

**Reader Rabbit®
Personalized Reading™
Ages 4-6**

Help Guide

ABOUT THE LEARNING COMPANY®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every premium product under the Reader Rabbit brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—

486DX/66MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 20 MB of free disk space* (an additional 12 MB required for each storybook recording)
- 2x CD-ROM speed
- 256-color SVGA
- Windows 95/98 or higher
- Windows-compatible sound card
- Speakers
- Mouse

**An additional 7 MB of disk space may be required to install Adobe® Acrobat® Reader.*

SETTING UP AND STARTING THE PROGRAM

Reader Rabbit Reading Ages 4–6 runs from your CD-ROM drive.

However, you need 20 MB of free hard disk space to store some program files. Installation will erase player information from earlier versions of this program.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the *Reading Ages 4–6* CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process.

To start the program:

1. Insert the *Reading Ages 4–6* CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

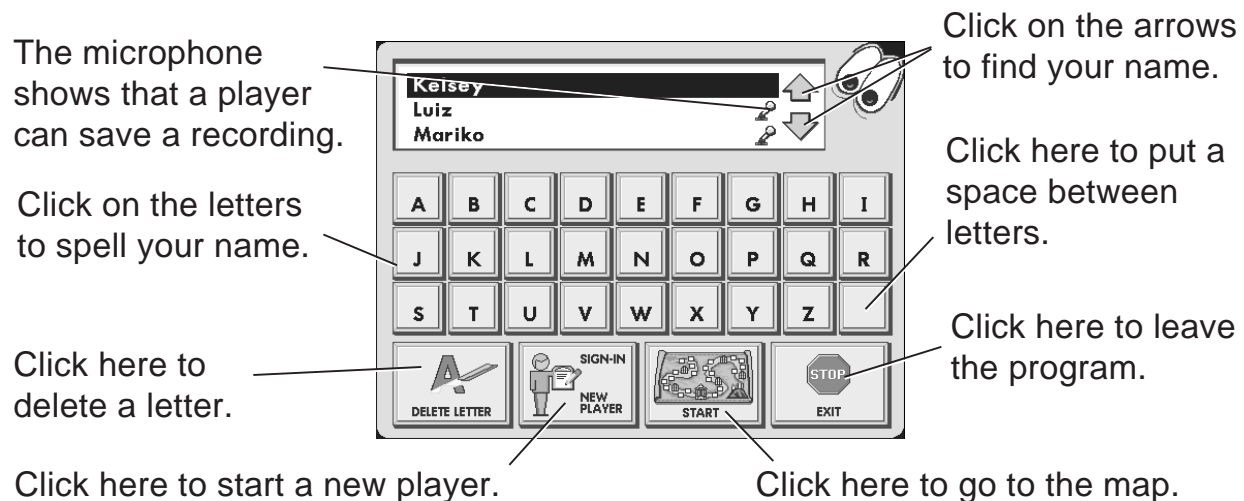
To start the program from the desktop:

- Click on the **Start** button. Then choose **Programs, The Learning Company, and Reading Journey 1** in that order.

READING AGES 4-6

Signing In

To play *Reader Rabbit Reading Ages 4-6*, you'll need to sign in by entering your name. The Sign-In screen lists all players who have already entered their names. It also indicates which players have hard disk space available to them to save a recording of a storybook.



To add your name to the list of players, type your name in the name box. You can use up to 15 letters. If you've played *Reader Rabbit Reading Ages 4–6* before, your name will already be in the player list. If you don't see your name in the name box, click on the arrows to scroll through the list. (If you complete the program and want to start over at the beginning, sign in using a different name or add a number or letter to the end of your sign-in name.)

When the sign-in list has 99 names, you'll need to remove a name before you can add a new one. Removing a name will permanently erase that player's name and game information from the hard disk. Click on the name you want to remove. Then press **Ctrl+R**

ASSIGNING HARD DISK SPACE

Reader Rabbit Reading Ages 4–6 requires 12 MB of hard disk space for each storybook recording. If you want to save a recorded storybook and other players have already been allocated the available hard disk space, you need to reassign another player's space to you. (Reassigning hard disk space will not affect a player's other saved game information.)

