Curious George ™

in Outer Space

USER'S GUIDE

CURIOUS GEORGE™ IN OUTER SPACE

USER'S GUIDE

★★★★★ DLM
●● Teaching
■▲ Resources

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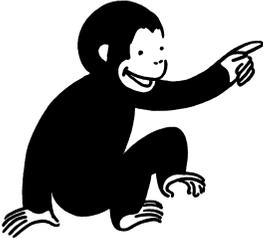
FUN WITH CURIOUS GEORGE

Curious George™ in Outer Space brings to life George and his adventures for children to enjoy. The program combines an endearing story of George's mishaps on a strange planet with the practice of basic comparison concepts.

Children become involved in the interactive story about George and his space friends. The interactive story, "Curious George in Outer Space," begins with George visiting a space museum with the man in the yellow hat. Before long, George's curiosity leads him aboard one of the spaceships that soon blasts off. He lands on a planet inhabited by friendly space creatures of various sizes. As the interactive story continues, the children help George return home while practicing comparison concepts.

Understanding Comparison Concepts

Curious George in Outer Space is designed to make learning about size comparisons fun. Six different types of space friends appear in the program each representing a specific comparison skill. These space creatures are designed to help children compare and contrast the characteristics of the concepts of *tall* and *short, long* and *short,* and *big* and *small.* Two levels of difficulty are available for the interactive story and the educational activities. (See Levels of Difficulty.)

It is important to remember that comparison concepts are related to a specific number of items being compared. For example, the concept *short* relates to one item, *shorter* relates to two items, and *shortest* relates to three or more items being compared. These concepts are followed throughout this program. For example, when the concept *short* is presented, one space friend is displayed on the screen. When the concept *shorter* is presented, two friends are displayed. When the concept *shortest* is presented, three friends are displayed.

GETTING STARTED

Curious George in Outer Space is a double-sided disk. You use the first side of the disk (the side with the label) to load the program. Once the program is loaded, you can select one of the four menu choices. If using a 5¼" disk and you select the "Curious George in Outer Space" story, the screen will prompt you to turn the disk over. If you select one of the three educational activities, it will not be necessary to turn the disk over. If 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 use the interactive story—randomized or user controlled. You should review both choices before loading the program.

Choice 1. You can press any key (other than **S** or **C**) on the program's title screen to advance to the program's main menu where the interactive story and educational activities are located. By following this procedure, the comparison concepts presented in the interactive story "Curious George in Outer Space" will be randomized. The children will not know which set of friends will appear.

Choice 2. You can press **C** on the program's title screen to view the Parts of Story screen. Here you can select where in the interactive story you want to begin, what comparison skills you want presented, and what level of difficulty you want to use. Details of the options available for controlling the story are described later. (See Controlling the Interactive Story.)

Loading the Program

The program requires an Apple* II+, IIe, IIc, or IIGs 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 options controlling the interactive story • **S** to turn the sound on or off.
NOTE	If you are using a 3.5″ disk, the entire program is contained on one side. It will not be necessary to turn the disk over.

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Keychart

SPACEBAR

- Advances the interactive story
- Registers option selections on menus
- Registers answers in activities

C

- Offers options for controlling the interactive story when pressed on title screen

S

- Turns sound on or off when pressed on title screen

?

- Accesses measuring guides for making comparisons when help is needed

ESC

- Returns to main menu

BEGINNING THE PROGRAM

Since *Curious George in Outer Space* 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 activity, "Curious George in Outer Space," contains the interactive story about George's adventure with the space friends. One of the three sets of comparison concepts (*tall* and *short, long* and *short,* or *big* and *small*) is presented in this story. The other three options on the main menu are educational activities that reinforce comparison skills.

To choose an activity, press the **SPACEBAR** when George appears next to the activity. An explanation of each of the program's options follows.

