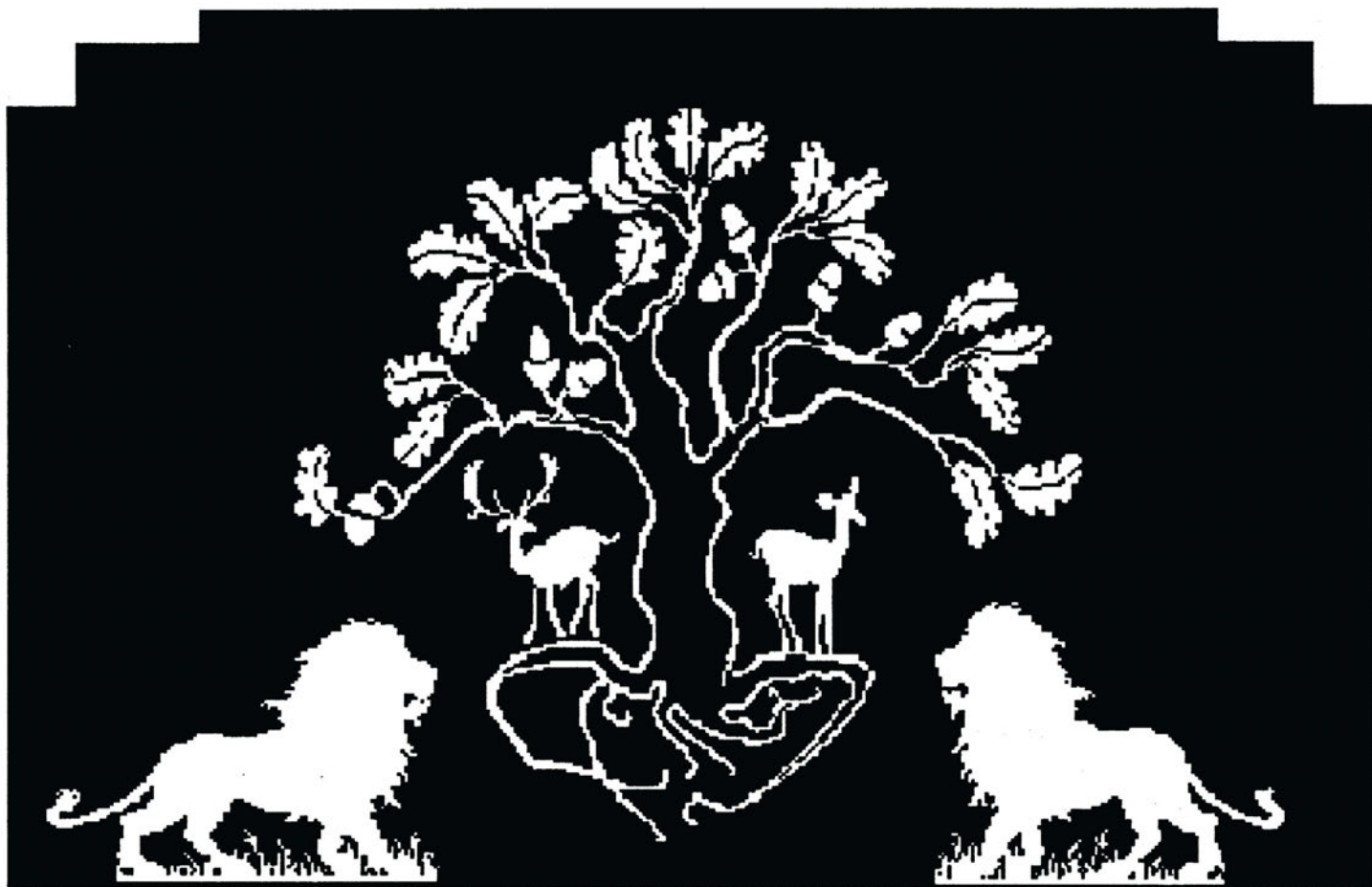


# *The Wonders of the Animal Kingdom*



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## A Note to Parents and Teachers

Because The Wonders of the Animal Kingdom contains six learning activities, it will provide children with many hours of educational fun. We suggest that you read this instruction booklet and run through each of the six modules before introducing them to children.

Beginning readers will need an adult or older child to help them read the descriptions in ALL ABOUT ANIMALS. Since the other modules are dependent upon information included in this one, it is very important that children understand all the information included here. Older children should be encouraged to read all the descriptions themselves before trying the other activities.

