

DLM
SOFTWARE

Teddy Bears of Fun

For all
ages!



Polky

Create with Teddy Bears! A Versatile Graphics Program

Over 200 delightful illustrations with a wide variety
of typefaces and borders • Color printer options

APPLE FAMILY
64K/Disk
16705

ISBN 0-89505-385-3

Teddy Bearrels of Fun

For all ages!



Tolley

USER'S GUIDE

Program Designed By: Ahead Designs
Illustrated By: Polly Brewer
Manual Written By: Tenlee Lund
Manual Design: Sandra Barniea
Editorial Support: Donna Craighead, Ph.D.
Deborah Capp, M.A.
Chris Lamb
Digitizing: Christina Berven
Brian McCluskey

Copyright © 1987 by DLM Teaching Resources.

All rights reserved. No part of this material shall be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information or retrieval system, without written permission from the Publisher.

Printed in U.S.A.

TABLE OF CONTENTS

FEATURES	1
OBJECTIVES	1
INTRODUCTION	2
MEET THE TEDDY BEARS	3
GETTING STARTED	4
Loading the Program	5
KEY CHART	6
USING TEDDY'S ART SHOP	7
See Picture	7
Art Shop Backgrounds	8
Art Shop Stick-Ons	9
Teddy's Library Disk	11
Special Artwork	12
Data Disk	17
Print Options	19
USING TEDDY'S LIBRARY DISK	24
TEDDY'S ELECTRONIC SHOW	28
HARDWARE SPECIFICATIONS	30
GRAPHICS QUICK REFERENCE	31
TEDDY BEAR EXAMPLES	45

FEATURES

Teddy Bear • rels of Fun offers you

- your favorite Teddy Bears, plus colorful backgrounds and props
- over 200 pieces of art for creating your own pictures
- easy-to-use word-processing capabilities for writing your own captions
- variety of typefaces for your special messages
- the ability to use your own backgrounds, props, and borders for an unlimited variety of settings
- an electronic show that displays your pictures continuously, frame after frame
- the ability to print your creations as pictures, posters, or labels and use them to enliven your learning activities or art projects.

OBJECTIVES

The *Teddy Bear • rels of Fun* program

- stimulates writing and artistic skills
- encourages creative thinking
- gives practice writing dialogue
- helps develop a sense of design, balance, sequencing, and spatial relationships.

INTRODUCTION

You become the artist with *Teddy Bear •rels of Fun*.

The colorful Teddy Bear characters, backgrounds, and props included on these disks provide a variety of artistic scenes. You can write your own character captions and screen text. For limitless flexibility, you can even create and use your own backgrounds and props with the aid of a graphics tablet. Once created, you can print pictures, posters, or labels.

Teddy Bear •rels of Fun contains two disks: Teddy's Art Shop and Teddy's Library. Each disk includes exciting detailed art that stimulates creativity. The program is designed to enable you to move effortlessly from one disk to the other to gather graphics for your unique creations. Your choices are many! Backgrounds include artistic settings. Characters and props are colorful stick-ons which you can move and place on the screen using simple keystrokes. Word-processing capabilities enable you to write your own captions and screen text. The end result is an original Teddy Bear creation.

Teddy Bear •rels of Fun includes a User's Guide and separate Activities Booklet. The User's Guide contains easy-to-follow program instructions and a Quick Reference Section depicting all of the graphics. The Activities Booklet contains examples of related learning activities and creative art projects.

MEET THE TEDDY BEARS

Teddy Bears are whimsical, timeless characters. They are true friends and confidants. Teddy Bears have been a source of human comfort for generations and, through the years, they have assimilated some human characteristics of their own.

Teddy Bears are soft, playful, loving, and warm. They can be all shapes and all kinds of characters. Let your imagination run free to create enjoyable situations for the Teddy Bear families and friends in *Teddy Bear • rels of Fun*.

From the Artist to You

Making the soft, fuzzy Teddy Bears compatible with a computer proved to be a challenge for Polly Brewer, Teddy Bear creator and artist at ARGUS COMMUNICATIONS. Thanks to her success, the warm and comforting Teddy Bears assure that this package truly contains "software."

"I have found great joy in drawing my whimsical Teddy Bears. I find a marvelous warmth and soft humor in Teddys, and it is fun imagining them interacting in their world and ours. Teddy Bears are 'bearutiful' people! They are timeless.

"I try to capture each one with a marvelous 'bear-sonality'. Each one brings a new facet to the group.

"I hope the love I have for Teddy Bears is transmitted to all who see my work."

GETTING STARTED

You will need an Apple* II+, IIe, or IIc computer with 64K memory, at least one disk drive, and a monitor or TV. Because of the vivid colors used in the program, a color monitor or TV is recommended. To fully use all of the program's features, the following items are also strongly recommended:

- a compatible dot matrix printer with graphics capabilities to print pictures, posters, and labels (see Hardware Specifications)
- at least one data disk for storing creations for future use
- a graphics tablet or drawing program to create additional props and backgrounds.

Designing your own pictures is a simple procedure. Screen instructions are available to guide you.

- Select a background first.
- Select characters, props, borders, or write captions one at a time and place them on the background.
- Save your picture on an initialized data disk and/or print a picture, poster, or label.

*Apple is the trademark of Apple Computer, Inc.

STEP

Loading the Program

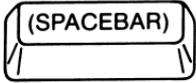
1. Place the Teddy's Art Shop disk in drive 1 and close the door. If you have two disk drives, place the Teddy's Library disk in drive 2.
2. Turn on the computer and the monitor or TV. The program loads automatically.
3. You will see the Title and Copyright screens. Press any key to view the instructions for making a picture.
4. Read the instructions, then press **C** to view the Teddy's Art Shop screen.

KEYCHART

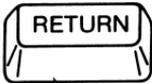
Teddy Bear · rels of Fun is easy to use. These simple keystrokes will guide you through the entire program.

KEY

FUNCTION



- moves the asterisk (*) to menu options
- displays various stick-ons and erase outlines included on the disk



- selects menu option
- selects stick-ons and places them on the background
- selects an erase outline and performs the erase function



- moves a stick-on up



- moves a stick-on to the left



- moves a stick-on to the right



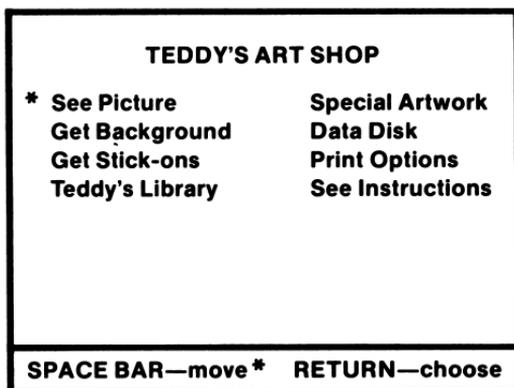
- moves a stick-on down



- returns you to a previous program screen. Use **CTRL-C** anytime you want to change your mind or back up in the program.

USING TEDDY'S ART SHOP

Teddy's Art Shop is your main guide to all the various options of this program. When you select a particular activity, sub-menus appear containing specific options.



See Picture

Choose this option to view the progress you have made on your picture. The Teddy's Art Shop menu disappears, revealing your picture on the full screen. Press **C** to return to the menu.

