

Beauty and the Beast & The Little Mermaid

Apple II Family 128K



User's Manual

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Beauty and the Beast & The Little Mermaid

Apple II Family 128K

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Beauty and the Beast & The Little Mermaid

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GETTING STARTED

Beauty and the Beast & the Little Mermaid lets children of all ages create images and write their own tales based on these beloved classics. The print feature allows you to print out your stories and creations in a variety of sizes to make books, posters, coloring books, stationery, greeting cards and more! Take a look at the many exciting features in the program:

- Colorful backgrounds and hundreds of pieces of clip-art that can be easily manipulated to create an endless variety of enchanting storybook scenes.
- Speech bubbles that children can use to create dialogue between the characters.
- Word processing in a variety of font styles and sizes so children can write stories describing the scenes they create.
- Choice of printout sizes ranging from miniature to poster.
- Speech synthesis that allows the program to “speak or spell” any text a child has typed. (You will need an Echo or Cricket Speechboard to use this feature.)

In this **Getting Started** section, you'll find a list of equipment you need, loading instructions, directions for installing the Speech Synthesizer, and information on how to use this handbook. If you don't have an Echo Speechboard, skip the Installation Instructions and move ahead to Loading the Program.

Equipment You'll Need:

- Apple IIe with 128K, IIc, or IIGS
- *Beauty and the Beast & the Little Mermaid* program
- Monitor (color recommended)
- Printer (recommended)
- Apple Mouse (optional)
- Blank Disks (optional)
- Additional Art disks (optional)
- Echo or Cricket Speechboard (optional)

Installing the Speech Synthesizer

Beauty and the Beast & the Little Mermaid works fine with or without the speech feature. However, if you do have an Echo (IIe) or Cricket (IIc) Speech Synthesizer, your students have the added advantage of being able to hear what they type. Follow the appropriate procedure below to install the speech synthesizer in your computer.

NOTE: *If you don't have a speech synthesizer, simply skip ahead to the loading instructions.*

Installing the Echo

To install the Echo Speechboard in your Apple IIe computer, make sure you *begin with the computer OFF*. Follow these steps:

1. To avoid electric shock make sure your computer is OFF.
2. Remove the cover from your computer.
3. Using a gentle rocking motion, insert the ECHO card into any slot except slot #3. Make sure the board is firmly in place.
4. Insert the speaker cable into the jack labeled " " on the ECHO card.
If you have headphones or stereo speakers, you can connect them to the jack marked "stereo."

NOTE: *The two gray knobs near the speaker jacks control the volume of the left and right channels.*

5. Replace the cover of your computer.


Installing the Cricket in the Apple IIc

To install the Cricket Speech synthesizer in your Apple IIc, follow these steps.

1. Begin with the computer OFF and the power transformer unplugged.
2. Plug the Cricket cable into the modem port (marked with a telephone icon) on the back of your IIc.
3. Connect the cable from the power transformer to the jack on the back of the Cricket.
4. Plug the transformer into a power outlet.

Loading the Program

To load the program:

1. Insert the program, label facing up, into Drive 1.
2. Turn on your monitor and computer. If the computer is already on, press the Control, , and Reset keys at the same time.
3. In a few seconds the Opening Screen will appear followed by a screen with information on the speech feature. Press any key to continue.
When the **Main Menu** appears, you're ready to begin.

Refer to the **Reference Guide** for step-by-step instructions on how to use each of the **Main Menu** options.

Documentation

There are three sections of the documentation: The Reference Guide, The Teacher's Guide and the Art-at-a-Glance booklet. Each section is described below.

The Reference Guide

Provides step-by-step instructions for using each feature in *Beauty and the Beast* & *The Little Mermaid*. Refer to The Reference Guide when you have specific questions about a particular feature.

The Teachers' Guide

Provides teachers with grade specific classroom activities and helpful hints.

Art-at-a-Glance

Displays the backgrounds, clip art and fonts included with the program.

Network

The software you have purchased is sold for use on only one computer at a time. Use of this software on a network violates copyright law. In order to use this software on a network, you must contact your vendor or Queue, Inc. and obtain a contract signed by Queue. Pricing depends on the number of computers which will be on the network.

REFERENCE GUIDE

This section of the handbook contains detailed information about all of the features in the *Beauty and the Beast & The Little Mermaid* program. Read through this Reference Guide for complete step-by-step instructions for using the program.

Refer to the **Getting Started** section at the beginning of this handbook for instructions on installing your Echo Speech Synthesizer and for loading instructions.

The Main Menu

Load the program. When the **Main Menu** appears, you're ready to begin. The **Main Menu** lists six basic options you can choose from. The options available are: **Design a Scene**, **Write a Tale**, **Fairy Tale Files**, **Print**, **Utilities**, and **Quit**.



Selecting a Menu Item

To select an item from any menu, simply press the arrow keys to move the black menu bar. When the menu bar is on the option you want, press Return. That's all there is to it. From now on this process of moving the menu bar to an option and pressing Return will be called "selecting".

Creating a Data Disk

If you want to save the scenes and stories you design, you'll need a formatted 3 1/2" or 5 1/4" data disk. To format a disk, select the **Utilities** option. Next, select **Format Disk**. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name:" followed by a blinking cursor, type a name for your data disk and press Return. When the **Utilities Menu** reappears, you're ready to begin. Press Esc to exit to the **Main Menu**.

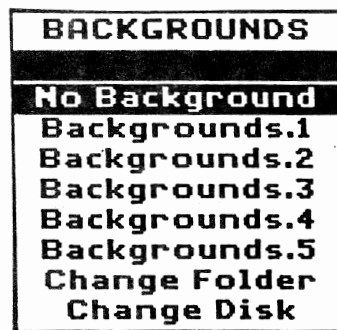
Design a Scene

Select **Design a Scene**. Designing a scene is simple. First, decide on a background (or no background), then design your scene using a variety of clip art: Beauty, the Little Mermaid, the prince, the beast, the sea witch, animals, props and more.

Follow the steps below.

Selecting a Background

1. Insert the Backgrounds Disk (Side 2 of the 5 1/4" program disk) in the drive.
2. Press Return to select **Design a Scene** from the **Main Menu**.
3. In a moment, the **Backgrounds Menu** will appear. A background is the setting for the scene you design.

