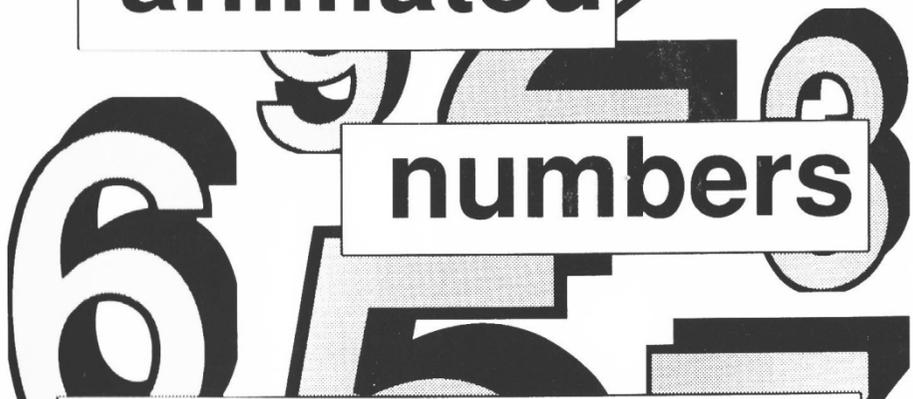




**animated**



**numbers**

**Teachers' Book**



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18 JUL 1991

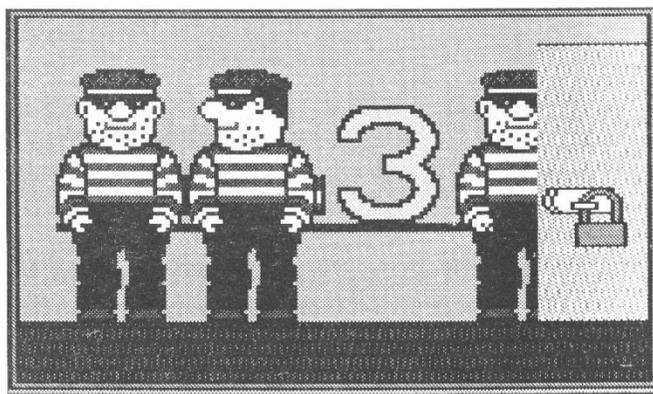
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# The ANIMATED NUMBERS

Program designed and written by Simon Hosler

Teachers' Book by Bill Bonham

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## **CREDITS AND COPYRIGHT**

The Animated Numbers is a package for pre-school and reception age infants.

Design and program by Simon Hosler.

Additional programming by Alistair Clarke.

Title Card and Concept Keyboard overlays by Sue Hosler.

Teachers' book by Bill Bonham.

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Animated Numbers is only intended for use on the computers indicated on the disc label. It should not be used under emulation on any other computer.

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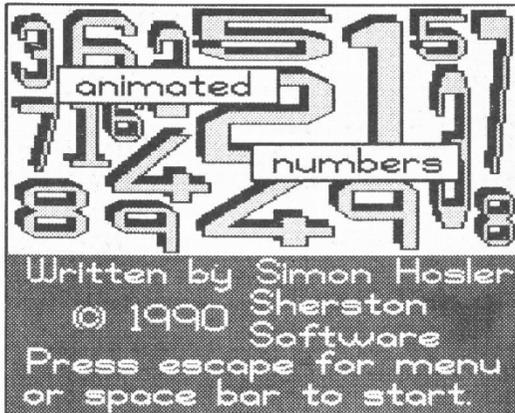
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## INTRODUCTION



The Animated Numbers is designed for children of approximately 3 to 5 years of age. It is also suitable for older children with learning difficulties. The program consists of three carefully designed games in which the numbers come to life in 10 beautifully animated illustrations.

Learning about numbers has never been such fun! Parents and teachers can use The Animated Numbers to help their children recognize and learn about the numbers from one to ten.

