

MACKIDS™



Clock Shop

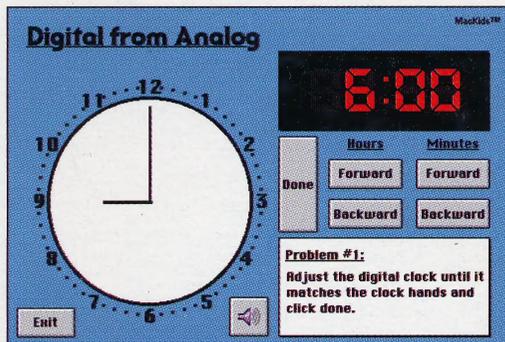


MACKIDS™



Clock Shop

Old Father Time and his Helping Hands will send youngsters on a colorful, animated adventure in time.



Clock Shop teaches children to read and write both digital and analog time with over 30 lesson options. They begin by learning to set time in hours. Winding their way through Clock Shop, more challenging problems ask for answers in half-hour, quarter-hour, ten-minute, five-minute and one-minute intervals.

Incorrect answers are worked out on-screen before continuing.

Clock Shop retrieves previous work from the player file to avoid repeating problems that have been successfully completed. Lessons are available on printed work sheets.

Swing by the Clock Shop game where the mouse awaits to be led safely past the pendulum looming overhead. It's all in the timing!

Whether for home or for the classroom, Clock Shop is hours of learning fun.

For ages 5 - 12.

Requires one megabyte of memory.



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Nordic Software, Inc.

P.O. Box 6007 • Lincoln, NE 68506-0007



Clock Shop

Sounds

CHAPTER 1



MACKIDS™



For Apple Macintosh™

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Clock Shop

CHAPTER 1



MACKIDS™

For Apple Macintosh™

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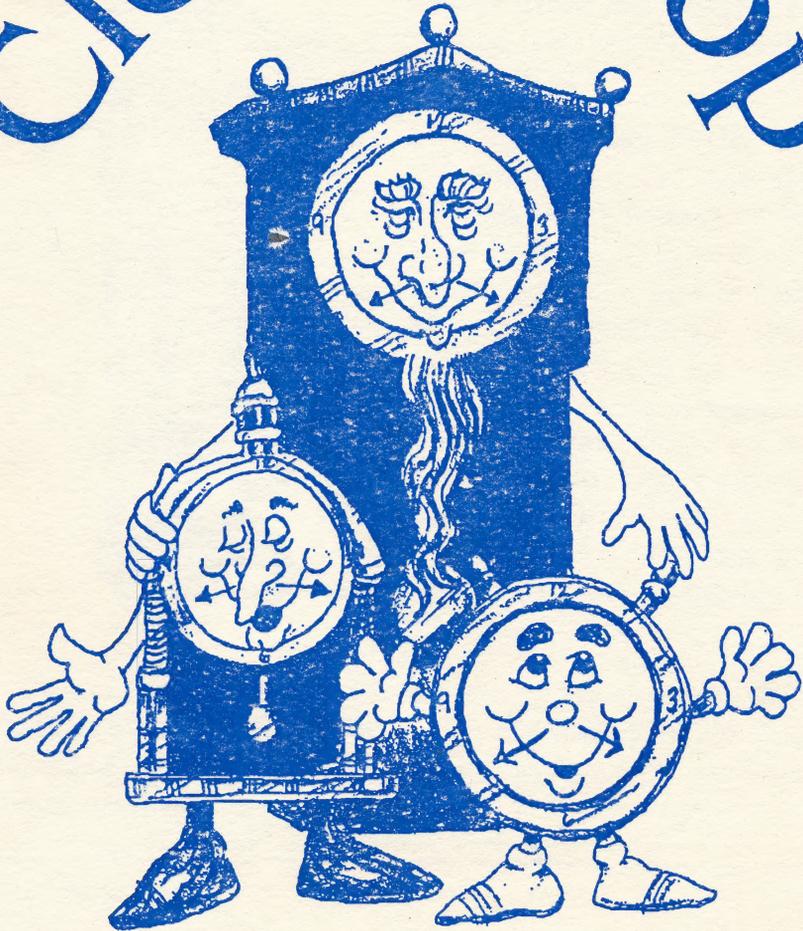
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CHAPTER 1

MACKIDS[®]

Clock Shop



Clock Shop™

by

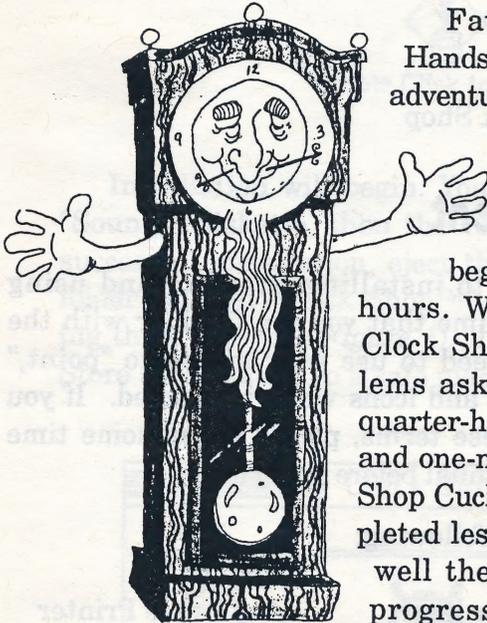
Jim Wrenholt and Matt Dorsey

Artwork by Mark Harrison

Voice by Kent Porter

Documentation by Eldonna Rayburn

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Father Time and the Helping Hands will take kids on a learning adventure in time.

Clock Shop teaches children to read and write time with eight lessons. They begin by learning to set time in hours. Winding their way through Clock Shop, more challenging problems ask for answers in half-hour, quarter-hour, ten-minute, five-minute and one-minute intervals. The Clock Shop Cuckoo pops out after each completed lesson with a message on how well the player did. Lessons and progress reports are available to print from Clock Shop.

