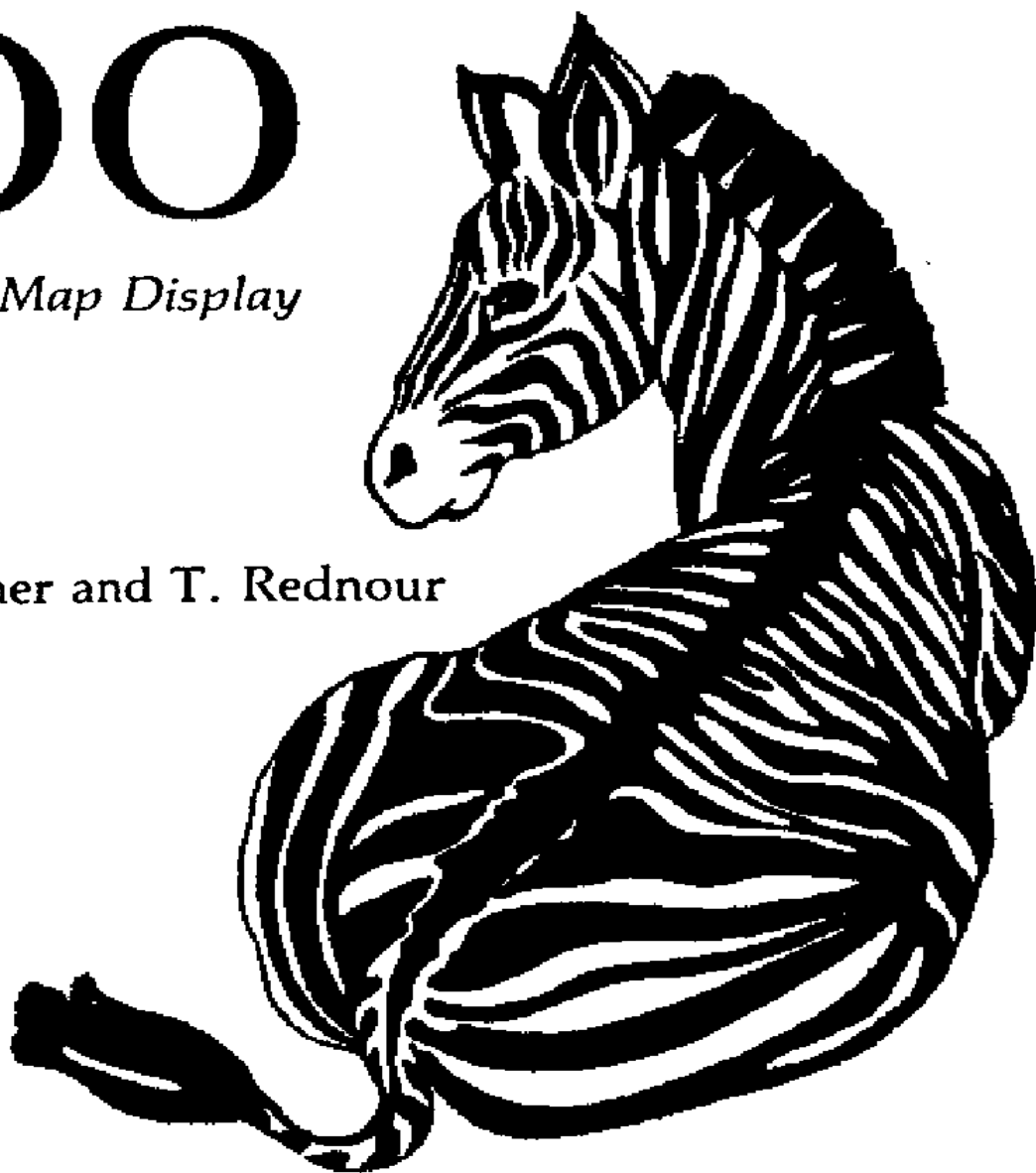


# AT THE ZOO

*Includes World Map Display*

by: D. Loertscher and T. Rednour



- 24 Different Superb Animal Graphics Plus World Map
- Extensive Speech
- Ages 4 and up – Multiple learning levels
- A new approach to learning: Children learn about animals and where they live while acquiring basic keyboard skills!

