Toddler Fun

Toddler Fun Options

The **Toddler Fun Options** screen is reached by clicking the **Help** button on the **Toddler Fun** main menu screen.   Realizing the different abilities of young children, each program in **Toddler Fun** has a variety of options to help match the program difficulty with the child.   All options are on this one screen and this screen can only be selected from the main menu screen (to help achieve our goal of keeping the program operation simple for children).   Here, each available option is described.

Of special use is the **<u>Sound Editor</u>** program - **Toddler Fun** makes extensive use of pre-recorded vocal feedback to aid in the educational process.   The **Sound Editor** allows you to overwrite these pre-recorded sound files with your own voice.   Children get very excited when they hear a familiar voice from the computer!   To access the **Sound Editor**, click the corresponding button on the **Toddler Fun Options** screen.

Letters Options:

The **Letters** program options are listed in the **Letters** frame.   This program can display up to three items for each letter: an upper case letter, an object beginning with that letter, and the name of that object.   By clicking the desired option button, you can **Show Letters Only**, **Show Letters and Objects**, or **Show Letters/Objects/Names**.

In **Quiz** mode, the child is asked to click on a selected letter.   That selection is always spoken (the object name is spoken if it is displayed).   You can also have the letter displayed by checking **Show Letter in Quiz**.

Numbers Options:

The **Numbers** program options are listed in the **Numbers** frame.   This program can display up to 20 numbers and the corresponding number of objects.   You select the largest number you want displayed using the arrow control.   If you want the objects to be displayed, check **Show Objects**.

In **Quiz** mode, the child is asked to click on a selected number.   The number is always spoken.   If you want the number to be displayed, check **Show Number in Quiz**. Likewise, check **Show Objects in Quiz** if you want the corresponding number of items to be displayed.

In both **Learn** and **Quiz** mode, if you want to say the name of the displayed objects (same as shapes used in the **Shapes** program), check **Say Objects Name**.   Checking this box has no effect if objects are not displayed.

Colors Options:

The **Colors** program options are listed in the **Colors** frame.   This program displays seven objects of different colors.   If you also want to display the name of the colors, check **Show Color Names**.

In **Quiz** mode, the child is asked to click on a desired color.   The color name is always spoken.   If you want to also display the color name, check **Show Color Name in Quiz**. If you want to shuffle the displayed colors after each correct answer, check **Shuffle Pictures in Quiz**.   Otherwise, the display will stay the same for each quiz question.

Shapes Options:

The **Shapes** program options are listed in the **Shapes** frame.   This program displays seven basic shapes.   If you also want to display the name of the shapes, check **Show Shape Names**.

In **Quiz** mode, the child is asked to click on a desired shape.   The shape name is always spoken.   If you want to also display the shape name, check **Show Shape Name in Quiz**.   If you want to shuffle the displayed shapes after each correct answer, check **Shuffle Pictures in Quiz**.   Otherwise, the display will stay the same for each quiz question.

Animals Options:

The **Animals** program options are listed in the **Animals** frame.   This program displays eight animals.   If you also want to display the animal name, check **Show Animal Names**.   In **Learn** and **Quiz** mode, there are three options for what you hear: **Hear Animal Names Only**, **Hear Animal Sounds Only**, or **Hear Names and Sounds**.

In **Quiz** mode, the child is asked to click on a desired animal.   The sound clue is based on the selected sound option.   If you also want the animal name displayed during the quiz, check **Show Animal Name in Quiz**.   If you want to shuffle the displayed animals after each correct answer, check **Shuffle Pictures in Quiz**.   Otherwise, the display will stay the same for each quiz question.

Sounds Options:

The **Sounds** program options are listed in the **Sounds** frame.   This program displays eight objects.   If you also want to display the object name, check **Show Object Names**. In **Learn** and **Quiz** mode, there are three options for what you hear: Hear **Object Names Only**, **Hear Object Sounds Only**, or **Hear Names and Sounds**.

