Eager To Learn

4-7 years

™

Prepare Your
Child For Success
In School

Comprehensive
Learning System

TABLE OF CONTENTS

TABLE OF CONTENTS continued

INSTALLATION INSTRUCTIONS

Welcome to *Eager to Learn*! Here's how to install your new software.

IBM® PC and Compatibles (Windows™)

Insert the CD into drive D: (or E:) and run WINDOWS™. Double-click on the MAIN GROUP icon, then on FILE MANAGER. Next double-click on DRIVE D: (or E:) to display the disk's contents, then on SETUP. Now follow the on-screen directions. Once the SETUP is complete, double-click on the *Eager to Learn* icon.

For everyday use, run *Eager to Learn* by double-clicking on the SIERRA PROGRAM GROUP icon. When the *Eager to Learn* icon appears, double-click on it.

Windows 95

Windows 95 includes Autoplay. All you need to do is insert the CD and follow the instructions on the screen..

Macintosh®

Insert the CD-ROM in the drive and double-click on the disk's icon. The screen will display the *Eager to Learn* window. Double-click the INSTALL *Eager to Learn* icon. An *Eager to Learn* dialogue box will be displayed with the following choices:

- STANDARD INSTALLATION: Installation is automatic.

- CUSTOMIZED INSTALLATION: You choose where you want to store *Eager to Learn*.

When you install the CD, an alias icon is created on the desk. To run *Eager to Learn,* double-click on this alias.

WELCOME!

> Hi! My name's Adi Jr.! Have your parents read this manual and you can learn about all the wonderful parts of my magical land. We'll have so much fun playing and learning together!

The Eager to Learn Approach

Eager to Learn is a comprehensive learning program designed for 4-7 year olds. Adi Jr. supplements what children are learning in preschool and early elementary school by following basic curriculum standards within a fun and playful setting. There are two main parts to the program:

- an "Environment" CD
- an "Applications" CD for either 4-5 year olds or 6-7 year olds

Environment CD: The Environment CD contains the Main Screen which is the central area where your child can play and explore. With the Environment CD, your child can travel to Adi Jr.'s Land, an imaginary world which motivates and encourages your child with a mixture of cartoons, games and activities.

Applications CD: The Applications CD opens the doors to the "Land of Knowledge" where your child can complete lessons and fun activities that enhance his or her understanding of basic educational concepts appropriate to this particular age level.

Meet Adi Jr.

Adi Jr., a lovable, playful creature, travels with your child, discovering and exploring many magical features of this enchanted world. Adi Jr. quickly becomes a great friend as he leads your child through many fun-filled adventures. Adi Jr. kindly encourages and congratulates your child, helping him or her understand important concepts while guiding and correcting mistakes. Adi Jr. also speaks and acts in a child-friendly way: you'll probably see your child giggle and laugh while playing this charming program!

The Environment—"Adi Jr.'s Land"

Adi Jr.'s Land is a bright and lively world, full of games and activities that are always ready to respond and adapt to your child's actions. Adi Jr. will encourage your child to interact a great deal in this friendly, exciting environment. Something is always happening in Adi Jr.'s Land: the monster stomps by, the sun comes out, a chick is born, the bees buzz while making honey... Also, holidays and birthdays are celebrated in season.

There are many active zones in Adi Jr.'s Land which engage your child in funny animations, brief learning activities and a whole range of independent games. The variety and quality of the Environment is such that it offers, on its own, hours of fun and laughter for youngsters.

The Applications—"The Land of Knowledge"

Eager to Learn is, above all, an academic support program developed to help children learn while motivating them and monitoring their progress. *Eager to Learn* is designed to chart each individual child's educational progress. The follow-up progress chart, which is an integral part of each lesson and subject, is based on a set of key learning objectives explained later in this guide. Whatever the subject studied, the basic structure of the progress chart is the same. Also, to help children use the program more easily, the lessons follow the same layout, help devices, icons and general style.

Eager to Learn's approach to work is progressive and is based on positive, natural discovery. Children discover how to return to a specific lesson, how to do exercises and view their progress, how to use the help system, and even how to take a break when they need it. Children are encouraged to search out information by themselves and to become independent. Adi Jr. achieves all this through gentle guidance, infinite patience, and a sense of fun in a safe, non-threatening atmosphere.
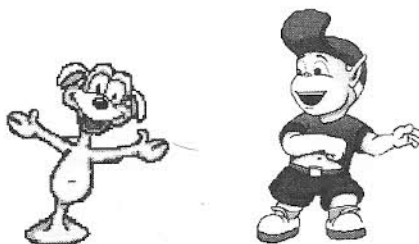
CHILDREN & COMPUTERS

Young children need special attention when it comes to ensuring their comfort during computer learning sessions. The following notes will help you create a comfortable, child-friendly environment wherein your child can experience many successful learning experiences.

Where should I put the computer for my child's optimum comfort?

Set it up in a quiet room equipped with soft lighting to avoid reflections off the screen. Preferably, the computer will be placed perpendicular to the room's window.

Will the temperature of the room make a difference?

Due to the fact that your child will be sitting still in front of the computer, the room's temperature should be around 68 to 70°.

What about the height of the computer table, chair, etc.?

Ideally, the computer should be on a fairly wide, low table so that your child's eyes are at the same height as the screen. The seat should enable your child's elbows to be slightly higher than the table, but should not leave your child's legs dangling. You'll probably need to improvise a footrest out of books, pillows, or a stepping stool.

Are there any special instructions for using *Eager to Learn?*

The keyboard can be put on one side because it is rarely used while playing. The mouse provides the main source of movement throughout the program. Make sure the mouse ball is clean so your child can move freely and smoothly without frustration.

How can I help my child become familiar with using the mouse?

Position the mouse next to your child's hand (right or left, depending on the child). For very young children place the mouse directly in front of them. Put it on a flat, smooth surface, preferably a mouse pad. Since it is so important for children to make the mental connection between the mouse they touch with their hands and the cursor on the screen, take the time to help your child understand. You can do this by placing both of your child's hands on the mouse and moving the mouse slowly while your child watches the cursor's movements on the screen. This two-dimensional action

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may be difficult at first and may require a few sessions before your child is comfortable with it. The next step is for your child to learn how to coordinate moving and clicking the mouse. For PC users, putting a colored sticker on the left mouse button may help your child remember which button to use. The Macintosh® mouse has only one central button so this isn't a problem.

What can I do to help my child become an independent computer user?

First, take care of all the technical work yourself (installing and starting the software, hooking up the printer, etc.). After the computer is ready to go, you can show your child how to manipulate the disks without putting sticky fingers on them (holding them on the edges), how to open and close the CD-ROM drive (using the little button), how to put in and take out the disk (using the trash can on the Macintosh®). It's a good idea to make sure an adult is present during this first learning phase to correct any mistakes. Once your child is comfortable with these steps, s/he will be able to run the software independently.

My child doesn't seem to understand the cursor well. What can I do?

Show your child how the cursor changes shape to indicate active and inactive clicking areas. This will help your child deal with frustration that often occurs when a child doesn't understand where s/he can click. Make sure your child understands the purpose of each icon. You can even use this guide as a learning tool by showing your child the pictures of the icons (later in this guide) and quizzing your child as to what each icon might mean. This can be quite fun if approached in a playful manner.

Will my child's work in *Eager to Learn* transfer to other computer programs?

Eager to Learn has been specifically designed to simplify young user's discovery and exploration. You can teach many lessons about general computer use by using *Eager to Learn* as a model. You can teach your child about opening/saving pictures, confirming decisions by clicking on yes or no, and about using the mouse. Children who have acquired all these basic skills will be well equipped to move on to other software.

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HOW TO PLAY *EAGER TO LEARN*

Getting Started

A Personalized Game For Each Child

Eager to Learn can work with up to 16 different young computer users who, after creating their own personal characters, will each return to their own game, exactly as it was when they left it. Your child can pick up the story where s/he left it, with the scenery and backgrounds chosen. They can even save personal drawings and check individual score and progress.