● Curious George in Outer Space—interactive story demonstrating the comparison concepts of *tall, taller, tallest; short, shorter, shortest; long, longer, longest; big, bigger, biggest;* or *small, smaller, smallest.*
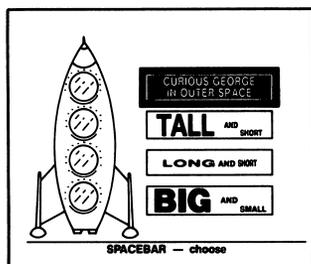
- Tall and Short—two educational activities reinforcing the concepts of *tall, taller, tallest* and *short, shorter, shortest.*
- Long and Short—two educational activities reinforcing the concepts of *long, longer, longest* and *short, shorter, shortest.*
- Big and Small—two educational activities reinforcing the concepts of *big, bigger, biggest* and *small, smaller, smallest.*

Levels of Difficulty

There are two levels of difficulty built into the program that can be selected for the interactive story and the educational activities. These levels, contained on the Options screen, are Same Friends (easy) and Mixed Friends (advanced). (See Selecting Program Options.)

The Same Friends option allows young children who have less experience with making comparisons to compare only space friends of the same type. For example, they would only see *long* space friends and practice comparing *long, longer,* and *longest.* The second level, Mixed Friends, challenges children familiar with comparison concepts to compare space friends of different types. For example, they would see both *long* and *short* friends on the screen.
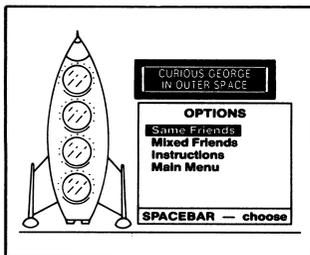
Selecting Program Options

After making a selection on the main menu, the Option screen appears. Here you can choose a level of difficulty for the activity and view instructions. An explanation of the different options follows.

- Same Friends—presents only one type of comparison concept for the child to practice. (Example: Comparing *big, bigger,* and *biggest* friends.)

- Mixed Friends—presents two related comparison concepts for the child to practice. (Example: Comparing *big* to *small* friends.)

- Instructions—displays instructions for the selected activity.

- Main Menu—returns to the main menu.

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THE INTERACTIVE STORY

Children will enjoy following George on his fun-filled space journey. As the "Curious George in Outer Space" story unfolds, George finds himself aboard a spaceship that lands on a strange planet. After landing, his spaceship is taken by one of the planet's creatures and the children help George find it while practicing comparison skills. George soon discovers that the planet is inhabited by space friends of various sizes.

To begin the interactive story, select the "Curious George in Outer Space" option on the main menu. Follow screen prompts, then press any key to begin the story.

Understanding the Interactive Story

The interactive story is divided into four parts. The children can enjoy the entire story at once or they can choose to complete one or more parts at a time. After completing each part of the story, a menu appears offering the options for continuing the story, repeating the last part, or going to the main menu. A description of each of the four parts of the interactive story follows.

- Beginning—the children read along as George starts his adventure at the space museum and ends up on a strange planet. They see a space creature take the spaceship and are asked to help George find it.

- Meet the Friends—the children watch as each space friend describes itself as a comparison concept. The comparison concepts are presented randomly unless selected before beginning the program. (See Controlling the Interactive Story.)

- Pick the Friends—the children make comparisons and choose which space friends will help George find the spaceship. They read the statement describing one of the space friends on the screen, then press the **SPACEBAR** to select the friend. They receive two tries to answer correctly; if not, George shows the correct choice.

- Find the Spaceship—the children determine which of the space friends will search and find the spaceship by finding the friend that fits the description displayed on the screen. They receive two tries to answer correctly before George shows the correct choice. When the children answer correctly, that friend searches for the spaceship. If the friend finds it, the child is asked to type the comparison word describing the space friend that found the spaceship. If the spaceship is not found, George continues the search. At the end of the story, the space friends watch George depart in the spaceship.

