

Kids READ!

can

Discis Books

Helping children read and learn

AESOP'S FABLES



DOS &
Windows
compatible

interactive
CD-ROM

ages 9+

Discis

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Aesop's Fables

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The objective of Discis is to present a **sensible** and **justifiable** standard of language use which is **readily understood** by the great majority of English-speaking people around the world. While it is impractical to offer the many regional variations in speech habits, word use and pronunciation, we believe that our choices conform to the **most widely-accepted principles of good usage**.



QUICK START MANUAL

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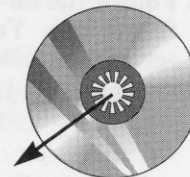
INTRODUCTION

Use these instructions to get a quick start with Discis Books.

The following instructions assume that you are already familiar with your IBM® PC or PC compatible. If you have any questions about your PC or compatible, please refer to the manual that came with your hardware.

With Discis Books you have nothing to fear because you cannot break anything or lose the information. However, do bear the following things in mind:

- Avoid touching or scratching the surface of the disc
- Store the disc in its plastic box whenever possible
- To clean dust off the underside of the disc, use a soft cloth and gently wipe in a straight line from the center out. Do not use a circular motion.



GETTING STARTED

INITIAL SET-UP

Use the following instructions for your initial set-up of Discis Books, and to see a self-running demo that will show you how to use Discis Books. this set-up need only be done once.

- 1. Turn on your IBM PC or PC compatible, and CD-ROM drive.**
- 2. Place the Discis Book's CD-ROM in the caddy.**
(For further assistance, refer to the drive's manual).
- 3. Insert the caddy in the CD-ROM drive.**

Place the shutter end in first, with the disc label facing up.

4. Change drives to the CD-ROM drive (e.g. D:)

5. Type install.

An information screen on the general configuration of your computer will appear. However, if your system set-up is insufficient to run Discis Books a message will appear and inform you which requirements are missing.

6. Follow the on-screen instructions to set up your Discis Book for future use. You will be taken through a series of information screens as follows:

- General configuration about your computer.
- Memory configuration.
- Custom settings configuration; click on the 'Create' button.
- Audio configuration; click on the boxes for the various choices available to you on card type and hardware configuration.
- Windows set-up.
- For your information, which describes basic keyboard commands.

7. When you are finished, click the exit button and reboot the computer (Ctrl-Alt-Del).

8. Type Demo.

The Discis Book self-running demo will show you how easy it is to use the many educational features of Discis Books. Hit the 'Esc' key to exit at any time.

TO OPEN A DISCIS BOOK UNDER DOS

1. Turn on your IBM PC or PC compatible, and CD-ROM drive.

2. Place the Discis Book's CD-ROM in the caddy.

(For further assistance, refer to the drive's manual).

3. Insert the caddy in the CD-ROM drive.

Place the shutter end in first, with the disc label facing up.

4. Change your access to the CD-ROM drive (e.g. D:)

5. Type Discis.

Wait a few seconds and the Discis Book will appear automatically.

TO OPEN A DISCIS BOOK UNDER WINDOWS™

1. Follow steps 1 to 3 above.

2. Double-click on the 'Discis' group icon.

A window will open showing the 'Discis Books' application icon.

2. Double-click on the 'Discis Books' application icon.

Wait a few seconds and the Discis Book will appear automatically.

TWO BASIC PRINCIPLES

Using a Discis Book is easy; there are just two basic principles:

1. You can click on words, pictures, page corners and sentence speakers to make something happen.

For example, you can click on any word or picture element to hear a pronunciation.

2. You can also double-click or press and hold on words, pictures, page corners and sentence speakers to make different things happen.

For example, you can double-click on a sentence speaker to hear one sentence read, or you can press and hold on any word to hear a pronunciation followed by an in-context explanation.

DISCIS DEFAULT SETTINGS

When you first use a Discis Book it will be set to the Discis Default Settings. These default settings are listed below. To easily change the book to meet the specific needs of your child(ren), use the customize screen. See How to customize, page 9.

