

# Curious George<sup>T.M.</sup> Visits the Library



**USER'S GUIDE**

# **CURIOUS GEORGE™ VISITS THE LIBRARY**

## **USER'S GUIDE**



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## **MEET CURIOUS GEORGE**

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Curious George is up to his old tricks again! This time, George becomes lost while exploring the library. In his search for the man in the yellow hat, he discovers how much fun libraries can be while introducing position words and concepts.

*Curious George™ Visits the Library* offers children a unique learning experience. The program contains an interactive story featuring position words and three educational activities that reinforce the position words. The children become involved in the story by helping George find his friend as they practice these words: *on, off, in back of, next to, in, out, over, under, on top of, in front of, up, and down.*



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## **GETTING STARTED**

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*Curious George Visits the Library* is a double-sided disk. You use the first side of the disk (the side with label) to load the program. Once the program is loaded, you can advance to the main menu where you can select one of the four menu choices. If you are using a 5¼" disk and select the "Curious George Visits the Library" interactive story, the screen will prompt when to turn the disk over. If you select one of the three educational activities, it is not necessary to turn the disk over. If you are using a 3.5" disk, the program is contained on one side and it is not necessary to turn the disk over.

There are two ways to begin the interactive story “Curious George Visits the Library.” You should review both choices before loading the program.

*Choice 1—Use All Position Words.* You can press any key (other than **S** or **C**) on the title screen to advance to the program’s main menu where the interactive story option is located. By following this procedure, you will see all six pairs of position words presented in the interactive story “Curious George Visits the Library.” These position words will appear in a different order (randomly) each time the child begins the story.

*Choice 2—Specify Position Words.* You can press **C** on the program’s title screen to view the Options screen. From here you can select what pair(s) of position words you want presented in the interactive story. (See Controlling the Interactive Story.)

### ***Loading the Program***

The program requires an Apple\* II+, IIe, IIc, or IIcs computer with 64K of memory, monitor, and one disk drive. Loading the program is a simple procedure.

#### ***STEP Loading the Program***

- 1.** Place the program disk in the drive (label up) and close the door.
- 2.** Turn on the monitor and computer. The program loads automatically.
- 3.** On the title screen, you see scrolling messages that offer several choices. You can press
  - Any key to advance to the main menu
  - **C** to select pair(s) of position words for the interactive story
  - **S** to turn the sound on or off.

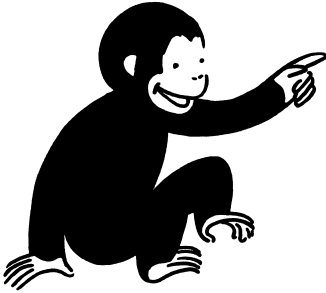
\*Apple is the trademark of Apple Computer, Inc.





## **Keychart**

- Advances the interactive story
- Registers option selections on menus
- Registers answers in activities
  
- Repeats the last segment of the interactive story
  
- Offers options for controlling the interactive story
  
- Turns sound on or off
  
- Accesses help screen
  
- Returns to main menu



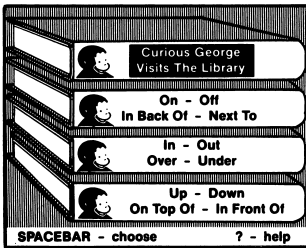
## **BEGINNING THE PROGRAM**

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Since *Curious George Visits the Library* is designed for young children, it is recommended that you use the program with the children the first time to familiarize them with the options and activities. Once all activities are explained and understood, the children can enjoy the program over and over.

### ***Using the Main Menu***

The program options are listed on the main menu. The first option, "Curious George Visits the Library," contains the interactive story about George's adventure in the library. The other three options are the educational activities that reinforce the position words. Each educational activity represents a set of four position words.



To choose an option, press the **SPACEBAR** when the option is highlighted. An explanation of each of the program's options follows.

- Curious George Visits the Library—interactive story introducing the concepts of *on*, *off*, *in back of*, *next to*; *in*, *out*, *over*, *under*; and *on top of*, *in front of*, *up*, *down*.
- On-Off, In Back Of-Next To—offers two educational activities reinforcing these position words.
- In-Out, Over-Under—presents two educational activities reinforcing these position words.
- On Top Of-In Front Of, Up-Down—contains two educational activities reinforcing these position words.



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## **THE INTERACTIVE STORY**

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Children will enjoy following George through the library. They watch his misadventures as he searches for his friend. The children help George look for his friend while practicing position words. To begin the interactive story, the children select the “Curious George Visits the Library” option on the main menu. They press the **SPACEBAR** when prompted to advance through the story.

### ***Participating in the Interactive Story***

Completing the interactive story involves a two-step process— children read about George’s adventure and they answer questions that test their knowledge of position words. In the beginning of the story, the children read along as George dashes into the library ahead of his friend and becomes lost. They press the **SPACEBAR** to advance the story.

