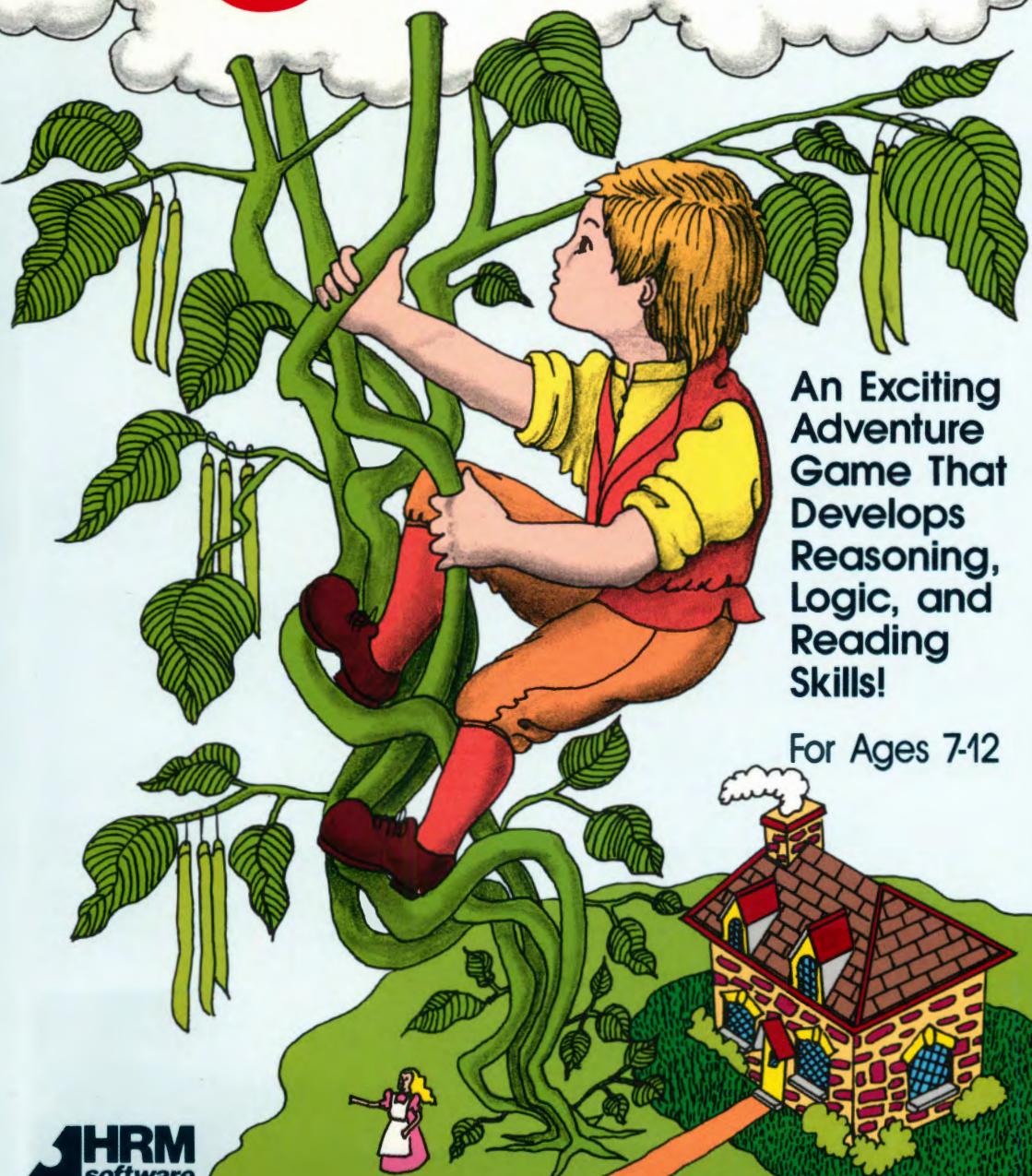


Jack and the Beanstalk



An Exciting
Adventure
Game That
Develops
Reasoning,
Logic, and
Reading
Skills!

For Ages 7-12

JACK AND THE BEANSTALK



HUMAN RELATIONS MEDIA

JACK AND THE BEANSTALK

APPLE II+, IIe, and IIc

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This program is dedicated to Ron Carlson, computer science teacher, Plymouth (Michigan) Public Schools.

