

CTW
SESAME STREET

A SESAME STREET™
Preschool Skills Activity

Big Bird's Funhouse™

A game of concentration, memory and sequencing.



GAME PLAY & ACTIVITY MANUAL

CBS
SOFTWARE

Featuring the JIM HENSON MUPPET™ Characters from SESAME STREET™

Why Are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience —where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning — interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

BIG BIRD'S FUNHOUSE provides a playful setting in which children can practice important skills including auditory and visual matching, counting and sequencing. Children will love playing in the Funhouse, as their Muppet pals perform funny antics in time with the lively music. Featuring colorful graphics, this delightful, interactive computer activity entertains as it offers children experience with important preschool skills.

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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Big Bird's Funhouse™ *

Hi!



Introduction

Who's hiding from Big Bird?

Can you remember which SESAME STREET Muppets you invited to the Funhouse—and which ones have mysteriously disappeared? Your Muppet pals can pop up anywhere, any time!

So, if you're ready for fun, let's get started!

Parents:

BIG BIRD'S FUNHOUSE allows your children to play with and practice these early skills:

- Visual discrimination and matching
- Auditory discrimination and matching
- Memorization strategies
- Sequencing
- Counting

When you play BIG BIRD'S FUNHOUSE with your child, you can reinforce these concepts and exercise your child's ability to concentrate. Talk about the game as you play. Ask your child, "How many Muppet friends did you invite? How many are there now? How many are hiding?" Encourage your child to say their names out loud in the order in which they appear. Say things like, "Who was the first Muppet friend you invited to the Funhouse? Who was next?"



We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

The EasyKey™ Keyboard Overlay

Included with the program is an EasyKey keyboard overlay designed to fit over your computer's keyboard. The EasyKey makes it simple for little fingers to play BIG BIRD'S FUNHOUSE. Never try to use the program without the EasyKey in place. Here are some of its features:

- The PLAY key. Press this key to start your game.
- The LEVEL key. Use this key to select the level of the game you want to play. There are five levels in BIG BIRD'S FUNHOUSE, each with its own challenge. You may switch levels even if you are in the middle of a game.
- The PAUSE key. Press this key to stop the game at any point. Press it again to resume playing.

Taking Care of the EasyKey

The EasyKey keyboard overlay is made of tough, flexible vinyl. You can use it as often as you like, but you must treat it carefully to keep it in good condition.

- Keep the EasyKey away from sharp objects that may cut or puncture it.
- Keep the EasyKey away from heat and out of direct sunlight.
- Do not write on the EasyKey.
- If the EasyKey gets dirty, carefully wipe it with a damp cloth dipped in mildly soapy, lukewarm water.
- Return the EasyKey to the program storage case when you are not using it.

Get Ready

The How-To-Play Card included with BIG BIRD'S FUNHOUSE contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions, story and activities.

Let's Play

Hi! It's time to play BIG BIRD'S FUNHOUSE! Here's how:

Big Bird's baffled just a bit...

His pals are hiding—and he's "it!"

Watch those Muppets run and hide—

We bet you could find them if you tried!

Select a Level

Follow the directions on the How-To-Play Card to use the EasyKey and to select a game level.

Invite Your Muppet Pals

Welcome to the Funhouse! Your Muppet pals can't wait to play Hide and Seek—which ones will you invite?

There are two ways to invite Muppet pals:

Press a Muppet Key.

The Muppet pals you pick will pop into their windows—and each has a tune of his own!

Press the Pop-Up Key.

On Levels 4 and 5 your Muppet pals will wait for you to press a key before they appear!

Now You See Them...

Big Bird's tied a blindfold over his eyes—and it's time for your Muppet friends to hide.

How do they hide?

Press the Hide Key—and watch your buddies find a hiding place!

Now You Don't!

Who's hiding from Big Bird? It's up to you to remember!

Oops! You guessed the wrong Muppet buddy. Big Bird will come out and shake his head “no,” and you can try again.

Make a second wrong guess and you will get a musical clue.

If you guess wrong a third time, one of your hiding Muppet pals will pop up to give you another clue. So listen, watch and guess again!



You can help your child remember which Muppet friends are hiding by offering some step-by-step guidance. Before the child makes a guess say,

“Which Muppet friends do you want to play with? Tell me their names.”

