



DLM

Number Farm

Early Childhood
Software

USER'S GUIDE

Number Farm

Neosoft™

INTRODUCTION

Number Farm makes learning about numbers fun! Six different activities help acquaint your child with the concept of number, numerical order, recognition of numerals and number words, keyboarding skills, and problem solving. Farm songs, animal sounds, and colorful graphics add to the fun and help sustain your child's interest in one- and two-player games. Your child will enjoy playing these exciting, motivational games time after time.

A separate cue card is included in this package to acquaint your child with numerals and number words, numerical order, and the farm animals used throughout the program. Each of the activities is explained in this manual in a detailed, easy-to-read manner. In addition, suggestions are made for ways to enhance and reinforce the skills utilized in each activity.

Notes to Parents

As the parent of a young child, you know the importance of positive learning experiences. Your purchase of this educational software demonstrates your commitment to and involvement with your child's development. Take a few minutes to become familiar with the activities and features of these games to help your child get the most from your time together on your personal computer. Play the games with your child to demonstrate your interest in your child's learning.

GETTING STARTED

You will need an Apple* II, II+, or IIe microcomputer with 48K memory, a disk drive, and a monitor or TV. Because of the vivid colors used in this program, a color monitor or TV is recommended. If you use an Apple IIe, the CAPS LOCK key must be down. If you have an 80-column board installed, make sure it is turned off.

Make sure your child knows the proper care and handling of diskettes: hold the diskette only by the label, insert it carefully in the disk drive, keep it away from heat or magnets, and replace it in its protective sleeve when not in use.

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










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Loading Number Farm

1. Hold the diskette by the label. Place the diskette in the disk drive, label up, and close the door on the drive. Turn on the computer and monitor or TV. If your system has autostart, the program will automatically load and run. If it does not, type **PR#6** and press **RETURN**.
2. The Farmer welcomes your child to *Number Farm*. He appears in all the games to provide visual feedback to the pre-reading child. His expressions and gestures cue your child to respond, encourage good choices, and cheer your child's accomplishments.
3. Once you have explained the role of the Farmer in the games, show your child how to press any key to begin the program.
4. You and your child will see several farm animals and hear a farm song before the **GAME CHOICE SCREEN** appears.
5. Use the colored squares on the **GAME CHOICE SCREEN** to adjust the color on your TV or monitor. Adjust the tint so the colored square beside *Number Farm* is red; the square by *Old McDonald* is pink; *Crop Count* is green; *Hen House* is yellow; *Animal Quacker* is blue; and *Horseshoes* is purple.

Press any key to move the hat to the game you want, then press RETURN.

Instructions: ON	Sound: ON
<div>NUMBER FARM </div> <div></div>	<div>HEN HOUSE </div> <div></div>
<div>OLD MCDONALD </div> <div></div>	<div>ANIMAL QUACKER </div> <div></div>
<div>CROP COUNT </div> <div></div>	<div>HORSE-SHOES </div> <div></div>

Using the GAME CHOICE SCREEN

1. The screen below shows the games in *Number Farm* and provides options for sound and game instructions. You control whether instruction screens precede the games and whether sounds are used during game play. Press **CONTROL I** to turn the instruction option on and off. **CONTROL S** turns the sound option on and off. The status of both options is shown above the game titles.
2. You use the game titles and colored squares in the corner of the rectangles to choose the game you and your child want to play. A colored square corresponding to the colored square on this screen will appear on each screen of the activity you choose to play. This helps your child choose and remember specific activities.
3. Point out the colored squares in each rectangle as you read the titles of the games to your child. Show him or her how to press a key to move the Farmer's hat from rectangle to rectangle. Then move the Farmer's hat to the game you desire and press **RETURN**.
4. The disk drive will whirl and the game will load.
5. To return to the **GAME CHOICE SCREEN** from any activity, press the **ESC** key.

Note: *Number Farm* is a good game to play first, as it introduces your child to the numbers 1 through 9 and the farm animals which are used throughout the program.

NUMBER FARM

Number Farm allows your child to explore the numbers 1 through 9 by associating numerals and number words with pictures of farm animals. Your child can press the keys in random or numerical order, allowing for flexibility in game play.

To choose *Number Farm*, move the hat to the box with the red square and press **RETURN**. The instruction screen appears first. Read the instructions and show your child how to press any key to start the game.