Throughout the program you will notice a small window with the letter "P" in it at the bottom of most screens. Any screen on which the "P" window appears may be printed, if you have an Apple Imagewriter printer. The program will print in color if you have a multi-color ribbon, or else it will default to black and white. Color pictures will be much clearer and are highly preferable for young children. **Teachers will find that pictures that are printed in color are much more legible when duplicated in black and white for activity sheets.** Suggestions for use of the printer options will appear at the end of this manual.

## Learning Objectives

- 1) To introduce young children to the various animal families and to the world of nature.
- 2) To develop language arts skills in areas of reading comprehension, spelling and anagramming.
- 3) To encourage logic development through the use of anagrams and discrimination.
- 4) To build memory skills through the use of an interactive concentration game.
- 5) To encourage creativity through the use of the print feature included in the program.

## **Program Modules and Skills Developed**

ALL ABOUT ANIMALS - Reading Comprehension, Science Knowledge and Categorization

ANIMAL SPELLS - Spelling and Memory

ANIMALGRAMS - Anagramming, Logic, Pattern Recognition and Memory

WHAT'S DIFFERENT - Discrimination, Logic and Memory

WHO AM I ? - Reading Comprehension, Logic and Science Knowledge

MEMORY GAME - Concentration and Memory

Once children have become familiar with all the features of each of the modules, they will be able to use THE WONDERS OF THE ANIMAL KINGDOM with ease. They will especially enjoy the interaction of the 1 - 4 player memory game and of the program's printing capabilities.

## **A Note About the Use of Speech in This Program**

Digitized speech takes a huge amount of storage capacity. Because of all 6 activities included in THE WONDERS OF THE ANIMAL KINGDOM and the number of animal pictures, background pictures, text files, and the printing capabilities, we had only enough room to use speech as an added motivational incentive. We opted to include the speech to reward correct answers and to make children take notice of any errors, as well as to prompt them along with directions. In order to have included more speech, we would have had to sacrifice some of the educational activities and content or eliminate the printer capabilities.

## **The Wonders of the Animal Kingdom™ Apple II GS®**

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple and Control Keys simultaneously will access the desk accessories menu. Use the arrow key to select CONTROL PANEL and press RETURN.

If you press ESC while The Wonders of the Animal Kingdom Main Menu appears, you will be returned to your IIGS operating system.

## **Control Panel Menu**

**SOUND** - Selecting sound permits you to adjust the volume and pitch to your liking. **FOR NO SPEECH OR SOUND AT ALL**, move the volume star all the way to the left.

**SYSTEM SPEED** - We suggest your system speed be set at **FAST**.

**SLOTS** - If your 3 1/2" floppy drive is not already assigned as your usual start-up device, then change the start-up slot to 5 on the slot menu.

**RAM DISK** - This program requires 1 megabyte of memory to operate. If some of this memory is currently allocated for RAM disk, you must de-allocate it. Select RAM disk from the Control Panel menu. Set both minimum and maximum on RAM disk sizes to zero K.

## **Loading Procedures**

Please read all prior instructions concerning the Control Panel. If you have one 3 1/2" drive, insert the **ANIMAL KINGDOM DISK #1** in the drive and re-boot the computer by either powering off and on or preferably, by pressing the Control, Open Apple and Reset keys simultaneously. The program will automatically load. On-screen instructions will prompt you when to swap disks.

If you have two 3 1/2" drives, you can place the **ANIMAL KINGDOM DISK #2** in the second drive.

The first screen to appear will ask if you want speech and sound effects. This option was included primarily for classroom use. Some teachers may choose to have the program run without speech or sound in a computer lab setting. For home use, the voice option is preferable. Use the mouse's arrow icon to point and click on either the **YES** or **NO** window and then point and click on **OK** to register your selection.

Next, the Unicorn and **ANIMAL KINGDOM** title screens and credits will appear. The child will then be asked to enter his or her name. After doing so press **RETURN** and follow the on-screen instructions for inserting **DISK #2**. Be sure to click on the **OK** window once **Disk #2** has been inserted.



# Main Menu Options

THE WONDERS OF THE ANIMAL KINGDOM features SIX different learning games:

ALL ABOUT ANIMALS  
ANIMAL SPELLS  
ANIMALGRAMS  
WHO AM I?  
WHAT'S DIFFERENT?  
MEMORY GAME

Use the mouse to move the arrow icon to the desired game and click.  
To return to the Apple GS operating system, press the ESC key.

## All About Animals

It is important to note that young children and beginning readers will need help reading the descriptions included in this program module. Once they've become familiar with all the animals in the program's library, they can enjoy the other 5 games with minimal supervision.