#### EQUIPMENT REQUIRED:

TI 99/4A, Speech Synthesizer, Cassette or Disk System  
Terminal Emulator II Command Module

#### A NOTE TO PARENTS

Congratulations! You have purchased a most unique educational program for your Texas Instruments 99/4A Home Computer. The personalized nature (use of your child's name) of "AT THE ZOO" and its superb graphics keep children entertained while they are learning valuable pre-reading and early reading skills, basic geography, knowledge of animals and computer awareness.

Three things make this program unique. One is the extensive use of speech to provide information and feedback. Another is that the program can be used at different learning levels allowing "AT THE ZOO" to continue to be beneficial as your child progresses. Finally, the graphics are accurate and exciting representations of twenty-four animals found in zoos and the world in which they live.

We think you'll approve of other features that "AT THE ZOO" offers. Your child's endeavors are positively reinforced with visual and auditory rewards. The program avoids a strong negative response to incorrect entries and there has been no attempt to keep score of correct or incorrect tries.

We're confident that you'll find that "AT THE ZOO" is one of the best educational values for young children on the market today.

D. Loertscher  
T. Rednour

## EQUIPMENT REQUIREMENTS

In addition to the Texas Instruments 99/4A Computer and a television set or monitor (preferably color) two other T.I. components are required to operate this program. The first is T.I.'s Speech Synthesizer and the second is the Terminal Emulator II Command Module.

## OPTIMUM PROGRAM PERFORMANCE

There are two areas we've found which should be pointed out to help you obtain the most from your program. First, to get the most pleasant coloring of the maps, scenes and animals you most likely will find it necessary to reduce the color intensity of your television set or monitor.

Second, young children who have had little experience with computers and keyboards will probably hold a key down upon selection. The repeat function of your T.I. computer will shortly give your child several letters instead of the single letter selected. With a little instruction on tapping the keys with slight to moderate pressure and a little supervision your child should soon have little difficulty in operating the keys.

## CASSETTE PROGRAM RECOMMENDATIONS

The "AT THE ZOO" program consists of four subprograms. These are recorded on each side of your cassette tape. We recommend that if your cassette recorder has a counter, you take a few minutes to write down the starting points of each subprogram. This can be done by: 1) disconnecting your cassette recorder from the interface cable, 2) rewinding your cassette tape, 3) resetting the counter to zero and 4) playing the tape through. Write down the counter reading and title. This will save you time during the actual use of the program.

We have not provided these counter readings because there may be a considerable difference in readings between recorders.

Rewind the cassette tape, reconnect the cassette recorder to the interface cable and you are ready to load your cassette program.

## LOADING THE PROGRAM

### Cassette Program

To load the program from a cassette recorder, type and enter OLD CSI and follow the instructions on the screen.

**AN IMPORTANT NOTE:** If you are using the cassette version of "AT THE ZOO" and you have a disk memory system attached to your computer, you must enter the command CALL FILES (1) and then enter the command NEW prior to loading the program. This resets the default value for the number of files the system will allow to be open, thus freeing some memory the disk system requires.

## Disk Program

Place the AT THE ZOO disk in Disk Drive #1. Type and enter OLD DSK1.DSKZOO.

### RUNNING THE PROGRAM - Cassette Version

As noted earlier the cassette version of "AT THE ZOO" consists of four subprograms.

1. The first subprogram is entitled "A WORLD OF ANIMALS". The program manually displays a detailed map of the world and 12 major areas of the map are identified and highlighted. The program continues by listing, naming, and describing the location in nature of 24 animals. The homelands are highlighted on the map and flashed to identify them. Upon completion of the animal list, you are given the option to run the program again or to end the program to load one of the other "AT THE ZOO" subprograms.