To reassign hard disk space:

1. Click on the name of the player whose space you want to acquire.
When the name is highlighted, press **Ctrl+D**
The microphone icon will disappear.
2. Click on your name to highlight it.
3. Press **Ctrl+D** again. A microphone icon will appear next to your name to show that hard disk space is now reserved for you.

Using the Map

After you sign in, you'll see a map of the reading adventure. This is where you choose a Letter Land to visit. There are 20 Letter Lands. As you successfully complete a unit of four Letter Lands, a Go-Ahead gate opens to the next unit. Open all five Go-Ahead gates to find the Reading Kingdom.

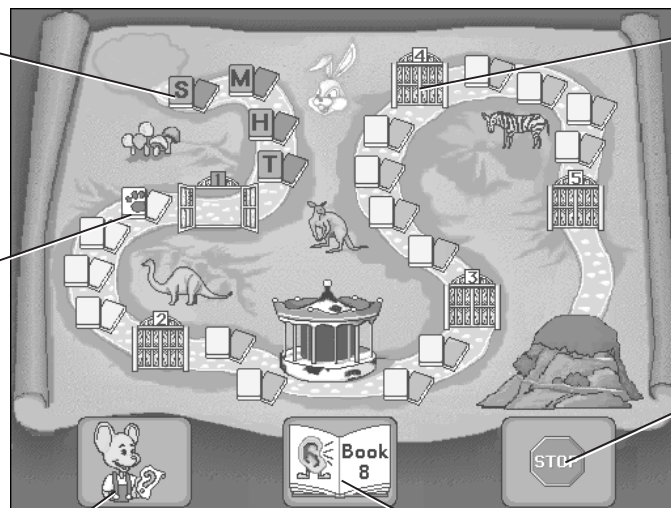
To go to a Letter Land:

- Click on the flashing pawprint to go to a Letter Land. To have access to all four Letter Lands in a unit at a time, use the Access button on the Program Options Pad.

Letters show Letter Lands where you have completed all of the activities.

The flashing pawprint shows your current Letter Land.

Click on Mat to see the screen help text on using the map.