Even better, *Eager to Learn* has a whole range of personalized surprises waiting for your child – on his or her birthday, for example, or when s/he has worked particularly well.

A Guided Tour

The first time your child enters Adi Jr.'s Land, s/he will receive a guided explanation of all the main functions. This provides a friendly introduction to the icons and the main structure of the game. Click on "yes" to start this guided tour.

If your child wishes to see the guided tour a second time, click on the question mark at the bottom of this screen and answer "yes."
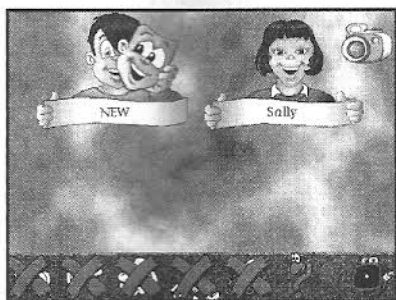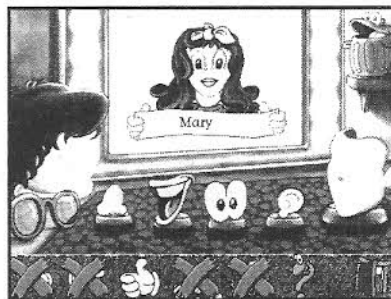
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6

Creating Your Own Character

The first time your child uses *Eager to Learn,* s/he will create a character by selecting and saving a certain number of features as follows:

1 Click on the face with a mask.

2 Click on the different features to create a character.

3 When your child is happy with his or her character, click on the thumbs up icon to save.

4 Type in your child's name using the keyboard (first name, last name, nickname or any name your child will be able to recognize up to 13 letters).

5 Confirm by clicking on the thumbs up icon.

6 Click on the month, day and year of birth on the notepad, then confirm. Now your child is ready to go play in Adi Jr.'s Magic Land.

Returning to Your Game

Once the Environment CD has been inserted, your child only needs to click on his or her character, and the game will automatically open exactly as it was when your child left it last.

Once your child has created a character, s/he can use the Applications CD to start the game (bypassing the Environment CD). This is useful when your child wants to go directly to the Applications/lessons.

Changing or Deleting a Character

If you or your child want to change or modify a character, click on the camera and make your changes. If you or your child want to delete a character, click on the camera next to the character's portrait. Then click on the Trash and confirm by clicking "yes". When a character is deleted, all the data concerning that character is automatically removed (score, events, scenery...), thereby creating space for another character to play instead. A total of 16 characters can be used at a time.

Navigating the Program

Before you introduce your child to **Eager to Learn,** you may want to explain the following useful tips to help your child navigate the software and identify the icons. An audio-visual guided tour given by Adi Jr. himself is also available to all players entering Adi Jr.'s Land for the first time.

Online Help

Is your child hesitating over an exercise or wondering about a particular icon or function of something on the screen? Encourage your child to click on the question mark. While in the Environment, click on the icons or other items on screen to find out more about them. In the Applications, specific help will be given for each exercise and for each level. This can be very helpful in guiding your child toward a positive learning experience and a solid understanding of each lesson's objectives.

Selecting Levels

The levels of the Environment and the Applications are selected by clicking on the clown who juggles with one, two or three balls. We recommend your child start at level one to get used to the activity or exercise chosen. Most children become frustrated and discouraged when they don't understand what they're supposed to be doing. By choosing a lower level first, your child will become familiar with the program and will want to tackle harder tasks later.

Confirming Yes / No
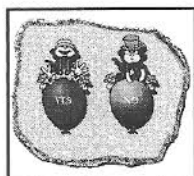
Often while your child is playing this screen will appear for your child to choose either "yes" or "no." For example, when your child exits a part of the program this screen will appear, helping to make sure that your child clicked the right button. To exit, click on "yes." To go back to what you and your child were doing, click on "no." This confirmation screen will also be used when saving pictures to disk and other similar situations.

Exiting to the Main Screen

This icon is used to quit an Application, the Living Room, or any other area and return to the Main Screen.

Exiting Adi Jr.

This icon is used to exit *Eager to Learn* from either the Environment or directly from the Applications. Make sure you exit *Eager to Learn* correctly so the score can be saved and your child's progress recorded.

Stopping Animations and Sounds

To interrupt the voice or other sounds in *Eager to Learn*, click on the command key or the Esc key (for the Macintosh®) or click on the right mouse button or Esc key (for PCs). This works in nearly all situations but in some of the games, pressing Esc will exit the game.

The Cursor

We have made the *Eager to Learn* interface as simple and child-friendly as possible. Your child will encounter a set of consistent icons and only four different cursors while playing *Eager to Learn*.

Depending on your child's actions, the cursor will look like one of the following:

Cursor	Means	Action
	Inactive zone	When the cursor is in this shape, clicking has no effect.
	Active zone	This cursor means that an active zone exists in this spot. Click on it to see what happens!
	Waiting for a mouse click	The program is waiting for someone to click on the mouse button to start or continue an action. (PC users—make sure your child is using the left mouse button.)
	General help function	By clicking on this help icon, the cursor turns into a help cursor. Click on any active zone to find out more about it.

This picture means that you must wait while the software works (while opening a picture for example).

General Icons

A series of icons, visible at the bottom of the screen, enable your child to interact and play with Adi Jr.. Some of these icons are always available (see below); others are specific to one activity or Application (explained later in this guide).

Turn the Pages
These two fingers enable your child to display either the previous or the next page on the screen and can be used to browse through the picture library.

Confirm
Your child must click on this icon to confirm an answer or an action.

Choose a Level
By clicking on this clown, your child can change the level of difficulty.

Begin Again
This funny little snake who is biting his own tail is used to start an activity over again. If such an action will cause data to be lost, confirmation will be requested beforehand.

Getting Help
You child can click on this icon when s/he needs information about different parts of the screen. The cursor will turn into a question mark. If your child clicks on a part of the screen with the question mark cursor, specific information will be given. For example, if your child clicks on one of the icons, the icon's specific purpose and use will be explained.

Exit
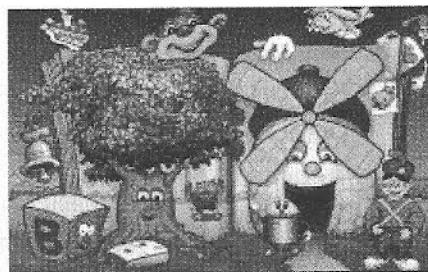Your child can click on the door to exit a game or an activity and return to where s/he was before.

Exit *Eager to Learn*
Click on this icon to exit the software from either the Environment (the Main Screen) or the Applications.

Eager to Read: 4-5

Access	Exercise Name	Educational Skills	Learning Objectives
Click on the wings of the windmill	Happy Families	Memory game involving the matching of words with their outline shapes	Observation Skills
Click on the plane	The Mirror Game	Observation, visual memory and matching skills	
Click on the swing	Find Aditot's Name	Visual discrimination of letters; introduction to syllables	
Click on the soldier	Sounds in Words	Phonic awareness	Listening Skills
Click on the cube	Letter Names and Sounds	Relationship of phonic sounds and alphabet names of letters	
Click on the bell	Noises and Sounds	Auditory discrimination and association	
Click on the cake	Vegetable Kabobs	Matching and sequencing to reproduce a repeating pattern using objects of varying color, shape and size	Observe and Duplicate
Click on the robot	The Keep Fit Session	Observation and matching skills	
Click on the hippopotamus	Story Sequencing	Story sequencing; recognition of beginning, middle and end parts of a story	
Click on the center of the windmill	The Magician's Hands	Letter matching and left to right sequencing	Writing Skills
Click on the domino	Word and Picture Dominos	Awareness of syllables and their use as a tool for decoding longer words	
Click on the apple tree	Where Do They Live?	Categorization and association skills	
Click on the trunk of the tree	Find the Picture	Memory game involving identification of relevant details	Memory Skills
Click on the windmill's nose	Animal Pairs	Memory game involving matching and association skills	
Click on the playing card	Happy Family Snap	Memory and matching skills	