Art Shop Backgrounds

This option allows you to view and select backgrounds included on this disk. Additional backgrounds are included on the Teddy's Library disk. Be sure to save any finished or partially completed pictures on a data disk before choosing a new background. *Selecting a background will erase any picture and replace it with the new background.*

If you want to create and print your pictures as labels, choose the Label Outline option. Keep the following guidelines in mind when using the Label Outline:

- The lower half of the screen is designed to fit a standard 4" x 1 $\frac{7}{16}$ " fanfold label. If you are using a smaller label, you will have to plan accordingly.
- Design your label so all stick-ons are located on the lower (white) half of the screen. Anything extending into the upper area will not be printed on the label.

STEP

Selecting Backgrounds

1. Choose the Get Background option from Teddy's Art Shop menu.
2. Press **RETURN** to select a background from the Art Shop Backgrounds screen. The background appears momentarily followed by the Teddy's Art Shop menu.

Art Shop Stick-ons

Stick-ons are pieces of artwork that you can move around your screen. This disk contains stick-ons for Teddy Bears, props, and captions.



STEP

Selecting and Placing Stick-ons

1. Choose a menu option, then press the **SPACEBAR** to view the available stick-ons contained in that option.
2. Press **RETURN** to select the stick-on of your choice. Then press an **ARROW** key. Your stick-on appears on the upper left corner of your screen.
3. Use the **ARROW** keys to move your stick-on around the screen.

4. When the stick-on is in the desired location, press **RETURN**. Stick-ons cannot be picked up and moved after **RETURN** is pressed. If you misplace a stick-on, use the Erase Stick-ons option.
5. Repeat steps to select as many stick-ons as desired.

STEP

Erasing Stick-ons

1. Select Erase Stick-ons from Art Shop Stick-ons screen and read the instructions. Press **C** to continue.
2. Press the **SPACEBAR** to view the available outline sizes.
3. Press **RETURN** to select the outline of your choice. Then press an **ARROW** key. Your outline appears in the upper left corner of your screen.
4. Use the **ARROW** keys to move the outline over the stick-on you want to erase. Press **RETURN** to erase. Any portion of any other stick-on extending into the outline will also be erased.
5. Repeat steps if necessary. When erasing is complete, press **CTRL-C** to return to the Art Shop Stick-ons menu.

STEP

Writing Your Own Captions

1. Select Write Captions and press the **SPACEBAR** to view the available sizes of caption bubbles. Then press **RETURN** to select a caption bubble.
2. A blinking cursor appears in the caption bubble. Type your caption. To make a change, use the left **ARROW** key to delete letters. Press the **SPACEBAR** to move the cursor or add spaces within the caption bubble. To capitalize letters on an Apple II+, press **ESC**.
3. Press **RETURN** when you are finished typing.
4. The screen prompts, "Is this correct (Y/N)?" If your caption is correct, press **Y**. If not, press **N** and retype the caption.
5. Press an **ARROW** key and your caption appears on the upper left corner of your picture.
6. Use the **ARROW** keys to move your caption around the background. When the caption is in the desired location, press **RETURN**.

Teddy's Library Disk

Teddy's Library disk is the second disk in your *Teddy Bear • rels of Fun* program. It offers additional Teddy Bear characters, props, borders, and backgrounds for use in your Teddy Bear creations. You can also write titles or other screen text using a variety of typefaces. Refer to *Teddy's Library Artwork and Using Teddy's Library Disk* for more detailed instructions.

Special Artwork

This option allows you to use your original backgrounds and props in your Teddy Bear creations. You will need a graphics tablet or drawing program to draw your backgrounds or props. Then use the Special Artwork menu to load them into the *Teddy Bear • rels of Fun* program.

Create your artwork and save it on a separate initialized disk. You cannot save special artwork on the *Teddy Bear • rels of Fun* disks.

SPECIAL ARTWORK

- * See Instructions**
- Load a Special Background**
- Capture a Special Stick-on**
- Load a Special Stick-on**
- Delete a Special Stick-on**
- Teddy's Art Shop**

SPACE BAR—move * RETURN—choose

STEP

Loading a Special Background

1. Draw your special background using a graphics tablet or drawing program. Save your background on an initialized disk.
2. Select Load a Special Background from the Special Artwork menu.
3. The screen prompts you to insert the disk containing your special backgrounds. Follow screen instructions.
4. When the list of the pictures you have saved appears, press the **SPACEBAR** to move the asterisk (*) to the picture title you want. Then press **RETURN**.
5. The chosen background appears, followed by the Special Artwork menu.

Capturing a Special Stick-on

Since stick-ons are *moveable* pieces of artwork, they must be drawn on a white background and captured. "Capture" involves replacing your picture's white background with a black background. This enables the computer to recognize it as a moveable stick-on.

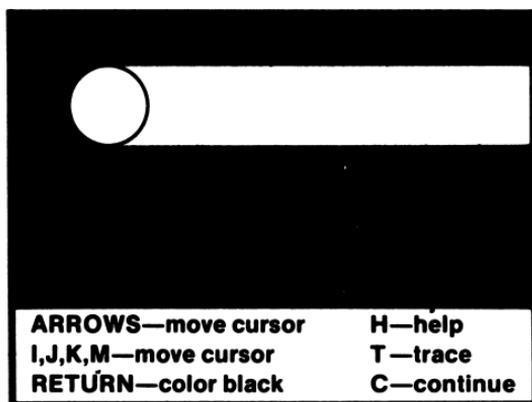
NOTE

You only have to capture each special stick-on once. After you capture a stick-on and save it on a data disk, you can use it repeatedly.

STEP

*Capturing and Saving
Special Stick-ons*

1. Draw your stick-on on a **white** background using a graphics tablet. Save your stick-on on an initialized disk.
2. From the Special Artwork menu, select Capture a Special Stick-on.
3. The screen prompts you to insert the disk containing your special stick-ons. Follow screen instructions.
4. When the list of the pictures you have saved appears, press the **SPACEBAR** to move the asterisk (*) to the picture title you want, then press **RETURN**. If you select a picture that is too large to be a stick-on, the computer prompts you to select another picture.
5. Your picture appears on a white background, then moves to the upper left corner of the screen. The computer automatically fills most of the background with black. Your stick-on casts a white shadow across the screen.



6. Read the instructions on the screen, then press **C** to continue.
7. Locate the tiny flashing dot in the upper left corner of the screen. Use the **ARROW** keys to move the dot into the remaining white background. Make sure the flashing dot is outside your stick-on.
8. Press **RETURN** and the computer fills the rest of the white background with black. If any unwanted white background remains, repeat Steps 7 and 8. If your stick-on contains an area where you want your background to show through, move the flashing dot to that area and press **RETURN**.
9. To double-check the outline of your stick-on, press **T**. The computer flashes a white square behind your stick-on.
10. When you are sure you have captured your stick-on, press **C**.
11. You will see the Save a Special Stick-on screen.
 - A. Type a numeral (1-10) and press **RETURN**.
 - B. Type a name for your stick-on and press **RETURN**.
 - C. The computer prompts, "Are you sure (Y/N)?" If the information is correct, press **Y**.

