

yesEtch A Sketch Magic Screen Machine
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Help file produced by **HELLLP!**, a product of Guy Software, on 7/4/95 for Unregistered User.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles. You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar. This page will not be displayed as a topic. It is given a context string of `__` and a HelpContextID property of 32517, but these are not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point. If you do this remember to move the whole line, not part. As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

Skills Developed

Etch A Sketch *Magic Screen Machine* provides a variety of computer toys that challenge kids to develop important skills while having loads of fun. Each of the computer toys has a fun push-button Screen Machine design that enables kids to develop and build skills in an open, exploratory and interactive manner.

The skills developed include:

- Design
- Planning
- Geometric Reasoning
- Coordination
- Problem Solving
- Visual Thinking
- Creativity

Etch A Sketch *Magic Screen Machine* also provides many sample ideas and templates to get started, as well as questions and challenges for working jointly with parents to solve.

To view more about the specific skills developed in each activity, click on the following:

[Multimedia Etch A Sketch Skills](#)

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Challenges

Each of the activities and games includes Challenge questions.

The Challenge questions are designed to be worked out together with your child. They are intended to spur the child toward further thinking and learning.

To view the Challenge questions, click on the  Help button, found on the left side, in any game or activity, and then click Challenge.

Help


Parents' Information Help

Parents can exercise a number of options by clicking the checkboxes in the Parents' Information dialog box:

1. Turn **Printing** on or off. As a default printing is done on a white background to save on ink.
2. Turn **Sounds** on or off.
3. Turn **Button Blinking** on or off. Throughout the program various buttons blink to help indicate to novice users which button they need to press next. If you do not want this extra bit of help you can turn it off.

Program Help

Etch A Sketch Magic Screen Machine has extensive context-sensitive, on-line help throughout the program..

To view the Help, click on the  Help button, found on the left side, in any game or activity, and then click Help in the pop-up dialog box.

Etch A Sketch Challenges

Skills Developed

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Multimedia Etch A Sketch

Using Etch A Sketch

The Buttons

Skills Developed

With **Etch A Sketch** kids can generate creative designs with fun and challenging drawing styles. Push-button Direction Draw lets kids create designs using right angle and diagonal lines. In addition, with Magnetic Draw kids can create free-form drawings. They can also set up grid patterns to guide in their designs or use Trace Mes to provide ideas and practice design creation.

Skills Developed:

- Design
- Coordination
- Use of right angled and diagonal lines
- Creativity
- Color principles

Using Etch A Sketch

The best way to start with Etch A Sketch is to plunge right in and click away.

Drawing:

[Drawing with Direction Draw](#)

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Drawing with Direction Draw

Direction Draw is for designing things with straight lines - try drawing a house, for example.



1) Click the Direction Draw button at left.



2) Click the Knobs at bottom:

- Click the **Left Knob** to **move** the pen.
- Click the **Right Knob** to **draw** a line.

Click the Line Style buttons at bottom to change line styles.

Drawing with Magnetic Draw

Magnetic Draw is for more expressive curved line drawings - try drawing a flower or signing your name.



1) Click the Magnetic Draw button at left.

2) To Draw:

- Click on the screen with the left mouse button and let go to start drawing.
- Move the mouse to move the magnet - the line will chase after the magnet and draw.
Click again to stop drawing.

Click the Speed button at top to control drawing speed.

Click the Line Style buttons at bottom to change line styles.

Erasing Drawings

You can erase your drawing with a whole bunch of neat erase effects.



Click the Erase button at left:

1. Click on the screen to erase a small **part of a drawing**.
2. Click one of the Erase effects buttons at bottom to **erase the entire screen**.

Saving and Opening Drawings

You can save the drawings you have created and open them for later viewing.

Save a drawing

Create your drawing first, then:



1) Click the Picture button at left.



2) Click the Save button at bottom.

3) Type a Name for your drawing.

- The Name can only have up to 8 letters or numbers.

Open saved drawings

To open a saved drawing:



1) Click the Picture button at left.



2) Click the Open button at bottom.

3) Click in the box to select the Name of the saved drawing you want to open. A small preview of the drawing is shown to you. Click the OK button to open the drawing.

Printing Drawings

To print one of your masterpieces, first create your drawing, then:



1) Click the Picture button at left.



2) Click on the Printer button at bottom.

- The drawing will print Landscape style (sideways) on your selected Windows printer.
- To view your current Windows Printer selection and settings, click on the Printers icon in the Control Panel of Microsoft Windows.