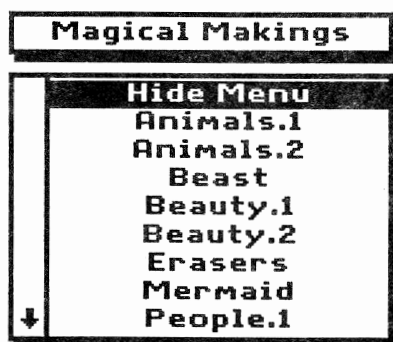


4. Select a background option:
 - No Background: Select this option to design your scene on a white screen. Skip ahead to the **Magical Makings Menu**.
 - Backgrounds.1, Backgrounds.2, and Backgrounds.3, etc. : Each of these choices is a file containing many backgrounds. Take a moment to explore all the terrific backgrounds available to you.
 - Change Disk: Select this option to view the background choices on another disk.
5. When you select a background file, such as Backgrounds.1, the first background will appear on the screen. Press the Space Bar or the right and left arrow keys to view the backgrounds in that file. Press Return to select the background you want to use as a base for your design. Press Esc to return to the **Backgrounds Menu** if you want to check out another background file.

Adding Clip art

1. Once you have chosen the background that you want for your scene the **Magical Makings Menu** will appear. This is where you can access clip art for designing your scenes.

NOTE: The Hide Menu option allows you to view your background unobstructed.



2. After you select a clip art category from the **Magical Makings Menu**, the first piece of clip art from the file you selected will appear on the screen. Press the Space Bar to view all the art in this file. Press the letter B key if you need to go backwards and view the previous pieces of clip art. Stop when you find the piece of clip art you want to use.
3. Now press the arrow keys or use the mouse to move the piece of clip art around the screen.

NOTE: You can change the distance a graphic moves when you press the number keys. For example, to center a character exactly where you want it, type 1. Then when you press the arrow key, the character will move in small increments. To move a character quickly, type 9. Then when you press the arrow key, the part will move a much larger distance. Experiment with the distances from 1 to 9. This feature will come in handy at various points when designing your scenes.

4. When you've positioned the clip art exactly where you want it, press Return or click the mouse to "stamp" it in place. If you change your mind and want to reposition the piece of clip art, press Delete and return to Step 3. If you want to choose another piece of clip art from the same category, press Delete and return to Step 4.

***WARNING!** Once you press Esc to exit to the Magical Makings Menu, you cannot return to your scene and delete art you've already stamped! But you can use the erasers to "white out" an unwanted piece of clip art. Be careful though, the eraser will also "white out" sections of your background.*

5. Once you're satisfied with the position of the clip art, press Esc to exit to the **Magical Makings Menu**.

6. Now you're ready to add the next piece of clip art to your scene. To do this simply repeat from Step 1.

When you finish creating your scene, press Esc to exit to the **Utilities Menu**. At this point, you might want to save your scene onto a data disk or print it. For saving and printing instructions, refer to the sections, **Saving and Printing Your Scene**.

Using Speech Bubbles

Speech bubbles are clip art graphics with a twist. Place a speech bubble next to your character when you want to show dialogue. Speech bubbles are very special because once you position them on the screen, they turn into tiny word processors. And that's not all. These speech bubbles even speak! Follow these steps to design speech bubbles.

NOTE: You can stamp as many speech bubbles on the screen as you like, however, if you have an Echo or Cricket speechboard only the first four speech bubbles will "talk".

PLACING SPEECH BUBBLES AND TYPING TEXT

1. Press the down arrow key to scroll down the list of items on the **Magical Makings Menu** until you reach Speech.Bubbles. Select Speech.Bubbles.
2. A **Help Menu** will appear with all the information you need for using a speech bubble. Press any key to remove the **Help Menu**.

SPACE BAR	- view parts
←→↑↓	- move part
1-9 keys	- change distance of movement
RETURN	- stamp part
DELETE	- undo
V	- flip parts vertically (↑↓)
H	- flip parts horizontally (←→)
Ⓜ?	- help
ESC	- exit

3. The first speech bubble in the file will appear. Select and stamp the speech bubble just as you would any of the clip art. *Remember, if you want to flip the bubble horizontally press the H key, and if you want to flip it vertically press the V key.*
4. Once you've pressed Return to stamp the bubble, a **Help Menu** will appear with all the information you need for using a speech bubble. Press any key to remove the **Help Menu**. (To see the screen again, simply press Ⓜ?)

5. A tiny vertical line will appear inside the bubble. This is the cursor. Type your message and you'll see that the bubble turns into a mini-word processor. You can type your text, delete characters, and even take advantage of wordwrap. Press Esc when you finish typing.
6. The **Bubbles Menu** will appear with these options:
 - If you want to change what you've typed, select **Change Text** and return to Step 5.
 - If you want to remove the bubble and start again, choose **Delete Bubble** and return to Step 2.
 - If you want to add another bubble, choose **Add New Bubble** and return to Step 2.
 - If you like what you've typed, press Esc.
7. The **Magical Makings Menu** will reappear on the screen. At this point, you can continue to add clip art, select more speech bubbles, or press Esc to exit.

For saving and printing instructions, refer to the sections, **Saving and Printing Your Scene**.

Using Text Boxes

Text Boxes are clip art graphics, just like speech bubbles. Place a text box on the top or bottom of your scene when you want to write captions. Text boxes are very special because once you position them on the screen, they turn into tiny word processors. And that's not all. These text boxes will speak too! To use a text box, follow the same steps as for speech bubbles.

***NOTE:** You may stamp as many text boxes as you like, however, if you have an Echo or Cricket speechboard hooked up to your computer, only the first four text boxes you stamped will "talk".*

HEARING YOUR CHARACTERS SPEAK

If you have an Echo or Cricket Speechboard installed in your computer, you can hear your characters speak. To begin, load in one of your scenes (complete with speech bubbles) on your monitor. If the **Magical Makings Menu** is showing, select Hide Menu. When you're ready to hear the dialogue you've written, press **⌘P** and voila! Your scenes come to life!

Special Features of Magical Makings

These features allow you to make the most of your fairy tale graphics.

FLIPPING DESIGNS

Anytime you have a piece of clip art on the screen, you can flip it. Press V to flip a graphic vertically (upside down) and H to flip it horizontally (side to side). If you don't like how the graphic looks, simply press the same key to reverse it to its original state. Experiment flipping the parts for the ideal design.

ERASERS

There is a category called Erasers in the **Magical Makings Menu**. Erasers are white shapes that can be used to "white out" or erase elements. Make sure you have the eraser over a colored area of your background and press the Space Bar to view the different sizes. If you erase an area by accident, press Delete.

NOTE: Keep in mind that the eraser will erase sections of the background as well.

CHANGING DISKS

Select this option when you want to load backgrounds or clip art from another Art Disk. This option allows you to mix art stored on different disks. For example, if you have *Beauty and the Beast* & the Little Mermaid disk in Drive 1, and any other program from Toucan's *Creative Writing Series* in Drive 2, you can design a scene with graphics from both.

