

SIGNPLAY

IBM PC, IBM XT with at least 64K



SIGNPLAY

An Interactive Sight-Reading Game For Young Children

©Compu-Teach Inc., 1983
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This *Signplay* program is designed to run on any IBM PC or IBM XT with one disk drive, DOS 1.1 (16 sector) and at least 64K of memory.

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INSTRUCTIONS FOR STARTING UP SIGNPLAY.

Always remember, when working with diskettes: Never use force to insert a disk into a disk drive or to close a drive door, and never open a drive door unless the drive is silent and the red light is off.

***IMPORTANT NOTE: On the IBM-PC, the RETURN key is sometimes called the ENTER key. It is to the right of the letter keys and has a right-angled arrow on it.

Depending on whether your computer is ON or OFF, follow either instruction 3 or 4 accordingly.

1. Lift the door of the disk drive and gently slide in the DOS 1.1 disk, oval-cutout end first, label side up. (DOS means Disk Operating System.) If you have TWO drives, use drive ONE.
2. When the disk is completely inside, close the drive door until it clicks shut. If it doesn't close easily, don't force it; take the disk out and try again.
3. If your system is OFF, turn the display monitor ON; then turn the computer ON.
4. If your system is already ON, press the CONT, ALT and DEL keys simultaneously. This is called a "warm" start-up, as described in your reference manual.
5. Wait until on-screen instructions ask you to type in the date and the time. You may do this or simply press the RETURN key.
6. This will bring the "A>" prompt on screen.
7. Remove the DOS disk and replace it in its protective envelope. Next, carefully insert the *Signplay* diskette into the disk drive and close the door until it clicks shut. (REMEMBER: Never open a disk drive door if the red light is on; wait until it goes off.)
8. Then type SIGNPLAY. The screen should look like this: A>SIGNPLAY or A>signplay.
9. The *Signplay* program will then be loaded from the disk into the computer. This may take a few moments, so please be patient until the process is completed.

10. The Compu-Teach "see-saw" logo should now appear on the screen with music.
11. The game will be introduced, and when a list of options with a red arrow appears on-screen, the game is ready for you to play.
12. When you have finished playing the *Signplay* game and have left the game using the EXIT option, the "A>" prompt will reappear on the screen. Carefully remove the *Signplay* diskette and replace it in its protective envelope.

If you have any difficulties loading your *Signplay* disk, consult your computer manual for information and advice. Do not proceed until your problem has been solved.

PLAYING SIGNPLAY.

This *Signplay* game helps your child learn many common words found on everyday signs, first by helping him make the connection between the shapes and contexts of the signs with the words on them. Using this recognition vocabulary, which links the words to their signs, a variety of games then shows the child ways in which the words can be formed independently of the shapes of the signs themselves. Seven different games are listed on the Game Menu for the child to choose from.

CHOOSING A GAME TO PLAY.

- When you start *Signplay*, the screen will list eight options to choose from, seven games and the EXIT option to use when you have finished playing.
- Alongside the first game title is a large RED ARROW indicating that this is the current selection.
- To move the arrow and change the selection, press the SPACE BAR.
- If the arrow moves past the title of your choice, simply con-

tinue pressing the SPACE BAR and the arrow will move around again.

- When the arrow points to the option of your choice, press the ENTER key.
- To return to this Options Screen at any time during any of the games, press the ESC (escape) key.
- If you press an inappropriate key, the computer will just BEEP and wait for you to press the proper key.

THE SIGNPLAY GAMES, AND HOW TO PLAY THEM.

To help you and your child in your choice of games, here is a brief description of how each game is played.

SEE SIGN AND NAME (The Introductory Game).

In this game, a sign with the correct, appropriate word describing its purpose or function is displayed. For example, a yellow triangle bears the word YIELD, and a red octagon reads STOP, just as they both do when used as road signs. As each sign is displayed, you should help the child read the words shown, explaining the harder words, if necessary. To move on to another sign and another word, press the SPACE BAR. When you want to choose another game, press the ESC key to return to the Options Screen.

***IMPORTANT NOTE:

All the other games expect some input from the child. When the input is correct or appropriate, the computer will produce a musical fanfare and the screen will flash briefly with different colors.

If the input is incorrect, the computer will produce a flat buzzing sound to signify an inappropriate answer. The child will be allowed up to FOUR tries to input a correct answer, but if the fourth is still incorrect, the computer will provide the answer. This should be used as a learning experience and not as a right-or-wrong situation.

SEE A SIGN AND CHOOSE A NAME.

In this game, a sign will appear, but the word on the sign may not be correct; for example, the words NO PARKING may appear on a mailbox. The word on the sign may be changed by pressing the SPACE BAR until the child thinks that the word showing is the correct one; then he should press the ENTER key. The routine for correct or incorrect input, as described earlier, will take place. Once the word and sign are matched correctly either by the child or by the computer, you can go on to another pair by pressing ANY KEY.

SEE A NAME AND CHOOSE A SIGN.

This game is similar to the "See a Sign and Choose a Name" game, except that words remain the same while the sign changes until the two match. To change the sign, press the SPACE BAR; then press the ENTER key when the child thinks the word and sign are matched correctly. The same routine for correct or incorrect input, as described earlier, will take place. Once the word and sign have been matched correctly either by the child or by the computer, you may go on to another sign/word pair by pressing ANY KEY.