Correct answers are rewarded with time on the game clock. After scoring 100% on a lesson, kids can swing by the Clock Shop game. The mouse waits to race safely past the pendulum looming overhead. It's a game that's all in the timing!

Contents

- 2 About this Document
 - 3 Installing Clock Shop
- 4 Getting Started
 - 6 Changing Lessons and Intervals
- 8 Player Scoring
 - 9 Lesson Descriptions
- 10 Playing the Game
 - 12 Printing
- 14 Getting Help
 - 14 Options
- 16 Completing Clock Shop

About this Document

This is your guide to installing, starting and using Clock Shop™. We assume that you are familiar with the Macintosh. You will need to use your mouse to “point,” “click” and “drag” items and icons when instructed. If you are unfamiliar with these terms, please spend some time with your Macintosh manual before going on.

Clock Shop uses the following:

Requirements:

Macintosh Plus or later
System 6.0.7 or greater
1 MB RAM
Hard Drive

Optional:

Any Apple Printer

Installing Clock Shop

You will receive two program diskettes labeled “Clock Shop” and “Sounds.” You will be using an installer to copy the program. To install Clock Shop on your hard drive:

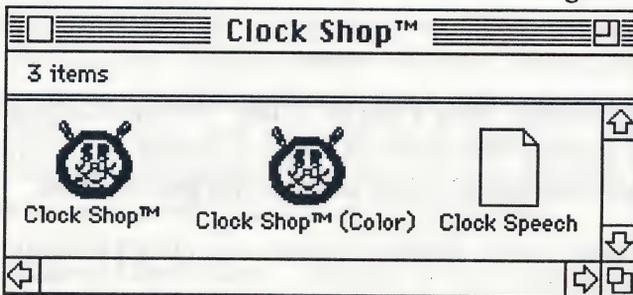
1. Close all open applications.
2. Insert the diskette labeled “Clock Shop” into the hard drive.
3. Double-click on the Clock Shop program disk icon.
4. Double-click on the Installer script called “Double Click to Install” and follow the instructions on the screen.



Double Click to Install

Installation will begin. You will be asked to insert the “Sounds” diskette, then the “Clock Shop” diskette. Upon successful installation, eject the diskette. You will find a folder entitled “Clock Shop™” on your hard drive containing three files (see *Figure 1*). Installation is now complete. Store all diskettes in a safe place.

Figure 1

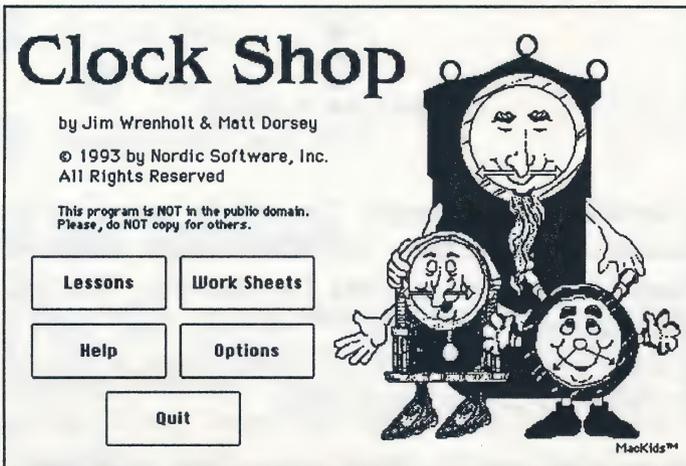


Getting Started

You will need to know how to start Clock Shop, create player files and quit the program. Password options will affect these functions. See Options for more detail.

Starting Clock Shop. Double-click the Clock Shop application icon to open the application. As you listen to the Clock Shop melody, review the five buttons on the Startup screen: Lessons, Work Sheets, Help, Options and Quit. You may return to the Startup screen by clicking **Exit** when it appears on the screen.

Startup Screen



Creating New Player Files. Before starting a lesson, each player will need to have a player file. Player files store information about lessons and game scores.

- Begin at the Startup Screen and click **Lessons**.
- Press **New Player** to create a new player file.

Enter a name (or names) up to 15 characters. Any keyboard character, except colons (:), can be used in the file name. Spaces also count as characters. The name entered at this time is used in Clock Shop to display various messages to the player. You can enter several players with the same name.

Press **OK**.

The *Save File As* screen lets you enter a unique name to identify the player file on the hard drive. Names entered at this time cannot be duplicated. Click **Save** or enter any changes.

Changing Players. You can change players without quitting the application by using the **Change Player** button. Pressing this button gives you three choices: **Existing Player** lets you click on an established player; **New Player** lets you enter a new name; and **Cancel** returns to the Lesson and Coin Selection screen.

Restarting Clock Shop. Each player will appear in the Clock Shop folder as a Mouse icon with the player name beneath it (if you are viewing the folder by icon). To restart, double-click the Clock Shop icon or the player file icon.

NOTE: System 7.x.x users can double-click on the player file icon to restart the program. (You can make your selections at the Startup screen without having to enter a player name.) Earlier systems (6.0.7 or 6.0.8) do not recognize that a player has already been selected. Therefore, when double-clicking the Clock Shop player file icon you will still be asked to select a new or an existing player.

Quitting Clock Shop. Return to the Startup screen by clicking **Exit**. You can quit Clock Shop at any time using **Command key (⌘) Q** or press the **Quit** button (on the Startup screen).

Changing Lessons and Intervals

When you start *Clock Shop* with a new player, the default lesson is "Set Digital from Analog" at "Hour" intervals. You can choose from one of eight lessons and from one of six time intervals. The lesson length and attempt length can be changed, see *Options* for more detail.

