



THINKIN'TM
THINGS
COLLECTION **2**

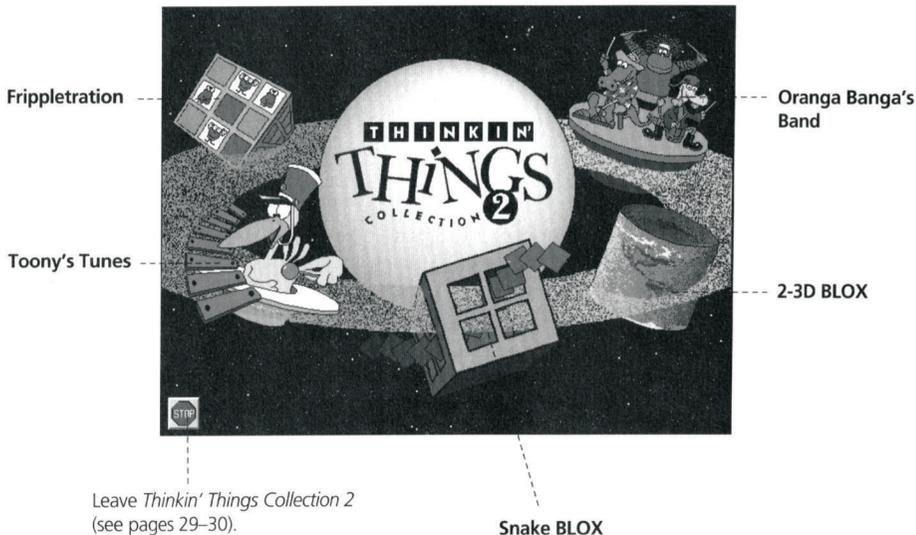
User's Guide

What's Inside Thinkin' Things Collection 2

The Main Menu

The Main Menu of *Thinkin' Things Collection 2* lets you choose from five learning activities. Once you have entered an activity, click  to return to the Main Menu.

To play with a Thinkin' Thing, click one of the five activities below:



Apple and Macintosh are registered trademarks of Apple Computer, Inc.
Edmark, the Edmark logo, and TouchWindow are registered trademarks of Edmark Corporation.

©Copyright 1994-95, Edmark Corporation. All rights reserved.
P.O. Box 97021, Redmond, WA 98073-9721
Customer Service (206) 556-8484
Technical Support (206) 556-8480



Oranga Bonga's Band



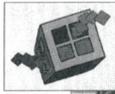
Develop rhythmic creativity and awareness of rhythmic notation as you create one-, two-, or three-part patterns and are challenged to match what you see to what you hear.



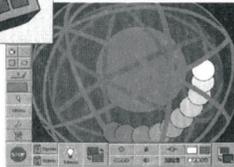
2-3D BLOX



Create and map two-dimensional pictures onto three-dimensional shapes. Build visual awareness as you experiment with positive and negative space.



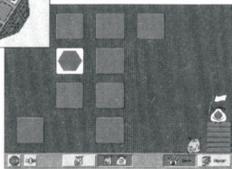
Snake BLOX



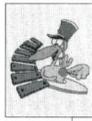
Use a "masking" tool to separate pictures into foreground and background layers. Make paths over and under the layers with a "snake" of trailing shapes as you explore illusions and create dynamic visual effects.



Fripletration



Play the traditional concentration game with a new twist. Choose either "See" or "Hear" problems to develop visual or auditory memory.



Toony Tunes

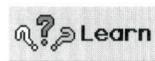
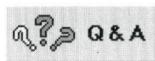


Compose and save original songs to develop musicality and creativity. Extend auditory memory and listening skills as you learn to play a variety of familiar songs.

Playing with Thinkin' Things Collection 2

Create, Question & Answer, and Learn Modes

Oranga Banga's Band has two Modes: the Create Mode (explore, experiment, and create) and the Question & Answer Mode (answer a character's request). Toony's Tunes has the Create Mode as well as the Learn-A-Song Mode. Use the Learn-A-Song Mode to listen to and learn to play favorite songs. **To switch Modes**, click the appropriate button in the activity.



