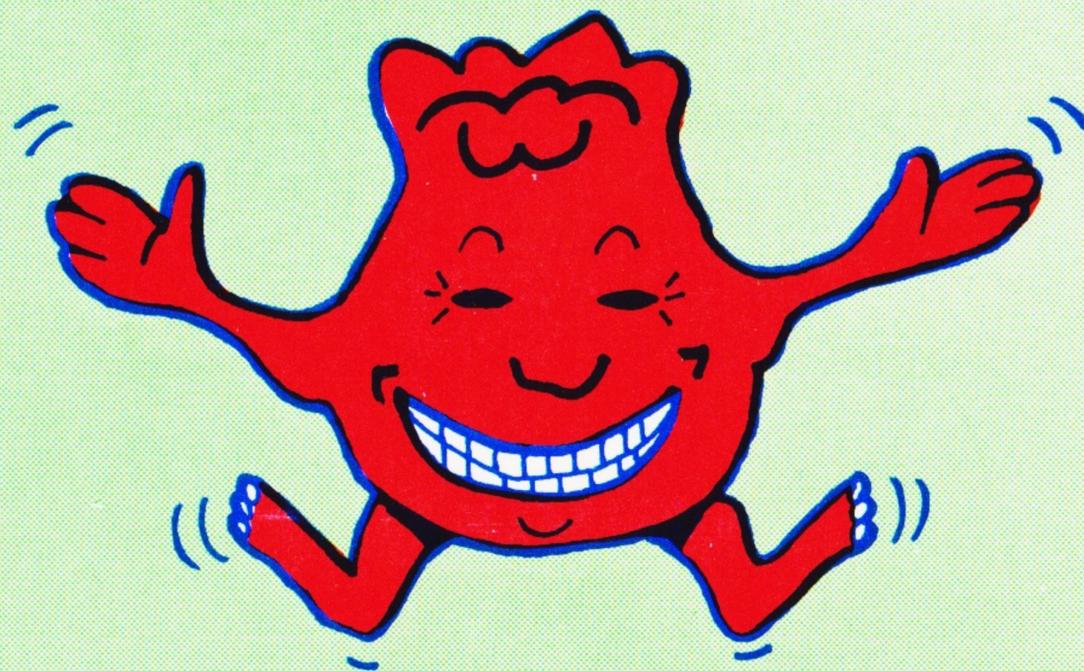
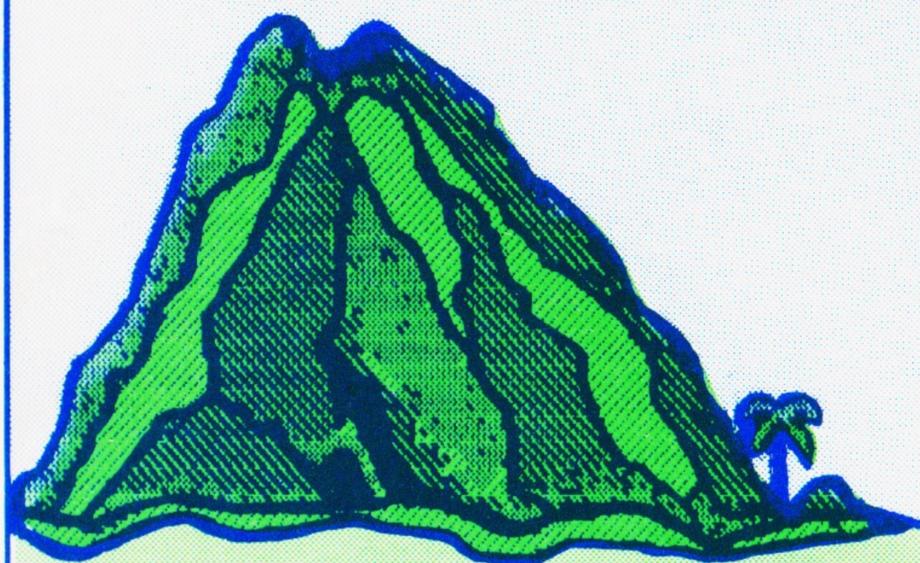


Pip's Island Adventure



Northern Micromedia

PIP'S ISLAND ADVENTURE

This program has been designed and developed by NEPCUG (The Northeast Primary Computer User Group).

The group consists of a number of teachers from the Northeast of England. Their objectives are to produce educational programs specifically aimed at the younger pupil. Working on a voluntary basis the group includes:

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|------------------|----------------------------|------------|
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Our most grateful thanks are given to:

Clive Hodgson (Programmer)
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INTRODUCTION

Pip's Island Adventure consists of three parts, each on a separate disc, and has been designed as a follow-up suite of programs to "Pip Goes to the Moon". This adventure is aimed at 5 to 7 year olds and can be operated by one pupil but it is most enjoyed when shared by two or a small group. At the end of each part a cloze text, relevant to the pupil's adventure, can be printed out if a printer is attached to the computer, otherwise the story of the adventure can be read from the screen.