The children press the **SPACEBAR** when prompted to advance through the story. They can press **?** for help when asked to make a comparison. A measuring guide appears next to the space creatures to aid the children in determining size. At anytime, they can press **ESC** to return to the main menu.
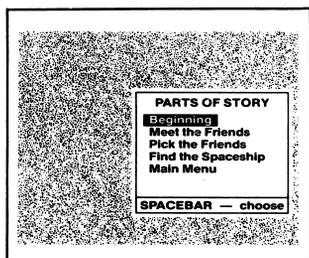
Controlling the Interactive Story

Before beginning the program, you can select which point in the interactive story you want the children to start, what comparison skills you want them to practice, and what level of difficulty you want them to use. This flexibility is helpful in the classroom situation when specific skills are emphasized or when time is a factor. It is also beneficial for children who are familiar with the beginning of the story and might want to skip ahead.

NOTE

Controlling the interactive story is optional. If you do not want to make the optional changes, press any key (except **S** or **C**) on the title screen to advance to the program's main menu.

PARTS OF STORY

Beginning
Meet the Friends
Pick the Friends
Find the Spaceship
Main Menu

SPACEBAR — choose

To control the story, press **C** on the program's title screen. The Parts of Story screen appears. Press the **SPACEBAR** to select one of the following options:

● Beginning—starts the story at the beginning.

● Meet the Friends—advances to the part where the space friends and related comparison concepts are introduced.

● Pick the Friends—advances to the part where the children choose friends to help George find the spaceship.

● Find the Spaceship—advances to the last part of the story where the children and space friends work together to find the spaceship and send George home.

● Main Menu— advances to the main menu.

After the starting point is identified, the Friend Type screen appears. Here you can choose one of the three sets of comparison skills to appear in the story (*tall* and *short, long* and *short,* or *big* and *small*). Next, another screen appears to select the level of difficulty for the story (same friends or mixed friends). (See Levels of Difficulty.)
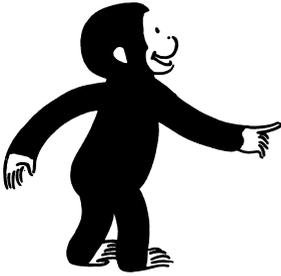
EDUCATIONAL ACTIVITIES

Curious George in Outer Space offers educational activities to reinforce the comparison concepts presented in the interactive story. These educational activities are listed on the main menu as comparison sets (Tall and Short, Long and Short, and Big and Small). The children complete two separate activities for each comparison set.

In the first activity, the children match the space friend to the comparison word displayed on the screen. In the second activity, the children select the comparison word that describes the space friend chosen by George. Then, the children type the comparison word.

Before beginning each of the two activities, the children are given one example. In the example, the computer controls all of the activity on the screen as the children watch. After the example, the message "Now you try" appears. This is the children's signal to begin to play.

Activity One

STEP 1. Select the activities from the comparison sets on the main menu. Next, choose the level of difficulty from the Options screen.

2. Watch George demonstrate the activity. He shows one example of how to match the space friend to the comparison word. After the example, the screen prompts "Now you try."

3. Read the word and look at the space friend(s) displayed on the screen.

4. When George is next to the friend that matches the word, press the **SPACEBAR** to register the answer. If the choice is correct, George laughs and one picture of George is awarded. If the choice is not correct, the measuring guides appear and you can try again. George shows the correct answer after two incorrect attempts.

5. Continue the activity until four words have been matched. After George rewards each correct answer, the second activity begins.

STEP | *Activity Two*

1. Watch George demonstrate the activity. He shows one example of how to match the correct comparison word with the space friend he selected on the screen. After the example, the screen prompts "Now you try."

2. Look at the space friend George is pointing to. Read the comparison words that appear. These words cycle until a choice is made.

3. Select the word that describes the space friend by pressing the **SPACEBAR**. If the choice is correct, George laughs and one picture of George is awarded. If the choice is not correct, the measuring guides appear and you can try again. George shows the correct answer after two incorrect attempts.

4. When prompted, type the comparison word. Next, continue the activity until four space friends are matched with comparison words. George rewards each correct response.

EDUCATIONAL MATERIALS

Curious George in Outer Space 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 comparisons skills presented in the program. In the sheets "Pick the Friends" Level 1 and Level 2, children compare space friends found in the program. The "Find the Objects" Level 1 and Level 2 sheets encourage children to compare common objects.