Lesson and Interval Selection Screen

MacKids™

Lessons

- Set Digital from Analog
- Set Analog from Digital
- Set Digital from Words
- Set Analog from Words
- Digital Clock Problems
- Analog Clock Problems
- Count by Fives
- Quarter Hour Terms

Intervals

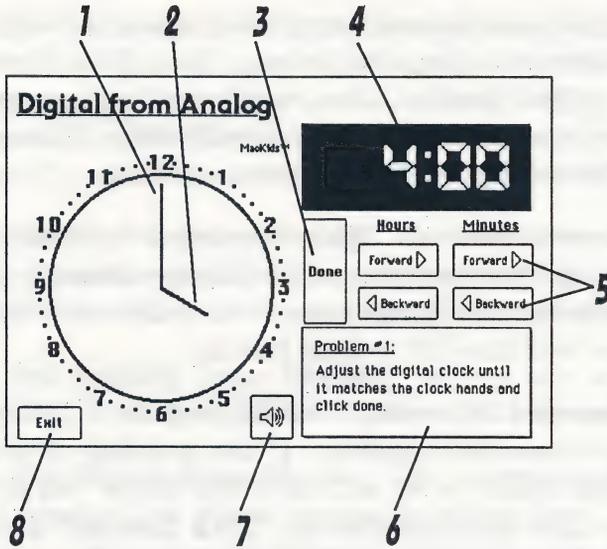
- Hour
- Half Hour
- Quarter Hour
- Ten Minute
- Five Minute
- One Minute

Change Player Game Exit Do Lesson

Select a lesson and an interval. The **Do Lesson** button will start the *Clock Shop* lesson. The instructions are displayed in the white box. Audio options allow each problem to be read aloud and the question can be reread by clicking on the Voice button (see *Figure 2* on the next page).

To answer, click **Forward** to move the analog hour and minute hands clockwise or the digital hour and minute numerals forward. **Backward** moves each hand counter-clockwise or numeral backward. The hands on the analog clock can be moved by clicking on the end of each hand until it changes colors. Then drag the hand to the desired position. When you are satisfied with your answer, click **Done**.

Figure 2



- 1 - Minute Hand. Moves in minute intervals when you click and drag or press **Forward** and **Backward** buttons.
- 2 - Hour Hand. Moves in hour intervals when you click and drag or press **Forward** and **Backward** buttons.
- 3 - Done Button.
- 4 - Digital Display.
- 5 - **Forward** and **Backward** buttons for Digital and Analog Display. Moves number forward or backward when pressed.
- 6 - Problem Display.
- 7 - Voice Button. Rereads problem when pressed.
- 8 - Exit Button. Returns to Lesson and Interval Selection screen.

Player Scoring

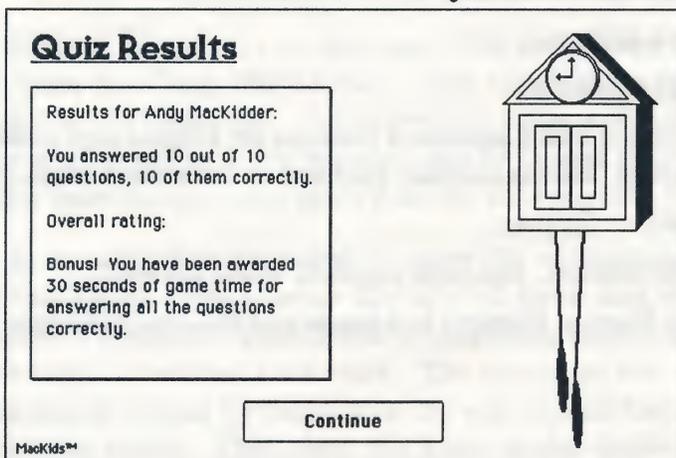
Players can see and hear if their answers are correct or not. After each completed lesson, Clock Shop displays the player's "Quiz Results" – how many questions were answered, how many were correct and an overall rating. Lesson options can affect scoring, see *Options* for more detail.

Correct Answers. When the player answers correctly, a dancing figure appears with a happy message. Once all problems for that lesson have been completed, players can see how well they did in Quiz Results.

Incorrect Answers. Sounds, such as a "boing," indicate an incorrect answer. If the number of questions attempts option is set at 2 or 3, the player can try again. On the final incorrect attempt, Clock Shop will display the correct answer. Click anywhere to continue.

After reading the quiz results, clicking **Continue** returns to the Lesson and Interval Selection screen. Players can start another lesson or play the game if they have earned the time.

Quiz Results Screen



Lesson Descriptions

Lessons range from introductory to more advanced and let students work at their own pace. Follow the lesson structure in Clock Shop or choose lessons randomly. Each lesson is summarized below. "Count by Fives" and "Quarter Hour Terms" will not use a time interval selection.

Set Digital from Analog. This beginning level lesson introduces the digital and analog clocks. Adjust the digital clock numerals until they match the analog clock hands.

Set Analog from Digital. Adjust the analog clock hands until they match the digital clock numerals.

Set Digital from Words. This intermediate level lesson teaches the player to read written time. Adjust the digital clock numerals to match the time in the problem.

Set Analog from Words. Adjust the analog clock hands to match the time in the problem.

Digital Clock Problems. Adjust the digital clock numerals to reflect the time given in the problem.

Analog Clock Problems. Adjust the analog clock hands to reflect the time given in the problem.

Count by Fives. There are no hands displayed on the clock. Identify how many minutes after the hour it is when the big hand is on a number. Then click on the number where the big hand should be.

Quarter Hour Terms. "Quarter Hour Terms" presents four common terms in various problems. Match the amount of minutes with the correct term. Click inside only one of the the four highlighted squares (they each contain a number).

Playing the Game

Kids earn 30 seconds of playing time on the clock when they score 100% on a lesson. They can earn up to 19 minutes of playing time using the same player file. The object is to race past the ominous pendulum that is trying to prevent the mouse from grabbing the cheese.

