

Educational  
Software  
for the Home

# Educational Software for the Home

Educational  
Software  
for the Home

Explore~a~Story

7794

Grades: K-2


Ages: 5-7

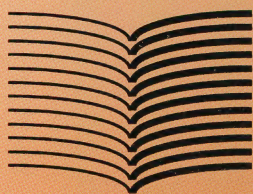
Just Around  
the Block

Apple II+  IIe  IIc  IIc+  IIgs 128 K



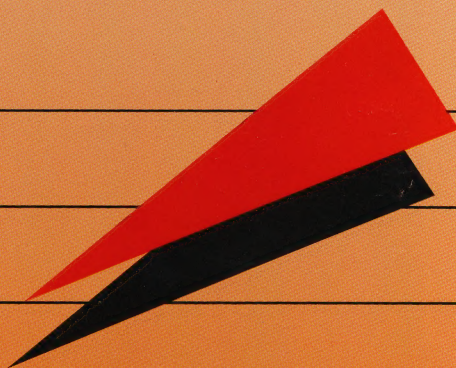
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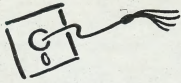
**William K. Bradford Publishing Company**  
594 Marrett Road  
Lexington, MA 02173

  
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**Educational  
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**COLLAMORE**

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Explore-a-Story  
**Just Around the Block**

PROGRAM DISK

14535-1

Apple IIe, IIc, (128K)

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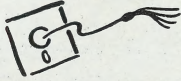


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Explore-a-Story

**Just Around the Block**

Apple IIe, IIc, (128K)

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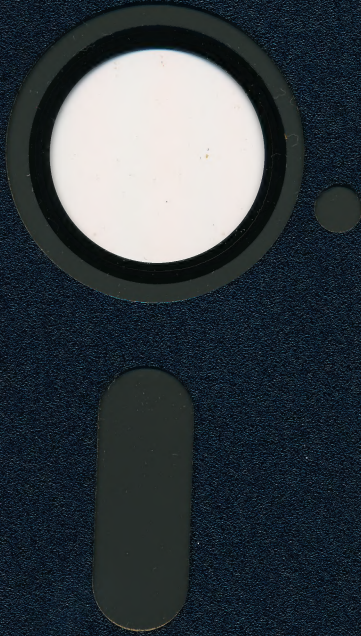
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STUDENT DISK





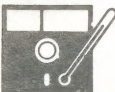

15100-9

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## DISKETTE CARE AND HANDLING INFORMATION

	Protect Protéger 保護	Proteger Schützen
	No Non 注意	No Falsch
	Insert Carefully Inserer avec soin 挿入注意	Insertar Sorgfältig Einsetzen
	Never Jamais 絶対禁止	Nunca Nie
	10°C - 52°C 50°F - 125°F	
	Never Jamais 絶対禁止	Nunca Nie

# Explore~a~Story

## Changes to the Instructions

Enclosed in the package are two disks.

The **PROGRAM DISK** is always used to start up the program. The directions on the Instructions Card refer to this disk as "Side 1." This disk also contains story scenes.

The **STUDENT DISK** is the data disk that you should make copies of for saving your own scenes and stories. The directions refer to this disk as "Side 2." It contains the story scenes, an abbreviated version of the story book, and ideas for new stories (called Story.Start).

To **BEGIN** using your program, load the **PROGRAM DISK**. Then, replace it with the **STUDENT DISK**. Click on the Page Turner in the upper right corner of the screen.



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Concord, MA 01742

7815

# Explore ~ a ~ Story

## Starting to Use the Program

The best way to begin using Explore-a-Story is to become familiar with the story and its characters by reading the book. Then, children should go to the computer, put Side 1 of the Explore-a-Story disk into the disk drive, and turn on the computer. Directions will be displayed instructing the user to turn the disk over to Side 2, and click. (If the arrow on the screen is not touching the box in the upper right corner of the screen—the Page Turner Box—move it there, then click.) Now, let's go!

### THE POINTER

Most of the functions in Explore-a-Story are controlled with an on-screen pointer. After booting, the first page of the story will appear. There will be a small white arrow on the screen. This is the "pointer."

To move the pointer, you can use the keyboard, a mouse, a joystick, or a Koala Pad. The following is a brief description of how to move the pointer and how to "click" using each.

	Moving the Pointer	How to Click
<b>Mouse:</b>	Move the mouse along a flat surface.	Press the button on the mouse.
<b>Joystick:</b>	Move the joystick in the desired direction.	Press the fire button.
<b>Koala Pad:</b>	Move your finger across the pad in the desired direction.	Press one of the buttons.
<b>Keyboard:</b>	Pressing the arrow keys will slowly move the pointer. For faster movement, press the open-apple key (⌘) and an arrow key at the same time.	Press the closed-apple key (⌘). (On the IIGS, use the option key.)

Have your child try moving some things on the screen. To do this, position the pointer on an object or a character. Click once to pick it up. To move it, follow the same directions as for moving the pointer. Click again to drop it.



## TURNING PAGES ON THE SCREEN

The "pages" on the screen can be turned by using the Page Turner. The Page Turner is the blue box in the upper right corner of the screen. The number on the Page Turner box indicates which page of the story is on the screen. Clicking on the Page Turner box will advance the story pages sequentially.

## WRITING IN THE SCENES

Your child can add text to the story by positioning the pointer where he or she wants the text to begin, and typing. To move to a new line, simply press RETURN. To edit or delete writing, click on the line to be edited, then use the delete key.

## THE MENU BAR



You can reveal the Menu Bar by pressing ESC or by moving the pointer to the green box in the upper left corner of the screen and clicking. The options are described in the following paragraphs.

### CHARACTERS



Move the pointer to the Characters icon and click. An animated character will appear beneath the icon. Place the pointer on one of the arrows beneath the character and click to see the other characters. To add one of the characters to the scene, move the pointer on top of it and click. You can then move the character anywhere in the scene. Click again to drop it.

### OBJECTS



Add an object to your scene by clicking on the Objects icon in the Menu Bar, and following the same procedure described under "Characters." You can copy the same object into the scene many times by pressing the space bar instead of clicking. Any character or object on the screen can be erased by clicking on it and pressing the DELETE key, or dragging it off the screen and clicking.

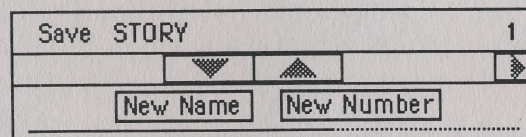
### BACKGROUNDS



Select a new background by clicking on the Background icon in the Menu Bar. Place the pointer on one of the arrows beneath the background box to find the background desired. Click on the background to select it.

### LABELS

In addition to typing words on the screen, you



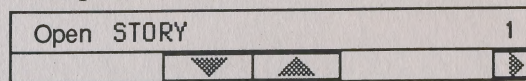
To save a series of scenes, save them all with the same name, but give each scene a new scene number. Click on New Number and type a different number for each scene you save.

The length of the red line under New Name-New Number shows you how much disk space has been used. When the red line comes close to the right edge, the disk is nearly full. You can make space on your disk by deleting scenes you no longer want.

**Note:** Before you start saving scenes on your disk, you may wish to make copies of Side 2 of your Explore-a-Story Disk. Then, if your disk becomes full, you will have another disk ready to use.

### Open

To load a scene or series of scenes, select the Disk Work icon from the Menu Bar, then select Open. Click on the arrows to see the names of all of the scenes on the disk. When you find the name of the scene you wish to load, click on the name to open it. All scene pages with that name will be loaded in order. For example, if you open a series of scenes entitled STORY, then STORY page 1, STORY page 2, and so on will all be loaded and ready to view and explore.



