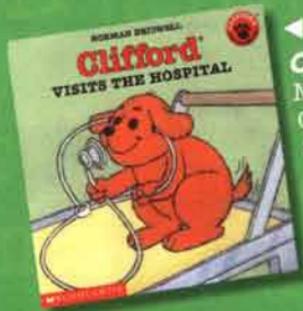
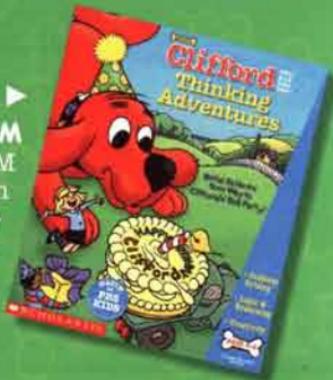


Also Available from Scholastic:

Clifford Thinking Adventures CD-ROM

Learning with Clifford is BIG fun in this CD-ROM for children ages 4-6. Kids travel through Clifford's fun-filled neighborhood and help prepare for his BIG birthday party by completing entertaining activities that develop problem solving, reasoning, and creativity.

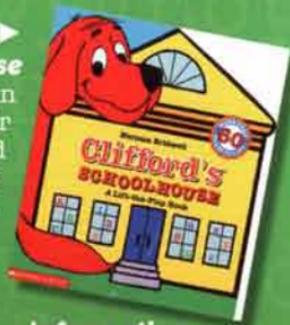


Clifford Visits the Hospital

No dogs allowed! Despite the rules, Clifford the Small Red Puppy visits the hospital, cheers up the patients, and gets into all kinds of mischief.