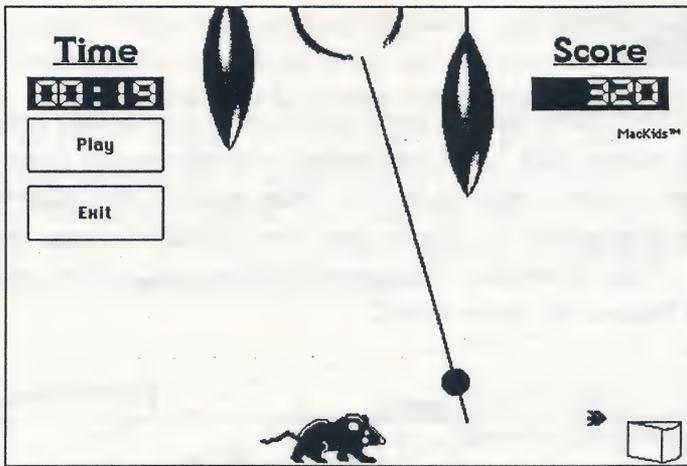


Spending Time. To spend some time in this fun adventure, click **Game** from the Lesson and Interval Selection screen.

Once inside the clock, players will find a swinging pendulum in the middle of the screen, as well as a digital clock displaying the amount play time they have earned.

The **Play** button causes the mouse to run into position and a cheese morsel to float to the bottom of the screen. This is the playing field. The goal is to get the mouse to the cheese. The swinging pendulum is trying to keep the mouse from the cheese reward. The player must lead the mouse to the cheese without being caught by the pendulum.

Scoring. Each time the mouse reaches the cheese, 50 points are added to the score box. Should the mouse get dazed by the pendulum, the player loses ten points and has to start over. **Play** will revive the mouse to its ready position. Time starts ticking away once the mouse appears, so players won't want to delay.



Directing the Mouse. To move the mouse, place the cursor on either side of the mouse. The cursor has three different functions:

- ➔ A **single arrow** moves the mouse forward or backward slowly.
- A **double arrow** increases the speed of the mouse.
- When the cursor is placed in the middle of the screen, it becomes a **stop sign**. This stops the mouse dead in its tracks.

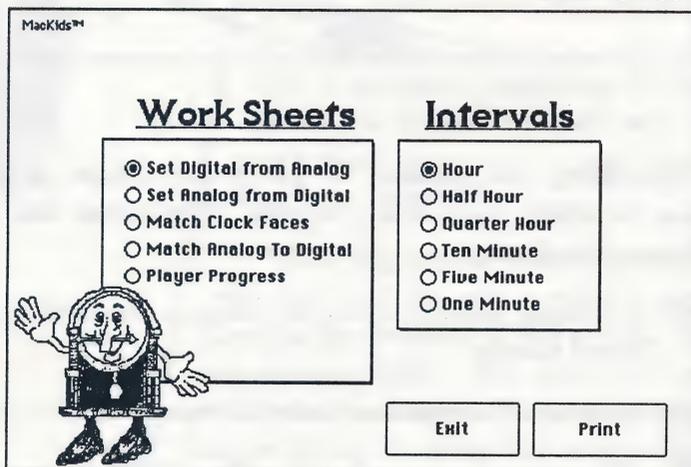
You may want to experiment a little. The key is timing!

Quitting the Game. **Exit** quits the game and returns to the Lesson and Interval Selection screen, while **⌘ Q** quits the application. If there is any time left on the clock when the player quits, the game and time is saved in that player file.

Printing

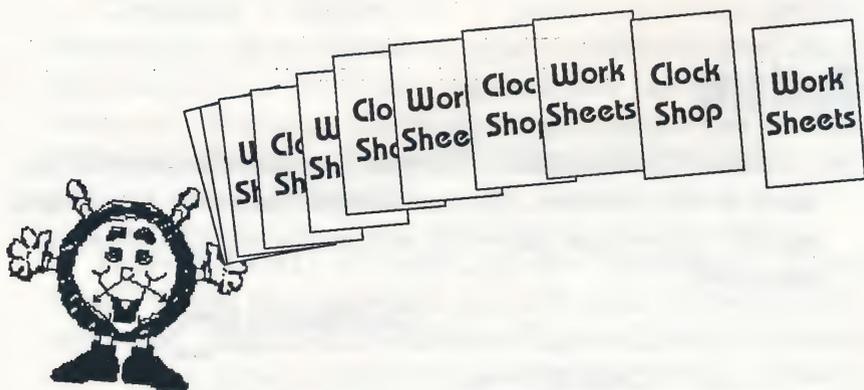
Clock Shop prints work sheets and a progress report for each player file. You can print a single report from Clock Shop or print multiple files from within the folder. You have the option to choose any one of four lessons and any one of six intervals. Password options will affect printing, see Options for more detail.

Print Screen



Work Sheets. Through the use of the work sheets, you are able to provide additional problems for the player. To print, you will need to begin at the Startup screen and press **Work Sheets**. Choose a lesson and a coin to be printed. After selecting **Print**, a print dialog will appear and allow you to enter the number of copies you want to print.

Single Player Progress Report. An additional printing feature allows you to print out a report on each player file. The printout will indicate completed lessons, the number of game tokens and the player's game score. At the Startup screen, select **Work Sheets**. Click **Player Progress**, then choose the player you want to print a report for and click **Print**. You can print all reports without having to enter the password in each time.



Multiple Player Progress Reports (SYSTEM 7.X.X ONLY). You can print a progress report for several player files at one time without having to enter a password or the player file names. Open the Clock Shop folder. Select each player file you want to print. (Pressing the **shift** key as you click allows you to make multiple selections.) Once all selections are made, press **⌘ P** to access the print screen. The Clock Shop startup screen appears just before the print dialog box. You will need to click **Print** (or use the **return** key) for each file you are printing.