At the very beginning of "A WORLD OF ANIMALS", you are offered a choice of selecting the specific area or animal from one of the lists rather than automatically proceeding through the lists. To make a selection hold the "FCTN" key down and press either the "E" key to move the indicator arrow up or the "X" key to move the arrow down. When the arrow is by the area or animal you wish to select press "ENTER".

2. The second subprogram is entitled "AT THE ZOO PART-1". The program first offers you a choice of two versions of the program. Version #1 (letters) displays an animal's name directly above the child's work area. The Version #2 (no letters) does not have the animal name displayed.

The program offers the personal touch throughout and asks your child to enter his or her name. (see page 8 for pronunciation help)

A zoo scene is presented and the name of an animal is spoken. If Version 1 was selected, the child matches each letter of the displayed animal name. If Version 2 was selected, the animal name is spoken and the child spells it without visual prompting. To hear the animal's name spoken again, press the period key. The left and right arrow edit keys are active in the program. To move one's position in the work area hold the "FCTN" key down and press either the "S" key to move left or the "D" key to move right. This allows any errors to be corrected prior to entry. The position arrow does not have to be located at the end of the word to enter it.

If the child's spelling is correct, the program says an approving phrase, a graphic representation of the animal is displayed in the zoo scene and some information about that animal is spoken. If the child's answer is incorrect, your child is asked to try again and the screen is reset. If the child responds incorrectly three times, the program provides the correct spelling, the graphics and the verbal information. "AT THE ZOO" continues by repeating the above sequence.

There are eight animals presented in the subprogram. Upon completion of all eight animals, you are offered the choice of playing again or ending the session and loading another program if you desire.

3. The format of the remaining subprograms, "AT THE ZOO PART-2" and "PART-3", are like "-PART-1" except that the animal names are more difficult.

### **RUNNING THE PROGRAM - Disk Version**

The disk version provides you with a menu for you to select the subprogram you wish to run. Your options are 1) A WORLD OF ANIMALS, 2) AT THE ZOO and 3) END PLAY.

#### **1. "A WORLD OF ANIMALS"**

This subprogram displays a detailed map of the world, and 12 major areas of the map are identified and highlighted. The subprogram continues by listing, naming, and describing the location in nature of 24 animals. The homelands are highlighted on the map and flashed to identify them. Upon completion of the animals, you are given an option to run the subprogram again, to end the session or to return to the primary menu.

Prior to the beginning of "A WORLD OF ANIMALS", you are offered a choice of selecting the specific area or animal from one of the lists rather than automatically proceeding through the lists. To make a selection hold the "FCTN" key down and, press either the "E" key to move the indicator arrow up or the "X" key to move the arrow down. When the arrow is by the area or animal you wish to select, press "ENTER".

#### **2. "AT THE ZOO"**

You are first given the choice of whether you would like 'EASY ANIMALS' or 'ALL ANIMALS'. EASY ANIMALS are the less difficult animal names.

You are next offered a choice of which version of the program you would like. Version 1 (letters) displays an animal name directly above the child's work area. Version 2 (no letters) does not have the name displayed.

The program offers a personal touch throughout and asks your child to enter his or her name. (see page 8 for pronunciation help)

Next a zoo scene is presented and the name of an animal is spoken. If Version 1 was selected, the child matches in order each letter of the displayed animal name. If Version 2 was selected, the child spells the name of the animal without visual prompting. To hear the animal's name spoken again, press the period key. The left and right arrow edit keys are active in this program. To move one's position in the work area hold the "FCTN" key down and press either the "S" key to move left or the "D" key to move right. This allows any errors to be corrected prior to entry. The position marker arrow does not have to be at the end to enter the word.

If the child's spelling is correct, the program says an approving phrase, a graphic representation of the animal is displayed in the zoo scene, and some information about that animal is spoken. If the child's answer is incorrect, your child is asked to try again and the screen is reset for another try. If there are three incorrect responses, the program provides the correct spelling, the graphics and the verbal information. "AT THE ZOO" continues by repeating the above sequence.

