



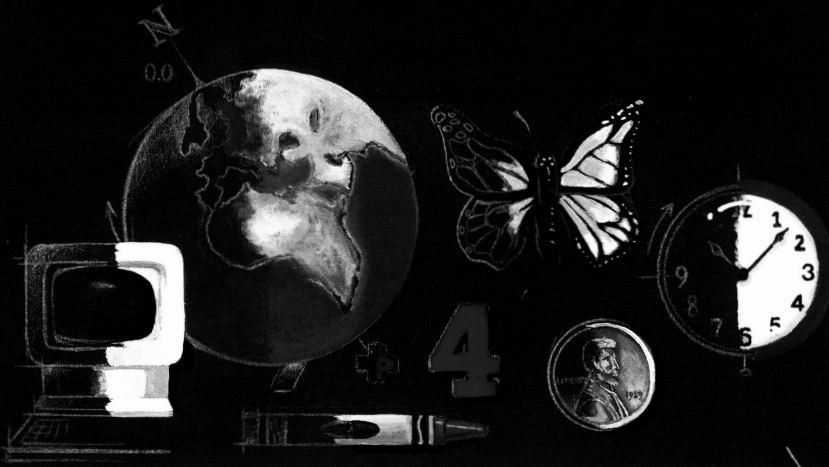
The TALKING SCHOOLHOUSE™ SERIES

Real Human Speech
That Teaches Basic Skills

Apple®
IIGS
3.5" Disk

A THRILLING ASSORTMENT OF MULTISENSORY LEARNING ACTIVITIES!

TALKING CLASSROOM



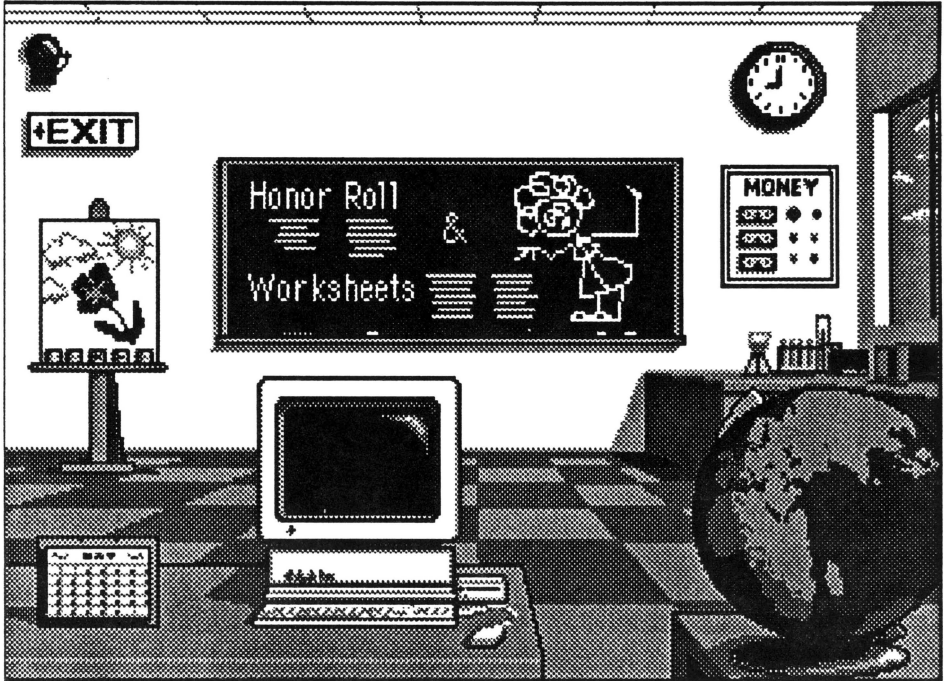
3.5" Drive Required

High Resolution Graphics

Real Human, Digitized Voice

Ages 4-7

TALKING CLASSROOM



This series consists of eight parts on two 3.5" disks:

Science Corner Money Poster Talking Clock Art Corner
Talking Computer Calendar Globe Worksheets / Award



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The Talking Schoolhouse™ Series

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Getting Started

Welcome to **Talking Classroom**. This program is on two 3.5" disks. It requires 1MB minimum memory and may be run from the floppy disks or installed on a hard drive. The use of a mouse with this program is strongly recommended, although it is possible to use keyboard equivalents with IBM and Tandy versions.