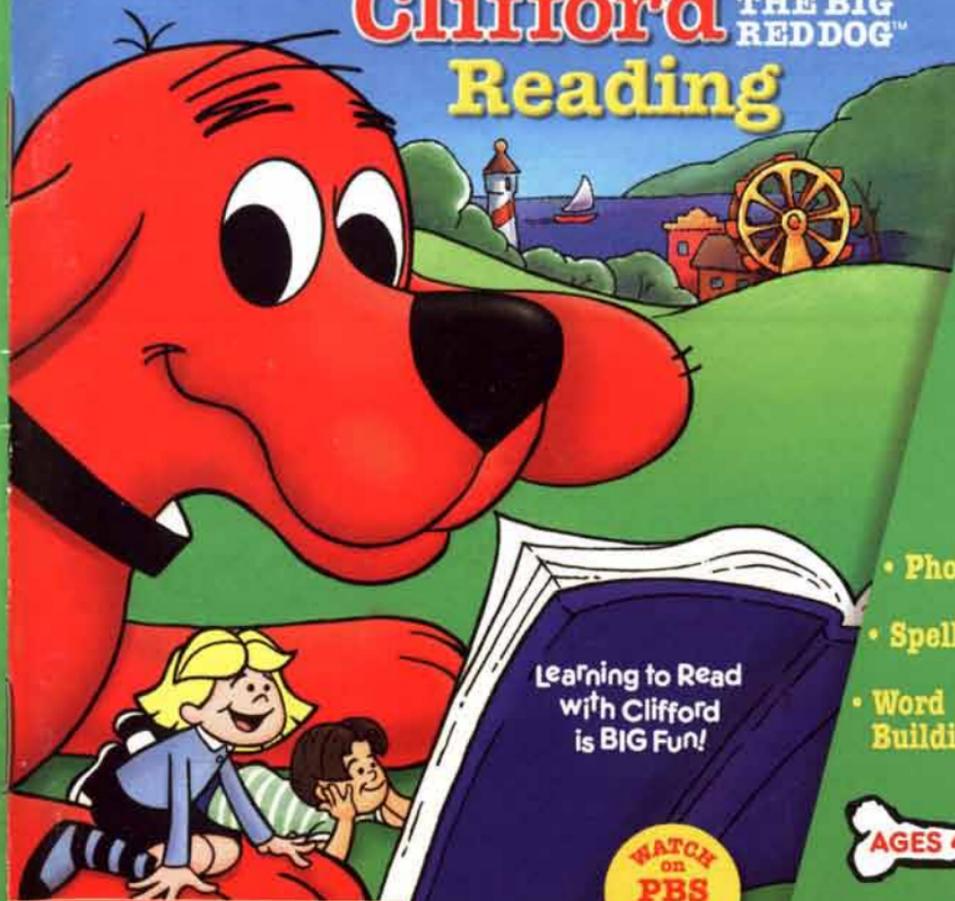
Clifford's Schoolhouse

Learning is BIG fun when readers join Clifford and Emily Elizabeth in their schoolhouse. Colorfully illustrated pages and more than 60 fun flaps introduce important concepts such as colors, shapes, numbers, and the alphabet.



← Pull out this booklet for important user information.

Clifford THE BIG RED DOG™ Reading



- Phonics
- Spelling
- Word Building

Learning to Read with Clifford is BIG Fun!

WATCH on PBS KIDS

AGES 4-6

Parent's Guide

SCHOLASTIC

SCHOLASTIC

ABOUT SCHOLASTIC

Since 1920, Scholastic Inc., the global children's publishing and media company, has been committed to producing books, magazines, videos, and software that inspire children to read, learn, and grow. By bringing to life beloved stories and characters—such as *Harry Potter*™, Scholastic's *The Magic School Bus*™, Scholastic's *Clifford The Big Red Dog*™, *I Spy*™, and *Animorphs*™—Scholastic helps children develop a love of learning as they build an understanding of the world around them.

As a leading publisher of children's educational materials, Scholastic brings a wealth of expertise to its software production. Each award-winning title offers challenging activities, memorable characters, as well as outstanding animation and sound, designed to spark your child's curiosity and imagination. Scholastic's software products balance important learning skills with engaging activities, resulting in stimulating products your child will enjoy again and again.

Scholastic—The Most Trusted Name in Learning.

www.scholastic.com/clifford

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Scholastic

Clifford THE BIG RED DOG™ Reading

Parent's Guide



WELCOME

Welcome to *Clifford Reading*, a CD-ROM for children ages 4-6 that helps develop beginning reading skills and features lovable Clifford The Big Red Dog! For over 37 years, Clifford's big size and even bigger heart have inspired millions of children and families all over the world to adopt him as their own. His irresistible charm is captured in this innovative new CD-ROM where your child practices beginning reading skills as he helps Clifford achieve heroic deeds around his neighborhood. Throughout, your child will share in amusing predicaments and BIG fun that only Clifford can create when he enthusiastically and sincerely tries to help!

This reading program allows your child to explore numerous fun-filled locations in Clifford's neighborhood like the carnival-dunking booth at the beach, the local t-shirt making shop, the movie theater, and more! In each colorful area, entertaining activities help your child practice essential skills such as letter recognition, phonics, and word building—all with seven levels of learning that automatically adjust according to your child's progress. After mastering a level, your child receives a bonus book containing all the letters, sounds, and words learned at that level. Your child will feel a sense of accomplishment because he can read on his own using the skills he just learned!

Learning to Read with Clifford is BIG Fun!

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SYSTEM REQUIREMENTS

Check the **System Requirements** below to make sure your computer is compatible with *Clifford Reading*. If your system meets these requirements and you experience any difficulty installing or using our software, please refer to the **Troubleshooting** section at the end of this manual.

Windows®

- Pentium® 90 MHz or faster processor
- Microsoft® Windows 95, 98, 2000, or later
- 16 MB RAM
- Minimum 35 MB hard disk space available
- 640 x 480 display with 256 colors
- 4X CD-ROM drive
- Windows-compatible sound card
- Printer and microphone are optional

Macintosh®

- PowerPC, 120 MHz or faster processor
- System 7.5.3 or later
- 16 MB RAM
- Minimum 35 MB hard disk space available
- 640 x 480 display with 256 colors
- 4X CD-ROM drive
- Printer and microphone are optional

Note: The printer can be used in **Tickets/Prize Booth** (see page 12), **Books** (see page 13), and **Coloring** (see page 14). Microphone can be used in **Books** (see page 13).