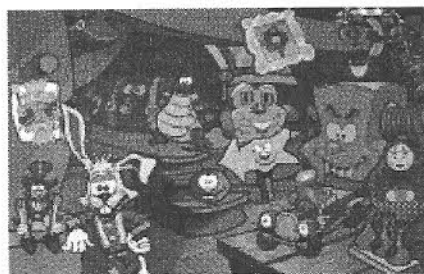| Access	Exercise Name	Educational Skills	Learning Objectives
Click on the pond	The Animal Toyshop	Observation game involving picture and word matching	Observation Skills
Click on the cat on the barrel	Word Silhouettes	Recognizing a word by its overall shape	
Click on the farmer	Words and Letters	Using clues as an aid to reading	
Click on the brown door	Animal Homes	Memory game involving association of ideas	Memory Skills
Click on the left chimney	Fruit Snap	Memory game involving picture and word matching	
Click on the stump	Odd One Out	Contextual understanding	
Click on the well	Find the Mistake	Reading accuracy and contextual understanding	Comprehension Skills and Reading Skills
Click on the pig	Happy or Sad?	Inference and deduction	
Click on the hen	Possible or Impossible?	Reading comprehension	
Click on the bridge	Where Can You Hear Me?	Categorization involving contextual understanding	Writing Skills
Click on the nose of the house on the right	Tell Me a Story	Sequencing and syntax	
Click on the cloud	New Words for Old!	Word building using syllables and letter strings	
Click on the drainpipe of the house on the right	Little Words	Articles, pronouns and possessive adjectives	Listening Skills
Click n the big apple	Syllable Hunt	Organization and ordering of syllables	
Click on the windmill	What's That Sound?	Phonic discrimination (short and long vowel sounds and consonant blends)	

Access	Exercise Name	Educational Skills	Learning Objectives
Click on the flower in the picture frame	Flower Pots	Counting a collection of objects	Numbers
Click on the sign	The Animals and the Signs	Finding a collection of objects which matches a given collection	
Click on the rabbit	The Rabbit's Picnic	Creating a collection of objects which has the same number of elements as a given collection	
Click on the frog	The Frog	Counting the number of moves necessary to travel a certain path	Counting
Click on the one-armed bandit	The One-Armed Bandit	Matching objects to written numbers	
Click on the card	The Game of Cards	Recognizing and ordering numbers between 0 and 20, with or without a corresponding picture	
Click on the turtle	The Turtle's Path	Combining different movements (straight, left, right) to make a path	Spatial Relations
Click on the stove	The Cactus	Finding a successful path through a given maze	
Click on the dummy	Walking the Dog	Locating an object depending on its order in a given set	
Click on the crane	The Construction Game	Assembling geometric shapes to make a picture	Comparison
Click on the doll	The Clowns	Visual discrimination to identify identical objects in a given set	
Click on the trunk	Vacation Time	Handling and matching objects by size	
Click on the car	Giving out Presents	Matching and sorting objects by number	Problems
Click on the text tubes	Different Colored Candies	Counting and classifying elements to create sub-divisions	
Click on the ball	The Balls	Dividing a set into equivalent sized sub-sets	

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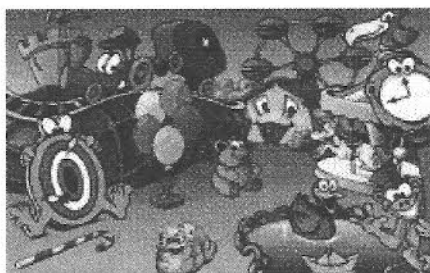
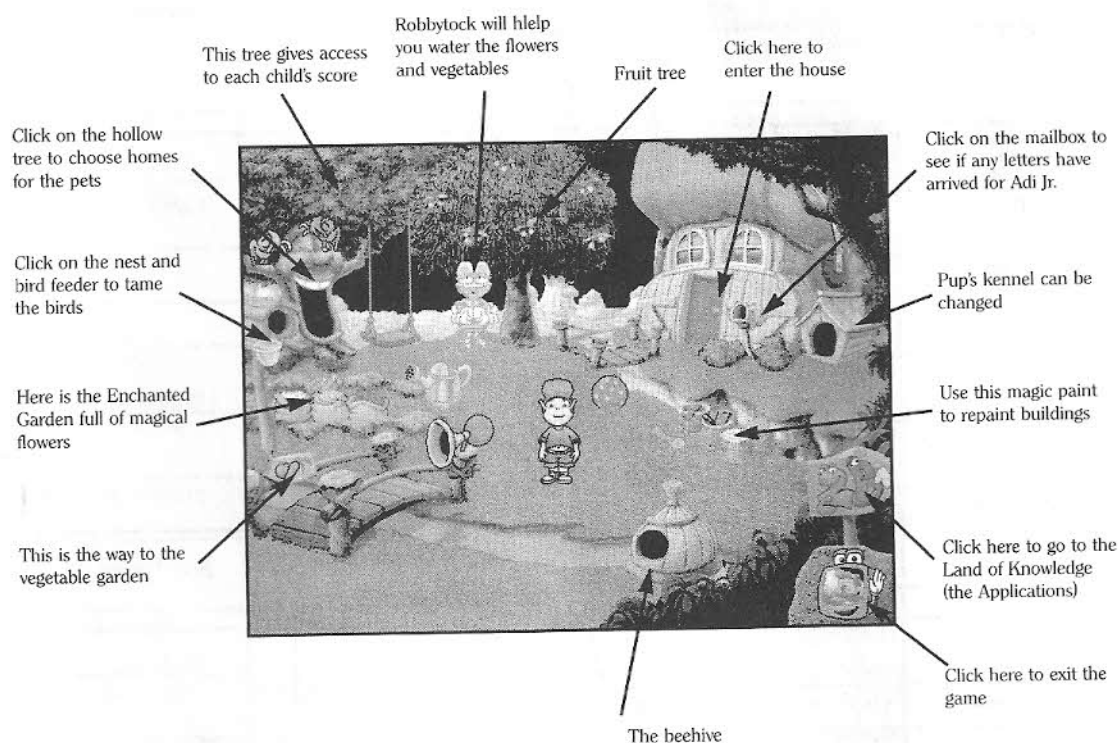| Access	Exercise Name	Educational Skills	Learning Objectives
Click on the monkey	A Banana for Each Monkey	Distribution according to visual discrimination	Counting
Click on the horse	The Horse Show	Counting based on visual discrimination	
Click on the bird	Count the Fish	Methodical counting by lines, columns and sets; introduction to multiplication	
Click on the target	The Darts Game	Addition of numbers	Calculation
Click on the clock	Beat the Clock	Number bonds	
Click on the striped stick	Color by Numbers	Identifying numbers and sums	
Click on the train	The Adding Train	Horizontal additions	
Click on the balloon	A Balloon for Each Pixie	Counting and making a collection; introduction to addition	Numbers
Click on the teddy bear	Numbers to Letters	Writing numbers in words and figures	
Click on the paper boat	We Are Sailing...	Breaking down a number using number relations	
Click on the caterpillar	Caterpillars	Recognizing number bonds	
Click on the Ferris Wheel	The Number Wheel	Ordering numbers	Sequencing
Click on the house	Addresses	Ordering	
Click on the tower	The Visit to the Castle	Cumulative mental calculation; introduction to subtraction	Problems
Click on the duck	What's the Higher Number?	Comparison according to number; introduction to subtraction	

Outdoor Activities

While in the Main Screen, your child can explore a whole host of exciting places and animations, change the course of the story's events and personalize the whole layout. From here, your child can also access lots of the exciting, creative games and activities that make up Adi Jr.'s Land.

The Main Screen (also called the Environment or "Adi Jr.'s Land")

This tree gives access to each child's score

Robbytock will hlelp you water the flowers and vegetables

Fruit tree

Click here to enter the house

Click on the hollow tree to choose homes for the pets

Click on the mailbox to see if any letters have arrived for Adi Jr.

