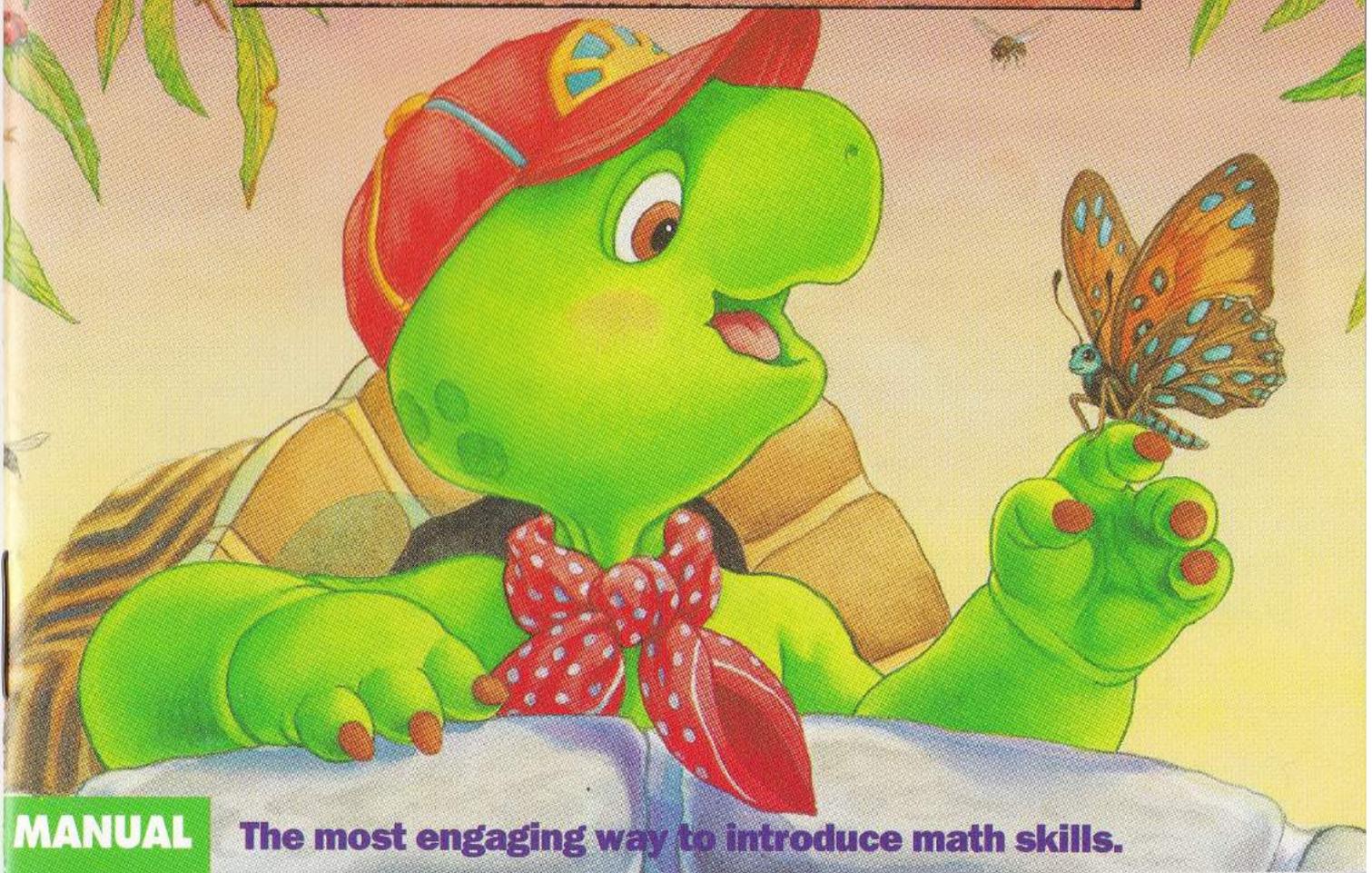# Franklin Learns Math

MANUAL

The most engaging way to introduce math skills.

