

Juggles' Butterfly™

by The Learning Company

Education Series

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Purposes Only

A. 034082



IBM

IBM Software
for IBM Personal
Computers

**Three playful games to teach
young children important
reading and math readiness
skills.** For children aged 3-6.

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Personal Computer Education Series

JUGGLES' BUTTERFLY™

AGES: Three to Six

by The Learning Company

First Edition (August 1983)

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INTRODUCING JUGGLES

Meet Juggles, the talented clown, who helps children prepare for school. Juggles will help children use a computer before they read. Using this program children learn a variety of reading and math readiness skills.

JUGGLES' BUTTERFLY is made up of three games each with several exercises. Children relate horizontal to vertical planes (keyboard to screen) and track left to right, top to bottom. They recognize shapes and positions, and see patterns develop. Children also can read words associated with concepts learned, and use words to give directions.

One game ends with cycling rainbow colors highlighting the concept **above** and dancing rain illustrating **below**. In another game a butterfly changes colors on its wings to illustrate **left** and **right**. Children gain a spatial awareness of halves and identify opposites—above/below and left/right.

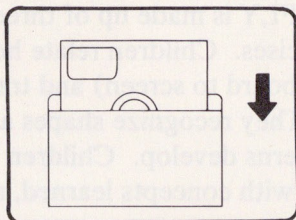
In a third game the blades of JUGGLES' WINDMILL reinforce these four concepts—above, below and left, right—and teach a spatial awareness of quadrants. Children also work with lines and circles that help teach the letters p, d, b, and q—a few of the more difficult letters in the alphabet.

Children match colors with rainbow to raindrops, butterfly wings, and windmill blades. They gain a sense of symmetry (one-way symmetry with the butterfly and two-way with the windmill). Picture clues let children work alone or with a friend while melodies play and patterns appear.

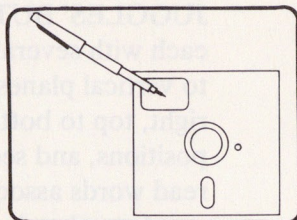
CARING FOR YOUR JUGGLES' GAME DISKETTE

To keep your Juggles' game diskette in good operating condition, observe the following precautions:

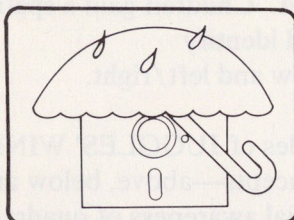
Do's



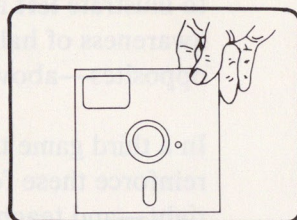
Store the diskette in its protective jacket after use.



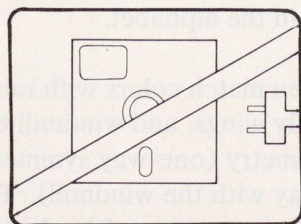
Use a felt tip pen only when writing on the label to avoid damaging the diskette.



Keep the diskette dry.

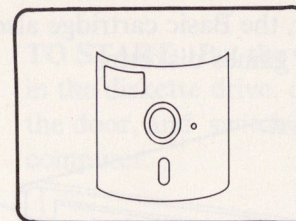


Grasp it by a corner.

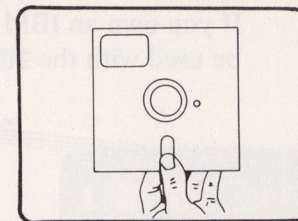


Keep it away from electrical equipment (including the telephone and the TV).

Don'ts

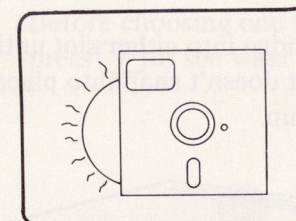


Don't bend.

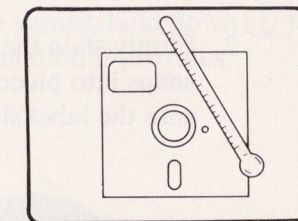


Don't touch the diskette through openings in the envelope. This could damage the exposed magnetic surface of the diskette.

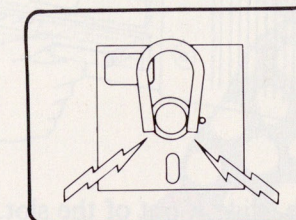
Diskettes are sensitive to temperature extremes.



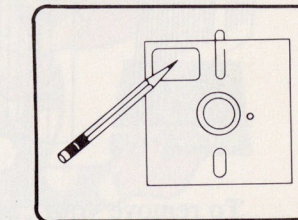
Keep your diskette out of direct sunlight.



Don't get it too hot nor too cold.