The following instructions are for experienced users who need only the specific file name, etc. to begin running this program. More detailed instructions concerning loading, installing on a hard drive, and volume control appear on the following pages.

Apple IIGS: Insert the **Talking Classroom Boot Disk** into the drive and turn on your computer and monitor. The program will boot automatically, asking you to insert the **Program Disk** when necessary. Adjust the volume by clicking on the box marked *Sound* found in each section of the program. Click on *Quit* to exit a section.

Tandy: If you have a mouse, install it before booting this program. To run the program, insert the **Talking Classroom Disk 1** into drive A. At the **A>** prompt, type *Classroom* then press *Enter*. Switch to the **Talking Classroom Disk 2** when prompted to do so. Adjust the volume by turning the volume knob located on the side or back of your computer.

IBM: If you have a mouse, install it before booting this program. Connect your Covox Speech Adapter and turn it on. Insert the **Talking Classroom Disk 1** into drive A. At the **A>** prompt, type *Classroom* then press *Enter*. Switch to the **Talking Classroom Disk 2** when prompted to do so. Adjust the volume by turning the dial on the Covox unit.

BOOTING THE PROGRAM

Apple IIGS: Insert the Boot Disk into the drive, label side up, then turn on your computer and monitor. The program will boot automatically. To reboot at any point, press the Control/Apple/Reset keys simultaneously, then release.

Tandy: Running the Program from MS-DOS

1. Insert your DOS disk into the drive and turn on your computer and monitor.
2. You should see the A> prompt on your screen. If not, switch to drive A by typing *A:* and pressing the *Enter* key.
3. If you plan to use the keyboard to input information, go to step #4. If you have a mouse, you must install the mouse driver at this point if you have not already done so. Do so by typing *Mouse* and pressing the *Enter* key.
4. When the A> prompt reappears, remove your DOSdisk and insert the **Talking Classroom Disk 1**. Type *Classroom* and press *Enter* to load the program. Insert the **Talking Classroom Disk II** when prompted.

Tandy: Running the Program from DeskMate™

1. If you will *not* be using a mouse, proceed to step #2. If you do have a mouse, you must first install the mouse driver. Your mouse may currently work with the DeskMate interface, but it will not work with **Talking Classroom** unless you first install the mouse as follows:
 - A. Exit the DeskMate screen by pressing the *ESC* key. A dialog box will appear asking you to confirm your choice. Press *Enter*. You should then see the A> prompt.
 - B. Type *Mouse* and press *Enter*. You should see a message on the screen stating that the mouse has been installed.
 - C. When the A:> prompt reappears, type *C:Desk* to return to DeskMate.
2. The middle of the top line of DeskMate's main screen should read *DeskMate A:*. If so, proceed to step #3. If it does not, you must change the directory. Choose the *Directory* option by pressing the function key *f3* or by clicking your mouse on the *Directory* button. A pull-down menu will appear under that. Choose the *Change* option by typing *C* and pressing *Enter* or by double-clicking on the *Change* option. A DeskMate dialog box should appear displaying the current directory name. Type *A:* followed by the *Enter* key.

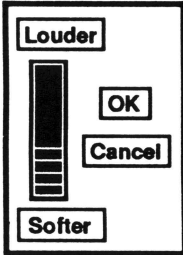
3. Insert the **Talking Classroom Disk I** into Drive A.
4. Select the "File" option from the DeskMate menu by pressing the *f2* key or by clicking the mouse on the "File" button in the upper lefthand corner of the screen.
5. A pull-down menu will appear. Choose the "Run" option by pressing *R* and the *Enter* key, or by clicking the mouse on "Run."
6. A DeskMate dialog box will appear in the middle of the screen. Type *Classroom* for the name of the program, then press the *Enter* key. Do not type anything in the "data file" field and do not change the speed setting. The computer should be running at fast speed for this program. The program should now be running.

