HAPPY NUMBERS

Full colour graphics
number recognition and counting program



Bourne Educational Software

AMSTRAD CPC

HAPPY NUMBERS

The program first draws a large clear figure between 1 and 9. The child has to find the matching key on the keyboard. Each time the child presses it, a flower appears. The child needs to collect the right number of flowers to match the figure. Success is rewarded by a smile and entertaining sound and visual effects.

If the child makes a mistake then the 'Happy Face' grimaces, the program shows what was wrong, and then allows the child to learn the correct answer.

If the child finds some numbers difficult then the program can be set to give the child more practice on those numbers. The program notes the child's answers so that progress and problems can be readily seen.

PROGRAM NOTES CONTENTS

INTRODUCTION 4

LOADING 4

THE MAIN PROGRAM 5

1. Start 5
2. Set Number Sequence 7
3. Look up MONITOR results 8

THE HAPPY SERIES 9

OTHER BES PROGRAMS 12

THIS BOOKLET 14

INTRODUCTION

This program has been designed to help children recognise numbers and count from 1 to 9. It is recommended for use with children between 3 and 5 years old, and where specific practice is needed.

The program is intended as a supplement to existing teaching methods, using the motivational aspects of the microcomputer to encourage practice and so achieve the required skills.

LOADING

It is best to press CTRL and SHIFT and whilst holding them down, press and release the ESCape key. This resets the computer before loading. The cassette should be placed in the Datacorder with the label upwards and the tape wound back to the beginning.

Simply press CTRL and the small ENTER key, followed by pressing the PLAY key on the Datacorder and then pressing any other key.

Loading of the program takes about five minutes in all.

Having completed loading, the

program displays the title and copyright screen for a few seconds. No entries are necessary and the program will automatically move on the main menu screen.

THE MAIN PROGRAM

The program displays a list of the following options:

1. Start

The opening screen requests the child's name to be entered. Following this, if a sequence of numbers has been entered (see Option 2), then you can select either random numbers, or the preset sequence of numbers. The program then develops the screen surround and the 'happy face'.

The 'happy face' is neither smiling nor grimacing at the start. The number is developed, a 'ping' signals completion and the computer waits for the child to press the correct key on the keyboard. All keys other than the correct number are deactivated, with the exception of the ESCape key.

Pressing ESCape twice at any point

causes the program to return to the main menu.

The child has to press the correct key the correct number of times to develop the pattern of flowers, e.g. if the program shows a six the child has to press the six key six times. On completion of the required number then all the child has to do is press ENTER whereupon, if the pattern is correct, the happy face smiles, the number changes to a flashing pattern and a cheerful tune is played. If the child presses the key too many times, the DELETE key can be used to reduce the number of flowers before the entry is accepted through pressing ENTER. The child collects a flower on the left-hand side of the screen.

On entry of an incorrect number of flowers, the happy face grimaces, the flowers turn white and the equivalent figure to the number of incorrect entries appears. On pressing the <SPACE> bar the correct number of flowers appears slowly followed by the original number and an '=' sign. The child can count with the computer as the

flowers appear. In the case of an attempt at entry beyond the count of 9, there is a brief sound warning, following which either the DELETE or ENTER key can be used. Pressing <SPACE> again leads to the next number (either in random or in sequence), unless the sequence is at an end or the score reaches 10 correct or incorrect entries. An incorrect entry is shown by a stalk on the right of the screen.

2. Set Number Sequence

This option is specifically designed in the event of a child having a particular problem differentiating between two numbers or recognising one particular number. The parent (or teacher) having identified the problem area through the 'MONITOR' facility (option 3) can then create and use a series of numbers (up to a total of 19) which can then be used under option 1. The series of numbers is retained for use, perhaps being used alternately with the random order option, until either the computer is switched off, or another sequence is entered under this option.

The numbers appear in the order of entry.

3. Look Up Monitor Results

All BES programs contain a performance recording system or monitor. Using this, parents (or teachers) can see how well the child is performing a task. A child's ability and educational needs can thus be identified.

Each time a new name is entered after starting the program from the main menu, a new monitor record is created. The facility will hold the record of the last five children (after number five, number six will be recorded over number one, seven over two, etc.).

Access to detailed information on individual children's entries is available under this option; data is retained in the following detail:

(a) Individual child's name

(b) Time taken

(c) Source of numbers used – i.e. either preset sequence or random.

(d) Given numbers and correct entries (green) and incorrect entries (red).

