

CTW

SESAME STREET

A SESAME STREET®
Preschool Skills Activity

Big Bird's Special Delivery™*

An object recognition game.



Game Play & Activity Manual

CBS
SOFTWARE

Why are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—that of interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

BIG BIRD'S SPECIAL DELIVERY provides a playful setting in which children can practice an important preschool skill: classification of objects. Children feel at home with their Muppet friends, especially Little Bird—who is just their size and relies on their help! Emphasizing computer interaction and featuring lively, colorful graphics, this unique computer activity helps children improve their understanding of the attributes of form, class and function—while having fun!

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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Big Bird's Special Delivery™*

**Hi! Help me
deliver
packages!**



You're going to like playing
BIG BIRD'S SPECIAL DELIVERY.
It's a game made just for kids like you.

At Children's Television Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, let's get started!

Get Ready

The Reference Card included with **BIG BIRD'S SPECIAL DELIVERY** contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the Reference Card first and come back to this manual for the rest of the details.

Parents:

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

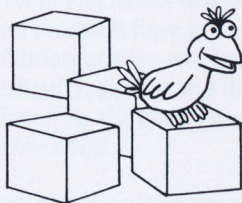


*Here are two mail-birds we'd like you to meet,
Big Bird and Little Bird of Sesame Street!*



*They have lots to deliver—
But where should they go?
They need your help...
Because only you know!*

Big Bird and Little Bird are in business! They have all kinds of packages to deliver—and neither rain, nor snow, nor gloom of night will stop them. But they need your help! It's up to you to take each package to the right store.



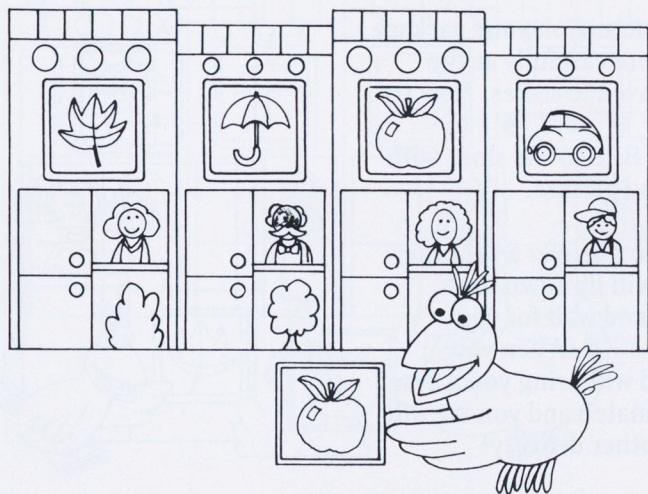
There are two games listed on the opening menu. In *The Same Game*, the child must make exact picture matches. In *Find the Right Kind*, the child must look at a picture and match it according to its category. A list of categories and pictures appears in the back of this manual. By reading and performing the instructions for each game along with your child, you can help him or her learn to play.

Once a child knows how to play a game, he or she can choose from two levels. In *Level A*, all four pictures above the stores must be matched before new pictures appear. In *Level B*, all four store pictures change after each match.

The Same Game

Here comes Big Bird with a package for you. Look carefully at the picture on your package. Now look at the pictures over each of the stores on Sesame Street. See if you can find the picture that has the same shape and the same color as the one on your package. Only one picture will be just the same!

Found it? Great! Now you can help Little Bird bring the package to the store with the matching picture.



To help your child focus on visual details, point to the picture on the package and then to each of the pictures on the stores. Ask if any of these store pictures looks just like the one on Little Bird's package.

