

AESOP'S FABLES™

MANUAL



Aesop's Fables computer program is a trademark of Unicorn Software Company®, 1988.
Unicorn Software Company, 2950 E. Flamingo Road, Las Vegas, NV 89121. All rights reserved.

A Note to Parents and Teachers

Aesop's Fables was designed to encourage early learners to enjoy reading independently while developing a variety of comprehension and language arts skills. In addition, those children who learn to enter and save their own words in the Spelling Skills module, will also be introduced to the concept of file creation and retrieval.

Initially, we suggest that the parent or teacher and the child do the Aesop's Fables (first) module together. After the story is selected and prior to reading it, we suggest that the adult access the story's word list and ask the child to read each word aloud. The words on these lists might be new to the child, and once mastered he or she should be able to read the fables with ease. This will help build confidence and develop fluency. The adult should also discuss the moral of each fable with the child.

After the story has been read, the child should answer the reading comprehension questions pertaining to that story. The questions are randomly accessed and will be different each time that option is chosen.

The vocabulary questions following each fable cover many different skills. The child should be familiar with alphabetical order, and understand the concept of rhyming. Additionally, he or she should also be taught what an analogy is, since there are a few of these types of questions included in the program's data base. All questions were designed to stretch the young child's mind into new directions and familiarize him with a variety of activities similar to those he will be working on in school. If a child is just beginning to read, the parent or teacher will want to read the questions and answers with him, and let the child answer independently.

Aesop's Spells, the second module, displays certain pictures and words and then requires the child to spell the picture's name. Again, the adult should make sure that the child knows how to read each picture's word, before he tries to spell it.

The Spelling Skills module contains a large data base of words divided into three levels of difficulty. We suggest that an adult monitor the optional time factor, starting with about 15 seconds, and reducing it as the child progresses. Good readers should use this module for developing speed reading skills.

The self-authoring system that is included here permits users to create lists of their own words. Adults should show children how this is done, and let them enter words from a weekly school spelling list. They will begin to understand how information can be fed into the computer, stored and retrieved.

For beginning readers, we suggest that a data disk with phonetic word lists be used. Examples are, "AT, FAT, CAT, HAT", "BOOK, LOOK, COOK", and so forth.

The Memory Builder module has the options of (1) pictures to pictures; (2) pictures to words; (3) words to words; and (4) contractions, arranged in order of increasing difficulty. Children should be familiar with what a contraction is before they can successfully attempt option 4.

The variety of activities we have included in Aesop's Fables will help children develop many different skills while they have fun learning. Our development team of teachers, artists and programmers strive to make each of our products very special and educationally sound.

Important Note About the Use of Speech in Aesop's Fables

Digitized speech requires a huge amount of disk storage capacity. Due to space limitations because of the graphics and activities in this program, there was only enough room on disk to include speech as an extra stimulus to keep the child's interest.

Speech has been utilized mainly for prompting directions, rewarding correct answers and making the child aware of his mistakes. For any incorrect responses, the speech doesn't necessarily correspond to the message on the screen, but simply serves as a friendly reminder for the child to check his error.

When the program is "talking", the computer cannot accept any keyboard or mouse input. Be sure to wait until the speech has finished before entering information.

AESOP'S FABLES™

APPLE IIGS®

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple and Control keys simultaneously will access the desk accessories menu. Use the arrow keys to select CONTROL PANEL and press Return.

Control Panel Menu

SELECT SOUND — to adjust the volume and pitch to your liking. **FOR NO SOUND OR SPEECH AT ALL WITH AESOP'S FABLES**, move the volume star all the way to the left. However, once the Aesop's Fables program is running, you will be able to turn the speech off, but not the music or sound effects. If you wish **NO** music, speech or sound effects, you must adjust the sound option as detailed above before loading the program.

SYSTEM SPEED — We suggest your system speed be set at **FAST**.

SLOTS — If your 3 1/2" floppy disk drive is not already assigned as your usual start-up device, then change the start-up slot to 5 on the slot menu.

RAM DISK — This program requires 768K to operate. If some of this memory is currently allocated for RAM disk, you must de-allocate it. Select RAM disk from the Control Panel menu. Set both minimum and maximum on RAM DISK sizes to ØK (zero K).

Loading Procedures

Please read all prior instructions concerning the Control Panel. If you have one 3 1/2" drive, insert the Aesop's Fables Disk #1 in the drive and re-boot the computer by either powering off and on or preferably, by pressing the Control, Open Apple and Reset keys simultaneously. The program will automatically load. On-screen instructions will prompt you when to swap disks and insert Aesop's Fables Disk #2.