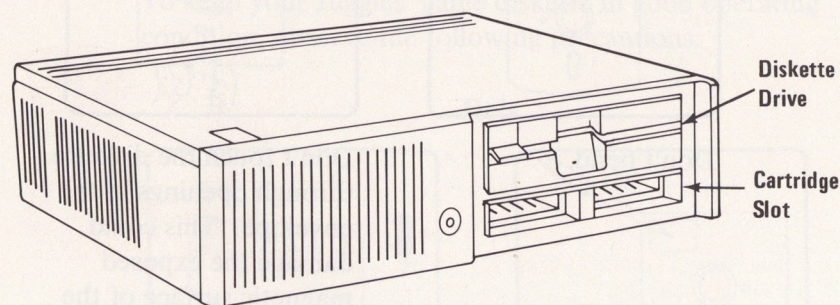
Don't place the diskette near magnets...



nor use clips, pencils, or ballpoint pens.

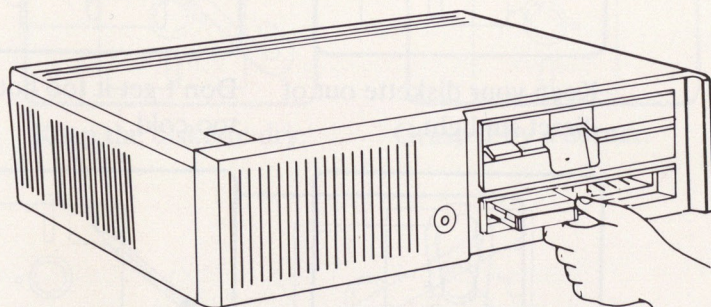
Playing Juggles' Games on the IBM PC_{jr}

If you own an IBM PC_{jr}, the Basic cartridge also must be used with the Juggles' games diskette.



To insert your cartridge:

1. Hold your cartridge with the label up so you can read it.
2. Firmly slide the cartridge into either slot until it snaps into place. If it doesn't snap into place, make sure the label side is up.



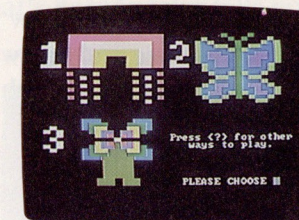
To remove your cartridge, slide it out of the slot.



You may insert or remove a cartridge at any time while the power is on. When you insert or remove a cartridge, your IBM PC_{jr} behaves as if you just switched the power on.



GETTING STARTED

TO START: Put the diskette in the diskette drive, close the door, and switch on the computer.

Watch the design on the screen. It will change and show three pictures. This is called the *picture menu*. You can choose a game by pressing the number of your choice.



If you hold down the Shift key  and then press  you get to see other choices. (See page 11 for details.)

Before choosing one of the games, hold down  and press  to see what information it provides.



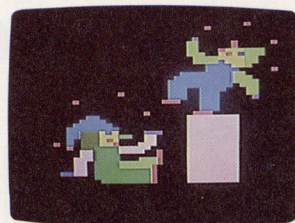
1 JUGGLES' RAINBOW

Press **1** on the picture menu page to play JUGGLES' RAINBOW.

In the Rainbow game, you will make and find objects **above** and **below**. Juggles also will have you read to tell whether to push keys for "above" or "below."

Find the blue strips in your package. One is long; one is short.¹ *You may fold them down on the ends.*

- Put the long strip on the keyboard the way you see it in the picture on this page. Now the keyboard has two parts, one above the blue strip and one below it. You are ready to play JUGGLES' RAINBOW.
- Press **1**. Here comes Juggles the clown! See the blue bar on the screen?
- Press any key you want, above or below the blue strip, and watch what happens.



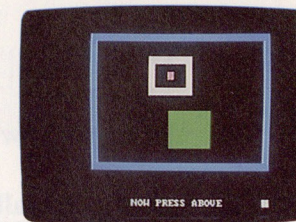
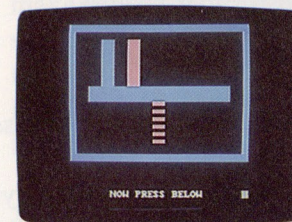
If you press keys too quickly nothing happens. When the blinking square appears in the lower right corner it is OK to press a key.

A blue frame will appear after you press five keys. Then it will be Juggles' turn to tell you where to press.

¹ If you have an IBM PCjr place the template with the blue stripes on the keyboard.

- When Juggles says "NOW PRESS ABOVE", press any key above the blue strip.
- When Juggles says "NOW PRESS BELOW", press any key below the blue strip.

Watch for the picture clue. That's how Juggles tells you where to press.



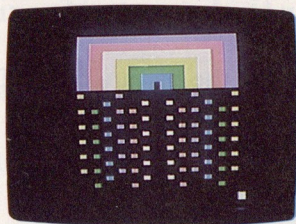
If you miss two tries, the blue frame goes away. Then practice some more until the blue frame reappears.