As the story continues, the children are asked to participate by identifying position words describing what they see on the screen. For example, the children see George knock books *off* a table. Then, they are asked to help George place the books back *on* the table. To do this, the children watch as George places the books *on* and *off* the table. When George is in the correct position (placing the books *on* the table), they press the **SPACEBAR** to register an answer.

The children can press **?** if they need help before answering. This action causes the position words to appear on the screen as a clue. After answering the questions about a set of position words, the children can press **A** to repeat the questions if desired.

The children continue to watch George and answer questions as different position words are presented in various scenes. At the end of the story, George finds his friend and they check out books together.

### Options for the Interactive Story

Before beginning the program, you can select which pairs of position words you want to appear in the interactive story. This flexibility is helpful in the classroom situation when the teacher wants to specify word pairs for the children to practice.

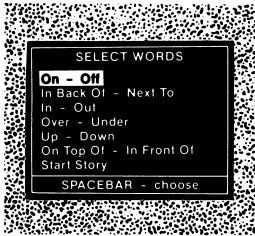
#### NOTE

Selecting position words is optional. If you do not want to specify position words, press any key (except **S** or **C**) on the title screen to advance to the program's main menu.



To control the interactive story, press **C** on the program's title screen. The Option screen appears displaying the following options:

- **Select Words**—advances to a second screen that contains position word options.
- **Start Story**—begins the interactive story.
- **See Instructions**—presents instructions for the interactive story.
- **Main Menu**—returns to the program's main menu.



**STEP** *Selecting Position Words*

1. Press **C** on the title screen after loading the program. The Option screen appears.
2. Choose the Select Words option on the Option screen. The Select Words screen appears.
3. Press the **SPACEBAR** when the word pair you want is highlighted. An asterisk is displayed next to the selection. Continue choosing as many word pairs as desired.
4. Choose the Start Story option after all word pairs are identified.



## **EDUCATIONAL ACTIVITIES**

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*Curious George Visits the Library* offers educational activities to reinforce the position words presented in the interactive story. These educational activities are listed on the main menu as position word sets: *On-Off, In Back Of-Next To; In-Out, Over-Under; On Top Of-In Front Of, Up-Down*. The children complete two separate activities for each comparison set.

### **Levels of Difficulty**

There are two levels of difficulty that can be selected for each educational activity. These levels include Level 1 (easy) and Level 2 (advanced). Both levels are contained on the Difficulty screen that automatically appears after selecting an educational activity from the main menu.

- Level 1—allows young children who have less experience with identifying position words to gain practice using objects and situations presented previously in the interactive story. For example, the children would help George place the books *on* or *off* the library table.
- Level 2—challenges children familiar with position words to apply their knowledge to situations not presented in the interactive story. For example, in the first activity, the children look at two pictures not included in the interactive story such as a frog *on* and *off* a lily pad. Then the children decide which picture depicts the position word displayed on the screen.



## ***Completing the Activities***

After selecting an educational activity from the main menu, the children choose one of the two levels of difficulty available for each activity. (See Levels of Difficulty.) As the activity begins, the children are shown an example of how to complete the activity. In this example, the computer controls all of the activity on the screen. Afterwards, the message "Now you try" appears. This is the children's signal to begin to play. Instructions for completing Level 1 activities and Level 2 activities follow.

### ***Level 1—Activity One***

Read the position word displayed and watch George's actions. When George is in the position matching the word, press the **SPACEBAR** to register an answer. If the choice is correct, one picture of George is awarded. If the answer is incorrect, a clue appears and you can try again.

Continue the activity until four words are matched. The second activity begins immediately after George rewards the correct answers in the first activity.

***Level 1—Activity Two***

Look at George's position on the screen. Read the position words as they cycle. When the position word appears that describes George's location, press the **SPACEBAR** to register an answer. If the choice is correct, one picture of George is awarded. If the attempt is incorrect, a clue is given and you can try again.

After selecting the correct answer, type the position word. Continue the activity until four words are matched. George rewards each correct answer.

***Level 2—Activity One***

Look at both pictures displayed on the screen. Next, read the position word. When George points to the picture that depicts the position word, press the **SPACEBAR** to register an answer. If the choice is correct, one picture of George is awarded. If the attempt is incorrect, a clue is given and you can try again. Continue the activity until four words are matched. George rewards each correct answer.

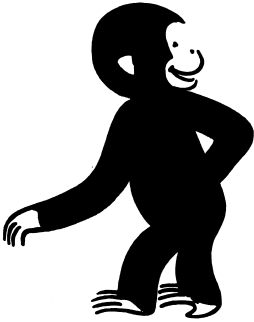
***Level 2—Activity Two***

Look at the picture displayed. Next, read the position words that cycle on the screen. When the word appears that matches the picture, press the **SPACEBAR** to register an answer. If the choice is correct, one picture of George is awarded. If the attempt is incorrect, a clue is given and you can try again.