Click on the nest and bird feeder to tame the birds

Pup's kennel can be changed

Here is the Enchanted Garden full of magical flowers

Use this magic paint to repaint buildings

This is the way to the vegetable garden

Click here to go to the Land of Knowledge (the Applications)

Click here to exit the game

The beehive

A magical land that progresses with your child.

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The Characters

Bozzy Gulump, the mischievous monster

The birds

Pup, the bizarre, but lovable
dog with suction cup legs

Robbytock, the robot gardener

Adi Jr., your little friend and
learning companion

Kicook, the robot cook

The bees

*In Adi Jr.'s Land, your child's decisions influence the way events unravel. Your child's actions
will result in sometimes surprising situations, involving all sorts of funny little creatures,
including the main characters shown above.*

Adi Jr. comes and goes in his little land, plays with his dog, comments on what's going on and suggests activities. Your child can send him off to swing on the swing, play with his ball, check the maibox or do many other fun things.

Pup, Adi Jr.'s dog, is the bird's friend. He hates other dogs, loves cakes and needs a kennel to sleep in!

Robbytock, the robot gardener, plants fruit trees, waters the plants, harvests the crops when they're ready and fills the bird feeder with seed. By clicking on the robot, the watering can or the plants, your child can impel Robbytock into action!

Bozzy Gulump, the greedy old monster, simply adores strawberries and enjoys scaring the birds with loud noises. Your child will need to outsmart him to prevent him from pulling too many tricks! Adi Jr. has quite a few tricks of his own in store for old Bozzy...

The bees come and go, but if your child wants honey, s/he will have to choose a hive for the bees, keep it in good condition and grow some flowers in the garden for the bees to collect the nectar.

As for *the birds,* if your child remembers to feed them regularly by putting wheat on the window sill or by clicking on the bird feeder to fill it up, then your child can tame the birds! The birds need a home too, just like the bees and Pup.

The robot cook, *Kicook,* slices, chops, cuts and mixes all the ingredients chosen by your child from the fridge. Kicook uses these ingredients to prepare delicious recipes.

The Enchanted Garden

In Adi Jr.'s Enchanted Garden, magical flowers grow and reproduce other flowers. After two flowers have grown and bloomed for a while, they will begin to fade and die before a third, new type of flower grows up in their place. The flowers must be watered from time to time. Click on the watering can to have Robbytock water the flowers. They can also be picked before they begin to fade, in which case Robbytock takes them to Adi Jr.'s living-room and places them in the pretty blue vase on the shelf. Your child will also be able to see a "photo" of the flower in the collection of little pictures in the Photo Album!

To pick a flower, click on it

Click on the watering can to water the flowers

Click on the earth to plant a seed

Click on a bag to pick a seed

Adi Jr. encourages youngsters to try their hands at gardening.

The Vegetable Garden

In the Vegetable Garden, your child can plant tomatoes, spinach, carrots, strawberries and wheat. Once harvested, the crops are transported to the Kitchen. The fruit and vegetables are put in the fridge ready to make delicious recipes and the wheat is put in the wheat jar to feed the birds later.

Click on ripe fruit or vegetables to harvest them

Robbytock waters the crops when you click on the watering can

Your friend, Adi Jr.!
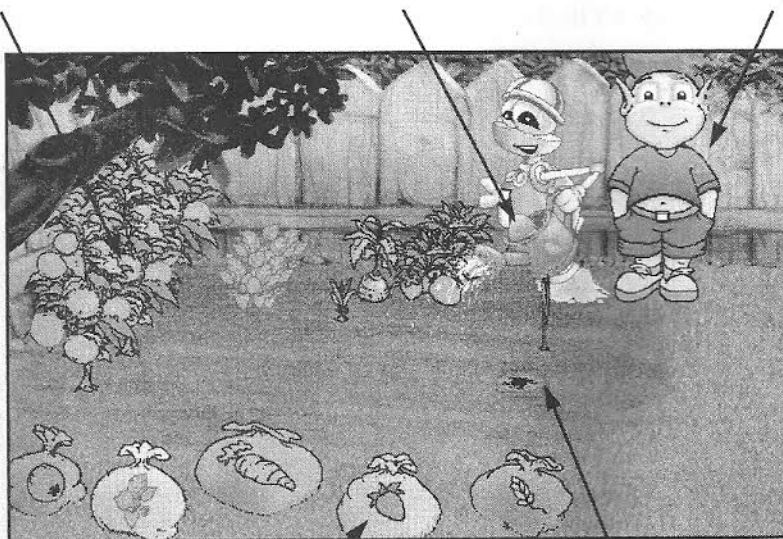
Click on a bag to get a seed

Click on the hole in the earth to plant a seed

Don't forget to water the plants – otherwise they'll fade away and die!

The Fruit Trees

To plant a fruit tree, click on Robbytock. He can only plant one fruit tree at a time, be it an apple, orange, banana or cherry tree. After confirmation, one tree is replaced by another. Click on the fruit when it's ripe for harvest. Robbytock picks the fruit and takes it to the Kitchen, where the fruit is added to the other ingredients in the fridge.

Animal Homes

Your child can choose and modify various types of shelters for the lovable animals in **Eager to Learn.** All your child needs to do is click on the tree's wide open mouth to go inside the workshop and choose a favorite animal home.

Over time, the animal homes in Adi Jr.'s Land will become shabby. Unless your child remembers to either replace or repair the shelters, they may fall completely to pieces. Fortunately, Adi Jr. is there to gently remind your child to care for these adorable animals and their homes.

Choose a bird's nest

Choose a kennel for Pup

Choose a beehive
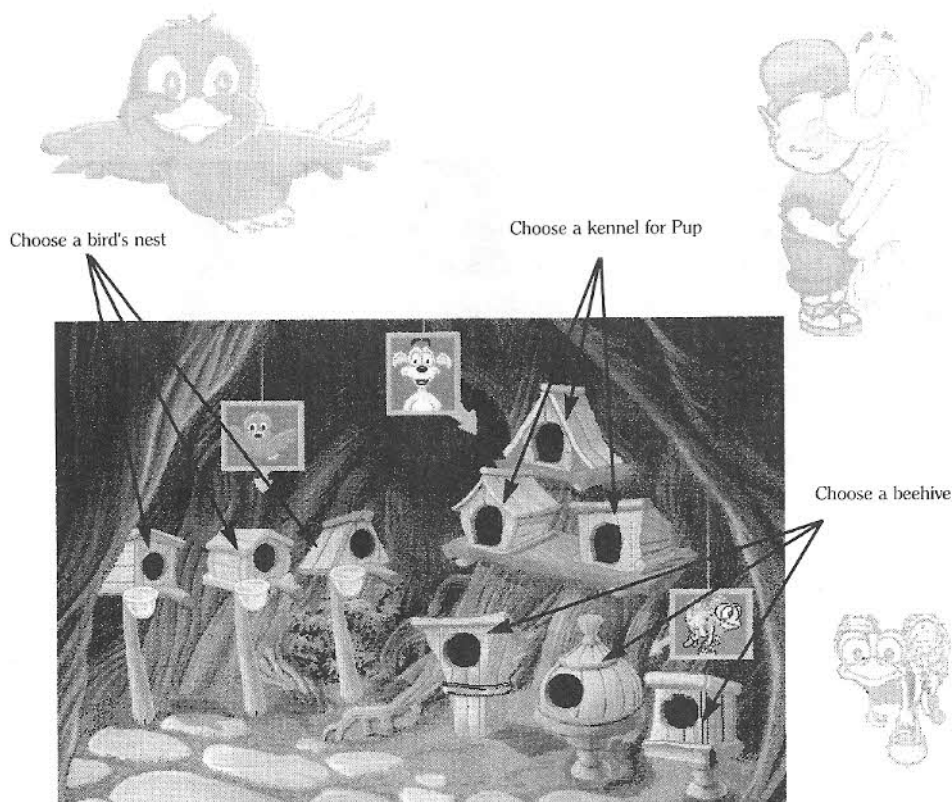
To fill the bird feeder with seed, click on the nest. Make sure you harvest the ripe wheat and plant some more so you'll have enough to feed the birds when you need to or want to.