“Now press their pictures on the EasyKey.”

“Press the Hide Key.”

“Which Muppet friends did you invite? Show me on your EasyKey.”

Playtime!

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice the skills needed to move to subsequent levels. On all levels, if you hear the SESAME STREET song, it's a reminder to press the Hide Key.

Level 1:

Object:

Who's Hiding?

Guess which Muppet pal or pals are hiding from Big Bird.

It's party time—are you ready? Here's what to do!

You can invite only three Muppet pals. So choose carefully and press three Muppet Keys.



Press a key for each missing Muppet pal and each one will pop into a window and play his tune. But that's not all:

You must press keys for *all* your missing Muppet friends.

Having a hard time? Your Muppet buddies will give you some clues and you can guess and press again.

Rounds: In Level 3, the number of games in a round equals the number of invited Muppet characters.

Level 4:

Object:

That's an Order!

Help Big Bird remember which Muppet pals he invited—and the order in which he invited them.

*Those sneaky Muppets! What a crew!
They're out to stump you now—
Which ones popped up? Remember who,
And then—remember how!*

Press the Pop-Up Key.

One at a time, three Muppet friends will pop up in a special order and play their tunes for you.

Now press the Hide Key.

Watch carefully! Because your Muppet pals will hide in exactly the same order as they popped up—and you have to remember that order later!

When the action stops, ask yourself:

Which Muppet pal popped up first? Which came second? Which came third?

Press a key for each hiding Muppet friend, in the same order that they popped up at you.

Great! You got it!
Ready to play again?

Press the Pop-Up Key—and watch those windows! This time four Muppet friends will pop up.

After you find them in the correct order, a new set of Muppet buddies will pop up—plus one more!

But if you make a mistake along the way, you'll play again with the same number of Muppet friends. After all, practice makes perfect!

Press all the Muppet keys in the right order and Big Bird will skate out to cheer you!

Rounds:

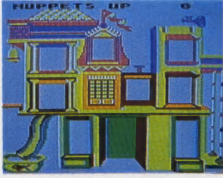
In Level 4, a round continues until you correctly guess the order of the Muppet characters. Once you guess five Muppet characters in their correct order, play continues with a different set of five.



On Levels 4 and 5, encourage your child to name each Muppet friend as he pops up and once again as he hides. Muppet friends will hide in the same order as they pop up, so your child has two opportunities to say their names aloud and remember each sequence.

Level 5:

Object:



Sneak a Peek!

Repeat the order of Muppet pals that pop up in the windows.

This time, Big Bird chooses his Muppet buddies and that changes the rules. Peeking is allowed! In fact, it's the name of the game!

Here's what happens:

Press the Pop-Up Key.

A Muppet pal pops up in one of the windows. Then he disappears!

Who was that?

Find him on your EasyKey and press that key!

You guessed the pop-up Muppet friend—good for you! Practice makes perfect—now there are two!

Press a key for each Muppet pal you see—in the same order that they popped up at you. Watch closely—because they may pop up more than once in the same game!

Each time you guess and press a correct set of Muppet pals, one more will appear. But if you get stumped, Big Bird will shake his head “no.”

What's the score? Look at the top of the screen. The number next to “MUPPETS UP” will show you the number you got right! Ready to play again? Press the Pop-Up Key and it's back to the beginning of the game for you!



Rounds:

You can help your child with the concept of sequencing. Guide your child by saying, “First, one Muppet friend pops up. What's his name? Then he hides. If you find him, he pops up! Then he pops up again and a new Muppet friend pops up after him. Find who popped up first and then who popped up second.”

In Level 5, a game continues as long as you guess Muppet characters in the correct sequence.

Meet Your SESAME STREET Muppet Pals

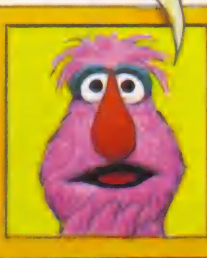
Welcome to BIG BIRD'S FUNHOUSE! Starring:

Me like Hide and Seek—but me love eating cookies! Where's the kitchen?



COOKIE MONSTER

Okay, okay, I'll hide—but what happens if no one finds me?



TELLY MONSTER

I'm almost ready to play—I just have to finish polishing my paperclip collection.