When you select Open, you will also notice a number appearing next to the scene name. This is the scene page number. You can select the exact scene page you wish to open by using the arrow beneath the page number. Once the correct name and number are showing, click on the name to select that scene.

Other characters. To add one of the characters to the scene, move the pointer on top of it and click. You can then move the character anywhere in the scene. Click again to drop it.

## OBJECTS



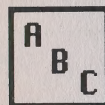
Add an object to your scene by clicking on the Objects icon in the Menu Bar, and following the same procedure described under "Characters." You can copy the same object into the scene many times by pressing the space bar instead of clicking. Any character or object on the screen can be erased by clicking on it and pressing the DELETE key, or dragging it off the screen and clicking.

## BACKGROUNDS



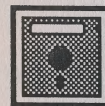
Select a new background by clicking on the Background icon in the Menu Bar. Place the pointer on one of the arrows beneath the background box to find the background desired. Click on the background to select it.

## LABELS



In addition to typing words on the screen, you can label the characters and objects in a scene by selecting a label from the Menu Bar. Click on the Label icon and use the arrows beneath the label to find the desired word. Click on the word to select it, then move it to the location you like and click to place it there.

## DISK WORK



The fifth icon on the Menu Bar, a picture of a disk, allows you to save files, open new files, clear the screen, and perform various disk utilities such as locking files and assigning information about the computer equipment that you are using. To perform any of the functions just mentioned, click on the Disk Work icon on the Menu Bar. A list of three options will appear: *Save*, *Open*, and *Clear Screen*.

### Save

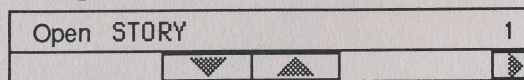
If you make any changes to a scene, you may want to save your work. After clicking on the Disk Work icon, click on Save. Click on New Name and then type a name for your scene. Click on the word you typed to save the scene.

**Warning:** If you change scenes without saving, any changes you have made will be lost.

**Note:** Before you start saving scenes on your disk, you may wish to make copies of Side 2 of your Explore-a-Story Disk. Then, if your disk becomes full, you will have another disk ready to use.

### Open

To load a scene or series of scenes, select the Disk Work icon from the Menu Bar, then select Open. Click on the arrows to see the names of all of the scenes on the disk. When you find the name of the scene you wish to load, click on the name to open it. All scene pages with that name will be loaded in order. For example, if you open a series of scenes entitled STORY, then STORY page 1, STORY page 2, and so on will all be loaded and ready to view and explore.



When you select Open, you will also notice a number appearing next to the scene name. This is the scene page number. You can select the exact scene page you wish to open by using the arrow beneath the page number. Once the correct name and number are showing, click on the name to select that scene.

**Note:** Your Explore-a-Story Disk comes with three different scene names saved on it. The first contains the story with graphics only, the second contains the story with graphics and an abbreviated version of the text, and the third contains ideas for new stories and activities (STORY.START). You can load these files at any time by opening them.

### Clear Screen

To erase everything on the screen, first select Disk Work from the Menu Bar. Then, click on Clear Screen. A warning will appear, allowing you to confirm that you really do wish to clear the screen. Click on *Yes* if you do wish to clear the screen, click on *No* to cancel the request.

**Warning:** Unless you save changes before clearing the screen, your changes will be lost.

## PRINT



Any scene may be printed. For color printers, two image sizes may be selected. For black and white printers, a coloring-book page will be printed, which children can color with crayons or markers. If Print does not work, check to see if your printer is turned on and that the select button is on, check the printer connections, and the Disk-Setup.

# SETUP AND DISK UTILITIES

Setup and Disk Utilities are functions not ordinarily used by children, and for that reason are not readily accessible. To use these functions, select the Disk Work icon from the Menu Bar, then press CONTROL and T keys together. Two new options will appear: *Setup* and *Disk Utilities*. The window containing these options looks like this.

Open  
Save  
Clear Screen  
Setup  
Disk Utilities

## SETUP

When you select Setup, the following will appear:

SETUP	
Printer Type	▶ Imagewriter II
Card Type	▶ Serial
Data Disk	▶ Slot 6 Drive 1
Setup and Disk Utilities	▶ Off Menu
<input type="button" value="Save to Disk"/>	

Each option on this chart is explained in the following paragraphs.

### Printer Type

When you first open the Explore-a-Story package, the software is programmed to work with an Apple® ImageWriter II printer. To change the setup to another printer, select Setup and click on the arrow next to Printer Type to change to the desired printer.

### Card Type

If you are using a printer card other than a Serial Card, click on the arrow next to the Card Type until the desired card appears.

## Data Disk

This option allows you to specify in which disk drive your data disk will be. Click on the arrow next to Data Disk if you want to change from drive 1 to drive 2 (or back).

## Setup and Disk Utilities

If you would like to have Setup and Disk Utilities appear directly when you select the Disk Work icon, click on the arrow next to Setup and Disk Utilities. This will change the setting to "On Menu."

When all changes have been completed, click on the Save to Disk box.

## DISK UTILITIES

When you click on Disk Utilities, the following will appear:

Lock	STORY	1
▼ ▲ ▸		
<input type="button" value="Lock"/>	<input type="button" value="Unlock"/>	<input type="button" value="Delete"/>

Select the name of the file you want to lock, unlock, or delete by clicking on the arrows beneath the name. Select the page number of the scene by clicking on the arrow beneath the number.

Locking a scene protects it from being deleted or replaced by accident. To lock a scene, click on Lock, and then click on the name box. When a scene is locked, an asterisk (\*) will appear next to the name of the scene.

Unlocking a scene makes it possible to delete or replace it. To unlock a scene, click on Unlock, and then click on the name of the scene.

Deleting a scene removes it permanently from the disk. To delete a scene, click on Delete, and then click on the name of the scene.

*\*Note:* you can also move among the Menu Bar icons by pressing the TAB key.

COLLAMORE

# Explore - a - Story



## Just Around the Block

by Learningways, Inc.

