

INSTRUCTION BOOKLET

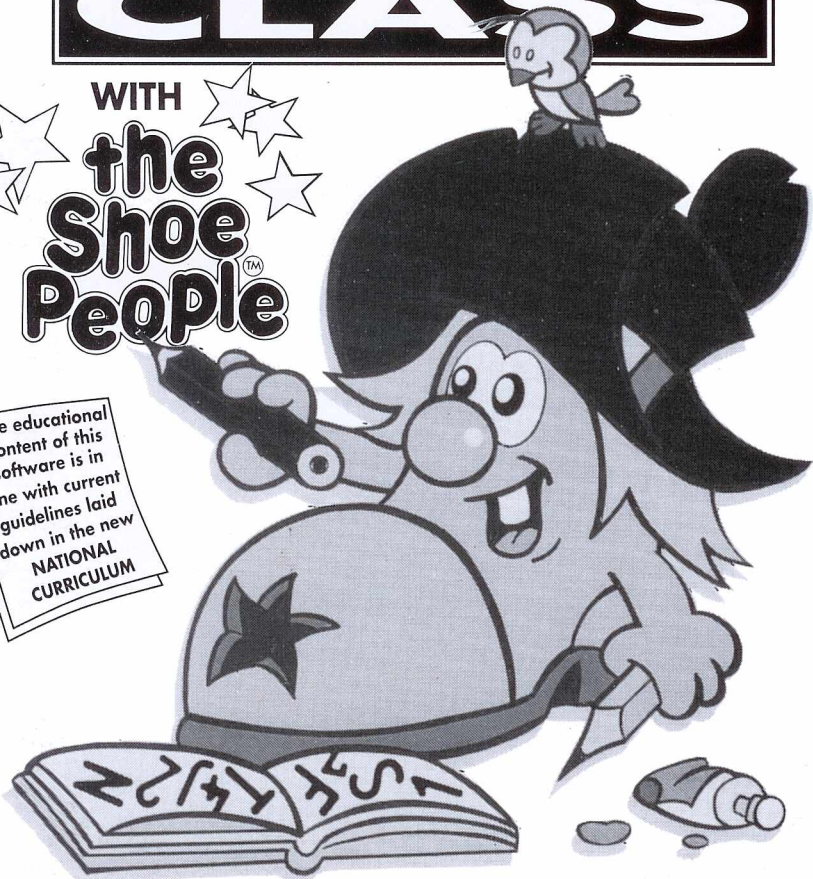
first

CLASS

WITH

**the
Shoe
People™**

The educational
content of this
software is in
line with current
guidelines laid
down in the new
**NATIONAL
CURRICULUM**

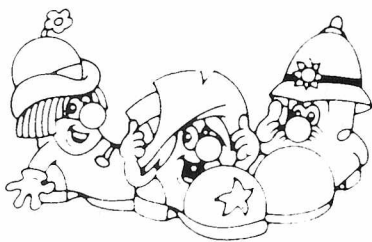
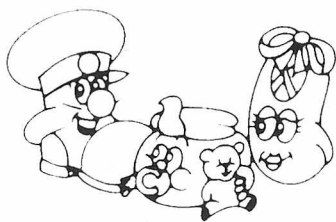


**EARLY LEARNING SOFTWARE
FOR AGES 4-6**

first
CLASS

With

the
**Shoe
People**



THE SHOE PEOPLE

Welcome to 'The Shoe People', the first software from Gremlin Graphics on the 'First Class' label. Through the games and activities released on this label, we shall be aiming to give your child the opportunity to practice many learning skills essential for success at school.

Before we begin, however, here is a **very** important letter to grown-ups from Shoe Towns Educational Adviser, Clever Clogs

Dear Grown Up,

Firstly, thank you for buying our early learning First Class software pack. We hope you and those in your care have a great time playing with it. Before you start, there are one or two secret things that I would like to tell you. If you're ready, I'll begin.