To cancel the print job, click **Cancel** for each file you have selected.

Getting Help

Clock Help provides lesson and game descriptions.

There are times when players would like onscreen help. Simply exit to the Startup screen and press the **Help** button. Click on the arrow buttons to advance (>>) to the next screen or return (<<) to the previous screen.

Options

Clock Options will allow you to customize several features in the program. You can change the lesson length and number of problem attempts, adjust the sound and create a password.

Clock Options Screen

Clock Options MacKids™

Number of Questions per Lesson (1-10):

Number of Attempts per Question (1-3):

Turn Sound On

Turn Voice On

Password:

Cancel OK

When the application is first launched, a file called "Clock Shop (Options)" appears in the Clock Shop folder. This file saves all option changes.

Lesson and Attempt Length. The Clock Options default to "Number of Questions per Lesson" at 10 and "Number of Attempts per Question" at 3. You can change these numbers by highlighting the field, then enter a num-

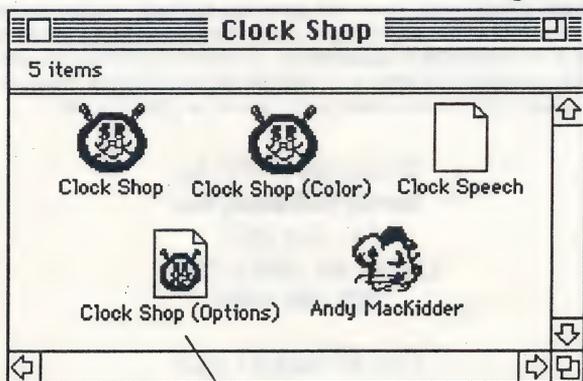
ber ranging from 1 and 10 for the number of questions and from 1 and 3 for the number of attempts. You can also use the **tab** key on your keyboard to access each field.

Audio Options. If you would like to turn the sound and/or voice on or off in Clock Shop, click inside the box you want to change. The voice and sound options are active when there is an “X” in the box.

Creating a Password. A password offers several advantages. If you choose to enter a password, from one to four characters (excluding colons), you can have control over who can change the lesson length, sound and problem attempts; who can print work sheets; who can create new players; and who can quit.

IMPORTANT! Forgetting the Password. If you should forget the password, you will need to restart your computer. Drag the “Clock Shop (Options)” file to the trash can. Make sure you have dragged the Clock Shop (Options) file **AND ONLY THE CLOCK SHOP (OPTIONS) FILE** before emptying the trash. See *Figure 3* below. This returns all Clock Shop options to their factory settings. To reset the options, return to the Clock Options screen.

Figure 3



Drag Clock Shop (Options) file to trash.

Completing Clock Shop

When the player has completed all lessons in Clock Shop, one of the Helping Hands happily flips across the screen congratulating the player on a successful round. A final report can be printed out and any remaining time can be spent to play the game.

Clock Shop™

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Warranty and Disclaimer

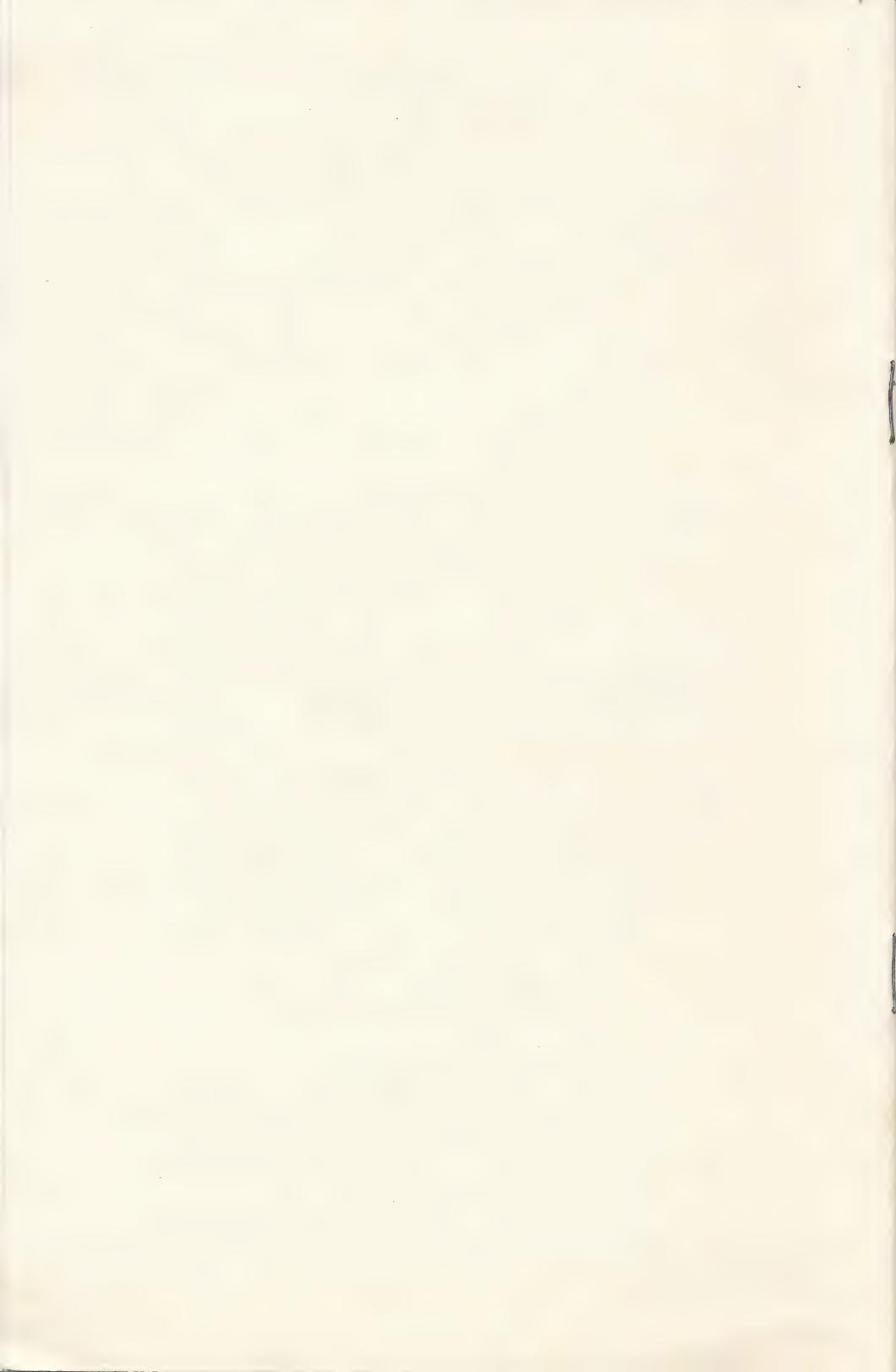
Nordic Software warrants these diskettes to be free of defects for ninety (90) days from the purchase date. If the diskettes are found to be defective in this ninety (90) day period, return them to Nordic Software for a free replacement. Be sure to make a backup copy of your diskettes for archival storage.