INSTALLING CLIFFORD READING

Windows:

1. Insert the *Clifford Reading* CD-ROM into the CD-ROM drive.
2. Click **Install** when the start-up screen appears.
Note: If the start-up screen does not appear, double-click the Setup.exe icon on your CD-ROM drive.
3. Follow the on-screen instructions for installation.

Macintosh:

1. Insert the *Clifford Reading* CD-ROM into the CD-ROM drive.
2. Click **Install** when the *Clifford Reading* start-up screen appears.
Note: If the start-up screen does not appear, double-click the *Clifford Reading Installer* icon within the *Clifford Reading* CD-ROM window.
3. Follow the on-screen instructions for installation.

LAUNCHING CLIFFORD READING

Windows:

1. Insert the *Clifford Reading* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play**.

Note: If the start-up screen does not appear, click the **Start** menu, choose **Program**, click **Scholastic's Clifford**, and then click *Clifford Reading*.

Macintosh:

1. Insert the *Clifford Reading* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play**.

Note: If the start-up screen does not appear, double-click the *Clifford Reading* icon within the **Scholastic's Clifford Reading** directory, which can be found on the drive of your computer where you installed *Clifford Reading*.

SCREEN COMMANDS

Special Cursors:

In the Dunk-the-Dog Activity, the cursor is a dart.
In Coloring, the cursor will change to reflect the coloring tool you have selected.
Stardust around the cursor means there is something to explore.

Click and Stick:

Click an object you want to pick up and it sticks to the cursor. Click again to drop it.

Exiting Shortcuts:

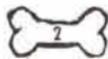
To quit the program at any time on a Windows computer, press the Alt+F4 keys.
To quit the program at any time on a Macintosh computer, press the Command+Q keys.

Saving a Game:

Your game is automatically saved when you quit the program. You can return to your saved game by clicking your name on the sign-in screen.

Mouse Speed:

It is often easier to control the mouse when the mouse speed is set to "slow." To change the speed of the mouse on your computer, go into your mouse control panel, which is in your Control Panel folder on both Windows and Macintosh. Adjust the mouse speed as necessary.



GETTING STARTED

Levels: After signing in and starting a new game, choose a level at which to play the program. **Easy** is best if your child is learning the alphabet or knows the alphabet. Choose **Medium** if your child can associate letters with the sounds they make. Choose **Hard** if your child is able to read some words by sounding them out.

Emily Elizabeth's Bedroom: Emily Elizabeth's bedroom is where you learn about all the letters in the alphabet and the sounds they make. You'll also keep the books and prizes you've earned in her room. The bonus books are kept on her bookshelf. By clicking on a book, you can read, color, and print it out. The prizes you have earned are kept in the toy box at the foot of Emily Elizabeth's bed. Click the box to color or print them out.

To see all the places on Birdwell Island and to play fun reading activities, click the map on the wall.



Click a book to read, color, or print it out.

Click Emily Elizabeth for help.

Click Clifford to hear words spelled using the letters you have learned.

Click to see the prizes you've earned, to color them in, or to print them out.

Click to explore Birdwell Island and play fun reading activities.

Click any letter of the alphabet to learn more about it.

Click here to quit.



NAVIGATION

Welcome to Birdwell Island, meet Emily Elizabeth, her big red dog Clifford, and their friends. Click the different areas of the map to get to each activity. To return to the map from any activity, click the map icon on the bottom right corner of the activity screen.

A map of Birdwell Island showing various locations. Callouts with arrows point to different areas: Dad's house, a prize booth, a beach area, a store, a parrot area, and a quit button. A 'STORE' icon is also visible on the map.

Dad could use some BIG inspiration. Help him make t-shirts at the SeaShell Shop.