Collamore  
Co., Health and Learning

Explore ~ a ~ Story  
**Just Around the Block**

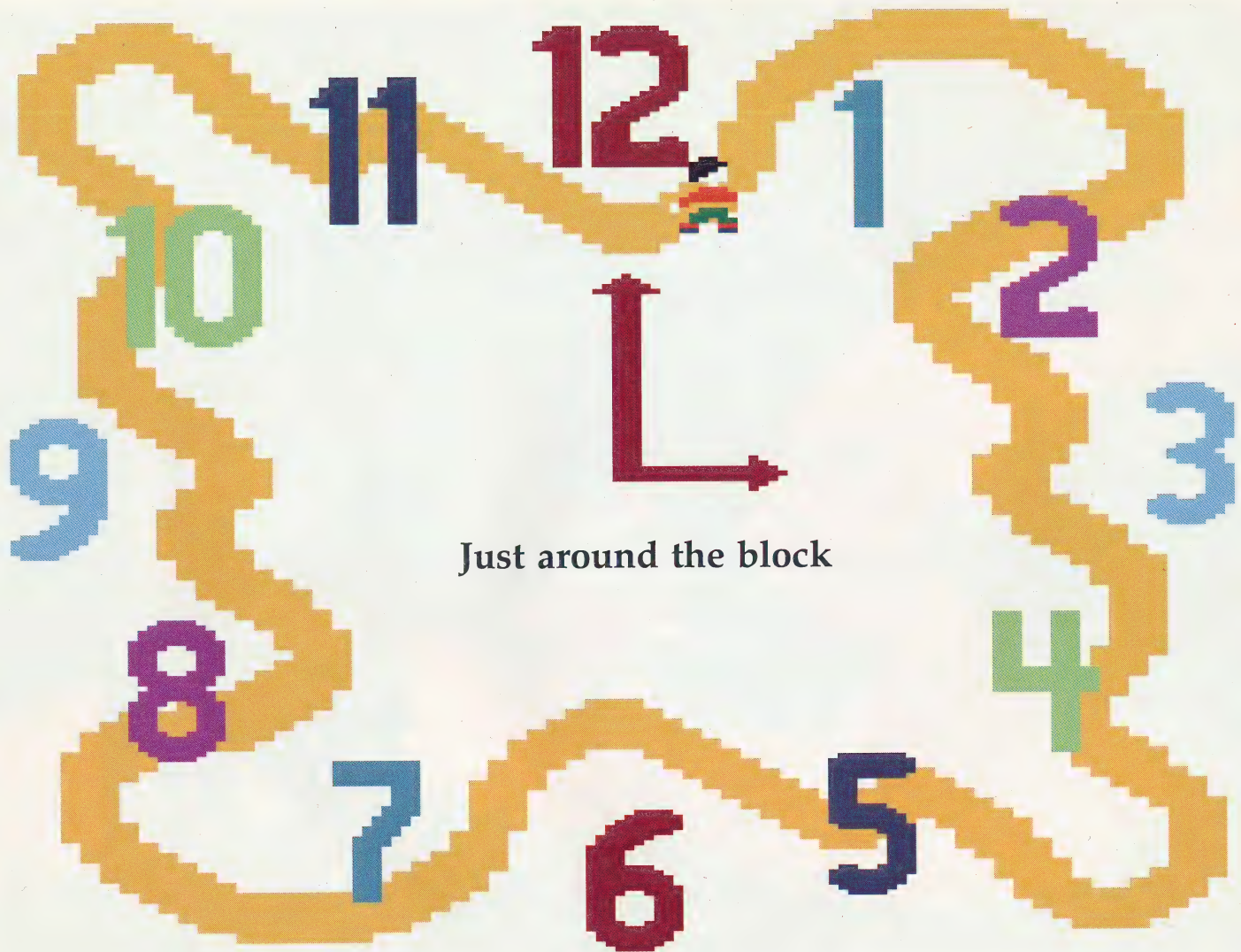
Written by Jon Madian and Henry Olds  
Illustrated by Angela Faeth and Laura Koller

The art appearing in this storybook was generated  
with the Explore-a-Story software.

**Collamore**  
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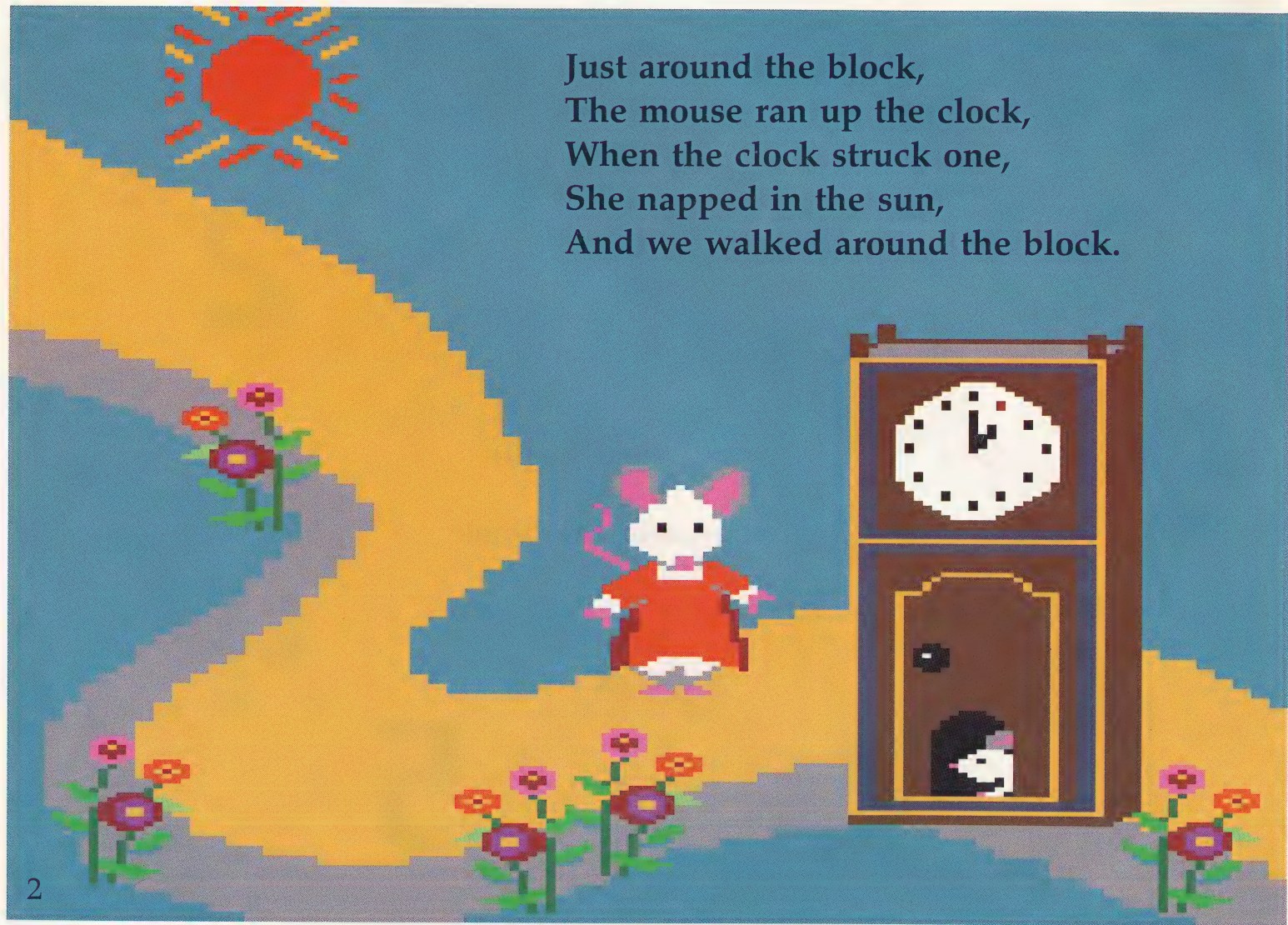
© 1987 D.C. Heath and Company  
0-669-14536-X