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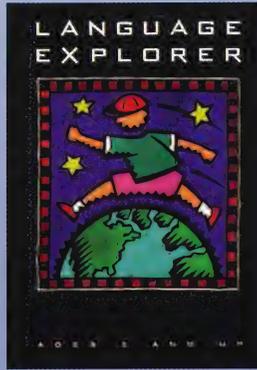
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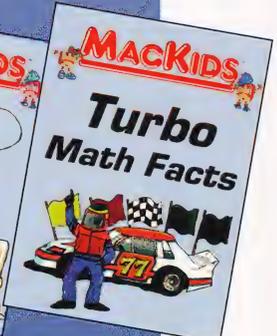
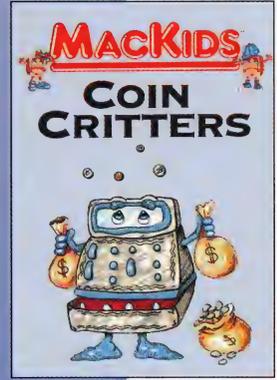
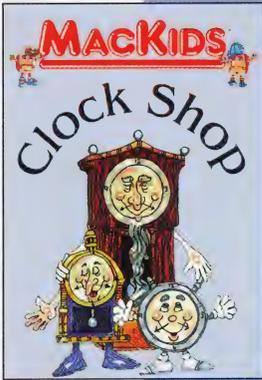
Educational Software



New

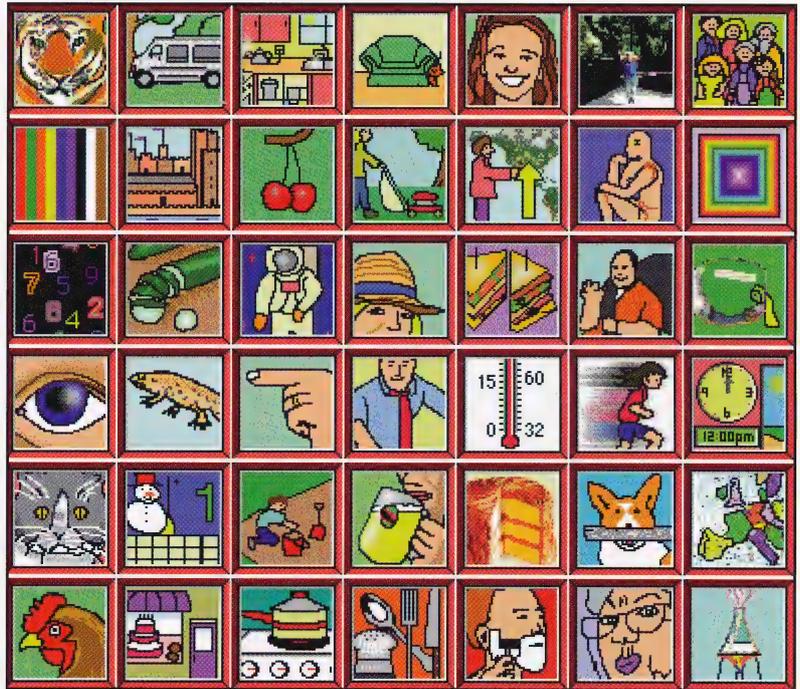
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Animate the Discovery of Language

Choose from 42 Topics to Learn English, French, German and Spanish



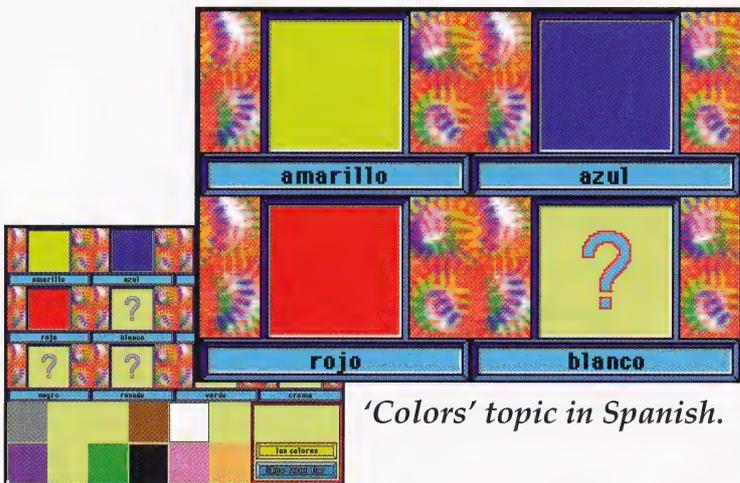
Language Explorer Teaches Four Languages

REQUIREMENTS: COLOR MAC • 1 MB RAM • HARD DRIVE • SYSTEM 6.0.7 (WITH 32-BIT QUICKDRAW) OR LATER

Learn over 500 vocabulary words in English, French, German and Spanish – all in one program! Simply select a topic and a language, then place picture tiles in the correct frames. Five skill levels offer a challenge for any age. Students will learn common, useful words in 42 topics. Each topic consists of 12 words. The CD-ROM version brings each language alive as you hear each word pronounced by a native speaker. You can even choose to hear voices by a female, male or both. Menus and online help display in each language. Language Explorer is especially useful for English as a Second Language students. Grades K to 12. CD-ROM version requires a CD-ROM drive.

