

Charlie Brown's® ABC'S



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Peanuts® games and manuals based on characters by Charles M. Schulz.

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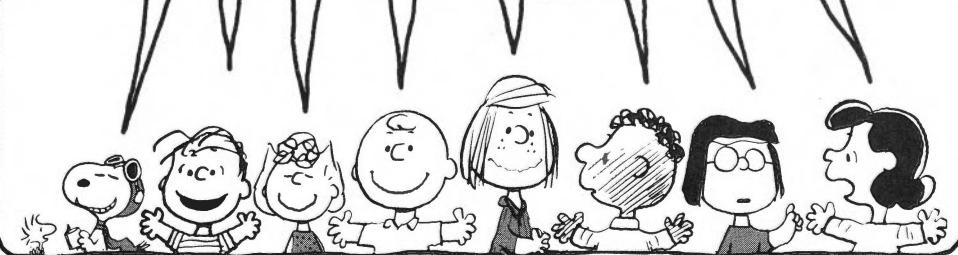
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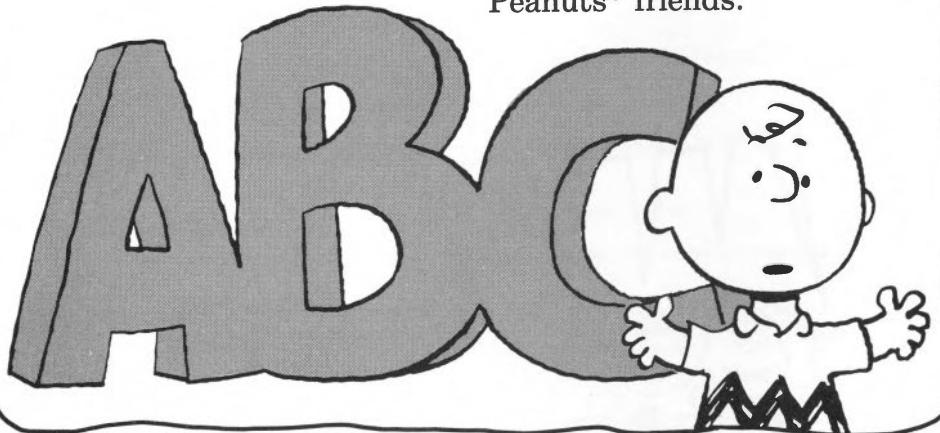
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CHARLIE BROWN'S® ABC'S



THE GAME



CHARLIE BROWN'S® ABC's is an easy-to-use program that introduces young children to the fun of learning. Simply press a letter on the keyboard and the fun begins.

Watch the ABC's come to life. Press K and see Charlie Brown try to fly his KITE. Press R and laugh as Snoopy dances to the music of his RADIO. Preschoolers will enjoy exploring the alphabet with their fun-loving Peanuts® friends.

To double the fun, a bonus activity package is part of CHARLIE BROWN'S® ABC's. The enclosed activity cards and the games described in the back of this booklet are designed for you to share with your child.

Learning the alphabet is one of the most important educational experiences your child will have. Extra activities add to the fun and enrich this experience. Choose any or all that you feel your child will enjoy.



WARM UP

To play either Side 1 or Side 2 of CHARLIE BROWN'S® ABC's, you need:

- an Apple® II+ or IIe with 48K
- one Apple® disk drive
- a monitor,
(color monitor preferred)

Now, to get ready to use the program, follow these steps:

- Make sure your computer is

off and your monitor is on.
• Lift the door on the disk drive.
• Insert the CHARLIE BROWN'S® ABC's program diskette into the disk drive. Be sure the label for the side you want is facing up. For demonstration purposes, use Side 1 (A-M).

- Close the disk drive door.
- Turn on the computer and the program loads the Owner's Frame.*

*The first time you load this program, the Owner's Frame appears instructing you to type your name and press RETURN. Be sure to type your name accurately. This is the only time you will be able to enter your name on the Owner's Frame.