FILL IN THE FIRST LETTER.

In this game, the words on the sign are correct, but the first letter is missing; for example, _TOP may appear on the red octagon. The child should press the letter key which will correctly complete the word on the sign. The same correct/incorrect input response routine will take place. If the child presses an inappropriate key, such as a number or function key, this is not counted as a wrong answer and the computer will just BEEP until you press an appropriate letter key.

FILL IN SOME LETTER.

As in the previous game, a letter will be missing, but it may be any letter in the word, not just the first. For example: WRON_ WAY. The child should press the letter key which correctly completes the sign word. The same correct or incorrect input responses apply, as before.

FILL IN THE NAME.

This time the computer will display a sign with dashes instead of letters, and the child should spell out the whole word, one letter at a time. It is quite possible that you may need to help the child in this game. Encourage the child to make his own attempts at the letters, and then work *together* to find the solution. If the sign has two lines, you must press the ENTER key after the first line. If you wish to enter a blank line, also press the ENTER key. The same correct/incorrect response will take place, as before.

PLEASE NOTE: On the DON'T WALK sign, the apostrophe is omitted from the word DON'T, which appears as DONT.

MAKE A SIGN.

In this game, the computer will display a blank sign. The child may type any words onto the sign. If the sign has two lines of words, such as the DO NOT ENTER or BUS STOP signs, first fill in the top line, and then press the ENTER key to enter the words on the second line. When you have finished filling in the sign, again press the ENTER key. (Please note that to correctly complete the WALK signal, press the ENTER key before typing in anything else in order to leave the top line blank.) If the child makes an error while typing, you may correct the error by using the BACKSPACE key before finally pressing the ENTER key. The same correct/incorrect input responses will take place, as before.

HOW TO LEAVE THE SIGNPLAY GAME:

When you have finished playing *Signplay*, return to the Options Screen by pressing the ESC key, and then select the EXIT option. The computer will then display a sign which says "THE END" and return you to the DOS prompt. You may then remove the game diskette and replace it in its protective envelope.

OTHER OPTIONS:

1. Turning the Sound ON or OFF:

To turn OFF the sound effects, press ALT-S. That means you hold down the key marked ALT at the bottom left of the keyboard and press the S letter key at the same time; then release both keys. To turn the sound back ON, press ALT-S again.

2. Repeating an Exercise:

Sometimes you may want to repeat a certain exercise or part of a game, perhaps to practice or emphasize a more difficult word or concept, or just to repeat a particular favorite. To repeat, press ALT-R (press and release simultaneously the ALT key and the R letter key) before continuing with the next sign/name pair.

EDUCATIONAL PRINCIPLES.

As children learn to read, they eagerly begin reading all the words in the world around them. Signs are quite prevalent in our everyday world, and a child soon learns the most common among them. Children also learn in school to obey specific signs, such as WALK and STOP signs. The *Signplay* game uses common signs to teach a child to make connections between words and signs with distinctive shapes or significance, such as a BUS STOP or STOP sign. As the child's understanding matures, the game then encourages the child to understand the letters on the signs as words independent of the sign's shape or color.

The game first helps the child match a distinctive shape, such as a red octagon, with the word found on that sign, combining the shape and word into a STOP sign like the ones he sees every day. Next, the child must see the letters in the word STOP and match them to the proper shape. This requires that he recognize the pattern STOP as the word which matches the red octagonal sign.

The game next presents a sign bearing the proper word with one letter missing. This encourages the child to learn the words on the sign by spelling them. Next, the child is shown a sign that has dashes instead of letters, and is asked to spell out the words on the sign, one letter at a time. The game congratulates or corrects each letter typed in, ensuring that the proper word is spelled on the sign.

With its most abstract game, "Name a Sign," *Signplay* allows the child to type the entire sign words on the correct sign. The child should feel free to type his name or any other familiar words onto the sign. However, the game shows that although a sign can have any word at all on it, there is still only one correct answer for each shape/sign.

ABOUT COMPU-TEACH.

Compu-Teach designs computer software which educates while it entertains. Professor Roger Schank, Chairman of the Yale University Computer Science Department, is the President and Founder of the company. Professor Schank is world-renowned for his work in the new field of Artificial Intelligence. Compu-Teach applies his work to the field of education. The educational philosophy underlying all of the games developed by Compu-Teach is that the computer can make learning fun, and when learning is fun, it is most effective. Compu-Teach's educational games help children participate in learning while having fun playing.

In order to attain the highest educational and programming standards, Compu-Teach has brought together educational experts and computer scientists from major academic institu-

tions across the country. These experts work hand-in-hand to develop our programs. In addition, our programs are tested by children to ensure that they are truly fun, engaging, and simple to use.

Compu-Teach's educational experts help us develop the instructional materials we use, and we design games which blend with these instructional materials to engage the child's interest, imagination, and curiosity. Our computer scientists then design the game programs with extensive use of color, humor, animation, and sound to stimulate the child's natural instincts and arouse his sense of curiosity and excitement.

Furthermore, our programs give children a strong sense of control over the computer. Children enjoy the feeling that the computer is responding to them, thus providing additional motivation.

CREDITS

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