



WHAT IS STICKYBEAR NUMBERS?

Stickybear Numbers is a counting and number recognition computer program for children ages three to six. Press the number 4 and a graphic show of 4 objects moving around the screen will appear. The number 4 will also appear. Then, if the space bar is pressed, one object will disappear and the number will be reduced by one. Press the space bar again and another object will disappear, all the way down to zero. The space bar can also be used to count up from zero to nine.

Each time a number is pressed, a new set of pictures will be displayed. There are a great number of picture series stored on the diskette to allow for a seemingly endless variety of counting shows. Cars, trains, rockets, birds, bears, ice-cream sundaes, and many more pictures will greet children while they are playing and learning.

A colorful Stickybear Numbers poster is included. It is designed to reinforce counting skills and number recognition. Some of the shapes that appear in the counting shows on the program diskette are used on the Stickybear Numbers poster.

Also included is the special hardback book *One Bear, Two Bears*. This delightful book will help further children's awareness of numbers and counting. As they learn to count, children will be enchanted with the antics of the zany bears.

LEARNING WITH STICKYBEAR NUMBERS

Computer Awareness

Today's children will grow up in a computer society. By using programs designed especially for them, young children become familiar with the computer and its keyboard. Computerphobia will never exist for children given hands-on experience at an early age. With Stickybear Numbers, children do not just watch adults use that fascinating machine, they can use it themselves!

Exploration and Discovery

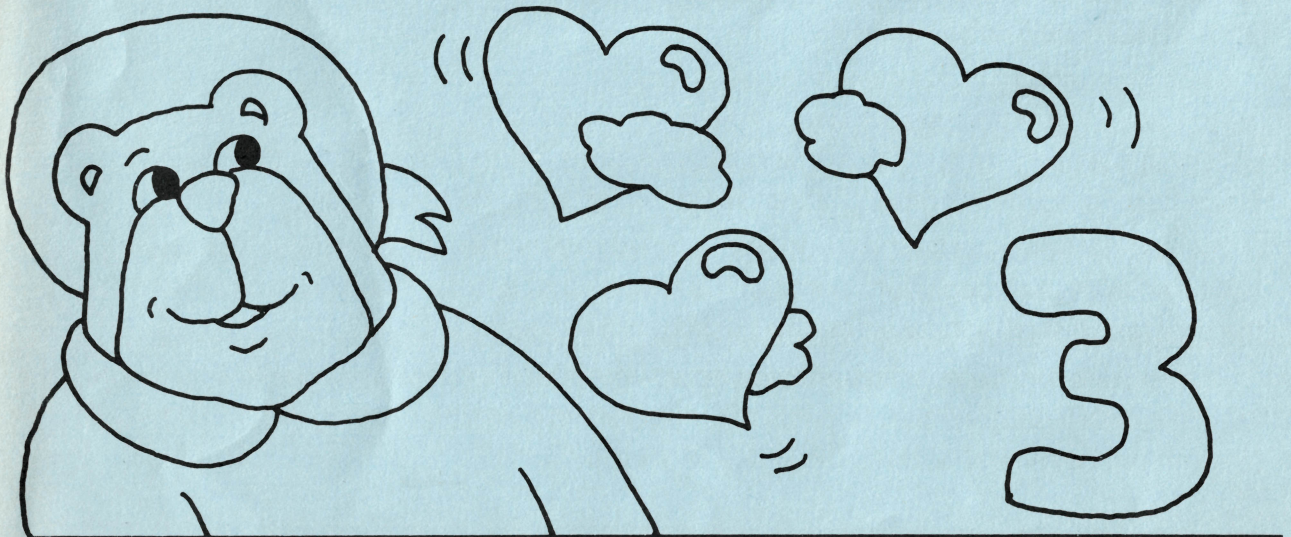
Young children are natural scientists. They love to observe, experiment, and explore. Stickybear Numbers is designed to stimulate these young explorers. They can use the program by themselves. They can explore the keyboard and discover that pressing a number produces a picture display. Further exploration will unravel the mysteries of the space bar. Later, they will discover the relationship between the number of objects and the numerals displayed.

Counting and Number Recognition Skills

Stickybear Numbers is designed to reinforce counting and number recognition. The poster and *One Bear, Two Bears* can be used to facilitate and expand this learning. As children gain experience with the program, they will begin to recognize and name the numbers. The space bar function can help children develop their concepts of numbers. Watching objects disappear as the numbers go down reinforces the concept that "3 is less than 4" and that "2 is less than 3."

Fun

Stickybear Numbers' hi-resolution graphics, animated objects, and sounds combine to provide endless fascination. Even older children (and adults) who have already learned their numbers will enjoy experimenting with Stickybear Numbers.