STEP

Loading a Special Stick-on

1. The screen prompts you to insert the disk containing your special stick-ons. Follow screen instructions.
2. At the Load a Special Stick-on screen, type the number of the special stick-on you want to load, then press **RETURN**.
3. The computer prompts, "Are you sure (Y/N)?" If your selection is correct, press **Y**.
4. Press an **ARROW** key. Then use the **ARROW** keys to move your special stick-on around the background. Press **RETURN** to place it in the desired location.

STEP

Deleting a Special Stick-on

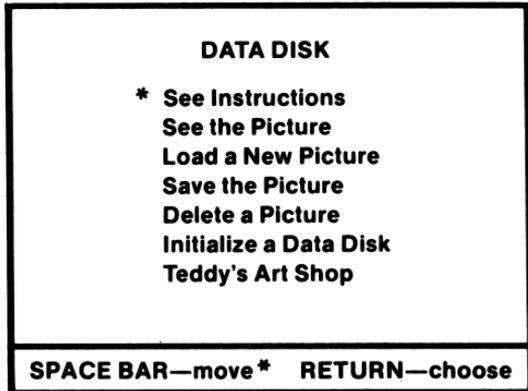
1. The screen prompts you to insert the disk containing the stick-ons you have captured and saved. Follow screen instructions.
2. At the Delete a Special Stick-on screen, type the number of the special stick-on you want to delete, then press **RETURN**.
3. The computer prompts, "Are you sure (Y/N)?" If your selection is correct, press **Y**.

Data Disk

The Data Disk features allow you to see the current picture, load, save or delete a picture, and initialize a data disk. You can save up to 10 pictures on your data disk. The initialize feature also enables you to create an electronic show which displays your pictures automatically in succession.

NOTE

You need a separate, initialized data disk to save your creations. You *cannot* save pictures or special artwork on the *Teddy Bear ·rels of Fun* disks.



Viewing the Current Picture

This option displays the picture on which you are currently working. Press **C** to return to the Data Disk screen.

STEP

Loading a New Picture

1. The screen prompts you to insert your data disk. Follow screen instructions.
2. At the Load a Picture screen, type the number of the picture you want to load, then press **RETURN**.
3. The computer prompts, "Are you sure (Y/N)?" If your selection is correct, press **Y**.
4. The chosen picture appears, followed by the Data Disk menu.

STEP

Saving a Picture

1. Initialize your data disk **before** saving a picture or you will erase your current picture from the computer's memory. (See Initializing a Data Disk.)
2. At the Save the Picture screen, type a numeral (1-10) and press **RETURN**.
3. Type a name for your picture and press **RETURN**.
4. The computer prompts, "Are you sure (Y/N)?" If the information is correct, press **Y**.

STEP

Deleting a Picture

1. The screen prompts you to insert your data disk. Follow screen directions.
2. At the Delete a Picture screen, type the number of the picture you want to delete, then press **RETURN**.
3. The computer prompts, "Are you sure (Y/N)?" If your selection is correct, press **Y**.

Initializing a Data Disk

This feature allows you to initialize a data disk through the *Teddy Bear • rels of Fun* program. Your data disk can be used to save pictures and create an electronic show. (See *Teddy's Electronic Show*.)

The screen prompts you to insert your data disk in drive 1 or 2, then press **S**. Since initializing will erase any information already on the disk, the screen prompts, "Are you sure (Y/N)?" Press **Y** if you are ready to begin initializing your disk.

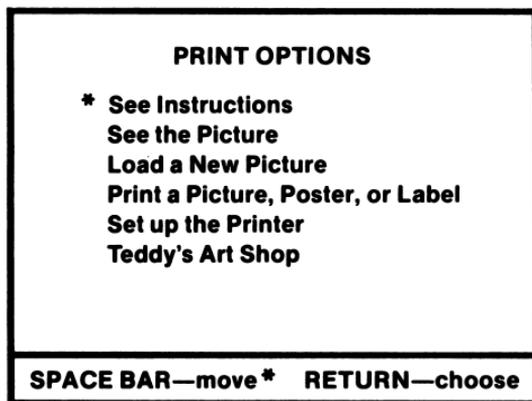
Print Options

This feature enables you to print your creations as pictures, posters, or labels. Check to see if your printer system is on the list of hardware compatible with the *Teddy Bear • rels of Fun* program. (See *Hardware Specifications*.) If your system is not on the list, try various combinations of printer specifications to see if your particular system is compatible.

STEP

Printing Your Picture

1. Select the Set up the Printer option to define your printer specifications.
2. Use the current picture or use the Load a New Picture option to select another picture.
3. Select Print a Picture from the Print Options menu. Then choose to print a picture, poster, or label and follow screen instructions.



See the Picture

This option displays the picture on which you are currently working. Press **C** to return to the Print Options menu.

STEP

Loading a New Picture

1. Select the Load a New Picture option. The screen prompts you to insert your data disk. Follow screen instructions.
2. At the Load a Picture screen, type the number of the picture you want to load, then press **RETURN**.
3. The computer prompts, "Are you sure (Y/N)?" If your selection is correct, press **Y**.

STEP

*Printing Pictures, Posters,
and Labels*

1. Select Print a Picture option to see the Print a Picture menu.
2. Choose to print a picture, a 1-page poster, a 4-page poster, or a label. (Your 4-page posters will be printed in sections. When printing is finished, paste the sections together to complete your poster.)
3. Choose to have your picture printed in outline or filled-in form.
4. The screen prompts you to turn on your printer and position your paper or labels. Press **C** to begin printing.

NOTE

Press the **SPACEBAR** to stop and start the printer once printing has begun.

Setting Up the Printer

You must define your hardware components to allow the printer and the *Teddy Bear •rels of Fun* program to communicate.

Before you begin, you should

- identify the brand name of the printer and printer interface card used with your system
- determine in which slot the printer interface card is located
- see Hardware Specifications to see if your system is compatible with the *Teddy Bear •rels of Fun* program.

If you are unable to obtain this information or have equipment that is not listed as compatible, trial and error may be your only recourse.

STEP

Defining Printer Components

1. Select the Set up the Printer option from the Print Options menu.
2. The current printer settings appear, listing information about the interface card, the card's slot location, the printer, and the linefeed option. Press **Y** if you want to change the current printer settings.
 - A. The Interface Card screen appears, listing compatible cards. Press the **SPACEBAR** to move the asterisk (*) to your selection, then press **RETURN**. If your interface card is not listed, choose Go to Next Page to view more interface card brand names.

- B. The screen prompts, "What slot is this card in (1-7)?" Type the number of the card's location, then press **RETURN**. If you do not know the slot location, try Slot 1 first.
- C. The Printer screen appears listing compatible printers. Press the **SPACEBAR** to move the asterisk (*) to your selection, then press **RETURN**. If necessary, choose Go to Next Page to view more printer brand names.
- D. When the Linefeed screen appears, read the instructions. Respond to the screen prompt, "Do you want linefeeds sent (Y/N)?"

NOTE

If you do not know if your printer is set for linefeed, press **Y**. If the printer does not print correctly, press the **SPACEBAR** to stop the printer. Then double-check your printer settings, proceed to the Linefeed screen, and type **N**.