In **Quiz** mode, the child is asked to click on a desired sound.   The sound clue is based on the selected sound option.   If you also want the object name displayed during the quiz, check **Show Object Name in Quiz**.   If you want to shuffle the displayed objects

after each correct answer, check **Shuffle Pictures in Quiz**.   Otherwise, the display will stay the same for each quiz question.

Peek-a-Boo Options:

The **Peek-a-Boo** program options are listed in the **Peek-a-Boo** frame.   The program displays six pictures of objects.   If you also want to display the object name, check **Show Object Names**.   (You can specify the displayed pictures and names by checking **Custom Pictures**, then clicking the **Pictures/Names** button.   Separate help for specifying these pictures is found in **Peek-a-Boo Pictures/Names**.)

In **Quiz** mode, the child is asked to click on a desired object.   If you want to display the object name, check **Show Names in Quiz**.   If you want to hear the object name spoken, check **Say Names in Quiz**.   If you want to shuffle the displayed objects after each correct answer, check **Shuffle Pictures in Quiz**.   Otherwise, the display will stay the same for each quiz question.

Doodle Options:

The **Doodle** program option is listed in the **Doodle** frame.   In this program, you can draw or optionally type in letters and numbers.   If you want the typed characters to be spoken, check **Say Typed Characters**.

Sound Editor

All of the **Toddler Fun** programs use voice and sound feedback to reinforce learning. The **Sound Editor** program allows you to record your voice in these programs.   Note this recording requires a microphone properly connected to your computers sound card. Consult your sound card documentation for microphone requirements.   Consult your sound cards audio software utilities for help in setting recording levels.   This can also be done using the Windows Sound Recorder utility.

Run **Sound Editor** by clicking its button.   At the left of the window is a list box containing descriptions of all recordable sound files.   Select the sound you want to play or record.   The **Play** and **Record** functions are selected using the corresponding buttons.   To hear the current sound, click the **Play** button:

To record a new sound, click the **Record** button:

Record the sound by speaking into your microphone.   When done, click the **Stop Sign**. The newly recorded sound will automatically play.   Click **Exit** when done using the **Sound Editor**.   Click **Help** to see this file.

Most of the listed sounds are self-explanatory - a sound description and the program it is used in are listed.   Some explanation is required for the sounds listed as **Praise Phase 1** through **Praise Phase 5**.   When any program is running in **Quiz** mode and the child provides a correct answer, a random short phrase of praise, such as Good Job! is heard.   So, these five sounds should have some words of praise - perhaps use the childs name for an even more personal touch.   Also, please note that any recorded sound should not exceed 5 seconds in length.   The **Toddler Fun** programs expect relatively short sounds.   If you exceed this length, the programs could stop abruptly.

Peek-a-Boo Pictures/Names

Normally, the **Peek-a-Boo** game chooses six pictures and names at random using pictures from the **Letters**, **Animals**, and **Sounds** games.   However, if the **Custom Pictures** box is checked, you can select the six pictures to be used, along with the corresponding picture names and sounds.   Hence, the program can be customized with scanned pictures of family members, friends, pets, or a childs favorite toys.

To access the editor, click **Pictures/Names** in the **Peek-a-Boo** options frame.   The editor screen has two windows, one on the left that lets you see and change the currently selected pictures and names and hear and change the corresponding sounds, and one on the right showing the available pictures.   Two types of pictures can be used: Windows metafiles (**WMF** extension) and bitmap files (**BMP** extension). Metafiles are the most common format in a Windows environment for storing graphics. Especially nice about these files is that they scale (grow and shrink) nicely.   Bitmap files are pixel by pixel representations (lots of dots) of pictures - they do not scale that well. They are the type of files commonly produced by Paintbrush type programs.   All the metafiles and bitmap files in the **Toddler Fun** directory are listed under **Available Pictures**..   To use your own pictures with this editor, you must insure two things: (1) the file you want to use is either a metafile or a bitmap file and (2) the file is in the same directory as the **Toddler Fun** program.   If the picture you want to use is not a metafile or bitmap, for instance it may be a **TIF** file (commonly produced by scanners), you must first convert it to either a **BMP** file or a **WMF** file.   The software that many scanners use allows you to choose the format for your saved file - hopefully **BMP** or **WMF** is an option.   If not, you must use a commercial conversion product.   A very good program that does the job is Paint Shop Pro (1-800-622-2793).   Or, perhaps check the internet for shareware graphics converters.   If using a **BMP** file, you should try to match the size with the one suggested in the editor screen - your pictures will look much better if properly sized.