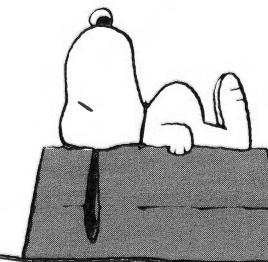


READY, SET, GO!

To play the entire game without sound, type 911 at the Random House Frame and press RETURN. To turn the sound off during the game,

press the CONTROL (CTRL) key and the S key at the same time. Press these keys again to turn the sound back on.

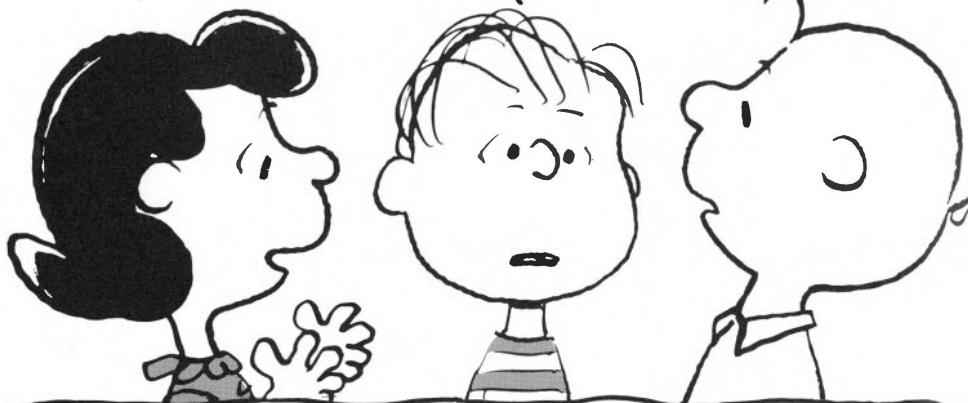
SHHHHHHHHHH!



I WANT TO GO
RIGHT DOWN THE
ALPHABET... A,B,C

I WANT TO
SEE L FIRST.

NO PROBLEM.
YOU CAN PLAY
EITHER WAY.



STEP 1:

You can begin in one of two ways:

1. Type a letter. On Side 1, you can pick any letter A-M. The letters N-Z appear on Side 2. The program advances to the letter screen.



2. Use the direction keys. Pressing the → key takes you to the next letter in the alphabetical sequence. This is especially helpful for the child learning alphabetical order. If you would like to move backwards and see the letter that comes **before** the one you are viewing, press the ← key. The arrow keys can be used to start play or at any time during play.

STEP 2:

Type the letter you see on the screen. Watch the Peanuts® gang bring the word and letter to life.

If you want to see the animation again, type the same letter.

STEP 3:

To see a new letter, repeat the first two steps.



TO SEE A NEW
LETTER, TYPE
WHATEVER LETTER
YOU WANT.





TO SEE LETTERS
IN ALPHABETICAL
ORDER, TYPE EACH
LETTER IN TURN...

OR... USE THIS
KEY → TO GO
FORWARD, THIS
KEY ← TO GO
BACKWARD.

REMEMBER,
SIDE 1 HAS
THE LETTERS
A-M...

AND,
SIDE 2
HAS
N-Z.

SPECIAL FEATURES

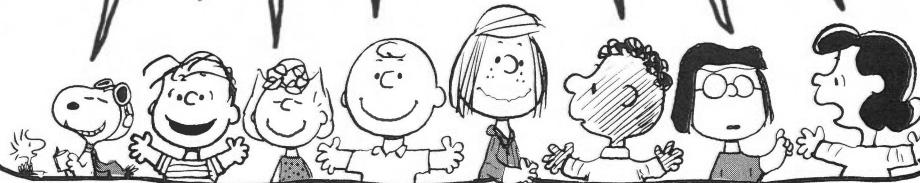
Here's a roundup of the special things you can do:

- **SOUND:** There are two ways to operate this program without sound. At the Random House Frame, type 911 before you press RETURN. This turns off the sound for the entire playing time.

Or, you can turn off the sound by pressing CONTROL (CTRL) and S at the same time any time during the program. Press these same keys again to restore sound.