- E. The Current Printer Settings screen appears, displaying your hardware specifications. The screen prompts, "Are these settings correct (Y/N)?" Press **Y** if they are correct.
- F. The screen prompts, "Do you want to save these settings on the disk for automatic use every time this program is run (Y/N)?" If you press **Y** to save the printer settings, you will not have to repeat this procedure as long as you use the same hardware.

USING TEDDY'S LIBRARY DISK

Teddy's Library disk contains additional Teddy Bear characters, backgrounds, and props for your creations. The two disks, Teddy's Art Shop and Teddy's Library, are designed to work together so you can move from one disk to the other and use artwork from both disks. *Remember, you cannot use Teddy's Library disk without first loading the program with Teddy's Art Shop disk.*

When you select the Teddy's Library option from the Teddy's Art Shop menu, the screen prompts you to insert the Teddy's Library disk in drive 1 or 2, then press **C** to continue. The Teddy's Library menu appears.

The See Picture, Get Background, and Get Stick-ons options operate the same as they do on the Teddy's Art Shop disk. Refer to these sections in the manual for detailed instructions.

TEDDY'S LIBRARY	
* See Picture	Get Borders
Get Background	Write Text
Get Stick-ons	Teddy's Art Shop

SPACE BAR—move* RETURN—choose

Using Library Stick-ons

The Get Stick-ons option offers you many special activities and creative opportunities. Delightful Teddy Bears in new costumes and poses are available in addition to new props. You can even dress your own Teddy Bears.

LIBRARY STICK-ONS

* Acting Bears	Bears + Hats 2
Performing Bears	Basic Props
Dressing Baby	Indoor Props
Dressing Mama	Wall Props
Dressing Papa	Erase Stick-ons
Bears + Hats 1	Teddy's Library

SPACE BAR—move * RETURN—choose

Dressing the Bears

The Dressing Baby, Dressing Mama, and Dressing Papa categories allow you to dress the Teddy Bears. Each category includes a Teddy Bear stick-on and various clothing stick-ons specifically designed to dress that bear.

STEP

Dressing Baby, Mama, and Papa

1. Select Dressing Baby, Dressing Mama, or Dressing Papa from the Library Stick-ons menu.
2. Press **RETURN** to select the Teddy Bear in that category.
3. Place the Teddy Bear on your background. The program returns to the same category so you can select clothing for your Teddy Bear.
4. Press the **SPACEBAR** to view the available clothing stick-ons for your Teddy Bear. Then press **RETURN** to select the item you want. Place the item on the bear.
5. Repeat Step 4 until you have completely dressed your Teddy Bear. Then press **CTRL-C** to return to the Library Stick-on menu.

STEP

Getting Borders

1. To frame your picture with a colorful border, select the Get Borders option.
2. Select the Choose Border option, then press the **SPACEBAR** to view the available borders. Press **RETURN** to select a border. The computer automatically frames your picture with the border.

STEP

Writing Text

1. To write titles or additional text for your picture, select the Write Text option.
2. Press the **SPACEBAR** to see the various fonts (type styles) available. Then press **RETURN** to select a font.
3. A blinking cursor appears. Type your text. To make a change, use the left **ARROW** key. To capitalize letters on the Apple II+, press **ESC**.
4. Press **RETURN** when you are finished typing. The screen prompts, "Is this correct (Y/N)?" If your text is correct, press **Y**.
5. Press an **ARROW** key. Your text appears on the upper left corner of your picture. Use the **ARROW** keys to move your text around the screen.
6. When the text is in the desired location, press **RETURN**.

Returning to Teddy's Art Shop

The Teddy's Art Shop option allows you to return to the main disk. If you have one disk drive, the screen prompts you to insert your Teddy's Art Shop disk in drive 1 and press **C** to continue. The Teddy's Art Shop menu appears.

TEDDY'S ELECTRONIC SHOW

The electronic show is an automatic display of the pictures you have saved on your data disk. The pictures move continuously across the screen until you turn off the computer. This feature only works if you initialize your data disk through the *Teddy Bear • rels of Fun* program. (See Initialize a Data Disk.)

To design an electronic show plan the sequence in which you save your pictures on the data disk. The program displays your pictures in numerical order (1-10).

STEP

Creating an Electronic Show

1. Initialize your data disk using the Initialize a Data Disk option from the *Teddy Bear • rels of Fun* Data Disk menu.
2. Create up to 10 pictures and save them on the data disk.
3. Remove the *Teddy Bear • rels of Fun* disk and your data disk from the disk drive(s). Then turn off the computer.
4. Insert your data disk in drive 1, and turn on the computer. The disk automatically loads and your electronic show begins. The pictures continue to appear until you turn off the computer.

HARDWARE SPECIFICATIONS

This list combines the brand names for printers and interface cards known to be compatible with this program. *When using a serial interface card, the card should be set to transmit eight bits.*

INTERFACE CARDS

APPLE IIc SERIAL	GRAPHICARD
APPLE CENTRONICS	GRAPPLER
APPLE PARALLEL	GRAPPLER +
APPLE SERIAL	MICROBUFFER II
APPLE SUPER SERIAL	MICROTEK RV-611C
CCS 7731	PRINTERFACE
DISPATCHER	PRINTERMATE
DUMPLING 64	SERIALL
DUMPLING GX	TYMAC
EPSON APPLE	
FINGERPRINT +	

PRINTERS

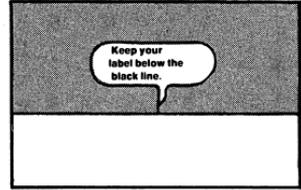
APPLE DOT MATRIX IMAGEWRITER (B & W)	MANNESMANN TALLY 85/86 (FX-80)
IMAGEWRITER (Color)	MANNESMANN TALLY 85/86 (Imag.)
C. ITOH 8510 (B & W)	MANNESMANN TALLY 160
C. ITOH 8510 (Color)	MANNESMANN TALLY 180
C. ITOH PROWRITER	MANNESMANN TALLY SPIRIT 80
C. ITOH PROWRITER II	OKIDATA 828
CENTRONICS 351	OKIDATA 838
CENTRONICS 739	OKIDATA 92
CENTRONICS GLP	OKIDATA 92 (Imag.)
CENTRONICS H80	OKIDATA 93
CENTRONICS 136	OKIDATA 182
EPSON FX series	OKIDATA 192
EPSON JX-80 (B & W)	OKIDATA 193
EPSON JX-80 (Color)	OKIDATA 193 (Imag.)
EPSON JX-80	OKIMATE 20 (B&W)
EPSON MX series	OKIMATE 20 (Color)
EPSON RX series	QUADJET (B&W)
	STAR PRINTER series