On The Move

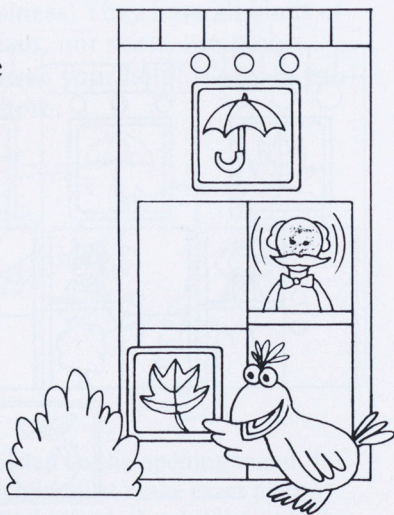
Look at the computer keyboard. Press or [▲] to move Little Bird back and forth across Sesame Street. When you think he has reached the right store, press .

* If the picture on the store is the same as the one on your package, Little Bird will fly up and make the delivery.

* If the pictures are not the same, the storekeeper will shake his or her head "no."

Check the picture on your package and look more carefully at the pictures above the stores. Now try again. Use or to move Little Bird to the store with the matching picture.

Each time you deliver a package, Little Bird will fly down to the ground and wait for you to press [▲]. When you do, Big Bird will bring you a new package to match and you are off to make another delivery!

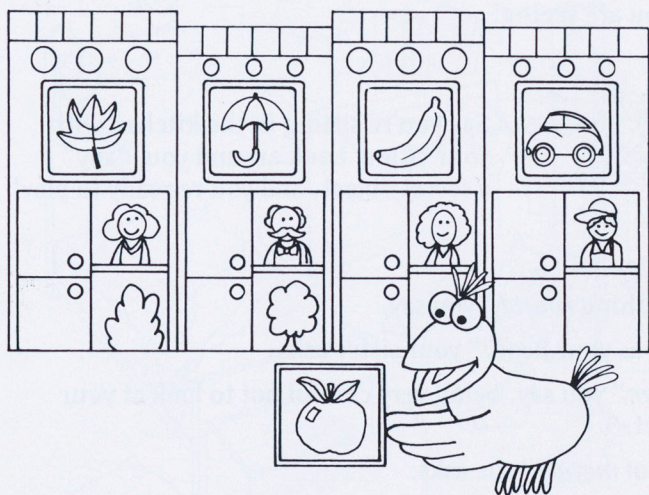


At first you might need to remind your child to press after each delivery. Say something like "Press to tell the computer that you are ready for a new package." This will help the child see that the computer relies on his or her input.

Find The Right Kind

Look sharp, mailbird! Big Bird is back with more packages, but this time your job is a little different. Look at the picture on each package. What kind of object do you see?

Do you see an apple? That's a kind of fruit. So this time, look for a store that has another kind of fruit... like a banana or a strawberry. What if your package has a hat? That's something to wear. So look for a store that sells things that you wear.



Remember, press or to move Little Bird to the correct store. Then press to tell Little Bird to deliver the package!

After each package is delivered, Little Bird will fly down and wait for you to press . Then he will bring you a new package to match!

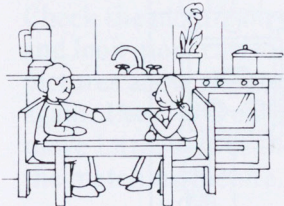
BIG BIRD'S ACTIVITIES



Done with your rounds, mailbird? Before you call it a day, try these activities!

I SPY

Are you a good spy? Try this game of clues and questions and see how quickly your friends can spy what you are seeing!



Say you're sitting in the kitchen with your sister. Look around you, "spy" a secret object, and you're ready to play!

"I spy something *round*," you say.

"Is it as *big* as your head?" your sister asks.

"No, *smaller*," you say, being very careful not to look at your secret object.

"Is it made of *metal*?" she asks.

"Nope," you answer, "it's made of *plastic*."

"Is it *black*?" she asks.

"Yes," you reply, knowing that the jig is up.

"It's the *oven knob*," she says. And she's right!



Now it's your sister's turn to "spy" a new secret object—and it's your turn to guess! Take turns spotting and guessing objects until you're all spied out!

