

**Sherston**  
**Software**

**Animal Rescue**

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## **ANIMAL RESCUE**

**A mathematical adventure for young children**

**Program designed and written by S Hosler**

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## **INTRODUCTION**

Animal Rescue is a mathematical adventure designed for children of approximately 6 to 8 years old. The program covers a wide range of mathematical areas with a particular emphasis on logical thinking and problem solving activities.

A bad troll lives in a cave under Green Leaf Animal Park. He has stolen an animal from its cage and has hidden it in his cave. The children explore the park meeting animals and solving problems as they go. They first discover which animal has been stolen then they find a secret entrance to the troll's cave and finally they rescue the animal.

The adventure is in three parts and each part should take the children between fifteen and twenty five minutes to complete. There is an introductory booklet which should be read before the children start Part One.

Each mathematical problem has four levels of difficulty which can be set by the teacher before each session. Also included is a problems disc which contains the mathematical problems found in the adventure.

## **LOADING**

Place the disc in the disc drive. Hold down the SHIFT key, press and release the BREAK key and then release the SHIFT key. This will automatically load and run the program.

**IMPORTANT NOTE:** ANIMAL RESCUE IS A DISC DRIVEN ADVENTURE AND THE DISC MUST BE LEFT IN THE DISC DRIVE THE WHOLE TIME THE PROGRAM IS RUNNING.

## **OPERATION for the adventure part 1,2 or 3**

(Although many of the following details will apply to the problems disc, notes on any differences will be outlined after this section)

At the beginning and end of each part of the adventure ESCAPE will take you back to the Main Menu. At all other times ESCAPE has been disabled which means that nothing will happen if the ESCAPE key is accidentally pressed.

## MAIN MENU

### Animal Rescue

#### Main menu

- 1 Teacher control
- 2 To start part 1,2 or 3

Please type a number ---

#### 1 Teacher Control

This takes you to the teacher control menu.

#### 2 To start part ..

This will start whichever part of the adventure you are on.

## TEACHER CONTROL MENU

### Teacher control menu

Press ESCAPE for the main menu

- 1 Sound Level
- 2 Set Difficulty
- 3 Introduction

Please type a number ---

#### 1 Sound level

When first loaded the sound is set on normal level but the volume can be reduced by pressing 1 or switched off by pressing 0. Pressing key 2 again will restore the sound to normal. The computer will make a sound indicating the volume level set by the key pressed. Press ESCAPE when the setting is correct to return to the Teacher Control Menu.

#### 2 Set Difficulty

The degree of difficulty of all of the problems found in this adventure can be set to one of four levels at the beginning of each part of the adventure. It should be noted that the animal the troll has stolen changes with each level of difficulty as shown below.

- Level 1 = Gorilla
- level 2 = Monkey
- level 3 = Gibbon
- level 4 = Baboon

The higher the level indicator is set the greater will be the difficulty of the problems to be solved. Enter the number of the level you require and then press RETURN. Press ESCAPE when the setting is correct to return to the Teacher Control Menu.

The puzzle box

On level one there are two possible answers.

On level two there are four possible answers.

On level three there are six possible answers.

On level four there are nine possible answers.

### Part 3

The race track

As the difficulty level increases so the track becomes more complicated.

The maze

As the difficulty level increases the size of the maze increases.

### 3 Introduction

This gives a screen of introductory notes for teachers.

### OPERATIONS for the Problems Disc

If ESCAPE is pressed while a mathematical problem is in progress it will return you to the beginning of that problem ready for the next child to begin. If you are at the beginning of a problem then ESCAPE will return you to the MAIN MENU.

### MAIN MENU

Animal Rescue

Main Menu

- 1 Teacher control
- 2 The chimps' Tree
- 3 The elephants
- 4 The parrots' food
- 5 The puzzle box
- 6 The racing track
- 7 The maze game

Please type a number ---

Below are the details of the differences found in each problem between each level. You may need to go through the program once to appreciate the changes.

## Part 1

### The elephants

On level one the children only select the elephant they think is needed to send the apples to Pip. If they make a mistake a prompt is given either.. "This elephant is too small" or "This elephant is too big."

Level two is the same as above except no prompt is given if a mistake is made.

On level three the children will first have to select the correct box of apples to be placed on the seesaw before deciding on the correct elephant to send these apples to Pip.

Level four is the same as level three except the children will be asked to add more apples to the ones they have already sent to Pip involving some simple arithmetic.

### The chimps' tree

On level one the chimps' tree will be divided into five boxes and a maximum of three of these boxes will be turned upside down.

On all the other levels the chimps tree will be divided into ten boxes and...

On level two a maximum of three boxes are turned upside down.

On level three a maximum of five boxes are turned upside down.

On level four a maximum of seven boxes are turned upside down.

## Part 2

### The parrots' food.

On level one there are two fruits for the children to find.

On level two there are three fruits for the children to find.

On level three there are four fruits for the children to find.

On level four there are six fruits for the children to find.

