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Level II

Produced by  
Roger Schank, Ph.D.

\$29.95

Apple II / Apple II+ / Apple IIe with 48K

# A B sCenes II

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Apple II / Apple II+ / Apple IIe with 48K



**A B sCenes  
Level II  
A Language Experience Program  
For Children Aged 3-6 Years**

**©Compu-Teach Inc., 1983  
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New Haven, Ct.  
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A B sCenes, Level II will run on any Apple II, Apple II+ or Apple IIe, with 48K and a disk drive with DOS 3.3 (16 sector)

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## INSTRUCTIONS FOR STARTING UP A B sCenes: Level II.

For the Apple II, Apple II + :

1. Turn off your computer.
2. Lift the door on the disk drive; if you have two disk drives, use drive ONE.
3. Gently slide the disk in, oval-cutout end first, label side up.
4. When the disk is completely inside, close the door on the disk drive until it clicks shut.
5. Turn the computer ON.

For the Apple IIe:

1. If your computer is OFF, then follow the instructions given above.
2. If your computer is already ON, then insert the disk as described in instructions 2 through 4 above.
3. Then hold down the "OPEN APPLE" key while pressing "CONTROL—RESET".

**\*\*\*IMPORTANT NOTE: IF YOU HAVE AN APPLE IIe, BE SURE THAT THE "CAPS LOCK" KEY IS ALWAYS DOWN WHEN YOU RUN THE PROGRAM.**

A B sCenes will then be loaded from the disk into the computer. Please be patient until this process is completed.

After introducing A B sCenes, an *Options Screen* will appear, listing the three games for you to choose from.

### GAME DESCRIPTIONS.

Game One: In this game, you must type in any alphabet letter key to make an object or scene appear on the screen which will represent that letter. For example, if you type A, an APPLE will appear on the screen and the word APPLE will appear at the top of the screen in capital letters.

Game Two: In this game, first you wait for the computer to display a scene on the screen. Then you must type in the first letter

of the name of what you see to make the whole word appear and to make the scene move and make a sound.

For example, if you see an APPLE and press the correct letter (A), then the whole word APPLE will appear and the apple will be eaten down to the core.

Game Three: In this game, like in Game 2, the computer will show you a scene first, but this time you must type in the WHOLE WORD to see the action. For example, if the APPLE appears again, you must type in A-P-P-L-E to see the apple slowly disappear, a bite at a time.

### CHOOSING ONE OF THE GAMES.

1. On the *Options Screen* you will see the LIST OF GAMES and an ARROW.
2. Move the arrow by pressing the SPACE BAR (the long bar below the letter keys) until it points to the game of your choice.
3. When the arrow is alongside the game you want, press the "RETURN" key.
4. If the arrow goes past your choice, don't worry. If you keep pressing the SPACE BAR, it will move the arrow around again.

### INSTRUCTIONS FOR PLAYING GAME ONE.

(Remember to line up the arrow with Game One on the *Options Screen* and press "RETURN".)

1. When you see the title "GAME 1" on the screen, you are ready to begin by pressing ANY LETTER OF THE ALPHABET.
2. If you press a number or another key by mistake, the computer will BEEP and wait for you to press a letter.
3. The computer will then display a scene which represents the letter you have chosen. The scene will move and there may be sounds, too; so watch carefully.
4. When the movement and the sounds stop, it means the computer is ready to show you another scene and is waiting for another letter.
5. To see more, just press another letter of the alphabet.
6. You can see any letter as many times as you want to, or you can choose a new letter.

7. When you are finished with this game, press the “ESC” key at the top left corner of the keyboard.
8. When you see the *Options Screen* again, you can choose a new game or play this one again if you want to.

### INSTRUCTIONS FOR PLAYING GAME TWO.

(Remember to line up the arrow with the Game Two on the *Options Screen* and press “RETURN”.)

1. In this game, the computer goes first. On the screen it shows you a scene without a name.
2. You must type in the first letter of the name of what you see. For example, if you see the APPLE, then type A for APPLE.
3. If you type the CORRECT letter, the whole word will appear and the scene will move and make sounds.
4. If you type in the WRONG letter, the computer will just BEEP and nothing else will happen until you type in the CORRECT letter; so keep trying.
5. After you have answered correctly, the computer will show you another scene and you must do the same thing again.
6. When you have finished this game, hit the “ESC” key to get the *Options Screen* back; then you can choose another game or perhaps play this one again.

### INSTRUCTIONS FOR PLAYING GAME THREE.

(Remember to line up the arrow with the Game Three on the *Options Screen* and press “RETURN”.)

1. In this game, the computer goes first again, as in Game Two.
2. It will show you a scene, but this time you must type in the letters of the WHOLE WORD. If you see the APPLE, you must type in A-P-P-L-E. If you get stuck on a word, you may need to ask for a little help or go to Game One to check again.
3. If you type in a WRONG letter, the computer will just BEEP and wait for the correct letter.
4. When you have spelled the whole word correctly, the scene will move and make sounds. When it is finished, the computer will show you a new scene.
5. As each new scene appears, do the same thing again.