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

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.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

Back-Up and Replacement Copies

The program diskettes are protected to prevent duplication. You may purchase back-up copies or replacements for worn or damaged diskettes for $15 per copy, plus shipping and handling. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

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Spelling Mastery
Boppie's Great Word Chase

Arcademic Skill Builders
in Language Arts

Spelling Wiz
Word Invasion
Word Man
Word Master
Word Radar
Verb Viper

READING

Scoop Mahoney, Investigative Reader
Construct-A-Word I & II
Hint And Hunt I & II
Syllasearch I, II, III, IV
Word Wise I, II, III

WRITING

The Writing Adventure

GEOGRAPHY

U.S. Atlas Action
World Atlas Action

EARLY CHILDHOOD

Curious George in Outer Space
Curious George Visits the Library
Curious George Goes Shopping

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

MATH/PROBLEM SOLVING

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

Arcademic Skill Builders in Math
Alien Addition
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
Alien Action
Alligator Alley
Idea Invasion
Make-A-Match
Meteor Mission
Wiz Works

CREATIVE ARTS

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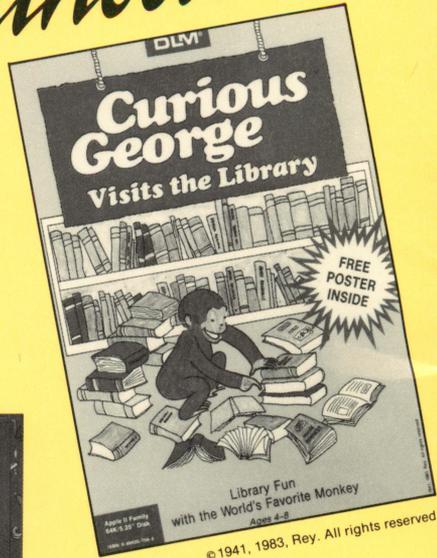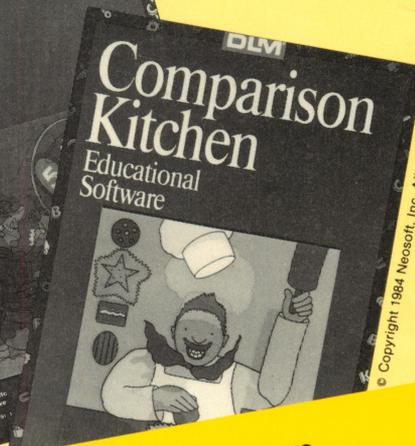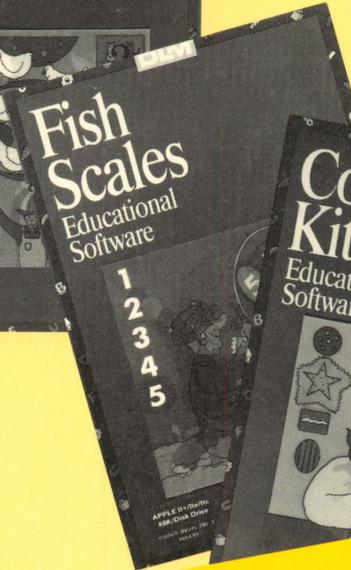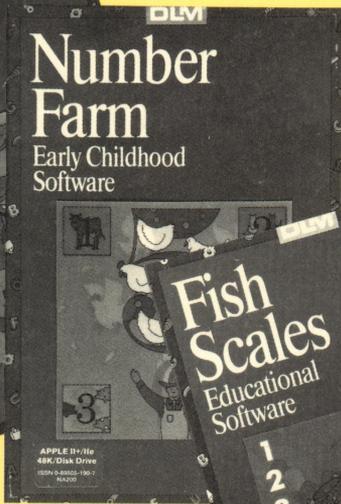GARFIELD Companion Disk
GARFIELD Trivia Game

Teddy Bear•rels of Fun