## **1 Teacher control**

This takes you to the teacher control menu.

## **Options 2 to 7**

This will start whichever problem is selected.

### **TEACHER CONTROL MENU**

Animal Rescue  
Press ESCAPE for the Main Menu

Teacher control menu

- 1 Set sound level
- 2 Set difficulty
- 3 Introduction
- 4 Set number of problems

Please type a number ---

### **1 Set sound level**

This section is identical to the procedure already outlined above.

### **2 Set difficulty**

This section will set the degree of difficulty of the mathematical problems found on this disc.

Press the number of the level you require and then press RETURN. Press ESCAPE when the setting is correct to return to the teacher control menu.

### **3 Introduction**

This gives a screen of introductory notes for teachers.

### **4 Set number of problems**

Apart from the "Racing Track" and the "Parrots' food" the mathematical problems found on this disc can be repeated several times before returning to the childrens' instructions. You can set the number of repeats between one and nine.



## TEACHERS' SYNOPSIS

### The adventure

The children are told there is a bad troll living in a cave under the animal park and he has stolen an animal from its cage.

There are several different routes the children can take through the adventure and so there is no 'right way' to complete each part.

In Part One their task is to find out which animal has been taken. The children will have to search the park (using the arrow keys) meeting the other animals and possibly even the troll until they find out which animal is missing. Each time the program is started the animals will move around so the children cannot predict what they will meet in a certain place. The children will have to complete two mathematical problems before they can discover the identity of the missing animal. Each problem is presented to the children once only. They will not be able to return to a problem once it has been completed. Finally, after being told by either the elephants or the chimps which animal is missing, they are shown the Tropical House and told their adventure will continue in part two inside this building.

In Part Two the children have to explore the Tropical House. Again all the locations in this part of the adventure are likely to change each time the adventure is started. They may meet the parrots first and if they successfully help them they will be given one of the two keys needed to open a red door. Upstairs they will meet the troll in a very bad mood. He turns them into a frog but this will help them find the second key to the red door hidden in a magic box. The box as well as providing the key will also turn them back to normal. Their final task will be to find the red door but when they do they are told they must wait for Part Three to open the door and go into the troll's cave.

In Part Three they begin to explore the cave meeting several new animals until they meet Helen Hare. After driving Helen's car around a track (Helen does not want to be beaten by a tortoise again) Helen leads them to the cage holding the missing animal. Next they must find a key to open the cage door and this involves finding their way through a maze. Eventually they release the missing animal but are chased by the troll. The ending is especially exciting as the troll gets his just reward and is sent far away from the animal park.

## TEACHERS' NOTES

The adventure can be used as the central theme for a topic on the zoo or animal park, to complement other topics or simply in its own right.

In addition to the mathematical problems included, Animal Rescue should also provide experience in decision making and logical thinking. To this end it is suggested there should always be two or three children working together on the adventure as they will benefit greatly from the co-operation and discussion making involved in trying to solve the problems together.

It may be helpful for younger or less able children to be introduced to the problems found in the adventure by first using the problems disc. They should then be able to make steady progress during the adventure and complete it in an acceptable time. Alternatively the problems disc could be used to reinforce the work covered after the adventure has been completed.

To avoid large amounts of text on the screen we have simplified the instructions as much as possible. All words used wherever possible are key words. The words used in the program are as follows:

a	baboon	cage	David
again	back	can	dear
ago	bad	cannot	diamond
all	banana	car	did
an	bananas	cave	do
and	bang	chimps	door
animal	behind	chimpanzees	down
Anne	big	Colin	
any	bif	comes	
apples	Bob	cross	
are	box	cut	
arrows	boxes		
at	but		
	butterflies		
	bye		
eat	fast	get	had
elephant	far	gibbon	half
elephants	fit	give	happy
end	find	go	hare
	five	good	has
	food	gorilla	have
	forward		he
	fox		Helen
	Freddy		help
	frog		here
			hid
			hiding
			his
			hops
			house
			how
			hungry

if  
in  
into  
is  
island  
it

jump  
just

key  
keys  
know

letter  
little  
live  
lives  
long  
look  
lorry  
lost  
luck

made  
may  
met  
monkey  
more  
must

not  
now  
number

of  
off  
oh  
one  
only  
open  
or  
other  
out  
own

park  
parrots  
part  
path  
penguins  
Pip  
puzzles

race  
red  
rocks  
run

sad  
say  
send  
see  
she  
skin  
small  
so  
soon  
some  
sorry  
square  
stairs  
still  
stream

taken  
taking  
thank  
that  
the  
then  
their  
there  
they  
this  
three  
tigers  
time  
to  
too  
took  
tortoise  
trap  
tree  
trees  
triangle  
troll  
tropical  
try  
turn  
turns  
turtles  
two

under  
up  
upside

very

walk  
want  
wants  
way  
went  
what  
where  
which  
with  
will  
wood

you

The more difficult words are included on three separate sheets in large type for you to use to make a set of flash cards.

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