BERT

Good evening! My bats and I are always ready to play Hide and Seek—you can count on it!



THE COUNT

Bird, I'm glad you let me play your game, but oh dear, I hope I can fit inside the Funhouse.



SNUFFLE-UPAGAS

Hello, everybody. Keep your eye on this fuzzy face and if you can't find me, here's a hint: I might pop up again.



GROVER

Betcha can't find me...but if you can find my can, you can!



OSCAR

My ol' buddy Bert and me are like a couple of slices of toast—we're ready to pop up anytime!



ERNIE

Oops! I'm not in the Funhouse—I'm "it!" Oh well, everybody makes mistakes—even a large yellow bird like me!



BIG BIRD

Big Bird's Surprise



Today is a special day at the Funhouse—it's time for more than fun and games. Wait, watch and see!

There's Bert and Ernie, with a cake and some candles! "Will there be enough for all of us to eat?" asked Bert. "A piece of cake, ol' buddy," Ernie said. "And Telly is ready with the ice cream, right?"

"Right!" said Telly. "But are there enough spoons and plates for us all?"

"We'll need nine pieces of cake, and nine scoops of ice cream, and nine plates and exactly nine spoons!" called the Count. "And when I'm done counting bats and party hats, I'll be happy to help you count, too!"



“One cookie for party, three cookies for me!”
munched Cookie Monster, stuffing cookies into
his mouth. “Two for party—five for me!
Yummmmmm! Cookie loves birthdays, but me love
cookies more!”