6. When you have finished with this game, press the “ESC” key to go back to the *Options Screen*. Then you can choose another game, or do this one again if you want to, or stop.

#### WHEN YOU HAVE FINISHED PLAYING:

First make sure the red light on the disk drive has gone out; then open the door to the disk drive, remove the disk and replace it in its envelope; then turn the computer OFF.

#### TO PARENTS — OUR EDUCATIONAL PHILOSOPHY.

Compu-Teach designs computer software which educates while it entertains. Professor Roger Schank, Chairman of the Yale University Computer Science Department, is the President and Founder of the company. Professor Shank is world-renowned for his work in the new field of Artificial Intelligence. Compu-Teach applies his work to the field of education. Our basic philosophy is that the computer can make learning fun, and when learning is fun, it is most effective. Children should be as actively engaged in learning as they are in playing. Compu-Teach’s educational games help children participate in learning, while having fun playing.

In order to attain the highest educational and programming standards, Compu-Teach has brought together educational experts and computer scientists from major academic institutions across the country. These experts work hand-in-hand to develop our programs. In addition, our programs are tested by children to ensure that they are truly fun, engaging, and simple to use.

Compu-Teach’s educational experts help us develop the instructional materials we use. We design games which blend with the instructional material. The games engage the child’s interest, imagination, and curiosity. Our computer scientists then design the computer program to make extensive use of humor, animation, and sound to trigger the child’s natural instincts and arouse a sense of curiosity and excitement. In addition, our programs give children a strong sense of control over the computer. They enjoy the feeling that the computer is responding to them, and this provides additional motivation. Finally, our computer games

make extensive use of the *interactive* nature of the computer. The programs monitor the child's progress so as to provide information and support when appropriate. This makes the instruction very responsive to the child's needs.

Compu-Teach is developing an integrated curriculum of educational software, and further games in this curriculum are available.

## WHAT CAN A CHILD LEARN FROM A B sCenes: Level II?

In Level II, we build upon the skills learned by the child in Level I. The objectives behind the Level I games were:

- To familiarize the child with the letters of the alphabet.
- To provide a way for the child to distinguish between different letters.
- To teach the symbolic relationship between letters, words and objects.
- To reinforce the concept that words are composed of a series of letters.

These are all essential component stages for early language development and beginning reading skills.

In Level II, letter familiarity and discrimination are reinforced by another set of scenes shown for the same letters, thus teaching the child that many words can begin with the same letter. This one-to-many relationship between letters and objects further underscores the functions of letters in the composition of words.

A B sCenes uses interesting animated scenes, most with sound, to capture the child's interest and hold his attention. The first game encourages discovery as the child attempts to associate each scene with a letter of the alphabet. The child soon learns to make favorite scenes reappear by learning the letter with which the scene is associated.

The second game capitalizes on the child's newly acquired ability to distinguish the letters of the alphabet and reinforces this knowledge in a simple but challenging guessing-game format. A B sCenes Games 1 and 2 interact to teach the alphabet letters

by providing instruction in the reversible relations involved in the letter/picture association.

Game 3 builds further on the alphabet knowledge by supporting the child's initial attempts to spell the words from Games 1 and 2. This third game gives the child confidence about the task of spelling in three ways. First, in A B sCenes: Level II, the child is asked to spell very short words that appear repeatedly in Games 1 and 2. Second, the child can always go back to Game 1 to check the spelling of any word; the parents should encourage this initiative to the discovery method of reinforcing skills. Third, the computer will patiently wait for the correct letter, gently beeping when an incorrect letter is typed and rewarding the child with sound and animation for each correct answer. This supportive environment for these early attempts at spelling will give the child confidence to face later challenges in language skills without intimidation.

The design of A B sCenes was directed by sound educational principles, by extensive research into the underlying cognitive skills in language development and early reading, and by the practical experience of developing software that has been thoroughly child-tested, thus assuring you of the power of its educational effectiveness.

## CREDITS

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# sCenes II

A B sCenes II uses inventive, colorful animation in a way that makes learning as much fun as playing. The child's attention is caught and held by the creative graphics used to teach the letters of the alphabet. Each letter is associated with an amusing animation which quickly helps the child make associations between letters and words, and between words and pictures.

In this program, the child uses the letters he learned in Level I but at a slightly higher level. As in Level I, A B sCenes II has three games for the child to play. Each uses the relationship between a letter or word and a brief animated scene to build up a sight word vocabulary for each letter of the alphabet. Children quickly learn to associate favorite scenes with certain letters. They then use their new knowledge to make those scenes reappear on screen.

A strong feature of all Compu Teach programs is the interactive involvement of the child. While the program is entirely controlled by the child, the computer monitors his responses. Success is rewarded with animated graphics and sounds, while errors are corrected with a simple teaching sequence.

Creative animation, educationally sound teaching principles and active participation by the child make this Compu Teach program a significant early learning experience for the young child.

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