HOW TO USE STICKYBEAR NUMBERS

Adult Instructions

Stickybear Numbers will work on any Apple or Apple II Plus or Apple //e with 48K and a disk drive with DOS 3.3 (16 sector).

Put the program diskette into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

If your Apple does not have the Autostart ROM, you will see the monitor cursor*. Type **6**; then type **P** while holding down the key marked **CTRL**, (**6 CTRL P**); then press the **RETURN** key.

Instructions for Children

After you have followed the above directions, simply instruct children to press any letter.

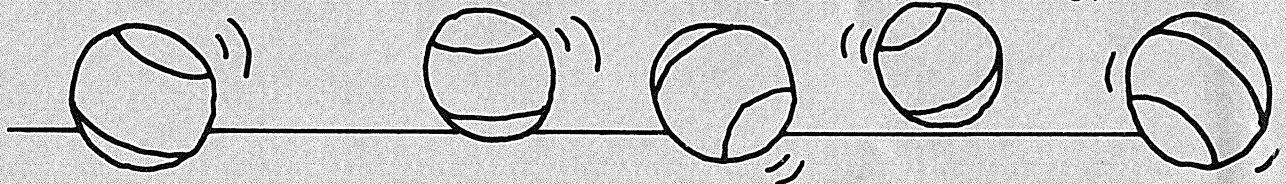
If you want children to load the diskette themselves, explain each step carefully. Demonstrate the procedure. Have children practice the procedure several times under your supervision. Be sure to demonstrate how to hold the diskette. Stress the importance of being careful. The diskette should be held only by the end with the picture. It cannot be bent or folded. Remember to include putting the diskette safely away after use as part of your demonstration procedure.

Learning the Program

Children learn best by experimenting for themselves. Try to resist that almost overpowering impulse to intervene in the discovery process. You can have your turn later! Allow children to discover (without coaching) that pressing a number key produces a counting display. Eventually they will realize that the space bar can be used to decrease and increase the number of objects.

Most children will require little or no guidance. However, if a little assistance is required, try phrasing your suggestion in question form. If children hesitate to start, ask, "What number would you like to do first?" (Usually they choose the number corresponding with their age.) By making suggestions in question form, you allow children to stay in control.

Children often experiment with the program in ways difficult for adults to understand. Some children may appear to be randomly pressing keys when they are actually testing the "rule" that non-number keys produce no effect. Some children like to watch the same display for much longer than adults would. Others press the keys too quickly for the computer to register. If several number keys are pressed in rapid succession, only the first number pressed will appear on the screen. Eventually children will discover the "da da dap" sound that indicates the number has registered and will appear next. Try not to impose "adult" order on children's experimentation. It might interrupt the learning process!



Using *One Bear, Two Bears*

One Bear, Two Bears is designed to encourage counting and number recognition. Children will delight in the silly antics of the bears as they count up to ten and then back to one. Encourage children to talk about each page. "What are the bears doing? How many bears do you see?" Younger children often have difficulty counting the higher numbers. They may not yet have the ability to match spoken numbers with objects on a one-to-one basis. Younger children often count by rote rather than actually counting the objects. When counting six bears, children might point to each bear but continue to count between bears. Thus, their answer may be "8 bears." Rather than correct children, point to each bear and count with them. Try not to do too much at one time. *One Bear, Two Bears* is meant to be used over and over again. Older children may enjoy identifying the numbers. "Point to the bear with a 4 on his shirt."

Additional Activities

After children have *fully* explored Stickybear Numbers several times, you may want to try a few more structured activities.

Count the Objects. Ask children to count the objects in the picture displays. Stick to the lower numbers. Nine moving objects may be difficult for even some adults to count. For older children who can read numbers, make the game more of a challenge by covering the numbers on the picture display. Have children close their eyes while you press a number key. When the display appears, cover the number with a piece of paper. If children have trouble counting, pick a lower number. Beware! Children may want to reverse roles with you—they pick the number and you have to do the counting!

Count Down, Count Up. Count aloud while pressing the space bar. Children especially enjoy counting backwards.

Name the Objects. Ask children to identify the objects in each picture display. Press the same number key several times so that different objects will appear.

Match the Numbers. Ask children to pick a number on the poster and then find it on the computer.

Some children will immediately enjoy these activities. Others will prefer to continue exploring Stickybear Numbers on their own. Be patient. Introduce the activities in small doses. For younger children, counting four or five displays at a time may be sufficient. Remember this program was designed for children from ages three through six. The younger children have shorter attention spans and different interest levels than the older children.

Stickybear Numbers is a combination of computer program, book, and poster specially designed for young children. It gives children an introduction to computers, encourages their sense of exploration and discovery, teaches counting and number recognition skills, and is also a lot of fun!