

# Peek-a-boo Around Our House

**Teachers' Book**



**SHERSTON SOFTWARE**



# **Peek-a-boo around Our House**

A discovery pack for infants

by Margaret and Peter Hayball

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## **Credits and Copyright**

*Peek-a-boo around Our House* is a discovery pack for infants.

Design and program: Margaret and Peter Hayball.

Teachers' Book: Bill Bonham

Title card & Overlay keyboard illustrations: Mark Vanstone

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### **Copyright**

If you have bought a single user copy of *Peek-a-boo around Our House* you may use the package on one machine at a time only.

If you want to use the program on more than one machine at a time then you will need to purchase a school pack containing multiple copies of the discs. Contact Sherston Software for details.

### **Acknowledgements**

The documentation for *Peek-a-boo around Our House* was produced using *Impressior II* and *Expression PS*, both from Computer Concepts.

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## Introduction

Everyone knows that children just love to explore and look for treasures. *Peek-a-boo around Our House* gives young children the chance to do just that when they take their very own trip into the enchanting world of Peek-a-boo. The program is full of all sorts of magical objects and events just waiting for young infants to discover. As they explore inside and outside the house each and every scene has several activities concealed in it. To find them children simply have to use the arrow keys to point to where they want to 'Peek-a-boo!' The option to have simple text on screen encourages early readers.

There are all sorts of animated nursery rhymes, games and activities to find. What will the spider do in the attic? What will they find in the garden shed? Can they dress the baby in the nursery? What's hiding in the goldfish bowl in the lounge? There are so many things to discover that children will want to play Peek-a-boo again and again.

The package provides the starting point for a wealth of language and maths work and can be used to support several English and Maths AT's. *Peek-a-boo around our House* is the first in a new series of infant discovery packs by Margaret Hayball, (author of the best selling *Farm and Circus*) and her son Peter Hayball.

## The Package Contents

In your *Peek-a-boo around Our House* package you should find:-  
Either:

One 5¼ inch disc containing the DFS version of the software.

Or:

One 3½ inch disc which is an ADFS disc for the Compact or MS128 computers.

Other disc formats that may be available on special request are not detailed here.

The Teachers' Book.

1 A3 Concept Keyboard Overlay.

1 A4 Concept Keyboard Overlay.

Word Sheets listing all the words used in *Peek-a-boo around Our House* that can be used to make flash cards, work sheets etc.

## Using the software

### Loading

Place the disc in the disc drive. If it is an ADFS disc type **\*MOUNT** and press **RETURN**.

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

Important Note

*Peek-a-boo around Our House* is a disc driven package and the disc **MUST** be left in the drive for the whole time that the program is running.

### Operation

The title screen offers two options as shown below.



You simply have to use the arrow keys to move the arrow on screen either under the owl for the Teacher Control or under the children to play *Peek-a-boo around Our House*.

## Teacher Control



Teacher Control allows you to adjust the programs in various ways.

Use the up and down arrow keys to move the arrow on screen until it is pointing to the option you want and then press **RETURN**.



### 1 Set Time Limit.

This option allows you to set the time that the children will be allowed to play *Peek-a-boo around Our House* before the alarm goes off and their turn ends. You are presented with a number of available time limits, including no time limit. Use the up and down **Arrow Keys** to select the time limit you require and then press

**RETURN**. When you have set the time limit you can either go back to the Teacher Control Menu by selecting the Owl or start the game.

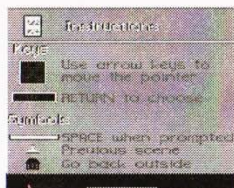
When the program is first loaded the time limit is set to 0 for no time limit. Once you change this it remains at the value chosen until either changed or the program is finished, or re-booted.



### 2 Set Sound Level.

This lets you choose how loud you want the sounds in *Peek-a-boo around Our House* to be.

You can choose 0 for sound off, 1 for quiet, 2 for normal and 3 for loud. Use the up and down **arrow keys** to select the volume you require and then press **RETURN**.



### 3 Instructions

This screen shows the keys that children need to use.



### 4 Start the game

Selecting this option from the Teacher Control menu starts the game.

## Playing Peek-a-boo

Playing *Peek-a-boo around Our House* is very simple and uses the minimum of keys. All the children need to know is that they can move the arrow on screen by using the **ARROW KEYS**.

When they want to see if anything will happen they have to press **RETURN**. If there is a sequence of events they will be prompted to press the **SPACE BAR** by a white bar surrounded with a red border at the bottom of the screen. This will activate the next event.