Firstly, the games in this pack have been designed for children, broadly speaking, in the four to six years old age range. This is not to say that children younger than four or older than six won't enjoy it or gain some benefit from it. I believe they certainly will.

Also, because children do not all develop their abilities at the same rate, different children, irrespective of age, will find some things harder and some things easier. Please don't worry about this. The games in this pack are meant to be played and enjoyed. Exactly how much a child is able to complete is not important. If they find something difficult, they can simply move on to something new. They can always go back to it again

when they have learnt a little more at school.

Finally, we want to share a big big secret with you. Did you know that every bit of research into early learning has shown that when grown-ups join in the result is really beneficial in terms of the child's progress in school. In fact, all of these activities have been designed for you and your child to play together. Each activity will, certainly in the short term, require a high degree of participation on the part of the grown up. I cannot stress the importance of this enough, SO JOIN IN! I think that's all. Pass it on and.....well..what are you waiting for. Let's start.

P.S. Please write and let me know what you think of our software. We are always pleased to hear from you, young or old.

*Write to; FIRST CLASS software
 CO/ GREMLIN GRAPHICS SOFTWARE
 CARVER HOUSE
 CARVER STREET
 SHEFFIELD
 S1 4FS*

GETTING STARTED

LOADING INSTRUCTIONS

Commodore Amiga

1. Plug your mouse into port 1.
 2. Turn on your computer and monitor.
 3. Insert the game disk into the built in disk drive, or DF0.
- The game will now load automatically. Follow the on screen loading prompts for further instructions.

Atari ST

1. Plug your mouse into port 0.
2. Turn on your computer and monitor.
3. Insert the game disk into the built in disk drive, or DF0. The game will now load automatically. Follow the on screen loading prompts for further instructions.

IBM PC

To run from floppy disks: Boot up your computer, put the Shoe People disk into the appropriate drive and type 'Shoe'(Return). The game will now load.

To install on a hard disk: Boot up your computer, put the Shoe People disk into the appropriate drive, and type 'Install'(Return). Follow all on screen prompts for further instructions.

Commodore 64 Cassette

1. Plug your joystick in, and turn on your computer and monitor.
2. Insert the cassette into your cassette player, and press the Shift and Run-Stop keys. Follow any on screen prompts for further instructions.

Commodore Disk

1. Plug your joystick in, and turn on your computer and monitor.
2. Insert the disk into the disk drive, and type 'Load "*" ,8,1.
3. The game will now load automatically. Follow any on

screen prompts for further instructions.

Spectrum 48/128/+2

1. Turn on your computer and television.
2. Insert the cassette into the cassette unit.
3. Type 'Load ""(Return), and press return, and press 'play' on the cassette unit. The game will now load automatically. Follow any on-screen prompts for further loading instructions.

Spectrum +3

1. Turn on your computer and monitor.
2. Insert the disk into the built in disk drive, and use the built in loader. See your computer manual for further details.
3. Follow any on screen prompts for further instructions.

Amstrad Cassette

1. Turn on your computer and monitor.
2. Put the cassette in the built in cassette player, and type 'Load "Shoe"(Return).
3. The game will now load automatically. Follow any on screen prompts for further instructions.

Amstrad Disk

1. Turn on your computer and monitor.
2. Insert the disk into the built in disk unit, and type Run "disk'(Return). The game will now load automatically. Follow any on screen prompts for further instructions.

CONTROLS

We have tried to make this software as easy as possible to play. To do this we have kept the controls to most of the activities to just three keys;

Highlight key

This key allows you to highlight a particular option. Pressing this key will change the option that is currently highlighted.

Select key

This key allows you to select the currently highlighted option, and thus select the one you wish to access.

Escape key

This key usually takes you out of the game and back one step. This has the same function as PC Boot

COMPUTER	HIGHLIGHT	SELECT	ESCAPE
Amiga	Space	Return	Esc
Atari ST	Space	Return	Esc
PC	Space	Return	Esc
C64	Space	Return	Q
Spectrum	Space	Enter	Q
Amstrad	Space	Enter	Esc

Oh, and we nearly forgot the P.C. Boot square. This is such an important thing we will let P.C. Boot tell you all about it himself.

