

# **Little Bear Kindergarten Thinking Adventures**

Version 1.3

Windows®/Macintosh® CD-ROM

## **TOPICS**

- 🕒 **Welcome**
- 🕒 **Tips for Playing**
- 🕒 **Learning Buddies**
- 🕒 **Activities**
  - **Pantry Game**
  - **Sketch Pad**
  - **Flower Sorting**
  - **Shadow Play**
  - **Tangram Dam**
  - **Owl's Collection**
  - **Fishing Game**
  - **Constellation Dot to Dot**
  - **Print Activities**
- 🕒 **Credits and Legal Notices**

## **Welcome!**

Welcome to Little Bear Kindergarten. This disc presents eight educational activities that help build the thinking skills of children aged five to seven years, along with 25 print activities that can be played away from the computer. On this disc, Little Bear is going to meet Father Bear for a camping trip. Each activity is integrated into the story and has three levels of difficulty.

# **Tips for Playing**

## **Getting Instructions**

You can replay an activity's instructions at any time by clicking on Little Bear's picture in the upper right corner of the activity screen.

## **Quitting an Activity**

You can leave an activity at any time by clicking on the arrow in the upper left corner of the activity screen.

## **Quitting the Program**

Leave the program by clicking on the Quit button in the lower left corner of the story screen.

## **Choosing a Level of Play**

Each activity has three levels of play. To activate the leveling function, go to preferences in the parent's guide and click the On button next to Leveling. Once this function is turned on, three level buttons will be displayed at the bottom right corner of each activity screen. Click on the 1, 2, or 3 button to select the appropriate level anytime during play.

## **Adjusting the Volume**

To adjust the volume of the game's sound, go to preferences in the parent's guide and slide the volume button to the right or left.

## **Hidden Activities**

- Little Bear mentions several times that it would be nice to give flowers to a mermaid, if one were to appear while they are fishing. On several screens there are flowers that you can pick and put in Little Bear's backpack for the mermaid.
- During the campfire scene, you can click on the characters to start a dialogue.

## **Printing Activities**

Some activities can be printed and will include a printer icon at the bottom of the screen. Click on this icon to print your activity. These activities can provide hours of fun and learning for your child.

# Introducing LearningBuddies

Little Bear and his friends are your child's LearningBuddies in this adventure. The program has several features to help kids stay motivated and challenged: Autoleveling, Assessment, a Prize Center and personalized Playroom, SmartHelp, and a Progress Report for parents. Throughout the adventure, LearningBuddies are there to teach your child real-life skills.

## Autoleveling

This program keeps track of how well your child is doing at a particular level- and acts accordingly. The program has two tracking modes:

- Autoleveling on
- Autoleveling off

When autoleveling is on, the program automatically moves your child up to the next level when the child is doing well-or moves children down when the content becomes too challenging.

When autoleveling is off, the program lets your child stay at the same level as long as he or she wants. In this mode, when the child is doing well Little Bear merely reminds the child that he or she can move up a level. To move up a level, just click on the level selector buttons located in the bottom right corner of the screen.

To switch between the two modes, click the Autoleveling On/Off button, located in the Parent section in Preferences.

## Assessment

This program is designed to assess your child's skills and start the learning adventure at the right skill level in each activity. From the main LearningBuddies screen, select the Assessment button. The child will be presented with 3 to 7 questions to answer. Based on these answers, the program will automatically place the child at the right skill level in each learning activity.

**Note:** To apply assessment results, be sure to sign in using the same player name as you used in the forest. Then choose Continue Game.

## Prize Center and Playroom

In the prize center and the personalized playroom, children will have the opportunity to purchase prizes, personalize and fill their own playroom, and play additional activities. First, players collect stars by completing the learning activities in the program. The program will automatically track how many stars have been earned. Two "free" stars are provided at the outset.

To redeem stars for prizes, select the Prize Center button from the main LearningBuddies screen. There are 6 prizes to choose from. Each one will cost between 1 and 3 stars. Your chosen prizes await you in your personalized playroom.

If you have an Internet connection, choosing the Prize Center button will link you to a child-safe site that contains 12 or more prizes. (If you initially installed the program without Internet access but change your set-up later, you should reinstall the program to activate this child-safe Internet link.) Again, each prize will cost between 1 and 3 stars. Your prizes will be transferred automatically to your personalized playroom.

**Note:** The Internet feature of the Prize Center and Playroom requires a browser (Netscape Navigator 4.0 or Microsoft Internet Explorer 4.0 or higher), a 28.8 Kbps or faster modem, Shockwave 8 Player or higher, and Flash 4 Player or higher. Internet Explorer is not supported on Macintosh computers.

