

Teacher's Guide

**3-2-1 CONTACT:  
Wild Things!™**

Apple



***WINGS***  
***for learning***

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A special thanks to Ed Atkins, Ph.D. for his work on content development, and to the following organizations for their assistance in verifying the program content:

The Bronx Zoo

Facts on File, Inc.

The New York Aquarium

The New York Botanical Gardens

The New York Public Library

The New York City Zoo

***3-2-1 CONTACT: Wild Things!*** is based upon work supported by the National Science Foundation.

### ***WINGS for learning***

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### ***About 3-2-1 CONTACT:***

***3-2-1 CONTACT*** seeks to arouse children's curiosity about the natural and technological world. With mini-documentaries and visits to men and women working at the frontiers of science all over the world, ***3-2-1 CONTACT*** can help you motivate students and spark their interest in science.

There are two keys to effective classroom use of the series. The first is taping it off the air. It's free and legal as long as the tapes are erased within three years. The second key is to utilize the two computer resources designed to enhance classroom use. ***3-2-1 CONTACT: Wild Things!*** challenges students to try out knowledge that they may have gained from the television program. The ***3-2-1 CONTACT Database*** is a teacher tool for identifying the appropriate shows for classroom use by subject, theme, or textbook.

***3-2-1 CONTACT*** is produced by Children's Television Workshop, creators of *Sesame Street*, *The Electric Company*, and *Square One TV*. It airs daily on most PBS stations. Consult local listings for broadcast times. For more information about these programs, the ***3-2-1 CONTACT Database***, and other classroom resources, write to: Children's Television Workshop, School Services, Box WT, 1 Lincoln Plaza, New York, NY 10023.

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For information or a free catalog of educational materials, call or write:

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## **3-2-1 CONTACT: WILD THINGS! INTRODUCTION**

What does a hippo have in common with a mouse? How about a flea and a frog? Are the lives of pandas and sea turtles endangered? Your students can explore the answers to these and other questions with *3-2-1 CONTACT: Wild Things!*, a game for discovering interesting attributes shared by plants and animals.

Students playing *3-2-1 CONTACT: Wild Things!* will encounter a broad assortment of plant and animal facts – over 1,000 in all. To be successful, they must determine what two plants or animals have in common, classifying them by common attributes ranging from diets and habitats to life cycles. The attributes are used to link plants and animals with one another, emphasizing their similarities and differences. Students compete using logical thinking, game play strategy, and knowledge of plants and animals.

When players are stumped, they can look for possible links in the accompanying student reference book, *Guide to the Wild*. It provides a comprehensive listing of the 150 plants and animals featured in the game with pertinent information on each. Using research skills, students can find all of the information necessary to be champion players.

Based on *3-2-1 CONTACT*, the award-winning science and technology series for 8- to 12-year-olds, *3-2-1 CONTACT: Wild Things!* challenges your students to use their science knowledge in an engaging computer game. The game features 150 colorful illustrations of plants and animals that have been featured on the television series. Students use a combination of their own knowledge plus research about these creatures to determine what attributes they have in common.

*3-2-1 CONTACT: Wild Things!* is designed to be used with grades 3 through 6. Educational materials include a program disk and a back-up, a Teacher's Guide, and 2 copies of the *Guide to the Wild* student reference book. The program will run on an Apple IIe or Apple IIgs with 128K of memory and a disk drive. A color monitor is recommended but not necessary.

If you need assistance in operating your computer, check the section of this Teacher Guide entitled "Apple: Working with the Computer." You may also call *WINGS for learning* Customer Service toll-free at (800) 321-7511.

**3-2-1 CONTACT: WILD THINGS!  
OVERVIEW**



**GRADE LEVEL:** 3 – 6

**TIME REQUIRED:** Two players competing with one another: 45 minutes.  
Two players competing against the computer: 25 minutes.

**OBJECTIVES:** To acquire factual knowledge of plants and animals.  
To encourage cooperative problem solving.  
To initiate strategic game planning.  
To use reference materials.

## **3-2-1 CONTACT: WILD THINGS! PROGRAM DESCRIPTION**

In *3-2-1 Contact: Wild Things!*, players move a marker from a starting location on the Game Board toward a goal. To move, players must choose a statement which will both link two different plants or animals and also advance their markers toward the winning destination. The first player to reach the goal is the winner!