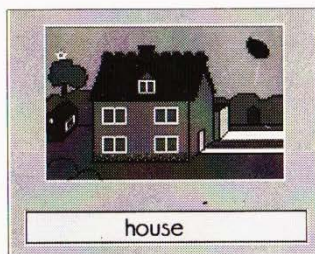
When a scene appears there will be a number of question marks underneath it. This indicates how many things there are to be found in that particular picture. Every time the child finds one a ? will disappear. When there are no more question marks showing underneath the picture there are no further things to discover in that scene. The children move on from one scene to another at any time and do not have to find everything there is on the current scene before moving on. When they return the program will have remember what they have and have not found and display the correct number of question marks.

## Teachers' Notes

*Peek-a-boo around Our House* is intended to provide the stimulus for all sort sorts of work in the infant classroom. It can be used as a valid educational activity in its own right, especially when two or more children use the program at the same time as the resulting discussion and cooperation between them can be very valuable. Alternatively the program can be used to complement a class topic either on houses or nursery rhymes.

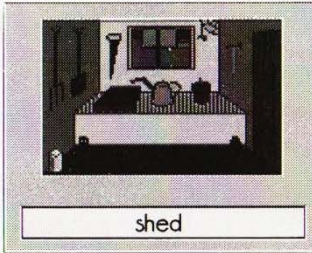
### The peek-a-boo scenes

To give some indication of the possibilities presented by the program the following is a comprehensive list of the various scenes in *Peek-a-boo around Our House* and what happens in each scene. You can use it to select particular scenes you want the children to investigate.



### Outside the House

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
chimney	chimney	smoke	Chimney smokes.
sun	sun	moon	Scene changes to night.
tree	night	day	Scene changes to daytime.
garden gate	tree	owl	Owlet falls from branch.
garage door	garden		Go to the garden.
front door	garage		Go to the garage.
shed	front door		Go to the hall.
Bottom right window	shed		Go to the shed.
Bottom left window	kitchen		Go to the kitchen.
upstairs right window	sitting room		Go to the sitting room.
Upstairs left window	bedroom		Go to the bedroom.
attic window	nursery		Go to the nursery.
	attic		Go to the attic.



### In the Shed

*Point at the*

door  
spider

flower pot  
seeds  
mouse  
hammer  
spade  
fork  
window  
watering can

*Word  
Displayed*

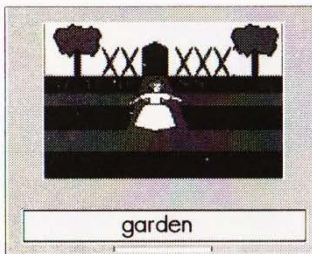
door  
spider

flower pot  
seeds  
mouse  
hammer  
spade  
fork  
window  
watering can

*Extra  
Words*

*Action*

Go to the house scene.  
The spider moves up and down.  
Flower 'grows'.  
Seeds 'grow'.  
Mouse runs to hole.



### Garden

*Point at the*

garden gate  
flowerpot  
tree  
grass  
Mary Mary

*Word  
Displayed*

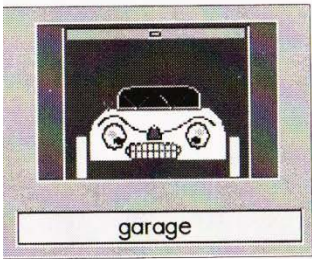
gate  
flowerpot  
tree  
grass  
Mary Mary

*Extra  
Words*

robin

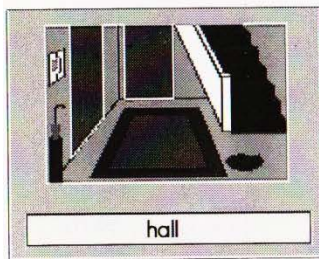
*Action*

Go to the house.  
The robin feeds a baby bird.  
  
Mary Mary quite contrary.  
(Animated rhyme)



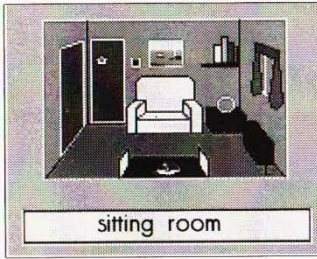
**Garage/car**

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
button on left of car windscreen	starter wipers		The car chugs. The windscreen wipers work.
horn between headlights headlights radiator door picture of house	horn lights radiator door		Beeps. Lights 'flash'. Car 'smiles'. Garage door closes. Go to the house.