NOTE: Pressing Tab performs the same function as selecting Change Disk. If you press Tab, the program will move from one drive to the other

Saving Your Scene

If you want to save your scene, press Esc to exit the **Magical Makings Menu**. The **Utilities Menu** will appear on the screen.

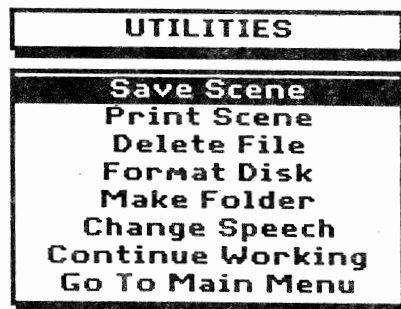
1. Insert a data disk in a drive and press Return to select **Save Scene** from the **Utilities Menu**.
2. Type a name for your scene and press Return.

That's all there is to it. Now your scene is saved onto your data disk. You can come back and edit it at any time. Simply choose **Fairy Tale Files** from the **Main Menu**, select **Load a Scene**, then select the file you want to work on.

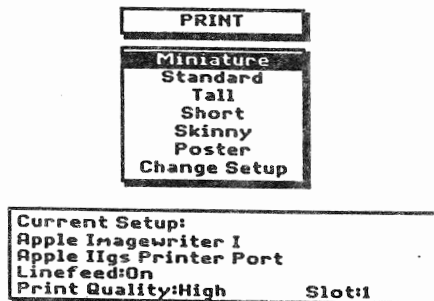
NOTE: If you want to save your scene into a specific folder, then highlight the folder and press Return to open it. (See Make a Folder in the Utilities section of this guide for more details).

Printing Your Scene

If you want to print your scene, press Esc to exit the **Magical Makings Menu**. The **Utilities Menu** will appear on the screen.



1. Select **Print Scene** from the **Utilities Menu**.
2. Follow the instructions on the screen to insert the program disk (Side 1 of the 5 1/4" disk) in any drive and press Return.
3. In a moment, the **Print Menu** will appear listing the various print sizes: **Miniature, Standard, Tall, Short, Skinny, and Poster**. At the bottom of the screen, you'll see the current printer setup. Make sure the **Current Setup** lists the correct printer and interface cards that you are using, and that the appropriate **Print Quality** (Draft or High) is set. If you want to change the program's Current Setup, select **Change Setup**. (See Change Setup for more information.)

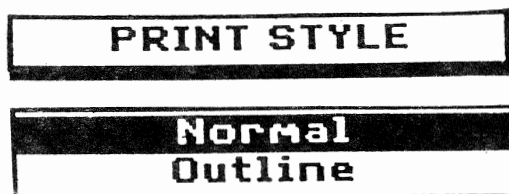


NOTE: Print in Draft quality when you want a quick printout (and when you want to spare your printer ribbon). Print in High quality when you want a final, professional looking printout.

6. Select a print size.

WARNING! *The program will freeze if your printer setup does not match its Current Setup and you will have to reboot the program.*

7. Next, choose a print style from the **Print Styles Menu**. The two styles offered are **Normal** or **Outline**. Normal will print out your graphic screens with all of the patterns intact. The Outline mode will ignore all patterns and solid colors from the graphic screen and print only the black outlines around the art.



8. Check one last time to make sure your printer setup matches *the program's* Current Setup, then press Return to begin printing.

Common Setups

Computer	Interface	Printer
• Apple IIc	Apple IIc Serial Port	Apple Imagewriter II
• Apple IIe	Apple Super Serial	Apple Imagewriter II
• Apple IIGS	Apple IIGS Printer Port	Apple Imagewriter II

WRITE ABOUT IT!

Before you begin writing your story, make sure you have a formatted data disk for saving your story. Read the section **Creating a Data Disk** if you want instructions for formatting a data disk.

Now you're ready to write your story. Begin with the program disk (Side 1 facing up) in a drive and follow these steps:

1. Select **Write a Tale** from the **Main Menu**.

2. When the **Fonts Menu** appears, select the font you want to write with. The four fonts that come with *Beauty and the Beast & The Little Mermaid* are: **Small, Medium, Fancy, and Book.**
3. In a moment, a text processing screen will appear along with a **Help Menu**. This menu provides you with all the information you need for writing your story, deleting letters, and hearing what you've written. You can see the **Help Menu** at any time by pressing **⌘?**. For now, press any key to remove the **Help Menu**.
4. The cursor appears in the upper left-hand corner of the story screen. The cursor is a marker that lets you know where the text you type will appear. Begin typing your story . . . Write away!
5. When you finish writing your story, press Esc to exit to the **Utilities Menu**. At this point, you might want to save your story onto a data disk or print it.

For saving and printing instructions, refer to the sections **Saving Your Tale** and **Printing Your Tale**.

Hearing Your Tale

You can hear what you've written at any point during or after typing. Press **⌘P** to hear your story page read back one word at a time. Press **⌘C** to change the way a word is pronounced (or to change the pitch and volume levels). For more details on changing the way the computer pronounces a word, refer to **The Speech Feature**.

Saving Your Story

If you want to save your story, press Esc to exit the text processing Screen. The **Utilities Menu** will appear.

1. Insert a data disk in a drive and select **Save Tale** from the **Utilities Menu**.
2. Type a name for your story screen and press Return. That's all there is to it! Now your story is saved onto your data disk. For printing instructions, read on.

***NOTE:** If you want to save your tale into a specific folder, then highlight the folder and press Return to open it. (See Make a Folder in the Utilities section of this guide for more details).*

Printing Your Tale

If you want to print your tale press Esc to access the **Utilities Menu**.

1. Select **Print Tale** from the **Utilities Menu**.
2. In a moment, the **Print Menu** will appear listing the various print sizes available to you; **Miniature, Standard, Tall, Short, Skinny, and Poster**. At the bottom of the screen, you'll also see the **Current Setup**. Make sure the Current Setup lists the printer and interface cards you are using. If it doesn't, select **Change Setup** to select the setup which matches yours. (See the **Change Setup** section for more information.)
3. Select a print size.
4. Next, the **Text Format Menu** will offer you two options for text alignment; **Standard** or **Center**.
5. The **Line Border Menu** appears next. Choose whether or not you want a border around your text.
6. Check one last time to make sure your printer setup matches *the program's* Current Setup. Press Return to begin printing.

The Speech Feature

Beauty and the Beast & The Little Mermaid has a speech feature that allows you to hear what you have typed. You may want to hear your text while you are writing your story.

Or you might want to write the entire story (or speech bubbles on a scene), save it, load the file later, and then let the program tell it to a friend.

NOTE: To take advantage of the Speech feature, your computer must be equipped with an Echo or Cricket Speechboard.

Begin with the text you want to hear on the screen. If you need to load a file you've already designed, select **Fairy Tale Files** from the **Main Menu**.