Drawing With Trace Mes

With Trace Mes you can trace on top of outlines to create drawings.



Click the Trace Me button at left to see the Trace Mes.

- Click on an outline picture to select a Trace Me.
- Click the right arrow button to view more Trace Mes.



Use Direction Draw or



Magnetic Draw to trace over the outline.



Click the Remove Outline button to remove the gray outline after you have finished tracing. Click the button again to display the outline.



Click the Picture button at left to Save, Open or Print your Trace Me drawing.

The Buttons

Left and Bottom buttons

Top Buttons

Right Buttons

Left and Bottom Buttons

When you click the buttons on the **Left** side, different buttons will appear at **Bottom** for further selection.



Direction Draw

Direction Draw is for designing things with straight lines - houses, boats, trains, etc. To draw click the Knob buttons at bottom:



Click the **Left Knob** to **move** the pen.
Click the **Right Knob** to **draw** a line.

Click the Line Style buttons at bottom to change line styles.



Magnetic Draw

Magnetic Draw is for curved-line drawings - flowers, dinosaurs, dolphins.

- Click on the screen with the left mouse button and let go to start drawing.
- Move the mouse to move the magnet - the line will chase after the magnet and draw.
- Click again to stop drawing.

Click the Line Style buttons at bottom to change line styles.



Speed button. Click on the button to increase or decrease the drawing speed. This button only appears when Magnetic draw is selected.



Erase

1. Click on the screen to erase a small **part of a drawing**.
2. Click one of the Erase effects buttons at bottom to erase the **entire screen**.



Trace Mes



Save, Open, Print and Sounds



Change Screen Color

Click this button and then click a screen color button at bottom to change the screen color.



Help. Click button to view:

- 1. Ideas** - Sample files that give you a few ideas of what you can create. Click on the different files in the box to view them. Click OK to load a file.
- 2. Challenges** - Questions and challenges for parents and children to work out together. Click on Answers and More Info to see explanations.
- 3. On-line Help** - Instructions on how to use Etch A Sketch.



Exit Etch A Sketch

Click this button to exit from Etch A Sketch.

Save, Open, Print and Sounds



The Picture buttons let you do things with your finished drawings. Click on the Picture button at left and then click one of the buttons below:



Open a saved drawing. Click this button and then click on a Picture Name in the box to select a saved drawing. Click OK to open the drawing.



Save a drawing. Click this button to save a drawing and then type in the Picture Name to save the drawing. Pictures names can only be 8 letters long.



Print a drawing. Click this button to print a drawing.



Sounds. Click this button to turn sounds off. Click again to turn sounds back on.

Top Buttons



Turn Grid on/off

Click on these buttons to show different size grids on the screen. The grids assist in drawing by helping you size and align items in your drawing.



Color effects

Click on these buttons to create different color effects for drawing. From left to right:

1. Solid colors
 2. Two-color Flip-Flops
 3. Single-color Sheen
 4. Rainbow Blend
 5. Sheen Animation
 6. Blend Animation
- Try selecting different colors at right when buttons 1, 2 or 3 are selected.
 - To display animated colors (blend or sheen) Windows requires a 256-color monitor.

Right Buttons



Colors

Click the buttons at right to change line and shape colors.

- Colors can only be changed when one of the first three Color Effects at top is selected.

Etch A Sketch Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

For all of these questions it helps if you turn the Grid on.

1. Using straight-line Direction Draw draw:

1. a Square,
2. a Rectangle,
3. a Diamond with equal sides,
4. a Triangle,
5. a shape with 8 equal sides.

2. Can you draw 4 squares, each one larger than the next, with the smaller squares centered inside the larger?

3. Draw a square(make sure the Grid is on):

1. How long are the top and bottom sides?
2. How long are the left and right sides?
3. What is the length of all 4 sides added up?
4. How many grid squares can fit inside the square?

More parent info

4. Draw a rectangle (make sure the Grid is on):

1. How long are the top and bottom sides?
2. How long are the left and right sides?
3. What is the length of all 4 sides added up?
4. How many grid squares can fit inside the rectangle?