Collect six tickets and trade them in for a printable surprise at the prize booth!

Play Dunk-the-Dog and give Clifford a nice cool dunk in the ocean while learning sight words!

Use your sound recognition skills to help the grouchy neighbors clean up the yard.

Make any word you want and Monique will draw a picture of it!

Loretta's parrots are all mixed up. Help her put them back in pairs by matching sounds.

Click here to quit.

Click here to read the books you've earned, play with prizes you've won, or learn a new letter.

Help Nicky get the letters off the sign by catching them in the right box!



T-SHIRT ACTIVITY

What's Dad up to at the SeaShell Shop? He doesn't have any ideas for t-shirts, but Clifford does. It is your job to plug in the correct letter(s) to get the machine cranking. After filling the rack with five shirts, Emily's Dad will thank you by giving you a prize ticket!



Click Emily Elizabeth for help.

Click to pick up a letter and click to put it down. Roll over a letter to hear its sound.

Keep track of the t-shirts you make. Complete five and earn a prize ticket.

Click to go back to the map.

Receive a prize ticket each time you make five t-shirts.

Clifford's got an idea for a shirt...can you help?

Bring the correct letter(s) over and click to place it in the machine to complete the word.

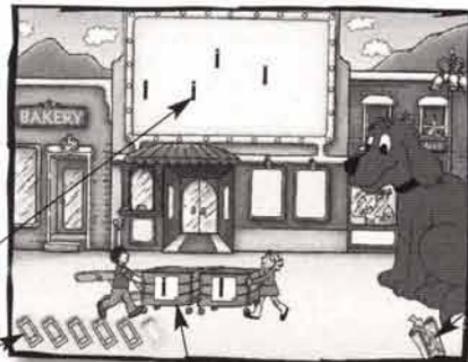


SKILLS

- Phonics
- Word-object association
- Letter/Sound recognition
- Word building

THEATER ACTIVITY

It looks like Nicky could use some help getting letters down from the sign above the theater—a perfect job for you and Clifford! Clifford can knock the letters down and you can help by catching them in the right box. After all the letters have been sorted, Nicky will give you a prize ticket to add to your collection.



Clifford will knock the letters down and you help by catching them.

Pull box over map to regain the normal cursor. Click to go back to the map.

Catch all the letters in the correct box and receive a prize ticket.

Move your mouse to move the boxes left to right.

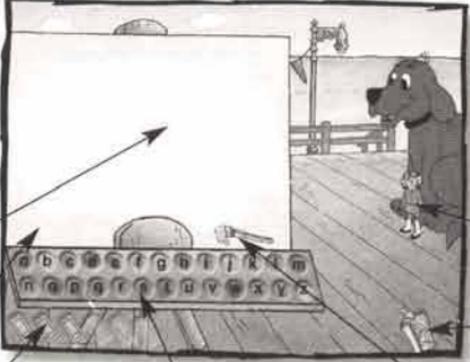


SKILLS

- Letter recognition
- Letter sorting
- Visual discrimination
- Upper/lowercase letters

ARTIST ACTIVITY

Clifford is a HUGE source of inspiration. Help Monique with her paintings by moving letters onto her easel to make a word. Spell any word containing four letters or less. Once you have made a word, click the paintbrush to see Monique's interpretation. Make five words and you'll get a prize ticket!



What will Monique paint today?

Place letters here to create a word.

Click to pick up a letter.

Click the paintbrush when you're finished making a word.

Click Emily Elizabeth for help.

Click to go back to the map.

Create five words and receive a prize ticket.



SKILLS

- Word building
- Creativity

DUNK-THE-DOG ACTIVITY

Watch out for the splash—Clifford's going to get dunked! After Darnell introduces the new words, the game begins. Darnell will then tell you what word balloon you need to pop. Click a balloon to pop it. Each time you pop a correct balloon, a bulb will light up on the side of the carnival booth. Once all ten of the bulbs are lit, the dunking mechanism is triggered and Clifford is dunked. After dunking Clifford, Darnell will give you a prize ticket.



