Stickybear Shapes

User Guide

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About Stickybear Shapes

Teaching works best when it's fun! Computers are a natural medium to help young children to explore and discover. They love pushing buttons and they love instant response. *Stickybear Shapes* introduces the concept of geometric shapes. Building identification and recognition skills, the program provides a variety of activities to keep children learning and playing for hours.
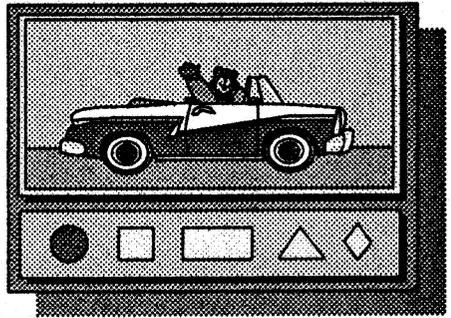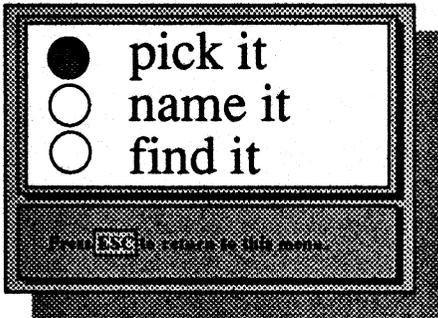
Getting Started • Apple

Compatibility

Stickybear Shapes will run on any Macintosh LC or LCIIwith an Apple IIe card installed, or the Apple II family (IIgs, IIc+, IIc, IIe, II+, II). 3.5" and 5.25" disks available. 5.25" require 48K, 3.5" require 64K. Speech requires 128K and an Echo Board from Street Electronics, which may be purchased separately. Please see your warranty/registration card for information on obtaining a backup copy.

Let's Begin

• To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

• If your Apple does not have the Autostart ROM, you will see the monitor cursor (*). Type 6 then P while holding down the Control key (6 CTRL P), then press the Return key. You will see the title panel displayed.

Installation on an Apple IIgs hard drive:

• Boot your Apple IIgs under ProDos. Use the copy program that came with your computer. (If you need further instructions, please consult your Apple IIgs manual and your hard disk instructions.)

• Open a folder on your hard disk called "Shapes."

• Insert the *Stickybear Shapes* disk into the drive and copy the following files to your "Shapes" folder:

    SHP.SYS16   SHP.IMAGES   GFX.FONT   SHP.SOUNDS

• Also copy the "scenes" folder and the "speech" folder to your "Shapes" folder. *(Note: If your Apple IIgs has 512K of memory, you must boot the program by inserting the disks and turning on the computer as instructed in this manual. You may not launch the program from the finder by clicking the SHP.SYS16 icon, as this method requires additional ProDos overhead space (available to those with more than 512K).*

Getting Started • MS-DOS

Compatibility

Stickybear Shapes also will run on the IBM XT/AT, PS/1 and PS/2 models; the Tandy 1000 family, and any other MS-DOS compatible computers with 512 K. 3.5" and 5.25" disks available. Requires VGA, MCGA, EGA, or Tandy 1000 graphics. Speech requires 640 K and an Echo PC, Echo PCII, Covox Speech Thing, or a Tandy compatible with built-in speech capabilities, which may be purchased separately. 3.5" version requires DOS 3.2 or later; 5.25" version requires DOS 2.1 or later. The program is not copy protected and may be installed on a hard disk.

Let's Begin

With one 3.5" disk drive:
• Boot from your MS-DOS start-up disk.
• Place the program disk in the drive.
• Change to that drive by typing **a:** or **b:** and pressing the ENTER key.
• At the **a>** or **b>** prompt, type **SHAPES** and press ENTER. The title screen will appear.

With one 5.25" disk drive:
• Boot from your MS-DOS (2.1 or later) start-up disk.
• Place your program disk into your drive.
• At the **a>** prompt, type **SHAPES** and press the ENTER key.
• The title panel will appear and the program will begin.

With two disk drives, 3.5" or 5.25":
• Boot from your MS-DOS start-up disk.
• Place the program disk into drive A.
• Change to your A drive by typing **a:** and pressing the ENTER key.
• At your **a>** prompt, type **SHAPES** and press the ENTER key.
• The title screen will appear and the program will begin.