More parent info

5. With Direction Draw draw a diagonal line. With the Grid on, how many grid marks does the line go sideways for each grid mark it goes up or down? **Answer.** Try different grid sizes and see if the answer changes. **Answer.**

6. Try the Rainbow (4th from left) Color Effect button at top. Draw a line. Can you name the colors that appear in the line, from beginning to end? **Answer.**

7. Try the Sheen(3rd from left) color button at top. Draw a line. Can you name the colors that appear in the line, from beginning to end? **Answer.**

These questions are about the length of sides, the circumference and the area of a square.

These questions are about the length of sides, the circumference and the area of a rectangle.

The line moves one grid mark sideways each time it moves one up or down. **More parent info:** The grid marks are equally spaced and the diagonal goes at a 45 degree angle.

No, the diagonal always goes one grid mark sideways for each up or down.

The Rainbow color order is Red, Orange, Yellow, Green, Blue, Purple and Red again. **More parent info:**
This is also the order that colors appear in a color wheel.

A single color will appear going from lighter to darker shades. Click on different colors at right to obtain different shades.

Amazing Pattern Machine

Using Amazing Pattern Machine

The Buttons

Skills Developed

With **Amazing Pattern Machine** kids can create gazillions of animated geometric patterns. They select geometric shapes and control their behavior by setting distances, growth and spin. They can also apply different motion paths to the shapes. In addition kids can select among many color patterns. The principles developed in this game are useful in math, geometry and sciences.

Skills Developed:

- Planning
- Geometry
- Pre-math
- Design principles

Using Advanced Pattern Machine

Making Patterns:

Creating a Pattern

Changing Shape Behavior

Stopping and Starting Patterns

Changing Shape Size

Changing Paths

Erasing Patterns


Saving and Opening Patterns

Printing Patterns

Creating a Pattern



Click the Shape button at left.

- Click on the screen to draw a shape.
- Click the Go  button on the shape to start the pattern.



Click the Shape buttons at bottom to change shapes.

Changing Shape Behavior

You can change patterns while they are moving.



Click the Shape button at left and then try some or all of the following:

- Click the Distance, Growth and Spin Buttons at top.
- Click the other Shape buttons at bottom.
- Click the Color buttons at right.

- Using Easy Level Buttons **all** shapes are affected by your changes.
- Using Advanced Level Buttons only shapes which are **selected or moving** are affected by your changes. This allows you to be more creative in your patterns by letting you set different shape behaviors for every shape you draw.

To select a shape just click on it. To select multiple shapes at once press the SHIFT key while clicking on shapes.

Starting and Stopping Patterns



Click this button to Start pattern drawing (you need to draw a shape first). This button starts pattern drawing for every shape you have drawn. To start an individual shape, click on the shape to select it and then click on its Go button.



Click this button to Stop pattern drawing.



Click this button to Redraw the pattern.

Changing Shape Size

To change shape size:

- Draw a shape.
- Click and drag the shape handles with the hand cursor.
- You can also change shape size by clicking the Growth button on and turning it off when the shape is the desired size.

the shape handles are the small squares on the shape corners


the hand cursor appears automatically after you draw a shape

the path handle is the small square at the path tip or center

Changing Paths

You can change the type of path for your pattern creation.



- Click the Path button at left.
- Click a path at bottom.
- Click on the screen to draw a shape.
- Click the Go  button on the shape to start pattern drawing with the new path.

Changing path direction and size

Changing Path Direction and Size

You can change the path direction and size for Straight Line, Circular, Spiral or Bounce paths.

To change the path direction and size:

- Draw a shape with a Straight Line, Circular, Spiral or Bounce path.
- Click and drag the path handles with the hand cursor.

Erasing Patterns

You can erase your drawing with a whole bunch of neat erase effects:



- 1) Click the Erase button at left.
- 2) Click one of the Erase effects at bottom to erase.

- To erase individual shapes:
 - 1) Select one shape by clicking on it. Or select multiple shapes at once by pressing the SHIFT key while clicking on shapes.
 - 2) Press the DELETE key.

Saving and Opening Patterns

You can save the patterns you have created and open them for later viewing.

Save a pattern

Create your pattern first, then:



1) Click the Picture button at left.



2) Click the Save button at bottom.

3) Type a Name for your pattern.

- The Name can only have up to 8 letters or numbers.

Open saved patterns

To open a saved pattern:



1) Click the Picture button at left.



2) Click the Open button at bottom.

3) Click in the box to select the Name of the saved pattern you want to open. A small preview of the pattern is shown to you. Click the OK button to open the pattern.

Printing Patterns

To print one of your masterpieces, first create your pattern, then:



1) Click the Picture button at left.