Click to pop the correct word balloon.

Pop ten correct balloons and receive a prize ticket.

A bulb will light up after you've popped a correct balloon.

Click to go back to the map.

Click Emily Elizabeth for help.

Clifford will be dunked in the ocean after ten bulbs light up and the contraption is triggered.



SKILLS

- Sight word recognition
- Fine motor skills

GROUCHY NEIGHBORS' ACTIVITIES

Activity 1

Clifford's HUGE sneeze forced everything out of the Bleakmans' garage. Help by listening to the instructions and bringing Mr. and Mrs. Bleakman the objects they ask for one by one. When finished, you will receive a prize ticket.



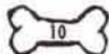
- Click Emily Elizabeth for help.
- Click Mr. or Mrs. Bleakman and they will repeat what needs to go in the box.
- Click to drop an object in the box.
- Click an object to pick it up.
- Click to go back to the map.

Activity 2

When you return to this area, the Bleakmans want their items separated and put in the correct boxes. You can help by sorting the objects according to the different sounds that make up each word. Once everything has been put away you'll receive a prize ticket!



- Click Emily Elizabeth for help.
- Click Mr. or Mrs. Bleakman and they will repeat what needs to go in the box.
- Click to drop an object in the box.
- Click an object to pick it up.
- Click to go back to the map.

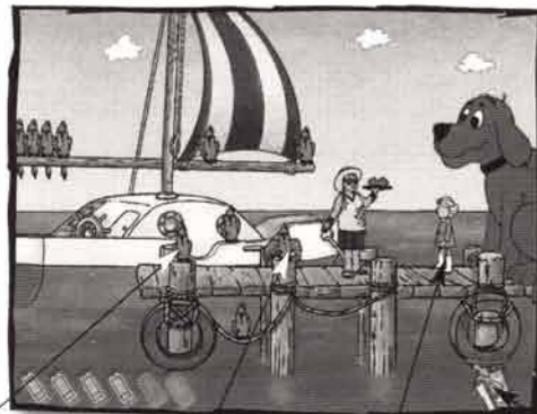


SKILLS

- Letter/Sound recognition
- Phonics
- Sound blending

PARROT ACTIVITY

It looks like Kitty has frightened Loretta's parrots. It's up to you to get them back on the boat. Click on a parrot to hear the sound it makes. Match two birds that go together and they'll fly back to their perch on the sailboat. Once all the parrots are back on the boat, Loretta will reward you with a prize ticket to add to your collection.



- Click a parrot to hear the sound it makes.
- Find its match to complete the pair.
- Click Emily Elizabeth for help.
- Click to go back to the map.



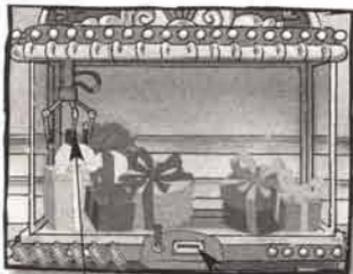
SKILLS

- Sound recognition
- Phonics

TICKETS/PRIZE BOOTH

After you've collected six prize tickets, you can pick a prize from the prize booth. Feed your tickets into the machine to activate the claw. Move the claw using the mouse, or the left and right arrow keys on the keyboard. Once you've moved the claw over the prize you want, click the mouse or hit the spacebar and see what you get! You can try for a prize as many times as you want—don't worry if you don't grab one on your first attempt!

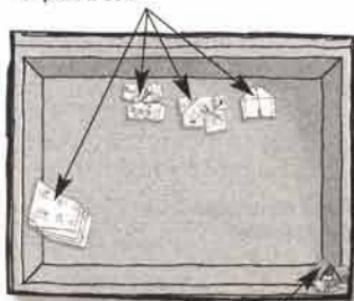
Once your prize is revealed, you can color it on-screen and print it out (see page 14 for coloring instructions). Once you've earned a prize, it will be stored in the toy box in Emily Elizabeth's room. You can click the box at any time to color it or print it out again.