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INTRODUCTION

Jack and the Beanstalk is an interactive adventure program based on the fairy tale that has pleased generations of children. Students take on the role of Jack and set out on a quest, with the ultimate goal of carrying the adventure through to a successful conclusion. Along the way, there are certain things they must accomplish in order to proceed towards that goal. How, and whether, they accomplish these things depends on the options they choose.

The adventure here is based on the familiar story: Jack trades his cow for beans; a beanstalk grows; Jack climbs it to find a castle, a giant, and rare treasures; and, in the end, he succeeds in eluding the giant and taking the treasures. However, using the software program, students can choose different options and alter the story. Different choices have different consequences. For instance, if they neglect to have Jack take bread along on the climb up the beanstalk, they will have to stop halfway and return home. And at the end of the adventure, if students opt to have Jack hide in the cupboard when the giant comes after him, they can avoid the traditional chase down the beanstalk and Jack can climb down at a leisurely pace.

In fact, the permutations of the adventure are such that some students may never find their way to its successful conclusion. But exploration of the various options is in itself a valuable activity, and one that students find enjoyable and rewarding.

Adding to the fun of the adventure is its unusual interactive format, which is easy for even younger students to master. Each choice is presented as a table of options, consisting of two lines. Here is an example:



Students select any combination of one word from the top line and one word from the bottom line; for example: Rope/Cow. The program will then respond to that choice. This entry format eliminates the frustrations common to many computer games and provides a range of choices that is interesting and at the same time manageable.

Jack and the Beanstalk has been field-tested under the supervision of experienced educators, and has proven effective as a motivational learning tool. Students enjoy going through the adventure again and again, and as they do they develop skills that are important for reading comprehension and

logical thinking. In addition, students may, through repetition, learn new sight words and add to their vocabulary. This guide will identify specific learning outcomes and provide suggestions for effective use of the program.

LEARNING OBJECTIVES

The program will help to build the following problem-solving, reading, and comprehension skills:

1. Understanding Sequence of Events: The concept of sequence is central to Jack's adventure.
2. Predicting Outcomes/Understanding Cause and Effect: The program encourages students to think in terms of "if . . . then."
3. Inference: Using the information given, students will infer certain things, such as the layout of Jack's farm.
4. Learning Through Trial and Error: Throughout the program, students may arrive at viable options by experimenting to eliminate those that do not work.
5. Memorization: Students will need to remember single events and series of events, in order to repeat them or change them.
6. Constructing Simple, Shorthand "Sentences" That Make Sense: As described, students pair words to issue commands that will take Jack on his way. Some possible word combinations

make sense; some don't. The program will tell students if their commands don't make sense.

7. Word Recognition/Vocabulary: Students may learn, through repeated use of the program, to recognize the words in the program. For some, the meanings of some words may be unfamiliar, and learning these words will build vocabulary.

USE OF THE PROGRAM WITH DIFFERENT AGE GROUPS

Jack and the Beanstalk is geared primarily for elementary school children aged about 7 to 11. However, the program can be used with younger children, even non-reading ones, with the help of an adult. And children older than elementary age are able to enjoy the challenge of going through the adventure and choosing different options. Moreover, the low-reading-level/high-interest format of the program suits it very well to use with older children who need remedial work in reading. By providing instant feedback and rewards along the way (a graphic coming on screen; a musical fanfare), Jack and the Beanstalk can help foster feelings of success and build a positive attitude towards reading and learning.

SUGGESTED TEACHING STRATEGIES

Jack and the Beanstalk is a flexible teaching aid that can be incorporated into the curriculum in numerous ways. Field tests suggest that the program is most effective when students work in small groups. This helps in the development of

oral language, which is the foundation of reading and writing. It also involves children in the group decision-making process. The importance of group discussion of the adventure and group decision-making cannot be overemphasized.

Teachers also may work with individual students. This allows the teacher to see how a child is progressing and in what areas he or she may need help.

Included in the Appendix of this guide are several teaching aids that will help teachers make effective use of Jack and the Beanstalk. A description of these aids follows.

Appendix A: Synopsis of the Story

For teachers who are unfamiliar with the traditional story, this synopsis will acquaint them with a common version. Familiarity with the story is a definite advantage in getting through the adventure, and knowing it will help teachers guide students.

