Yoram Gross

Play and Learn

with Australia's Favourite Koala

BlinkyBill ™/®

NEW

Developed in consultation with practising Australian teachers to ensure your child learns more!

21913/B

Kindy

Ages 4-6

www.tribe.com.au

PARENTS HINTS AND TIP SHEET

HARDWARE REQUIREMENTS:

WINDOWS

- 133 MHZ Pentium processor or better
- 16 Mb of Ram (24 Mb preferred)
- Windows compatible 16 bit sound card
- 14" monitor set to 640 x 480
- Quad speed CD Rom drive or better
- Windows 95 or later compatible system
- Mouse or other pointing device

APPLE MACINTOSH

- Power PC 100Mhz or better
- 16 Mb Ram or better preferred
- Sound Manager 3.0
- Quad speed CDRom drive or better
- System 7.5.3 or later
- Mouse or other pointing device

WHAT TO DO BEFORE OPENING THE GAME:

- On slower machines product could perform better if monitor is set to 256 colours otherwise run at 16bit colour or 1000's of colours
- Turn off any screen savers or other background processes
- Restart your computer
- Do not open any other applications
- Insert CD Rom and run as per below

TO OPEN THE GAME:

WINDOWS '95 -   Insert CD
Follow on screen instructions for first use Subsequent use should auto-boot or open via desktop

MACINTOSH -   Insert CD
Follow on screen instructions for first use Subsequent use should auto-boot or open via desktop

GENERAL NAVIGATION:

- All navigation is done via the mouse or other pointing device. The keyboard is not used (except some games where the space bar can be used, also when typing in players name).

- Whenever you see the pointer or other pointing object you can use it to navigate or interact with the elements of the game. This is controlled by the mouse with only single button pushes required for all commands and actions.

- If you do not see the pointer or you can see a clock face then it means the computer is accessing information from the disk. Most of the time this also means you cannot interact with the game - please wait until the hand returns before clicking the mouse.

- The first active screen you will see is the LOG ON screen. Either type in the players name or click and select a name from the list. Now press ENTER.

- You will then be taken to the main navigational page:

The top down view of Greenpatch

The map of Greenpatch is the main navigation screen. From this map you can visit any part of Blinky Bill's Play and Learn for Kindy. Move you mouse around the screen to select where you want to go. Each active button/location will highlight when you drag over it. When you decide where you want to go place the mouse pointer over the location button and click the mouse once. To find a full list of the location button destinations click on the HELP icon - this is the **signpost labeled HELP.**

There are eighteen core activities. Most have three levels of difficulty and offer a random selection of problems to be solved - this means that each time the player returns to them they will appear with a different set of game elements. We estimate that there are at least 300 unique game sets that can be played. Each game includes instructions from one of the characters of Greenpatch and sometimes helpful tips if the player is having difficulty. Most of the activities are designed to develop specific skills and are structured to encourage the mastering of the respective skill. This is why we have veered towards an educational model focusing on correct and incorrect outcomes - however, always encouraging the challenged player to keep trying!

Four of the activities are free plays, this means they have no scoring component. The remaining activities are scored.

Blinky Bill's Play and Learn for Kindy uses a two tiered scoring system. Scoring for parents and teachers, and a reward system for the player.

Scoring for parents and teachers offers a progress report of the selected player (this can also be printed). It includes how much each activity has been played and an achievement rating expressed as a percentage of correct responses over total attempts. Please note that the four free play activities do not attract a score percentage. The scoring for parents section can be reached by clicking on the **SCORE sign.**

Rewards for the player consist of puzzle pieces that are collected as they play the score based activities. The player must reach a certain of proficiency to gain puzzle piece rewards - this is usually indicated by a number of Flap the platypus heads, "Flap Heads", that are accumulated, one by one, as the player is successful at each game within the particular activity. There are three sets of puzzle pieces to collect - one set per level. The player must play all the activities at the same level and accumulate the appropriate number of "Flap Heads" for each game to collect a set of puzzle pieces. Once the player has collected a set they can view a short musical movie of Blinky and his friends. You can reset the puzzle rewards using the reset button found in the HELP screen. The player can reach the Rewards section via **the Bridge.**

To quit or exit Blinky Bill's Play and Learn for Kindy simply click twice on **the Well** found in the bottom right hand corner of the Greenpatch screen.

SUMMARY OF ACTIVITIES AND THEIR EDUCATIONAL ELEMENTS:

Qualitative Difference: sorting & categorising objects, following a pattern, comprehension skills

Shapes: 2D shape and colour recognition, developing awareness of shape & position.

Counting: counting objects - Easy 2-6; Medium 5-10; Hard 8-12, checking skills

Tell the time: clock time to the hour, developing social awareness

Odd one Out: sorting & categorising things, comprehension skills

Food differentiation: identifying food groups, sorting & categorising objects, building speed & accuracy

Number sequence: Ordering numerals to 10, Reading numerals to 10, helping skills

Tidy playground: developing environmental awareness, sorting & categorising objects, manipulating the mouse

Matching: visual discrimination of shapes, letters, numbers, 2D shape recognition

Safety posters: developing a sense of safety, road safety, fire safety, bike education, visual discrimination of shapes

Addition: Easy add to 6, medium add to 10, hard add to 10 (no counting), Reading numerals to 10, checking skills

Picture sequence: sequencing events, visual discrimination, comprehension skills, social interaction

Concentration: Reading numerals to 15, counting objects to 15, memory skills

Flap Snap: 2D shape recognition, 1 to 1 correspondence, developing awareness of shape & position.

Free Play 1 - Jigsaw puzzles: Shape recognition, mouse skills, positional awareness.

Free Play 2 - Music play: Name recognition, following a sequence, co-operation, basic manipulation of musical notes.

Free Play 3 - Join the dots: Number sequence, mouse skills, number recognition.

Free Play 4 - Play with blocks to build given objects or just experiment: 1 to 1 correspondence, copying from a picture, planning a sequence of action.

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