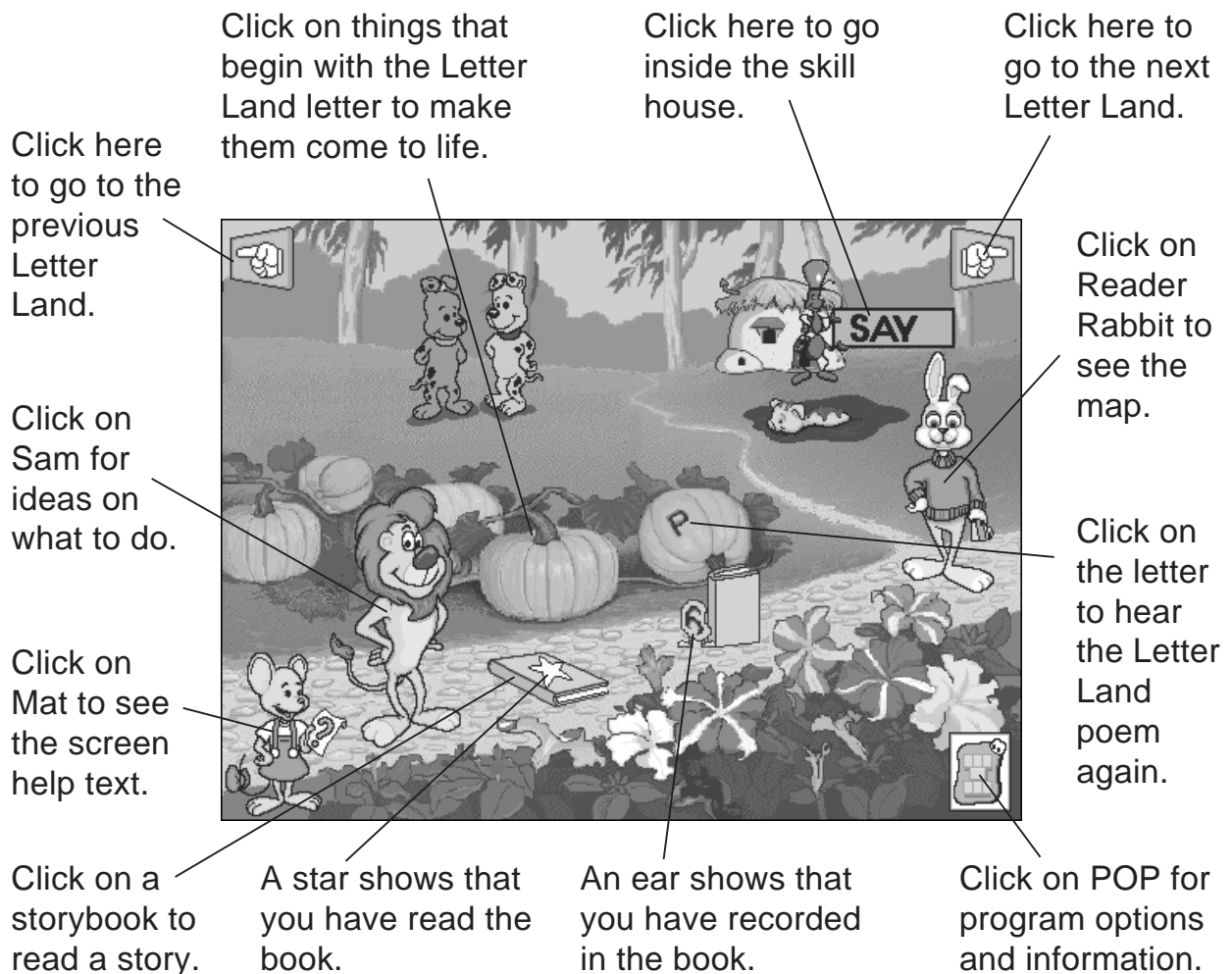


Go-Ahead gates open when you successfully complete the four Letter Lands leading to them.

Click here to leave the program.

Click here to go back to the storybook you have recorded.

The Letter Lands



Journey down the fabulous Reading Road with Reader Rabbit and his friends Sam the Lion and Mat the Mouse. In each of the 20 Letter Lands, listen for the poem that tells you what the Letter Land's special letter is. Explore the scene and click on things that begin with that letter, and make surprising things happen.

In every Letter Land, you'll also find two storybooks. Read them to earn your storybook stars! You can record yourself reading a storybook and listen to your recording. And don't forget to visit the skill house to play word games with some very interesting characters!

Each activity has three play levels, progressing from the easiest to the most difficult. You automatically start at the level determined by your assessment results (or the first level if you did not apply assessment results). You can also choose a different level at any time during an activity.