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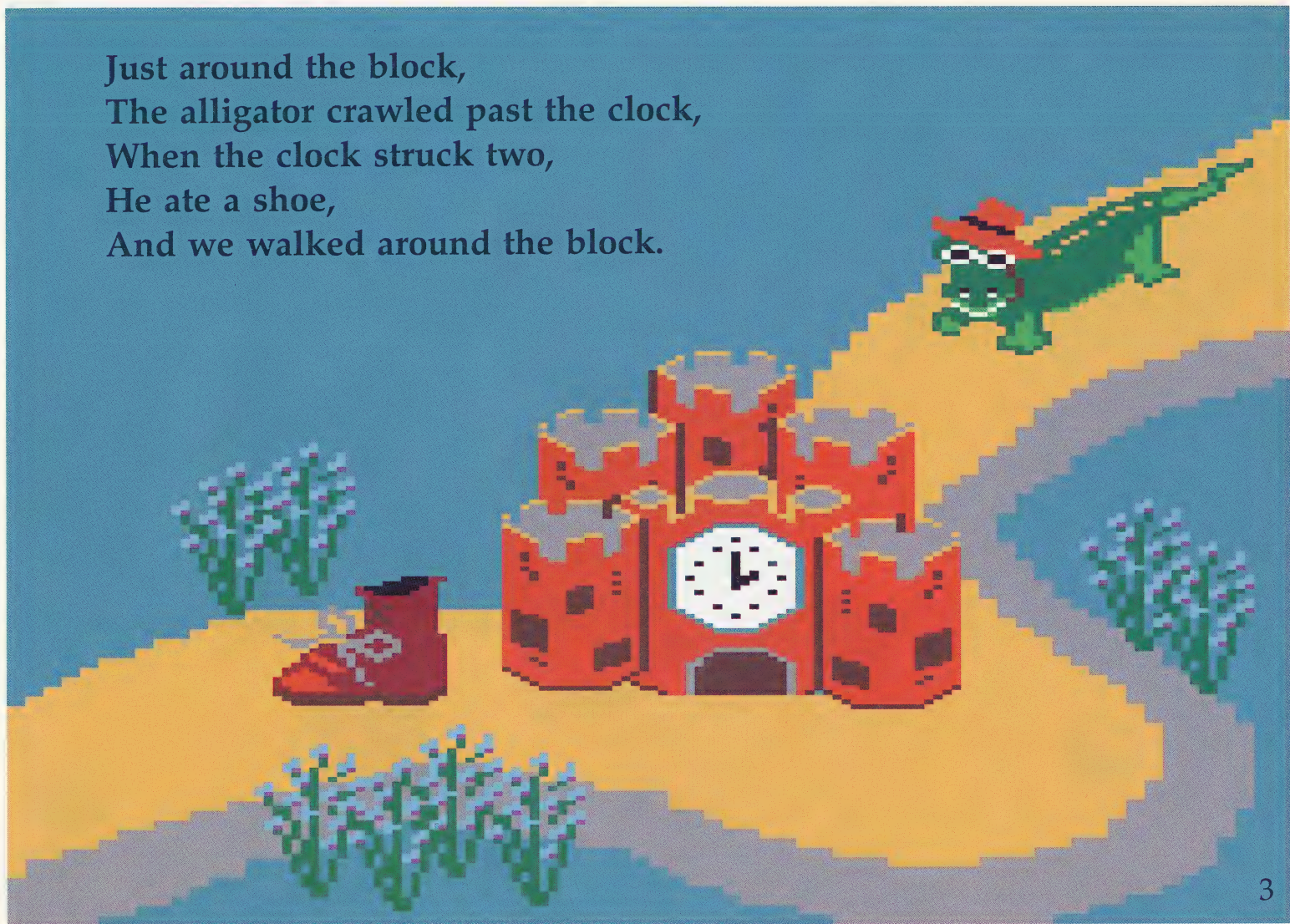


Just around the block

Just around the block,  
The mouse ran up the clock,  
When the clock struck one,  
She napped in the sun,  
And we walked around the block.

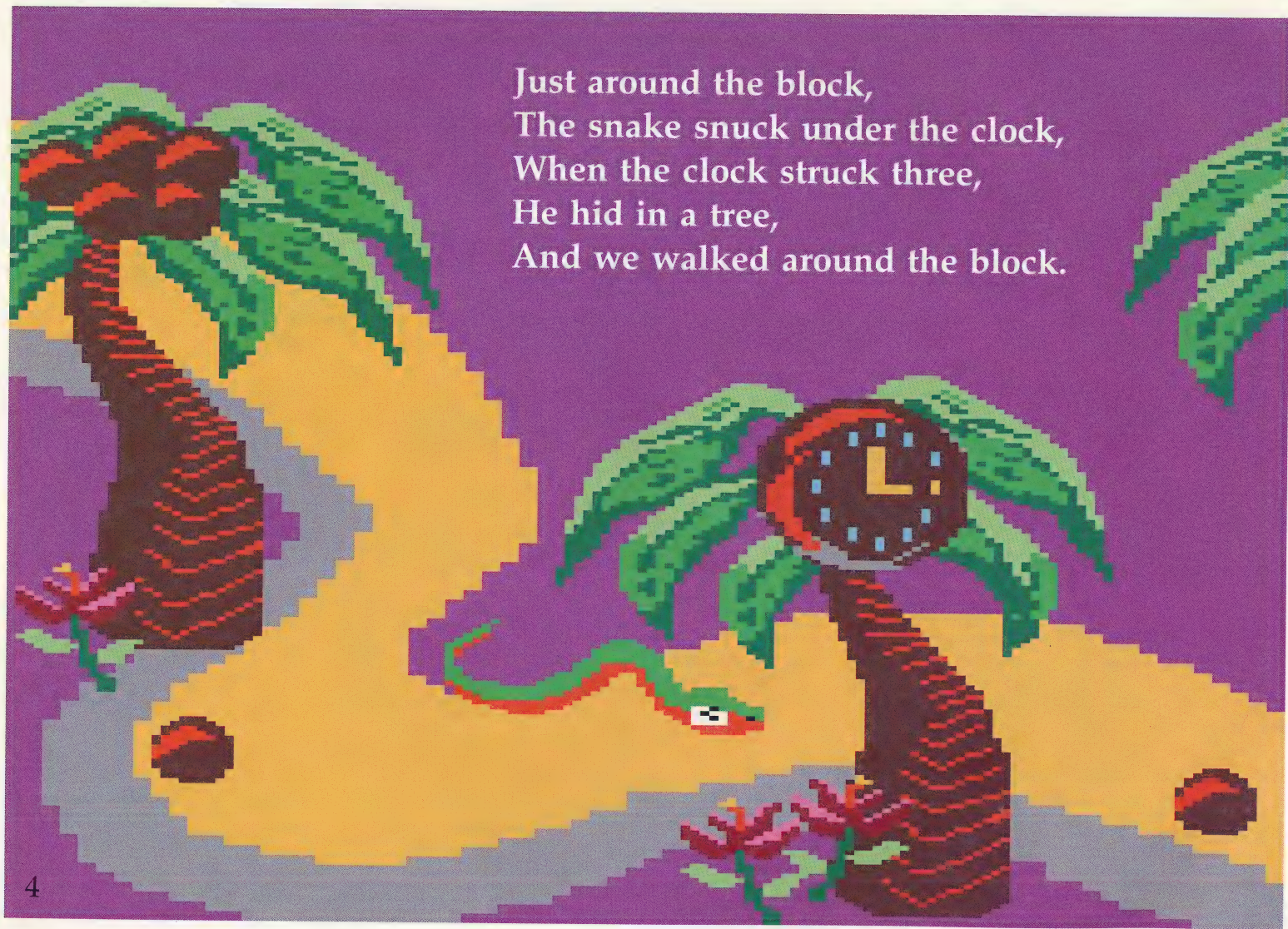


Just around the block,  
The alligator crawled past the clock,  
When the clock struck two,  
He ate a shoe,  
And we walked around the block.