2) Click on the Printer button at bottom.

- The drawing will print Landscape style (sideways) on your selected Windows printer.
- To view your current Windows Printer selection and settings, click on the Printers icon in the Control Panel of Microsoft Windows.

The Buttons

When you click the buttons on the **Left** side, different buttons will appear at **Top** and **Bottom** for further selection.



Shape Buttons



Path Buttons



Erase Buttons



Screen Colors



Save, Open, Print and Sounds



Help



Exit Amazing Pattern Machine

Shape Buttons



Click the Shape button at left to draw shapes and set their behavior.

Changing Shapes



Click the buttons at bottom to select a shape to draw.
Click on the screen to draw a new shape.

The currently selected shape is shown in the Shape button at left.



Start and Stop buttons



Click to Start pattern drawing (you need to draw a shape first).



Click to Stop pattern drawing.



Click to Redraw pattern.

Changing Shape Behavior




Easy Level



Advanced Level

Changing Levels

Click the Level  button at top to change levels from Easy to Advanced.

Easy Level Buttons

Easy level provides easy push buttons to control shape behavior.

- To best see changes in shape behavior click these buttons while a pattern is running.



Click this button to change **Distances** between shapes.



Click this button to turn shape **Growth** on or off.



Click this button to change shape **Spin**.

[Changing Levels](#)

[Advanced Level](#)

Advanced Level Buttons

Advanced level provides more complex buttons that provide more control over shape behavior.

- To best see changes in shape behavior click these buttons while a pattern is running.



Click the **Spin** buttons to change shape behavior:



Click to **increase** or **decrease** setting.



Click to set to **zero** or **reverse** setting.

With the 3 sets of Spin buttons you can change:



Distances between shapes. The higher the number the greater the distance between shapes.



Shape Growth. The higher the number the faster the shapes will grow.




Shape Spin. The higher the number the faster a shape will spin.

[Changing levels](#)

[Easy level](#)

Changing Levels


Click level  button at top to change levels from Easy to Advanced.

Path Buttons



Click Path button at left to change paths.

For all the paths:

1. Click a path button at **bottom**.
2. Click on the screen to draw a shape with new path.
3. Click the Go  button on the shape to start the pattern.

- The currently selected path is shown in the Path button at left.

The path buttons at **bottom** are:



No Move

With No Move you need to add Growth or Spin to create a pattern.



Straight Line path

Click and drag handle on Path tip to change path direction.



Circular path

Click and drag handle at Circle center to change Circle path size. You can also click and drag the shape to resize the Circle.




Spiral path

Click and drag handle on Path end to change Spiral path.



Trace path


Draw a shape to follow a traced path:

- Click to draw a shape.
- Move the mouse to trace out a path.
- Click again to end the path.
- Click the Go  button on the shape. The shape follows the traced path.



Magnetic path

Shape will chase cursor.

- Click to draw a shape.
- Click the Go  button on the shape.
- Move mouse. Shape will chase the mouse cursor.



Bounce path.

Click and drag handle on Path end to change Spiral path.

Erase Patterns

You can erase your drawing with a whole bunch of neat erase effects:



Click the Erase button at left.

Click on an Erase Effect at bottom to erase the screen.

Screen Color Buttons



Click Screen Color button at left.

Click a Screen Color button at bottom to change screen color.

Save, Open, Print and Sound Buttons



Click on Picture button at left.

The picture buttons let you do things with your finished patterns. Click on the Picture button and then click one of the buttons below:



Open a saved pattern. Click this button and then click on a Name in the box to select a saved pattern. Click OK to open the pattern.



Save a pattern. Click this button to save a pattern and then type in a Name to save the pattern. Names can only be 8 letters long.



Print a pattern. Click this button to print a pattern.



Sounds. Click this button to turn sounds off. Click again to turn sounds back on.

Help Buttons



Click this button at left to view:




1. **Ideas** - Sample files that give you a few ideas of what you can create. Click on the different files in the box to view them. Click OK to load a file.
2. **Challenges** - Questions and challenges for parents and children to work out together. Click on Answers and More Info to see explanations.
3. **On-line Help** - Instructions on how to use Amazing Pattern Machine.

Amazing Pattern Machine Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

Easier questions

Try to answer these questions with the **Easy Level** setting and a **Straight Line path**.