The Farmer puts his hands in the air and "Press any number" appears on the screen. Invite your child to press a number key to begin game play. The numbers at the top of the screen blink to show the numerical position of the number chosen. Pictures of farm animals appear, depicting the number your child chose. Numerals and number words beneath each picture show the numerical progression from 1 to the chosen number. The number and name of the animal pictured appear on the screen (for example, "5 chickens"). After a farm song, the Farmer asks your child to choose another number. Your child can continue to press the number keys and meet all the farm animals and numbers.

To help your child get the most from this activity

- point out the numeral and number word beneath each animal picture and encourage your child to orally count the animals on the screen one-by-one;
- point out that the number display at the top of the screen is the proper order of the numbers 1 through 9; show your child that this order matches the order of the number keys on the computer;
- after choosing a number, encourage your child to find that number in the number display at the top of the screen.

OLD McDONALD

Old McDonald is a counting game. You and your child watch and listen as the "Old McDonald" song plays and the lyrics appear on the screen. When the song stops, your child counts the animal pictures shown and presses that number key to complete the song. At the end of the game a visual "scoreboard" lets you and your child see how well he or she has done!

To choose *Old McDonald*, move the hat to the box with the pink square and press **RETURN**. You will see the game instructions. Read these to your child and press any key to begin.

You'll see the Farmer and hear the "Old McDonald" song. Encourage your child to follow the lyrics and sing along. When the song stops, help your child count the animal pictures displayed and press the appropriate number key.

If your child's first choice is correct, the song is completed and the game continues. If your child is incorrect on the first try, numerals and number words appear below the animal pictures and the Farmer prompts your child to try again. If your child misses a second time, the Farmer supplies the correct number and the game continues.

After five times through the song, your child's score is displayed. The Farmer fills two milk bottles for each answer correct on the first try, and one bottle if a clue was used. If your child scores five to seven bottles, he or she earns a white ribbon. A score of eight or nine bottles earns a red ribbon, and a perfect score of 10 earns a blue ribbon.

To help your child get the most from this activity

- write out the numerals 1 through 9 or let your child use the cue card as a reference for counting the animal pictures;
- if a clue is used, direct your child's attention to the numerals and number words that appear below the pictures as an aid for counting the animals;
- encourage your child to count the animal pictures out loud.

CROP COUNT

Crop Count is a fast-paced activity for one or more players that reinforces counting and keyboarding skills. Your child counts the number of fruits or vegetables on the screen, then locates and presses that number on the keyboard. Encourage your child to count as many crops as he or she can before the sun goes down!

To choose *Crop Count*, move the hat to the box with the green square and press **RETURN**. Read the game instructions to your child and press any key to begin.

The rooster crows as the sun rises over the barn to begin the game. Fruits or vegetables appear on the screen. Your child counts the crops and presses the corresponding number key. If the number is correct, that number is added to your child's score and new crops appear. If the answer is incorrect, the computer beeps and your child is encouraged to try again.

Speed is as important as accuracy since this is a timed activity. The game ends when the sun sets. When the game is over, your child's final score is displayed on the screen. Since your child's score is displayed after each sunset, your child has a constantly changing goal for improvement. Encourage your child to earn higher scores in each consecutive game!

To help your child get the most from this activity

- provide other keyboarding activities to enhance visual memory, number recognition, and keyboarding speed;
- help him or her count the crops out loud until your child is familiar with the game;
- encourage your child, especially if the game seems to play too fast;
- if young children are competing with older children, assign a handicap to older players by requiring them to let the sun lower a little before making their initial play.

HEN HOUSE

Hen House is a guessing game in which two players take turns guessing the number of eggs in the hen house. This activity enables your child to take turns, use clues, and become more familiar with numerical order while enjoying a guessing game.

To choose *Hen House*, move the hat to the box with the yellow square and press **RETURN**. You will see the game instructions. Read these to your child and press any key to begin.

You and your child will see the numbers 1 through 9 across the top of the screen. The Farmer prompts, "Player 1, guess: how many eggs?" Player 1 guesses a number by pressing that number key. When it is time for Player 2 to guess, the Farmer will prompt, "Player 2, guess: how many eggs?"

After each guess, players receive clues to the number's identity. If your child chooses the number 5 and the hen house contains less than 5 eggs, the message "less than 5 eggs" is displayed. If the number is larger than 5, the message "more than 5 eggs" is displayed. In either case, numbers eliminated by each guess are colored red at the top of the screen. Players continue to guess the number of eggs, choosing from the blue numbers.