STORYBOOKS

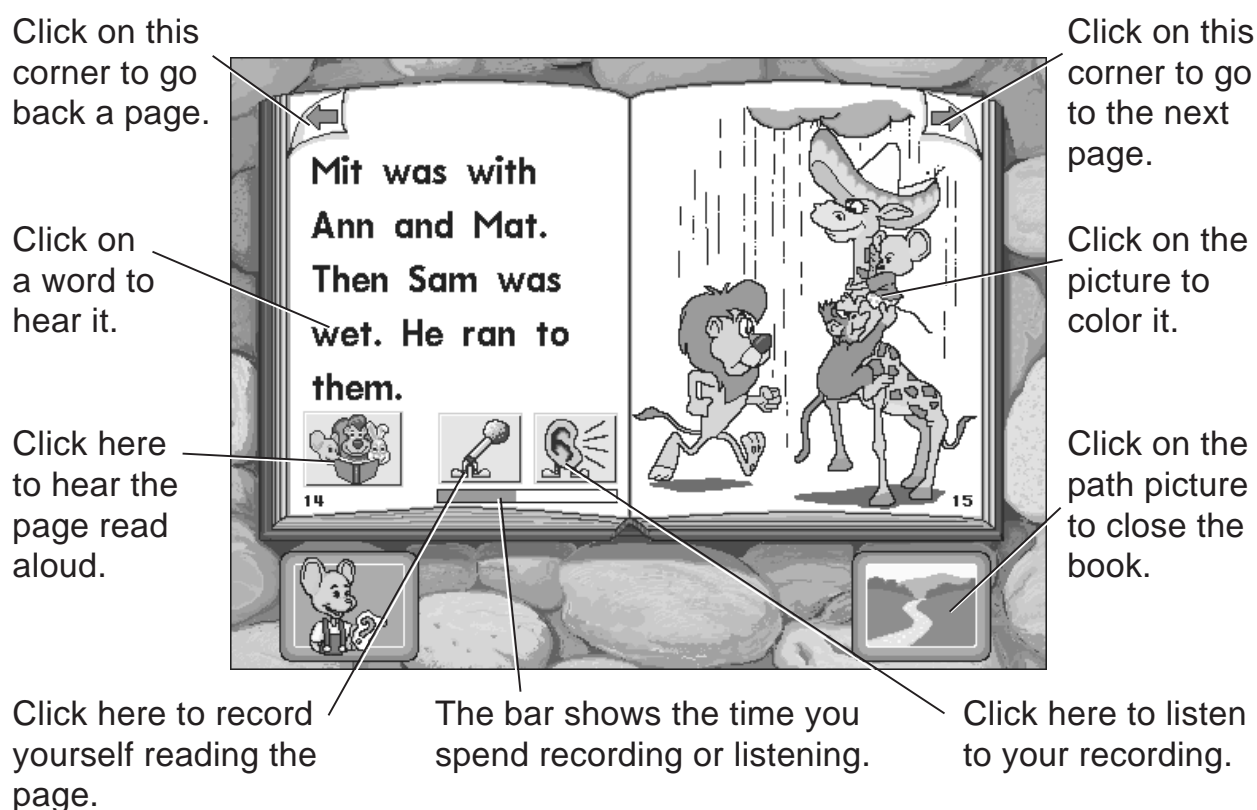
Every Letter Land has two storybooks to read. You'll learn new words in every book and read about Sam and his storybook friends.

Just click on a book to open it. Then listen to the story and read along. When you finish reading a storybook and close it, a storybook star appears on the book. Collect both stars before moving on to the next Letter Land.

If you want to practice reading out loud, you can record yourself as you read the story. (Remember, there must be a microphone icon next to your name

at the Sign-In screen for you to be able to record and save a storybook.) To stop recording or listening, just click anywhere outside the buttons.

Note: You can save only one recorded storybook. If you start recording a second book, the recording of the first storybook will be erased.



SKILL HOUSES

Take time out from your journey to play some word games. It's great fun, and all sorts of things can happen!

In each Letter Land, you'll discover a skill house—Nan's Nest, Ben's Ant Band, Mit's Mess, or Fishtown Follies. You need to play all of the activities in each skill house before you can move on to the next Letter Land. Just click on the sign by the skill house door to go inside.



Nan's Nest



Ben's Ant Band



Mit's Mess



Fishtown Follies

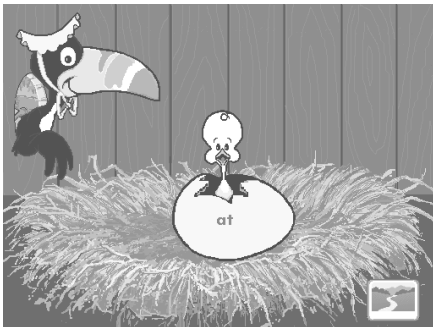
Each skill house has three different games to play—**SAY**, **WORDS**, and either **PHONICS**, **READ**, or **PLAY**.

When you're finished playing the games, click on  to close the skill house.