To make honey, the bees need a garden full of delicious flowers so they can collect the nectar! To harvest the honey, click on the hive when the bees are ready (they'll tell you themselves).

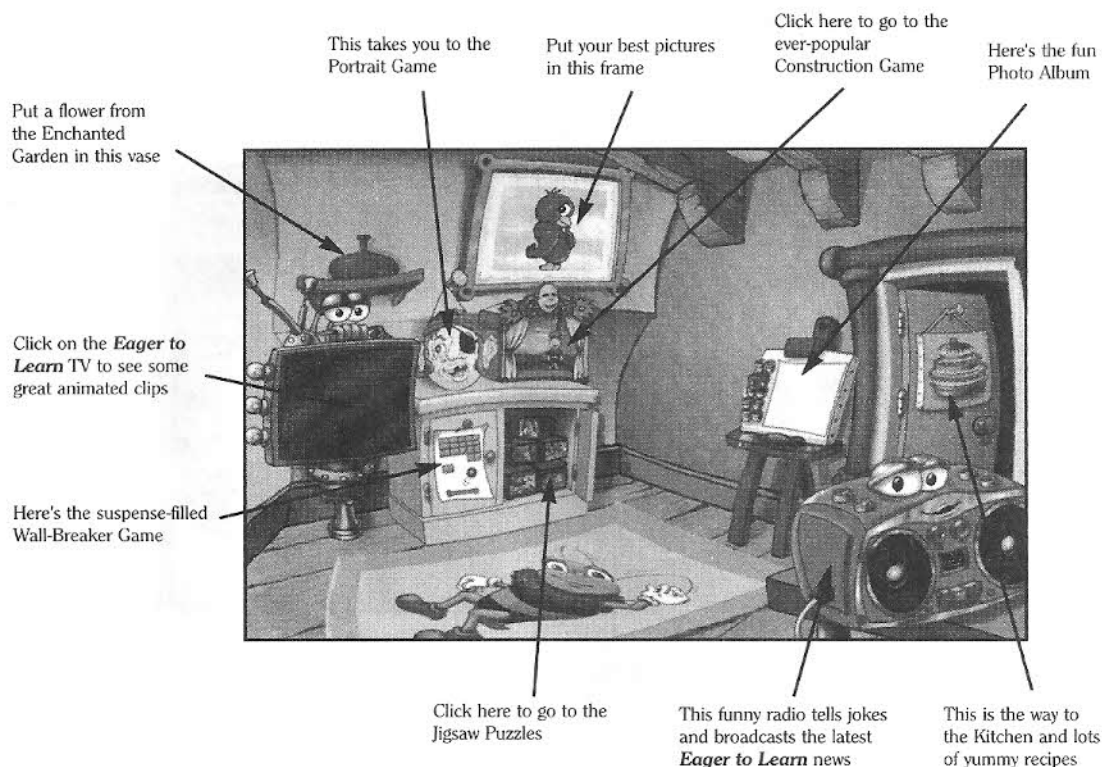So Pup can sleep peacefully, give him a comfortable home or your choice.

Magic Paint

Your child can color the outside of the house to look like wood, leaves, straw or even ice (like an igloo)! To repaint an animal's house or Adi Jr.'s house, your child can click on the paint pots, choose which one s/he likes best then click the building s/he wants to repaint.

There's no end to the surprises awaiting children inside Adi Jr.'s home! Children can spend hours of fun improving their reflexes with the Wall-Breaker Game, developing their visual memory with the Portrait Game, expanding their creativity with the Photo Album and the Construction Game or honing their logic skills with the Jigsaw Puzzle Game. Children can also take a break and make a funny cake, watch TV or listen to the radio! As always, children can decorate the room themselves: adding flowers to the vase or a picture on the wall...

The Living Room

This takes you to the Portrait Game

Put your best pictures in this frame

Click here to go to the ever-popular Construction Game

Here's the fun Photo Album

Put a flower from the Enchanted Garden in this vase

Click on the *Eager to Learn* TV to see some great animated clips

Here's the suspense-filled Wall-Breaker Game

Click here to go to the Jigsaw Puzzles

This funny radio tells jokes and broadcasts the latest *Eager to Learn* news

This is the way to the Kitchen and lots of yummy recipes

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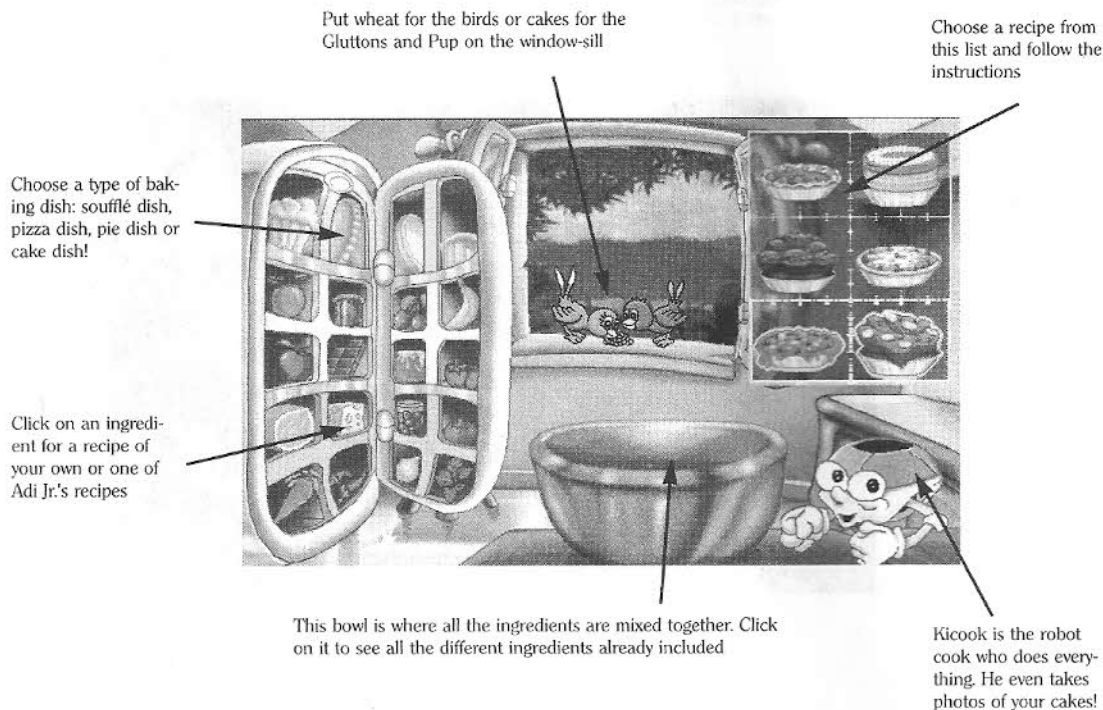
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23

The Kitchen

In this fun-packed Kitchen, your child can invent and cook his or her very own recipes, make one of the clown's recipes and decorate cakes all without getting messy! But your child should keep an eye out for Gluttons and for Pup – when finished cakes are placed on the window-sill to cool, either the Gluttons or Pup may snatch the cakes!

At the start of the game, the fridge is stocked with ingredients, but your child will have to harvest more fruit, vegetables and honey if s/he wants to keep trying out new recipes. Your child will also need to collect wheat to feed the birds. There are even real recipes in this kid-size Kitchen that you can make at home!

Put wheat for the birds or cakes for the Gluttons and Pup on the window-sill

Choose a recipe from this list and follow the instructions

Choose a type of baking dish: soufflé dish, pizza dish, pie dish or cake dish!