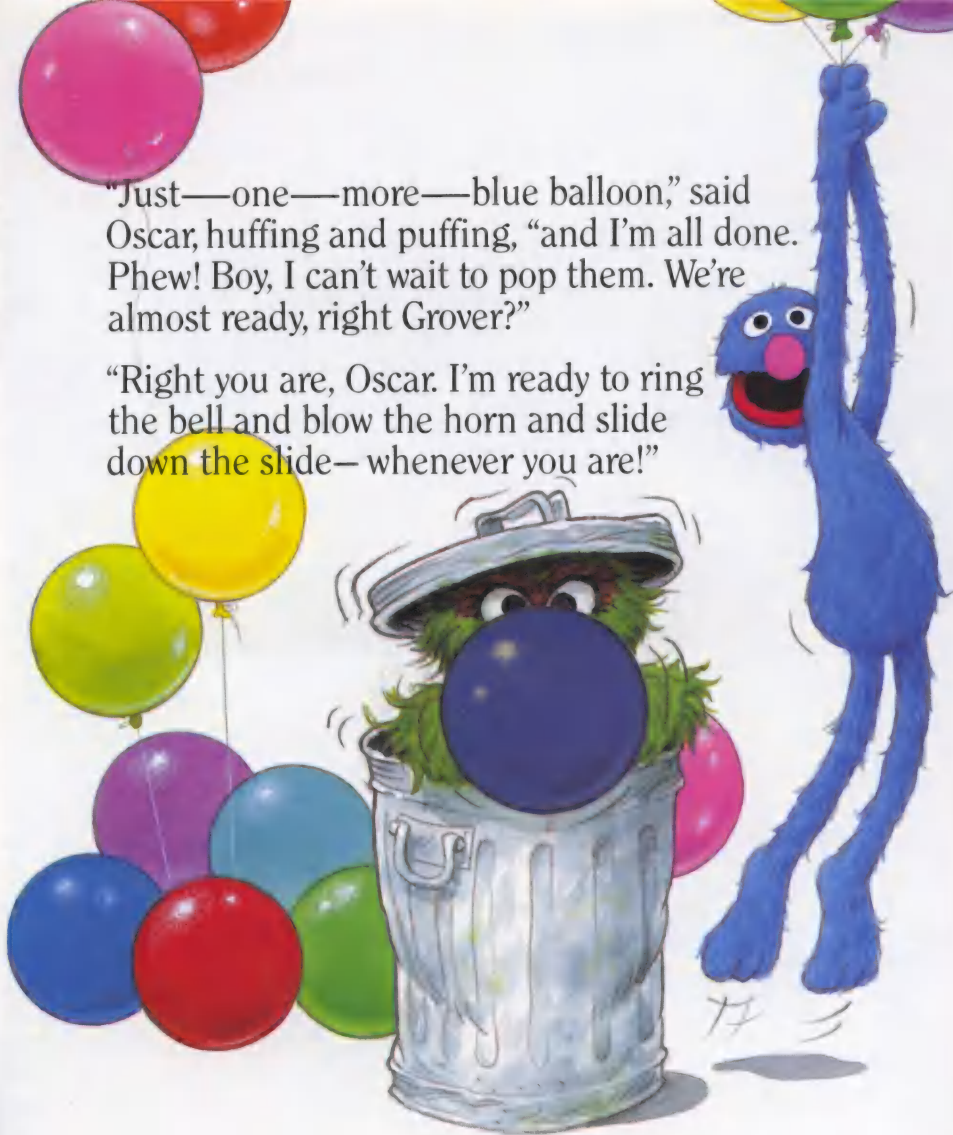


FOR
PARTY

FOR
COOKIE

"Just—one—more—blue balloon," said Oscar, huffing and puffing, "and I'm all done. Phew! Boy, I can't wait to pop them. We're almost ready, right Grover?"

"Right you are, Oscar. I'm ready to ring the bell and blow the horn and slide down the slide— whenever you are!"



Can you guess what they're doing? They're planning a party! Can you guess for whom? It's for Big Bird! And boy will he be surprised!

"Where is everybody?" said Big Bird. "And why is the Funhouse so dark and quiet?"

All at once, the lights flashed on and his Muppet pals popped up—one in each window. Grover blew the horn. The Count slid down the slide and put a party hat on Big Bird's head. Oscar tossed him a bright red balloon. Cookie Monster handed him a cookie and a plate, and Telly gave him a scoop of ice cream. And look! Bert and Ernie came out with the cake—and all the candles were lit.

"Surprise!" they shouted. "Happy Birthday, Big Bird!"

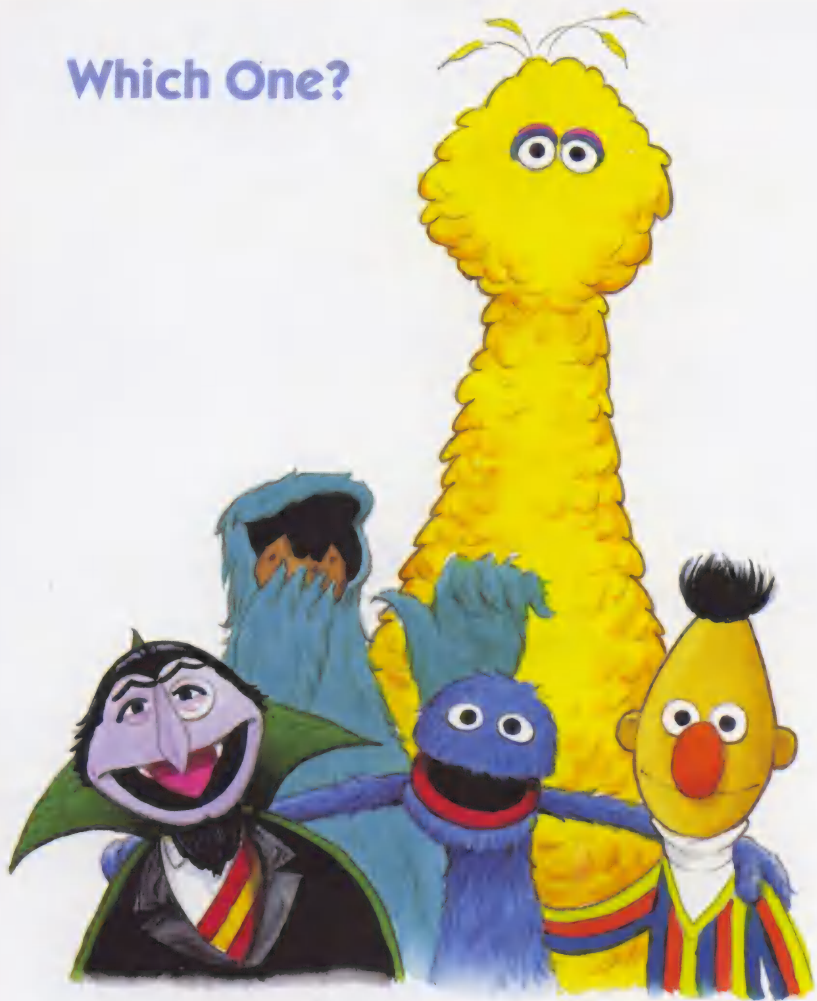


More Fun in the Funhouse

You found the Muppets!
Good for you!
But that's not all —
There's more to do!