The Animated Numbers is also an ideal program to introduce children to the computer, being simple, colourful, and above all, fun. Each number has a simple sentence associated with it which teachers and parents can read out to the children.

## THE PACKAGE CONTENTS

In your Animated Numbers you should find:

- ✓ 1 disk.
- ✓ The Title Card
- ✓ An A3 and an A4 Concept Keyboard overlay.
- ✓ 1 'Links' photocopy master.
- ✓ 3 'Ladder Maze' photocopy masters.
- ✓ This Teachers' book.

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## USING THE SOFTWARE

### Loading

Place the disc into the disc drive. Hold down the **SHIFT** key, press and release **BREAK** and then release the **SHIFT** key. This will automatically start the program.

**IMPORTANT:** Animated Numbers is a disc driven package and **THE DISC MUST BE LEFT IN THE DRIVE** for the whole time that the program is running.

### Operation

When the title screen is shown pressing **ESCAPE** will give the Teacher Controls menu or pressing **SPACE BAR** will take you straight into the children's games.

### Teacher Controls

#### The Animated Numbers

(1 to 10)

#### Teacher Controls

- |                 |                          |
|-----------------|--------------------------|
| 1 Sound         | (normal)                 |
| 2 Input         | (computer keyboard)      |
| 3 Program       | (ladders-pictures-links) |
| 4 Numbers       | (random 1 to 10)         |
| 5 Text          | (on)                     |
| 6 Start program |                          |

**Please type a number**

The settings shown in brackets after the options show the start-up status of the program.

## 1 Sound

When the program is loaded the sound level is set to **2** for normal. You can alter it to **1** for quiet or **0** for off. When you type a number the computer will beep to indicate the sound level selected.

Select the level required and then press **ESCAPE** to return to the Teacher Controls menu.

## 2 Input

This refers to the way the children will enter their responses to the computer. When the program is first loaded this is set to the computer keyboard but it can be changed to the Concept Keyboard if required. Having selected the type of input you require press **ESCAPE** to return to the Teacher Controls menu.

## 3 Program

This option allows the teacher to select which number activities the children will be given and the order they will be given in.

In this way you can adjust Animated Numbers to give children practice at the activities you think most appropriate to their needs.

When the program is first loaded this is set to ladders, pictures, links but this can easily be altered.

For instance you may want the program to just go through the pictures (the number stories) in the first instance. To do this you should enter **2** as your first selection and then press **ESCAPE** which will take you back to the Teacher Controls menu.

If you want to adjust the program to give the children two Links patterns to complete and then let them see the picture as a reward you could choose **3** (links) for both your first and second selection and **1** for the pictures as your third selection.

You may choose to have only two of the activities rather than three by pressing **ESCAPE** after you have made the first and second selections. You cannot choose to have the same activity three times.

When you are happy with your selection you should press **ESCAPE** to return to the Teacher Controls menu.

## 4 Numbers

This option allows you to choose the order and range of numbers that will be given to the children. You can select to have them in numerical or random order from either 1 to 5 or 5 to 10 or even select your own sequence of numbers.

By combining this teacher control option with **3** above you can easily set the program to suit a particular child's needs.

## 5 Text

If 'text' is 'on' then the number story that accompanies each number from 1 to

---

10 will appear at the bottom of the screen when the children type the right number in the Pictures game. This is not intended for the children to read, but is meant to be read out loud either by the teacher or an older child.

If the text is switched off then nothing appears at the bottom of the screen when the number is pressed.

## 6 Start Program

This will take you back to the Animated Numbers title screen ready to start the games using whatever options and settings you have made in the Teacher Controls menu.