When your text is on the screen, use the following commands to hear it:

Press ...

When you want...

⌘P

to hear the entire page of your story or all the text you've typed within speech bubbles on your scene.

⌘W

to say a word. (You must move the cursor to the word you want to hear *before* you press ⌘W.)

⌘S

to spell a word. (You must move the cursor to the word you want to hear *before* you press ⌘S.)

⌘C

to go to the **Speech Control Menu**. Here you can change the delay between words, pitch, volume level, and speech pronunciations. (See **Speech Control** for more details.)

⌘V

to view the last scene you worked on. (If you are writing your story about a scene you've designed, this feature helps remind you of the scene.)

Space Bar

to stop the speech

Speech Control

The Speech Control option gives you control over certain speech features such as: delay between words, pitch, volume and the way a word is pronounced. Press ⌘C to see the **Speech Control Menu**.



NOTE: The Speech Control option is also available when you select *Change Setup* from the *Utilities* option on the Main Menu.

DELAY BETWEEN WORDS

Select this option if you want to change the length of silence between words as they are spoken. Young and learning impaired children, for example, may prefer a longer delay between words. Press the arrow keys to adjust the length of delay.

PITCH

Select this option and press the arrow keys to adjust the pitch.

VOLUME

Select this option and press the arrow keys to adjust the volume.

EDIT SPEECH

Many words have similar spellings, but are pronounced quite differently (heart, hear, heard; thought, though). Some words are spelled differently and pronounced the same (hear, here; two, to, too). A person learning English as a second language has difficulty mastering these pronunciations. The computer needs a little help too. That's where the Edit Speech option comes in handy.

Here are a few words you might want to listen to and then fix using the **Edit Speech** option on the **Speech Control Menu**:

<u>WORD</u>	<u>CORRECTION</u>
animal	an-imul*
baseball	base-ball*
heart	hart
listen	lissen
Mrs.	misses
Mr.	mister

*Sometimes, the only way to correct the pronunciation of a word, is to divide it into two words for the computer to pronounce. When you do this, insert a hyphen between the words.

When you're ready to change the way a word is pronounced, select **Edit Speech** from the **Speech Control Menu**. In a moment, the Edit Speech screen appears. Here are your choices.

- Press **A** to add a word to this list.
- Press the arrow keys and then Return to edit a word that's already on this list.
- Press **R** to remove a word from the list.
- Press Esc when you're finished making corrections.

Adding a Word

Follow these steps to add a word to the list:

1. Press **A** to add a word to the list.
2. At the prompt, **Say this:**, a blinking cursor appears. Type the word that is currently mispronounced, for example, baseball. Then press Return.
3. The cursor will move to the bottom prompt, **As this:**. Spell the word in the way you think the computer will pronounce it correctly. In this example, you would type base-ball. Then press Return.

Say this: baseball
as this: base-ball

4. Now you have a few more choices:
 - Press Return to move the cursor to the line you want to hear.
 - Press **⌘T** to hear how the word sounds. If you don't like the way the word sounds, try another spelling combination.
 - Press Esc when you're finished.
5. When you press Esc, you'll notice that your edited word has been added to the Edit Speech screen. If you want to add more words, repeat from Step 1. If you've finished adding words, press Esc to return to the **Speech Control Menu**. The program will ask you if you want to save the speech changes you made with your story. It's a good idea to save your changes. That way, each time you load your work from the data disk, all words will be pronounced as you have specified.

Fairy Tale Files

Select this **Main Menu** option when you want to retrieve one of your scenes or stories from a data disk. Begin with your program disk in one drive and your data disk in the other. If you have a one-drive system, the program will tell you when to insert your data disk. Just watch the screen for instructions.

1. Select **Fairy Tale Files** from the **Main Menu**.
2. From the **Fairy Tale Files Menu** that appears, you have two options:
If you want to load a scene you've designed, select **Load a Scene**.
If you want to load a story you've written, select **Load a Tale**.
3. In a moment, a screen will appear listing all of the scenes or stories available on your data disk.
4. Select the scene or story you want to load.
5. In a moment, your screen will appear. You may continue working on your scene or story, listen to any text you've typed, or exit to the **Utilities Menu** to print your creation.

PRINT

This **Main Menu** option lets you choose and print out a page layout. When you select **Print a Print Menu** appears with the following options:

Print a Scene
Print a Tale

1. Select **Print a Scene** or **Print a Tale**. This means that you want to load one of your saved scenes or stories from your data disk.
2. Put your data disk in the drive. A screen will appear listing all of the scenes and stories available on your data disk.
3. Select the scene or story that you want to print. In a moment, your screen will appear along with the **Print Menu** listing the various printout sizes.

(See **Printing Your Scene** for more information.)

UTILITIES

This option is provided on the **Main Menu** so that you can prepare a data disk before you begin creating your neighborhood scenes or writing your stories. The options offered on this **Utilities Menu** are: **Change Setup**, **Speech Control**, **Format Disk**, **Delete File**, and **Make Folder**.

Change Setup

Once you select **Change Setup**, you have the following options:

PRINTERS

Select this option to tell the program which printer you have connected to your computer. Use the arrow keys to scroll through the list and press Return to select the printer you're using.

INTERFACES

Select this option to tell the program which printer interface card you're using. Use the arrow keys to scroll through the list and press Return to select the interface you're using.

LINEFEED

Select this option to turn the Linefeed on or off. For example, if you print a scene and the entire design is printed on one line, you should select **Linefeed on**. If your printout skips lines, select **Linefeed off**.

INTERFACE SLOT

Select this to indicate in which Slot your printer interface card is inserted.

Speech Control

This option works the same way here as it does when you press **⌘C** to change speech features. When using the Speech feature, it allows you to increase or decrease the delay between words, change the pitch or volume, or edit speech exceptions (ie. change the way words are pronounced).

Format Disk

This option allows you to format a ProDOS data disk for saving your scenes and stories. To format a disk, select **Utilities**. Next, select **Format Disk**. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name;" followed by a blinking cursor, type a name for your data disk and press Return.

Delete File

This option allows you to delete a file from your data disk. For example, if you run out of room on a data disk, you can delete files you no longer need and make room for your current creation.