Grow Slides in Oranga Banga's Band and Frippletration

As your child successfully answers questions, the slider on the Grow Slide automatically advances and more difficult questions are offered.



From an activity:

Your child clicks the on-screen Grow Slide button  and then drags the slider to adjust the difficulty level.

From the Adult Section:

You can view the Grow Slide to monitor your child's progress. You can manually adjust the difficulty level of an activity to suit your child. You can also turn off your child's access to the Grow Slide. (This will remove the Grow Slide button from the activity.)

Adult Section

To enter the Adult Section, hold down the Command \mathcal{H} and Option keys while pressing "A." The Adult Section (pages 23–24) allows you to customize *Thinkin' Things Collection 2* to suit your child.

Oranga Banga's Band Overview



In the Create Mode, children write one-, two-, and three-part rhythms for Oranga Banga's Band. Children use original sounds, select wacky voices, or record their own sounds for each of the three instruments that Crocker, Oranga, and Punkie play. In the Question & Answer Mode, children are challenged to match band members to the rhythm lines they play.

Learning Opportunities

- Read and write rhythm patterns
- Experiment with one-, two-, and three-part rhythmic notation
- Develop rhythmic creativity
- Enhance auditory discrimination
- Strengthen symbol/sound relationships
- Strengthen observation skills

About Kids

Rhythms are naturally appealing. Children of every culture play games accompanied by clapping or chants. Oranga Banga's Band offers an opportunity to explore rhythmic creativity while building an understanding of the sight-to-symbol relationships underlying the writing of music. For children who have not been involved in any type of musical group, the concept of a separate line of music for each instrument may be new. For young children who are still acquiring reading skills, the "left to right" eye movement involved can be beneficial. Any child, regardless of musical talent, can create interesting rhythmic compositions for Oranga Banga's Band. Instead of thinking of your child's creative ability as the "gift" that it often is, try thinking of it more like a muscle that needs exercise to grow. Encourage your child to create frequently—rhythms for Oranga's Band, tunes for Toony to play, or works of art using Snake BLOX or 2-3D BLOX. The time you take to enjoy these creations is a great investment in your child's self-esteem.



Oranga Banga's Band

Create Mode

- Click  from the Main Menu to play with Oranga Banga's Band.



“Click  and listen to us.”

- Click  to listen to the whole band play.
- Click  to change instruments. Each musician plays three different instruments.
- Click  to hear some rhythmic compositions. Use these ideas to help create your own rhythms, or listen to them just for fun!
- Click Crocker Rocker , Oranga Banga , or Punkie Poodle  to hear each musician's rhythm line.
- Click  to erase a rhythm line.
- Click the squares (turning dots on or off) to write a rhythm line for each musician to play.



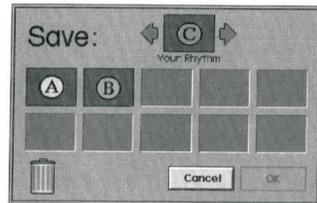
- Click **New** to change the sound of the instruments. Then click preset sound , wacky voice , or **My Sound**. Click **Record** to record your own sound.
- Click **Play** to hear the Band play all parts of the rhythm over and over.
- Click **Q & A** for the Question & Answer Mode, or click **STOP** to choose another Thinkin' Thing.

Saving Your Rhythm



To save your rhythm:

- Use to select a colored letter to represent your rhythm.
- Drag the letter that represents your rhythm to an empty square.
- Click **OK** to save your rhythm.



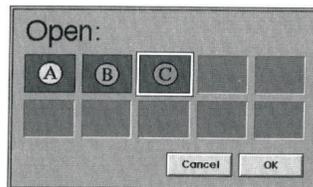
To delete a previously saved rhythm:

- Drag the letter that represents your rhythm to the trash can.
- Click **OK** to empty the trash can.