Click on an ingredient for a recipe of your own or one of Adi Jr.'s recipes

This bowl is where all the ingredients are mixed together. Click on it to see all the different ingredients already included

Kicook is the robot cook who does everything. He even takes photos of your cakes!

S I E R R A®

The Wheat

Once the wheat has been harvested, it's stored in this jar. Just click on it to add some more wheat to the window-sill and entice the birds to come over.

Make Your Own Recipe

It's easy to make your own food: just click on the fridge and add whatever ingredients you like. The results can be either mouth-watering or so bad that even the Gluttons won't eat it!

Adi Jr.'s Recipe Book

There are 18 recipes, ranging in difficulty from easy to complex; the more complex they become, the more ingredients there are. In levels 1 and 2, recipes are illustrated with pictures; in level 3 they are described in numbers. Six of them are very strange indeed... these are intended to be eaten by the greedy monster! Recipes must be followed very carefully, otherwise beware of the consequences!

Click on this icon to put the last ingredient chosen back in the fridge.

Decorating Cakes

Your child can decorate a cake as soon as s/he has successfully finished making it. For your child to decorate a cake, s/he needs to click on the decoration s/he wants. Decorations can be moved about, taken off and put back at will. Confirm by clicking on the thumbs up icon at the bottom of the screen.

When a cake is completed, decorated or not, just click on it to wrap it up and put it on the window-sill. Now wait a little while and see who comes to take it!

Make Your Own Recipe Book

Real recipes have been developed for children to make at home in their own Kitchen. Some of these are very simple and are intended especially for the very youngest cooks. The recipes are easy and complete: they contain pictures, helpful tips and specific advice concerning equipment and quantities. You may want to print out all of the recipes and have your child make a cover for your "Adi Jr. Recipe Book." As you start a new recipe, discuss it thoroughly with your child and let your child do as much of the actual preparation as possible. Your child will be proud of what wonderful foods s/he can create!

Warning: An adult should supervise any young child in the kitchen at all times. Children should never be left alone near sharp knives, electrical equipment, hot plates or ovens.

Printing Recipes

Click this icon to print out a recipe and help sheet. (See page 37 for more information about printing).

Television
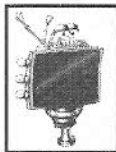
Children can choose from a large collection of animated clips, featuring their favorite *Eager to Learn* heroes in all sorts of unexpected and amusing adventures! Click on a clip to watch it on TV. The *Eager to Learn* theme song is even in here!

Radio
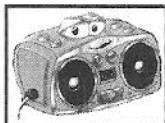
This funny little radio talks, broadcasting important news such as the birth of a baby chick or an approaching storm in Adi Jr.'s Land. The radio also tells all sorts of funny stories and jokes. Fun and laughter guaranteed! Click once to switch it on and click again to switch it off.

The Portrait Game

In this game, your child must make a funny face match a model face (which is also funny-looking!). To do this, your child clicks on the different parts of the face (eyes, ears, etc.) until they match the model.

Level 1: Comparing and Recognizing – Two faces are visible on the screen. Your child must duplicate the model on the left. The model is symmetrical.

Level 2: Comparing, Memorizing and Copying – This time the model gradually turns into a black outline, but your child can click on it at will to see it again. As in level 1, the model is symmetrical.

Level 3: Comparing, Memorizing and Copying – Level 3 is exactly the same as level 2, except that your child can only click on the black outline three times. Also, the face is asymmetrical.

This game can also be played with a full-length character. This can add a bit of humor with funny shoes, pants, and other bizarre clothing.

To duplicate a face, click on the pirate face in the icon bar at the bottom of the screen. To duplicate a full-length character, click on the full-length explorer.

Freehand Portraits

Your child can create funny characters by clicking on the various features of either a face or a full-length model. By clicking, your child can change:

Hair

Ears

Eyes

Nose

Mouth

Chin

Hair style or hat

Face

Body

Clothing

Legs

Feet
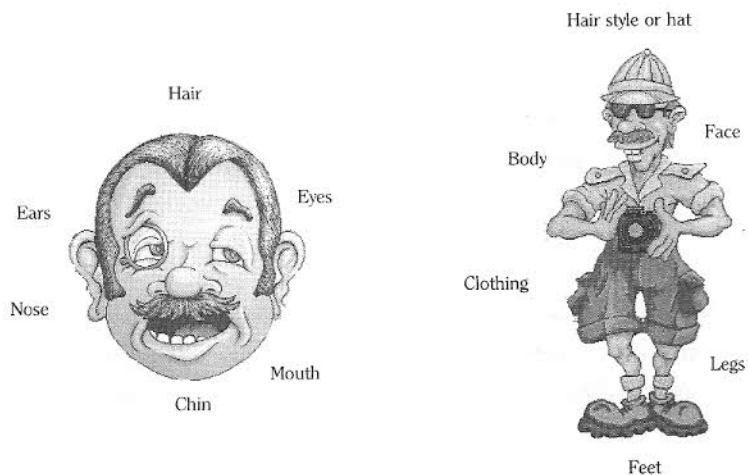
Each time your child clicks on this magic wand, a new face or whole person appears.

To play with a face, click on this icon.

To play with a full-length model, click on this icon.

The Construction Game

The Construction Game in **Eager to Learn** is based on the **Playtoons** software (also published by Sierra On-Line, Inc.), except Adi Jr.'s Construction Game is simplified for younger children. This activity area enables young children to produce their own animated stories. They can choose from a whole range of amusing and unlikely characters which they can insert into bizarre backgrounds.

Before Starting...

It's a good idea to click on the help icon (question mark) when you enter the Construction Game for the first time, so your child has a chance to get an overview of the game beforehand. Your child can then use the help cursor (the question mark) to click on the various icons and areas on the screen to find out more about them.

Creating Your Own Story

The three icons on the right side of the screen can be used to change the picture's background:
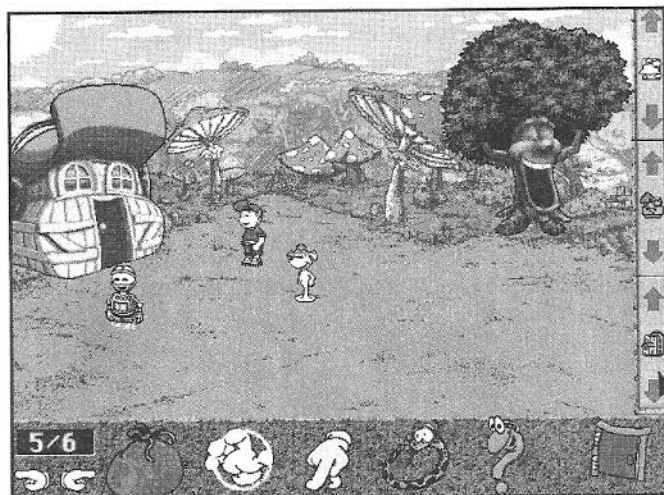
Picture Backgrounds

Changes the top of the picture (sky)

Changes the middle of the picture (horizon)

Changes the bottom of the picture (ground)

To see the different types of backgrounds, click on the arrows above and below each icon.

Turning the Pages

5/6

This counter shows how many pages the story has. Stories cannot have more than 6 pages. Click on the arrows to turn the pages.

Construction Elements

Click on the bag to open up a "catalog" of all the different things you can add to your picture.

In this catalog, all the various elements are listed by category: there are characters, houses, scenes for inside houses, for the countryside, for the town, funny objects, background music, and so on. To change to a different category, click on the arrows at the top. Click on the bottom arrows to see all the different items within a category.

Choosing an Element From the Catalog

Objects that remain stationary are shown on a white background. Objects that can be animated are shown on a blue background. To see the animation before making a choice, click on the question mark, then on the object. The animation will be shown in a window. To choose an element, click on it with the mouse and put it in the picture by moving it where you want and clicking again. The same element can be placed in several places on the picture. To "release" the picture from the mouse, click on the right mouse button or the "Esc" key.

