROGRAM GUIDE

Children learn best when enjoying themselves, so everything in SHOPPING is presented as a game. The computer cassette contains a program which will help extend your child's powers of observation and memory. Also included in the package is a colourful and stimulating Zebra Book, which complements the program and is designed to encourage your child to talk about feelings, possessions and favourite things. This guide will also enable you to get the most from both the program and the book, and ensure that SHOPPING is an enjoyable learning experience for months to come.

USING THE PROGRAM

SHOPPING has three parts supermarket level 1, supermarket level 2 and one creative activity. All you have to do is explain to your child how to play. Remember that if you want to stop at any time, just press **0** and you will return to the contents page.

Here are some ideas for enjoying the program together.

HOW TO PLAY SUPERMARKET

 Key **5** to move the basket **LEFT**.

 Key **8** to move the basket **RIGHT**.

ENTER to buy an item

An object will appear on your shopping list at the bottom of the screen. Ask your child to point out that object on the shelves, to move the basket under it and then to press the **ENTER** key to place the item on the checkout counter.

Talk with your child about the names of the objects. Explain what a supermarket is and talk about all the different things sold in one. Ask what happens when you go shopping and discuss the things you buy.

Level 2 is more challenging, because the object that must be bought will disappear from the shopping list. Encourage your child to remember the shape and colour of the object before it disappears. If the object vanishes before your child can remember it, just hold down key **H** to see it again.

PAINTING THE PICTURE

- a square is the paintbrush.
- ◀ Key **5** to move the brush **LEFT**.
- ▼ Key **6** to move the brush **DOWN**.
- ▲ Key **7** to move the brush **UP**.
- ▶ Key **8** to move the brush **RIGHT**.
- C** to dip the brush in the paint.
- 1** to paint.

CAPS SHIFT to rub out colour at the position of the brush.

CAPS SHIFT and **0** to rub out all colour.

Dip your brush into the paint pot of your choice at the top of the picture and press key **C** to put that colour onto it (you can always tell which colour you have on your brush as it is displayed in the top left square of the border). As you move the brush, you can paint any white area of the picture by pressing key **1**. This may sound complicated, but you will be surprised at how quickly and easily your child learns to paint.

While your child is colouring the picture, talk about painting with real paints and the colours of the objects in the picture.

LOADING THE PROGRAM

Type **LOAD''''** and then press **ENTER**. If you have any difficulties, consult your Spectrum manual.

Note: A Kempston joystick may be used in place of the keyboard to move the basket and brush around the screen.