To open a previously saved rhythm:

- Click the rhythm you want to listen to.
- Click **OK** to hear the Band play your rhythm.





Oranga Banga's Band

Question & Answer Mode

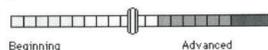
- Click to enter the Question & Answer Mode.
- Click or . Characters will ask, "Which line did I play?" or "Who played that?"
- Oranga says, "Click 'Play' and listen to me."



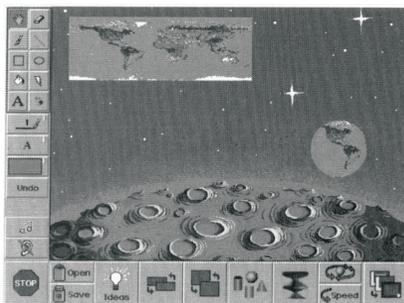
"Click and listen to me."

- Oranga plays and then asks, "Which line did I play?"
- Click the rhythm line that matches the rhythm you heard.
 - If you answer correctly, Oranga and the Band will congratulate you.
 - If you do not answer correctly, click 'Play' and listen to Oranga again.
- Click to try "Who played that?" problems.
- Click to hear two or three of the musicians play a rhythm. A rhythm line is highlighted, and Oranga asks, "Who played that line?"
- Click the musician who played the rhythm line.
- Click the Grow Slide button to change the difficulty level of the problems.
- Click for the Create Mode, or click to choose another Thinkin' Thing.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability (see pages 23-24).



2-3D BLOX Overview



2-3D BLOX offers a powerful environment in which to experiment with and explore dimension and optical illusion. Pictures from the 2D Workspace are instantly mapped onto a three-dimensional (3D) Image that spins in front of a Background. Children select 2D Workspace pictures and Background pictures from prepared sets to create interesting designs. Children can also paint original 2D and Background pictures using paint, shape, lettering, and numbering tools.

Learning Opportunities

- Experiment with mapping two-dimensional pictures onto three-dimensional images
- Work with visual perception, dimension, and spatial awareness
- Create unique optical effects
- Encourage visual creativity
- Apply concepts of positive and negative space
- Use a variety of tools to manipulate visual images

About Kids

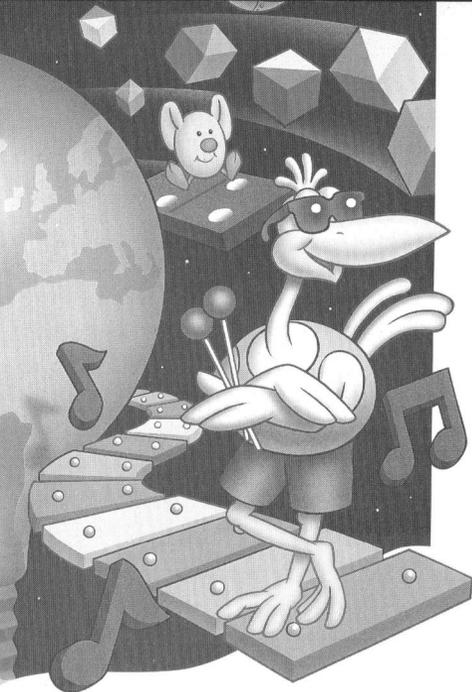
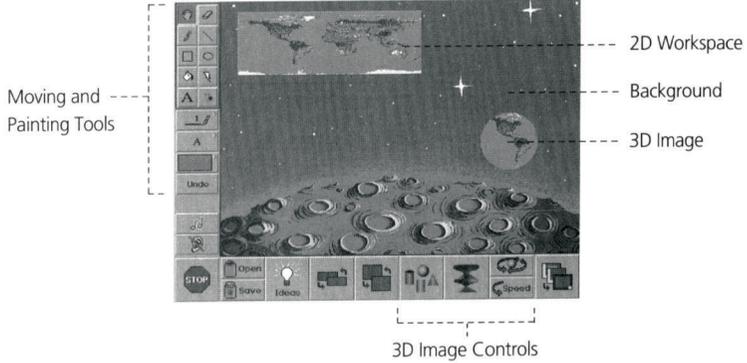
Children will choose to explore 2-3D BLOX in a variety of ways, depending on age, experience with other tools (paint programs, etc.), visual maturity, and comfort with experimentation. One child may focus on creating pictures in the 2D Workspace to map as a 3D Image. Another will invest more time exploring the lathe tool, carving unique 3D shapes. A third child may be intrigued by erasing one part of the 2D Workspace picture in order to look into the hollow 3D Image, while a fourth child becomes fascinated with the use of the transparent color and its use in exploring positive and negative space. Many children will experiment with prepared pictures for both the 3D Image and the Background before they begin creating their own original designs. Observing as your child works with this environment can provide you with valuable insight into the way your child approaches new things, explores options, learns what is possible, and then applies what was learned to create something new.