- **EARLY OUT:** If you want to end the program early, press SHIFT and * at the same time.
- **PRESS RETURN CUE:** Each time the message "Press RETURN to continue" appears, the program sounds three beeps. This cue is repeated every 10 seconds.
- **TYPING AN INAPPROPRIATE KEY:** If you type a letter that appears on the OTHER side of the disk, the program sounds a short beep.

MORE AND MORE ABC FUN





Here are some ABC activities for you and your child to share. They offer ways to explore the alphabet using the enclosed activity cards and the CHARLIE BROWN'S® ABC's program.

READY FOR
SOME MORE
ABC FUN?

Choose any or all of the activities you think your child will enjoy. Different activities can be played before, during, and after enjoying the program.

WARM-UP
FUN



Help your child become familiar with the letters of the alphabet and their placement on the keyboard. You can enjoy these activities before you turn on the computer to play CHARLIE BROWN'S® ABC's for the first or the hundredth time.

These activities are meant to be played with the program. They present different ways to enjoy the ABC's program.

HANDS-ON FUN



These activities help make connections between the computer lessons and your child's world. The computer may be turned off, but your child's exploration of the alphabet has just begun.

FOR LATER ON



THE ACTIVITY CARDS

Enclosed you will find seven activity cards for you to use in different ways.

Three LETTER/OBJECT CARDS: Separate these cards so you have a card for each letter of the alphabet. Each card shows an upper-case and lower-case letter on one side. The other side contains a picture and the name of the object beginning with the letter on the reverse side.

Three UPPER-CASE/LOWER-CASE CARDS: Separate these cards also. Each of the 26 cards contains an upper-case letter on one side and a lower-case letter on the other. There is also a dot on each side. The dot shows whether the letter appears on the left, right, or middle of the computer keyboard. These cards can be used to help your child locate letters on the keyboard.

WARM-UP FUN

NOTE: You may find it easier to sort each group of cards into two decks for the letters A-M and N-Z. This will simplify use with either Side 1 or Side 2 of the CHARLIE BROWN'S® ABC's program.

One KEYBOARD CARD: A computer keyboard appears on each side of the card. The keys show upper-case letters on one side and lower-case letters on the other. Your child can practice finding the letters on the keyboard card when (s)he is away from the computer. Letters can be circled with a grease pencil and the card can be wiped clean.

NAME THE LETTER

You need:

- letter/object cards

Let your child separate the letter/object cards. As (s)he does, you can talk about each letter. Here are some things you might want to do:

1. Name the letter on the card.
2. Ask your child to trace the letter with a finger.
3. Turn the card over and talk about the object.
4. Ask your child to name the object.
5. Point out that the name

of the object begins with the letter on the card.

6. Look at each of the cards. Point out the differences between the shapes of various letters, such as E and F, M and N, P and B, etc.

7. Make learning the alphabet personal and fun. Point out the first letters in the names of people and animals your child knows.

LETTER HUNT

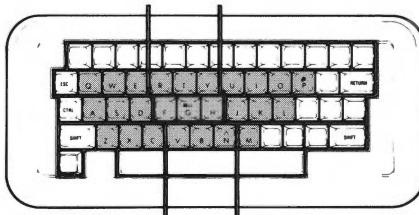
You need:

- Upper-case/lower-case cards, A-M or N-Z

Help your child match the letters on the cards with the letters on the computer keyboard. In this activity you divide the keyboard into three parts and sort

the letter cards into piles below the keyboard groups.

1. Use two strings or ribbons to divide your keyboard into three parts: left, right, and middle.



2. Help your child look at the UPPER-CASE letter on a card and find where the letter appears on the keyboard.

3. Make a pile of cards under each group of keys and sort each letter card into the group it belongs.

4. When you have sorted the A-M cards, you can repeat the activity using the N-Z cards.

NOTE: The dots on the bottom of the cards are guides to help a child find the letters on the keyboard.

ADVANCED LETTER HUNT

You need:

- Upper-case/lower-case cards, A-M or N-Z
- Keyboard card, capital letters
- Grease pencil (optional)

This is a simple variation of the last activity that can be played away from the computer. Play it as a game.