P.C. Boot Square

Evening all.

'I'm very pleased to see that you are playing our little game. On nearly every game screen you'll see a little box with me inside it. No, I'm not in the prison, I'm just waiting there to see if you want to Highlight and then Select me. If you do, I know just what to do.'

'What! What do I do? You want to know? Oh alright then. I say to myself, these people want to go back to where they came from. Where's that? Well I'm sure I don't know if you don't. I mean, it depends where you've just been.' (We will leave P.C. Boot there as he does carry on a bit. We are sure you understand what we mean. If not, just select P.C. Boot a few times and you'll soon get the idea.)

REWARDS

Most activities have a reward sequence. This can act as an encouragement for children to do well. Details of the rewards are given by Clever Clogs in his message accompanying each activity.

The National Curriculum

The new National curriculum was first used in schools in 1989, and is now being developed and implemented as a means of establishing a standard of attainment and performance, both by schools and pupils, across the country.

Children in the 4-6 years old bracket fall into the Attainment Targets 1 to 3, and it is to these targets that this package addresses itself.

THE ACTIVITIES

Note: In most instances when a child gives a wrong answer, the game will wait for the Return or Escape key to be pressed before continuing. This is to allow you to point out the correct answer, and to explain and discuss why the answer was incorrect. This will obviously give the child a chance to understand, before going onto the next activity.

ACTIVITY ONE

TRAMPY VISITS HIS FRIENDS

It is a lovely day. The sun is shining and everyone is feeling happy. Trampy wants to see his friends. He decides to pay them all a surprise visit.

However. Somebody in Shoe Town has been very careless. Lots of things that should be in the Shops have fallen off the back of a lorry (Honest P.C. Boot!) and are lying in the middle of the road.

Can Trampy recognise what he finds on the road? And will he know what to do with it? More importantly, will his friends be in when he reaches where they live?

A MESSAGE FROM CLEVER CLOGS FOR GROWN UPS.

The early levels of this game involve matching similar objects, and leads to the idea of matching a familiar object with its written name. Children will then begin to read the words. Attention is then drawn to the openings of the words, so important in reading. Finally children are encouraged to spell the word from memory. The reward in this exercise is as follows: If children do well, they will find Trampy's friends are in when they get to them.

PLAYING 'TRAMPY VISITS HIS FRIENDS'

First highlight, and then select who you would like Trampy to visit. The same words are used throughout this game, and are later encountered as anagrams in the Alphabet Robbery. The difficulty level increases as you go down the list, and each exercise builds on what was

The National Curriculum - ENGLISH. Reading

"Pupils should be able to begin to recognise individual words or letters in familiar contexts. Pupils should be introduced to the most common spelling patterns of consonant and short vowel sounds."

learned in previous ones, so it is better to work down the list in order, especially when playing for the first time. The following list is in the order as presented on screen, along with the purpose of that activity.

The Activities

If you visit...

Sergeant Major

Margot

Wellington

Charlie

Sid Slipper

Dr Merryweather

Morris Miner

Marshal

Then the child must...

Match the correct object.

Find the similar object.

Find the correct word.

Find the correct word from a list of words with similar beginnings.

Find the correct word from a list of words with similar endings.

Match the first letter.

Spell the word. (The correct spelling will be flashed on screen for a couple of seconds first.)

Spell the word.

ACTIVITY TWO

SGT. MAJOR SORTS IT OUT

Naughty Baby Bootee. He went into Sgt. Major's store cupboard and knocked everything off the shelves. What a terrible mess!

Now he has got to help Sgt. Major sort everything out and

put it back on the correct shelf.

A MESSAGE FROM CLEVER CLOGS

The activities are designed to build confidence in recognising the properties of objects. e.g. shape, colour and pattern, and then being able to put them together in groups. The reward in this instance is that if children do well, they will help Sgt. Major raise a flag to the top of the flagpole.