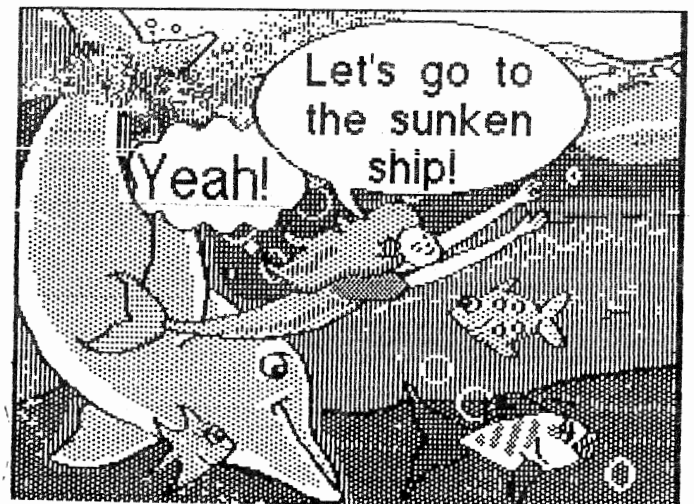
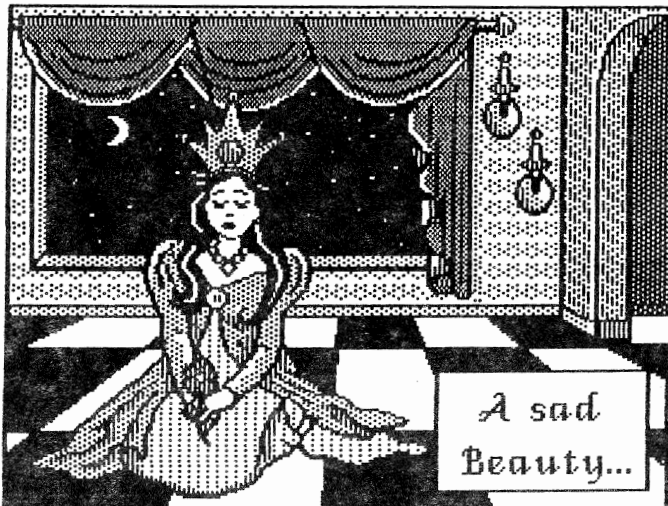
NOTE: Once you delete a file, you cannot get it back.

Make Folder

This menu option allows you to create special folders to store files into on your data disk. These folders are useful for organizing your data disks by creating separate spaces to keep different story screens. After you select **Make Folder**, use the Tab key to access the proper disk where you want to make a folder. Type in a name for your folder and press Return. Your folder has been created! Now, you can save all of the screens that belong to one story in that folder. Press Esc to return to the **Main Menu**.

QUIT

Select this option from the **Main Menu** when you want to exit the program.



The Teacher's Guide

Beauty and the Beast & The Little Mermaid was designed to motivate your students to write. Arranging the interactive clip-art on the many lively backgrounds gives students the incentive to write narratives about their creations. The unique scenes your students design will be the springboard for imaginative story writing! *Beauty and the Beast & The Little Mermaid* challenges your students to expand their intellectual and creative potential. They'll be having so much fun, they won't realize that they are planning, organizing, and pre-writing.

This guide provides information on the learning opportunities *Beauty and the Beast & The Little Mermaid* offers as well as practical suggestions for using the program. To engage students in creative writing projects and class discussion, we've included activities and guidance questions. Since the program includes flexible tools for writing, reading, listening, and graphic design, it supports a wide range of learning styles and ability levels.


Using *Beauty and the Beast & The Little Mermaid* as a Learning Tool

Beauty and the Beast & The Little Mermaid includes an easy-to-use word processor, complete with a selection of font sizes and styles, wordwrap, and delete capabilities. If you have an Echo or Cricket Speech Synthesizer installed in your computer, you can also take advantage of the speech feature.

Word processing and speech synthesis are powerful learning tools for students at various stages in literacy development. Young and primary beginners, learning disabled and handicapped students, and second language beginners can benefit from using *Beauty and the Beast & The Little Mermaid*.

The graphics, word processing and speech features can provide students with support in the following areas:

Visually Tracking Words

Some students have difficulty learning the left-to-right and top-to-bottom visual patterns used during reading. The program's speech feature helps children practice visually tracking words within text. When the student presses -P, all the words on a page are read one at a time. Each word is highlighted as it is read, thus guiding the student's eyes in the correct pattern across the screen. You can even control the rate at which the words are read by adjusting the delay between words on the Speech Control Menu.

Reducing the Physical Burden of Writing

Writing is a physical as well as cognitive and social act. Many young and handicapped students have important things to say, but are frustrated because they lack the fine motor skills required to write by hand. Word processing allows students to form letters at the press of a key, thus reducing the physical burden involved in writing by hand. This provides them with a powerful tool for self expression.

Improving Spelling

If a child is unsure how to spell a word, she can have the program spell and pronounce the word she has typed. If she hears what she expects, her understanding is confirmed. If she hears something different, she can make changes and try again. In other words, the auditory feedback helps children in their spelling and decoding efforts by allowing students to verify spelling rules and exceptions to those rules.

NOTE: The Beauty and the Beast & The Little Mermaid program has an option (Edit Exceptions) that lets teachers or students correct the sound of words that are mispronounced due to irregularities in the English language. The process of correcting pronunciations is another learning opportunity for students. It allows them to gain a sense of the patterns and irregularities of English spelling.

Writing a Complete Sentence

Children often have difficulty writing a complete sentence. With *Beauty and the Beast & The Little Mermaid*, children can write a sentence and have the program read it back. The speech feature provides instant auditory feedback. Upon hearing his sentence or text read aloud, the child will recognize many problems that he might not identify when reading the written page (e.g., missing verb, no punctuation between sentences, even subject-verb agreement errors).

Motivating Students to Read and Write

Students of all ages will enjoy the combination of graphics and text offered by this program. Students, who might not otherwise have much to say, will love combining graphics and speech in their scenes. They might begin by writing a small amount of text in a speech bubble and eventually expand to writing a page or a whole story.

Improving Comprehension

Students reading a passage in a book have to struggle with unknown words. Their ability to decipher these words determines the level of meaning they grasp from the text. They may try to "sound out" the word, but this often ends in failure and frustration. Since the speech feature allows students to hear any unknown

word in a passage, students are less likely to get "hung up" on one word and are freer to concentrate on the overall meaning of the text. The speech feature provides students with a new tool for identifying words and unlocking the meaning in a sentence or passage.

Taking Risks

Students who write with a word processor are more likely to take risks in their writing. The fear of failure is reduced since mistakes are so easy to correct. With the added benefit of the speech feature, students will be even more inclined to take risks. When a student can hear what he writes, he'll be able to identify and correct mistakes even easier. Also, students who read text from the screen, have the added support of being able to hear any word in the text that they might not know.

Drafting and Editing Text

Word processing can enhance the entire writing process -- Prewriting, Drafting, Editing, Revising, and of course, Publishing. Students will enjoy using the word processor since it allows them to manipulate their words more easily than would a pencil and paper. They are also more likely to experiment with their text since making changes and corrections is so easy. When the student is ready to edit or revise, she will not have to painstakingly recopy each word. The word processor allows her to edit quickly and easily. The essential task of rereading is also simplified since computer printouts are much neater than handwritten text.