IBM

1. Install the mouse and Covox unit (see Covox instructions).
2. Boot your machine with MS-DOS in one of the following ways:
 - A. If MS-DOS is resident on your hard drive, simply turn on your computer and monitor. You should receive the DOS prompt *C>*.
 - B. Insert your DOS System Disk into Drive A and turn the power on. You should receive the DOS prompt *A>* shortly.
3. If you do not have a hard drive, and will be using a mouse, install the mouse driver now by typing *Mouse* and pressing the *Enter* key.
4. Remove the DOS disk (if necessary) and insert the **Talking Classroom Disk I**. Type *A:* then press *Enter*.
5. You should now see the DOS prompt *A>* indicating that a disk is in Drive A. If the error message "Not ready reading Drive A" arises, the disk is not in Drive A. Type *f* for fail and return to step #3, specifying a drive other than drive A.
6. Type *Classroom* and press the *Enter* key to begin running the program.

VOLUME CONTROL

Apple IIGS: The volume may be controlled from the classroom menu. Simply click the mouse on the bell in the upper lefthand corner of the room. A dialog box will appear, similar to that shown to the left. Click on *Louder* to raise the volume or *Softer* to lower the volume. You will hear a sample tone. When the volume is set to your satisfaction, click within the *OK* box.



IBM: Volume is controlled by turning the dial on your Covox adapter. To test the volume from the classroom menu, click the mouse on the bell in the upper lefthand corner of the room.

Tandy: Volume is controlled by a knob on the back or lower lefthand side of your computer. Turn the knob clockwise to increase the volume, counterclockwise to decrease the volume.

KEYBOARD EQUIVALENTS FOR MOUSE SELECTIONS

IBM & Tandy: To select options from the menu or within sections of the program, use the arrow keys to move the cursor to your choice, then press the Enter key to select. Type *Q* to quit. In the Clock section, use the left and right arrow keys to move the hands of the clock, use the up and down arrow keys to highlight choices, then press the *Enter* key to select. Single keys may also be used to select options: *H* to set hours, *M* to set minutes, and *T* to speak the time. In the Art section, no keyboard equivalents are possible for the painting activity, however users may still print the picture.

COVOX INSTRUCTIONS

Sound Equipment List:

1. Covox "Speech Thing"
2. Covox "Booster Speaker System"
3. One 9V battery *or* an external 9V dc power supply.

Assembly:

1. Carefully insert the male end of the Covox "Speech Thing" into the printer port at the rear of the IBM PS/2. If so desired, a printer cable may be attached to the other (female) end of the "Speech Thing," thus enabling the printer.

2. Insert the plug located at the end of the Speech Thing's wire into the terminal on the back of the speaker marked *Input*.
3. Provide power to the speaker using one of the following methods:
 - A. Insert a 9V battery into the speaker under the removable plate at the back of the speaker.
 - B. Plug an external 9V battery into the terminal at the back of the speaker marked *DC in 9V*, and plug the power supply into a wall socket.
4. Turn the speaker on by turning the knob at the front of the speaker unit.
5. Adjust the volume on the speaker unit by turning the knob on the front of the speaker unit.

INSTALLING THIS PROGRAM ON A HARD DRIVE

IBM & Tandy: Talking Classroom will run much more quickly from a hard drive than from a floppy drive.

1. To install Talking Classroom on your hard drive, you must first be sure that you are either in the MS-DOS subdirectory or that the MS-DOS subdirectory is one of the default paths. Consult your DOS manual for further information. For setting default paths, look under the "path" command.
2. Decide on a pathname under which you will install your software. If you are confused as to which pathname to use, try C:\CLASS or a similar name that helps you to readily identify the program. *Do not install this program in the same directory with any other programs from Orange cherry or in any directory containing a file named "START.EXE" in it, as the installation will destroy this file. Do not use an existing directory; the installation program below will place the program in a directory of its own.*
3. Insert the Talking Classroom Disk I into Drive A. Type *a:installh<pathname>* then press the *Enter* key. For example, using the pathname we suggested, type *a:installhc:\class* then *Enter*. This will properly install Talking Classroom. Do not add a backslash or anything else after the pathname, as doing so may trigger errors in installation.