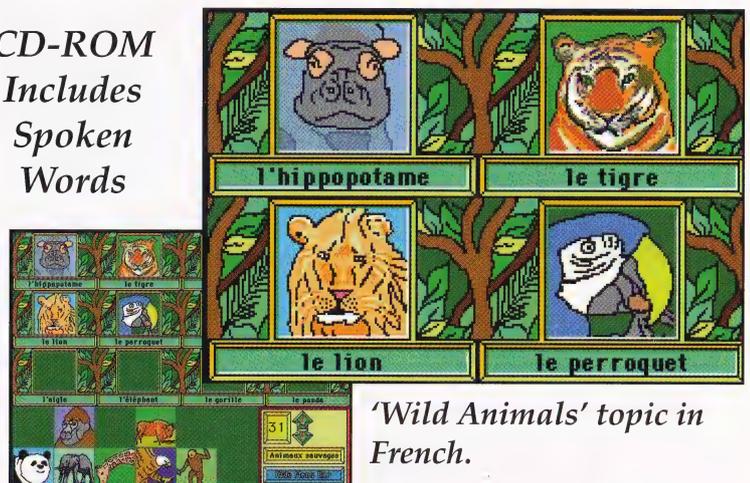
Language	Key
English	⌘1
✓ French	⌘2
German	⌘3
Spanish	⌘4

Mode	Key
Beginner	⌘B
Intermediate	⌘I
✓ Advanced	⌘A
Linguist	⌘L
Polyglot	⌘P



'Colors' topic in Spanish.

CD-ROM Includes Spoken Words



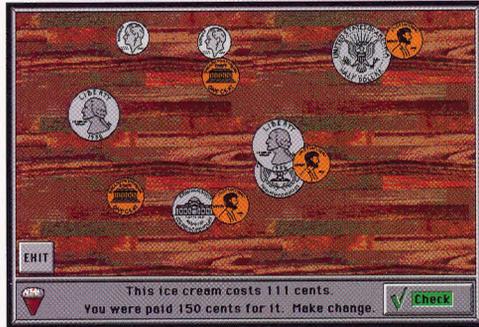
'Wild Animals' topic in French.

Math Solutions for Grades K

REQUIREMENTS: MAC PLUS OR GREATER • 1 MB RAM • HARD DRIVE • SYSTEM 6.0.7 OR LATER



Count Coins with Coin Critters™

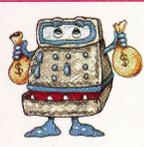


Build early math skills with colorful animation and fun sounds. Student lessons include identifying U.S. coins, purchasing and counting back change, among others. *Problems are spoken* clearly by a human voice. Correct answers earn tokens to play a fun, rewarding game. The student's player file saves lessons and game tokens, ready for the next Coin Critters session.

Print work sheets and player progress reports for each student. *Onscreen help* displays coin values and equivalents. The school version includes an illustrated *teacher's manual*.

- 5 Coins**
- Pennies
 - Nickels
 - Dimes
 - Quarters
 - Half Dollars

- 9 Lessons**
- Click heads up coins
 - Click tails up coins
 - Select amount to match coins
 - Select coins to match amount
 - Do you have enough money?
 - Coin equivalents
 - Which is more?
 - Purchase Items
 - Make Change

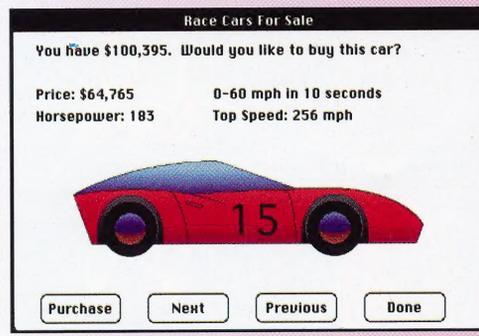
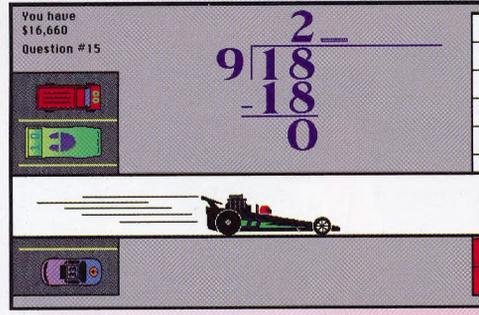


"Progress

Progress for
Click heads up
Pennies --
Nickels -- Y
Dimes -- Ye
Quarters --
Half Dollars

Make change
Pennies --
Nickels -- Ye
Dimes --
Qu

Rev Up Math with Turbo Math Facts™



Drive excitement into practicing *basic math*. Realistic sound and animation combine to compel students to practice addition, subtraction, multiplication and division. Students earn money for each correct answer, purchase the fastest cars affordable, and gear up for a race against Turbo Tom. The faster cars cost more money, encouraging students to complete more problems. From single digit addition to long division, *five skill levels* let you customize lessons for the individual needs of students. You can set student drills for a single lesson or a combination of lessons. Incorrect answers work through the correct solution onscreen. Turbo Math Facts includes *tutorial features* such as a step-by-step sample of each type of problem.