Publishing and Sharing Work

Writing is communicating. During the writing process we make meaning of words and convey that meaning to other people. *Beauty and the Beast & The Little Mermaid* is a perfect tool for publishing and sharing because it allows students to produce a clean, professional looking final product. Publishing this work by delivering it to an audience or displaying it in the classroom is a perfect way to provide students with this important sense of audience.

Collaborative Writing

Writing at the computer reinforces and enhances the dynamic, social nature of writing. Walk into any computer lab and you'll find students huddled around the computer, discussing what is on the screen. Students who work together learn from each other. They also have the rare opportunity to talk about language (e.g., which word to use, how to phrase a sentence, etc.). Students may experiment with different styles of writing and take even more risks when working with a partner.

Activities

The following activities offer specific ways for using *Beauty and the Beast* & *The Little Mermaid* in the classroom. These activities take advantage of all the exciting features of the program -- wonderful graphics, sophisticated word processing, and printing in a variety of sizes. Some activities also take advantage of the speech feature, although it is not an essential component.

Many of the activities are designed as cooperative writing projects. Students are encouraged to work together, to discuss their writing and to produce a final product to be shared or published. Other activities may be completed as individual or small group projects. Activities can easily be adapted to fit your needs in terms of student age, ability levels and computer availability.

The Classroom Big Book

GRADE LEVELS: K - 3

Young students love reading and sharing Big Books. Many teachers integrate Big Books into their Whole Language program. Children are familiar with the classic *The Little Mermaid* and *Beauty and the Beast* tales, therefore you can encourage them to write their own accounts or devise new story lines.

In this activity, your students will write, illustrate and publish their own Big Books. If you like, you can even turn this into a language experience exercise in which students discuss, write about and share their real-life experiences. Creating and sharing Big Books with you and with other students is a perfect way for students to develop an awareness of the relationships between speaking, reading and writing. The final product provides a terrific way to showcase your students' work on Parent-Teacher Night.

Getting Started. Begin this activity by sharing a Big Book with the class. You might want to create one Big Book page with simple captions and dialogue, print it out in Big Book size and share it with your students. Then divide the class into pairs and have each pair create one page of a Big Book about their neighborhood.

Creating and Printing the Graphics. Depending on the age of your students and their level of comfort using computers, you may want to make them responsible for designing and creating the graphics screens only.

Of course, if your students are going to use the Speech Bubble feature, you'll want to help them enter the text. Select Poster size from the Print Menu and then select a Print Style. The scene will print in two panels which you can tape together.

Writing and Printing the Story. Writing the story that goes along with the graphic is a valuable learning experience and a lot of fun. However, if you're working with very young students, or with students who are not familiar with the

computer, you should type as they dictate the story. This is also a nice way to involve your students in a discussion about language -- describing the picture, choosing the best words to tell the story and even discussing how to spell certain words.

When you're ready to print, select the *Poster* size from the Print Menu. The story will print in two panels which you can tape together.

NOTE: If you're working with older students, they might enjoy creating Big Books for younger students to read as a cooperative learning project.

Putting the Big Book Together. Once you have both parts -- the story and the picture-- you should tape the story above or below the graphic. This is one page of your Big Book. You might consider mounting the pages on oaktag or poster board for durability.

NOTE: If you are printing out a Big Book or a Big Big Book, make sure to adjust your printer so you won't have to do any trimming. Notice the red mark on the right side of the bailer bar. Simply line up the perforations of the computer paper with that red mark and your printouts (panels) will line up perfectly!

Fairy Tale Coloring Books

GRADE LEVELS: PRE-K - 3

All children love coloring books. Now you or your students can create their own. Any scene your students create can be printed in the special Outline mode. The result is a printed picture that is perfect for coloring. Individual students can create their own coloring books or students can join to create a classroom book. Here are a few easy steps for creating a Classroom Coloring Book.

Creating the Scene. Have each student create a scene from the fairy tale using a particular location and the appropriate individuals. Depending on your students age and ability levels, they can create a scene with graphics only or they can use speech bubbles or text boxes and add text to each screen.

Printing the Scene. As the students finish their scenes, have them print them out in *Outline Mode*.

NOTE: If you'd like, you can print directly onto Ditto Masters so you can reproduce the pages easily.

Creating the Book. Make copies of all the pages. Bind the coloring books by punching holes in the paper and looping colorful yarn through it. Or use the holes that are already on the computer paper for binding! That's all there is to it. These books make perfect gifts for students to give to their family and friends.

The Name Game

GRADE LEVELS: 1- 6

Students pick one character and write his/her name vertically. Next, they will compose sentences that refer to that character, each starting with a word that begins with the letter in the character's name. Students can use the computer and *Beauty and the Beast & The Little Mermaid* program to write, illustrate and print their name games to share with the class.

Merrily swim in the ocean blue,
Eels and dolphin and squid.
Roaming the water and
Meeting her friends under the
Aqua sea.
Islands with sands of pink and
Dreams of running someday.



Describe Each Character

GRADE LEVELS: 1 - 4

Designing a bulletin board about personality and character traits is fun! Print out the beast, Beauty, Beauty's sisters and father, the prince, the old woman, etc. in poster size. Have the students use the text processor to type adjectives that describe each character. Print them out and mount them onto oaktag and before cutting them out. Display each cut-out on the board with the appropriate descriptions below it. The bulletin board can become a focal point for class discussions on adjectives, opinions, first impressions and more.

A New Twist on Old Classics

GRADE LEVELS: 4 - 6

Here's a fun way to incorporate characters from *The Little Mermaid* and *Beauty and the Beast* into a unique new story. Have students imagine an interesting and unexpected event to add to the classic of their choice. What would happen if Beauty's father met up with the evil sea witch instead of the beast? What if the Little Mermaid swam to Beauty's beachfront? The possibilities are endless! Students can use the computer and *Beauty and the Beast & The Little Mermaid* program to write, illustrate and print their stories to share with the class.

Persuasive Letter

GRADE LEVELS: 4 - 6

Discuss writing styles with the class and hand out examples of persuasive writing. Have students choose a main character to "be". Next, each student will write a persuasive letter from that character's point of view. The letter can be written to a friend or family member, convincing them to pay the character a visit. Points to be addressed are: scenery, lifestyle, likes and dislikes, etc. When the letters are completed, students can use the *Beauty and the Beast & The Little Mermaid* to type them and illustrate each point.