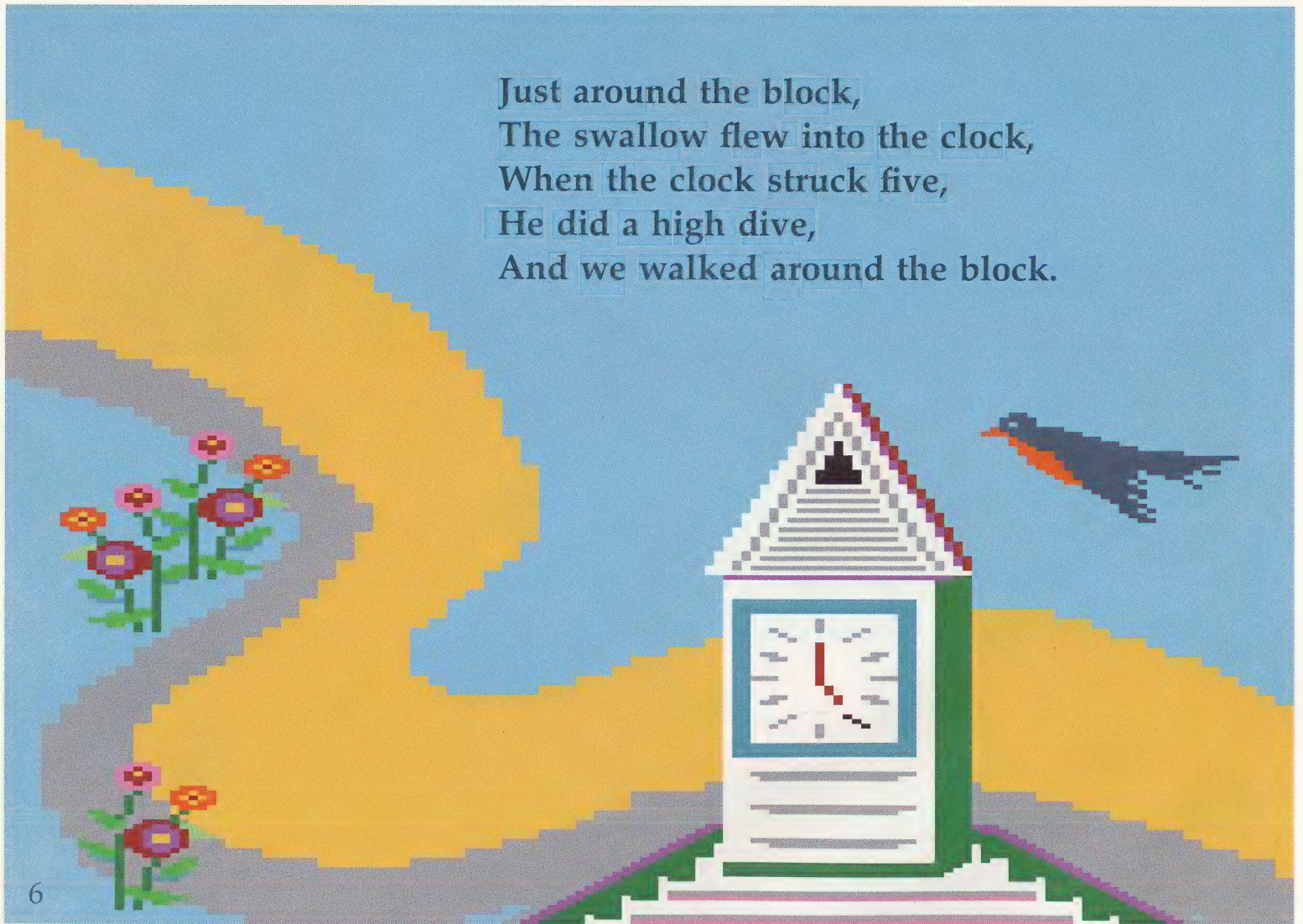
Just around the block,  
The snake snuck under the clock,  
When the clock struck three,  
He hid in a tree,  
And we walked around the block.



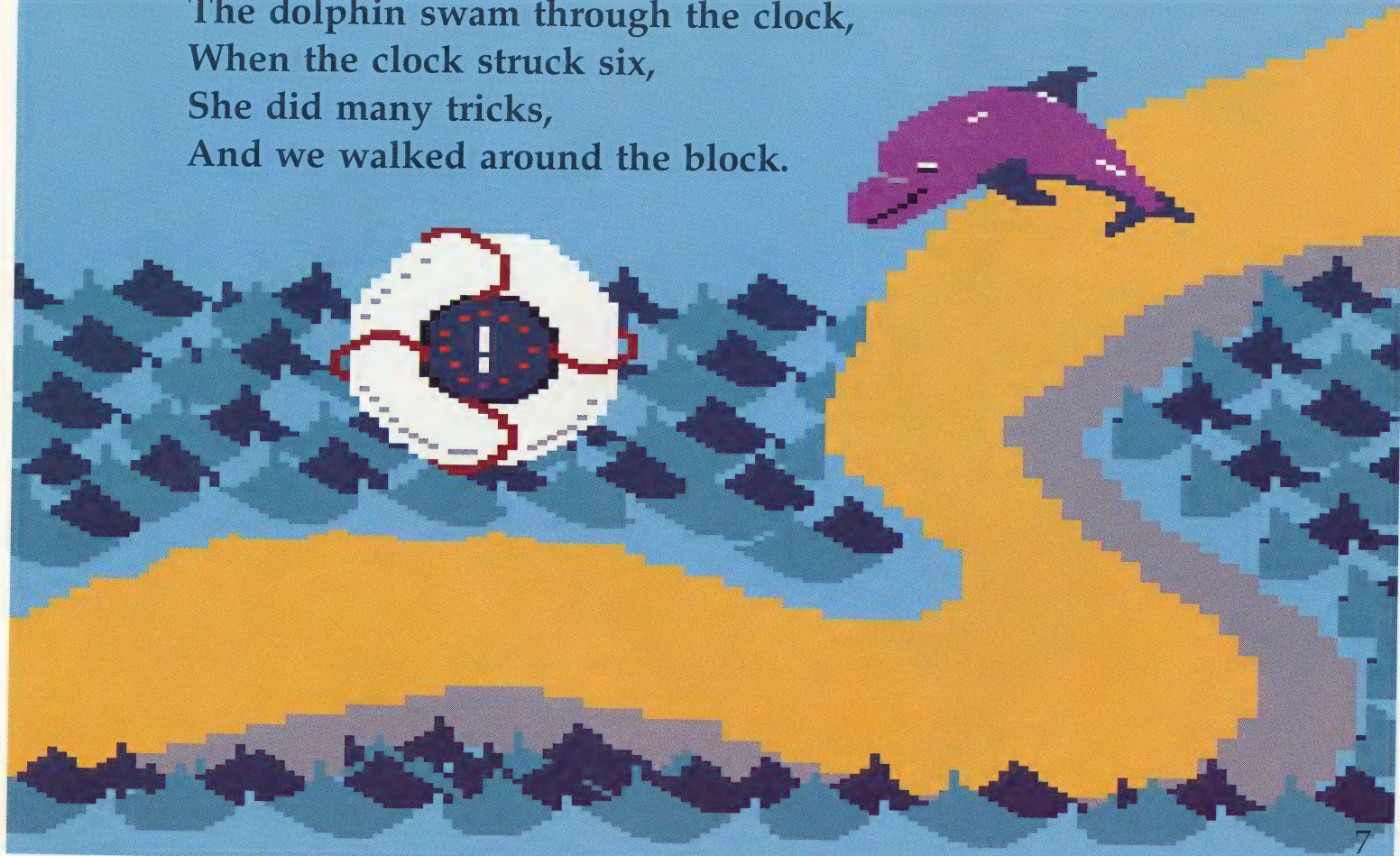
Just around the block,  
The frog hopped over the clock,  
When the clock struck four,  
She bounced out the door,  
And we walked around the block.



Just around the block,  
The swallow flew into the clock,  
When the clock struck five,  
He did a high dive,  
And we walked around the block.



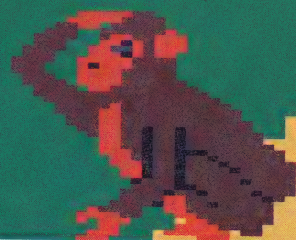
Just around the block,  
The dolphin swam through the clock,  
When the clock struck six,  
She did many tricks,  
And we walked around the block.



