

**THE ANIMATED
ALPHABET**

Teachers' Book

© Sherston Software 1988

SHERSTON SOFTWARE

Taradale School
10 Church Road
Taradale

23 JUL 1991

THE ANIMATED ALPHABET

Simple and fun learning for pre-school
and reception age children.

Program design by Simon Hosler

Teachers' Book by Bill Bonham
and Simon Hosler

© Sherston Software 1988

CONTENTS

Credits and Copyright	4
Introduction	5
The Package Contents	5
Using the Software	6
Loading.....	6
Operation	6
Teacher Control.....	6
Teachers' Notes	7
General	7
The Game	8
Further Activities	9
Word Lists	10
Trouble Shooting	11

CREDITS AND COPYRIGHT

'The Animated Alphabet' is a package for pre-school and reception age infants.

Design and program by Simon Hosler.

Teachers' book by Bill Bonham, Lou Bonham and Simon Hosler

Programs and Documentation © Sherston Software 1987.

First published in 1988 by Sherston Software, Swan Barton, Sherston, Malmesbury, Wiltshire SN16 0LH, England. Telephone: 0666-840433.

All rights reserved. No one may copy the disc under any circumstances. 'The Animated Alphabet' is sold on the condition that it will not be hired or used by software clubs or available as part of a lending library system.

Sherston Software
Swan Barton, Sherston, Malmesbury, Wiltshire, England.
SN16 0LH ☎0666-840433. BTGold 72:MAG31653

The Animated Alphabet

BBC Models B,B+ , MS128 & Compact

Age Group: Pre-school/Reception

(Disc Based)

INTRODUCTION

'The Animated Alphabet' is designed for children approximately 3 to 5 years of age. It is also suitable for older children with learning difficulties. The program consists of three simple games in which the alphabet comes to life in 26 beautifully animated illustrations. The alphabet has never been such fun!

Parents and teachers can use 'The Animated Alphabet' to help their children recognize and distinguish between letters of the alphabet. (It is important to refer to the letters by the sound that they make rather than their name — see Teacher's Notes.)

As well as providing this pre-reading exercise 'The Animated Alphabet' is an ideal program to introduce children to the computer, being simple, colourful, and above all, fun.

The letters of the alphabet with which the objects start are used phonetically, reinforcing sound work given in the classroom.

THE PACKAGE CONTENTS

In your 'Animated Alphabet' you should find:-

One disk. (If it is a 5.25' disk it is a floppy and can be turned over.)

The teacher's book.

An A3 and an A4 concept keyboard overlay.

A set of stick-on lower case letters for the computer keyboard.

USING THE SOFTWARE

Loading

Place the disc with the side required uppermost into the disc drive. Hold down the SHIFT key, press and release BREAK and then release the SHIFT key. This will automatically start the program.

Important Note

'The Animated Alphabet' is a disc driven package and THE DISC MUST BE LEFT IN THE DRIVE for the whole time that the program is running.

Operation

When the title screen is shown pressing ESCAPE will give the 'Teacher Control Menu' or pressing SPACE BAR will take you straight into one of the games.

Teacher Control

Teacher Controls

- | | |
|-----------------|----------------------|
| 1 Sound Level | (normal) |
| 2 Input | (computer keyboard) |
| 3 Letters | (alphabetical order) |
| 4 Game Level | (level 2) |
| 5 Game Length | (13 letters) |
| 6 Start Program | |
- Please type a number

1 Sound Level

When the program is loaded the sound level is set to 2 for normal. You can alter it to 1 for quiet or 0 for off. When you type a number the computer will bleep to indicate the sound level selected. Select the level required and then press ESCAPE to return to the Teacher Control Menu.

2 Input

This refers to the way the children will enter their responses to the computer. When the program is first loaded this is set to the computer keyboard but it can be altered to the Concept Keyboard if required.

Having selected the type of input you require press ESCAPE to return to the Teacher Control Menu.

3 Letters

When the program is loaded the 'letters' will be selected in alphabetical order. You can alter this to random order by pressing 2 or you can select your own letter order by pressing 3. If you press 1 or 2 you will return to the main menu.

If you press 3 you will be asked to type a sequence of between 3 and 13 letters. The same letter may be used more than once in a sequence. Provided you have typed more than 3 letters press ESCAPE to leave this section.

4 Game level

When the program is loaded the Game level will be set at 2. See the Teacher's Notes for a description of the games. To alter the level press 1, 2, or 3. Press ESCAPE to return to the Teacher Control Menu.

5 Game Length

The game length refers to the number of letters the children have to find before the sequence will start again. When the program is loaded the game length is set at the maximum of 13 letters.

The minimum length of game is 3 letters. Select the length of game and press ESCAPE to return to the main menu.

TEACHERS' NOTES

General

It is important that children refer to the letters by the sounds that they make rather than their names. Always ask "what sound does this letter make?" rather than "What is this letter?" Always say "This letter says . . ." rather than "This letter is . . ."