Story Sequencing

GRADE LEVELS: 1 - 3

Using the program is ideal for reinforcing sequencing skills. Print out each background of *Beauty and the Beast & The Little Mermaid*, being sure to stamp each with corresponding clip-art. Display the print-outs in no particular order. Have students take turns arranging each story in proper sequence. Continue with a discussion on how a series of events evolve and how one event is contingent on another.

Poems

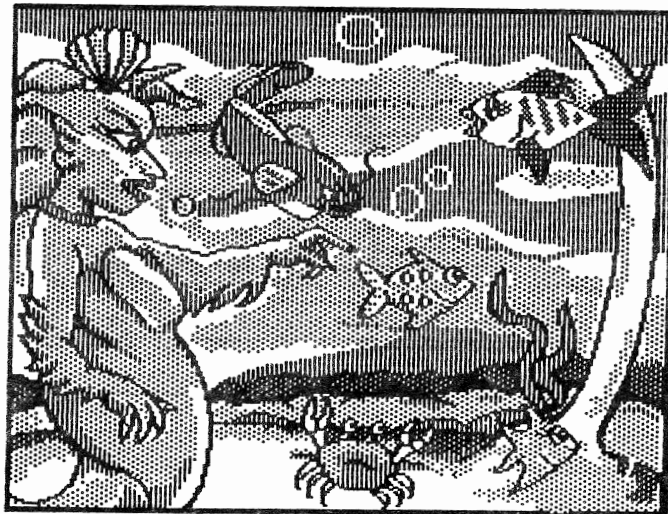
GRADE LEVELS: 1 - 6

You can explore poetry possibilities with the *Beauty and the Beast & The Little Mermaid* program. Discuss rhythm, rhyme and style. The poems can even be humorous. For the lower grades, print out poster-sized pictures for motivation. In the upper grades the students can write and illustrate their own poems.

Some examples:

The Sea Witch

When I swim in the deep blue
sea, I carefully watch what
floats close to me.
Never do I wish to find that
sea witch, who is so unkind!
If I ever meet her frightening
sea snake, I know I'll surely
shiver and shake!





A Spell

What would you do if a
wicked spell was cast on you?
Would you change the way
you lived each and every day?
The gruesome beast, he had to
show, he had a heart,
hidden below.

Looks Can Be Deceiving

GRADE LEVELS: 4 - 6

Have students compare and contrast the differences between the stories' villains, the beast and the sea witch. Both may be scary to look at, but are they *both* truly evil? Students can use the text processor to type their essays and illustrate them.

Story Starters

GRADE LEVELS: 2 - 6

Beauty and the Beast & The Little Mermaid provides the perfect tool for creating motivating story starters. Story Starters can come in the form of graphics or text. For example, you might want to create scenes with empty speech bubbles and let your students determine the dialogue in their stories. Or, you might want to write a sentence or two of a story and then let the students complete the story and illustrate it.

In either case, create your story starter and print it out in *Poster* size. Tape the panels together and mount your work in the front of the classroom. That way students will have an easier time remembering the story starter scene or graphic. It will also save you the effort of printing or copying enough story starters to go around. When students have finished the assignment, have them share their work with their classmates. They'll find it interesting to read another student's interpretation of the story starter text or scene.

Fairy Tale Comic Strips

GRADE LEVELS: 2 - 5

Students enjoy reading comics and now they'll enjoy creating their own. Have students begin by sharing ideas for stories. Next, students will create their own comic strips. Each screen will be one frame of the comic. They should begin by thinking and perhaps taking notes about their main character(s), and the general story line. What is the mood of the comic strip? What will happen in the beginning? In the middle? In the end? Once students have planned their comic strip, they're ready to begin designing. Have them create the first screen complete with character(s), props, speech bubbles, different backgrounds, and dialogue. Have students continue in this fashion, changing props and dialogue, until they've finished their comic strip.

Let students share their comics with classmates. Perhaps you can create an area to display their work-- Comics Corner --on one of your bulletin boards.

Role Reversal

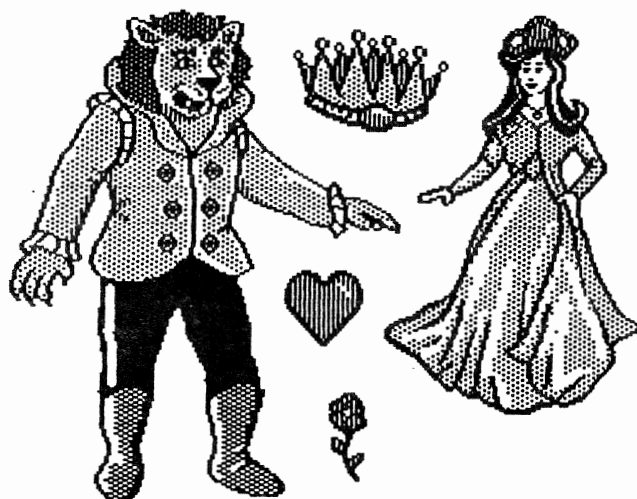
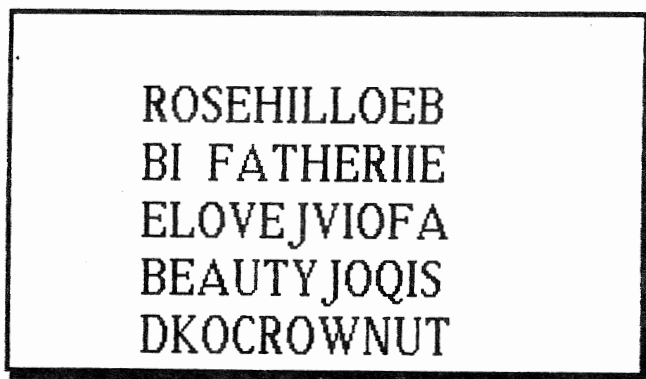
GRADE LEVELS: 3 - 6

Imagine that you are a mermaid or merman, tail fin and all! Engage students in a discussion on why people might wish to be mermaids or mermen and how that change would effect their lives. What creatures would they like to meet under the sea? Who do they want to avoid? Next, have each student write a fairy tale about their unique underwater adventure. When the stories are completed, students can use the program to type and illustrate them. Let the students share their stories with the class.

Wordfind

GRADE LEVELS: 3 - 6

Discuss key words from both *The Little Mermaid* and *Beauty and the Beast* stories. Devise a wordfind using these words, or have students make them up to share. Words can be hidden vertically, horizontally or diagonally.



Other Suggestions:

Flannel Board Figures, Stick Puppets, Dioramas or Puppet Theaters, Activity/Worksheets, Stationery...