### **GETTING STARTED WITH 3-2-1 CONTACT: WILD THINGS!**

*If you are using 5 1/4" disks:*

Put the *3-2-1 CONTACT: Wild Things!* disk in Drive 1 with Side 1 facing up and close the disk drive door. Turn on your computer and monitor. After you see the *WINGS for learning* and *3-2-1 CONTACT* logos, you will be asked to turn the disk over to Side 2. Once on Side 2, press RETURN and the *3-2-1 CONTACT: Wild Things!* title screen will appear. Leave the disk in the computer on Side 2 for the remainder of the game.

*If you are using a 3 1/2" disk:*

Put the *3-2-1 CONTACT: Wild Things!* disk in Drive 1. Turn on your computer and monitor. You will see the *WINGS for learning* and *3-2-1 CONTACT* logos, followed by the *3-2-1 CONTACT: Wild Things!* title screen. Leave the disk in the computer for the remainder of the game.

### **HOW MANY PLAYERS?**

After the *3-2-1 CONTACT: Wild Things!* title screen appears, students are asked if they wish to play against the computer or with other students. Using the ↑ and ↓ arrow keys, highlight COMPUTER or EACH OTHER and then press RETURN. If COMPUTER is selected, players attempt to outmaneuver the computer. In an EACH OTHER game, players compete against one another.

Next, players or teams are asked to type in their names and select their *Wild Things!* Game Board markers. Players may choose to be one of four "natural forces": a tornado, a fire, a volcano, or a lightening bolt. Once a marker has been highlighted using the ← and → arrow keys, press RETURN. After the markers have been selected, the *Wild Things!* Game Board will appear.

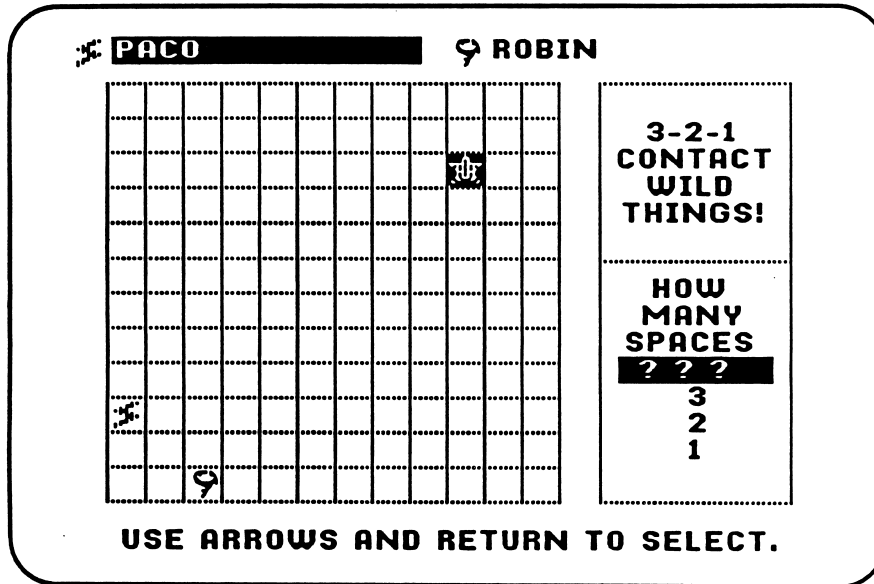
### **KEY FUNCTIONS**

*3-2-1 CONTACT: Wild Things!* is controlled by the following keys:

- **ARROW KEYS:** The arrow keys move the highlighter block to the desired item when making any kind of selection.
- **RETURN KEY:** Pressing the RETURN key selects the highlighted item.
- **SPACEBAR:** The spacebar is used to switch between screens.

## PLAYING 3-2-1 CONTACT: WILD THINGS!

After players select their *Wild Things!* markers, the Game Board appears on the screen. The players' names and their markers are identified at the top of the screen. The Game Board shows the players' current locations in relationship to the winning goal, shown by a star.