Installing the Franklin Learns Math™ Program

Before you begin:

- Double-check that your computer meets the system requirements
- Turn off background Printing
- Disable any network software
- Quit all programs and turn off all screen savers and TSRs before installing or running the program
- Make sure that your monitor is set to 256 colors

Windows® Installation Instructions:

- If you have an external CD-ROM drive, turn it on before your computer
- Turn on your computer
- If you have a 4MB system, turn "Virtual Memory" on by following these steps:
  - Double-click the Control Panel icon in the Program Manager
  - Double-click the 386 Enhanced icon in the control panel
  - Click the grey "Virtual Memory" button to open the Virtual Memory window
  - Click the grey "Change" button to modify the current settings
  - We recommend that you set type to Permanent and that you leave New Size as automatically set by Windows for your particular machine
  - You will be asked: Are you sure you want to make changes to Virtual Memory Settings? Click YES or hit <enter> to confirm
- Insert the Franklin Learns Math disc into your CD-ROM drive

Windows® Installation Instructions (con't.):

- From the File Manager menu, select your CD-ROM drive
- Check the readme.txt file for important information
- Double-click on the setup.exe file
- Open the S-W Kids folder now on your system and double-click on the Franklin Learns Math icon to begin

Macintosh® Installation Instructions:

- If you have an external CD-ROM drive, turn it on before your computer
- Turn on your computer
- Insert the Franklin Learns Math disc into your CD-ROM drive
- Double-click on the Franklin icon
- Check the readme.txt file for important information about installing the program for performance improvements
- Double-click on the Franklin Learns Math icon to begin

Trouble-Shooting

If you have additional questions about using this program, call Sanctuary Woods, Monday through Friday, 7:30 a.m. to 5:30 p.m. (PST), at 415-286-6110.

General Program Buttons

STOP Click on this button to return to the Main Menu. To quit the program completely, click on the stop sign on the title screen or choose CTRL Q(MPC) or Cmd Q (Macintosh) on your keyboard.

Click on this button to print. You can print in black and white or in color. To set-up your printer, select "Options" from the Main Menu.

General Program Cursors

The pointer shows the location of the mouse.

Click when you see the star cursor and get ready for a surprise!
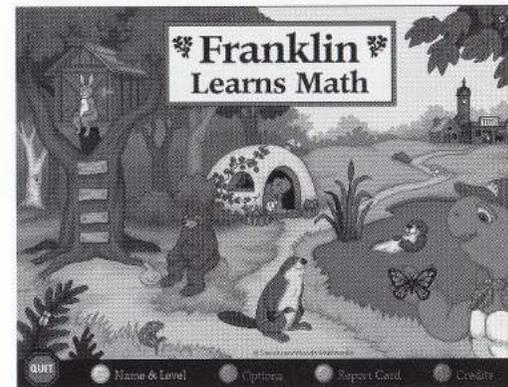
Click when you see the hand cursor to select something.

The computer is loading pictures and information. Please be patient.

Title Screen

You enter any of the six activities from the title screen. Click on Bear, Beaver, Otter, Rabbit, Franklin's house or the town to play a game. Move your mouse and when the cursor changes to a star, click to see a surprise.

Click **QUIT** to exit the program. Your game will be automatically saved.

Click **Name & Level** to change the player's name or to set the level of difficulty.

Click **Report Card** to review your child's progress based on the successful completion of math activities.

Click **Options** to select whether you have a color or black and white printer. Even if you have a color printer, children have the option to print in black and white so they can color in their picture later or click **Options** to adjust the volume here or while you're playing by holding down the CMD key (Mac) or CRTL key (MPC) and entering a number (from 0 to 7) on the keyboard.

Click **Credits** to learn about the team that created Franklin Learns Math.