Beauty and the Beast

Questions

Name _____

1. What main quality did Beauty possess?

2. What did the Beast want in exchange for Beauty's father's life?

3. How did Beauty feel about the Beast's appearance?

4. What finally happened to the Beast?

5. What do these two expressions mean? "Beauty is only skin deep." "Beauty is in the eye of the beholder."

6. Most fairy tales have a moral -- what is the moral in this story?

7. A Diamante is a type of poem that has seven lines. The first and last line are nouns that are opposites. The second and sixth lines are two words each that describe the nouns. The third and fifth lines are three words each that show the nouns in action. The middle line is four words that bind both of the words together. Here is an example using Beauty and the Beast. See if you can write one also.

Beauty
Pretty, Graceful
Smiling, Singing, Trusting
Father, Story, Love, Caring
Running, Taking, Scaring
Ugly, Strong
Beast

The Little Mermaid

1. What one wish did the Little Mermaid have?

2. What did she have to give up to do this?

3. What did the wicked sea witch give the Little Mermaid to change her life and how did it work?

4. How were her expectations unreal?

5. Why was the Little Mermaid disappointed even though her wish was granted?

6. What was the fate of the Little Mermaid?

7. Can you create a diamante using the Mermaid and the Prince?

Samples

We have included some samples on the program disk which you can customize and print out to use in your classroom. There is a folder named **Sample** containing: fill-ins, picture games, and questions.

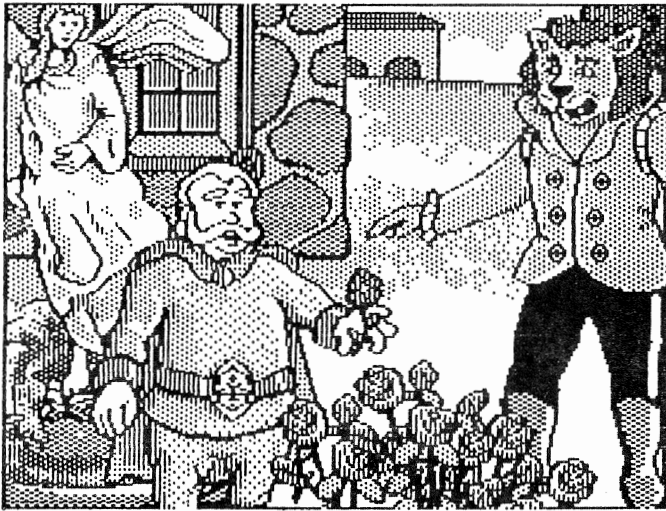
To access the samples, choose **Fairy Tale Files** from the **Main Menu**. When the **Fairy Tale Files Menu** appears, choose either **Load a Scene** or **Load a Tale**. Double click on the Sample folder or highlight it with the arrow keys and press **Return**.

Take a few minutes to look at the samples. They are sure to give you food-for-thought. The sample panels and stories are designed to be printed together in groups of two:

- Beast A-panel
- Beast B-tale
- Fish A
- Fish B
- Dinner A
- DinnerB
- Mermaid A
- Mermaid B

You can change the samples by customizing them with text and clip art, and save them under a new name on your data disk. The worksheet samples can be printed out and distributed to the class.

Samples



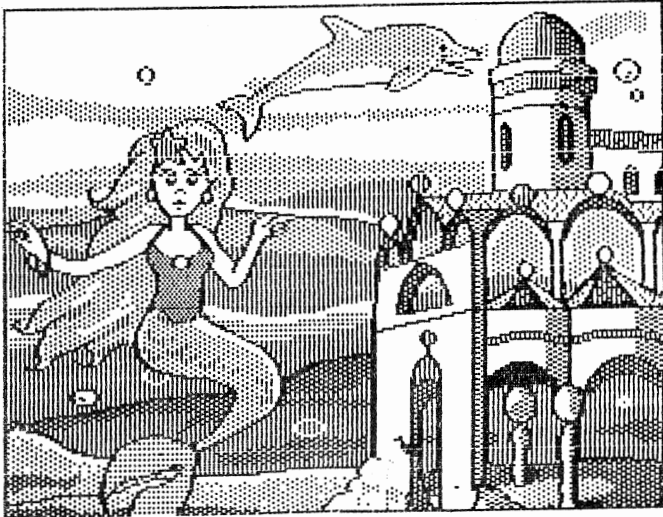
What did Beauty's father do to anger the beast?

What did the beast demand from Beauty's father?



The beast invited Beauty to join him for _____. At first, Beauty was very _____ of him. He looked _____ and _____. Soon, Beauty's feelings were changing. She began to see beyond his beastly _____. The beast did have a _____ after all!

Samples

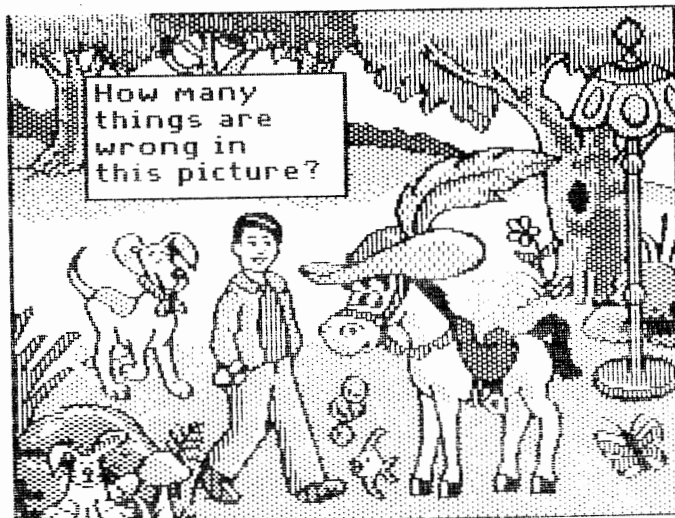


The Little Mermaid swam underwater with her pal, the _____. Even though she loved her friends and family in the ____, she wished for the day that she could become a _____ and walk on land. She dreamed of someday marrying the handsome _____.

Number each character according to the order in which they appear in The Little Mermaid.



How many things are wrong in this picture?



Support

If you have any questions or problems, call Queue, Inc. at 1-800-232-2224 (in Connecticut, Alaska and Canada call 203-335-0908). Defective disks will be replaced free of charge up to 180 days after invoice date. Disks damaged after 180 days may be replaced at \$10.00 for the first disk and \$5.00 for each additional disk in a program. Mail the damaged disk(s) and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06430, for a prompt replacement.

Backup disks are available at \$10.00 for the first disk and \$5.00 for each additional disk in a program. Customers are limited to one backup disk for each disk purchased.

Backup disks are for archival purposes only.

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and finger prints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

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Robin Hood & PETER PAN

Children will create exciting images and their own tales about these swashbuckling heroes! Endless adventures await your eager young writers.

BEAUTY AND THE BEAST & THE LITTLE MERMAID

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