Which One?



Hey! Whoa! Wait one minute!

Look at your Muppet friends! Now look at them again. There's something missing from each of their faces. Can you find it and fill it in?

Here's a clue for number one:

What's missing from Big Bird? It's plain to see—
He eats with it—and it begins with a B!

Where?



A Game For Two Players

Materials needed:

- three paper cups
- a pile of raisins

One player hides a raisin under one of the three cups that are turned upside down on a table (not on the floor please!). The player then shuffles the three cups. Where is the raisin? The second player must guess which cup has the raisin under it.

If player two guesses right, she gets to eat the raisin. If not, player one pops it into his mouth. Now the second player hides the raisin and the first player gets to guess. The game is over when all the raisins are gone.



A Game For Two Players

Materials needed:

- a tray
- nine different objects
- a dish cloth
- a score pad and pencil

Player one puts up to nine objects on the tray, covers them with the cloth and places the tray in front of the second player.

Now player one removes the cloth. The second player looks carefully at the objects and tries to remember everything on the tray. Then she hides her eyes while player one removes some of the objects on the tray and hides them under the cloth.

The second player must guess which objects are missing. The guesser gets one point for each object she remembers and the hider gets one point for each missing object that is not named.

Players can take turns being the hider and the guesser. The first player to get 20 points wins.

Who?



Turn to the “Meet Your SESAME STREET Muppet Pals” page. You and your child can play with this page in several ways.

Point to each Muppet friend in a given row and ask: “Who is that?” Continue the sequence until your child gets one wrong. Then give your child a clue. You can use the captions for each picture.

Ask: “Which Muppet pal would say that?”

When your child names them all, you can also play Hide and Seek. Cover one Muppet friend in a given row and ask: “Which one is missing?”

And How!



Materials needed:

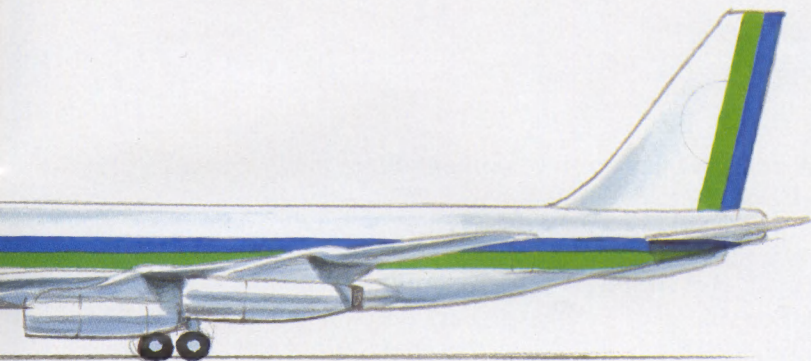
- an old magazine
- ten pictures
- scissors
- index cards
- glue

Brrr! It's cold out there—so Big Bird's going to hop a jet to Miami and catch a few rays with his other feathered friends. But he has to pack his nest first—and he needs your help!

First, get some old magazines, a package of 3 x 5 index cards, some glue and a pair of scissors. *Carefully* cut out ten pictures that you like and paste each one to a card.

Now take all the pictures, shuffle them up and place them in a pile face down. You're ready to play!

Player one picks up the top card. It's a picture of a double-fudge sundae!



He places it in front of him and says, "I packed Big Bird's nest and in it I put a double-fudge sundae!"

Player two picks up the next card in the pile. It's an airplane! She says, "I packed Big Bird's nest and in it I put a double-fudge sundae and an airplane." She puts it next to the first picture.

Then it's back to player one—and it's up to him to pick and pack! Players take turns until all the cards are turned up—then the nest is full!

For older players:

After all the cards are turned face up, one player turns around. The other player flips over one, two or three cards in the row. Player one then turns back to the cards and tries to guess which items have fallen out of the nest!

Now try this: Turn all the cards face down. See how many objects you can name in the order in which you packed them.

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