1. What happens when you press the  button many times while a pattern is running? **Answer.**
2. Do patterns move across the screen faster when the jump (distance) between shapes is bigger or smaller? **Answer.**
3. When the jump is increased are there more or fewer shapes drawn across the screen? **Answer.**
4. What happens with shapes when you press the  button? **Answer.**
5. What happens with the shapes when you press the  button? **Answer.**
6. With the **Straight Line path** can you make the shapes go up/down? How about diagonally? **Answer.**
7. With a **Circle path** can you change the size of the circle? **Answer.**

Advanced questions

Try these questions with the **Advanced Level** setting and a **Straight Line path**.

1. What happens to shape size when you increase the Growth settings? **Answer.**
2. Using the **Distance** control can you set up an experiment to figure out how wide the square shape is? **Answer.**
3. Try the **Circle path**. Set **Distance** = 36, **Growth** = 0 and **Spin** = 0. Draw a shape and click the Go button to start a pattern. Notice that as the shapes draw around the circle, new shapes always draw exactly on top of old shapes. Can you find other Distance numbers where this also happens? **Answer.**
4. Using a **Straight Line path** what happens when you set **Distance** = 0? **Answer.** What happens when you set **Growth** = 0? What happens when you set **Spin** = 0?
5. Using a **Straight Line path** what happens when you click the **Reverse Distance** button? **Answer.**
6. Using a **Circular Path** and a square shape set **Distance** = 4, **Growth** = 0, and **Spin** = 4. See how the shape behaves. Try other combinations where Distances and Spin numbers are the same, and Growth = 0. Then see what happens if you make the Distance and Spin numbers different. **More parent info.**
7. Can you turn the Square shape into a Rectangle and create a pattern with rectangles? **Answer.** Can you turn the Circle shape into an oval shape? **Answer.**
8. Using a horizontal **Straight Line path** how many shapes are drawn across a screen if you change the distance from 16 to 32? **Answer.**

The jumps (or distances) between shapes get bigger or smaller. Can you tell when the jumps are bigger and when they are smaller?

They move across the screen faster with bigger distances.

Fewer shapes are drawn across the screen.

The shapes will grow or stop growing.

The shapes will spin faster and faster. Can you tell when they are spinning faster and when they are spinning slower?

Path directions can be changed by clicking and dragging the handle on the Straight Line path tip using the hand cursor.

Click and drag the handle at the center of the circle path with the hand cursor.

The shapes grow faster and faster.

Draw a square shape using a horizontal Straight Line path. Click the Go button. Increase or decrease the Distance until the shapes are drawing exactly next to each other. This will happen when Distance = 50 for the initial square size.

Distance = 10, 12. See if you can find more numbers. **More info:** The distances are in degrees. A full circle has 360 degrees and all of these numbers divide evenly into 360. Try a number like 17 to see what happens if the numbers do not divide evenly.

The shape does not move.

The number changes to a minus and the shape goes in the opposite direction. See what happens when you click the Reverse button again. Also see what happens when you click the Reverse Growth and Reverse Spin buttons.

Both the distance and the spin are given in degrees. When both are the same, they spin equally.

To turn a square into a rectangle, click and drag the shape handles with the hand cursor.

To turn the circle into an oval, click and drag the shape handles.

With double the distance between shapes, only half as many can be drawn.

Electric Light Design

Using Electric Light Design

The Buttons

Skills Developed

Electric Light Design lets kids create designs in a grid. It introduces them to the basics of coordinate geometry and diagramming. Kids can also have fun by transforming their designs in various ways, including flip-flopping the designs vertically and horizontally, creating animation effects with movement, exploding and imploding the designs, etc.

Skills Developed:

- Design
- Basic diagramming
- Use of coordinate grids and geometry
- Transformations of designs to create variations

Using Electric Light Design

Creating a design

Changing designs

Create Me

Erasing designs

Saving and opening designs

Printing designs

Creating a Design

To create a design:



Click the Light button at left.

- Click on the screen to place a light bulb.
- Click again to place more light bulbs. You can also click and drag to place a trail of light bulbs.

Changing Designs

You can change your designs in a number of fun ways.



Click the Change button at left.

Then click the Change Effects buttons at top and bottom.

Create Me Designs

With Create Me you place lights on top of outlines to create designs.



Click the Create Me button at left to see the Create Mes.

- Click on an outline picture to select a Create Me.
- Click the right arrow button to view more Create Mes.

Click on the gray Create Me outlines to place light bulbs and create a design.

Erasing Designs



Click the Erase button at left to erase your design.