ALL ABOUT ANIMALS is an introduction to the various animal groups and some of their characteristics. It presents a sampling of members from each of the groups included in the program's graphic library.

To select the category desired from those appearing on the screen, move the arrow icon onto that category and click. **To return to the MAIN MENU, point and click on the "E" or EXIT button appearing on the bottom right of the ALL ABOUT ANIMALS menu.**

A text description of the selected animal category will appear. **On the bottom of the screen you will see a "P" or Print button on the left, <- (left arrow) and -> (right arrow) buttons in the center, and the "E" or Exit button on the right. Use of these buttons throughout the program is as follows:**

**"P" - The Print Button** - Pointing and clicking on this button whenever it appears, will permit you to print the screen that is currently being displayed. If you have a multi-color ribbon, the screen will be printed in color. This method is highly preferable. Children will love the colorful pictures. **You must have your printer turned on. If you don't, and you click on the OK box, your Apple will think that it is printing anyway and it will take time until control is returned to the program..** If you change your mind, simply click on "ESC". Please

see the back of this manual for suggestions as to how to fully utilize this feature.

**Left and Right arrows** - Click on the left arrow to go back and re-read or print. Click on the right arrow to proceed to the next screen. If the computer beeps, that means that there are no preceding or following screens. **If there are no following screens, you must click on the "E" button to continue.**

**"E" - The EXIT button** - Click on this to exit to the menu.

After reading the selected animal category description, point and click on the "E" box. A picture menu will appear. Use the mouse to point and click on the picture of the animal you wish to learn about. Remember that to exit and return to the Animal Picture Menu you must click on the "E" button. To return to the ALL ABOUT ANIMALS category selection menu, you must click on the "E" button again. Clicking a third time will return you to the MAIN MENU.

Each category in this module should be covered thoroughly since the rest of the games in this program depend upon its data.

## **Animal Spells**

Select the desired category as detailed above. The object of ANIMAL SPELLS is to identify the animal appearing on the screen and properly spell its name. Type the name of the animal, letter by letter (press the space bar between two word animals such as black widow). The program will permit you only as many key-strokes as there are letters in the animal's name. It will beep if you have tried to enter more letters than are necessary. Use the delete key to erase any letters that you think are incorrect. Press RETURN to register your answer. If the answer is correct the next animal picture will be presented. If the answer is incorrect, the correct answer will be displayed. Click the mouse button to proceed.

Once all six animals from that category have been displayed you will be returned to the ANIMAL SPELLS category menu. Either select another (or the same) category, or click on the "E" button to see the score screen. Each correct answer receives 1 point. A perfect score is 6 per set. Scores for each module in the program are cumulative.

## Score Screens

Throughout the program you have two options when score screens are displayed. You may either click on the "P" button to print the cumulative score screen or you may click on the "E" button to return to the MAIN MENU.

## Animalgrams

Select the desired category. The object of this game is to unscramble the names of all the animals within a chosen category. You will be shown the animal's name all scrambled up. Enter the letters that correctly spell the animal's name one by one. Pressing the DELETE key will permit you to change a letter that was previously typed. After you have entered your answer, press RETURN. The computer will display the correct answer if the word was incorrect. Click the mouse button to proceed. If your answer was correct, the animal's picture will be displayed and the next anagram will be presented.

If you need a hint, you may point and click on the "H" button appearing on the bottom left of the screen. The first time that you ask for a hint, the animal's picture will be displayed. The next two times that you click on the "H" button, you will get the first and second letters of the animal's name respectively. Then the "H" button will disappear and no more hints will be permitted.

After all six animal anagrams have been presented, you will be returned to the category menu. Either choose another category of animal anagrams, or point and click on the "E" button, to see the score. Now you may print the score screen, or click on "E" to return to the MAIN MENU.

Remember that you can print out a set of animal anagram worksheets by simply clicking on the "P" button.

## Who Am I?

Six animals will appear. Three sentences characteristic of one of the animals will appear, one at a time, on the bottom of the screen. Click the mouse button to see all three sentences. You will then be asked, "Who am I?". Move the arrow icon to the selected box and click. Note that these screens can also be printed, but only when the "Who am I?" phrase appears on the screen. At this time you may also click on the "E" button to exit.

If your answer is correct another set of 6 pictures will appear. This activity will continue for as long as you

wish to play. Remember to click on the "E" button to quit. ( The score will be displayed. Click on "E" once again to return to the Main Menu.) If an answer is incorrect, you can try again. After a second incorrect answer, the correct one will be displayed. Click the mouse to continue.