PLAYING THE GAME

First select and choose the level of difficulty, from Easy or Hard. The difference between the two is that on the easy level, each of the shelves will already have the first object on them. On Hard, the shelves have to be allocated by the child. Once the difficulty level has been chosen, select the exercise you want to attempt from the choice of Colours, Shapes, Coloured Shapes and Patterns.

Baby Bootee will point to the object he wants placed back on a shelf. Pressing the Select key will move Sergeant Majors baton to each of the shelves in turn. The idea of this game is to try to sort all the objects back onto the shelves correctly.

The National Curriculum - SCIENCE

'Pupils should sort a collection of objects of various shapes and sizes.'

That is all the help we are going to give you. Get sorting!

EXERCISE THREE

THE GREAT ALPHABET ROBBERY

Look out P.C. Boot! Sneaker has taken all the letters of the alphabet and is trying to escape with them. Can you imagine what it will be like if he gets away with it. No letters! No words! How will we manage? Quick P.C. Boot! You can still catch him before he gets to the bridge, and rescue the alphabet for Shoe Town.

A MESSAGE FROM CLEVER CLOGS

Children encounter capital letters (A,B,C, etc) and lower case letters (a,b,c, etc) everywhere. They see them on television, on labels, in shop windows, on road signs and in many other places. Realising that there are two different ways of writing letters is an important part of learning to read and write.

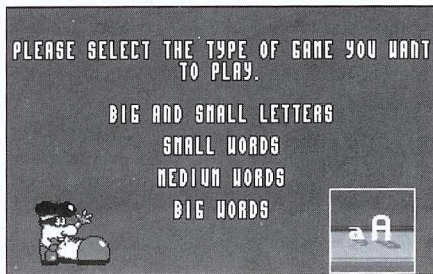
Anagrams (sorting out jumbled letters to make a word) are fun, but they also focus a child's attention on the letters which spell a word. If children do well, they will be rewarded by helping P.C. 'Boot stop Sneaker from making off with the alphabet.

NOTE: The words featured are those to be found in 'Trampy Visits His Friends', and the child should be familiar with these words before beginning this exercise. We

are aware that there are other words that can be spelt from the letters, but these will be marked 'incorrect', as the aim of this exercise is for a child to recognise words and letters he or she has already encountered in 'The Shoe People.'

PLAYING THE GAME

When the game begins, Sneaker will begin to run away with his swag bag full of Shoe Towns letters and words. But wait! Here comes P.C. Boot. Sneaker is aiming to get over the bridge out of Shoe Town with the letters. Can you help PC Boot to stop him? Each correct answer will take Charlie **one** step further away from the bridge, but each incorrect answer will take him **two** steps closer to the bridge. To begin, the game, you choose the type of game you want to play. The menu will look like this:



THE NATIONAL CURRICULUM - English

'Pupils should be guided so as to build up, in the context of reading, a vocabulary of words recognised on sight.'

Big and Small Letters

Choose the correct letter from the panel at the bottom to match with the letter Sneaker takes out from his bag.

Small Words

Naughty Sneaker has jumbled up all the letters of a word. If you think you can unjumble the letters to make the correct word, press the keys of the letters to make the word in the bottom panel.

Medium Words

As for small words, but obviously more difficult.

Big Words

The same as small words, only more difficult again.

Note: This exercise can become difficult fairly quickly. The anagrams might prove easier if your child has a pencil and paper to hand, and writes the relevant letters in a small circle:

ACTIVITY FOUR

WELLINGTON GOES TO THE PARK

What a wet and windy day. Wellington decides to get his warmest woolly hat on and go to the park to play with his friends.

Wellington notices a big, huge, puddle. Oh Wellington.