- Click on the screen to erase a **single** light.
- Click a button at bottom to erase **all** lights.
- If you are placing lights and you make a mistake, a quick way to erase **single** lights is to click the **right** mouse button on the screen.

The Buttons

Click a **Left** side button to see the **Top** and **Bottom** ribbon buttons for further selection.

Left side buttons:



Draw lights

- Click on the screen to place lights.
- Click the light buttons at bottom to change the light color.



Change Effects

Click the buttons at **top** and **bottom** to apply a Change Effect to a design.



Create Me Designs



Erase Design

- Click on the screen to erase a **Single** light.
- Click a button at bottom to erase **All** lights.



Save, Open, Print and Sounds



Help. Click button to view:

1. **Ideas** - Sample files that give you a few ideas of what you can create. Click on the different files in the box to view them. Click OK to load a file.
2. **Challenges** - Questions and challenges for parents and children to work out together. Click on Answers and More Info to see explanations.
3. **On-line Help** - Instructions on how to use Electric Light Design.



Exit Electric Light Design

Right side buttons:



Click these buttons to **Zoom In** or **Zoom Out** on your design.



Click this button to **show** or **hide** the **grid** on the screen. The grid dots help you to position lights.



Click this button to **show** or **hide** the **Create Me outline** on the screen. This button appears only when you are using Create Mes.

Top button:



Click this light switch to turn your electric lights **on** or **off**.

Change Effects

The Change Effect buttons at top and bottom include:

Top Ribbon Change Effects



Explode design from the center



Implode design into the center



Scatter light bulbs randomly



Rotate design 90 degrees



Redraw lights in the order they were drawn

Bottom Ribbon Change Effects



Flip design horizontally



Flop design vertically



Click **Move button** to move lights. You can move lights with the following options:



Move **all** lights simultaneously.



Move lights a **row** at a time.




Move lights a **column** at a time.



Move lights in **zipper** fashion.



Electric Light Design Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

1. How many different shapes can you draw that **DO NOT change** shape when you click the  Flip button? Answer.



2. How many different shapes can you draw that **DO NOT change** shape when you click the  Flop button? Answer.

3. How many different shapes can you draw that

- **DO NOT change** when you click the Flip  button?
- but **DO change** when you click the Flop  button?



Answer.

4. How many different shapes can you draw that


- **do change** shape when you click the Flip  button?
- but **DO NOT change** when you click the Flop  button?

Answer.

5. How many different shapes can you draw that:

- **DO NOT change** shape when you click the Flip  button?
- and **DO NOT change** when you click the Flop  button?

Answer.

6. Draw a Create Me design. How many times do you have to click the Rotate  button to turn the design upside down? Answer. How many times do you have to click the Rotate

 button to return the design to its original position? Answer.

7. Can you draw a diagonal line? To draw the line how many grid marks did you go up and sideways each time you drew a light bulb. Can you draw a straight diagonal line that goes up and sideways a different number of grid marks? Answer.

A square, a triangle where one side is horizontal and the other two are equal, and the Bear and Butterfly in Create Me drawings. See if you can find other shapes. **More parent info:** Two types of shapes will satisfy this question: (1) Those that are 2-way symmetric - horizontal and vertical - like a square, and (2) those that are only 1-way symmetric - horizontal - like a butterfly.

A square (again), the letter "C", the up/down arrow on the Flop button, and a ladder. See if you can find others. **More parent info:** Two types of shapes will satisfy this question: (1) Those that are 2-way symmetric - horizontal and vertical - like a square, and (2) those that are only 1-way symmetric - vertical - like the letter "C".

The Butterfly in Create Me will **not change** on the Flip, but will **change** on the flop. In contrast a square will **not change** on **both** the Flip and Flop. **More parent info:** One way horizontally symmetric shapes will satisfy this question.

The letters "C" and "D" **change** on the Flip, but do **not change** on the Flop. **More parent info:** One way vertically symmetric shapes will satisfy this question.

A square, a diamond, a circle. **More parent info:** Two-way vertically **and** horizontally symmetric shapes will satisfy this question.

2 times. **More parent info:** Each click rotates the design 90 degrees, so two clicks rotate it 180 degrees and turn it upside down.

4 times. **More parent info:** Each click rotates the design 90 degrees, so 4 clicks rotate it 360 degrees and bring it back to its original position.

If the first time you drew a line that went 1 grid mark up for each 1 grid mark sideways, try drawing one where you go up 2 grid marks for each 1 sideways. **More parent info:** This is a question about line slopes.