Nan's Nest

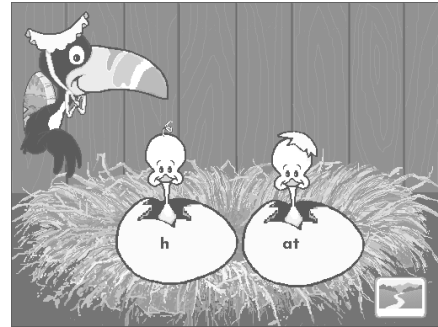
Nan's Nest is the first skill house in each unit. Play games with Nanny Toucanny and the word birds. Click on Nanny whenever you need to hear the instructions again.

Say



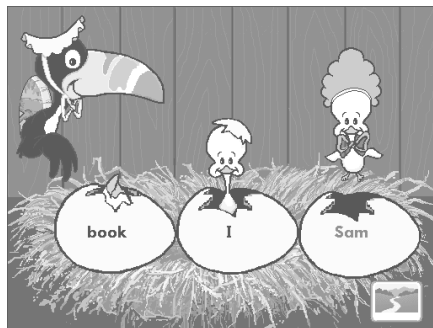
Say the word that Nanny says.
Then click on the word.

Phonics



Say the word parts that appear on
the eggs. Then click on them to
make a word.

Words



Click on the word that Nanny says and help
all three word birds get out of their shells.

Ben's Ant Band

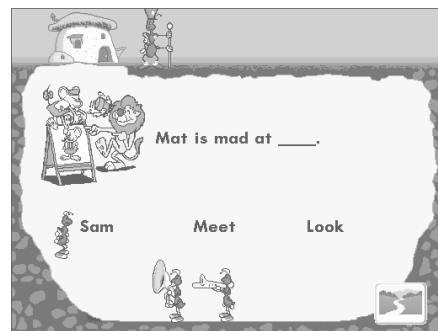
Ben's Ant Band is the second skill house in each unit. Play the "gobble up" games with Ben the Ant and his marching band and help them find their instruments. Click on Ben whenever you need to hear the instructions again.

Say



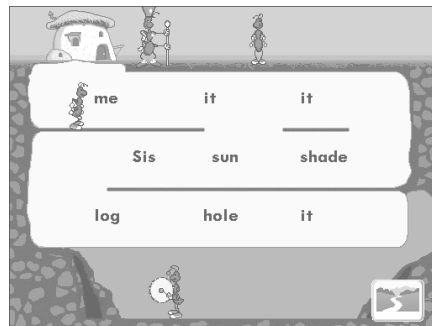
Say the word that Ben says.
Then click on the word.

Read



Click on the word that best
completes the sentence. Look at
the picture for a clue.

Words



Click on all the words that Ben says.
Find the instruments and build an ant band.

Mit's Mess

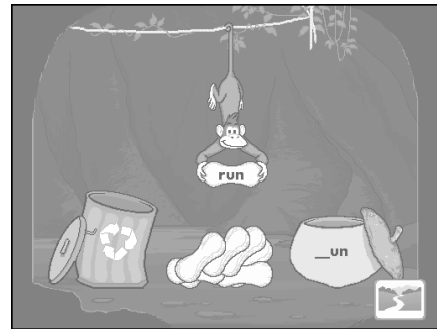
Mit's Mess is the third skill house in each unit. Play games with Mit the Monkey and help him sort peanuts. Click on Mit whenever you need to hear the instructions again.

Say



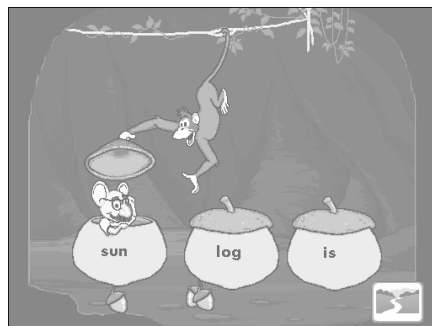
Say the word that Mit says.
Then click on the word.

Phonics



Click on the acorn if Mit's word has the
same ending as the one on the acorn.
Click on the recycling bin if it doesn't.