TEDDY'S GRAPHICS QUICK REFERENCE GUIDE

General



Plain White



Label Outline

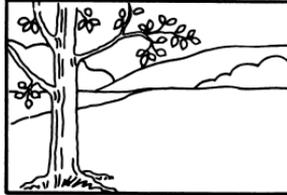
Seasonal



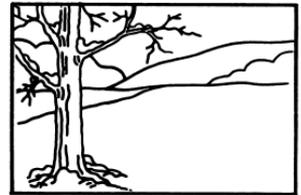
Spring



Summer



Fall

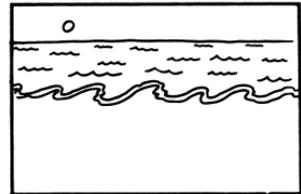


Winter

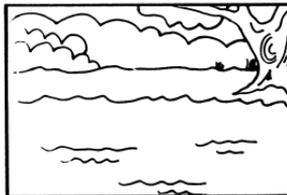
Outdoor



Windy Day

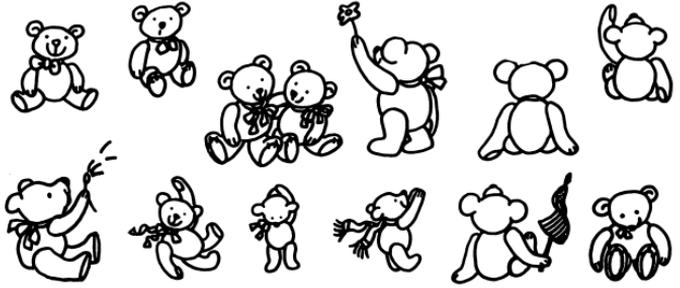


Beach



Lake

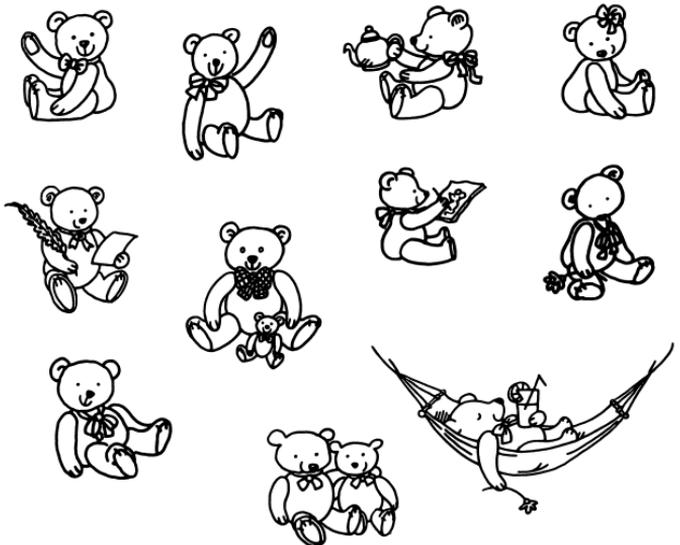
*Small
Bears*



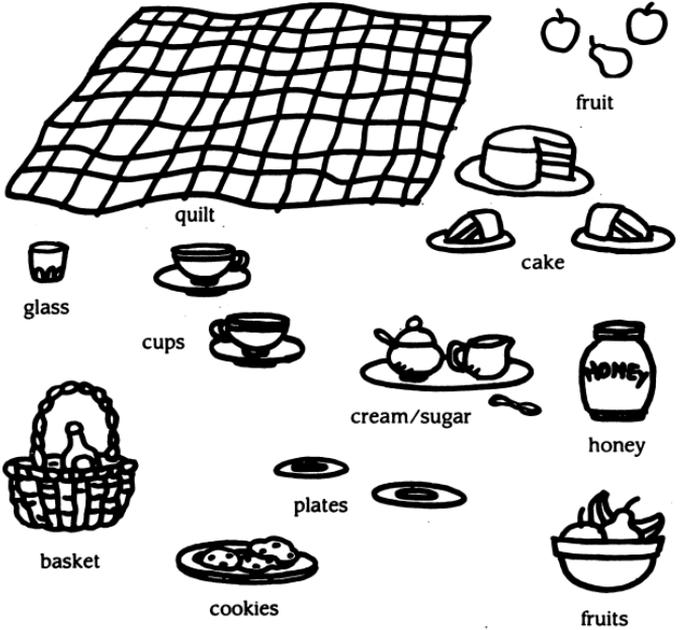
*Medium
Bears*



*Large
Bears*



Picnic



Beach



Outdoor



butterflies



bug



owl/fiddle



pumpkins



mouse



ducks



moons



sun



rainbow



jack-o-lantern



flowers



basket



pond



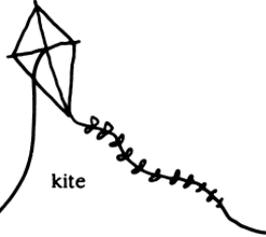
trees



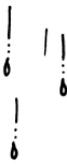
snowman



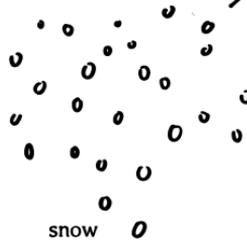
rakes



kite



rain



snow



leaves

Basic



drawings



paints



pens



books



brush



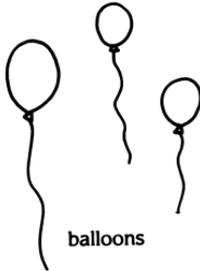
ink



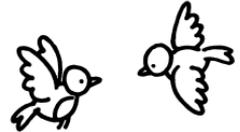
paper



barrels

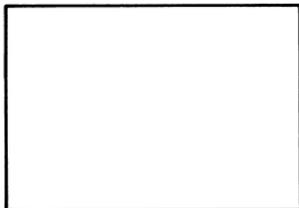


balloons

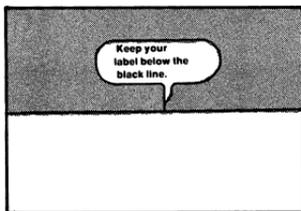


birds

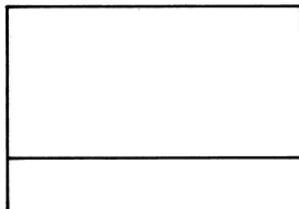
Choices



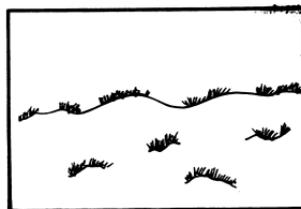
Plain White



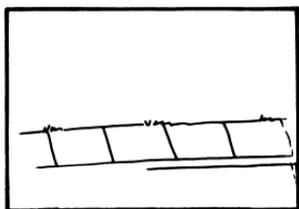
Label



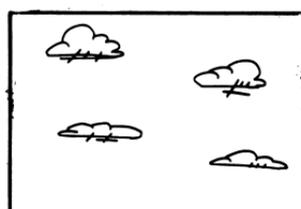
Line



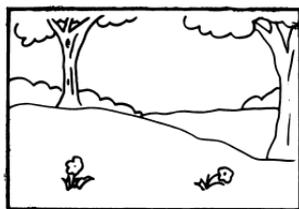
Grass



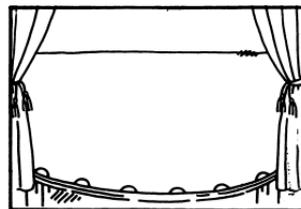
Sidewalk



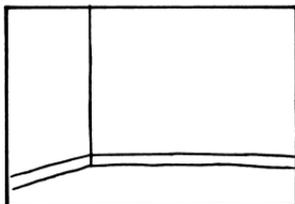
Clouds



Hill



Stage



Room

Acting
Bears



Bears
Perform



Dressing Baby



hats



bows



mittens



earmuffs



boots



swimsuits



playwear



shorts



tops



suit



dress



coats



p.j.