## **SmartHelp**

Little Bear and his friends provide positive reinforcement, keeping children challenged and entertained. If a child is struggling with a particular activity, Little Bear offers special hints to help the child get to the right answer. Sometimes, Little Bear presents a short lesson pertinent to the activity. By providing different kinds of hints depending on how well the child is doing, SmartHelp prevents frustration and keeps kids engaged.

## **Progress Report**

Parents can get more detailed information about children's progress and performance in the various activities by looking at the Progress Report.

## **Real Life Skill List**

All LearningBuddies programs emphasize not only academic skills such as reading, geography, and arithmetic, but also real-life skills: good habits, social skills, safety, organization, creativity, logic, and critical thinking. Little Bear and his friends model these skills and habits throughout the adventure.



## Sketch Pad



Little Bear enjoys the scenery of the countryside and decides to draw a picture. The object of this exercise is to draw pictures with Little Bear.

- **How to Play**

1. Click on a tool to select it.
2. Click on the sketch pad to begin drawing.
3. Begin a new picture by clicking on the right arrow at the bottom of the sketch pad.
4. You can go back to an earlier picture by clicking on the left arrow at the bottom of the sketch pad.
5. You can go back to the previous picture by clicking on the curved arrow.
6. You can choose a pre-drawn background for your picture by clicking on the up or down arrow next to the background notebook.

- **How to Use the Tools**

### **Sticker Book**

1. The Sticker Book contains several stickers that you can use to create a picture. Click the up or down arrow to the right of the Sticker Book to browse.
2. Click on the sticker you want in your picture.
3. Drag it to the desired place on the sketch pad.
4. Click again to place the sticker on the sketch pad.

### **Paintbrush**

1. Click on the paintbrush.
2. Use your mouse to draw pictures on the sketch pad.

**Note:** You can change the line color by clicking on a color from the palette.

### **Fill-in Bucket**

1. Click on the paint can.
2. Click the part of the sketch pad you want colored. The object will be filled in with the color.

**Note:** You can change the fill color by clicking on a color from the palette.

### **Eraser**

1. Click on the eraser icon.
2. Click on the area of the sketch pad you want to erase. Your colors will return to white.

### **Mixing Bucket**

1. Click on a color you would like to mix from the top palette.
2. Click on the mixing bucket and then click on one of the blank spots in the palette underneath the tools. This area will be filled in with the color.
3. Click on the second color you would like to mix and then click on the color you just filled in the bottom palette. The colors will then mix.
4. To use one of your newly mixed colors, click on the paintbrush or the paint can and click on the color.

### **Printer**

Click on the printer icon in the lower right corner to print your picture.



## Flower Sorting



Little Bear meets Hen, who suggests they pick flowers for the mermaid. The object of this activity is to help Little Bear find the flowers that do not match the others.

- **How to Play**

1. Click on the flower that does not belong and drag it to the basket at the bottom of the screen.
2. Click again to drop it in the basket.

- **Level Descriptions**

**Level 1**

The odd flowers are different colors.

**Level 2**

The odd flowers are the same colors but have different patterns on the petals.

**Level 3**

The odd flowers are the same colors but have different shaped petals with different patterns on them.

## Shadow Play



Cat leads Little Bear to a shortcut through a cave. While they are in the cave, they see some shadows and try to identify them. The object of this activity is to help Little Bear and Cat pick out the shadows they describe to each other.

- **How to Play**

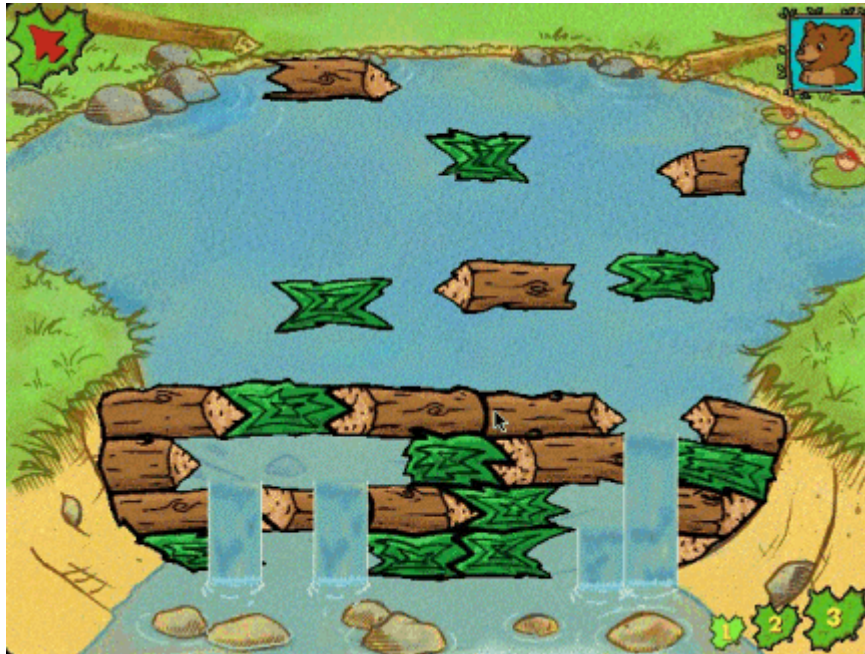
1. Listen for instructions from Little Bear or Cat. They will describe the shadow you should select.
2. Click on the correct shadow.