Each part has three levels of difficulty, and this is chosen at the beginning of each adventure. This choice can be made by either the teacher or the pupil. When tackling the hardest level (level 3) the children will need a working knowledge of numbers up to 20, be able to match words, colours and shapes, recognise patterns, build words, recognise fruit by name and shape, know about the human skeleton and be able to make decisions. These hazards, which appear randomly as the adventure unfolds, are described later in this booklet. Throughout the program most choices are made by pressing the **SPACE BAR** at the correct time.

For the child each adventure will be different as several choices can be made. There are also sections where the computer will randomly select the path to be taken.

An example of each level of difficulty is given with each activity where appropriate.

Photocopiable material is included in the pack to support work related to the program.

GETTING STARTED

Making a Backup Copy

The essential thing to do first is to make a back-up copy of each of the "Pip" discs.

For a single drive type

*Enable (Return)
*Backup 0 0 (Return)

and follow instructions on the screen. The SOURCE disc is the "Pip" disc and the DESTINATION disc is a new, formatted disc.

For a double drive place the new formatted disc in drive 1, the original "Pip" disc in drive 0 and type

*Enable (Return)
*Backup 0 1 (Return)

Running the Program

To run each part insert the required disc into the disc drive and "Auto-boot" the disc. (Hold down the SHIFT key, press and release the BREAK key, release the SHIFT key).

Cloze Text

After any one of the three parts the message "Call your teacher" appears on the screen. Pressing T allows the option of either reading or printing the part of the adventure the child has tackled. If a printer is connected to the computer some cloze text can be printed for the child to complete. Up to five copies of the text can be obtained should groups of children be looking for Pip. Error messages are given on the screen if the printer is not connected when the printing option is taken.

Printing Options

Level 1: missing words given at end of printed text

Level 2: missing words given at end of printed text

Level 3: no words given

Reading Option

No missing words

PART ONE

The child receives the message that Pip is lost on an island and needs to be rescued. Having selected how the island will be reached (by going on, under or over the water) the child must select the correct type of transport to be used.

To reach the island the arrow keys are used and the aim is to reach the cave. This point is the farthest up and left that the computer will allow you to go. The child will soon realise that the right and down keys cannot be used. As the child attempts to reach the island two hazards from the five below will be randomly selected by the computer. Once the island is reached the first part is concluded.

The Shark

A word is shown on the screen with a vowel missing. Its position is shown by a dash. Each vowel is highlighted on the screen and the Space Bar should be pressed to select the one required. If the wrong selection is made that vowel is removed and further attempts can be made that vowel is removed and further attempts can be made.

When five correct attempts have been made the shark is well fed and moves away.

Level 1: t-p, c-n, s-t, w-n, w-t

Level 2: p-nd, h-nd, t-ck, s-ll, j-mp

Level 3: wh-p, st-r, ch-p, st-p, th-m

The Wave

A monster wave threatens. A word shown beside the mode of travel has to be matched with the same word on the screen. Each word is highlighted and the Space Bar is used to make the selection.

Correct answers are rewarded by the wave reducing in size until it finally disappears. Wrong answers can be attempted again. The word chosen is eliminated from the choices but the wave comes closer!

Level 1: mug, jug, rug, hug, dug
Level 2: sent, bent, went, dent, tent
Level 3: vole, role, hole, pole, mole

The Octopus

A huge octopus attempts to curl each tentacle around you. Solve the addition or subtraction and each one will disappear. Otherwise you move closer to the octopus' grasp. The number keys are used here: if the answer requires two digits the computer will wait until the second one is pressed. The Return Key is used: a reminder is given when it is needed.

Level 1: + and - within 10
Level 2: + and - within 15
Level 3: + and - within 20

The Storm

A storm is brewing and is likely to sink our craft. A bubble at the bottom of the sea holds the second part of a compound word. Another bubble comes to join it containing the first part of a word. If the two words make a compound word then the Space Bar is pressed. When four words are made the sun drives the storm away.

- Level 1: foot/path, to/day, sea/side, post/card
- Level 2: sun/shine, rain/drop, hail/stone, snow/flake
- Level 3: sand/castle, suit/case, sea/horse, star/fish

The Pirates

Pirates are firing at you. As the cannonball approaches you must match the shape inside it with one that is highlighted on the screen. Although second chances are given, too many mistakes will result in disaster. The Space Bar is used to match the shapes.