Let's Travel

Skills Developed

Using Let's Travel

Skills Developed

With **Let's Travel** kids can explore maps of the USA and the world to learn about geography. They learn about cities, states and countries. The program asks kids to follow a certain route in their plane or car. If they complete the task successfully a little reward animation goes off.

Skills developed:

- Problem-solving
- Geography
- Direction and orientation

Using Let's Travel

Question

Click the **Question** button to view the instructions. The instructions in each game tell you the locations you need to visit, and the order you have to visit them in. Go to location 1 first, then go to location 2, and so on.



1) Click the **Left Knob** to go to the correct start location (location 1 in the Question).
2) Click the **Right Knob** to move the plane or car. This will draw a path between the locations you visit.

When you pass over a location in the correct order its name will stay up. If you pass over all the locations correctly all the names will stay uncovered and a little animation will play.

Answer

If you are stumped click the **Answer** button to see the correct path you need to travel.



Click the **Erase** button at left and click a button at bottom to erase a drawn path.



Help. Click button to view:

1. **Challenges** - Questions and challenges for parents and children to work out together.
2. **On-line Help** - Instructions on how to use Let's Travel.



There are 10 questions in each game. To select new questions click the number buttons at right.



A **Clock** can be turned on to measure your speed. The Clock automatically starts when the plane or car starts moving, and stops when the plane or car gets to its final destination.

Let's Travel Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

1. Each time you go in a different direction call out the compass direction (North, South, East, West, etc.) that you are headed in.
2. Find a real map of the Unites States and of the World (in an Encyclopedia or elsewhere) and:
 1. When you go to a state see if you can also name its capital.
 2. When you go to a state capital see if you can name the state it's in.
 3. When you go to a state see if you can name a neighboring state.
 4. When you go to a country see if you can name a city in that country.
 5. When you go to a world city see if you can name the country it's in.
 6. When you go to a country see if you can name the language that's spoken there.

Two or more can play

1. Have one person start. Whenever they miss a location (if they don't go to a location in the correct order an error beep will sound), the next person takes over. The one to get to the last location in the last map is the winner.
2. Try turning on the Clock timer and take turns to see who is the fastest in each game.

Build It

Skills Developed

Using Build It:

Steps and Ladders

Landscape Builder

Critters

Blocks

Skills Developed

With **Build It** kids are encouraged to exercise their creativity and planning skills to construct a variety of items. Among the items they can build are Landscapes, Cityscapes, Building Block structures, and pathways consisting of steps, ladders, planks and ropes.

Skills Developed:

- Planning
- Creativity
- Design

Using Steps and Ladders

Use Steps and Ladders to construct connected paths. You can then get a monkey to scamper along the path once it is completed.



Click the Stair button at bottom to start drawing paths. Then:



Click the **Right Knob** to draw a path with connected steps, ladders, planks and ropes.
Click the **Left Knob** to move the drawing position.



Click the Monkey button at bottom.

Then make it scamper along your drawn path:



Click the **Knobs** to move the monkey along the path.



Click the Erase button at left, then click one of the Erase Effect buttons at bottom to erase your drawn path.



[Save, Open, Print and Sounds](#)



Click this button to view **Help**:

1. **Challenges** - Questions and challenges for parents and children to work out together. Click on Answers to see explanations.
2. **On-line Help** - Instructions on how to use Steps and Ladders.

Steps and Ladders Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

Can you think of other objects that you could use to go:

1. Sideways? **Answer.**
2. Up/Down? **Answer.**
3. Horizontally? **Answer.**

Two or more can play.

One person draws a path. The other takes note of what he/she is doing (directions, turns, distances, etc.). The first person then saves and erases his drawing. The second person tries to duplicate it. See who comes the closest to duplicating the path.

How about an escalator or a sideways ladder. Any others?

How about a pole, or an escalator. Any others?

How about an iron beam. Any others?

Using Landscape Builder

With Landscape Builder you can construct landscapes from scratch, using rivers, roads, buildings, animated objects (planes, cars) and many other items.



Click this button at left to build with Direction Draw:



Click the Knobs to draw:

- Click the **Left Knob** to move the drawing position.
- Click the **Right Knob** to draw.

Click the buttons at bottom to select different objects(road, fence, etc.).



Click this button at left to build with Magnetic Draw:

- Click on the screen and move the mouse to move the object.
- Click again to stop.