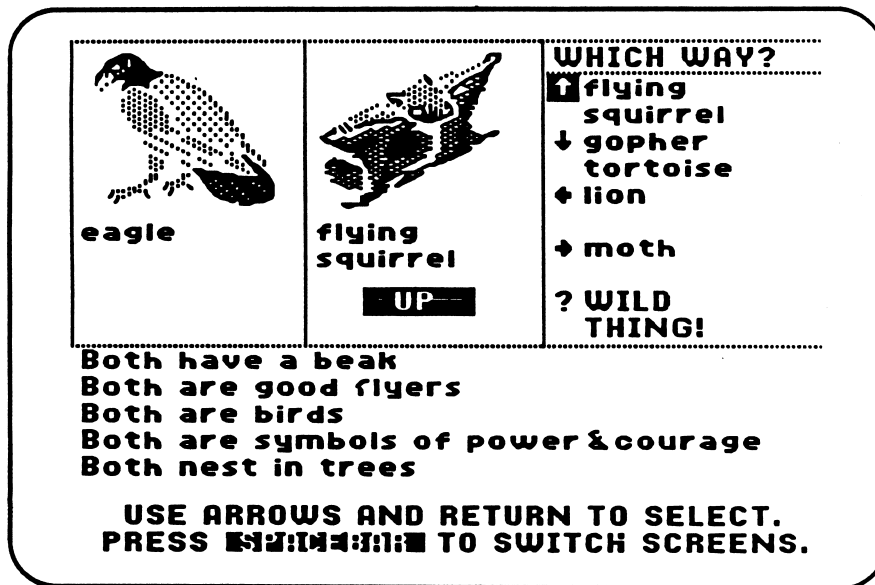
*The Game Board*

To the right of the Game Board is the question, HOW MANY SPACES? The player or team whose name is highlighted answers first. To determine the number of spaces to move, players must look at the marker's current location and the goal. Players may move 1, 2, or 3 spaces, but may not use that number of spaces again until all three options have been used. For example, if a player selects 3 spaces for the first move, on that player's next turn the only options remaining will be to move 1 or 2 spaces.

To select the number of spaces to move, highlight the number with the ↑ and ↓ arrow keys and then press RETURN. Players will see the directions the marker can move, and then the screen will switch to the Challenge Screen.

Players should be encouraged to think about the direction in which they want to move before selecting a number of spaces and switching to the Challenge Screen.





*The Challenge Screen*

The next screen displayed is the Challenge Screen, which displays pictures of two plants or animals, a list of arrow directions associated with each plant or animal name, and a list of attributes which the two plants or animals might have in common.

First players must select the direction in which they wish to move. Players may choose to move their marker up, down, left, or right by highlighting the corresponding plant or animal with the ↑ and ↓ arrow keys and pressing RETURN. Players can also move to an unknown, randomly selected location by choosing the WILD THING! During this time players may press the SPACEBAR in order to view the Game Board and evaluate in which direction to move their marker. Pressing the SPACEBAR again returns players to the Challenge Screen.

Next, players select an attribute that is true of both plants or animals pictured at the top of the screen. Players select the attribute with the ↑ and ↓ arrow keys and RETURN. Pressing the SPACEBAR before selecting an attribute allows the player to switch back to selecting a new animal and direction.

After players choose an attribute, the screen displays the picture of the matched plant or animal. If the attribute selected by players does not match the plant or animal originally pictured, the screen will display the plant or animal that does match. The screen also shows how spaces players will move, and in which direction. Pressing RETURN switches the screen back to the Game Board, and the players' marker then moves the specified number of spaces in the direction corresponding to the plant or animal that matches the attribute.

## WHAT ABOUT THE WILD THING?

If players select the WILD THING!, rather than a plant or animal with a specific direction, the words WILD THING! will appear in the right hand box. What does the WILD THING! have in common with the pictured plant or animal? To answer correctly, players must determine which of the attributes fits none of the other plants or animals and is true only of the pictured plant or animal. This trait is the one that is shared with the WILD THING!. If players answer correctly, their marker will move to a randomly selected location on the Game Board.

## GUIDE TO THE WILD

If players need some additional information to make a move, the *Guide to the Wild* student reference book contains all of the facts necessary for successful game play. Players can use the *Guide to the Wild* to expand their plant and animal knowledge by locating relevant entries, determining significant facts, and relating pertinent information back to the game.