- **Level Descriptions**

**Levels 1 – 3**

As the level of difficulty increases, the shadow shapes become more complex.

## Tangram Dam



After leaving the cave, Little Bear finds Duck trying to help the beavers fix their dam. Duck asks for Little Bear's help. The object of this activity is to help Little Bear place the missing pieces into the correct holes in the dam.

- **How to Play**

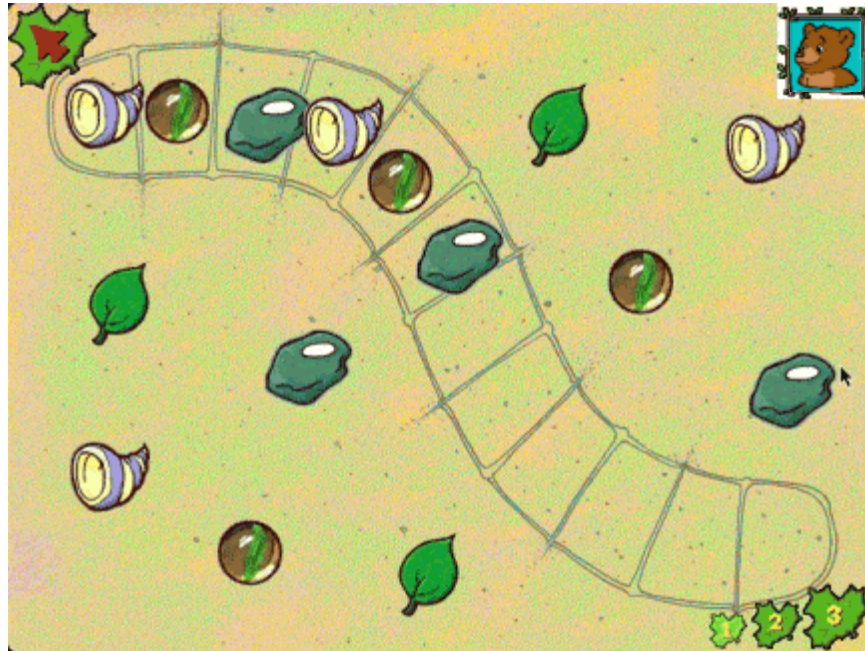
1. Click on one of the broken pieces and drag it to the appropriate hole in the dam.
2. Click again to drop it in place.

- **Level Descriptions**

  - Levels 1 – 3**

  - As the difficulty level increases, the number of slots that need to be filled increases.

## Owl's Collection



Owl is trying to make wind chimes but is having trouble deciding which piece should come next in the pattern. He asks for Little Bear's help. The object of this activity is to help Little Bear continue the pattern of the shapes in the wind chime.

- **How to Play**

1. Look at the pattern in the wind chime that Owl has started putting together.
2. Click on the object that should come next and drag it to its place on the wind chime.
3. Click again to place the object.

- **Level Descriptions**

**Level 1**

The wind chime pattern has three objects.

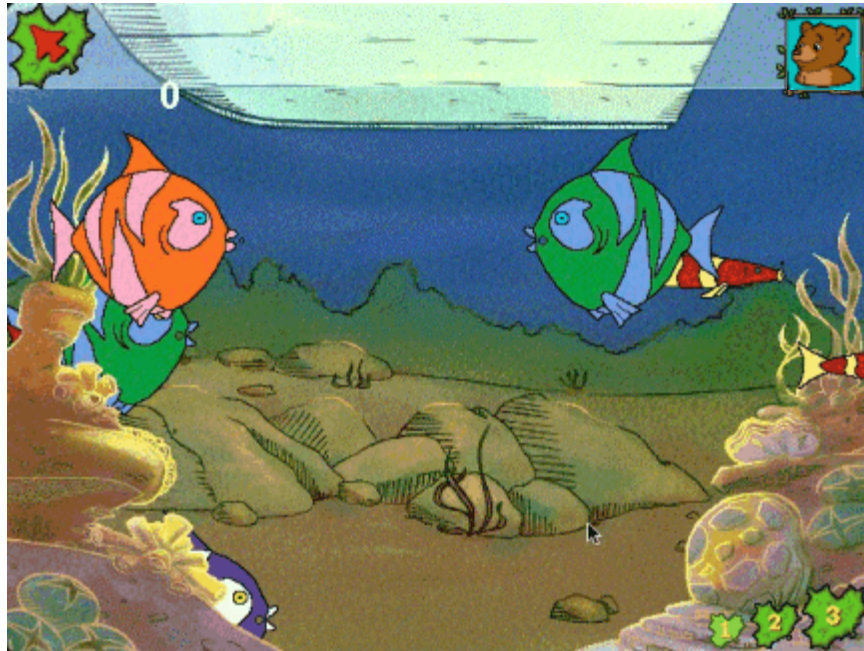
**Level 2**

The wind chime pattern has four objects.