Click the buttons at bottom to select different objects (sun, cloud, etc.).



Click to build with Stamps:

- Click on the screen to stick colorful stamps onto your Landscape.

Click the buttons at bottom to select different stamps.

- You can draw many stamps by clicking and holding the left mouse button while moving the mouse.



Click the Erase button at left, then click one of the Erase Effect buttons at bottom to erase your Landscape.



[Save, Open, Print and Sounds](#)



Click button to view **Help**:

1. **Challenges** - Questions and challenges for parents and children to work out together.
2. **On-line Help** - Instructions on how to use Landscape Builder

Landscape Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

1. Can you build a country scene, using objects you would only find in the country?
2. Can you build a city scene, using objects you would only find in the city?
3. Can you think of what other types of objects you would:
 - see in a city?
 - see in the countryside?
4. Using Direction Draw and the Road button at bottom can you draw a Road that:
 1. Goes around in a circle?
 2. Has the shape of the number "8"?
 3. Has the shape of the letter "D"? How about the shape of other letters?
 - Try using the River to also draw different shapes, numbers and letters.
5. For a city can you lay out a square grid pattern for roads?

Using Blocks

With Blocks you can create buildings by stacking blocks.



Click the Knobs to draw:

- Click the **Left Knob** to move the drawing position.
- Click the **Right Knob** to draw blocks.

Click the buttons at bottom to select different blocks.



Click the Erase button at left, then click one of the Erase Effect buttons at bottom to erase your Building.



[Save, Open, Print and Sounds](#)



Click button to view **Help**:

1. **Challenges** - Questions and challenges for parents and children to work out together.
2. **On-line Help** - Instructions on how to use Blocks.

Block Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

Two or more can play

Have one person create a structure. Then save it and erase the screen. The second person then tries to recreate a similar structure. See how close they can come.

Using Critters

You can draw a whole bunch of different critters.



Click the Knobs to draw:

- Click the **Left Knob** to move the drawing position.
- Click the **Right Knob** to draw critters.

Click the buttons at bottom to select different critters.



Click the Erase button at left, then click one of the Erase Effect buttons at bottom to erase your Critters.



[Save, Open, Print and Sounds](#)



Click button to view **Help**:

1. **Challenges** - Questions and challenges for parents and children to work out together.
2. **On-line Help** - Instructions on how to use Critters.

Critter Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

Drawing alligators:

1. Create a small alligator.
2. Create a bigger alligator.
3. Create the biggest alligator you can draw!

Drawing snakes

1. Create a square snake.
2. Create a rectangular snake.
3. Create a triangular snake.
4. Create a six sided snake.

Mazes and Games

Skills Developed

Using Mazes and Games

Skills Developed

Kids can have fun playing a variety of **Mazes and Games**, while developing their coordination and visual thinking. An animation plays when they complete a game successfully.

Skills developed:

- Visual Thinking
- Coordination

Using Mazes and Games

There are 4 mazes and games:

Racer 2000 - race the car around the track.

Hungry Bear Maze - help the Bear find his way to the honey.

Going Home Maze - help the Rabbit get to his home.

Treasure Island Maze - sail the Ship to the treasure.

Using mazes and games:



Click the **Right Knob** to move your character around the maze or track. A trail is drawn behind your character to mark where it has been.



Click the Erase button at left, then click one of the Erase Effect buttons at bottom to erase your character's trail and start over.



There are 3 different mazes in Hungry Bear, Going Home and Treasure Island. To select a new maze click the number buttons at right.



A Clock can be turned on or off by clicking the Clock button at left. The Clock automatically starts when you start moving and stops when you get to the end of the maze or track.



Click button to view **Help**:

1. **Challenges** - Questions and challenges for parents and children to work out together.
2. **On-line Help** - Instructions on how to use Mazes and Games.

Mazes and Games Challenges

Parents: The challenge questions are intended for working together with your child. You can print out these questions by clicking Print Topic in the File menu above.

Two or more can play

Turn on the Clock. See who can go fastest through the maze or around the track without touching any of the lines. If you cross over a line the other person takes over.

path handles are small squares at path end or center

the hand cursor appears automatically after a shape has been drawn

Credits

Programming

The Klaorman Crew

Graphics

Yumiko Konishi
Brian Eder
Cherri Lakey

Sound

Angele Meyer
Johnathan Karr
Jess Reyes

Package Design and Illustration

DesignScape
Ohio Art