Appendix B: Summary of the Key Events in the Program

As discussed before, there are certain key events built into the adventure. These are things that must happen in order for the adventure to proceed toward a successful conclusion. In this appendix, these key events are listed.

Appendix C: Flow Diagram (Complete)

This diagram graphically illustrates for teachers the basic design of the adventure. The boxes

represent places and correspond to the main visuals in the program. This should explain the "geography" of Jack's adventure and clarify how certain options work the way they do.

Appendix D: Flow Diagram (Blank)

This is the same diagram as the one in Appendix C, only the boxes are not filled in. Teachers may copy this diagram and distribute it to students. Filling in the boxes can help students understand the "shape" of the adventure and give them ideas as to how to complete it.

Appendix E: Progress Chart

This chart can help the teacher monitor children's progress through the adventure. The sheet can also serve as a source of "hints" for children having difficulty finding their way through the adventure.

USING THE PROGRAM

A) Starting the adventure:

- 1) Insert Side One of the Jack and the Beanstalk master disk. (Take care not to touch the disk's surface through the read/write slot. This will prolong the life of your master disk.)
- 2) Turn on the power using the switch located on the left rear of the Apple computer.
- 3) After the title picture appears on the screen you will be asked if you would like

to begin a new game or restore a previous adventure. To begin a new game, press RETURN to continue. To restore a previous game, follow the directions under (D) on the next page.

- 4) When the first picture of the adventure is on the screen two sets of words will appear on two lines at the bottom of the screen. Use the Arrow keys (\leftarrow \rightarrow) to select a word from the top line and another word from the bottom line describing the action you would like to take. Press RETURN to see the computer's response to your selection.
 - 5) When a printed message appears on the screen, press RETURN to continue after you have finished reading.
- B) Continuing to Side Two:
- Halfway through the adventure you will be asked to turn the disk to Side Two. Carefully remove the disk from the disk drive and turn it over. Put the disk back into the drive, close the door, and press RETURN in order to continue.

- C) Saving your progress:
- 1) At any time during the adventure you can save a student's progress by holding the CONTROL key and pressing the letter "S." The program will then ask you to insert a Save Disk.
 - 2) Once the Save Disk is in the drive, press the ESC key. The computer will ask you to

type in a password. Remember the password. You will need it next time you start the adventure.

- 3) Press ESC and the adventure will be stored for future use.

D) Restoring a previous adventure:

- 1) Insert the Jack and the Beanstalk master disk and turn on the power.
- 2) When asked if you would like to continue a previous adventure, answer yes by pressing the → key to highlight this response and then press RETURN.
- 3) Insert your Save Disk when asked and enter the appropriate password for your adventure. The computer will restore the adventure to the point where you left off.

E) Making a Save Disk:

- 1) Insert your System Master 3.3 disk and turn on the power.
- 2) When the disk drive stops whirring and the red light goes out, take out the System Master 3.3 disk.
- 3) Insert your blank disk and type:

INIT HELLO

The disk drive will run for approximately 30 seconds. An Adventure Save Disk prepared in this way enables you to save more than 100 adventures.

APPENDIX A

Synopsis of the Story, "Jack and the Beanstalk"

Once upon a time a boy named Jack lived with his mother on their small farm. They were very poor. One day there was no money left, and Jack's mother told him to take their only cow to town and sell her.

Jack took the cow, but on the way to town he met a man. The man offered him a handful of beans in exchange for the cow. The man assured him that these were magic beans. Jack swapped the cow and went back home.

When Jack returned home, he showed his mother the beans. She was furious at him for being so foolish, and in her anger threw the beans out the window.

That night, while Jack and his mother slept, a beanstalk grew. It was so thick and tall that it reached above the clouds. When Jack saw it, he set out to climb it.

When he finally reached the top, he saw a huge and beautiful castle. He crept into the door. In the kitchen he discovered some food and ate a good meal, but then he heard the giant coming. He hid in the cupboard until the giant left. Then he explored the castle. In one room he found a magic harp, and in another, a fairy who alone had the power to play the harp. When the harp sounded sweetly, it put the giant to sleep. Jack crept in where the giant was sleeping and saw on the table

next to him a magic goose that laid golden eggs. Jack popped the goose, the harp, and the fairy into a bag and turned to go back home.