Clues are provided until the correct number is guessed. After five numbers are correctly identified, the Farmer reveals the scores. Each player earns one milk bottle for every number he or she identifies. Since this game uses a different number each time it is played, it can provide repeated fun for the entire family. You or an older child can share in the mystery and fun and even the youngest child can win while sharpening number and keyboarding skills.

To help your child get the most from this activity

- remind children that this is a guessing game and that there is no shame in not guessing the number immediately;
- help children learn to make the best use of the clues provided by the Farmer and the numbers eliminated with each guess;
- when a number is guessed, encourage your child to count the eggs as the hens reveal them;
- explain what the symbols "<" and ">" mean; reinforce the concepts of "more than" and "less than" with paper/pencil activities.

ANIMAL QUACKER

In *Animal Quacker*, your child listens and counts as one of the Farmer's animals makes sounds. Then he or she presses the number key that matches the number of sounds heard!

To choose *Animal Quacker*, move the hat to the box with the blue square and press **RETURN**. Read the game instructions to your child and press any key to begin.

The Farmer puts his hand to his ear, encouraging your child to listen, as one of the animals makes some sounds. The Farmer then asks your child to press the number key that matches the number of sounds the animal made. If your child would like to hear the sounds again, press **A** and the sounds will be repeated.

Encourage your child to count the sounds and press the appropriate number. If your child's guess is correct, the Farmer nods in agreement and a song plays. If the guess is incorrect, the Farmer shakes his head, the animal repeats the sounds more slowly, and the word for each sound appears on the screen for your child to count. Your child is then encouraged to press another number key. If the second guess is incorrect, the Farmer shows your child the right answer. The animal repeats the sounds and the numbers at the top of the screen count the sounds in red.

After five animals, the Farmer shows your child his or her score. Two milk bottles are awarded for each answer correct on the first try. One bottle is earned if a clue was used. If your child scores five to seven bottles, he or she earns a white ribbon. Eight or nine bottles earns a red ribbon, and a perfect score of 10 earns a blue ribbon.

To help your child get the most from this activity

- show your child how to use the number line at the top of the screen to count the animal sounds as they are made;
- count the sounds out loud as they are made;
- point out that pressing **A** allows your child to hear the sounds again without penalty; it will not affect your child's final score.

HORSESHOES

Horseshoes is an interactive activity that reinforces number recognition and counting skills. The Farmer's son throws as many horseshoes as your child directs him to—and he always throws a ringer!

To choose *Horseshoes*, place the Farmer's hat on the purple square and press **RETURN**. The instructions appear on the screen for you to read to your child. Press any key to begin the activity.

The Farmer's son is ready to play horseshoes with your child. Beneath the horseshoe pit is a large blue number indicating how many horseshoes should be thrown. Your child tells the Farmer's son to throw a horseshoe by pressing the **spacebar**. As each horseshoe lands, it appears at the bottom of the screen. Press the **left arrow key** to erase any extra horseshoes. When the number of horseshoes thrown matches the blue target number, your child presses **RETURN**.

If your child has matched the target number, a new target number appears and the game continues. If too many horseshoes were thrown, the Farmer displays the message "Too many! Try again." If your child did not throw enough horseshoes, the Farmer displays the message "Too few! Try again." If your child's second guess is incorrect, the Farmer shows him or her the correct number of horseshoes. Encourage your child to count the horseshoes to see that they match the target number.

After five numbers, the Farmer displays your child's score. Your child earns two bottles of milk for every answer correct on the first try and one bottle if a clue was used. If your child scores five to seven bottles, he or she earns a white ribbon. Eight or nine bottles earns a red ribbon, and a perfect score of 10 earns a blue ribbon.

To help your child get the most from this activity

- encourage your child to count each horseshoe out loud as it is thrown;
- write out the numbers 1 through 9 or let your child use the cue card as a reference while playing the game;
- make sure your child understands the meaning of the clues "too few" and "too many."

LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

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DLM Software: A name you can trust.

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning. The company's editors believe strongly that colorful graphics and fast, game-like action are the best ways to help children enjoy using microcomputers while learning important basic skills. This Early Childhood software program is part of a series created for DLM by Neosoft, Inc.

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