- Level 1: five basic shapes
- Level 2: five less usual shapes
- Level 3: five more unusual shapes

If the child is unsuccessful on any of the above hazards he/she will be told that Pip cannot be helped but, as an encouragement, asked to try again later. The text will not be printed in this case.

PART TWO

The child is on the island and meets Vedra, a strange creature who lives there. Vedra (which was the Roman word for the River Wear) is unable to retrieve a charm which has been lost. The charm, of course, has magical powers and is needed to find Pip. Vedra offers to give a map showing where Pip is hidden in exchange for the return of the charm. There are no random selections in this part and the adventure is a journey through a cave meeting the various hazards. Three attempts are allowed at each hazard before the program ends with a comment asking the child to try again another time.

The Spiders

To escape from the clutches of the spiders the child must move a figure of themselves through the cave. The child must make sure that they are not under the spider when it falls! The left and right arrow keys are utilized.

- Level 1: slow speed for spider, fast speed for you
- Level 2: medium speed for spider, medium speed for you
- Level 3: fast speed for spider, slow speed for you

The Maze

This is a game of anticipation and manipulation where the child has to travel from the bottom of the maze to the top avoiding ghosts by using the arrow keys.

- Level 1: 2 ghosts
- Level 2: 3 ghosts
- Level 3: 4 ghosts

The Skeleton

Except for a head and body, a skeleton has fallen apart. The child has to select the correct part to put it back together again.

Level 1: arms and legs

Level 2: arms and legs plus hands and feet

Level 3: arms and legs plus knee-caps and eyes

The Puzzle

Pictures, featuring ghost, spiders, skeletons and Vedra, are shown to the child before being hidden. One picture is then revealed and the matching one has to be found. Pressing the Space Bar makes the choice when the relevant square is highlighted.

Having matched eight of the nine pictures the child discovers that the remaining picture is that of the charm. Vedra is delighted to have it returned and provides a map in preparation for Part Three.

PART THREE

Having retrieved the charm for Vedra, the child is told where Pip is to be found. It is now evident why Pip was unable to leave the island - he is either tied to a tree or in a pit. This needs to be remembered or Pip cannot be rescued. Using the map there is a choice of three paths which can be taken to reach Pip. Each path has two hazards: one chosen by the computer and the other dependent upon the path selected. All selections are made by pressing the Space Bar, except for the Volcano.

The Monkey (Random)

Monkeys love coconuts! In order to collect them, the initial letter of the word shown must be recognised and matched. The single letters, which are shown in the coconuts, are highlighted in turn.

- Level 1: words begin with b or d
- Level 2: words begin with b, d or p
- Level 3: words begin with b, d, p or g

The Spikes (Random)

To make the Spike (or Spikes) happy the child has to recognise its colour. Three boxes appear below the Spike and indicate the colour it might be. Each box is pointed to in turn in order to make the selection.

- Level 1: The boxes are coloured according to the word inside.
- Level 2: No colour clues are given for the word in the box.
- Level 3: The colours of two spikes have to be recognised.

The Crocodile (Random)

The crocodile asks to be given a fruit. A moving arrow points to pictures of fruit in turn. Select the correct one and the crocodile is happy.

Levels 1, 2 and 3: Four fruit are shown

It is important that the child remembers where Pip is held after tackling the random hazards, for if the monkey, spike or crocodile are happy then the child can choose a gift. The choices are:

Scissors Torch Ladders Key

The child must choose the item that will help to release Pip, ie, scissors to cut the rope if he is tied to the tree or the ladder to help Pip to climb out of the pit. The other items are red herrings.

The Swamp (blue Path)

Starting at the bottom of the screen the child must jump from tuft to tuft in alphabetical order to reach the top and hence avoid drowning. Each tuft has a letter on it. Each letter on the bottom row is highlighted in turn and any can be selected as a starting point. Then each letter on the second row is highlighted but this time the letter selected must be next, in alphabetical order, after that chosen on the row. The third row follows in a similar manner. Thus, if f is selected from the first row then g and h must be selected from the second and then third rows.

Level 1: 3 letters in each column

Level 2: 4 letters in each column

Level 3: 5 letters in each column

The Volcano (yellow path)

The fire in the volcano must be put out so that the adventurer can continue along the path. A water bomb can be fired at the summit if a series of addition questions (number bonds to 9) are answered before the fuse reaches the cannon. If the cannon fires prematurely then Pip cannot be rescued.

- Level 1: 5 questions to answer
- Level 2: 7 questions to answer
- Level 3: 9 questions to answer

The Bridge (red path)

A starting pattern is shown on a bridge. To build the bridge the given pattern must be repeated until the bridge is completed. Only then can the adventurer continue. An arrow points to a number of shapes in turn. Beware! If a mistake is made the bridge could collapse and poor Pip will have to wait for someone else to find him.