As Jack was leaving, the giant awakened. Enraged at the theft of his treasures, he pursued Jack down the beanstalk. But Jack made it down just in time to get an axe and chop the beanstalk down. The beanstalk and the giant fell to the ground, and the giant was killed. The treasures belonged to Jack now. The harp and the fairy brought him tranquillity and happiness, and the goose provided him with all the wealth he could ever want. He and his mother would never again be poor.

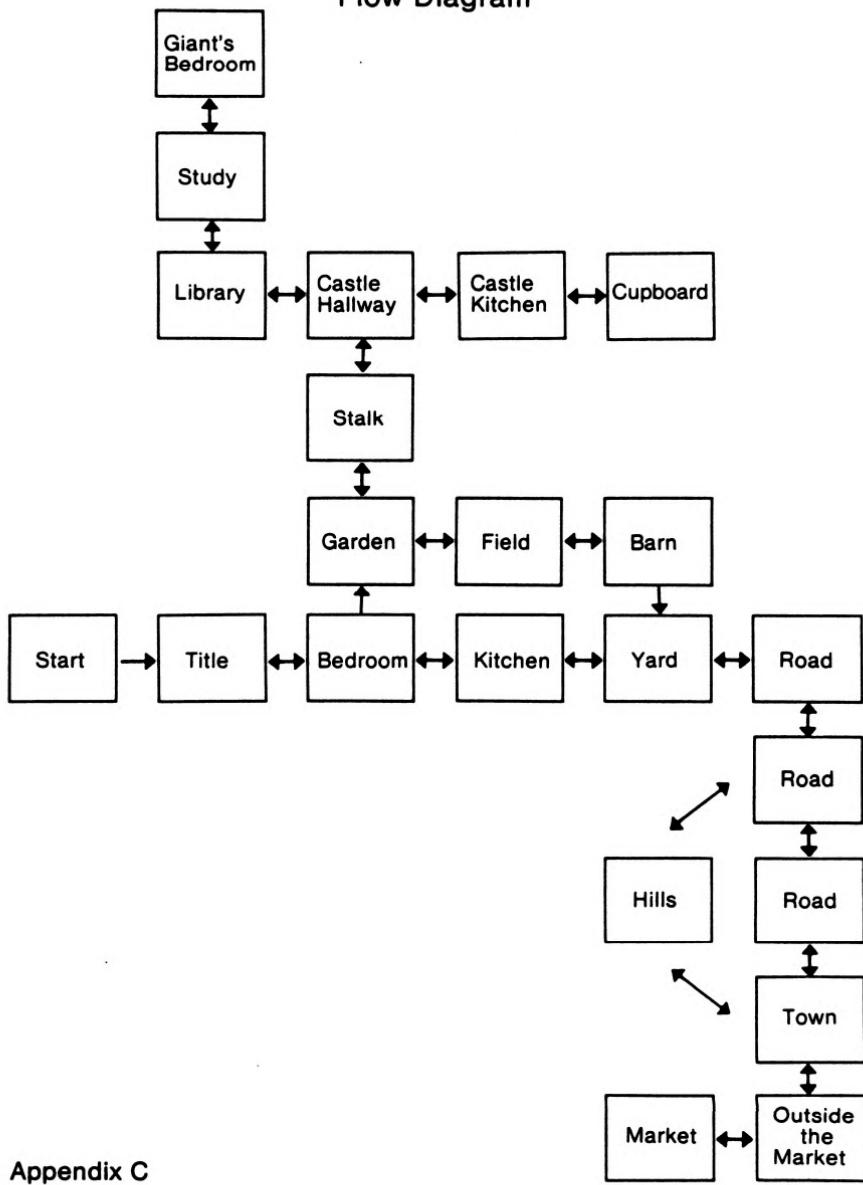
APPENDIX B

Summary of the Key Events in the Program

1. Jack has roped Betsy.
2. Jack has traded for the magic beans.
3. The beanstalk has grown.
4. Jack has climbed up the beanstalk.
5. Jack has eaten breakfast in the castle.
6. Jack has taken the fairy.
7. Jack has collected many valuable things.
8. Jack has escaped the giant.
9. Jack has reached the end of the adventure.