Once your graphic files appear in the **Available Pictures** list, it is a simple process to tell the program which pictures to use.   There are six pictures used by the program - one can be viewed at a time.   The current picture is selected via the horizontal scroll bar at the top of the left hand window - the picture number is also displayed.   As the displayed picture changes, the name for that picture also changes.   The current picture is replaced by simply selecting a new one in the **Available Pictures** window and clicking **Use This Picture**.   The name for the picture is changed by clicking in the text box and typing a new name.   The recorded sound for the displayed picture is heard by clicking the **Play** button:

To record a new sound, click the **Record** button:

Record the sound by speaking into your microphone.   When done, click the **Stop Sign**.   The newly recorded sound will automatically play.   Repeat this process for all six pictures.   Make sure the recorded sounds do not exceed 5 seconds in length.   The program expects relatively short sounds.   If you exceed this length, the program could stop abruptly.   When done, click **Exit**.   This file can be seen by clicking the **Help** button.

Introduction

Toddler Fun has nine fun exercises for very young children (ages 2-5).   Each exercise has many options (**Toddler Fun Options**) to enhance the learning process and only requires the ability to point and click the mouse.   A special **Sound Editor** program allows you to record your voice for all vocal feedback.

Letters allows your child to learn the upper case letters and objects beginning with each letter.   It also teaches letter location on the keyboard. **Numbers** helps to teach the numbers from 1 to 20 (adjustable) and number-object relationships.   **Colors** helps your child learn seven basic colors (red, blue, green, purple, white, yellow, black).   **Shapes** provides fun while learning seven basic shapes (square, rectangle, circle, oval, diamond, star, triangle).   **Animals** lets your child learn to recognize many familiar animals, their names, and the sounds they make.   **Sounds** teaches about the sounds common items make, their names, and what they look like.   **Peek-a-Boo** is a simple memory game - you can even load in scanned pictures (your family members, favorite toys, pets) to personalize the game.   **Doodle** is a fun drawing program and typing scratch pad.   And, **Music** lets you have fun with a piano, percussive sounds, and goofy sound effects - has nine built-in kid songs.

The underlying philosophy in developing the **Toddler Fun** programs was to keep them as simple as possible, while still providing a positive learning experience.   Each program has a minimum of distractions (such as written operating information and cumbersome menu systems) and requires only the use of a mouse.   We encourage you to use the programs with your children - help them become familiar with their operation.   We have found that the learning experience is greatly enhanced if a parent, teacher, or older child sits with the child using the programs, providing guidance and encouragement.

Letters

In this program, you child learns to recognize the 26 upper case letters.   Also available for display are pictures of objects beginning with each letter and the spelling of the corresponding words.   The program also helps teach the location of the letters on the computer keyboard.   The program is run by clicking the **Letters** blocks picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, all 26 letters (and, optionally, objects) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a letter or, alternately, presses a letter on the keyboard.   The selected letter is spoken and shown in expanded form.   If objects are displayed, the corresponding object is also shown in expanded form and its name is spoken.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, the computer speaks a letter (and optionally displays that letter).   The child either types the requested letter on the keyboard or clicks on it using the mouse. If correct, spoken praise is heard and another letter is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The requested letter can be heard again by clicking the **Help** button:

Numbers

In this program, your child can learn the numbers from 1 to 20 and learn the relationship of numbers to objects.   The program is run by clicking the **Numbers** blocks picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, up to 20 numbers (and, optionally, the corresponding number of objects) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed number.   The selected number is spoken and shown in expanded form.   If objects are displayed, the corresponding number of objects are also shown in expanded form and, optionally, their name spoken. The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, the computer speaks a number (and optionally displays that number and the corresponding number of objects and, optionally, speaks their name).   The child clicks on the requested number using the mouse.   If correct, spoken praise is heard and another number is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The requested number can be heard again by clicking the **Help** button:

Colors

This program teaches seven basic colors (blue, red, yellow, green, purple, white, black) and distinguishing among them.   The program is run by clicking the **Colors** crayon box picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, seven objects of different colors (and, optionally, the color names) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed object.   The color of the selected object is spoken, as is the name of the object.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, the computer speaks a color (and optionally displays the name of the color).   The child clicks on the object corresponding to the requested color using the mouse.   If correct, spoken praise is heard and another color is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The requested color can be heard again by clicking the **Help** button:

Shapes

This program teaches seven basic shapes (square, rectangle, circle, oval, triangle, diamond, star) and distinguishing among them.   The program is run by clicking the **Shapes** picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, seven shapes (and, optionally, the shape names) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed shape.   The name of the selected shape is spoken.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, the computer speaks a shape name (and optionally displays the shape name).   The child clicks on the requested shape using the mouse.   If correct, spoken praise is heard and another shape is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The requested shape can be heard again by clicking the **Help** button:

Animals

This program teaches your child to recognize pictures of common animals, the spelling of the animal names, and the sounds the animals make.   There are sixteen animals possible, with eight randomly selected each time the program is run.   The program is run by clicking the **Animals** barnyard picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, eight animals (and, optionally, the animal names) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed animal.   Depending on options selected, the child will hear either the animal sound, the animal name, or both.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, depending on options selected, the computer will either speak an animal name, play an animal sound, or play both (and, optionally, display the name of the animal).   The child clicks on the requested animal using the mouse.   If correct, spoken praise is heard and another animal is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The audible clue(s) can be heard again by clicking the **Help** button:

Sounds

This program teaches your child to recognize pictures of common objects, the spelling of the object names, and the sounds the objects make.   There are sixteen objects possible, with eight randomly selected each time the program is run.   The program is run by clicking the **Sounds** fire truck picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, eight objects (and, optionally, the object names) are displayed.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed object.   Depending on options selected, the child will hear either the object sound, the object name, or both.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, depending on options selected, the computer will either speak an object name, play an object sound, or play both (and, optionally, display the name of the object).   The child clicks on the requested object using the mouse.   If correct, spoken praise is heard and another object is requested.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed).   The audible clue(s) can be heard again by clicking the **Help** button:

Peek-a-Boo

This program is a simple memory program that all kids like to play.   The program is run by clicking the **Peek-a-Boo** picture on the main menu screen.   The program can run in two modes: **Learn** mode and **Quiz** mode.   The current mode is indicated by the mode command button.   In **Learn** mode, the button looks like:

In **Quiz** mode, the button looks like:

In both modes, six pictures (and, optionally, the picture names) are displayed on the side of a house.   To change the mode, simply click the mode command button.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Learn Mode:

In **Learn** mode, the child clicks on a displayed picture.   The name of the selected picture is spoken.   The child may repeat this process as many times as desired.

Quiz Mode:

In this mode, the child clicks on the door of the house.   The door disappears, the computer says Peek-a-Boo and a picture (and, optionally, the picture name) are seen. After a brief pause, the door reappears.   The child clicks on the corresponding picture using the mouse.   If correct, spoken praise is heard and the child can again click on the door to see another picture.   If incorrect, an uh-oh is heard.   The child continues to answer until correct (be near your child to provide instruction and assistance if needed). The requested picture can be seen again by re-clicking the door.