## NEXT TURN AND WINNING

In a two team game, it is now the other player's turn. In a game against the computer, the computer makes a move, and then it is the players' turn again. This repeats until one player or team lands exactly on the goal and wins the game.

## SOUND

**3-2-1 CONTACT:** *Wild Things!* includes sound at the conclusion of a game to reward the winner. The sound can be toggled on and off by holding down the CONTROL key and tapping the S key.

## STRATEGIC MOVES

**Building Walls:** As the players' markers move, they capture spaces. These captured spaces build a wall that opponents cannot land on or cross. These walls can be used to block the opponents' path. If blocked, players can use the WILD THING! option to jump to a new, randomly selected location.

At times walls may be used to a player's advantage. For example, players may be close to the goal but without the right number of spaces to land on it. Players may use that turn to position the marker by bumping into an opponents' wall or the edge of the Game Board.

**Zap:** If one player's marker lands on another marker, the "victim" is "zapped" and sent back to the starting position.

## **3-2-1 CONTACT: WILD THINGS! IN THE CLASSROOM**

**3-2-1 CONTACT: *Wild Things!*** can be played by one student against the computer or by one student against another student. However, even if you have access to a lab with a computer for each student, we suggest that you have students work in teams when using **3-2-1 CONTACT: *Wild Things!*** Working in pairs or small groups allows students to verbalize their hypotheses and strategies as well as analyze their partners' ideas. Such discussions help to develop important thinking skills, enriching the learning while creating even more interest in the activity.

### **GETTING STARTED**

Introduce **3-2-1 CONTACT: *Wild Things!*** by playing a similarities/differences game with your class. Ask students to name two animals that are very *different* from each other. Write the names of these animals on the chalkboard, then ask students to name all the things they can think of that are different about the animals. Once you have listed a number of differences, ask students to think of things these two animals have in common, even though they are very different. Next, ask students to name two animals that are very *similar* to each other. Write the names of these animals on the chalkboard, and list all the similarities students can identify. Again, once you have listed similarities, ask students to think of any differences there might be between these two very similar animals. Repeat this activity by comparing/contrasting (a) two plants and (b) an animal and a plant.

**3-2-1 CONTACT: *Wild Things!*** comes with a student reference book, the *Guide to the Wild*, with all the information necessary to help students successfully play and win the game. To introduce the *Guide to the Wild*, divide your class into two teams. Give each team a copy of the *Guide to the Wild*. One team chooses an animal or plant from the *Guide to the Wild*, then gives a clue — based on the description in the guide — to the other team. The second team tries to name the animal/plant. If the second team cannot name it, the first team gives one clue at a time until the mystery animal/plant is identified. If the second team successfully names the animal/plant, then it chooses another and gives clues to the first team. The object of the game is to identify the animal/plant using the the fewest number of clues.

### **AT-THE-COMPUTER SUGGESTIONS**

- 1) Have teams of three or more students play **3-2-1 CONTACT: *Wild Things!*** with one another. Encourage team members to take turns at the computer keyboard. Encourage each team to discuss possible answers while playing, and to use the *Guide to the Wild* as a reference tool to help them verify facts.
- 2) Encourage a team to play **3-2-1 CONTACT: *Wild Things!*** against the computer. Team players may decide whether to allow using the *Guide to the Wild*, or simply to rely on their collective brain power! Have the team record the number of moves used to win, then try to win another game using fewer moves.

- 3) Suggest that teams set an alternate goal when playing *3-2-1 CONTACT: Wild Things!* Instead of trying to land on the target, teams might play "tag," concentrating on landing on top of and *Zapping* their opponent.
- 4) Encourage students to make copies of the Game Board on paper. This will help students track their progress in each game and review their strategies. Tell players to keep track of the challenges they miss during a game, then discuss why they gave the answers they did. Did they use the *Guide to the Wild* to verify their facts?

## FOLLOW-UP

After all students have played *3-2-1 CONTACT: Wild Things!* at least once, have a class discussion. Ask questions such as:

- How did you decide what animals/plants had in common?
- What new information did you learn about a plant or animal? What was the most interesting thing you learned while playing the game?
- Which did you enjoy most: playing alone against the computer? playing against another student? playing as a team member? Why?
- How did your team decide on one answer?
- How did you use the *Guide to the Wild*? How did it help you?
- When was it helpful to choose the WILD THING? When wasn't it helpful?
- What strategy did you use to choose the correct answer for the WILD THING? How was your strategy different from the way you decided what two animals or plants had in common?
- How did you avoid being *Zapped* by your opponent?

