



Farnsworth Ferret's Fun Pack For Kids™

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Copy Cat

Skills Addressed:

Patterns
Animal recognition

Skills Required:

Ability to follow and remember light and sound patterns

Object of the Game

The object of Copy Cat is to remember and repeat back the sequence of animal pictures and sounds. The more you remember the faster it gets. The number you reach is stored in the high score list. A maximum of 25 levels is given.

How To Play Copy Cat

To play, the game first flashes or "highlights" an animal and makes the sound of that animal. If you click on that animal, it will light up and make the sound of the animal. If you click on the wrong one, a message telling you that you made a mistake is shown. The game then replays the first animal again. The game continues with animals lighting up and making sounds in a particular order. As long as you remember to click the right animals in the same order, the game continues. If you make a mistake, Copy Cat will play back the original order for you but if you make three mistakes, the game ends. The skill level can be set to easy or hard.



Farnsworth's Hint

When I forget the sequence, I guess. If I get it wrong, the game tells me the right order again and I pay very close attention this time.

Math Invaders

Skills Addressed:

Arithmetic
Counting

Skills Required:

Number recognition

Object of the Game

The object of Math Invaders is to save your bases by blasting attacking arithmetic equations out of the sky. Either an arithmetic equation (like "2+2" or "4x3") or a number of shapes fall from the top of the screen. If you type all the right answers (up to 25), you win.

How To Play Math Invaders

To play Math Invaders, type in the correct answer. As you type, the numbers will appear at the bottom of the screen. When you have typed the right answer, press Enter to blast the falling equation. When a number of shapes are falling, just press the right number - no Enter is required.

There are several options and levels. The skill level can be set to "Easy", "Medium", or "Hard". This affects the speed which objects fall from the sky.

The operations option sets the type of equations that attack your bases. Addition, subtraction, multiplication, division, and counting are available.

The game keeps track of the number of answers you get right and wrong. This is shown on the status bar at the bottom of the screen. The scores with the most right and the least wrong answers are stored in the high score list.



Farnsworth's Hint

When the equations are attacking too fast, I shoot the ones closest to my bases. I always protect at least one base.

Kid Match

Skills Addressed:

Remembering letters, numbers, and pictures

Skills Required:

Ability to concentrate

Object of the Game

Kid Match is like the game "hide and seek". A letter, number, or picture is "hidden" under each tile. Click a tile to see it. Then you "seek" the matching letter, number, or picture by clicking another tile. The goal of the game is to remove all the tiles from the screen as fast as you can. When all the tiles are gone, You win!

How To Play Kid Match

Use your mouse to point to a tile and "click" on it. You will see the hidden letter, number, or picture. Try to remember what and where it is.

If you make a match, both tiles will go away and you are ready to match the rest of the tiles. If you did not make a match, both tiles will turn over. Try again by clicking another two tiles until you make a match. Don't forget what and where the letter, number or picture is.

There is a status bar at the bottom of the screen. The status bar will show you the number of "clicks" and how long it took to remove all the tiles. This is your "score". The more times you play Kid Match, the faster you will get. The faster you get, the higher your score will be.

Kid Match Options

The Options menu lets you change the game in many ways. You will see "Options" on the menu bar at the top of your screen. Use the mouse to point and click on the word Options to open the menu. You can then choose Difficulty, Tile Backs, Tile Set, or Sound. Sound works the same as other games.

Difficulty Option

You can make the game easier or harder to play. Click on the level you want: Then click OK. Cancel, if you have changed your mind.

Tile Backs Option

You can change the pictures on the back of the tiles. You have eight pictures to choose from. Click the picture you want to see in the next game. Then click OK. Cancel, if you have changed your mind.

Tile Set Option

You can change the letters, numbers, or pictures that are hidden under the tiles. Click the letters,

numbers, or pictures you want to hide. Then click OK. Cancel, if you have changed your mind.

Kid Scramble

Skills Addressed:

Spelling
Vocabulary

Skills Required:

Alphabet recognition
Basic reading

Object of the Game

The object of Scramble is to build a word as fast as possible. The letters to the word are shown. Optionally, a picture of the word is given as a hint. Move the letters into their proper places as fast as possible. If you get ten words right, you win.

How To Play Scramble

To play, move the hand cursor over the letter you want to move. Click on the letter with the left mouse button and hold the mouse button down. While still holding the left mouse button down, move the hand cursor to the spot in the word you want the letter to go. The letter will move when you move the mouse. Once you are over the right spot, let go of the mouse button. If the letter is right, the letter will stick to that spot. If it is in the wrong place, the letter will move back to the top of the screen. Keep moving letters until the word is built. After the word is built, a new word will be given. After ten words are given, a new game will start.

The skill level can be set to Easy, Medium, or Hard. On the easy level, words are three to four letters, like "CAR" and "EYE". On the medium level, words are five to six letters, like "CLOWN" and "BEACH" On the hard level, words are seven to ten letters, like "TYPEWRITER" and "ELEPHANT".

The game keeps track of the number of mouse clicks and the time. This is shown on the status bar at the bottom of the screen. The fastest times with the least clicks are stored in the high score list.



Farnsworth's Hint

When I don't know a word, I start guessing by moving letters to the word. After I get a couple of letters in place, I can usually figure out the rest of the word.

Kid Paint

Skills Addressed:

Creativity

Skills Required:

Imagination

Object of the Activity

The object of Kid Paint is to have fun. There are many tools that you can use while drawing pictures. When you are done, save the pictures so that you can look at them later.

How To Use Kid Paint

There is a tool bar along the top of the screen. Each tool can be used to draw different things. Select a tool by clicking on the one you want with the mouse.

Along the right side of the screen is a color palette. Choose a color by clicking on the color of the brush you want. This color is used by the tool to draw on the screen. By clicking with the right mouse button, you can set the background color. This is used when erasing or to fill in behind the letters when text is entered.

Tools



Freehand

Draws lines while the mouse button is pressed. Can be used to scribble.



Erase

Erases the screen. Behaves just like freehand only it removes colors from the screen. Erasing replaces any color on the screen with the background color.



Line

Draws a straight line from the place you first press the mouse button to the place you release the mouse button.



Fill

Fills an area of one color with the currently chosen color.



Square

Draws a hollow square from the place you first press the mouse button to the place you release the mouse button.



Filled Square

Same as the square tool only the square is filled with the currently chosen color.



Circle

Draws a hollow circle from the place you first press the mouse button to the place you release the mouse button.



Filled Circle

Same as the circle tool only the circle is filled with the currently chosen color.



Cut

Used to remove an area of the screen or to move it to another part of the screen. When something has been "cut", it is put into a temporary, hidden area. A "paste" operation will copy from that area back onto the screen. When a second item is cut, it replaces the previous cut image in that temporary, hidden area.



Letters

Used to enter letters, words, or sentences into the drawing. The background color is used to fill behind the letters.



Coloring Book

Used to choose an image out of a coloring book.

Line Size

Use this to change the width of the lines that are drawn. Move the scroll bar to the right to make the lines bigger and to the left to make the lines smaller.



Farnsworth's Hint

When I use the coloring book images, I immediately switch over to the fill tool. Then, when I select a color, I can use that color to paint the coloring book page.