There are 24 animals in all, eight of which are called 'EASY'. If the 'EASY' option was selected, after completion of the eight animals you will be offered a choice of playing again, returning to the primary menu or ending play. If the 'All Animals' option was selected, after the first and second sets of eight animals you will be offered a choice of continuing or returning to the primary menu. Upon completion of all 24 animals you are asked to choose among playing again, returning to the primary menu or ending play.

#### PROGRAM TEXT

Although the T.I. Speech Synthesizer generates high quality speech you must become accustomed to the synthesized sound. Generally after a few minutes listening your ear becomes "tuned in". To help make the adjustment, we have provided the text of programs for your reference.

#### "A WORLD OF ANIMALS"

##### MAP AREAS

Africa:	This is Africa.
Antarctica:	The white area at the bottom of the map is for the South Pole or Antarctica.
Arctic:	The white area at the top of the map is for the Arctic or the North Pole.
Asia:	This large area is called Asia.
Atlantic Ocean:	This body of water is the Atlantic Ocean.
Australia:	This is called Australia.
China:	This is a country called China. It is a part of the area we call Asia.
Europe:	The area shown is called Europe.
Indian Ocean:	This body of water is called the Indian Ocean.
North America:	This big area is called North America.
Pacific Ocean:	This large area is known as the Pacific Ocean.
South America:	This is the area that is called South America.

## "A WORLD OF ANIMALS"

### ANIMAL LOCATIONS

Alligator:	The alligator is found in the southern United States and also in China. It has relatives in other parts of the world.
Anteater:	Giant anteaters are found in South America. Other kinds of anteaters live in Africa, North America and Asia.
Camel:	Camels come from Northern Africa and Asia.
Cheetah:	Cheetahs live in Africa.
Elephant:	Elephants are found in Africa and Asia.
Giraffe:	Giraffes are also found in Africa.
Gorilla:	Gorillas live near the jungles in Africa
Hippopotamus:	A hippopotamus can be found in the rivers of Africa.
Kangaroo:	Kangaroos live in Australia.
Lizard:	Lizards live almost everywhere but they don't like areas where it stays cold.
Lion:	Lions come from Africa.
Monkey:	Monkeys generally live in jungle areas in Southern America, Africa and Asia.
Ostrich:	Ostriches are from Africa.
Owl:	Owls are found all over the world.
Panda:	Pandas are only found in China.
Parrot:	Parrots live in forested areas of South America, Africa, Asia and even Australia.
Penguin:	Penguins come from the Antarctic and the lands near it, like South America and Africa.
Polar Bear:	Polar bears live near the Arctic.
Reindeer:	Reindeer live in northern Europe and northern North America.
Rhinoceros:	Rhinos live in Africa too.
Seal:	Seals live in the Atlantic and Pacific Oceans and along the shores.
Snake:	Snakes are found nearly everywhere except in the colder areas.

Turtle: Turtles can be found living in the oceans, in lakes and on land nearly anywhere on earth.

Walrus: Walruses live in the oceans of the Arctic where it is always cold.

#### "AT THE ZOO"

Panda: Pandas come from a country called China. Their favorite food is a bamboo plant.

Owl: Most owls are awake at night and sleep during the day. Some owls are small while others can be two feet tall.

Parrot: Parrots are very colorful birds. They live in jungles or forests and can be taught to speak some words.

Monkey: Monkeys' hands and feet look like your hands. They use their hands, feet and tail to climb in the trees.

Seal: Seals are mammals but they spend much of their time swimming in the ocean where they catch fish to eat.

Turtle: Turtles are reptiles. Some live in oceans or lakes while others live on land. Their shell is their home and it protects them.

Lion: Lions are a member of the cat family. They live in small groups called prides. Only the male lion has the mane on its neck.

Camel: Camels are found in dry sandy places called deserts. Their hump stores fat that it uses when food and water are hard to find.