1. Shuffle the cards. Deal five or more cards to your child. The upper-case letters should be facing up.
2. Give your child the picture of the computer keyboard showing upper-case letters.

Ask your child to find each of the letters on the keyboard card.

NOTE: Your child can sort the cards into piles below the keyboard card. Or, if you have a grease pencil, your child can circle the letters on the keyboard card.

3. For a greater challenge, you can repeat the activity using the lower-case letter cards and lower-case keyboard card.

HANDS-ON FUN

A to M; N to Z

You need:

- CHARLIE BROWN'S® ABC's program

This is an easy way to guide your child through the alphabetical order of the ABC's program. Use Side 1, then Side 2.

1. Operate the program using the → key. Or, press each letter in alphabetical order. For operating instructions, see the section titled Ready! Set! Go!

2. Name the letter in the picture. Or, ask your child to name and point to the letter. Ask if (s)he can find the same letter on the keyboard.
3. If your child has trouble finding the letter on the keyboard, point to the right key. Then ask if the letter matches the one on the screen. Let your child press the letter key and enjoy the animation.
4. Repeat these steps for each letter on Side 1. Then, if you want, go to Side 2 and complete the alphabet.

FIND THE UPPER-CASE LETTER

You need:

- CHARLIE BROWN'S® ABC's program
- blank sheet of paper
- pencil

In this matching activity, you give your child a group of letters. Your child hunts for these letters on the keyboard as (s)he plays the game.

1. Print five (5) upper-case letters on a piece of paper. Choose letters from A-M for Side 1 and letters from N-Z when playing Side 2.
2. Ask your child to find the first letter on the keyboard and press the key.
3. When the letter appears on the screen, ask your child to see if it matches the

drawn letter. If it does, you might want to draw a star or smiling face next to the letter.

4. Let your child press the letter key again and enjoy the animation.
5. Repeat the above steps for each of the five (5) letters. Then, try five (5) more!

LETTERS MAKE WORDS!

You need:

- CHARLIE BROWN'S® ABC's program
- blank sheet of paper
- pencil

This simple variation of finding letters introduces your child to the concept that words are made of letters.

1. Print a short word on a piece of paper. Say the word.

2. Since only half of the alphabet appears on each side of the disk, your words should be made of letters from A-M or N-Z.

For example:

Side 1: BIG, HIM, JAKE, DIG, HAD, FACE, HEAD, AID, MAID, LAME, CAKE, HE, HAM.
Side 2: NO, SUN, OX, POT, TOYS, SPOT, ROY, WON, RUT, ZOO.

3. Ask your child to find the first letter of the word on the keyboard and press the key. Ask if the letter on the screen matches the drawn letter.

4. If it does, draw a circle around the letter. If it doesn't, draw a square around the letter. Later, try other words containing any missed letters.

5. Continue the game and repeat the above steps for each letter. Then try a new word.

LITTLE LETTER HUNT

You need:

- CHARLIE BROWN'S® ABC's program
- Object/letter cards, A-M or N-Z
- Lower-case letter cards, a-m or n-z

Help your child recognize lower-case letters and match them with upper-case ones.

1. Give your child the deck of lower-case letter cards for either Side 1 or Side 2.
2. Lay out one of the object/letter cards. The letter side should be facing up. Ask your child to find the lower-case letter in his or her

deck that matches the card displayed. Place the cards next to each other.

3. Ask your child to find and press the upper-case letter on the keyboard to play the program.
4. Repeat the above steps with a new letter.

For a more challenging activity, deal several lower-case letter cards to your child as (s)he is ready to play the program. Ask him or her to press the upper-case letter key that matches the lower-case letter on the first card. Play the program and repeat for each of the cards.

You may also make your own variation on these activities using the lower-case keyboard card. For example, give your child a

lower-case letter card. Ask him or her to find and circle the letter on the keyboard card. Then, (s)he may go to the actual keyboard and find and press the key that matches the circled letter.