Dressing Mama



hats



bows



purse



umbrella



boots



casual



dresses



coats



swimsuits



p.j.

Dressing
Papa



hats

earmuffs



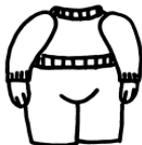
bow tie



mittens



boots



casual



coats



overalls



swimsuit



suits



Bears +
Hats 1



Bears +
Hats 2



Basic
Props



scissors



yarn



hearts



toy



brushes



mirrors



photo



flowers



instruments



notes

Indoor
Props



rug



bed



tables



chairs



horse

Wall
Props



windows



pictures



mirror

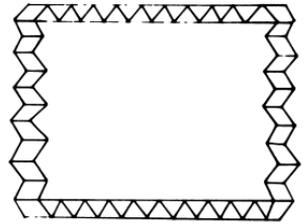


hat

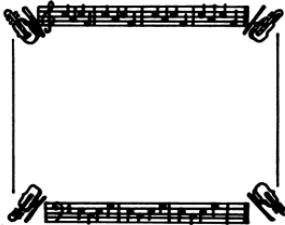
Borders



butterflies



rickrack



music



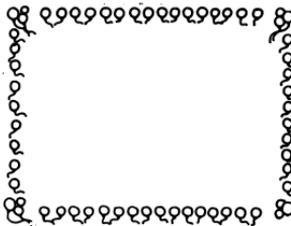
applause



flowers



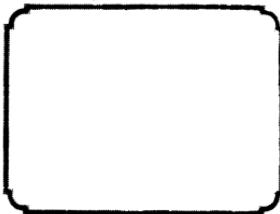
hearts/bears



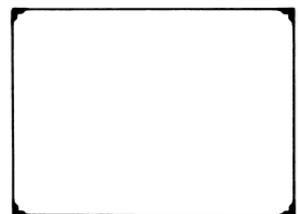
balloons



bears



spotlight



photo

Typefaces

Small

Aa Bb Cc
Aa Bb Cc

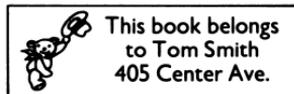
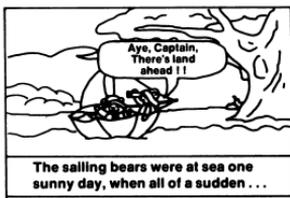
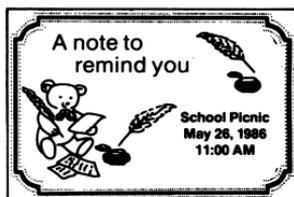
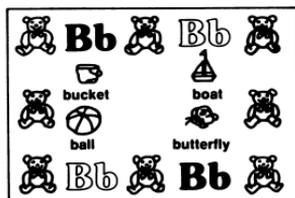
Medium

Aa Bb Cc
Aa Bb Cc
Aa Bb Cc

Large

Aa Bb Cc
Aa Bb Cc

TEDDY BEAR EXAMPLES



LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or 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.

DLM Software: A name you can trust.

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning.

Developmental Learning Materials

Teddy Bears re/s of Fun



Activities Booklet

DLM

CREATIVE ART ACTIVITIES

- 1. Bulletin Boards**—Teachers can use the program to decorate bulletin boards. Select the large poster size pictures before printing.
- 2. Decorating**—Decorate calendars to be used in the classroom or name tags for special events.
- 3. Rewards**—Design decorative reward sheets to use as incentives for children.
- 4. Notes**—Create newsletters or notes to parents using the program.
- 5. Coloring Books**—Ask children to design coloring books with pictures they've created. Text can be added to make a story.
- 6. Holiday Cards**—Children can design cards to give on holidays such as Mother's Day or Valentine's Day. They can select graphics from the program, then cut and paste them to construction paper to assemble the cards.
- 7. Holiday Posters**—Allow children to design holiday posters to color and take home.
- 8. Bear-Mobile**—Print posters with several different bears. Children color the bears, glue them to cardboard, and cut them out. These bears can be strung with brightly colored yarn from clothes hangers to make colorful mobiles.
- 9. Bear Puzzle**—Design a poster. Children can color it, paste it to cardboard, and cut it into different shapes to form a puzzle.
- 10. Design**—Ask children to design their own bear addition to the program. They can use the special art function to draw their own bear. They can write a paragraph describing the bear, its name, habits, preferences, and personality.
- 11. Bookmarks**—Children can use the program to design their own bookmarks. The bookmarks can be used in textbooks or during library reading time.
- 12. Felt Projects**—Use your patterns to trace designs on felt. Glue or stitch sections together. Create stand-up bears by gluing a clothespin to the back of a felt bear. Children can use these bears to illustrate a story.
- 13. Fund Raising Project**—To raise money for school supplies, children can have a "Teddy Bear" sale selling craft items described in the Arts and Crafts section of this booklet.
- 14. Book Labels**—Have the children design and print labels to use to identify their books

MATH LEARNING ACTIVITIES

- 1. Same or Different**—Using bears that are alike or different, have children draw a line to the bears that are alike and then circle the bears that have no match.
- 2. Same or Different**—Design a worksheet with several groups of four objects, three objects the same and one object different. Call the game "Odd Bear Out." Have children cross out the odd object.

3. **Sorting**—Print various bears wearing different types of clothing. Color and cut them out. Ask the children to sort the bears into categories according to size, color, or type of clothes.
4. **Order**—Print a variety of different sized bears and props. Ask the children to cut out the items and paste them on construction paper horizontally from longest to shortest. A ruler could be used for this activity.
5. **Order**—Using bears, ask the children to select the bears according to size by drawing a circle around the largest, a square around the medium sized, and a line under the smallest bear.
6. **Number Recognition**—Design a name tag for each child that contains the numeral currently being taught and the corresponding number of bears. The tag can be used as a reinforcement, a reward, or to inform parents of what numeral to practice at home.
7. **Number Recognition**—Reinforce number recognition and word association by designing flashcards that display a numeral and its word name. Use bears to visually represent the numerals.
8. **Matching**—Prepare worksheets that contain two identical sets of three sizes of bears placed in two vertical columns. Instruct the class to match the bears by drawing a line connecting the two, one from each column.
9. **Matching**—Design a worksheet placing four different bears or props across the top, creating four columns. Print three copies of each item and cut them out. Have the children paste the matching items in the correct column.
10. **Counting**—Print numerals one through twenty, using the largest type size and a variety of objects on separate sheets. Distribute a numeral sheet and a sheet of objects to each child. Ask the class to color and cut out the numeral. Then ask them to select and paste the appropriate number of objects on construction paper.
11. **Counting**—Depict several bears in different positions. Ask children to count and identify the bears that are standing, sitting, facing left, etc.
12. **Ordinal Concepts**—To reinforce ordinal concepts, distribute worksheets displaying a selected number of objects. Ask the children to add a flower in the hand of the first bear and a triangle on the shirt of the third bear.
13. **Even/Odd Number**—Design a worksheet with both even and odd groups of objects. Instruct the children to circle the groups of objects that represent an even number.
14. **Matching**—Create pictures, some with more detail than others. Laminate the pictures for a learning center activity. Have each child select a picture and recreate it on the computer.
15. **Visual Closure**—Design a worksheet with several large props—a bear, umbrella, tree, etc. Use the erase outline feature to “erase” parts of the objects. Instruct children to draw the missing parts.
16. **Logical Thinking**—Design a poster with a bear doing something illogical, such as a bear with a swimsuit in a winter scene or pumpkins in a beach scene. Ask, “Is this a sensible picture? Why not?”