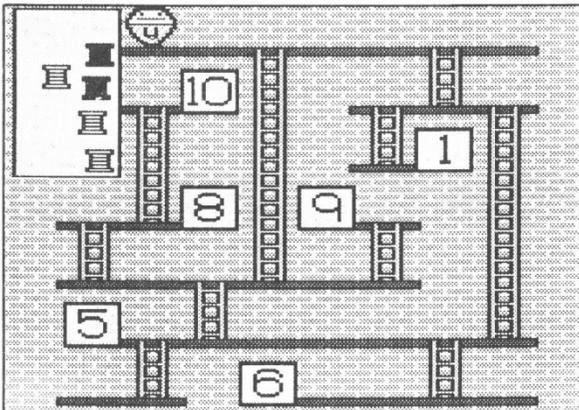
# TEACHERS' NOTES

## General

Animated Numbers can be used in its own right simply as another resource to help children learn about and understand numbers, or it can be used as the central theme to a mini topic about numbers. Ideas for extending the work possible from Animated Numbers are given below.

## The games

### Ladders

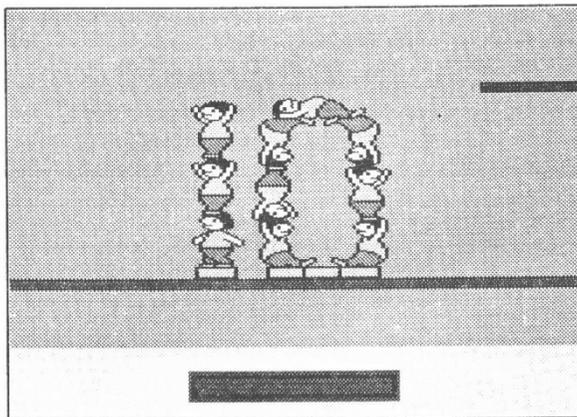


In 'Ladders' the children simply have to count the number of objects in the set and then guide the little character (we call him/her Numberbod) to the correct number on the ladder maze.

Numberbod will stop at the top of every ladder and look at the children who have to tell him where to go by pressing one of the **ARROW KEYS**.

When the children have found the correct number the ladder maze will flash and then the program will move onto the next game in the sequence.

### Pictures



When the picture appears the children have to press the correct number to start the animation.

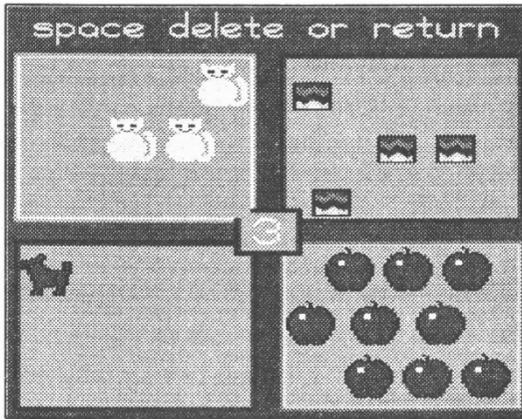
If 'text' is switched on then the number story appears at the bottom of the screen. This is not intended for the children to read, but is meant to be read out loud either by the teacher or an older child. If the text is switched off in option 5 of the Teacher Controls menu then nothing appears at the bottom of the screen when the number is pressed.

The ten number stories are:-

- 1 woodpecker makes a one.
  - 2 teddies tow a two.
  - 3 thieves steal a three.
  - 4 fish find a floating four.
  - 5 fireworks fire flames into a five.
  - 6 seals play with a six.
  - 7 seeds grow into a seven.
  - 8 aeroplanes fly in a figure of eight.
  - 9 knitting nurses knit a nine.
  - 10 tumblers tumble into a ten.
-

When the number story has finished the children have to press the **SPACE BAR** to move onto the next activity in the sequence.

## Links



Links are similar to simple sets. The children have to complete the link to the number in the middle by getting the right number of objects in the surrounding boxes. Pressing the **SPACE BAR** adds an object, **DELETE** takes one away and the children should press **RETURN** when they think they have the right number.

If the number of objects in the box matches the number shown in the middle then the objects will all animate in some way and the link between the number in the middle and the box will be opened.