**Level 3**

The wind chime pattern is circular and has four objects.

## Fishing Game



Little Bear joins Father Bear in the fishing boat. As Father Bear dozes, a mermaid appears and invites Little Bear to look for fish. The object of this activity is to help Little Bear find the fish described by the mermaid.

- **How to Play**

1. Listen for the instructions from the mermaid. She will describe the fish you should catch.
2. Click on a fish to catch it.

- **Level Descriptions**

**Level 1**

You catch fish with two of the colors the mermaid describes.

**Level 2**

You catch fish with three of the colors the mermaid describes.

**Level 3**

You catch fish with three of the colors the mermaid describes. You then compare sizes and colors to other fish.

## Constellation Dot to Dot



As Little Bear and the other campers are getting ready to go to bed, they look at the stars and try to find some constellations. The object of this activity is to help Little Bear connect the stars to see constellations.

- **How to Play**

Click on the stars in order of their numbers and the computer will draw the lines.

- **Level Descriptions**

**Level 1**

The numbers on the stars increase by 1.

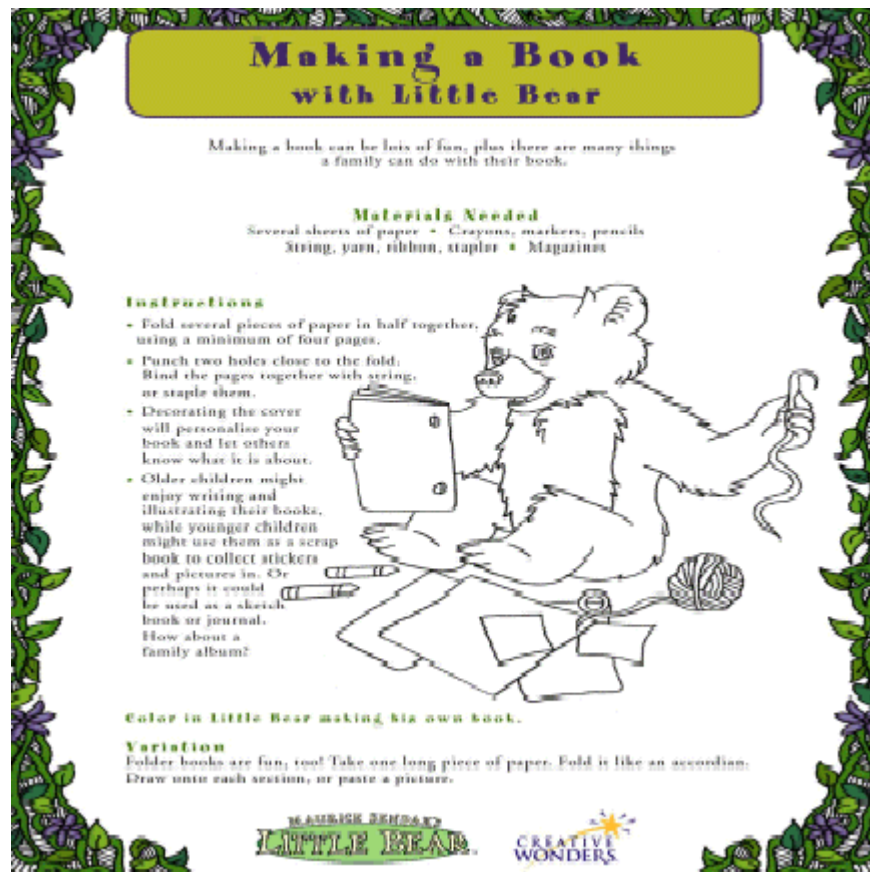
**Level 2**

The numbers on the stars increase by 2.

**Level 3**

The numbers on the stars increase by 10.

## Print Activities



Little Bear Family Fun includes 25 print activities that can be played away from the computer. The activities are grouped into 5 categories:

- Arts and Crafts
- Toys
- Projects
- Games
- Parties

- **How to Play**

1. There are several categories of print activities. Click on the category you want to browse.
2. Click on the activity you would like to print.
3. Click on the printer icon at the bottom of the screen.

# Credits and Legal

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