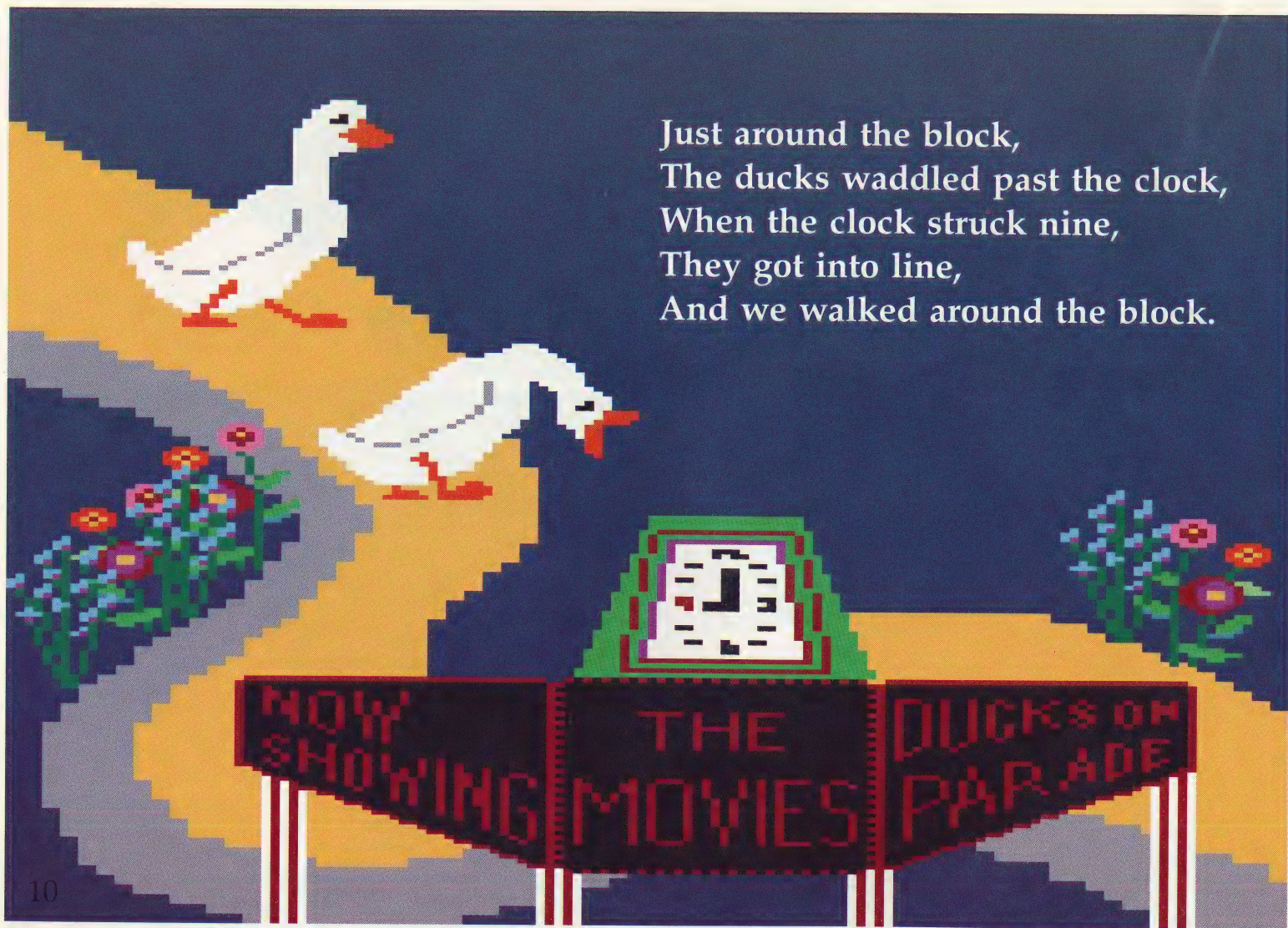
Just around the block,  
The crow flew over the clock,  
When the clock struck seven,  
He flew up to heaven,  
And we walked around the block.



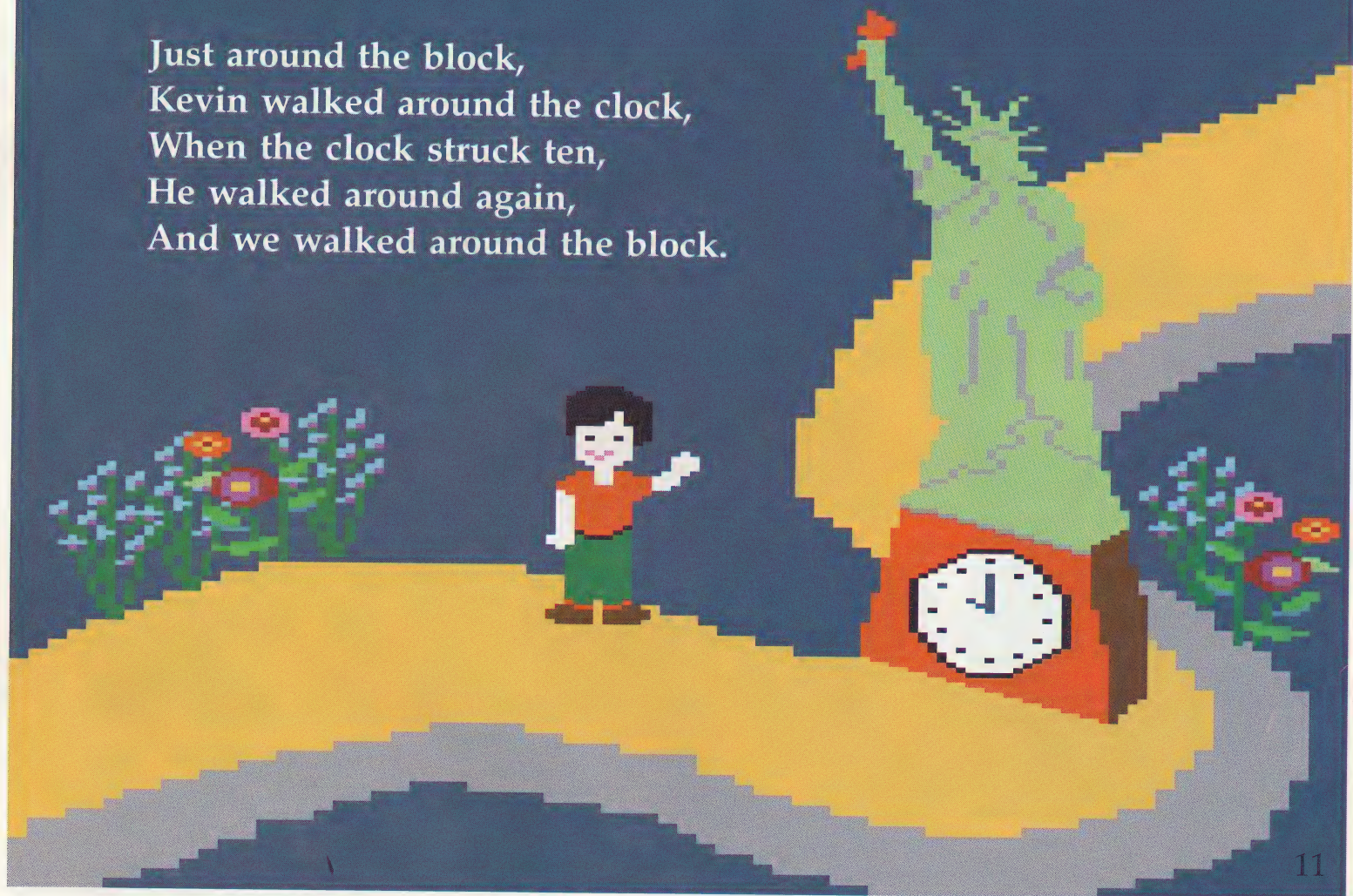
Just around the block,  
The ape flipped over the clock,  
When the clock struck eight,  
She stood up straight,  
And we walked around the block.