## Further activities

### Number Work

We recommend using *Animated Numbers* in conjunction with all the usual counting, sorting and other early number work that is found in infant classrooms. It is very important that young children have as much experience as possible with early numbers and the program is simply intended to be another resource to help young children learn about and understand numbers.

You can link your children's number work to the *Animated Numbers* package in many ways.

**The Ladders** can lead to all sorts of number work.

- ✓ How many rungs are on the ladders?
- ✓ Make simple ladder worksheets for the children using the photocopy masters included with the program. Put Numberbod by a box with a number in it and get the children to draw the correct set in the box. Draw a set and some numbers

and then ask the children to draw the path that Numberbod has to take to get to the right number. Start at 3, if you climb up 7 steps and then go left which number are you next to?

- ✓ Let the children play simple games of snakes and ladders.

### **The Number stories**

- ✓ Get the children to make up and draw number stories of their own.
- ✓ Make a class Number book or a wall display.
- ✓ Let the children make their own number scrap books. Have one page for each number and let the children choose and cut or tear out pictures to make sets.
- ✓ As a class, concentrate on one number for a while. Make a huge pattern based on the number with the numeral in the centre and items to do with the number radiating from it. Include pictures of everyday objects that have a connection; shapes, sets, stories or songs that mention the number.

**The Links patterns** can lead to a great deal of work with simple sets.

- ✓ Use the 'Links' photocopy master to make blanks for the children and get them to draw their own 'Links' patterns.
- ✓ Make a large Links pattern and let the children place everyday objects into the boxes. This provides opportunities for matching and one to one correspondence.

### **Language**

The Animated Numbers can also be the starting point for a lot of language work. Certainly with young children the program can be used to generate a great deal of discussion.

- ✓ Why do the children think Numberbod wants to climb the ladders and find the right numbers?
- ✓ Can the children make up and tell you simple stories about Numberbod?
- ✓ The stories that accompany each number can also be the basis for lots of language work. Some of them are quite difficult to say and could easily lead on to work about tongue twisters. What tongue twisters do the children know? Can they say all the number stories? Can they think of any other stories for the numbers?
- ✓ Get the children to guess what will happen to the various objects in the links boxes. What else could happen to them?

### **Art and Craft**

- ✓ Use card templates of numbers and let the children draw round them. Can they fit them together to make different shapes/patterns? Using just one number let the children draw round the template both ways up and then get them to colour in the ones that are the right way round.
  - ✓ Get the children to draw their own simple number stories.
-

- ✓ Ladder pictures - using straws.
- ✓ Let the children make their own plasticene objects to put into a big links pattern.

### **Music**

There are a wealth of good number songs for young children, often with actions which young children really enjoy.

## TROUBLE SHOOTING

### Loading Problems

- ✓ If the disc won't load check:- That you have a 40 track disc for 40 track drives or a 80 track disc for 80 track drives. If your drive is switchable, is it set correctly? (Note:- 40 track discs are despatched unless 80 track are specifically requested. 80 track discs are labelled 80 track.)
- ✓ If you are using a Master 128, is it configured to DFS? If not type **\*DISC** press **RETURN** and then **!BOOT** the disc. Do not try to run the program using the CONVERT program provided with the Master.
- ✓ Is your equipment all switched on and connected properly? If the disc still doesn't work try it, if possible, on another computer and disc drive. (Disc drives need a service now and then.)
- ✓ If you still have no luck you can either telephone for advice or simply return the disc for replacement. Please make a note of any screen messages etc. so that we can try to identify the problem.
- ✓ It may be that you have a non-standard DFS which is the cause of the problem. If this is the case we will be happy to give a refund.

### Back Ups

- ✗ Sorry, but you won't be able to make one. The disc is protected to enable us to run our very popular approval system. Don't worry, all our discs come with a lifetime guarantee. However, if you would like the security of a backup, we can supply one for a small fee.

### Corrupted Discs

- ✓ If your disc corrupts in any way simply return it and we will send a replacement.