- 17. Spatial Relationships**—Place several bears in different positions related to a specific object. For example, place one bear in a chair, another one beside the chair, and a third bear below the chair. Ask the children to mark each bear according to your verbal instructions.
- 18. Story Problems**—Create math story problems using the text writer and graphics. For example, “A bear has five jars of honey. If she gives three jars to a friend, how many will she have in all?”

LANGUAGE ACTIVITIES

- 1. Letter Recognition**—Use the largest typeface to print alphabet flashcards. Include pictures of Teddy Bears on the letters or peeking around the letters.
- 2. Letter/Sound Association**—Design flashcards pairing the current letter being taught with one of the objects that begins with the letter.
- 3. Letter/Sound Association**—Print a letter of the alphabet and a variety of objects. Several of the objects should begin with the letter. Ask the children to circle the objects with the same beginning sound.
- 4. Letter/Sound Association**—For a learning center activity, print the alphabet and a wide variety of props. Ask the children to select a letter card from one center, then find objects that begin with their letter at another center.
- 5. Oral Vocabulary**—Design activity cards that contain letters of the alphabet. For example, one card could have the letter B and objects that begin with a B. Have the child identify the objects and think of other words that begin with the same letter.
- 6. Oral Vocabulary**—Design an interesting scene with a variety of props. Ask the children questions such as “What is another name for bucket?” Engage the children in conversation about the scene.
- 7. Color Word Recognition**—Print worksheets containing several bears in clothes or costumes. Display the name of a color below each one. Ask the children to color the clothes to match the word.
- 8. Directionality**—Design a poster with a bear in the middle and several props on each side. Ask the children to circle the props on the right side of the bear, and underline those on the left.
- 9. Language Experience**—Use the poster size print-outs to design pictures that can be used for story time. Hold up the pictures and ask the children to tell a short story about the picture. Then write the story to make a class book.
- 10. Sight Words**—Use the text writer to print alphabet flash cards. Make three photocopies of each letter. Have the children arrange these letters to practice spelling sight words.
- 11. Sight Words**—Design pictures of Teddy Bear scenes. Place appropriate words on the pictures to reinforce vocabulary from their speller, the Dolch list, or basal reader.
- 12. Constructing a Sentence**—Design a variety of flashcards with vocabulary words the children are familiar with. Have the children use the flashcards to form simple sentences.

- 13. Plays**—Print out the dressing bears, then cut and laminate them. Print out clothes for the bears, adding your own tabs. Paste a craft stick to the back of each bear. Make a cardboard “theater” and have the children write and present the play.
- 14. Following Written Directions**—Give the children written instructions for designing a poster with a specific background and props in specified locations. Check to see how closely they followed the instructions.
- 15. Spelling**—Have the class design a poster showing a Teddy Bear saying a spelling rule. The rule could be one that is emphasized in the current spelling lesson. Provide examples to reinforce the rule.
- 16. Spelling**—Using the border and text writing features, have children list their spelling words on the computer. Instruct children to find the words in a dictionary and write the definitions.
- 17. Spelling**—Incorporating spelling words, have the children write and illustrate a story with an original Teddy Bear design.
- 18. Vocabulary**—Design scenes that include a variety of props. Have children label the objects in each scene. Encourage the children to use a dictionary or thesaurus to find the appropriate words.
- 19. Vocabulary**—Make a picture with several items on it. Place a scrambled word naming the item beneath it. Have the children unscramble the letters and write the word.
- 20. Vocabulary**—Make a picture with vocabulary words written in code. For example, each letter of the word would be a letter that follows it in the alphabet. “I love you” would read “J mpwf zpv.” Children would decode the word and state the rule.
- 21. Sentence Structure**—Design a poster. Instruct the children to write sentences describing the poster that are appropriate for their ability level; for example, a simple, complex, and compound sentence or a declarative, imperative, interrogative, and exclamatory sentence.
- 22. Parts of Speech**—Have the children design and exchange posters. Then list all the nouns, verbs, and adjectives found in the posters.
- 23. Parts of Speech**—Design a worksheet depicting a bear performing an action. Include a sentence on the worksheet, providing a blank where the verb should be.
- 24. Writing**—Have children use the text writer to create a picture and write a riddle about it. Write the answer to the riddle on the back of the picture.
- 25. Writing**—Design a poster with a bear family doing something together, such as having a picnic. Ask the children to write a story about the poster or a picnic they’ve had.
- 26. Writing**—Design a picture using two or more bears and blank captions. Have the children use the text writer to caption each picture. The children can use Teddy’s Electronic Show to expand this activity.
- 27. Writing**—Read a story to the class, omitting the ending. Have the children finish the story by illustrating and writing an ending.
- 28. Writing**—Design three to five different but related pictures. Children can arrange the order of the pictures, then write an original story connecting the pictures.

29. **Creative Writing**—Have the children write their own story about Teddy Bear Land. Structure their stories by asking the following questions: What happens there? What do the Teddy Bears do for fun? Would you like to live there? Why?
30. **Writing**—Place the children in small groups around the computer. Ask each group to write and design a play using Teddy's Electronic Show.
31. **Writing**—Have the children use the text writer to write a story and then illustrate it. The class can be divided into groups, one group of writers, one of illustrators, and one of editors.
32. **Writing**—Have the children practice letter writing skills by designing pictures to decorate personal stationery or letterheads. Have each child write a letter to send to a relative or friend.
33. **Writing Journals**—Have the children keep a daily journal. Graphics can be used to illustrate their journals.
34. **Writing Poetry**—Have each child write an original poem to illustrate.
35. **Collaborative Writing**—Instruct one child to design a picture and write a paragraph describing it. Have that child give the paragraph to another child. Direct the second child to read the paragraph and recreate the original picture. Let the children discuss how closely the pictures match and the importance of giving good directions.
36. **Research**—For a special project, have children research the history of "Teddy Bears." Have them answer questions such as: How did Teddy Bears get their name? How long have they been in existence?
37. **Research**—Instruct the children to research Teddy Roosevelt's part in preserving the natural habitats of bears and write a report on what they have learned. Children could also design a poster depicting bears in their natural habitat.
38. **Research**—Use the program's seasonal pictures to assign research topics such as: Why do trees change with the seasons? Why do bears hibernate? Why do seasons change?

ADDITIONAL LEARNING ACTIVITIES

1. **Seasons**—Design seasonal posters using appropriate props. Have children identify the season and the props.
2. **Seasons**—Using Teddy's Electronic Show, design several scenes using seasonal pictures. Ask children to name the characteristics of the different seasons.
3. **Seasons**—Print the different seasonal backgrounds and bears dressed in seasonal clothing. Ask the children to cut out the bears and match them with the correct seasonal background.
4. **Seasons**—Using the seasonal backgrounds, design a worksheet of a season and the word representing the season. Ask the children to add to the picture by drawing their favorite seasonal activity.
5. **Calendar Fun**—Have children design a class calendar by making posters, one for each month of the year. Children could work in small groups. Include special school events. If possible, photocopy the calendar so children can take the copies home to share with their families.