We feel it is better not to confuse children by using the names of the letters at all at this stage. However if they already know some of the names, or if you wish to introduce the names always make a distinction between the letter name and the letter sound. Eg. This is the letter 's' (say ess), it says 's' (say 'ss').

We apologize to teachers who may think that the above is fairly basic educational practice, but we felt it necessary to include as this package is likely to be used in the home as well as school.

The game

The game, although very simple, has three levels of difficulty.

Level 1 A large picture of an object will be shown on the screen together with the first letter of the object. To animate the picture the children must match the letter on the screen with the letter on the keyboard. Once this is done the picture will animate and the word for the object will appear. Sometimes there is more than one picture for a particular letter and in these instances the second picture and word will appear automatically.

Level 2 A large 'maze' appears on the screen with letters placed around the edge and a small object in the top left hand corner. The children have to identify the initial sound of the object and then match it to one of the surrounding letters by moving "Alphabod" using the arrow keys/symbols. Once the correct letter has been found the game is identical to Game 1.

Level 3 This is very similar to game 2, the difference being that when the children reach the large picture of the object no letter will appear on the screen to help them.

Using the Teacher Controls.

Using the option to select the letters that will be given in the game it is possible to present children with easily confusable letters. Eg b,d,p,q etc. If you have a child that confuses certain letters this can provide valuable practise.

Further activities

There are many ways to help children learn the sounds of letters, the following are just a few suggestions.

I spy — again use the letter sounds rather than their names.

Find me 'something beginning with . . .'

Use flash cards with pictures on. Ask the children to identify the initial sound of the picture.

Let the children make their own alphabet picture/scrap books. Have one page for each letter and let the children choose and cut out pictures beginning with the letter. This is good practise for using scissors but will need to be supervised carefully. If they can't use scissors let them tear the pictures out. Write the word in small case letters underneath each picture. You could write the initial letter in a different colour for emphasis. Can the children think of other words beginning with the same letter, especially words that are not easily illustrated like adjectives or verbs.

Make a set of 52 cards about playing card size. Have the 26 letters written in small case and one picture for each letter drawn or cut from magazines. These cards can be used in lots of games:-

Use the pictures only: Can you find me something that starts with the sound b (you may need to use fewer than the whole 26).

Use the letters only: Can you find me the letter that says b . . . (again you may need to use less than 26).

Using both letters and pictures: Ask the children to match letters to pictures, play snap, pairs etc.

It is worth mentioning that care should be taken to make sure that the pictures illustrate words that really do begin with the correct sound. Common errors are 'o for owl', 'g for giraffe', 'c for chair', 'i for ice cream' etc. Also avoid using words that start with two consonants (consonant blends) like blue, green, scarf etc. These sounds are heard as one sound and taught as separate phonic sounds much later on.

There is also a wealth of good activities and materials available from educational publishers including alphabet blocks, alphabet friezes, floor puzzles, simple jigsaws and magnetic letters. All of these can be used in conjunction with 'The Animated Alphabet'

Word List

The following is a complete list of the words used in 'The Animated Alphabet'.

Side one

a apple	b ball box	c car cup
d duck	e egg eggcup	f fish
g gate garden	h house hole	i igloo
j jug jump	k key kiss	l lorry long
m mouse magic	n net	

Side two

n net	o orange	p pencil pig
q queen	r robot rain	s spider slippers
t tent tiger	u umbrella	v violin
w watch	x x-ray fix	y yacht
z zebra zoo		

TROUBLE SHOOTING

Loading Problems

If the disc won't load check:-

That you have a 40 track disc for 40 track drives or a 80 track disc for 80 track drives. If your drive is switchable, is it set correctly? (Note:- 40 track discs are despatched unless 80 track are specifically requested. 80 track discs are labelled 80 track.)

If you are using a Master 128, is it configured to DFS? If not type *DISC, press RETURN and then !BOOT the disc. Do not try to run the program using the CONVERT program provided with the Master.

Is your equipment all switched on and connected properly?

If the disc still doesn't work try it, if possible, on another computer and disc drive. (Disc drives need a service now and then.)

If you still have no luck you can either telephone for advice or simply return the disc for replacement. Please make a note of any screen messages etc. so that we can try to identify the problem.

It may be that you have a non standard DFS which is the cause of the problem. If this is the case we will be happy to give a refund.

Back Ups

Sorry, but you won't be able to make one. The disc is protected to enable us to run our very popular approval system. Don't worry, all our discs come with a 3 year guarantee.

Corrupted Discs

If your disc corrupts in any way up to three years after purchase, return it together with a blank unformatted disc and we will send a replacement.

Sherston Software

**Swan Barton, Sherston, Malmesbury, Wiltshire, England.
SN16 OLH Tel 0666-840433. BTGold 72:MAG31653**