Installation on a hard drive:
If possible, install the program onto your hard drive using the 3.5" disks.
• Insert the program disk into your A or B drive.
• Change to that drive (type **a:** or **b:** and press ENTER) and type **install.**

- The program will automatically create a **Stickybr** directory for all your Stickybear software. It will then install this title on that directory, and create a start-up batch file on the **Stickybr** directory.
- To run the program from your hard disk, change to the **stickybr** directory by typing **CD\stickybr** and pressing the ENTER key. At the **c:\stickybr>** prompt, type **SHAPES** and press the ENTER key.

Speech

The speech capabilities of *Stickybear Shapes* operate with the following system configurations:

- Tandy computers with built-in speech capabilities (1000 TL, TL/2, SL,SL/2, RL, 2500 XL, and the 2500 XL/2)
- Systems equipped with an ECHO PC or PCII from Street Electronics
- Systems equipped with a Covox *Speech Thing*

In order to utilize the speech capabilities, you must run the program called **setmode.exe** which is included with the 3.5" versions of this software. You must run the setmode program from the same drive and directory that you will be running *Stickybear Shapes*. From your DOS prompt (**c:\stickybr\shapes**, or **a:>**) type **setmode** and press the ENTER key. The **setmode** program will allow you to select the appropriate speech.

Graphics

The program supports VGA, MCGA, EGA and Tandy 1000 graphics. A color monitor is recommended. The same **setmode** program you used for speech capabilities will also allow you to set the graphics mode to coincide with the graphics adapter in your computer. The default setting is to let the program decide, which works in the vast majority of cases. If your graphics board stumps our program, or if you have two or more graphics boards and wish to use one that our program has not chosen, you can select it with the **setmode** program. The setmode program will create a file called **modes** which contains the configuration information for your system. Make sure that the disk from which you run the setmode program is not write-protected.

Program Activities

The following section describes how to play *Stickybear Shapes*. We've also included some additional activities as suggested ways to reinforce and enrich the learning process. Some children will immediately enjoy these activities. Others will prefer to continue exploring the program on their own. To prevent frustration and to ensure that the program remains enjoyable to children, introduce new activities in small doses and let them choose the pace.

Stickybear Shapes

After the title panel appears, follow the screen instructions for choosing to use your keyboard (press K), joystick (press J), or mouse (press M). The three program activities will then appear on the screen with a flashing circle beside each. Move among the circles by the means you have just selected (the arrow keys if you selected your keyboard) and make your selection by pressing the space bar, mouse button, or joystick when the circle beside the activity you would like is flashing. To select a new activity, press the ESC key to return to the menu screen.
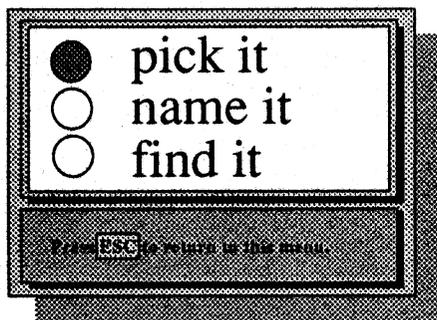
❑ Pick It

Each picture display contains a missing shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys, or move your mouse or joystick, until the correct shape is flashing. Then press the space bar, mouse button, or joystick to select it. If the answer is correct, the missing shape in

the picture will appear, accompanied by music and animation. If the answer is not correct, the child will hear a "bloop" sound. The child may press the space bar, ENTER key, mouse button, or joystick to go to a new picture.

❏ Name It

Each display presents the name of a shape. The five sample shapes appear at the bottom of the screen. Press the arrow keys, or move your mouse or joystick, until the correct shape is flashing. Then press the space bar, mouse button, or joystick to select it. If the answer is correct, the shape will move around the screen accompanied by music. If the answer is not correct, the child will hear a "bloop" sound. The program will automatically produce a new display after a few seconds of the animation, or the child may press the space bar, ENTER key, mouse button, or joystick, to bring up a new exercise.

❏ Find It

Each screen is a picture containing all five shapes. A shape and its name appear at the bottom of the screen. Press the arrow keys, or move your mouse or joystick until the correct shape is flashing from within the picture. Then press the space bar, mouse button or joystick to select it. The correct answer causes the picture to become animated, accompanied by music. If the answer is not correct, the child will hear a "bloop" sound and may try again.

Additional Stickybear Shapes Activities:

1. Ask children to match shapes appearing on the computer with shapes that surround them. Reinforce concepts by having them draw and/or cut and paste shapes on paper.

2. After children have become familiar with the shapes, encourage them to look for examples in their environment. "What shape is your ball?" "Do you see something square?" Make up brief sentences using shapes in context.