2-3D BLOX

Create Mode

- Click  from the Main Menu to play with the 2-3D BLOX.



-  Cycle through prepared 2D Workspace pictures. (Hold down the Alt or Option key to cycle in reverse order.)
-  Cycle through prepared Background pictures. (Hold down the Alt or Option key to cycle in reverse order.)
-  Hide or show the 2D Workspace, tools, and controls.

or 3D Image to a new location. the mouse button while dragging, and “caught” by mouse is in the path of the moving image.



Painting in the 2D Workspace and Background



Erase paint from the picture. If you erase paint from the 2D Workspace picture, it will create a transparent area on the 3D Image. (Try erasing part of the world.)



Paint on the picture.



Draw a rectangle or square. (Hold down the Alt or Option key for a filled shape).



Fill a continuous area of the picture with paint.



Stamp letters or numbers onto the picture.



Choose the width of the brush used for the paint brush, lines, shapes, and bubbles.



Choose the letter or number to stamp on the picture.



Draw a straight line.



Draw an ellipse or circle. (Hold down the Alt or Option key for a filled shape).



Fill the entire picture with paint.



Spatter randomly colored bubbles.



Choose the paint color. The transparent "color"  is white in the 2D Workspace and transparent on the 3D Image.



Undo (or redo) the last action.

3D Image Controls



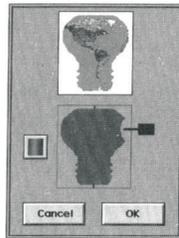
Change the shape of the 3D Image.



Switch the direction of rotation.



Change the speed of rotation.



Lathe Tool: drag the cursor along the edge of the shape to carve a new 3D Image.



2-3D BLOX

Saving Your Design

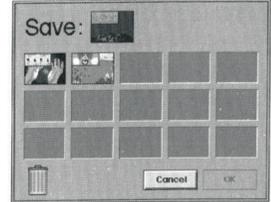


To save your design:

- Drag the miniaturized version of your design (thumbnail) to an empty square.
- Click to save the design.

To delete a previously saved design:

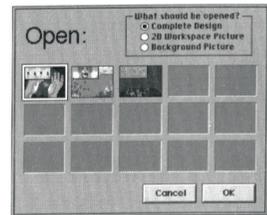
- Drag the thumbnail of the unwanted design to the trash can.
- Click to empty the trash can.



To open a previously saved design:

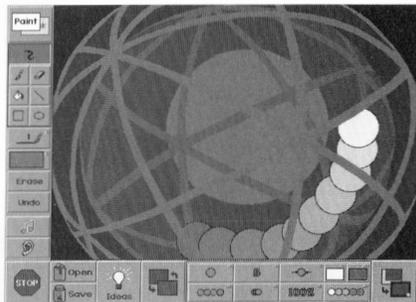
- Click the thumbnail of the design you wish to open.
- Click to open and view the design.