Words

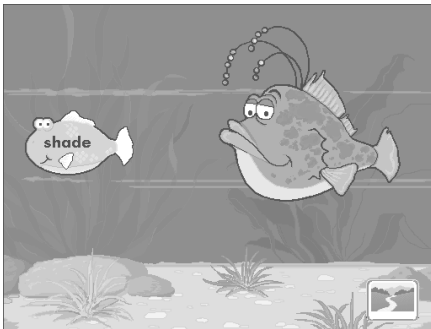


Click on the word that Mit says.
Find out who's hiding in the acorns.

Fishtown Follies

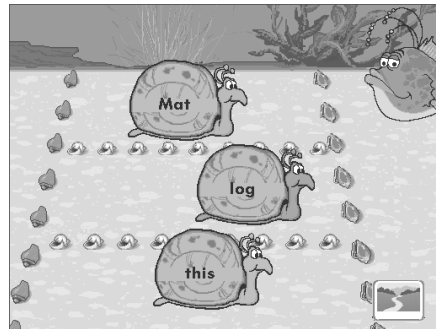
Fishtown Follies is the fourth skill house in each unit. Play games with your host Roc Fish. Click on Roc Fish whenever you need to hear the instructions again.

Say



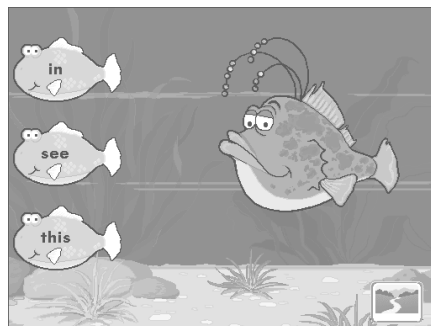
Say the word that Roc Fish says.
Then click on the word.

Words



Click on the word you hear to make the snails move. Who will be the winner?

Play



Click on the word that Roc Fish says.

GO-AHEAD GATES

When you complete all of the games and books in a unit, the Go-Ahead gate will appear in the last (fourth) Letter Land in the unit. Go through the gate to go to the next unit and continue your journey.

Grading

Every time you finish a game in a skill house, you earn a score based on how many correct answers you had. Your score appears as a percentage in your Progress Report in POP. (See *Using the Program Options Pad*.)

Tracking

Whenever you play a **WORDS** game, the program keeps track of the words you got right and any words that you missed. You will get some new words for each **WORDS** game, but any words you miss will reappear later in the unit so you have a chance to practice them.

Using the Program Options Pad (POP)

Within a Letter Land, you'll notice POP near the lower right corner of the screen. POP, short for Program Options Pad, gives you access to program information and all the program options.

POP BASICS

- To open POP, click on it.
- To close POP, click on POP's eyes.
- To choose a button, click on it.



Progress Report

The Progress Report allows players, parents, and teachers to view players' progress through the different program activities. The Progress Report updates dynamically as players progress through the product, showing how success rates or play patterns change over time.

Data is recorded about how many puzzles have been completed for each level of activity, allowing adults to view which types of activities may be of greater interest or more difficulty for specific players, and allowing players to see how many problems they have solved. Information is also provided as a success rate (players' number of successes in relation to total number of problems attempted).

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, visit our Technical Support Centre at www.gsp.cc

Windows

- 1. The Reader Rabbit Reading Ages 4–6 program icon doesn't appear on the desktop or in the Start menu.**
 - Reinstall the program.
- 2. You see a message that there is not enough available space on the hard disk.**

Reader Rabbit Reading Ages 4–6 requires 20 MB of hard disk space for the program's data and executable files. An additional 1 MB is needed to record and play back **one** storybook page. An additional at least 12 MB must be available if you want to record and save an **entire** storybook.

 - Remove some files after backing them up.
- 3. You see a message telling you that there is not enough memory to run the program.**

Reader Rabbit Reading Ages 4–6 needs at least 16 MB of

available system memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

There are times in the program when the animation cannot be interrupted. You will see the hourglass cursor on the screen and any key presses or mouse clicks will be ignored.

- Wait until the animation stops and your normal cursor returns.
Then try pressing the keys or clicking the mouse again.