Just around the block,  
The ducks waddled past the clock,  
When the clock struck nine,  
They got into line,  
And we walked around the block.

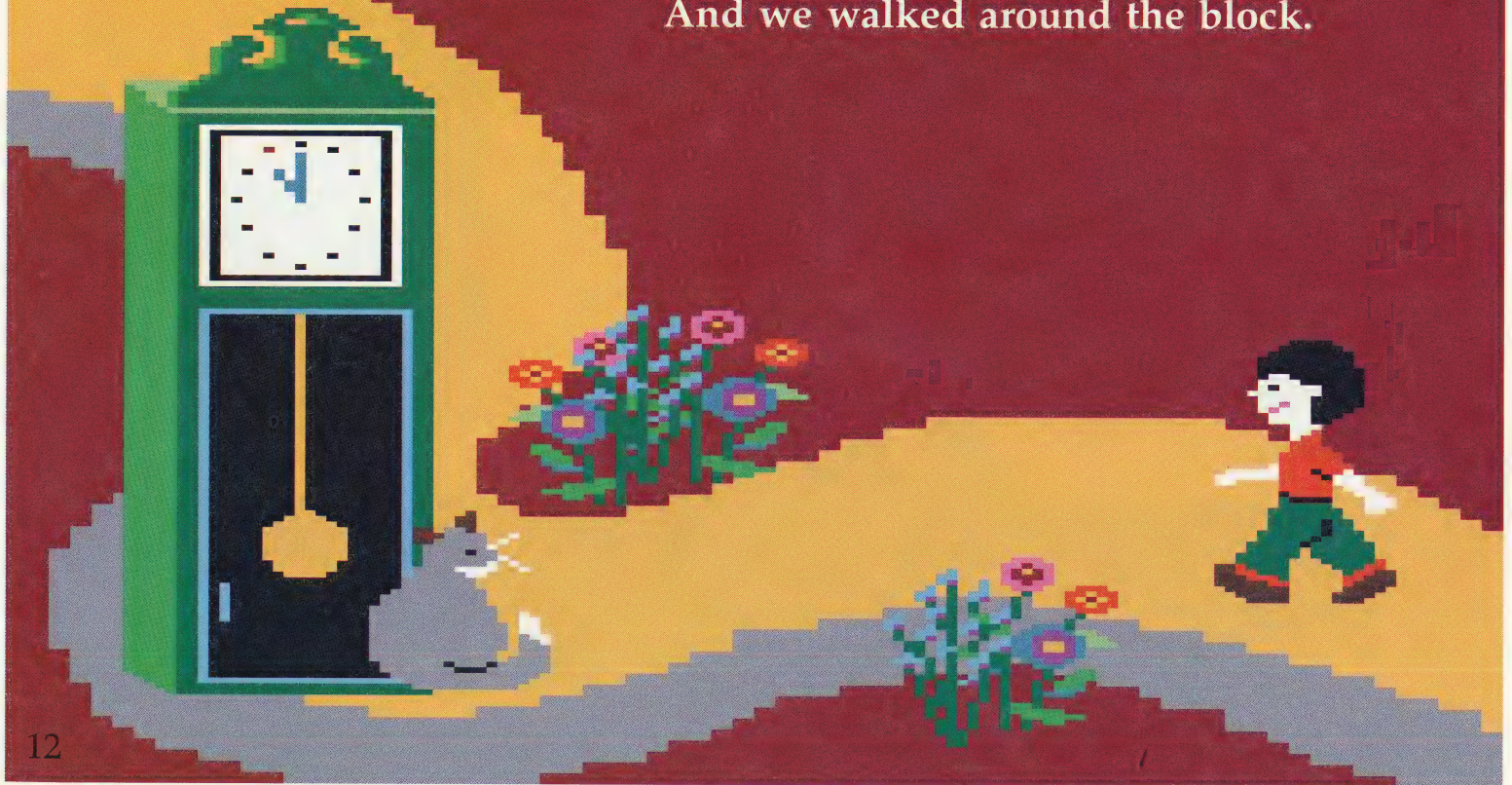


Just around the block,  
Kevin walked around the clock,  
When the clock struck ten,  
He walked around again,  
And we walked around the block.