You can also choose to open only the 2D Workspace or Background picture.



You can access special save and open features (such as importing a picture from another program) by holding down the Option key when clicking or .

Snake BLOX Overview



Children use a “masking” tool to three-dimensionally separate prepared pictures or their own drawings into foreground and background layers. Then they set a “snake” of trailing shapes in motion under or over the layers to create a powerful 3D illusion. The mask can be “inverted,” and instantly what was once the foreground is the background.

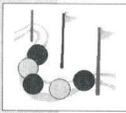
Learning Opportunities

- Work with an illusion of depth based on overlapping
- Create and conduct experiments with the snake and mask tools
- Create an animated piece of art
- Foster observation, visual analysis, and visual synthesis
- Enhance visual creativity

About Kids

Artistically, the Snake BLOX tools empower creation of a wide variety of images and visual effects. Amazing designs can be constructed. If you consider your child to be bright but not particularly creative, ask a few questions to encourage investigation. “How does this tool work?” “What can you do if you use these two tools together?” “What if you took one of the ideas (Ideas button) and changed it?” You may be surprised at the results.

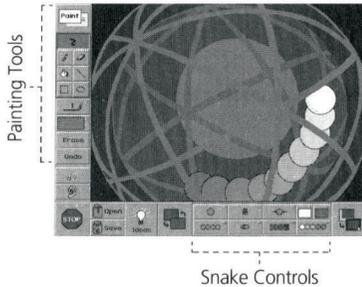
Scientifically, the Snake BLOX tools afford a rich environment for experimentation. Trial and error, cause and effect, and manipulation of independent and dependent variables become natural extensions of “play.” Snake BLOX is a **new** environment. No one has mastered these tools—no one “knows it all.” There is great opportunity for authentic learning and for “learning how to learn.” Your child can pose real problems and work out real solutions to those problems. Your child can become the expert. Let your child share discoveries with you—teach you as she or he learns. Over time, this will strengthen self-confidence, enhance communication skills, and help build a foundation for visual literacy.



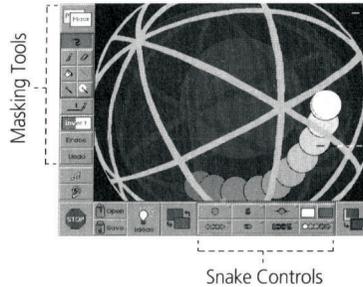
Snake BLOX

Create Mode

- Click  from the Main Menu to play with Snake BLOX.



Paint Mode



Mask Mode

Exploring Snake BLOX



Cycle through design ideas created by others.
- Switch to Mask Mode to see the mask.



Cycle through prepared pictures.
(Hold down the Alt or Option key to cycle in reverse order.)



Choose music to complement your visual design.



Hide or show the tools and controls.



Switch the music on or off.

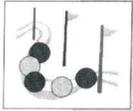


Selects snake tool. Drag the snake cursor across the picture to create a path of dots for the "snake of shapes" to follow. The snake follows your path at a speed proportionate to that at which you moved the mouse. Hold down the Alt or Option key to see the snake path.



Switch between Paint Mode and Mask Mode.

- In Paint Mode, you paint directly on the picture.
- In Mask Mode, you cover portions of the picture with a green colored masking paint. The mask separates the picture into a foreground layer and background layer. The snake is drawn between the two layers.



Paint Mode Painting Tools

Use the painting tools to paint directly on the picture.



Paint freehand on the picture.



Erase paint from the picture.



Fill a continuous area of the picture with paint.



Draw a straight line.



Draw a rectangle or square. (Hold down the Alt or Option key for a filled shape.)



Draw an ellipse or circle. (Hold down the Alt or Option key for a filled shape.)



Choose the width of the brush used for the paint brush, lines, and shapes.



Erase the entire picture.



Choose the paint color.



Undo (or redo) the last action.