Careful analysis of the information stored in these records can provide a valuable guide to specific number recognition problems or more general difficulties or successes.

THE HAPPY SERIES

The Happy Series is a range of programs from BES aimed at children in the age range of 3–6 years. The range covers among others number, letter and writing skills. One of the companion programs to 'Happy Numbers' is 'Happy Letters', a letter recognition and matching program for 3 to 6 year olds. The program features the following options:

(1) Matching lower case letters

(2) Matching lower case letters/words

(3) Matching upper/lower cases

(4) Finding upper case keys

(5) Finding upper case keys given lower case letters

The program is aimed at a very young audience and consequently is exceptionally easy to use. In the early options the child need only use two keys –

ENTER and the <SPACE> bar. The motivational aspects of the game are animated fishes and crocodiles, both of which have proved very popular both during the extended trials which BES carries out in selected schools, and during use in both home and school.

The program covers both lower and upper case letters and the recognition of the corresponding upper case letters. In order to familiarise children with the keyboard there is also the option to find keys corresponding to letters on the screen. This has been extended to match lower case letters on the screen with the keys. This is designed to help overcome the problem of the keyboard being limited to upper case letters on the keys.

A further companion program, 'Happy Writing' has been designed to assist children to write, and in particular, to form their letters or numbers correctly. It is recommended for use with children between 3 and 5 years old, and in cases where specific practice is needed.

The microcomputer is used in this

program as a means of presenting to children the dynamic aspects of writing, overcoming some of the shortfalls of traditional methods, and in particular, supplementing the demonstration of direction and form by adults. In addition, the program allows the child, by the simple use of the <SPACE> bar to repeat the forming of a figure or a word.

As with all BES programs, the speed can be adjusted to suit the requirements and abilities of the user.

OTHER BES PROGRAMS

BES programs are designed to be largely self-explanatory, and follow similar styles (e.g. through the use of the ESCape key to return at any time to the main menu), so that children rapidly familiarise themselves with new programs, and can use them if required with the minimum of valuable supervision time.

Other BES programs include:

Timeman One

The program helps children tell the time and set a clock. Attractive scoring with a man and a ladder keep childrens' interest. Choice of twelve progressive stages of difficulty, together with the usual attractive sound, colour and monitoring facilities. (Age 4–9 years).

Timeman Two

Companion program covering minutes to the hour, half and quarter hours and the 24-hour clock. Same attractive features as Timeman One with progressive stages of difficulty, together with attractive sound, colour and monitoring facilities. (Age range 4–10 years).

World-Wise
Two programs to stimulate children to 'teach the computer' about geography. Encourages the use of atlases and reference books, helps exam studies and introduces the use of the computer to store information. Data can be readily saved and reloaded at any time. (Age range 7–15 years).

Map Rally
Try to find the hidden checkpoints in a race against your opponent or the clock! Map co-ordinates and directions are soon mastered as children learn to control the cars. After each rally they can watch the cars retrace the routes taken, showing how well each driver did. (Age 7–13 years).

Animal/Vegetable/Mineral
This program provides hours of fun and enjoyment as the computer tries to guess the object a child has thought of. The computer's failure to guess correctly encourages children to help the computer to tell the difference between the various objects. The program stimulates discussion and the use

of reference books. Suitable for all ages 7 years and upwards.

Wordhang

This version of the traditional "Hangman" spelling game has been described as ". . . the Rolls-Royce of them all"! Features over 250 words plus the ability to enter your own words – either individually or as a group (ideal for that weekly spelling list!). Improves spelling at all ages of 5 years and upwards.

THIS BOOKLET

BES programs always include explanatory booklets of this type to satisfy several objectives. Firstly, to identify the objectives of the program, and to give guidance as to some possible uses of the program based on experiences during the extensive in-classroom and in-house testing period. Secondly, they are designed to give an understanding of the sequences encountered in the programs, since in many situations the time of access to the micro is at a premium. Thirdly, the booklet will

assist in using the substantial content of BES programs to the full, through reference to it before, during and after use of them on the micro.

In the event of any problem with the use of this program, or ideas as to improvements which could be incorporated, please do not hesistate to contact BES at the address on the back cover.

Please note: Minor variations in specification may occur due to characteristics of different microcomputers and operating systems.



"There is no doubt that children will learn about counting while playing this program."
"This sort of quality software should free the teacher, make learning enjoyable and may one day replace the equivalent text."

Personal Computing Today

BES

Bourne House, The Hundred,
Romsey, Hampshire, SO5 8BY
Tel: Romsey (0794) 523301

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