- Skill**
- up to 10
 - up to 20
 - ✓ up to 50
 - up to 100
 - up to 1000

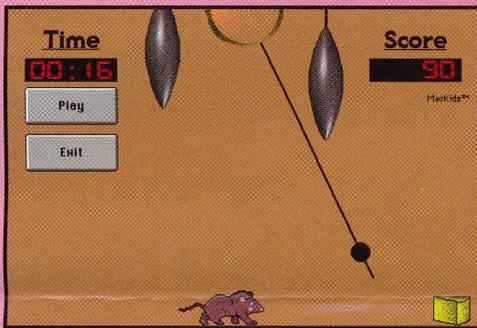
- Lessons**
- ✓ + Addition % A
 - Subtraction % S
 - ✖ Multiplication % M
 - ✓ ÷ Division % D

Schools Order Direct from Nordic and Save 30%. To qualify for the 30% discount, Nordic Software must receive a written copy of your school purchase order. (Discount doesn't apply to shipping charges.) If you call in your order, you can fax the purchase order. Business hours: 9:00 AM to 5:00 PM CST. Be sure to address or fax your purchase order to Nordic Software for this incredible offer.

Through 6



Clock Shop™ Tells All About Time



Father Time and the helping hands teach students how to read *analog and digital time*. Click and drag the hour and minute hands for a realistic understanding of the clock. A human voice *reads each problem aloud*.

Correct answers earn time for the pendulum game that requires a good sense of timing. *Save student lessons* and

game time in the player file. Also *print work sheets* and progress reports for each student. You can even change the lesson length and number of attempts to fit your lesson plan. Clock Shop's school version includes a *teacher's manual*.

6 Intervals

- Hour
- Half Hour
- Quarter Hour
- Ten Minute
- Five Minute
- One Minute

8 Lessons

- Set Digital from Analog
- Set Analog from Digital
- Set Digital from Words
- Set Analog from Words
- Digital Clock Problems
- Analog Clock Problems
- Count by Fives
- Quarter Hour Terms

Report™

Anne Mack

coins
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-- No

es



Also Available:

WordSearch Deluxe™

Solve and create hidden word puzzles.

Grades K to 12.

Jungle Quest™

Conquer basic math in an exciting adventure.

Grades K to 6.

Kolor Klips™

Over 60 drawings of original clip art.

Grades K to 12.

Single Copy: 1 program copy, 1 user's manual.

School Version: 2 program copies, 1 user's manual and 1 *teacher's manual.

Lab Pack: 5 program copies, 1 user's manual and 1 *teacher's manual.

Site License: 3 program copies, 3 user's manuals and 1 *teacher's manual.

*Teacher's manuals are available for Clock Shop and Coin Critters only. Additional teacher's manuals can be purchased direct from Nordic for \$20.00 each.

SCHOOL PRICE LIST

NORDIC SOFTWARE • P.O. BOX 6007 • LINCOLN, NE 68506-0007 • 402-488-5086

TITLE	SINGLE	LAB	SITE
NEW Language Explorer	\$57.95	\$231.80	\$695.40
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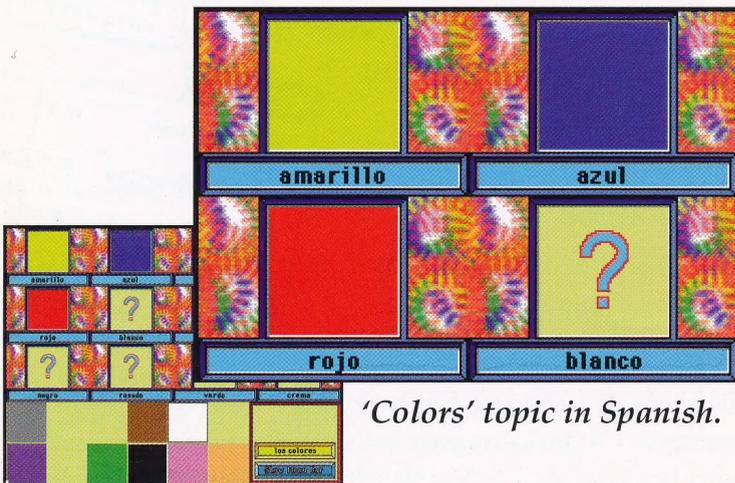
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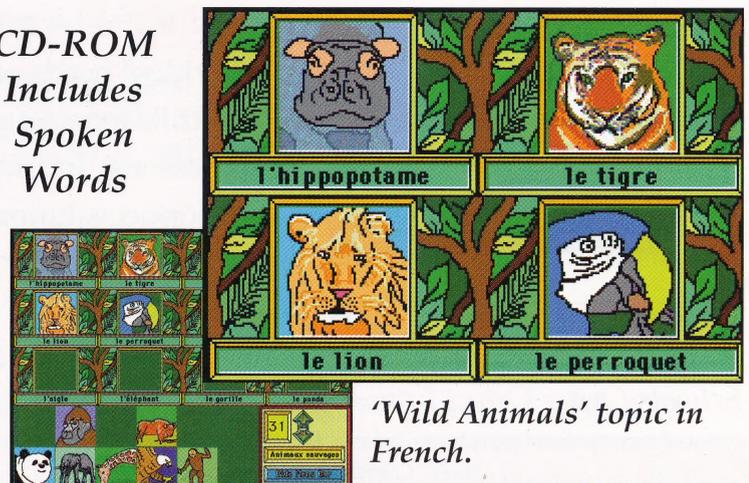
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✓ French	⌘2
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Mode	Key
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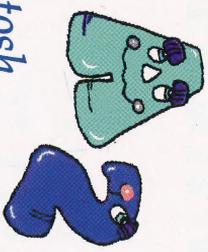
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