Mask Mode Masking Tools

Use the masking tools to put special green masking paint on your picture. The green masking paint is only visible in Mask Mode. The mask separates the picture into a foreground layer (masked in green) and a background layer. The snake is drawn between the two layers.



Paint masking paint on the picture.



Erase masking paint from the picture.



Fill empty area of the mask with masking paint.



Draw a straight line of masking paint.



Cover a continuous area of color in the picture.



Cover a color in the picture everywhere the color appears.



Choose the width of the masking brush and line tools.



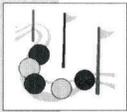
Erase the entire mask.



Invert the entire mask.

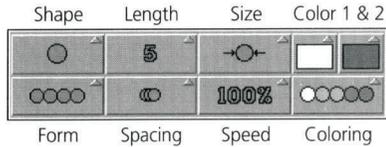


Undo (or redo) the last action.



Snake BLOX

Snake Controls



Shape

Choose the kind of shapes used to draw the snake.

Form

Choose the form of your snake. Several of the forms can be used to simulate 3D perspective:



Shapes in the snake are larger when closer to the bottom of the screen.



Shapes in the snake are *smaller* when closer to the perspective point.



Shapes in the snake are *larger* when closer to the perspective point.

The perspective point is normally in the center of the picture. To change the perspective point, select the snake tool, hold down the Alt or Option key, and click on a new position.

Length

Choose the number of shapes in the snake.

Size

Choose the size of the shapes in the snake.

Spacing

Choose the spacing between shapes in the snake.

Speed

Choose the speed of the snake (as a percentage of the speed at which you drew the snake path).

Color 1, Color 2, Coloring

Choose the colors and coloring options for your snake. The following coloring option is useful with the "perspective" snake forms:



Color of each shape in the snake is based on the shape's size.

Saving Your Design



To save your design:

- Drag the miniaturized version of your design (thumbnail) to an empty square.
- Click to save the design.

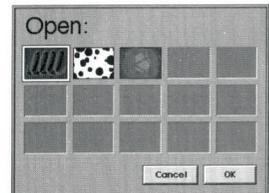
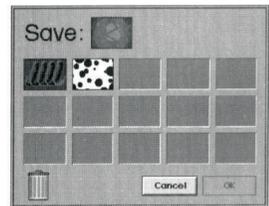
To delete a previously saved design:

- Drag the thumbnail of the unwanted design to the trash can.
- Click to empty the trash can.



To open a previously saved design:

- Click the thumbnail of the design you wish to open.
- Click to open and view the design.



You can access special save and open features (such as importing a picture from another program) by holding down the Option key when clicking or .

Toony's Tunes Overview



In the Create Mode, children improvise and compose on one of four unique xylophones and can save their original musical patterns and songs. They also listen to favorite songs included with the program. In the Learn-A-Song Mode, Toony helps children extend auditory memory as they learn a favorite song.

Learning Opportunities

- Learn to play a variety of familiar songs
- Strengthen auditory memory
- Compose songs
- Remember and repeat patterns
- Develop creativity and musicality
- Strengthen auditory discrimination of pitch
- Discover that a song is made of separate parts which combine to create the whole song

About Kids

Children take great pride in being able to play a favorite tune. In the Create Mode, composing, saving, and sharing original songs will foster creativity. In the Learn-A-Song Mode, Toony encourages children to listen and remember, patiently helping them learn favorite tunes part by part. Do not underestimate the difficulty in learning and correctly performing these tunes. For all except those who are musically talented or have exceptionally strong auditory memory, mastering a tune may be a very challenging task. Encourage your child to demonstrate. By observing, you may discover that your child has special talents and an interest in learning more about music.



Toony's Tunes

Create Mode

- Click  from the Main Menu to play with Toony's Tunes.



“Make a song or listen to one.”

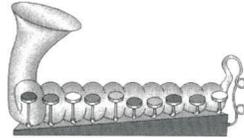
- Click the bars of the xylophone to hear the sounds they make and create your own tunes. You can also use the computer keyboard keys from 1 to 0 to play the xylophone.
- Click  or click Toony. Toony plays what you played.