To leave the catalog, click on the bag or the door.   or

Picking Up an Element

Use this hand to pick up an object or character and move it or put it back in the bag.

Animating and Moving

To go to animation mode, click here. The icon will become a magic wand.

To move a character around in the picture, click on the character's feet with the wand, then click on the spot you want the character to go to. If a character meets up with another animated object or character, watch out for surprises!

To make a character enter a house or move onto the next page in the story, click on the character's feet then click on either the house's door or on the edge of the screen. The magic wand cursor will become an arrow to show that the character has gone into another picture or into a house. To make the character leave the house, click on his feet, then click the bottom of the picture.

The Wall-Breaker Game

This classic, ever-popular, arcade-style game is full of surprises. Your child can play twenty progressively difficult games per level. Each game is given a title, which is shown at the beginning of the game. Successfully finishing one game leads you to the next. To win a game, your child must knock down all the bricks with the balls available.

The different levels of difficulty alter the size of the racket and the position of the bricks. Click on the mouse to start a game and throw a ball. To pause the game, click on the right mouse button or press the "Esc" key. To start playing again, click anywhere in the game. To leave the game, first pause then click on the door.

Bricks you need to break

Bricks with special effects

Number of balls available in the game

Racket

Ball
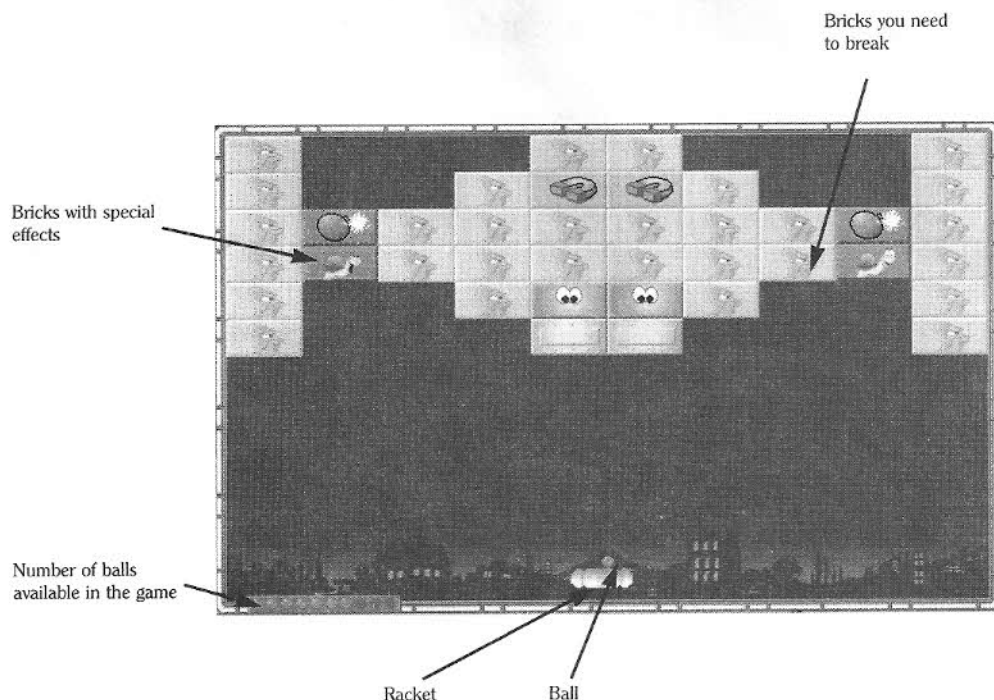
Animated Jigsaw Puzzles
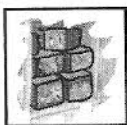
Jigsaw puzzles are a classic educational tool and in Adi Jr.'s Land your child has the added bonus of an animated skit once the jigsaw puzzle is finished. The skit is usually a series of funny reactions that will make your child giggle and laugh.
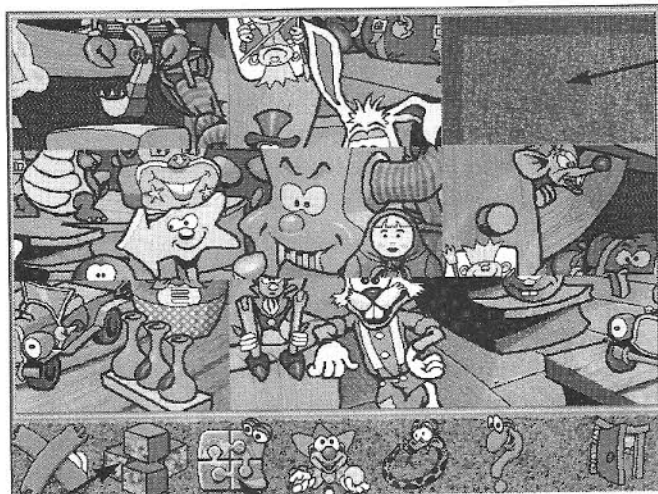
The empty space allows you to move pieces around

Click on this icon to choose another jigsaw puzzle

Click on this icon to see a picture of the finished jigsaw

When you click on a puzzle piece, it automatically moves to the empty space, thereby creating an empty space where it was. The number of pieces in each jigsaw puzzle vary depending on the level.

Level 1: 9 puzzle pieces   *Level 2:* 12 puzzle pieces   *Level 3:* 20 puzzle pieces

The Photo Album

This comprehensive drawing tool has been designed especially for use by very young children. It offers a wide range of tools, a data bank of clip art and backgrounds, the possibility of writing (if your child is ready for it) and a very effective save function (for those all-too-common mistakes!).

Adapted for Young Users

In order to ensure that children of all ages could effectively use this tool without frustration, we decided to allow for a free-moving, non-clicking mouse. This means that your child will only need to click once to start drawing a line and click again to stop drawing a line. It is actually quite difficult for children under 5 or 6 years of age to draw a picture while keeping their finger pressed down on the mouse button.

Click here to open a palette of six shades

Drawing and painting tools

To rub out, delete, copy or move parts of a drawing

Advanced tools
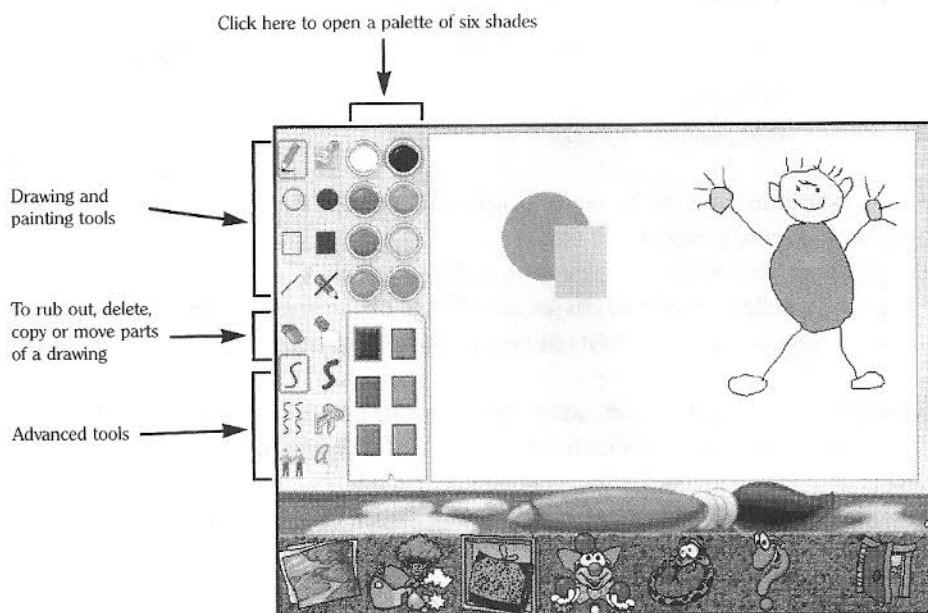
Each tool remains active until another one is selected. Click on the question mark and then on each icon to find out more about the various tools and their uses.