If you have two 3 1/2" drives, you can place Aesop's Fables Disk #2 in the second drive.

Throughout the use of the program, please be sure to follow all on-screen instructions for swapping between Disks #1 and #2. If you have ignored prompts to swap disks, the program will instruct you to insert the proper disk.

The TAB key toggles the speech on and off **ONLY WITHIN THE MENU ACTIVITY SELECTION SCREENS**. For no speech or sound, please see the aforementioned note about speech.

The Main Menu

AESOP'S FABLES consists of 4 program modules as follows:

1. **AESOP'S FABLES** — Here, the 12 stories are presented, along with reading comprehension and vocabulary questions which cover word meaning, rhyming, alphabetizing and analogy skills.
2. **AESOP'S SPELLS** — A spelling exercise where the child is introduced to sets of pictures and their corresponding words. Then an individual picture is shown and the child must spell its name.
3. **MEMORY BUILDER** — A 1 or 2 player concentration game designed to enhance memory, sight reading and knowledge of contractions. You may choose to match:
 - Pictures to pictures
 - Pictures to words
 - Words to words
 - Contractions to words

4. SPELLING SKILLS — Another spelling builder that contains the SELF-AUTHORING SYSTEM in which you can enter your own words and save them to disk or access the AESOP'S FABLES data base of over 800 words correlated to 1st, 2nd and 3rd grade curriculums.

Use the mouse to move the arrow to the module of your choice. It will highlight in yellow. Press the mouse button to select.

Pressing ESC while viewing the Main Menu will cause the program to terminate.

Exiting Program Modules

Any time you wish to exit a module and return to the main menu, press the ESC key.

Aesop's Fables

Choosing A Fable

The graphic menu for this program module consists of 12 stories on the picture menu as follows:

THE THIRSTY CROW
THE FOX AND THE GRAPES
THE RABBIT AND THE TURTLE
THE SUN AND THE NORTH WIND
THE BOY AND THE CANDY
THE WILD BOAR
THE FOX AND THE CROW
THE ANT AND THE GRASSHOPPER
THE DOG AND HIS REFLECTION
THE GREEDY FOX
THE PEACOCK AND THE CRANE
THE LION AND THE MOUSE

Select by moving the mouse's arrow to the story picture box and clicking the mouse button TWICE. Next, select whether you wish to read the story or answer the questions. Click on OK when you've made your choice.

Reading the Fable

Once the first screen of the story appears, you may wish to view the more difficult words in the story. Just press the "W" key to see the fable's word list. We suggest that an adult review these words with the child at the beginning of each story.

To return to the story from the word list, press any key until the story reappears.

To continue from one story screen to the next, press RETURN or click the mouse button. After the story is completed, you will be asked to press a key or click the mouse to answer questions.

To return to the Fable Menu press the ESC Key. To return to the Main Menu, press the ESC Key once again.

Questions & Answers

Select the number of players and click on the OK Box. Each player will be asked to enter his or her own name and press RETURN.

Next, select either:

READING QUESTIONS

VOCABULARY QUESTIONS, and click on the OK Box.

The reading questions are based on the story that has just been read. There are 10 questions per player.

The vocabulary questions cover the following skill areas: alphabetizing, rhyming, meaning in context, synonyms, antonyms and analogies.

Answering Questions

To answer the questions use the mouse or spacebar to highlight the desired answer and click or press RETURN. Correct answers will be rewarded with a smiling fox and happy tune. Incorrect answers will cause the fox to cover his snout. The correct response will be highlighted in white and flash. To continue from one question to the next after an incorrect answer, press Return or click the mouse. Be sure to hold down the mouse button until the correct answer stops flashing.

The score will be shown at the end of each set of questions. After pressing RETURN or clicking the mouse, follow the on-screen instructions and swap disks, if necessary. You will be returned to the Fable Menu. If you wish to return to the Main Menu, press the ESC Key.

Aesop's Spells

Select one or two players. Press RETURN or click the mouse to proceed from screen to screen. Eight pictures and their names will appear, four per screen. Once the child has studied them, press RETURN or click the mouse. When each picture is displayed individually, the child must type its name correctly. If a typing mistake is made before pressing RETURN, use the DELETE Key to delete the letters. After an incorrect answer, press Return or click the mouse to continue.