How To Play
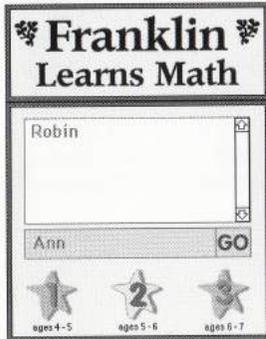
Each player types a name when they enter the program. The program tracks and saves your child's progress. The content of each game becomes more challenging as kids progress from Level 1 to 3. The level is set on the title screen for all games. Although children progress at different speeds, use these ages as a rough guideline:

Level 1: Ages 4 to 5
Level 2: Ages 5 to 6
Level 3: Ages 6 to 7

Report Card
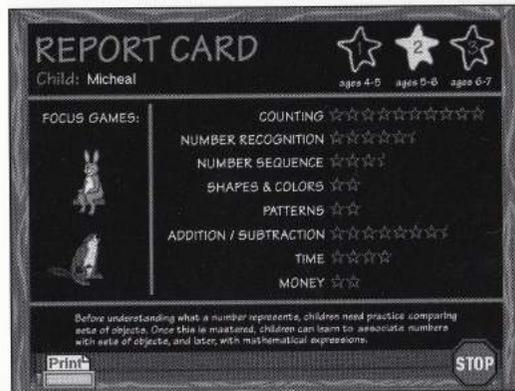
The Report Card shows which activities focus on which math skills and has suggested activities for off-computer follow-up.

Make Patterns with Bear

Help Bear win marbles by completing patterns. Click on the door that holds the correct object or number to complete the pattern. Try to click on the mouse when he pops up to get a free marble! The patterns become trickier as you progress through the Levels.

Paint By Number with Beaver

Select a picture to color, then click on a paint can. Fill in the areas where that color belongs by finding the matching number or number of squares in the picture.

At Levels 2 and 3, solve equations to find the numbers.

You can print your picture in black and white or in color. Click on the image of the finished picture to color the picture again.
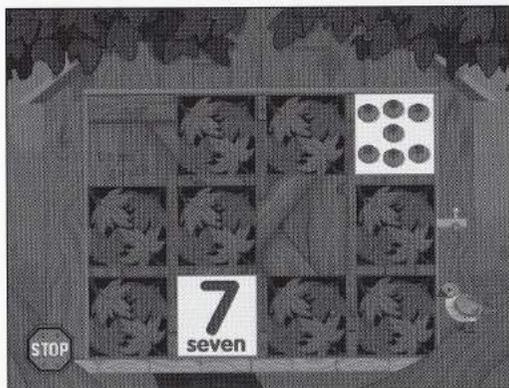
Build Number Lines with Otter
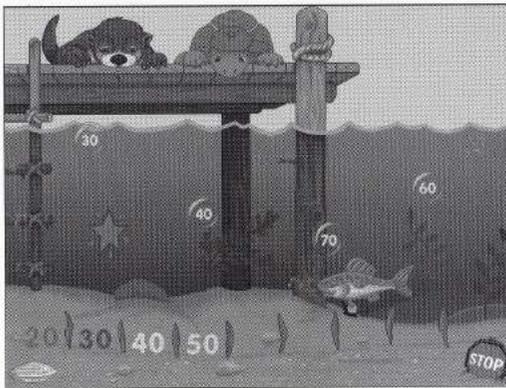
Pop the bubbles that hold the correct number! Finish the number line to see a zany fish.

At Level 1, complete number lines from 1 to 12 or find all of the bubbles containing a given number.

At Levels 2 and 3, the number lines get trickier: count by 2s, 5s or 10s backwards or forwards.

Play Match Up with Rabbit

Match pairs of cards to unlock the clubhouse door and go inside where Rabbit and Franklin are having lots of fun!

At level 1, match two cards with the same number of objects.

At Level 2, match objects to numerals.

At Level 3, solve addition or subtraction equations.

Spend Money In Town with Dad

Buy a prize by dragging coins to the table and then clicking on the gumball machine. Prices will change so watch the poster. Fill the table with prizes! Print out the blank prize book, then fill this "sticker" book with the prizes you purchased.

At Level 1, spend pennies; at Level 2, spend pennies and dimes; at Level 3, spend pennies, nickles and dimes.

Tell Time with Mom

Help mouse make his way home by setting the correct time on either an analog or digital clock.

At Level 1, set hours; at Level 2, set half-hours; and at Level 3, set quarter hours.

Print Franklin's diary from any of 3 days.

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