Doodle

This program provides your child with a scratch pad to draw cute line pictures and type characters.   The program is run by clicking the **Doodles** picture on the main menu screen.   There are two things you can do: **Draw Lines** or **Type Characters**.   You can also **Save and Print Doodle**.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Draw Lines:

Three things can be controlled in the line drawing process: back color, line color, and line width.   When the **Doodle** pad first appears, there is a window that allows you to select **Back Color** - simply click on one of the choices.   Once set, the back color cannot be changed until the pad is cleared.   To clear the pad (and select a new back color), click the **Erase** button:

While drawing, the line color can be changed at any time by clicking on the desired color in the **Line Color** window.   Line width is changed using the arrow control at the top of the screen:

This window always shows the current back color, line color, and line width.   Once all values are as desired, the drawing can begin.

To draw a line on the **Doodle** pad, move the mouse cursor to the desired starting point and click the left mouse button.   Move the mouse to draw.   As long as the left mouse button is down, a line is drawn.   To stop drawing a line, release the left mouse button. The drawing process (drawing lines and changing colors) becomes obvious after a little practice.

Type Characters:

You can also type characters on the **Doodle** pad using the computer keyboard.   And, depending on options, those typed characters (letters and numbers only) will be spoken. Its fun for a child to hear the letters of their name spoken as they type it.   Typed characters will appear near the end of the last line drawn on the pad.   To start in a

certain position, click the mouse where you want to start, then start typing.

Save and Print Doodle:

There are a few other things you can do in the **Doodle** program.   The displayed doodle can be printed by clicking the **Print** button:

Make sure your printer is on-line and ready.

The program allows you to save one doodle (saved as **doodle.bmp** in the **Toddler Fun** directory).   To save the displayed doodle, click the **Save** button:

To recall the saved doodle to the screen, click the **Open** button:

Music

This program provides a section of a piano keyboard for playing music, percussive sounds, and making funny noises.   The program is run by clicking the **Music** picture on the main menu screen.   You can either: **Play With Keyboard** or **Play Songs**.   To stop the program and return to the **Toddler Fun** main menu screen, click the **Stop** sign:

Play With Keyboard:

In this mode, you simply play around with the keyboard.   The keyboard can operate in one of three modes: **Piano**, **Percussion**, or **Funny Sounds**.   The mode is changed by clicking on the desired command button - the current mode is always graphically displayed next to the keyboard.   To use **Piano** mode, where the keyboard will operate like a normal piano, click the **Piano** command button:

To use **Percussion** mode, where different drum and other percussive instrument sounds can be heard, click the **Percussion** button:

To use **Funny Sounds** mode, where a number of sound effects are possible, click the **Funny Sounds** button:

While using the keyboard, you can record your keystrokes for later playback.   To start the recording process, click the **Record** button:

Now, press the keys in the order you want to record them.   A pause can be inserted into the sequence by pressing the **Pause** button:

When done recording, click the **Stop** button:

To playback the last recorded keystroke sequence, click the **Play** button:

Playback can be stopped using the **Stop** button.   The recording and playback process becomes obvious after a few uses.

Play Songs:

There are nine kids songs built into the **Music** program.   The songs are represented by the large pictures at the top of the screen.   The songs and their pictures are:

Twinkle, Twinkle Little Star (Shooting Star)
Happy Birthday To You (Birthday Cake)
London Bridge Is Falling Down (London Bridge)
Jingle Bells (Holiday Bells)
Pop Goes The Weasel (Jack in the Box)
Yankee Doodle (US Map)
Row, Row, Row Your Boat (Men in Boat)
Do Re Mi (Music Staff)

To play any of these songs, click on the corresponding picture.   The program will automatically switch to **Piano** mode when playing songs.   You can stop a song before it finishes by clicking the **Stop** button:

No Sound Card

The **Toddler Fun** programs will work if your computer is not equipped with a sound card.   However (of course), you will not hear any sounds and some program action may be faster than expected.   Use of the program without a sound card is not recommended.