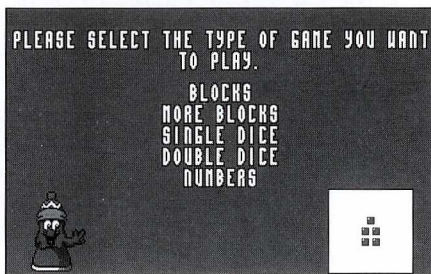
You're not going to jump up and down in that and get yourself all muddy, are you? Even your new woolly hat?

A MESSAGE FROM CLEVER CLOGS

Wellington recognises and adds numbers. Being able to do so is the basis for much of arithmetic. Feeling confident with numbers through an activity such as this will lead to your child wanting to explore numbers further at school. If children do well, Wellington will have a great time and get completely covered in mud.

PLAYING THE GAME

First select the type of game you want to play from the following on screen menu:



The National Curriculum - MATHEMATICS.

"Pupils should explore and use patterns in addition and subtraction to 10. Pupils should explain number patterns and predict subsequent numbers."

There will be five questions to be answered in each sequence. Firstly, a dice or number will appear on one side of the see-saw, obviously causing it to tilt to that side. Your child must now select the box at the bottom of the screen which they think will balance the see-saw. If all five are worked out correctly, Wellington will spend ages jumping up and down in the mud. If any answers are incorrect, however, a cloud will appear and rinse poor Wellington clean.

ACTIVITY FIVE

CHARLIE'S BIG DAY

It is a holiday. Charlie has decided he will put on a show for everybody in Shoe Town.

'Come to my circus at two o'clock' he says.

Oh Dear. What a problem. Charlie has forgotten how to do his tricks. Can you help him to remember so that he can do his show?

A MESSAGE FROM CLEVER CLOGS

'Being able to recognise and develop patterns is so important as one of the first steps in mathematics. After all, mathematics is all about patterns. If children do well, Charlie will not get a pie in the face or a bucket of water over his head. (Who would want to see that?)'

PLAYING THE GAME

When Charlie has loaded, a menu will offer a choice of Easy Tricks, Medium tricks and Hard Tricks.

Easy Tricks

In the first exercise, Easy Tricks, Charlie will perform a trick, and then the child will be asked what trick Charlie did first. If the child gets it right, Charlie will do the same trick, but follow it with another. The child must build up as large a sequence as possible.

Medium Tricks

The second exercise, Medium Tricks, is similar to the first, except that tricks are generated randomly on each go thus making it a lot more difficult.

Hard Tricks

In this exercise, the child must recognise, and then predict, a pattern. The pattern is in the form of a sequence of tricks, followed by a bow. Charlie will perform the set sequences of tricks twice, taking a bow at the end of each, and then begin the third. The child will be asked what trick completes the sequence. If the child gets it right, then every other turn, another trick will be added to the se-

The National Curriculum - MATHEMATICS.

"Pupils should copy, continue and devise repeating patterns represented by objects/ apparatus or single digit numbers."

quence. It might follow this sequence, for example:

Rabbit from hat: Fire gun: Juggle: Spin plate: Bow

Rabbit from hat: Fire gun: Juggle: Spin plate: Bow

Rabbit from hat: Fire Gun... What Next?

Just watch carefully what Charlie does and see if you can help him remember his tricks.

MARGOT'S MAGIC COLOURING BOOK

Good old Margot. She is always happy to get out her lovely paints and colouring books and let the children in Shoe Town have fun. You can colour pictures of your favourite friends in Shoe Town, or have fun making your own pictures.

A MESSAGE FROM CLEVER CLOGS

Playing with Margot enables children to experiment with the use of different colours to produce different effects. By playing this activity with the child you can talk about the names of colours and why the child chooses to use them in different ways. Children can colour and make their own pictures. They can also save them (St, Amiga and PC versions only) so that they can show them to people at a later time.

PLAYING THE GAME

Note: Due to the limitations of the various computers, there are some differences between the different versions

of Margot's Magic Colouring Book. You should make sure you read the version of instructions appropriate to your own computer.