As in the other modules, pointing and clicking on the "P" button will print "Who Am I?" activity sheets.

## **What's Different?**

The object of this game is to choose the animal that doesn't belong to the same family as the rest. Sets of 6 pictures will be displayed. Five pictures belong to the same category, while one does not. Move the arrow icon onto the selected box of the animal that doesn't belong and click. If the answer is correct, the computer will access the disk drive and load new pictures. If an answer is incorrect, a second try will be permitted. After a second incorrect response, the correct answer will be displayed and its picture will be highlighted. Click the mouse to proceed.

The game will continue until you exit by clicking on the "E" button." What's Different?" activity sheets can be printed by clicking on the "P" button. The score screen will be displayed after you've exited from this module. It may also be printed if you wish. Once again, click on the "E" to return to the Main Menu.

## **Memory Game**

This is a one to four player game designed to build memory and concentration skills. First, point and click on the number of players and then click on "OK". Enter the players' names and press RETURN. Pressing the DELETE key before pressing RETURN will permit you to make changes.

Six pictures will appear. Study them carefully. Now click the mouse to begin. The pictures will be hidden behind gates. The player whose turn it is will be asked to find a specific animal. Register your answers by pointing and clicking on the gate of your choice. Correct answers earn the right to go again. The computer will automatically reveal the last box.

Game play will continue until you click on the "E" box at which point the score screen will be displayed. Click on "P" to print the scores or on "E" to return to the Main Menu.



## Suggestions for Use of the Print Option

This feature only works with Apple Imagewriter printers. **For optimum clarity we suggest using a multi-colored ribbon. Even if teachers plan to duplicate worksheets on a standard duplicating machine, the contrast in the colored print-outs will result in much more effective worksheets.**

### All About Animals Print-Outs

Children will love to print all the information about each animal as well as the overview of the animal category. If animal descriptions run over to a second page, children may want to cut the picture off the second page so as to make their own continuous animal fact books.

These printed animal books can be referred to later on in the program and will be helpful for youngsters who are just beginning to read and spell. They can refer to these fact books for the correct answers to Animal Spells and/or especially for the more difficult Animalgram module.

### Classroom Suggestions

Teachers can print every screen in the ALL ABOUT ANIMALS module and duplicate them so that every student can have his/her own fact booklet. Fact books can be distributed one category at a time.

\*\*\* Children can be asked to research other animals belonging to that category that have not been included in the program.

\*\*\* Children can also be asked to investigate additional facts about each animal that have not been included in the program due to space constraints.

\*\*\* Classes may wish to add facts about how each animal cares for its young.

\*\*\* Teachers can provide maps to go along with the fact books, where pertinent, and children can locate where these animals live.

These are just a few suggestions for further use of the printer option in the first module of THE WONDERS OF THE ANIMAL KINGDOM.

### Animal Spells and Animalgrams

All 6 pictures from each category can be printed. Teachers may want to duplicate the entire packet so as to have a set for each student. Aside from spelling each animal's name, children can write a story about each animal. Children can create their own anagrams relating to facts about each animal.

### Classroom Suggestion

Teachers may want to print an entire set of Animal Spells and Animalgram worksheets. Before duplicating each set to hand out as activity sheets, teachers may want to embellish the anagram worksheets with other pertinent anagrams for the children to do.

### Who Am I?

#### Classroom Suggestions

After printing and duplicating these activity sheets, children can be assigned the task of writing short paragraphs about each of the six animals on his/her sheet. (The program randomizes all "Who Am I?" screens, so they are different all the time. Print-outs from this module will be different. When teachers duplicate a variety of sheets and distribute them to the class not every student will be reporting on the same animals.) This makes for a good opportunity for oral presentations.

### What's Different?

#### Classroom Suggestions

Early elementary teachers will want to print out sets of these sheets for duplication. The duplicated copies can be handed out to children as homework or activity packets to reinforce discrimination and classification as well as reading skills.

These are just a few suggestions for use of the printing capabilities of this program. The possibilities are endless.

**Program Design** by June Stark

**Programming** by Stan Brewster

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**Back-up Certificate**

I would like to purchase the back-up disks for THE WONDERS OF THE ANIMAL KINGDOM for the Apple IIGS for \$15.00.

Please ship my disks to:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enclosed is my check or money order.

Enclosed is my school purchase order.

Bill my VISA/MASTERCARD

Card # \_\_\_\_\_ Exp. Date \_\_\_\_\_

Signature \_\_\_\_\_



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