After selecting the correct answer, type the position word. Continue the activity until four words are matched. George rewards each correct answer.

## **EDUCATIONAL MATERIALS**

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*Curious George Visits the Library* includes fun-to-use educational materials for children to enjoy. These materials extend the educational value of the program by providing a variety of additional activities for the children to complete. The materials include the following:

- **Colorful Curious George™ Poster**—delights children of all ages and encourages them to return to the program time after time.
- **Four Reproducible Master Worksheets**—challenge children to practice the position word concepts presented in the program. The sheets can be found on the back of the poster. In the sheets “Where is the Object?” Part 1 and Part 2, children match the position word with the picture and write the word. The “Find the Words” Part 1 and Part 2 worksheets encourage children to match a position word with a picture and use the word in a sentence.

The poster and worksheets bring the excitement of Curious George’s adventure to the learning environments of both home and school.

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## **LIMITED WARRANTY**

Developmental Learning Materials warrants this software product against defects in materials and construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

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Syllasearch I, II, III, IV  
Word Wise I, II, III

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The Writing Adventure

## GEOGRAPHY

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## EARLY CHILDHOOD

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Curious George Visits the Library  
Curious George Goes Shopping

Alphabet Circus  
Animal Photo Fun  
Comparison Kitchen  
Fish Scales  
Number Farm  
Shape and Color Rodeo

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MATH MASTERS Multiplication and Division  
Fraction Fuel-Up  
Freddy's Puzzling Adventures  
Sailing Through Story Problems

### *Arcademic Skill Builders in Math*

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Alligator Mix  
Demolition Division  
Dragon Mix  
Meteor Multiplication  
Minus Mission

### *Arcademic Intermediate Math*

Decimal Discovery  
Fast-track Fractions

## CREATE YOUR OWN CONTENT

### *Arcademic Drill Builders*

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Alligator Alley  
Idea Invasion  
Make-A-Match  
Meteor Mission  
Wiz Works

## CREATIVE ARTS

Create with GARFIELD!  
Create with GARFIELD! Deluxe Edition  
GARFIELD Companion Disk  
GARFIELD Trivia Game

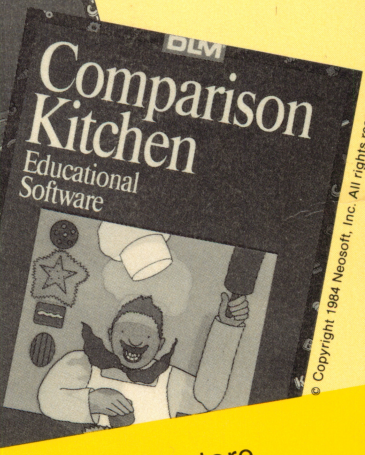
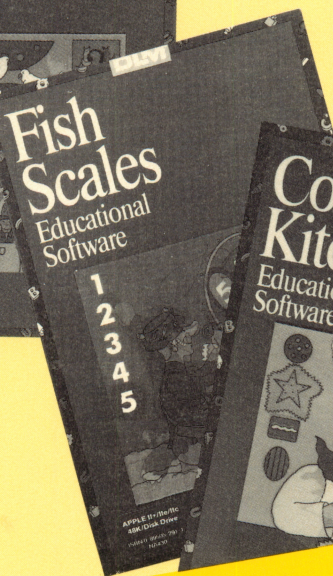
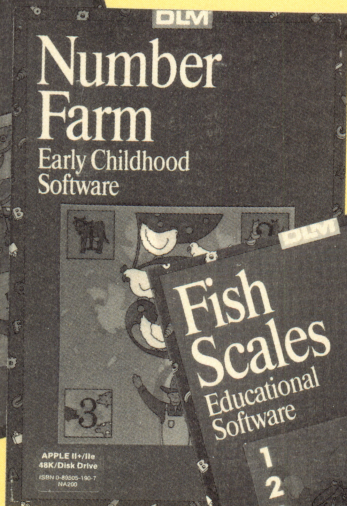
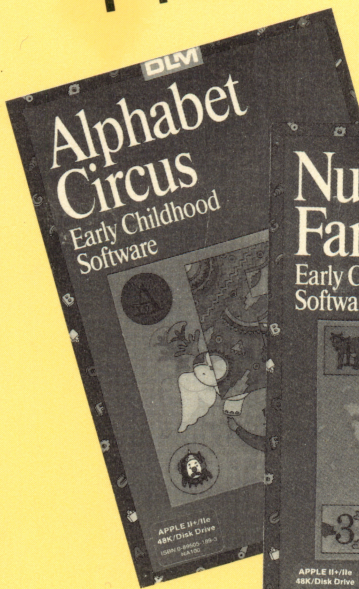
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