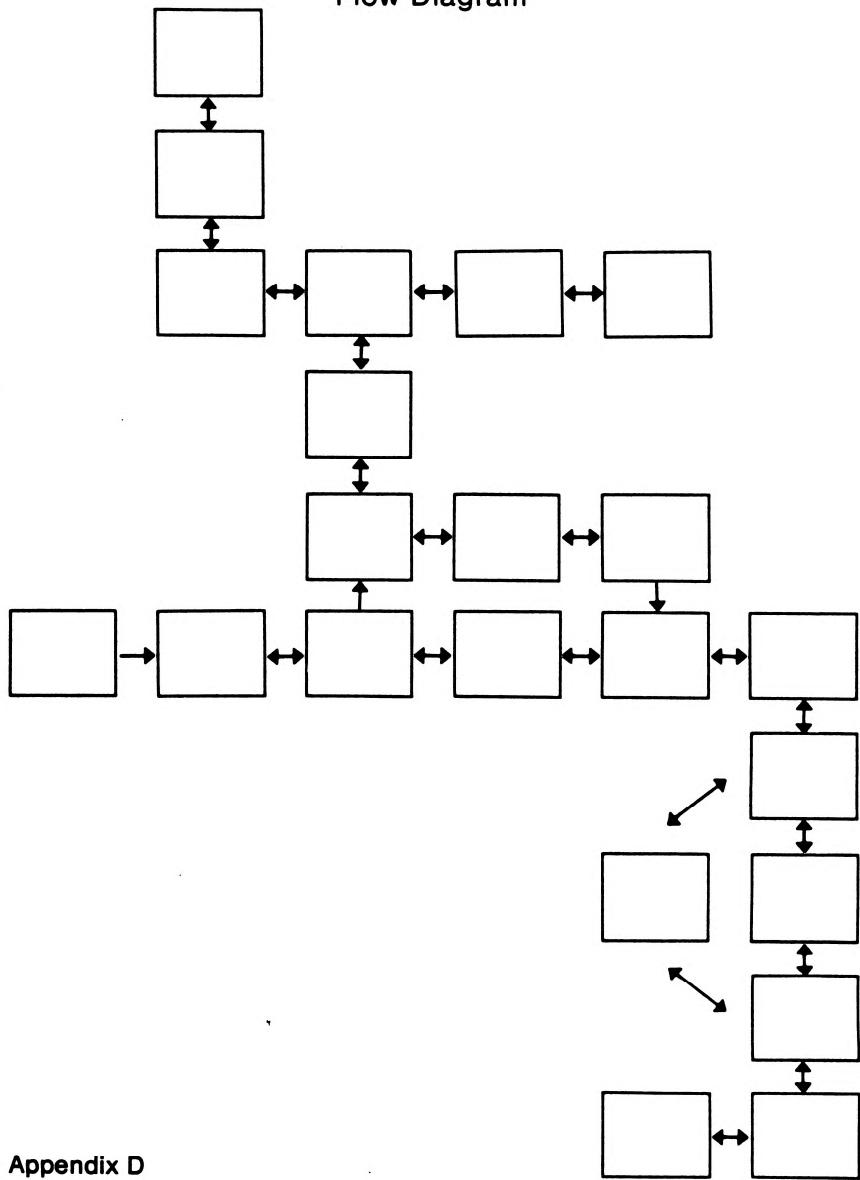
Jack and the Beanstalk

Flow Diagram



Jack and the Beanstalk

Flow Diagram



Jack and the Beanstalk

Students / Groups

1. Jack has roped Betsy.
 2. Jack has traded for the magic beans.
 3. The beanstalk has grown.
 4. Jack has climbed up the beanstalk.
 5. Jack has eaten breakfast in the castle.
 6. Jack has gotten the fairy.
 7. Jack has collected many valuable things.
 8. Jack has escaped the giant.
 9. Jack has reached the end of the adventure.



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Colorful graphics, animation, and music are all part of this adventure game based on the traditional folk tale. Children develop problem-solving and reading skills as they make decisions affecting how the story progresses. They must decide whether to sell the cow, to trade for beans, to hide from the giant, and to cut down the beanstalk. The easy entry of commands and the familiar story line eliminate the frustration common in other computer adventure games.

The program helps develop such skills as planning ahead, deductive reasoning, understanding cause and effect, and choosing the right sequence of actions. At the same time, it expands vocabulary and strengthens comprehension skills.

The program has been tested extensively with children of many different ages. Younger students enjoy exploring the story, while exercising reading and vocabulary skills. Older children are captivated by the problem-solving challenges.

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