5. Program speed is very slow.

Reader Rabbit Reading Ages 4–6 needs at least a 486DX/66 MHz computer with a double-speed CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the manufacturer for the latest drivers.)
- If your computer has a turbo switch to increase speed, make sure the switch is on. (See the manual that came with your computer.)

6. You do not hear music, sound, speech, or the playback of a storybook recording.

- Check that the speakers are properly connected to your computer. Be sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that the sound is turned on in POP.

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- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with Windows 95 or higher. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.
 - Make sure that the mixer level setting is correct. Click on the **Start** button and choose **Programs**. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.
- 7. The Record & Playback feature does not work.**
- Make sure that the Record & Playback feature is turned on in POP.
 - Check that the microphone is properly assembled, connected to your computer, and turned on.
 - You may not have enough hard disk space available to use the Record & Playback feature. See Troubleshooting Item 2 for recommendations on increasing available hard disk space.
- 8. Strange graphics appear; the game action stops unexpectedly.**
- Try using the 640 x 480 256-color display mode driver that came with your video card. (See your Windows documentation for information.)
 - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

9. Colours don't look right.

- Adjust your monitor's colour and brightness.
- Make sure the colour display is set to 256 colours.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed.
(Contact your video card manufacturer for more information.)

10. The game window seems small.

The program window will not fill the entire screen.

- For maximum window size, make sure that the display mode is set to 640 x 480. (See your Windows documentation for more information.)

11. You are not able to connect to Visit Us Online.

This feature requires an Internet browser.

- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. See your Windows documentation for more information.

TIPS FOR PARENTS AND TEACHERS

Playful Learning: Tips for Parents

Here are some suggestions to help children get the most from the program.

- ☐ Ask children to share their experiences with you and show you things they've discovered. Sharing discoveries adds to the importance of their own learning experience.
- ☐ Invite children to read the stories aloud and to repeat the game words. Articulating words they see helps them remember new words.
- ☐ As they read the storybooks, ask children to predict what will happen next in the story. Predicting events not only demonstrates reading comprehension, but critical thinking as well.
- ☐ Experiment with the Record & Playback feature. Have children record a storybook and play it back for you or for other children. Or have children add drama or humor by altering the way they read a story. If you have pre-readers, record a storybook yourself and play it back for them.
- ☐ Increase children's enjoyment of reading by asking them to retell the stories in their favorite storybooks. This gives them practice in sequencing events and aids vocabulary development.
- ☐ Extend involvement with the program by asking children to explain a character's actions or feelings. Identifying with characters increases enjoyment of reading.

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- ☐ Let children's imaginations run free. Encourage them to make up new stories based on one in a storybook, or to create their own stories about a Letter Land scene. Play increases enthusiasm for learning.
 - ☐ Make sure children freely explore each scene and take their time. Let them return to their favourite Letter Lands and reread their favourite stories. Enjoyment is an important ingredient for success in learning to read.

Reading Tips from Reader Rabbit

Children learn to read in a variety of ways. These tips can extend and encourage children's everyday learning when they're away from the computer.

- ☐ Read aloud to children every day.
- ☐ Read everything—storybooks, cartoons, signs, cereal boxes—aloud.
- ☐ Talk with children. Talk about their activities, about funny things, about things important to them. Listen to them closely. Talking helps children learn to use language.
- ☐ Take children to the local library often. Even pre-readers enjoy looking at books with fanciful illustrations.
- ☐ Invite children to make up their own stories from pictures they see in storybooks and elsewhere.
- ☐ Model reading behavior—make sure children see you reading so that they can understand how important this activity is in your life.

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- ☐ Tape-record favorite stories so that children can listen to them over and over, and whenever they want.
 - ☐ Encourage children to draw pictures that tell stories and ask them to “read” their pictures.
 - ☐ Help children make up silly songs, poems, and rhymes that use a specific letter or letter sound.
 - ☐ Encourage children to read letters and words in the world around them. They will quickly gain confidence in their reading skills and see the importance of reading in their daily lives.
 - ☐ Play letter games with children, such as finding objects with names that begin with specific letters, or guessing games where you try to guess a word from its beginning letter.