Apple IIGS: Installing this Program on a Hard Drive

1. Create a new folder on your hard disk by selecting "New Folder" from "File" on the desktop. Give the folder a name. In these instructions we will name the folder **Schoolhouse** and refer to it as such.
2. Insert the **Boot Disk** (or the only disk in a single-disk program) into your floppy drive and open it by double-clicking the mouse on the disk icon labeled **OC.BOOT.DISK** that appears on the desktop when the disk is inserted.
3. Use the mouse to click on, or select, all files named **Program** (eg: Program 1, Program B, etc.) as well as all files named **Data** (eg: Data 1, Data 2, etc).
4. Copy these files into the **Schoolhouse** folder. Do this by clicking the mouse on each file icon, holding down the mouse button, then dragging the highlighted file icons to the folder. Release the mouse button when the pointer is over the folder and both the file(s) and **Schoolhouse** folder are highlighted.
5. When the computer finishes copying these files, remove the **Boot Disk** and insert the **Program Disk** (if necessary) into the drive.
6. Open the **Program Disk** by double-clicking the mouse on the icon marked **OC.Prog.Disk**. As in step #3, copy all files marked **Program** and **Data** into your **Schoolhouse** folder. You may then remove the **Program Disk** from the drive.
7. To launch the program from your hard disk, open the **Schoolhouse** folder, then double-click on the application marked **Program**.
8. If you have other programs you wish to install on your hard disk, follow the same procedure, but be sure you create a separate new folder for each program.



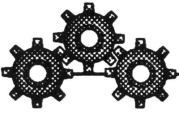
Overview

Talking Classroom is a six-part program on two 3.5" disks. It requires 1 MB minimum memory. This program is designed for children ages four to seven who are ready to engage in a variety of fun learning activities. The easy-to-use interface allows young pre-readers the opportunity to explore on their own, simply clicking on the screen where they want to go.

Talking Classroom offers a highly interactive format in which every click of the mouse elicits an immediate response that the child can both see and hear. For pre-schoolers, the program presents a positive, stimulating introduction to the activities they will soon encounter in a real classroom. Older children have the opportunity to reinforce the skills they are learning in a friendly environment where they may proceed at their own pace, controlling the direction of the program at all times.

The activities children encounter in the **Talking Classroom** are numerous and intentionally brief, specifically designed to spark and hold children's interest through the extensive use of digitized human voice, sound effects, colorful high-resolution graphics, and delightful animation. The object is to expose kids to many different subjects and allow them freedom of choice to discover their own strengths and weaknesses without becoming frustrated or bored. The program's emphasis is on discovering, experimenting, and experiencing. In the **Science Corner** for example, if children click on an egg to see what happens, they are instantly rewarded with an animated sequence of a chick hatching, chirping as it breaks out of the egg. Right next to that, kids can watch a polywog turn into a frog, or a cocoon transform into a beautiful butterfly. In the **Clock** section, a click of the mouse brings the time of day spoken aloud. Kids can move the hands to any time they wish. These activities motivate young children to learn and provide an excellent introduction to computer learning.





Learning Objectives

Conceptual Objectives

Perhaps the most important overall concept children will grasp while using this program is that of cause and effect. **Talking Classroom** is designed in such a way that every action a child makes has an immediate, tangible consequence that is directly related to the object upon which the action was taken. This is an important skill developmentally, and it becomes all the more crucial as the use of computers in the classroom grows. For younger children in particular, the need for an interactive interface and concrete, rewarding responses to input is clearly called for. The use of a clear, warm human voice guides and reassures children as they take their first exploratory steps into the world of computer learning.

Skill Objectives

Children have the opportunity to test their skills in a number of areas. They learn and practice time-telling, become able to recognize and differentiate monetary units, review the alphabet and days of the week, and learn the locations of the world's continents. The art section promotes creative expression as it enhances eye-hand coordination and fine motor skills.

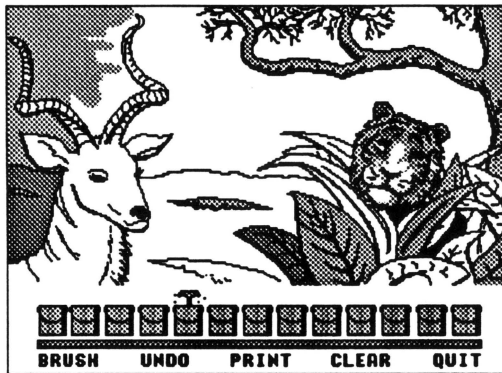
Affective Objectives

Immediate positive feedback in the form of human voice, sound effects, and rewarding animations bolsters children's feelings of confidence and accomplishment. Kids can freely explore the classroom and learn at their own pace as they have full control over the speed and direction of the program. As the focus of this program is on exploration and discovery, children's input is not graded or judged right or wrong. This gives even the youngest children the security they need to experiment without feeling intimidated.