	Single Click	Double-Click	Press & Hold
Words	Sound Effects Pronunciation	Pronunciation Syllables	Pronunciation Explanation
Pictures	Show label Sound Effects Pronunciation	Show label Pronunciation Syllables	Show label Pronunciation
Sentence Speakers	Reading of Book	Sentences Only	Phrased Reading of Book
Page Corners	Show page turn Music	Show page turn	Show page turn Reading of Book

DISCIS BOOK FEATURES

MOUSE, KEYBOARD & ON-SCREEN FUNCTIONS

MOUSE FUNCTIONS

Left mouse button - Once you have positioned the mouse-pointer at an object or word, use the left button on the mouse to click, double-click or press and hold.

To stop an action - To stop the Discis Book from continuing in its current mode, click (with the left mouse button) in the white margin to the left of the text. If the book is reading, but you want to stop to open the customize menu or click on words and pictures, click in the white margin to halt the reading. It is possible to interrupt a reading, temporarily, simply by clicking on a word or picture element. Once the information has been given on that word or object, the reading will automatically resume.

Right mouse button - Use to turn page or to go to another part of the Discis Book. If you press the right mouse button, the pointer will move from its present position to the right page corner, the left page corner, to the scroll triangle which is inserted in the right-hand pages of the book, and then back to its original position. This cycle repeats itself as you continue to click. Once you have the pointer in the required position, use the left mouse button to click and turn the page, or hold the left mouse button down while dragging the scroll triangle (with the mouse) to the page to which you wish to go. You may also click above or below the scroll triangle to turn a single page in either direction.

KEYBOARD FUNCTIONS

Space bar - Pressing the space bar will start 'Reading of Book.' If you have stopped the reading and press the space bar, the Discis Book will resume reading where it left off. If you are on a new page, it will resume reading at the top of the page.

PgDn - Press this key to go to the next page in the Discis book.

PgUp - Press this key to go to the previous page in the Discis book.

Home - Press this key to go to the first page of the Discis book.

End - Press this key to go to the last page of the Discis book.

ON-SCREEN BUTTONS

Help button (F1) - Click on this button to see a help screen.

Recall button (F8) - Use this button to review a list of the words the reader has clicked on for more information. To the left of the recall screen, there is a list of 'Selected Words' which lists the words on which the reader clicked/double-clicked/pressed & held. These words can be reviewed with the reader to confirm understanding. If you click/double-click/press & hold on any word within this list, you will hear the relevant sequence of information and the word will move into the 'Recalled Words' list to the right of the screen. To save the recall list as a text file, click on 'Save as Text.' The file will be saved as 'Custom.rcl' in the Discis directory and may be printed out. The printout will list the words and the number of times each word was clicked on. If the Discis Book was opened through a bookmark file, the recall list will be saved as '*bookmark name.rcl*.' (See **To save your settings with 'Bookmarks'** on page 12).

Books button (F9) - Use this button to enter the preview screen, where you can access the Discis Preview Books. These are short excerpts from other available Discis Books. The preview screen functions in a manner similar to the customize screen; in that you may click on the book-type box at the top to alternate between a list of the available books (Open a Discis Book) and a list of the available preview books (Open a Preview Book). To open a preview book, click on the click action box until you see 'Preview Book,' then click on a book's name within the list, and click 'Open.' To exit a preview book, press F9 to access the preview screen, click on the book-type box until you see 'Discis Book,' click on a book's name within the list, and click 'Open.' Or, simply press the Esc key on your keyboard from the preview screen (equivalent to clicking on 'Cancel') to revert to the Discis Book or Discis Preview Book that was open.

Settings button (F10) - Use this button to enter the customize screen. The Discis customize screen allows you to individualize the book for each reader's specific needs. Use this screen to change what happens when you click, double-click, or press and hold on words, pictures, sentence speakers and page corners. Discis presets these settings to the Discis Defaults shown on page 6, but they are easy to change.

How to customize - The first time you enter the customize screen (by clicking on the 'Settings' button) it will show the following: 'when you click on words.' The Discis default is set for a sound effect followed by a pronunciation of the word. To the right of the screen is a list of 'Choices' such as Pronunciation, Syllables, Explanation, Pause, and Español. Moving 'Español' into the sequence, for example, will give you a Spanish

pronunciation of any word.

To add an item - To add one of the choices from the right of the screen to the sequence on the left, click on the choice you wish to move, and keep the mouse button held down while you drag the choice across to the sequence. A yellow bar in the left-hand sequence shows you the positioning of the item. Release the mouse button once you have positioned the choice in the sequence. Multiples of the same item can appear in the sequence.