After the score is shown click the mouse or press RETURN to continue. Choose whether or not to play again. Swap disks if necessary. You will be returned to the Main Menu.

Memory Builder

Select the number of players and click on OK to proceed. Next, enter name(s) and press Return. Use the mouse to choose one of the following:

PICTURE-PICTURE
PICTURE-WORD
WORD-WORD
WORD-CONTRACTION

Click on OK to register your selection.

The object is to test your memory by seeing how many matches you can make. The name of the player whose turn it is will appear on the bottom of the screen. Type either the two letters of the boxes

you wish to view, or use the arrow icon and click on the two boxes you want to see. The computer will display what is hidden behind these boxes and indicate whether or not you have made a match. Click or press RETURN to continue. Once all the boxes have been revealed the score(s) will be shown. Press RETURN or click to continue. Next, choose whether or not you wish to play again.

Spelling Skills

Use the mouse to choose from the following:

ENTER NEW WORD LIST
LOAD EXISTING WORD LIST
USE COMPUTER'S WORD LIST
EXIT

Click on OK to proceed.

Enter New Word List

Enter your list of 10 words, pressing RETURN after each word. Choose whether or not you want to save the words on disk. If you choose not to, swap disks if indicated and proceed with the Spelling Skills exercises.

When loading and saving words, always wait for the red disk light to go out before removing a disk. The disk containing user-generated word files (your data disk) must be formatted.

PLEASE FAMILIARIZE YOURSELF WITH THE APPLE IIGS USER'S GUIDE SO THAT YOU WILL KNOW HOW TO OPEN, CLOSE AND READ DATA FILES. SEE THE CHAPTER ON THE PROGRAM LAUNCHER.

Saving list to disk

If you answer 'Y' to the question "Would you like to save this list to disk?", you will then be shown a file selection screen with a default filename of AESOP.WORDS. **Be sure to put in your formatted data**

disk in the drive at this time. Type the filename. Press Return or click on Save. (You can also click on Cancel if you change your mind and don't want to save on a data disk.)

After the list is saved to disk, the program will ask you if you want to play with these words. Answer accordingly and follow the on-screen prompts for disk swapping.

Load Existing Word List

Once you've selected the 'LOAD EXISTING WORD LIST' option, be sure to swap disks and put your own data disk (containing your word lists) in the drive.

To open the file of your choice, either double-click on its filename or click once to highlight the filename and click again on open. The program will then prompt you to swap disks once again as required.

Use Computer's Word List

The data base of over 800 words is grouped into three levels.

Beginner - 1st grade

Intermediate - 2nd grade

Advanced - 3rd grade

Use the mouse to select. Follow the on-screen instructions and swap disks if indicated. Next, select 1 or 2 players, enter names, and press RETURN.

Timer Option

Enter the number of seconds you wish each word to be displayed. Ten to fifteen seconds is a good starting point for early readers. Decrease the time as the child progresses. Press the RETURN Key after entering the amount of time.

Word Display

The list of the 10 words that the computer has selected at random will appear. Have the child read the words (aloud if he or she is just learning to read) and press RETURN to begin.

Words will be flashed for the pre-set amount of time and then disappear. The child's task is to type that word correctly. To delete any letters before Return has been pressed use the Delete Key. To proceed from word to word be sure to press RETURN or click the mouse button. As in the other modules, the score will be shown. Press RETURN or click to continue. Answer the on-screen questions to proceed, either repeating the same words, using different words, or returning to the Main Menu.

Programmed by William Demas

Graphics by Joseph Hewitt IV

Designed & Created by June Stark

Apple IIGS is a registered trademark of Apple Computer Corp.



*** IMPORTANT NOTE ***

For optimum efficiency and ease of use, we recommend two 3¹/₂" disk drives.

To those users who have one 3¹/₂" disk drive, we apologize for the disk swapping that is required to run this program.

Unfortunately, this is due to the IIGS Operating System and the way that it handles loading the tool box, mouse-user interface, the variety of fonts, speech and sound routines, graphic utilities, etc.

Please follow all on-screen instructions for swapping between the disks. SEVERAL SWAPS IN A ROW WILL BE REQUIRED AT TIMES.

In designing this software, we had to decide whether to sacrifice several activities, eliminate a good portion of the data base, and produce a one-disk program, therefore eliminating disk swapping, or include the broad variety of educational activities and huge data base and tolerate the disk swapping. We opted for the latter.

We know that your children and students will greatly benefit and enjoy this program.