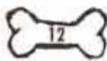
Use the mouse or arrow keys to move the claw right and left. Drop the claw by clicking the mouse or pressing the space bar.

Feed six prize tickets into the machine to activate the claw.

Click any printable prize you have earned to color or print it out.

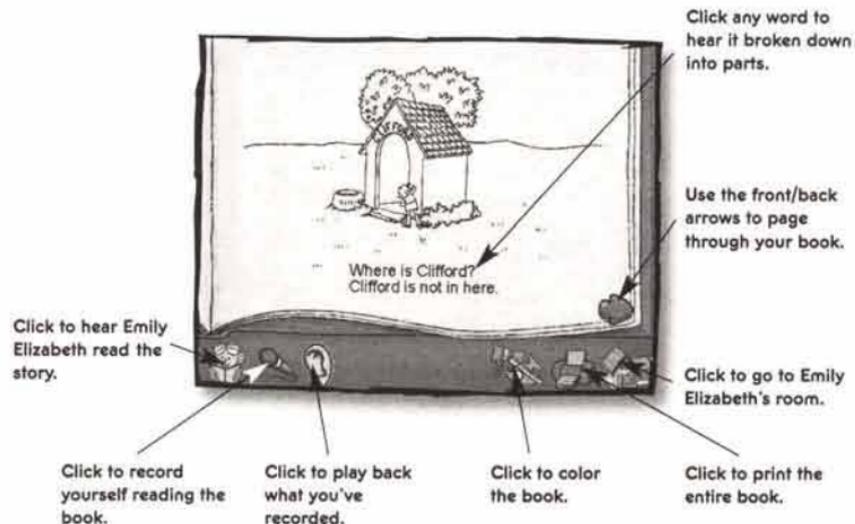


Click to go to Emily Elizabeth's room.



BOOKS

When you've mastered all the letters and sounds in each lesson, you will be rewarded with a Bonus Book! All of the books that you've earned will be placed on the bookshelf in Emily Elizabeth's bedroom. Click on a book at any time to read, color, or print it out.



Click any word to hear it broken down into parts.

Use the front/back arrows to page through your book.

Click to hear Emily Elizabeth read the story.

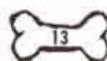
Click to go to Emily Elizabeth's room.

Click to record yourself reading the book.

Click to play back what you've recorded.

Click to color the book.

Click to print the entire book.



COLORING

When you receive a prize or want to color your book, you will be presented with coloring options. After you color in the pages of your books or prizes, your artwork will be saved the next time you read that book or play with that prize! You can also go back and change it at any time.

Pick a color and use the paintbrush to paint!

Choose a color and use this tool to flood-fill any area.

Pick any color from your 12-color palette!

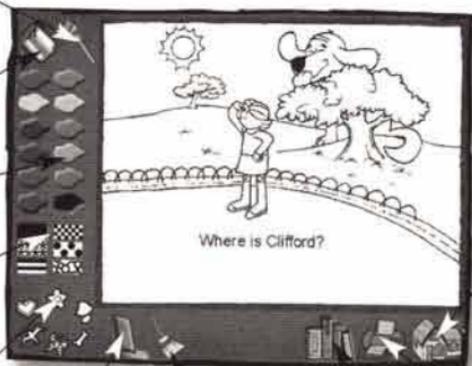
Use patterns to enhance your artwork.

Stamps can be used to give personality to your art.

Use this to erase small areas.

Click here to clear the entire screen.

Click here to bring up the book options.



Click to go to Emily Elizabeth's room.

Print out what you've created!

REPORTING/PARENT OPTIONS

The reporting section gives you information on your child's progress. From the map, you can bring up the reporting screen by pressing Ctrl+R on the PC or Option+R on the Mac. To bring up the Parent Options screen, press Ctrl+P on a PC and Option+P on a Mac or click on **Options** in the reporting screen.