Mirror, Mirror

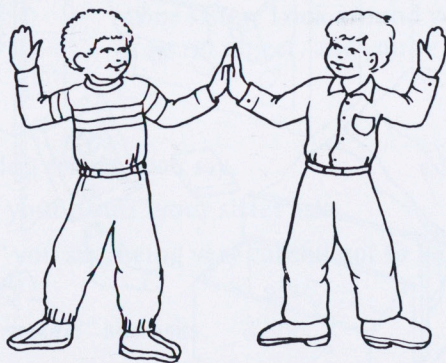
What does a mirror do?
It looks just like you.
You can be a mirror, too!



First, find a friend. Face each other and hold your hands out so your fingers touch.

Decide who will be the Mirror and who will be the Player.

OK, Player, think of a funny way to stand. Now, freeze!
Mirror—match that move! Stand exactly the same way your friend is standing.



Did you do it? Great! Now it's the Mirror's turn to be the Player.

If you want to make the game a little harder, try moving together. That's right Mirror, you have to move in the same way, and at the same time as the Player. *(Move slowly, Player, so that the Mirror can follow you!)*

Categories and Pictures used in Big Bird's Special Delivery

CLOTHES

Shirt
Rainboot
Cowboy Hat
Dress
Boot
Coat
Glove

WAYS TO TRAVEL

Motorcycle
Airplane
Sailboat
Car
Train
Truck
Fire Engine

BUILDINGS

Apartment House
Factory
Barn
Log Cabin
House
Bank
School

SPORTS

Ice Skate
Kite
Roller Skate
Basketball
Baseball
Football
Racquet

FOOD

Banana
Pear
Pumpkin
Apple
Strawberry
Ice Cream Cone
Pineapple

MUSICAL INSTRUMENTS

Drum
Trumpet
Saxophone
Guitar
Bell
Violin
Piano

PLANTS

Tulip
House Plant
Daisy
Apple Tree
Evergreen Tree
Oak Tree
Sunflower

KITCHEN THINGS

Fork
Mug
Bowl
Glass
Pitcher
Spoon

ANIMALS

Whale
Elephant
Bunny
Duck
Cat
Turtle
Butterfly
Cow

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How To Play

For IBM®-PCjr.



Big Bird's Special Delivery™

To Set Up Your Computer

1. Connect your computer to a monitor or TV.
DO NOT TURN ON YOUR COMPUTER.
 2. Plug the cartridge into your computer's left cartridge port.
 3. Turn on your monitor or TV and adjust the volume.
 4. NOW TURN ON YOUR COMPUTER.
The title screen will appear.
-

To Start Your Game

Game Play

Press **1** or **2** to select the game you want to play. Then press **ENTER**.

Skill Level

Press **1** to see the on-screen instructions.
Press **2** or **3** to choose your level. Then press **ENTER**.

Object Of The Game

Help Big Bird and Little Bird deliver packages to stores with matching pictures.


Making a Match


In *The Same Game*, a matching picture looks just like the one on your package.


In *Find The Right Kind*, a matching picture is the same *kind* of thing as the one on your package.

PLAY!


Big Bird will give Little Bird a package to deliver.

Press  to move Little Bird to the left.


Press  to move Little Bird to the right.

Press  to deliver a package.

If you make a correct match, the shopkeeper nods "yes," Little Bird delivers the package and the shop lights flash.

Press  for a new package.

If you make an incorrect match, the shopkeeper shakes his head "no." Think about which picture matches your package, then move Little Bird to another store and try again.

Press  to end your game and return to the Game Menu.

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ATTENTION IBM^(R) PCjr. OWNERS

**In the effort to prepare this program for your computer,
these disk loading instructions were inadvertently
omitted from the How To Play Card.**

- 1. Place your DOS 2.1 disk in Drive A and turn on your computer.**
- 2. When the request to enter the day and time appears,
press the ENTER key twice.**
- 3. When the A> appears, remove the DOS disk and place your
program disk in drive A.**
- 4. Type "CBS" and then press ENTER.
Your program will now load.**