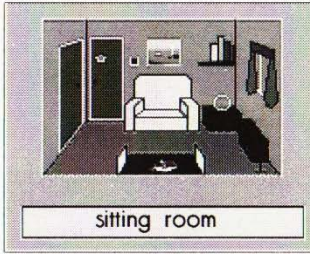
**Hall**

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
telephone umbrella cat rug door on the left door straight ahead stairs Picture of house	telephone umbrella cat rug door door stairs		Telephone rings. Umbrella opens. Cat meows.  Go to the kitchen. Go to the sitting room. Go to the landing. Go to the house.



## Sitting Room

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
door on left	door		Go to the music room.
door straight ahead	door		Go to the hall.
light switch	switch		The lights turn on & off.
television	television		
armchair	armchair		
book	book		Little Bo Peep. (Animated rhyme) Go to the hall.
arrow symbol			
<b>Picture</b>	picture	seaside	
lighthouse	lighthouse		
boat	boat		The Boat moves left / right.
sun	day		Changes to night and the lighthouse flashes.
moon	night		Changes to day.
fisherman	fisherman		Fisherman catches a fish.
fish	fish		Fish drops back into the sea.
sea	sea		
sky	sky		
sand	sand		
<b>Fruit bowl</b>	fruit		
apple	apple		
banana	banana		
cherries	cherries		
grapes	grapes		
lemon	lemon		
pear	pear		
strawberries	strawberries		



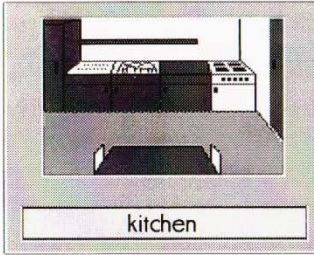
## Sitting Room continued

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
<b>Goldfish bowl</b>	goldfish bowl		
goldfish	goldfish		The goldfish swims.
diver	diver		Diver moves up and down.
<b>Cave</b>	cave		
mermaid	mermaid		
turtle	turtle		
treasure chest	treasure chest		
shell	shell		
crab	crab		Crabs eyes & claws emerge.



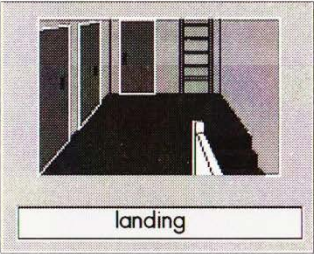
## Music Room

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
door	door		Go to the sitting room.
drum	drum		Drum bangs.
xylophone	xylophone		Plays a tune.
trumpet	trumpet		Plays a tune.
piano	piano		Play a tune on the keyboard.
Picture of house			Go to the house.



## Kitchen

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
washing up	washing up		The sink empties and the crockery is put on the shelf. Polly put the kettle on. (Animated rhyme) Animated sequence: Take the cake from oven. Add the candle. Baby appears.
cooker	cooker		
oven	oven	cake Happy Birthday	
baby	baby		Old Mother Hubbard. (Animated rhyme) Go to the hall. Go to the house.
cup	cup		
saucer	saucer		
plate	plate		
table	table		
floor	floor		
sink	sink		
tall cupboard on left	cupboard	bone	
door	door		
picture of house			



**Landing**

<i>Point at the</i>	<i>Word Displayed</i>	<i>Extra Words</i>	<i>Action</i>
stairs	stairs		Go to the hall.
left hand door	door		Go to the bedroom.
middle door	door		Go to the nursery.
right hand door	door		Go to the bathroom.
ladder	ladder		Go to the attic.
floor	floor		
picture of house			Go to the house.



## Bedroom

*Point at the*

*Word  
Displayed*

*Extra  
Words*

*Action*

dog  
cat  
mouse

dog  
cat  
mouse

Dog barks and wags its tail.  
The cat meows.  
Mouse squeaks and jumps  
on the wardrobe.  
Humpty Dumpty.  
(Animated rhyme)

picture

picture

bunk bed  
ladder

bunk bed  
ladder

## Wardrobe

wardrobe

fancy dress  
fairy  
clown  
pirate  
witch

Children can mix or match  
the different fancy dress  
outfits

arrow symbol

Go back to the bedroom.

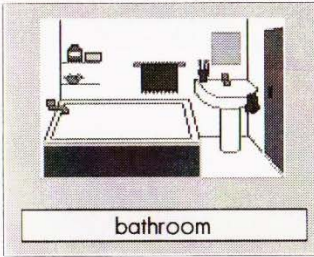
picture of house  
arrow symbol

Go to the house.  
Go to the landing.