Lists skills practiced in each activity.

Click **Options** to bring up the Parent Options screen.

Click **Print** to print out the report.

Click **Close** to return back to the program.

Skill	Correct	Total
EMERY GARDEN UNDER BUSHES		
Identify	10	10
Describe	10	10
Retell	10	10
Read	10	10
Write	10	10
Draw	10	10
Color	10	10
Count	10	10
Sort	10	10
Classify	10	10
Measure	10	10
Estimate	10	10
Compare	10	10
Order	10	10
Identify	10	10
Describe	10	10
Retell	10	10
Read	10	10
Write	10	10
Draw	10	10
Color	10	10
Count	10	10
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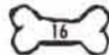
TROUBLESHOOTING WINDOWS

PROBLEM	POSSIBLE CAUSE	SOLUTION
When installing <i>Clifford Reading</i> , you see this message: "Cannot find D:\Setup (or one of its components). Check to ensure the path and filename are correct and that all required libraries are available."	The CD-ROM is not inserted in your CD-ROM drive.	Insert the CD-ROM and be sure it is accessible in Windows Explorer.
The CD-ROM cannot be seen from the Windows Explorer.	The CD-ROM drives are not installed properly.	Open the Add New Hardware control panel and follow the instructions.
<i>Clifford Reading</i> is running slow.	Other programs are running.	Quit any other running programs.
When launching <i>Clifford Reading</i> , you see a message: "Close other Clifford applications." "Clifford Reading CD-ROM cannot be found." "Clifford Reading installation is incorrect."	Clifford Autostart or Installer is already running. Clifford Reading CD-ROM is not in the CD-ROM drive. Clifford Reading file needs to be reinstalled.	Quit any other open applications and relaunch <i>Clifford Reading</i> . Verify that the <i>Clifford Reading</i> CD-ROM is in the CD-ROM drive. Reinstall <i>Clifford Reading</i> .

Any other problem: Refer to the ReadMe File for more troubleshooting tips, found in the Scholastic's *Clifford Reading* folder on your computer.

To get help using this CD-ROM, please contact:

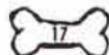
Scholastic Technical Support
 Online: scholastic.com/support
 Phone: 800-946-0131
 E-mail: software@support.scholastic.com



TROUBLESHOOTING MACINTOSH

PROBLEM	POSSIBLE CAUSE	SOLUTION
You see this message: "There is not enough memory to open <i>Clifford Reading</i> ."	Other applications are running. Virtual Memory is off. There is not enough available memory because system extensions are using too much of it. There is not enough available memory even after trying all of the above solutions.	Quit any other running applications. Open the Memory control panel and turn on Virtual Memory. Turn off any unnecessary system extensions (possibly using Extensions Manager) and restart your Macintosh. Add more RAM to your computer.
<i>Clifford Reading</i> is running slowly.	Other applications are running. File Sharing is on. Calculate Folder Sizes is on. Virtual Memory is on. The Disk Cache is too small.	Quit any other running applications. Open the Sharing Setup control panel and turn off File Sharing. Open the Views control panel and turn off the Calculate folder sizes option. Open the Memory control panel and turn off Virtual Memory. Open the Memory control panel and set the Disk Cache to the default setting option button. If there is no default setting option, set the Disk Cache to at least 512K.
When launching <i>Clifford Reading</i> , you see a message: "Close other Clifford applications." "Clifford Reading CD-ROM cannot be found." "Clifford Reading installation is incorrect."	Clifford Autostart or Installer is already running. Clifford Reading CD-ROM is not in the CD-ROM drive. Clifford Reading file needs to be reinstalled.	Quit any other open applications and relaunch <i>Clifford Reading</i> . Verify that the <i>Clifford Reading</i> CD-ROM is in the CD-ROM drive. Reinstall <i>Clifford Reading</i> .

Any other problem: Refer to the ReadMe File for more troubleshooting tips, found in the Scholastic's *Clifford Reading* folder on your computer.



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