Program Description

When Talking Classroom has finished booting, the user enters the classroom and may click the mouse on any object within. If children click on the computer they zoom in to a keyboard with a hand cursor that is controlled by the mouse. Kids move the hand to any letter on the keyboard. When the mouse is clicked on a key, the finger presses the chosen letter, and children hear the sound of that letter spoken aloud. The same happens if kids press a letter on their keyboard, so both alphabet and keyboard skills are reinforced. Kids may click on the *Quit* button whenever they wish to go elsewhere in the classroom.



If the user clicks the mouse on the easel, he or she is presented with a selection of outlined pictures. Children may click on the picture of their choice. At the bottom of each picture screen there is a row of paint cans representing color choices. Clicking on the red can fills the "brush" with red paint. Kids may then draw by clicking the mouse button, holding it down, and dragging.

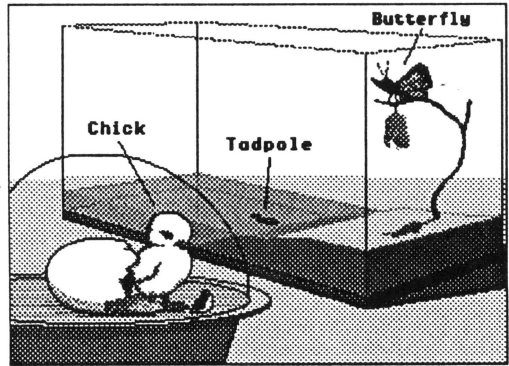
They may click on a new paint color at any time. If kids click on *Brush* they will see a variety of sizes and shapes that they may choose by clicking the mouse on the brush shape they desire. These pictures maybe printed out by clicking on the *Print* box.





Program Description

When children click on the test tubes in the back righthand corner of the classroom, they are presented with an egg in an incubator and a tank containing water, sand, a polywog, and a cocoon hanging from a twig. When kids click on the egg, a charming baby chick hatches and begins chirping. Clicking on the tadpole (or the water surrounding it) activates the tadpole's transformation into a frog that hops out of the water. Finally, clicking on the cocoon elicits the emergence of a beautiful monarch butterfly from its chrysalis. The butterfly crawls up to the top of the twig and makes the first tentative flap of its wings. The creatures continue moving and making sounds until the *Quit* option is selected.



Clicking on the classroom's calendar allows users to review the days of the week. Children hear a voice say one of the days of the week at random. They must then find the appropriate day on the calendar and click on it. When they are correct, a picture appears with a caption describing a character's activity on that day. Children may click on *Repeat* to hear

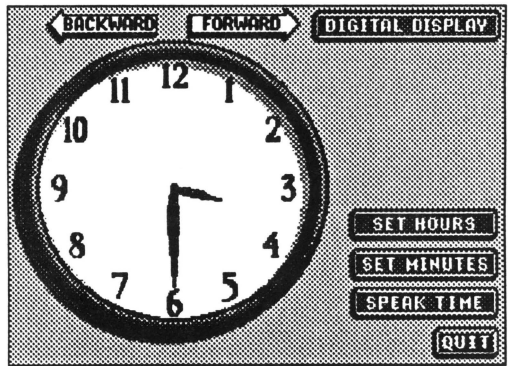
the name of the day spoken aloud once more. A printout option in the program allows users to input any day they wish in order to create their own calendar each month.





Program Description

When students click on the clock located on the classroom wall they zoom to a larger clock for a lesson in telling time. Kids may click on *Set Hours* then move the hour hand forward or back by clicking on the *Forward* or *Backward* arrows. Clicking on *Speak Hours* allows children to hear the time of day spoken aloud. Selecting *Digital Display* gives viewers a digital readout as well. When children have mastered the hours of the day, they may go on to select *Set Minutes*. A telling time worksheet is also available and may be used in conjunction with this portion of the program. The worksheet consists of ten clock faces set to different times. Children must determine the correct time and write it on the sheet.