- To listen to one of Toony's Tunes, click .
- Click the song you want to listen to. Click  to hear Toony play the song.





- Click  to play on other xylophones.
- Explore the different xylophones and make up tunes as long as you like.



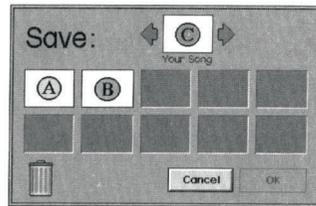
- Click  for the Learn-A-Song Mode, or click  to choose another Thinkin' Thing.

Saving Your Song



To save your song:

- Use    to select a colored letter to represent your song.
- Drag the letter that represents your song to an empty square.
- Click  to save your song.



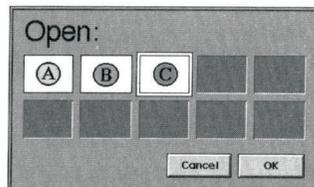
To delete a previously saved song:

- Drag the letter that represents your song to the trash can.
- Click  to empty the trash can.



To open a previously saved song:

- Click the song you want to listen to.
- Click  to hear Toony play your song.





Toony's Tunes

Learn-A-Song Mode

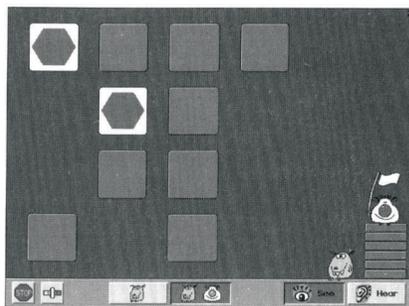
- Click  **Learn** to enter Learn-A-Song Mode.
- Click  **Song** to choose a song to learn.



“Click  **Song** to learn a song.”

- To hear a sample of a song, click a song icon, for example, . Click  to learn that song. If you change your mind, click .
- Toony plays the whole song and then helps you to learn the song one part at a time.
- Click the xylophone bars or press the computer keyboard keys from 1 to 0 to play the part of the song you heard. If you want to hear that part of the song again, click Toony.
 - If you repeat the part of the song correctly, Toony will go on to the next part. Wait for Toony to play, or click Toony to hear the next part.
 - If you do not repeat the part of the song correctly, keep trying. Toony will help you learn each part.
- If you play ahead correctly, Toony will keep up with you.
- To interrupt Toony, click the screen.
- Keep working to learn the whole song.
- Click  **Create** for the Create Mode, or click  **STOP** to choose another Thinkin' Thing.

Frippletration Overview



Children click one square and then another, continuing until two matching squares are found. Frippletration may be played with one or two players. "See" and "Hear" buttons allow a choice of either visual or auditory challenges. Your child can use the Grow Slides to adjust the level of difficulty and self-monitor progress (unless this option has been turned off in the Adult Section).

Learning Opportunities

- Identify matching attributes
- Strengthen auditory memory
- Strengthen auditory discrimination
- Strengthen visual memory
- Strengthen visual discrimination
- Recognize preference for visual or auditory input

About Kids

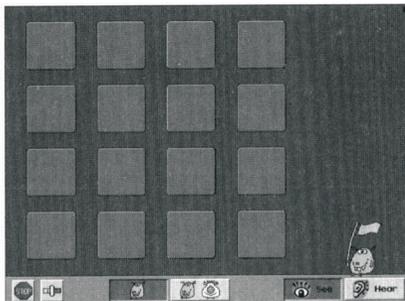
Children have enjoyed various forms of this classic memory matching game for generations. Frippletration offers a unique twist by allowing a choice of either auditory or visual problems with a wide range of difficulty (controlled by a Grow Slide) for each type. As a child is successful, more difficult problems are offered, and the slider on the Grow Slide automatically moves up. Since progress is recorded on two separate Grow Slides (one for visual problems, one for auditory problems) you may notice that your child strongly prefers or is more proficient with one or the other. This observation can provide valuable insight into your child's individual learning style.



