ABC-123 MATCH AND FUN WITH SHAPES

Using a computer to teach the alphabet, number
system and visual discrimination has been approached
in a variety of ways. The main problems are keep-
ing the child's interest and giving him an incentive
to learn. Most educators agree that you will have
greater success if learning is fun.

ABC-123 Match and Fun with Shapes use a game approach,
complete with controllable moving objects, colors,
sounds, and rewards. A typical game lasts about 2-4
minutes which meets the 3-7 year old attention span.

The child controls a variety of movable objects
while a continuing reward system gives the player
a visual and audio indication of his progress in the
game. Every attempt results in visual signals of
his success or his need to try again. Special bonus
routines at the end of the program provide the
additional incentive to finish the game.

Graphics and Sounds use the Atari Computer's
special abilities. At the same time they have
been kept simple to avoid confusing or distracting
the child.

ABC-123 MATCH

AND

FUN WITH SHAPES

EARLY LEARNING PROGRAMS FOR 3-7 YEAR OLDS

BY JIM PETERSON

ABC - 123 MATCH

AND

FUN WITH SHAPES

INTRODUCTION AND GENERAL OVERVIEW

ABC-123 Match and Fun with Shapes are designed to be learning games for children approximately 3-7 years of age. Important early learning skills are introduced using a game format.

An object which is to be matched is displayed in white on one part of the screen. Four possible matches are displayed on the opposite side of the screen. The player guides the shape across the screen to overlay the proper match.

LEARNING OBJECTIVES

1. Visual discrimination - Ability to associate and match shapes.
2. Motor skills - Ability to move the object across the screen.
3. Introduction to the symbols of the alphabet and number system.
4. Introduction to commonly used shapes and symbols.
5. Association of capital and small letters.
6. Count objects and recognize proper cardinal number symbol.
7. Read cardinal number words.

MINIMUM RAM AND ACCESSORIES

16K RAM   410 Recorder (Cassette Version)
Joystick   810 Disk Drive (Disk Version)
Basic Language Cartridge

LOADING AND STARTING THE PROGRAM

Be sure the basic language cartridge is plugged in.

CASSETTE VERSION

1. Insert cassette in 410 program recorder, press rewind
2. To load ABC-123 Match, press play
- To load Fun with Shapes, run tape forward to tape counter 50
3. Turn computer on, type CLOAD, press RETURN twice
4. After program loads wait for READY prompt. Type RUN and press RETURN.

DISK VERSION

1. With computer off, turn on 810 disk drive, wait till red light goes off
2. Turn on your computer. After a few seconds you will see a READY prompt. Do nothing, the program will auto load.
3. A MENU program which alternately shows ABC-123 Match and Fun with Shapes will appear. To select choice hold the joystick button down at the appropriate time until "Loading" appears.

SELECTION MENU

Since children this age cannot read, special Shape Selection/Game Selection Menu formats have been provided.

ABC-123 Match - The numbers 1-6 (Plus Menu for Disk Version) flash one at a time on the screen corresponding the games (see page 3).

Fun with Shapes - The computer cycles thru 5 different Shape Selection Screens (Plus Menu for Disk Version).
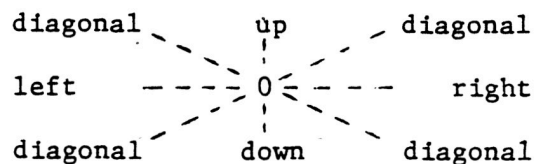
The computer will continue to cycle thru the Selection Menu until the JOYSTICK BUTTON is pushed which selects the game.

FUN WITH SHAPES - VEHICLE SELECTION MENU

Each of the four vehicles used to transport the shapes appears on the screen one at a time. The computer will continue to cycle until the JOYSTICK BUTTON is pushed to select the vehicle.

MOVING INSTRUCTIONS

The player moves using the JOYSTICK. Hold the JOYSTICK with the red button away from you on your left. Movement on the screen will correspond to the diagram to the right.

```
diagonal      up       diagonal
         \     |     /
          \    |    /
left   - - - - 0 - - - -   right
          /    |    \
         /     |     \
diagonal     down      diagonal
```

END OF GAME

The game continues until all successful matches have been made. The program then returns to the Selection Menu to start a new game.

DISK VERSION ONLY

Pushing the JOYSTICK BUTTON while Menu is flashing will return you to the original MENU program. This allows you to go back and forth between ABC-123 MATCH and FUN WITH SHAPES.

NOTE - The break key has been disabled in this program. Pushing the System Reset Key will Auto boot the disk.

GAME PLAY

ABC-123 MATCH The dog is moved to the column of choices until his nose touches the correct choice (on a wrong choice you start over). After a correct choice the bone that is rewarded is moved to the left side of the screen where a bone-pile builds up.

1. Objects are Capital letters starting with A going thru Z. Choices are Small letters. Matches Capital with Small letters and teaches order of alphabet.
2. Same as Game 1 but Capital letters are randomly chosen.
3. Objects are Diamonds starting with one going thru 9. Choices are numbers (1 thru 9). Teaches counting and number order.
4. Same as Game 3 but the number of Diamonds is randomly chosen.
5. Objects are printed numbers starting with one going thru nine. Choices are numbers (1 thru 9). Teaches reading numbers.
6. Same as Game 5 but the numbers are randomly chosen.

FUN WITH SHAPES One of four vehicles transports a shape to the opposite side of the screen. Success occurs when the object overlays the proper object on the opposite side of the screen (on a wrong choice you start over).

SHAPE CHOICES

1. Capital Letters - Introduction to Alphabetical Symbols. The parent can tell their child what letters are being used as the game is played.
2. Squares, Triangles, Pyramids - This is a specially designed set ideal for Visual Discrimination.
3. Small Letters - Identical to choice 1 above but uses Small letters.
4. Special Character Set - Selection from the Atari "Control Key" Character Set can be used as in choice 2 above.
5. Numbers and Special Symbols - This choice uses 0-9 and many of the "Shift Key" and Punctuation Characters and may be used as in choices 1 and 3 above.

TRANSPORTATION CHOICES

The four vehicles were included to provide variety to encourage program interest, and to insure motor skill development in all directions.

PARENTAL HELP

Children will grasp the game mechanics quickly. The learning aspects of the game will occur if the parent will help the child identify what the letter, number or shape is, first in a telling mode (That's an A), then in a questioning mode (How many diamonds do you count?). The program emphasizes accomplishment. Nothing is lost for a wrong guess. A sad face is not a reprimand but only a sign to try again.