- Level 1: Two shapes in each pattern
- Level 2: Three shapes in the pattern
- Level 3: Four shapes are repeated in the pattern

If the adventurer manages to reach the end of the path (and has brought the correct gift) Pip can be freed. How does he get home? No doubt the child will have lots of ideas!

CURRICULUM IDEAS

Although the program allows the children to go on an imaginary journey it is intended to form part of a topic around which other work will be tackled. Some ideas for developing the curriculum through topic work are given below but they are only starting points which you (or your class) can develop further.

Many photocopiable sheets are included to help in various activities.

Language

Language work on:

- initial letters of words
- rhyming words
- compound words (word/picture games are ideal)
- alphabet skills
- medial sounds
- vocabulary development

Discussion:

- How did Pip get onto the island?
- Who tied him to the tree?
- Who is Vedra? What will happen once the charm is recovered?
- Which of the characters are real?
- What other adventures could Pip have?

Written work:

- Pip's adventures on his way home
- recreate the story
- describe the characters met in the story
- develop an island/cave adventure of their own
- develop a story about Vedra
- develop ghost stories

Mathematics

- addition and subtraction to 20
- timed practice of number
- counting forwards and backwards in jumps of 2, 5 and 10
- matching shapes and colours
- series both of numbers and shapes
- mazes

Environmental Studies

Travel

- what travels over, on or under water
- finding out about different boats or things that fly
- ports, harbours and airports
- sea topic

Science

- floating and sinking
- making a balloon fly or a raft to sail
- making things to cross a swamp or river
- the body and its bones

Geography

- looking at islands
- finding directions
- simple map-making
- volcanoes, swamps, rivers

Drama

- act out part of the story
- imagine being shipwrecked on an island
- develop a ghost adventure

Art

- create Vedra's island/own island
- develop sound effects to accompany the adventure
- make-up a song for Pip and for Vedra

BOOKLIST

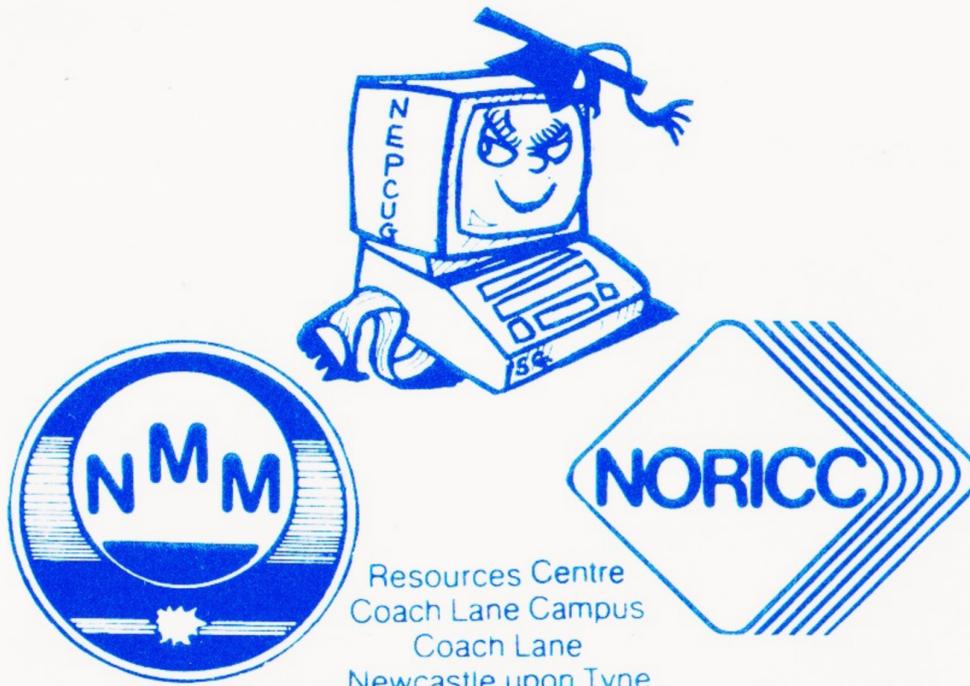
The following are suggestions only which we hope teachers may find useful (there are, of course, many more).

Children's Readers

Griffin Pirate Pre-readers - E J Arnold
The Seagull's Picnic (Link-up Story Club) - Holmes McDougall
The Day we went to the Seaside (Breakthrough Books) - Longman
The Little Submarine (Link-up Story Club) - Holmes McDougall
Fifteen Pigs on a Pirate Ship - Longman Reading World

Resource Books

Exploring the Seashore (Wonder Why Books) - Transworld Publishers
Seaside - Macdonald Quiz Books
At the Seaside - (Words for Topics) - Macmillan
Animal World - The Dolphin - Macdonald Educational Ltd



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