Frippleration

Question & Answer Mode

Click  from the Main Menu to play Frippleration.



“Match what you see.”

- Click one square and then another, continuing until two matching squares are found.
- Click  to play by yourself. When you make a match, two tiles are added to your stack. 
- Click  to play Frippleration with a friend. The Fripples will keep track of how many matches each player makes by adding tiles to the stacks. 
- Click  for auditory challenges.
- Click  for visual challenges.
- Click the Grow Slide Button  to change the difficulty level of the problems.
- Click  to choose another Thinkin' Thing.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability (see pages 23–24).



Adult Section

To enter the Adult Section, hold down the Command \mathcal{H} and Option keys while pressing "A."

Adjust the sound volume.

Hide the Record button in Oranga Banga's Band.

Turn Single Switch Input on/off. (A scanning arrow moves from choice to choice on screen.)

Set scan rate and scan progression.

Stop Sign appears on the Main Menu if exit is allowed. Users can still exit with Command-Q even if "No Exit" is allowed.

Return to playing *Thinkin' Things Collection 2*.

See Activity Settings Card.

Exit *Thinkin' Things Collection 2*.

See Preferences Card.

Scanning for Single Switch Users

Single switch input with scanning is available for children with special needs in Oranga Banga's Band, Frippletration, and Toony's Tunes. Turn "Single Switch Input" on (see above) and click **Options...** to choose the Scan Rate (speed of scanning arrow movement) and the type of Scan Progression:

- Automatic Progression: Scanning restarts automatically after each selection.
- Switch Activated Progression: Switch required to restart scanning after each selection.

Adjusting Grow Slides in Activity Settings

Adjustable Grow Slides for Oranga Banga's Band and Frippletration appear in the Activity Settings. As your child successfully solves problems while playing these activities, more difficult problems are offered, and the slider automatically moves as your child progresses.



You can also move the slider manually to adjust the difficulty level. For example, if the beginning problems seem too simple for your child, you can drag the slider to the right to increase the difficulty level of the problems.

(continued on next page)

Adult Section (cont.)

Remember progress from session to session

If the “Remember progress...” check box is on (an “X” appears in the box), *Thinkin’ Things Collection 2* remembers your child’s progress from session to session. With “Remember progress...” on, play always begins at the difficulty level attained during the previous session of play.

Allow child to access Grow Slides

If the “Allow child to access Grow Slides” check box is on (an “X” appears in the box), Grow Slide buttons appear in the Question & Answer Mode of Oranga Banga’s Band and Frippleration. Children can click the Grow Slide button to access the activity’s Grow Slide and adjust the difficulty level of the problems.

Allow child to save creations

If the “Allow child to save creations” check box is on (an “X” appears in the box), a Save button appears in the Create Mode of Oranga Banga’s Band, 2-3D BLOX, Snake BLOX, and Toony’s Tunes. Children can click the Save button to save songs, rhythms, or designs that they have created.

Troubleshooting

Problem	Possible Cause	Solution
Erratic movement of 3D Image or Snake in BLOX activities.	Other programs running at the same time.	Quit all other applications and close any control panels before running <i>Thinkin’ Things Collection 2</i> .
Sound breaks up.	Using Virtual Memory.	Turn Virtual Memory off using the Memory control panel (see the <i>Macintosh User’s Guide</i>).
Mouse cursor hidden. Large scanning arrow appears on screen.	Single switch input (scanning) is on.	Click Single Switch Input “off” in the Adult Section of <i>Thinkin’ Things Collection 2</i> (page 23).
Sound is too quiet or too loud.	Sound volume needs to be adjusted.	Adjust the volume for <i>Thinkin’ Things Collection 2</i> using the Sound Volume control in the Adult Section (page 23).

For Edmark technical support, call **206-556-8480**.