- 6. Affective Domain**—Use artwork to reinforce the affective domain. Pictures can illustrate a problem situation that may be happening in the classroom or playground. Have children discuss the situation. Lead the discussion to an appropriate end.
- 7. Motor Skills**—To develop fine-motor skills, design simple worksheets with both large and small objects for the children to color, cut, and paste.
- 8. Music**—Design posters to help teach simple songs. Show the bears singing the words of the song.
- 9. Foreign Language**—Design a flashcard that displays a numeral, illustrations representing the numeral, and the number word in a foreign language.
- 10. Safety**—Instruct children to design posters representing some aspect of personal or community safety such as riding a bike or always swimming with a buddy.
- 11. Social Studies**—To reinforce election procedures, divide the class into several groups. Let each group choose a bear to be its candidate. Children can design posters to promote their candidate and platform. Then hold a class election.
- 12. Social Studies**—Print the dress-up bears. Have children draw on the bears the costumes of the country they are presently studying. Children could present the bears to the class.
- 13. Social Studies**—Have children design various pictures and messages to be placed in a time capsule. Provide some cues here as to the important elements of their civilization. Have children bury the time capsule.
- 14. Computer Awareness**—Sponsor a class cartoon contest. Discuss the humor shown in the cartoon and how it was created.

ARTS AND CRAFTS

- 1. Applique**—Use Teddy Bear patterns to trace, cut, and stitch fabric appliques. Once the fabric is cut, batting can be placed beneath the fabric before stitching. Appliques can be used to decorate clothing, quilts, wall hangings, pillows, or baby items.
- 2. Plastic Canvas Art**—Make a mobile for a child, friend, or family member by first transferring your bear patterns to plastic canvas, then embroidering. Place two of the same designs together and stitch with coordinating yarn. Position your bears, flowers, and other decorations on the mobile structure.
- 3. Plastic Canvas Art**—Trace and stitch bears using plastic canvas to decorate wreaths, wall hangings, Christmas ornaments, or straw brooms.
- 4. Plastic Canvas Art**—Make jewelry with the smallest designs that can be stitched, then assemble with yarn or ribbon.
- 5. Needlework**—Patterns can be transferred onto the appropriate canvas or cloth for your stitchery projects. Designs can be used to decorate Christmas stockings, tablecloths, framed art, pillows, quilts, clothing, baby items, aprons, towels, or pot holders.

- 6. Latch Hook**—Trace your bears on latch hook mesh. Use a latch hook and yarn to fill in the design. Make latch hook pillows, wall hangings, or rugs.
- 7. Knitting and Crochet**—Transfer your bear designs to your finished knitting or crochet project. Designs can be embroidered or cross-stitched to decorate sweaters, hand bags, afghans, wool hats, scarves, baby items, or shawls.
- 8. Shadow Embroidery and Net Darning**—Transfer your designs to the appropriate cloth and stitch. Place a dark colored cloth underneath the design before framing.
- 9. Paper Crafts**—Fashion Christmas decorations with your bear artwork. Cut out printed designs and paste them on paper or felt. Add an ornament hanger or ribbon.
- 10. Paper Crafts**—To personalize a color scheme for your designs, print the picture in outline form. Color the design with your choice of mediums: water colors, pastels, acrylics, felt-tip pens, inks, or crayons.
- 11. Paper Crafts**—Decorate stationery with bear artwork to create personalized notecards. Photocopy your design on colored paper.
- 12. Paper Crafts**—Make personalized Christmas cards with your bear designs. Cut and paste your designs on construction paper or parchment. Color the cards with your choice of medium.
- 13. Paper Crafts**—Create pierced paper items by transferring your patterns to paper and outlining them with the piercing tool. Decorate lamp shades, stationery, paper ornaments, or framed art.
- 14. Stencil**—Make your own stencils by transferring your pattern to stencil paper and cutting out the design with an art cutting tool. Use your stencil to decorate tins, pottery, straw hats, wood items, stepping stools, wall borders, lamp shades, or clothing.
- 15. Wood Burning and Metal Crafts**—Transfer patterns onto wood objects and use the wood burning tool to finish your creations. Use your designs with metal punch crafts. Use on tin, brass, or copper items.
- 16. Tole Painting**—Bear designs can be tole painted on pottery, wood, glass, or paper.

Copyright © 1987 by DLM Teaching Resources.

All rights reserved. No part of this material shall be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information or retrieval system, without written permission from the Publisher.

Printed in U.S.A.

Other Innovative Educational Software Available from DLM

LANGUAGE ARTS

Boppie's Great Word Chase
Construct-A-Word I & II
Hint And Hunt I & II
Syllasearch I, II, III, IV

Arcademic Skill Builders In Language Arts

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

WRITING

The Writing Adventure

GEOGRAPHY

U.S. Atlas Action
World Atlas Action

EARLY CHILDHOOD

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

MATH/PROBLEM SOLVING

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

COMPUTER LITERACY

Getting Started With Basic
Getting Started With Logo
Turtle Tutor: A First Course in Logo

CREATIVE ARTS

Create with GARFIELD! Deluxe Edition
Teddy Bear -rels of Fun

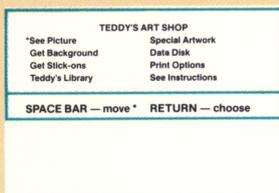
CREATE YOUR OWN CONTENT

Arcademic Drill Builders

Alien Action
Alligator Alley
Idea Invasion
Make-A-Match
Meteor Mission
Wiz Works

Teddy Bear:rels of Fun

Design and Print
Your Own Teddy Bear Art—
Bear •rels of Fun for Everyone



Easy to use!

All options are at your fingertips to design and produce delightful Teddy Bear artwork.



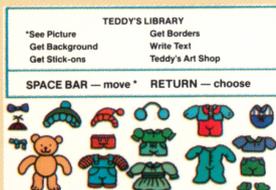
You are the artist!

Invite your friend Teddy to enliven your learning activities or creative art projects.



Teddy Bears on parade!

Over 250 pieces of art include 50 adorable bears in three sizes, general and seasonal backgrounds, and props for all occasions.



Many selections!

Graphics Library disk allows you to dress your own bears, select decorative borders, add personal messages, and more.



Exciting typefaces!

Choose from a variety of typefaces to express your special sentiments.



Printing power!

Print your custom-designed pictures, posters, and labels with the touch of a finger. Color printers can be used.

FUN FOR ALL AGES:

- Entertaining and easy to use

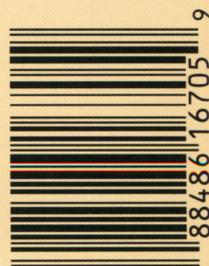
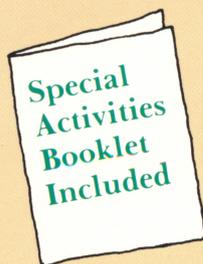
PLUS

- Helps develop sense of design, balance, sequencing, spatial relations
- Stimulates creative thinking and writing

Illustrated by Polly Brewer
Software designed by Ahead Designs

Copyright 1987
Developmental Learning Materials
One DLM Park, Allen, Texas 75002

IV705



0 88486 16705 9