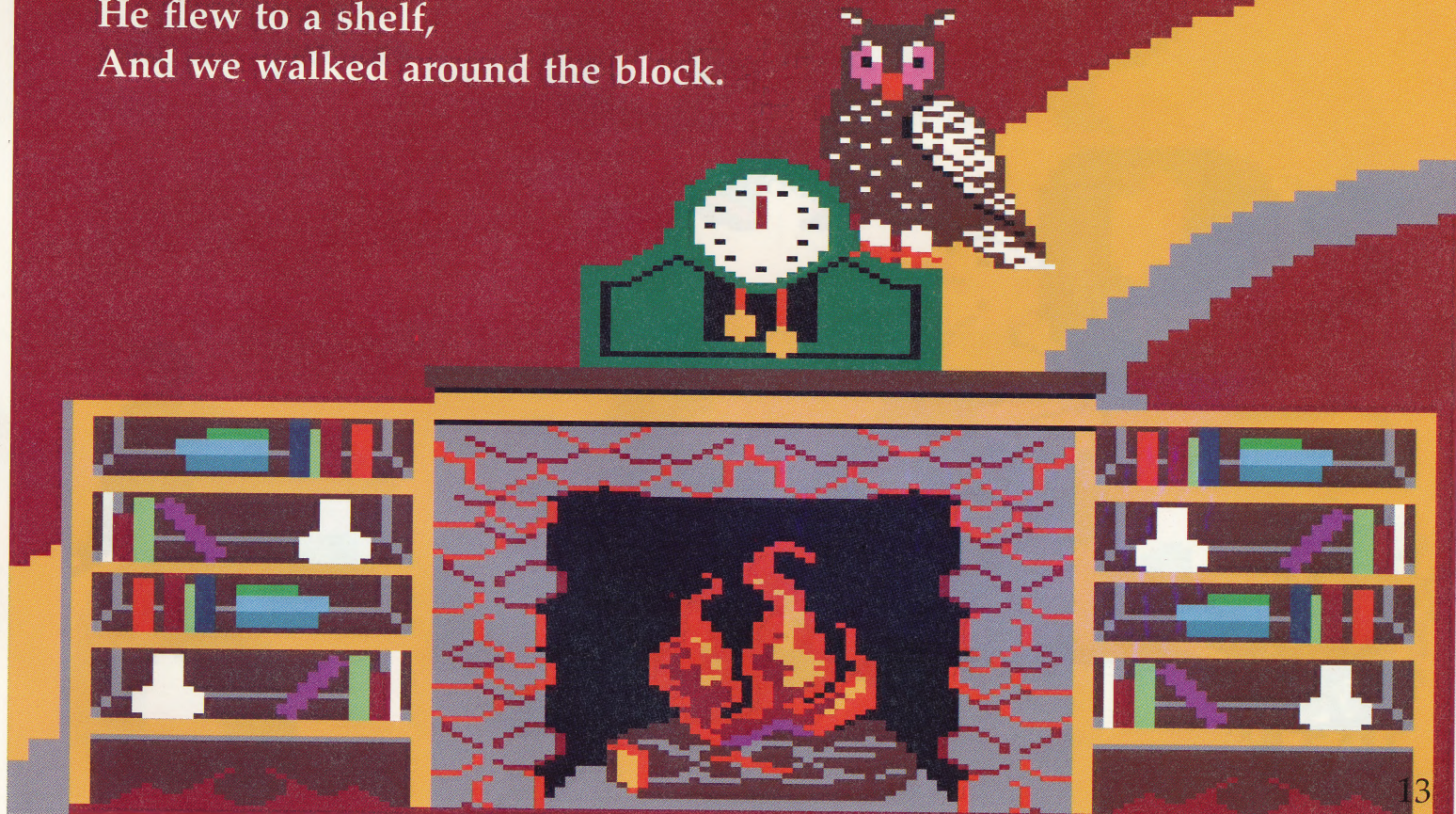


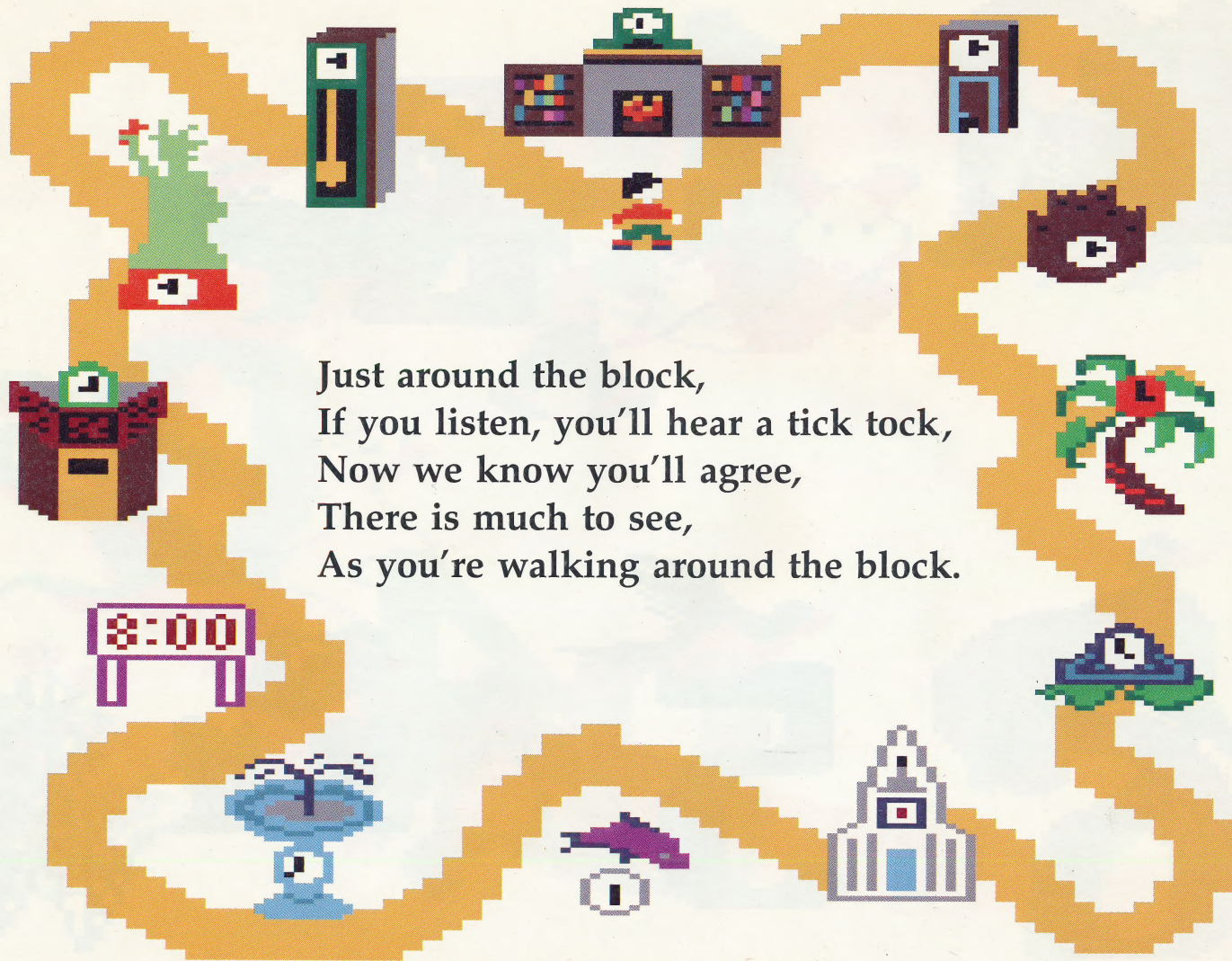


Just around the block,  
The cat sat near the clock,  
When the clock struck eleven,  
She sat near Kevin,  
And we walked around the block.



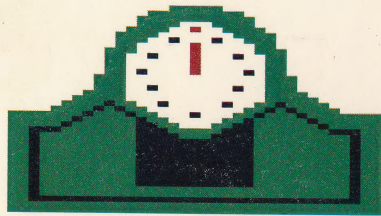
Just around the block,  
The owl slept on the clock,  
When the clock struck twelve,  
He flew to a shelf,  
And we walked around the block.





Just around the block,  
If you listen, you'll hear a tick tock,  
Now we know you'll agree,  
There is much to see,  
As you're walking around the block.

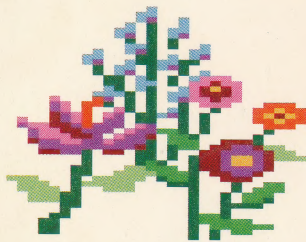
# PROPS



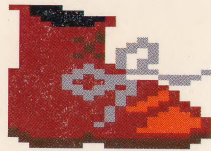
clock



leaves



flowers



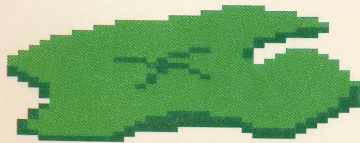
shoe



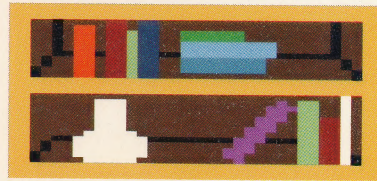
coconut



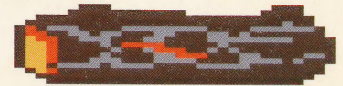
fire



lily pad



bookshelf

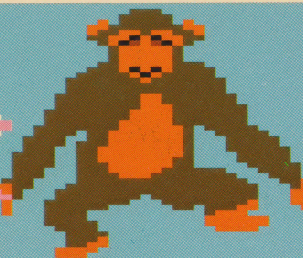


log

# CAST of CHARACTERS



Mouse



Ape

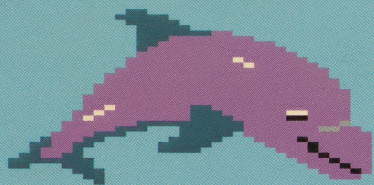


Kevin

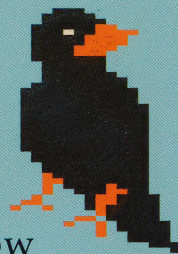
Swallow



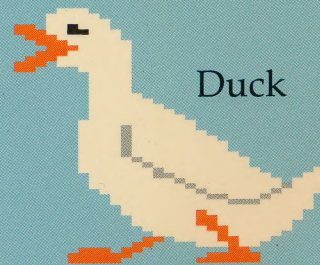
Owl



Dolphin



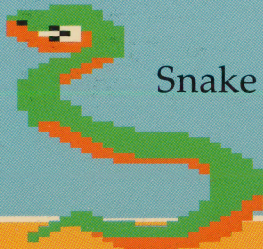
Crow



Duck



Alligator



Snake



Cat



Frog