Walrus: The walrus is a large relative of seals. They eat fish and clams. They use their tusks to dig up clams from the ocean bottom.

Lizard: Lizards are reptiles and usually eat insects. Some lizards can even change their color.

Cheetah: Cheetahs are big cats. They can run very fast for a short time, as fast as sixty miles per hour.

Polar Bear: Polar bears live on ice floes in the Arctic Ocean. They eat mainly seals but also eat fish and other animals.

Gorilla: Gorillas eat plants and fruits. They live in small family groups in the jungle.

Alligator: Alligators are reptiles. They live in rivers and swamps where the weather stays warm.

Elephant: Elephants eat grass, leaves and other plants. They use their tusks to dig up roots and pry apart tree branches.

Rhinoceros: Rhinos eat plants and like to be by themselves. They are usually nice as long as they are not disturbed.

Reindeer: Reindeer are also called caribou. They are not like other deer. That's because both the female and male have antlers.

Anteater: Anteaters feed on ants and termites. They have no long sticky tongues to get their food.

Hippopotamus: Hippos spend most of their time in the water. They eat plants and can be as big as a small car.



Kangaroo: Kangaroos are a special kind of animal. They keep their babies in a pocket of skin on the mothers stomach.

Giraffe: Giraffes are very tall animals. They are so tall they can eat leaves from the tops of trees.

Penguins: Penguins are birds but they can't fly. They like to be in large groups and are very good swimmers. They eat fish and other seafood.

Ostrich: Ostriches are the biggest birds in the world. They can be taller than a man and can run at speeds up to forty miles per hour.

#### NAME PRONUNCLATION AID

The Terminal Emulator II Command Module uses predefined rules to pronounce words and phrases. Sometimes it is necessary to misspell words to have them pronounced correctly. Below is a listing of some names we have found that need to be misspelled. No attempt has been made for the list to be all inclusive. We hope that if your child's name is not pronounced correctly as spelled and is not on this list that the list will be helpful in determining an acceptable pronunciation.

AARON	: AIRON	JENNIFER	: JENNIF ER
ADAM	: AADEM	LARRY	: LARY
ALLEN	: AALLEN	LINDA	: LIN DA
ALLAN	: AALLAN	MICHAEL	: MIKEL
ALICE	: AALLICE	NATHAN	: NAYTHAN
ANDREW	: AN DREW	NATHANIEL	: NA THANNYL
BARBARA	: BARBAR	ROGER	: ROHGER
BONNIE	: BAUNIE	RONALD	: ROHNULD
BRIAN	: BRI AN	RONNIE	: ROHNNY
CATHERINE	: KATHRIN	SALLY	: SAALLY
CHRIS	: CHRISS	SHIRLEY	: SHURLY
CINDY	: CIN D	STEPHANIE	: STEFANY
DAVID	: DAY VID	SUSIE	: SOOSIE
DORTHY	: DORATHY	SUSAN	: SOOSUN
DUANE	: DWANE	SUSANNE	: SOOS ANN
EDWARD	: EDWERD	TOM	: TAUM
ELIZABETH	: EELIZEBETH	TOMMY	: TAUMIE
ERICA	: AIRIKA	TONY	: TOE NEE
FRED	: FKEDD	ZACHARY	: ZACARY
HARRY	: HARY		
JACOB	: JAKE UB		

#### IN CASE OF DIFFICULTY

*If you have difficulty in loading or running your program, please check the connections from your storage system (either cassette recorder or disk), the speech synthesizer and your Terminal Emulator II Command Module.*

Turn the console off, turn it back on and reload the program.

*If you are still having difficulty loading from cassette, adjust your volume or tone settings and reload the program.*

If an error message is given such as MEMORY FULL IN XXX or I/O ERROR XX, then there is an error in the system set up. For example, the commands CALL FILES (1) and NEW were not entered prior to entering a cassette program with a disk system attached or a CALL FILES command was given prior to using the disk version. Turn the console off and on again and type the commands if needed and reload the program.