The Money Poster, located beneath the clock on the classroom wall, teaches children how to identify coins and bills. Kids see incredibly detailed, realistic pictures of a dollar bill, five-dollar bill, quarter, dime, nickel, and penny. When children click on one of the coins or bills, that monetary unit is identified aloud by the friendly human voice. A

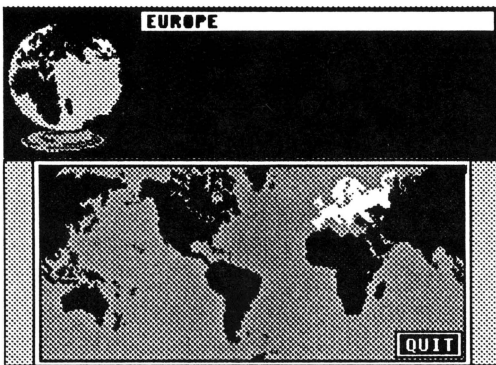
picture then appears showing an equivalent amount of other coins or bills. A money worksheet is also available and may be printed after going to the worksheet section of the program.



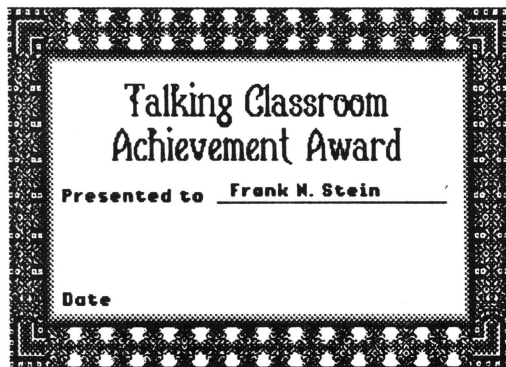


Program Description

The classroom's globe is a section that is primarily designed for children who are able to read. Beneath the globe, a Mercator projection appears, as well as a flag cursor. Kids may move the flag using the mouse, then click on a continent. The flag is planted, the globe spins to the corresponding location, and the chosen continent is highlighted.



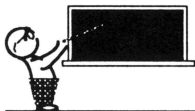
Text then appears next to the globe. The name of the continent and some general information about that continent are provided. Children may click on *Quit* to return to the classroom. A map worksheet quizzing students on the continents is also available.



Four classroom worksheets and an award certificate are included and may be chosen by clicking on the word *Worksheets* that appears on the classroom blackboard. Users must then choose from *Calendar Skills*, *World Map*, *Clock Quiz*, *Money Quiz*, or *Achievement Award*. After clicking on the first sheet to print, one must go to the *Printer Control* box to select a

printer and page size. Be sure your printer is properly connected and the power is on before attempting to print or the program will have to be rebooted before the next attempt.





Teaching Strategies

- √ Focus the class's attention on the science corner. Ask the children what they think is happening on the screen when the mouse is clicked on the egg, tadpole, or cocoon. See if the class can think of other living things that undergo such radical transformations during the life cycle. Plan a class project that actually demonstrates the processes depicted on the screen. If you are not able to hatch an egg, have children germinate bean seeds, or pursue any other feasible idea.

- √ Use the pictures in the art section to have the class practice color identification. Name an object or part of the picture and ask the children to find that part and color it red, for example. Continue in this manner until the whole picture has been colored in. As an alternative, ask each child to pick a portion of the picture and choose the color. Allow each child the chance to call out a part and color. In the end, print out the children's pictures and review the colors with them.

- √ In conjunction with the calendar section of **Talking Classroom**, have your students make their own calendar of the days of the week and draw seven pictures representing activities that they personally connect with each day. Ask for volunteers to share their calendars with the rest of the class, and display all the children's calendars at the end of the exercise.

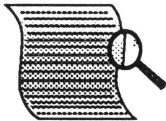
- √ Use the map worksheet included in **Talking Classroom** to test kids' knowledge of the world's continents. To reinforce this knowledge, have students form small groups and assign each group a continent. Depending on the level of your class, design a project in which students learn more about the continent they are assigned. Allow kids the freedom to take any approach they wish to share the information they find with the class. Suggest that they draw a map, make a diorama, or simply give a brief oral presentation to the class. After each presentation, ask the class a question or two about what they have just learned.



Programmer..... **Richard E. Dye**



Artists **Dean DiMarzo**
Roger Phillips



Editor **Kathryn Madsen**

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