To change the sequence order - Select a sequence item, then drag and release it into a new position in the same way as above.

To remove an item from the sequence - Select the item and drag it outside the box area and release.

To modify another setting - For example, to change what happens 'when you press and hold on sentence speakers,' position your pointer at the click/double-click/press and hold box, and click with the mouse to move to the next click action (i.e. from single-click to double-click to press and hold). Do the same thing to change from words to sentence speakers at the next box. You will now see the sequence of events for a press and hold on a sentence speaker. Follow the same steps as above to add items, remove items or change the order of the sequence.

Next Click... - This is a choice which can be added to a sequence for 'Sentence Speakers' or 'Words.' It causes the sequence to temporarily stop until the reader requests it to continue by using, on the same object, the same click which started the sequence. The sentence speaker or word will remain highlighted until the sequence is finished. If you do not wish to

continue, you can click in the white margin to stop, or click anywhere else to start another action.

Pause Feature - A pause can be inserted between each sequence item. To alter the length of this pause (between 0-4 secs), select 'Pause' within the sequence and the pause box at the bottom left of the screen will become active. Click on the up/down arrows to increase/decrease the length of the pause.

Phrased Reading of Book - This is a slower narration which reads continuously through the book (press and hold on a sentence speaker under Discis Defaults). A pause of up to 4 seconds can be inserted between the phrases in this slower narration. To alter the pause duration, select 'Phrased Reading of Book' within the sequence. The pause box at the bottom left of the screen will become active. Click on the up/down arrows to increase/decrease the length of the pause.

Auto Start - This is a feature which will activate the Discis Book if there is no clicking for a period of one minute. The book will automatically start to read, that is 'Reading of Book'. Once the story has been completed, there will be a pause for 1 minute before it restarts at the beginning. To activate this feature, use the Settings button (F10) to access the customize screen. At the bottom left of the screen is the Auto Start box. Click to place an 'X' in the box.

To save your settings - Use 'OK' at the bottom right of the customize screen, or use the 'Enter' key on your keyboard to save your settings, exit the screen, and return to the Discis Book. This automatically saves your settings to a file called Custom.bmk, located in the Discis directory. If you do not wish to save the changed settings, click 'Cancel' to revert to the

original pre-changed settings, or click 'Oops!' to reset the settings to the Discis Defaults.

To save your settings with 'Bookmarks' - Use this feature to permanently save a set of Discis custom settings for a particular child for future use. To save time, you can save individual settings, called bookmarks, for multiple readers under their own names. To set up a bookmark, open a Discis Book using 'Discis reader's name' (e.g. Discis James). The reader's name can be up to 8 characters. Use Settings (F10) to individualize the book for the reader's particular needs, and click 'OK' to save these changes. A file called 'Reader's name.bmk' (eg. James.bmk) is automatically saved in the Discis directory. To use these settings each time the Discis Book is opened, always open the book using 'Discis reader's name.' If the Discis Book is opened using a bookmark, the recall list for that reader can be saved and printed out. Use 'Save to Text' to save the recall list, and a file called 'Reader's name.rcl' will automatically be saved in the Discis directory. See Recall button (F8) on page 8.

Quit button (Esc) - Use this button to close the Discis Book.

THE SCREEN SAVER - If you stop using a Discis Book without exiting, an automatic screen saver feature will be activated and the screen will darken to a near black. The set-time period for this to happen is ten minutes. Click or move the mouse to resume.

SUGGESTED ACTIVITIES

- Find and read other Aesop's Fables in the library. Find and read fables from other countries and cultures.
- Write and illustrate your own fable. Remember, a fable is designed to teach a moral lesson.
- Create puppets of the characters in the fables. Put on an Aesop's Fables puppet show for your friends and neighbours.
- Design paper mache models of Aesop's characters.
- Choose your favourite fable and rewrite it as a rap or chant.
- Create home-made musical instruments using shakers, dried gourds, margarine containers, and other food objects. Use these instruments to make musical sound effects to accompany the tales.
- Aesop's Fables were created to teach a moral lesson. Find the moral lessons in the Discis Aesop's Fables and rewrite them in today's language.
- Aesop told his fables many years ago. Find out more information about the legendary Aesop and the time in which he lived. Why did he create these and other fables? Why are these fables still popular today? What was Aesop's purpose in telling fables?

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