The National Curriculum. - ART: Making

"Pupils should be able to use a range of tools and materials and a basic visual language to make images and artefacts. Pupils should talk about their own work and why they have made it."

AMIGA, ST AND PC VERSIONS

(See page 24 for other versions.)

Special Note: On this activity, the mouse is used to carry out every action. For younger children with smaller hands, there is also a keyboard option or joystick on the PC. The cluster of direction keys to the right of the main keyboard, and the Return key, are used instead (ST users should use the right hand SHIFT key instead of RETURN). The direction keys move the cursor round, and the 'Return' key (SHIFT on ST) must be held down to draw. When you first load up Margot, you will be offered the following options.

Create a picture

Starting from scratch you want to colour a picture or you want to draw a picture which you can then colour.

Save a picture

You want to save a picture you have drawn or coloured. All pictures are saved onto a picture disk, which you will create later.

Load a picture

You want to load a picture that you have previously saved onto the picture disk.

Print a picture

You want to print the picture for which you obviously need a printer. This option allows the built in pictures to be printed for colouring with pencils, pens or paint, or will print a created picture. Note: On a created picture, all lines will be printed as black.

In more detail:

Create a picture

This will take you to the art package. The first thing you will see is one of the pre-drawn pictures, with a row of colours underneath, and a column of icons to the right. To use the icons on the right of the screen you must first select them. This is done by moving the pointer over the box and then selecting it by pressing the mouse button or return key. The two arrows should then be next to the box you have chosen. When selected, each box has the following function:

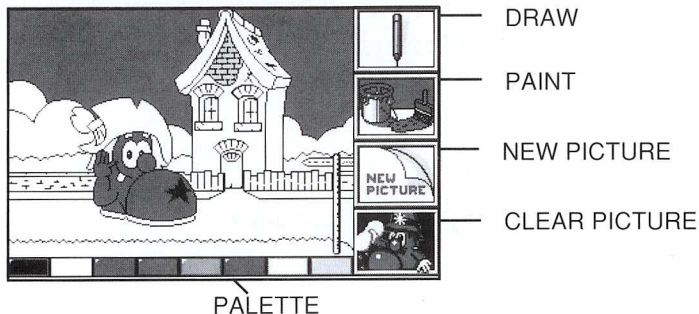


Diagram: Screen layout for Margot on Amiga, St and PC.

Draw

Moving the pointer over the draw box and pressing the mouse button will vary the thickness of the pencil, and thus the width of the line you draw on the screen. If you chose Draw, when you move the mouse over the drawing screen, it will change to a pencil.

Moving the pointer over the palette at the bottom of the screen, and pressing the mouse button, will select the colour of the line you draw. The default pencil colour is always black.

Paint

Moving the pointer to the screen and pressing the mouse button will paint the area of the picture you have chosen.

So, if you had previously drawn a circle, and then chose paint and moved the paintbrush into the middle of the circle and pressed the mouse button, it would fill the circle with paint.

New Picture

This allows you to choose pictures to colour or a blank screen. Keep clicking the mouse button to cycle through the different pictures available.

Wipe

This will wipe the screen clear of any drawing and painting you have added. For this option, you will need to first click the mouse button to select it, and then press the button again to choose it. This two step method makes it less easy to accidentally wipe a picture.

Save a Picture

Note: The first time you use this option, you will need to create a picture disk. This is done by attempting to save a picture. When you do this you will be requested to insert a picture disk. To create a disk, simply insert a **blank disk** at this point, and the computer will do the rest.

When you save a picture, the **last picture you were working on** will be saved to the special picture disk. If, for example, you had created your own picture, and then quit by pressing Escape and then chose the 'Save a Picture'

option, that picture is the one that would be saved.

If this option is chosen, you will be prompted to put the picture disk in the default drive if it is not already in, and press Return. Once this is done you will be presented with a screen containing twenty squares, one of which is occupied by PC Boot. As is usual, this is the exit square. The other nineteen windows are available to you to save pictures into. If a window is blank, this means that it is available to save a picture to. If a window already has a picture in it, it will contain a number. You can, of course, save over a picture that is already on the picture disk, but this will erase the picture that has been saved previously.