Set up a *3-2-1 CONTACT: Wild Things!* tournament of students against the computer. Have teams take turns playing against the computer. Keep a tally of the number of moves each team makes before winning. The team that wins in the fewest moves is the Grand Champion! You may also wish to suggest that teams face off against one another in a *3-2-1 CONTACT: Wild Things!* round-robin tournament.

Challenge your students to write their own plant or animal descriptions, like those found in the *Guide to the Wild*. Students choose an animal or plant not in the *Guide to the Wild*, and research a list of five or more attributes. Then students can write a description of the animal or plant that contains all of the attributes in their list.

## APPLE: WORKING WITH THE COMPUTER

### To use the program

1. Turn on the television or monitor.
2. Insert the disk securely into the disk drive with the label facing up.
3. Turn on the computer (the on-off switch is on the back left side of the computer).
4. The disk drive light will turn on. If a disk error message is displayed, or a loud rasping noise is emitted, or the drive does not stop running after a minute or so, turn the Apple off and make sure your disk is placed correctly in the disk drive.
5. The *WINGS for learning* logo will appear, followed by the opening screen.
6. Follow the instructions in the program.

### Turning off the system

1. Remove the disk from the disk drive and put it in a safe place.
2. Turn off the computer.
3. Turn off the television or monitor.

## APPLE IIGS: CONTROL PANEL SETTINGS

To allow your Apple IIGS to work properly with *WINGS for learning* software, certain Control Panel settings should be selected. The Apple IIGS retains these settings even after the power is turned off.

### To Use the Control Panel:

- Enter the Control Panel main menu by holding down the CONTROL and OPTION keys, and then press RESET (the rectangular key located above the number keys). If your Apple IIGS is in an Apple IIe case, use the CLOSED-APPLE (🍏) key instead of OPTION.
- Press the 1 key to enter the Control Panel.
- Use ↑ and ↓ to highlight the feature you want to change and press RETURN. Again use the ↑ and ↓ arrow keys to highlight a specific option and change it by using the ← and → arrow keys.
- After you have finished making changes, select Quit, and press RETURN.
- Turn off the Apple IIGS, and restart.

### To Change the Display:

- Highlight **Display** and press RETURN.
- Set **Type** to **Color**.
- Set **Columns** to **40**.
- Set **Text** to **White**.
- Set **Background** to **Black**.
- Set **Border** to **Black**.
- Press RETURN to save the changes and to go back to the Control Panel.

### To Change the System Speed:

- Highlight **System Speed** and press RETURN.
- Set **System Speed** to **Normal**.
- Press RETURN to go back to the Control Panel.

### Setting the Slots:

Highlight **Slots** and press RETURN.

#### Setting Disk Drives:

For any disk drive setup, set: Startup Slot: Scan

- If you have a 3 1/2" disk drive, set: Slot 5: Smart Port
- If you have a 5 1/4" disk drive, set: Slot 6: Disk Port

**Q & A**  
**WINGS for learning Courseware**

**1. What happens if a program will not load or run?**

Call us toll-free at (800) 321-7511 and we'll send you new disks.

**2. What happens if I find an error in the program?**

We have thoroughly tested the programs that *WINGS for learning* carries so we hope this does not happen. But, if you find an error, please note what you did before the error occurred. If a message appears on the screen, please write the message down. Then fill out the evaluation form or call us with the information. We'll correct the error and send you a new disk.

**3. What happens if the courseware is accidentally destroyed?**

*WINGS for learning* has a lifetime guarantee on its courseware. Send us the product that was damaged and we'll send you a new one.

**4. Can I copy the disks?**

The material on the disk is copyrighted. You *should not* copy the courseware.

**6. Can I remove the disk from the disk drive after I have loaded the program?**

No. *3-2-1 CONTACT: Wild Things!* requires that the disk be in the disk drive at all times. If the disk is not in the disk drive, an error may result.

**For other permissions and restrictions, see the permissions page at the front of this guide.**