After five key presses, you will see another blue frame. Now watch for the picture clues again to tell you where to press.

You can stop this part, or any part, anytime you want. Press the Spacebar at the bottom of the keyboard and you will be moved to the next part of the program.

Next you will see two boxes. Press some keys to find out what happens.

Press the Spacebar when you want to go on to the next part. Now you will make a rainbow and raindrops as you press keys above and below the blue strip.



Isn't the rainbow pretty? What colors do you see?



Is the rainbow all done? Keep pressing the keys. Now you're making the rain dance; colors in the rainbow change.

Play With A Friend


Play Juggles' games with a friend. Close your eyes and let your friend press a key.

Do the colors of the rainbow match the colors of the rain? Try to make them match. Press above or below the blue strip, until they match again.

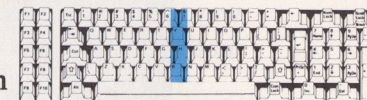
Press the Spacebar to return to the beginning of the game.

Hold down  and press  to see the picture menu again. Now you can choose a new game.

2 JUGGLES' BUTTERFLY

Press  on the picture menu page to play JUGGLES' BUTTERFLY. In this game, you will make bars on the left and on the right.



Before you play, you must make the keyboard match the screen in a new way. Put the short blue strip on the keyboard to make it match the picture.

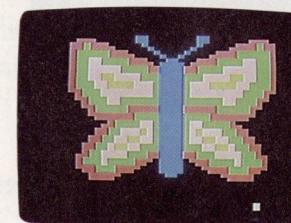


JUGGLES' BUTTERFLY works just like JUGGLES' RAINBOW. You know what to do!

Press the Spacebar if you want to go to the next game.

The wings of Juggles' Butterfly will unfold. Can you match the colors of the butterfly's wings?

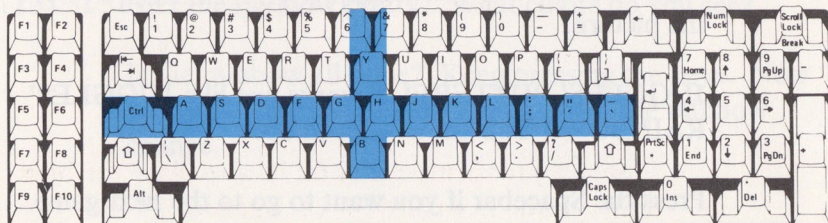
To play a different game hold down  and press . Then you will see the picture menu again.



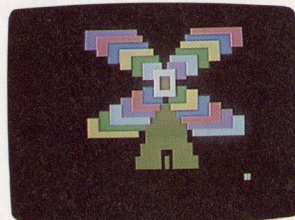
3 JUGGLES' WINDMILL

Press **3** on the picture menu to play JUGGLES' WINDMILL. You will combine placing objects **above** and **below** with **left** and **right** to make Juggles' new figures.



First make the keyboard match the screen in a new way. Put both blue strips on the keyboard to make it match the picture. Now you are ready to play.





As you play you will see boxes, then letters. What letters are formed with the bar: Below and left? Below and right? Above and left? Above and right?

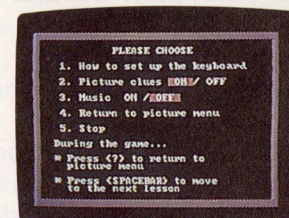


Finally, you can build Juggles' Windmill and change the colors.

Hold down  and press  to return to the picture menu.

OTHER CHOICES

Hold down  and press  for other choices while the picture menu is on the screen.



- Keyboard Instructions

Press **1** for instructions on how to place the blue strips on the keyboard for each game.

- **Picture or Word Clues**

Press **2** for picture clues **OFF** or **ON**. With picture clues off, you can read the words or someone can read them to you.

Try to play the games without the picture clues.
You'll get real smart!

- Music ON/OFF

Press **[3]** for music sound **ON** or **OFF**. As you press, you will see the box jump back and forth, from **ON** to **OFF**. Leave the box on **OFF** and the music won't play. Set it at **ON** and the music will play.

- Picture Menu

Press **[4]** to return to the picture menu.

- Stop

Press **[5]** to stop playing **JUGGLES' BUTTERFLY**. Juggles will tell you to turn off the computer.

When playing a game you can:

- Hold down **[↑]** and press **[?]** to return to the picture menu.
- Press the Spacebar to move to the next lesson.



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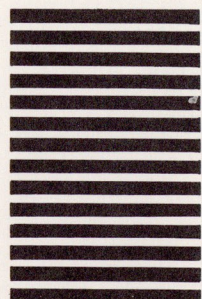
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System requirements:



IBM Display or a
TV (color preferred)



IBM PC or PC XT
64KB of memory
Diskette drive
Color/Graphics
Monitor Adapter

Or



IBM PCjr
128KB of memory
Diskette drive
Cartridge BASIC

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