Nursery

Point at the	Word Displayed	Extra Words	Action
one	one	1	Robin feeds baby bird.
two	two	2	Two dogs, two bones.
three	three	3	Three boxes (animated).
four	four	4	Four trains (animated).
five	five	5	Five fishes (animated).
rocket	rocket		Animated picture.
stars	stars		Twinkle Twinkle little star. (Animated rhyme).
bricks	bricks	red green yellow dark blue pink pale blue white rub out	Brick building game.
cot	cot		
window	window		
Cupboard	cupboard	dress the baby hat jumper trousers shoes	The baby can be dressed in different clothes from the cupboard
arrow symbol			Go back to the Nursery.
picture of the house			Go to the house.
arrow symbol			Go to the landing.



## Bathroom

*Point at the*

*Word  
Displayed*

*Extra  
Words*

*Action*

### Mirror

face  
cheek  
chin  
ear  
eyes  
eyebrow  
hair  
mouth  
nose

mirror  
face  
cheek  
chin  
ear  
eyes  
eyebrow  
hair  
mouth  
nose

The ear wiggles.

shampoo  
soap  
flannel  
towel  
toothbrush  
duck  
bath  
sink  
tap  
water in the bath

shampoo  
soap  
flannel  
towel  
toothbrush  
duck  
bath  
sink  
tap

water  
baby

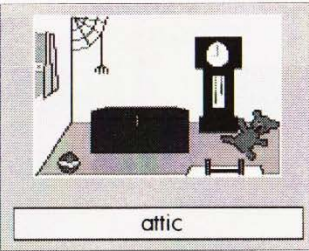
The bath fills.  
A baby appears in the bath  
with a  
dad to look after it.  
The baby splashes.

baby  
Dad  
door  
picture of the house

Daddy  
door

splash

Go to the landing  
Go to the house.



Attic

Point at the	Word Displayed	Extra Words	Action
ladder spider	ladder spider	tree bush tuffet	Go to the landing. Little Miss Muffet. (Animated rhyme)
clock	clock		Hickory Dickory Dock. (Animated rhyme)
ball teddy bear <b>Toybox</b> Train	ball teddy bear toybox train		The ball bounces. The teddy waves.
		station train hill	The train runs along track.
jack-in-a-box	jack-in-a-box		The-jack-in-the box animates.
rag doll paint box	rag doll paint box	red green yellow dark blue pink pale blue white black rainbow	The rag doll animates Choose colours and 'paint' a magic picture.
arrow symbol			
picture of house			Back to the attic Go to the house.

## Ideas for further work

There are so many 'jumping' off points in *Peek-a-boo around Our House* that the possibilities for work away from the computer are almost endless. The following are only a few suggestions based on the activities within the program that provide the most potential for further work.

- **Nursery rhymes.** There are six different animated nursery rhymes that can be found in *Peek-a-boo around Our House*. What other nursery times do the children know? Ask them to bring in their favourite nursery rhyme books and make a class display of them. Read them at story time. Are there any other scenes in *Peek-a-boo around Our House* that remind them (or you) of any others. (The spider in the attic ... Inky Pinky Spider, Mouse .. Three Blind Mice, Cat .. Pussy cat, pussy cat, where have you been etc.)
- **Growing Seeds.** In the shed the children can point at the seeds and flower pot to make plants grow. Let the children plant their own seeds in the classroom. What do they think the seeds will need to grow? Is there any way they can find out?
- **Pets.** Various animals feature in *Peek-a-boo around Our House*. Do the children have any pets of their own? Let them tell the rest of the class about them.
- **Seaside.** The seaside features both in the picture and the goldfish bowl in the lounge. When was the last time the children went to the seaside? (Some of them may never have been). What is about the seaside that they like the most? Can they remember the sounds? The smells? Tastes? etc.
- **Fruit and food.** There are lots of different fruits in the fruit bowl in the lounge. Can the children name them all. What about other types of food. Simple classification e.g. fruit, vegetables etc.
- **Dressing Up** There are two dressing games in *Peek-a-boo around Our House*. Let the children play their own dressing up games. What are the name of all the clothes.
- **Body Parts.** When the children look in the mirror in the bathroom they can see the names of the parts of the head. What are the names of all the other body parts?
- **Hygiene.** Why is important to keep ourselves clean? Safety in the bathroom. Where can you find germs in the bathroom? In the kitchen?

## Trouble Shooting

### Loading Problems

- ✓ If the disc won't load check:- That you have a 40 track disc for 40 track drives or an 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 and the disc supplied is DFS is the computer 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. If the disc supplied is an ADFS disc and it won't !BOOT try typing \*ADFS, press RETURN and then !BOOT the disc.
- ✓ 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. Alternatively you may have some other ROMs plugged into your computer that are causing difficulty. 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 life time guarantees. If you want the security of a back up disc you can purchase one from Sherston Software for a small fee.

### Corrupted Discs

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