LETTER WHIZ

You need:

- CHARLIE BROWN'S® ABC's program
- Upper-case letter cards, A-M or N-Z

For this game, a group of children are needed...the more the merrier!

1. Shuffle the A-M letter cards.
2. Place the cards next to the computer.
3. Ask the children to stand in line in front of the computer.

4. The first child picks up the top card. The child must say the letter that follows in the alphabet and press that key.
5. If (s)he is correct, the card is placed at the bottom of the pile and Player 1 goes to the end of the line. Player 2 then picks a card from the top.
6. If Player 1 is incorrect, (s)he hands the letter card to Player 2 and then sits down. If none of the players in the line know the answer, Player 1 can re-enter the game.
7. The game continues until only one player remains standing. That player is the LETTER WHIZ!

For a variation, try having the players identify the

letter that comes BEFORE the letter on the card. Then have the children use the lower-case letter cards.

LISTEN TO THE LETTERS****

You need:

- CHARLIE BROWN'S® ABC's program
- Object/letter cards;
A-M or N-Z

You may want to introduce your child to letter sounds as (s)he learns the alphabet. You can do this whenever your child is playing with the letter cards.

This activity reinforces your child's knowledge of letter sounds as (s)he plays the computer program.

1. Shuffle the object/letter cards. Deal five (5) or more

cards (object side up) to your child. Ask your child to name the object on the first card.

2. Say the sound of the first letter in the name. Ask your child to repeat the sound and tell you what letter makes this sound.
3. Ask your child to find that letter on the keyboard. Have your child press the key and play the program.
4. Repeat the steps for the remaining cards.

You may also want to introduce the sound of the letters as you play the program in alphabetical order.

FOR LATER ON

CIRCLE THE LETTER!

You need:

- a magazine page
- pencil
- upper-case/lower-case letter cards

Now that your child is familiar with some or all of the letters, this activity will help him or her recognize letters (s)he sees in other places.

1. Shuffle the deck of cards. Ask your child to draw a card from the deck.
2. Pick a page in a magazine. Ask your child to circle all the upper-case letters on that page that match the letter on the card.
3. Repeat this activity with other letters. Then play using the lower-case cards.

LETTER SCRAPBOOK

Once your child knows the alphabet, you can help him or her make a letter scrapbook. Use a notebook and leave a page or two for each letter of the alphabet. Print that letter in upper and lower case at the top of the page.

LETTER COLLAGE

You need:

- letter scrapbook
- magazines
- scissors
- tape or glue
- object/letter cards

You can use the object/letter cards to help your child begin filling his or her letter scrapbook.

1. Ask your child to pick a card.
2. Talk about the letter and its sound. Ask what other words your child can think of that begin with the same sound.

For example, if H is the letter, talk about the object “hat” on the card. Help your child think of other words which begin with the same letter sound:

house, home, happy, heart...

3. Ask your child to find and cut out pictures from the magazines of things that start with the sound of H. Tape or glue these pictures to the “H” page in the scrapbook.
4. You can print the name of each object under its picture.

You can also ask your child to cut out words beginning with the letter for his or her scrapbook.

I SPY

You need:

- letter/object cards

Here are some ways to play “I SPY” with one or more children.

1. Draw a card and show it to the players. Each player has to name objects within sight that begin with that letter and sound. Players can take turns naming words until one player cannot. S(he) is then disqualified.
2. Draw a card and show it to the players. Find an object within sight that begins with that letter. Give hints to the other players so that they can guess the object. Your clues might tell about its shape, color, use, etc.

The player who guesses correctly chooses the next card. If a card is drawn for which an object in the room or area cannot be found, discard and draw another.

3. Make your own variation of "I SPY" to suit the occasion. Pick a card at the beginning of a trip. Whenever an object that begins with the letter is seen, add it to a list. See how many things can be found by the end of the day or trip.



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RANDOM HOUSE
Software

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Side 1
A-M

RANDOM HOUSE
Software



0-676-32150-X

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Scotch™ FLOPPY DISK



Side 2
N-Z

RANDOM HOUSE
Software



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Scotch™ FLOPPY DISK