Load a Picture

Again, choosing this option will first prompt you to insert the picture disk if it is not already in the drive. Once done, you will be shown the matrix of twenty windows. Any that have a picture saved into them will contain a number. To load a picture, click on the particular window, and this picture will then be loaded into memory. You will automatically exit once the picture has loaded.

Print a Picture

This option will only work if you have an IBM compatible printer linked up to your computer. Fortunately, around ninety percent of printers are IBM compatible. Printing a

picture will do one of two things, depending upon what you were last drawing. If you were drawing a picture, then that picture will be printed. Every pen mark, regardless of what colour it is on the computer screen, will be printed as black.

If you were colouring one of the predefined pictures, then that picture will be printed. No fills will be printed, and the result will be a copy of the original illustration to be coloured in with felt pens or crayons.

SPECTRUM, COMMODORE 64 and AMSTRAD

Because of the graphic limitations of these machines, Margot's Magic Colouring Book operates in a different manner. The Highlight and Select keys are used to choose the different options on the menu on the right hand side, and the following keys are used to move the cursor round the drawing or painting screen.

Up	Q	Right	P	Quit	Control/L
Down	A	Left	O	Fill	F

On all of these computers, the menu screen will offer you a choice of Drawing or Painting.

Drawing

In drawing mode, the large window to the left will act as the paper, and the column of icons to the right will allow

you to create your pictures. The icons are, from top to bottom:

Cursor Speed

This will obviously allow you to toggle the rate at which the cursor moves around the screen. It is up to the child to choose the one that they are most happy with.

Pen Size

This allows the thickness of the pen, and thus the line drawn, to be altered.

Draw/Move/Eraser

At all times, you will be in either Draw, Move or Erase mode. This key allows you to move between the three.

Draw mode obviously allows you to draw, **Move** allows you to move the cursor round the screen without drawing or erasing. **Erase**, obviously, will allow you to erase something on the screen.

Clear Screen

This key clears the screen.

PC Boot

Exit.

To move through, and alter the various options, use the Highlight key to move round the various options, and then press the Select key to alter the option.

Painting

Painting will allow you to colour in a number of pre-defined pictures. The pictures are altered by moving the cursor round the screen, and then pressing the Select key to fill in that shape with the current colour. If painting is chosen, then again, the picture will dominate the screen, with a column of icons to the right. These are, from top to bottom:

Cursor Speed

As above, this will allow you to toggle the rate at which the cursor moves around the screen. .

Colour

Allows you to alter the colour that you are painting with. The colours available to you will depend upon which computer you have.

Next Picture

Will cycle through all the pictures available to colour in.

Clear Colour

Will clear the colour from the current picture.

PC Boot

Exit

Again, the Highlight and Select keys are used to move

around and alter the pictures.

APPENDIX: THE WORD LIST

The following words are the words first encountered in 'Trampy', and later in 'Alphabet Robbery'.

Apple	Banana	Ball	Bag	Bed	
Beans	Bowl	Bread	Brush	Car	
Cat	Chair	Chips	Coat	Comb	Cow
Crisps	Cup	Dog	Doll	Duck	Fish
Fork	Glove	Grapes	Hat	Jumper	Kite
Knife	Lemon	Melon	Pear	Pencil	Pen
Plate	Rubber	Ruler	Sheep	Ship	Shoe
Sock	Spoon	Sweet	Table	Towel	
Train					

CREDITS

The Shoe People	© 1991. James Driscoll
First Class	© 1991. Gremlin Graphics Software Ltd.
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Music and Sound FX	Imagitec Design Inc.

Special Thanks to the Staff and pupils of Woodhouse West First and Middle School, Sheffield

Any Problems?

If you have problems loading Shoe People, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the activities, then the Gremlin Graphics Helpline is available between the hours of 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753 423.

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