Early Learner's Toolkit

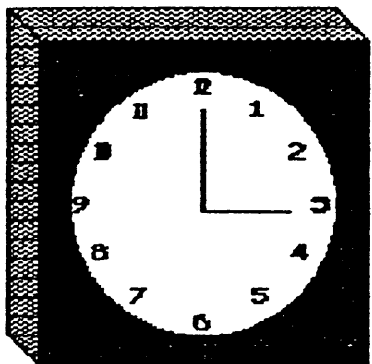**The Early Learner's Toolkit by Dan Oja**
Number and letter recognition, telling time, games, puzzle solving are some of the early learning tools that Dan has put together in this package. Designed for the pre-school children it is very well documented and easy to use. When the child solves a given number of problems the program will play a melody while an animated picture moves across the screen. Runs under TPM for the QX-10/16. No special equipment required.

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EARLY LEARNER'S TOOLKIT

An Activity Program
For Elementary Age Children

Early Learner's Toolkit is an activity program for early elementary age children. It consists of nine separate programs, each of which covers a different learning activity. These programs can be used most effectively with children in the three to six year age group.

Starting the Program

Insert the *Early Learner's Toolkit* *System Disk* in the left drive, the *Early Learner's Toolkit* *Data Disk* in the right drive, and turn on the computer. The program will automatically start and display the main menu.

General Program Instructions

To select any program from the main menu, move the cursor with the up, down, left, and right arrow keys (↑↓← →), and press RETURN when the cursor is on the desired program. To leave any program press the STOP key. To print any screen display, hold down the CTRL (control) key and press the PRINT key. (In order to print a screen, you must have an Epson™ dot matrix printer attached to your computer.)

Description of Individual Programs

Name Game: Name Game helps very young children become familiar with the letters of their name. Help the child type in the letters of their name. Watch together and say the letters out loud as the program displays the child's name in a variety of ways.

It is also possible to use this program to create customized 'greeting cards' by entering a word or name, waiting for the program to display the word in the desired manner, and then printing the screen by holding down the CTRL key and pressing the PRINT key.

Number Matching: Number Matching helps young children learn to recognize the shapes of the numbers 1 through 9. A number from one to nine will be shown on the screen. The child should look on the numeric keypad, find the same number, and press it. If the child gets five numbers right in a row, a star will appear on the right edge of the screen. When the child gets three stars, they will be rewarded with an animated rendition of *'One Little Indian'*.

Letter Matching: Letter Matching helps young children learn to recognize the letters of the alphabet. A letter will appear on the screen. The child should look for the same letter on the keyboard. If the child gets five letters correct in a row, a star will appear on the right edge of the screen. When the child gets three stars, they will be treated to an animated version of *'Twinkle, Twinkle Little Star'*.

Counting: Counting helps children learn how to count. Between one and nine circles will appear on the screen. The child should count the circles and press the appropriate number on the numeric keypad. If the child gets five correct answers in a row, a star will appear on the right edge of the screen. When the child gets three stars, the child will get to see an animated sequence from *'Mary had a Little Lamb'*.

Adding: This program helps young children learn to add. From one to nine circles will appear near the top of the screen along with a numeral representing the number of circles. One to nine additional circles will then appear near the bottom of the screen with another numeral representing those circles. The child should add the two numbers and press the correct number on the numeric keypad. (Very young children may count all of the circles in both numbers.) If the child gets five correct answers in a row, a star will appear on the right edge of the screen. When the child gets three stars, they will see a short cartoon featuring the song *'Where, Oh Where has My Little Dog Gone?'*

Telling Time: This program helps children learn to tell time. A clock will be displayed on the screen. Three digital times will be shown on the right edge of the screen. The child should move the cursor up and down, using the up and down arrows (↑ ↓), and press RETURN when the cursor is on the correct time. If the child gets five answers correct in a row, a star will appear on the right edge of the screen. When the child has earned three stars, they will see a short cartoon based on the song *Hickory Dickory Dock*.

Piano Man: Piano Man allows the child to play with sound. When a key in the middle key on the keyboard is pressed (ASDFGHJKL:") the appropriate note is played and displayed on the scale. When a key in the upper row of keys is pressed (QWERTYUIOP½), a sharp note is played and displayed on the screen. The command keys used by Piano Man are displayed in Figure 1. (Note: some notes do not have sharps and will not be played or displayed.)

Piano Man Command Keys

Q	W	E	R	T	Y	U	I	O	P	¾ ½	Sharps
A	S	D	F	G	H	J	K	L	:	;	" '	Notes

(Figure 1)

Sketcher: Sketcher provides an easy way for a young child to create pictures and designs. The cursor is moved around the screen through use of the numeric keypad. Each number moves the cursor according to its placement on the numeric keypad, as demonstrated in Figure 2. A display on the right edge of the screen lists additional command keys that perform such functions as clearing the screen, moving the cursor without affecting the current drawing, turning the cursor into an eraser, printing the screen, and changing the shape of the cursor.

Sketcher Movement Keys

↑

7	8	9
4	5	6
1	2	3

← →

↓
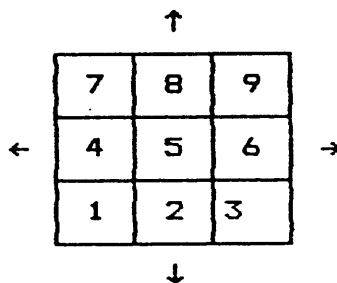
(Figure 2)

Murkle Mazes: Murkle Mazes is a computer maze game. It can help children become familiar with directions (up, down, left, right), and provides them with problem solving practice. The child presses the up, down, left, and right arrow keys (←→↑↓) to move Murkle through the maze. When the the child completes a maze, they will be presented with a new maze.