The different levels have varying numbers of tools which are more or less complex. We encourage your child to start at level 1.

33

The Writing Tool

abc

This tool enables younger users to begin playing with letters and words. Older children can get used to using a keyboard by making invitation cards, writing little messages or composing letters.

To make a card with pictures and text:

- First, draw a picture or select one of the pictures in the clip art collection.
- Select a color and a shape.
- Use the mouse to put the cursor where you want to start writing.
- Type your text on a line. The text is now linked to the cursor and will follow it.
- Move the mouse around and place the text exactly where you want it.
- Click to confirm.

Important! The text attached to the cursor must not be over a line long. As long as the text hasn't been confirmed, it can be changed using the usual keyboard functions (delete (▪), with the exception of tabulations, arrows and edit).

To confirm:

- Press "Enter" on the keyboard, or
- click on the mouse to position the text.

Any new text will be placed in front of the previous one until moved. This way, a wide range of graphic effects are possible (overlays, perspectives, etc.).

This icon contains a collection of pictures, either colored or uncolored (your child can color it in), filed away by subject. There are even templates for invitation cards in here!

This icon contains a catalog of clip art, either colored or uncolored (your child can color it in), filed away by subject. There are even cartoon bubbles and labels in here!

This art folder contains the various save functions (see page 35).

S I E R R A®

The Save Function

Your child can save his or her favorite pictures by making a copy of them, which can be retrieved later to reuse, revise, or just reminisce over what beautiful pictures s/he created!

The first screen asks your child to choose between four options:

1 **Copy a Picture**

Copy a picture and place it in the "art folder" and build up a data bank of images.
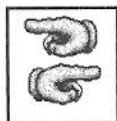
Use these icons to turn the pages.

Copy a picture onto a floppy disk to keep it and either put it in another *Eager to Learn* Photo Album or send it to a friend who has *Eager to Learn* too.
1. Insert a formatted, preferably blank disk into the disk drive.
2. Confirm "yes" if everything is ready.
3. Wait a little while and presto! The picture has been copied onto the disk. Take the disk out and label it.

Important: You can only copy one Eager to Learn *picture onto each separate disk. The floppy disk used must respect a certain number of criteria, be correctly formatted and have at least 250 Kb of available space. If any problems are reported on screen, remove the disk, check your hardware, then begin again with a new, formatted blank disk.*
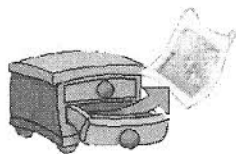
② Find a Picture

To find a picture in the art folder, click on the box with the drawing in it.
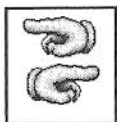
Use these icons to turn the pages.

To find a picture saved on a disk, and made with the *Eager to Learn* Photo Album:

1. Insert the disk with the *Eager to Learn* picture into the disk drive.
2. Confirm "yes" when ready.
3. Wait while it is loading and presto! The picture is on your screen.

If an error message appears on screen, the possible causes may be:
- There are no *Eager to Learn* pictures on the disk.
- The picture was not made using the *Eager to Learn* Photo Album.
- You may have a hardware problem.

Note: Don't forget to put a copy of the picture in the art folder now. If the drawing gets lost, you can just reload the disk and start again.

A picture on the screen, whether from a disk or the art folder, cancels and replaces any previous pictures on the screen. If appropriate, your child will be asked to confirm any changes.

③ Send a Picture to Adi Jr.
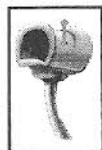
Just click on this icon to automatically send the picture to Adi Jr.'s mailbox. He'll be delighted!

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4 Printing a Picture

The use of a color printer is recommended for best results; it is, however, possible to print in black and white. It is not possible to print more than one page at a time. To print several pages, you must repeat the printing procedure each time. As always, before printing, make sure your printer is working properly: ink, paper, everything is connected, the printer is turned on, etc.

When everything is ready, click on the printer icon, then "yes" to confirm. Wait while the picture is loaded onto the printer and then printed. If nothing happens, check your hardware. If the problem persists, check your printer's and/or your computer's user instructions.

THE APPLICATIONS—"THE LAND OF KNOWLEDGE"

Children can switch between the educational Applications and the main Environment by simply swapping CDs. The Applications are short, educational lessons for your preschooler, written to enhance and challenge your child's understanding of many basic, all-important concepts.

To Get to the Land of Knowledge

After clicking on the signpost in the Main Screen, another screen will display a set of Applications available for your child. Only Applications that are currently installed on your computer will be shown on this screen. Applications your child may want to try in the future are shown in a shaded window.

- If your child clicks on the picture of an Application that has already been installed, a window will request confirmation of the change of CDs. Replace the Environment CD with the appropriate Application CD in the CD-ROM drive and click on "yes" to confirm.
- If your child clicks on one of the shaded pictures, answer "yes" and insert the new Application. Answer "yes" to confirm installation.

To Leave the Land of Knowledge

Once in the Applications:

- Click on this icon until a window appears with two choices: go back to Adi Jr.'s Land or quit the game.
- At Adi Jr.'s request, replace the Application CD with the Environment CD to return to Adi Jr.'s Land.
- Confirm by clicking "yes."

Note: When removing and inserting a CD make sure it isn't covered with finger marks, that it's inserted correctly (picture facing upwards) and that you are inserting the correct CD.

The Structure of the Applications

The Applications are divided by subject. Currently, only Reading and Counting Applications are available, but others are currently being developed.

The Reading and Counting Applications for each age are located on a single CD (either *Eager to Count* and *Eager to Read 4-5 years* or *Eager to Count* and *Eager to Read 6-7 years*). Your child can choose to do either reading or counting exercises by clicking on the appropriate picture in the Choice of Application screen.

Each Application is comprised of an initial welcome screen containing 15 learning zones, each of which represents a type of exercise. When your child moves the cursor over a zone, a bar is displayed at the bottom of the screen. This bar indicates the name of each exercise and the progress made by level. This progress is shown in the form of little apples. Some icons underneath the initial screen are also available, such as the score icon. The score icon shows a chart of your child's progress.

Each of the 15 exercises in each Application are broken down into 5 learning objectives which enable parents to rapidly assess each child's strong and weak points (see pages 12 to 15 for more information about the objectives).

Using Icons in the Exercises

Seven icons, located at the bottom of the screen, are always visible during the exercises. If they're crossed out with a red cross, they are not available. Some are identical to those found in the Environment, others are only used in the Applications.

Icon	Indicates	Purpose
	Score	This icon is available in all exercises. It indicates the number of points obtained in the current Application. If clicked, it opens a Progress Screen of your child's work for the Application that is currently open.
	Erase	This icon can only be used during the input of numbers. If clicked, it will erase the last figure entered onto the calculator.
	Confirm	This icon is available in all exercises. Your child must click it to confirm his or her answer(s). If clicked before a choice is made, it will have no effect.
	Choose a Level	This icon is available in all exercises. It enables your child to move from one level to another within an exercise or once an exercise is finished. There are three levels.
	Listen Again	This icon is available in all exercises. If clicked, the instructions for the current exercise will be repeated.
	Help	This icon is available in all exercises. This icon will trigger a spoken explanation of the current exercise and level.
	Quit	This icon is available in all exercises. It enables your child to quit the current exercise and return to the initial Applications screen.

Exercises Levels

There are three levels of difficulty within each exercise. When your child chooses one of the 15 exercises, a juggling clown will then ask him or her to select a level. Whatever the level of an exercise, the structure of the exercise is similar throughout.

Exercise Instructions

Each level begins with a set of spoken instructions explaining the exercise. These instructions can be replayed as often as your child wants by clicking on the ear icon at the bottom of the screen. Your child can also click on the question mark icon at the bottom of the screen to obtain more help in solving an exercise.

Number of Questions

The number of questions within a level varies between one and three. Your child can have either one or two tries at getting the correct answer: this number will vary from one exercise to another but will always be the same within the different levels of an exercise.

Confirming an Answer

To successfully choose an answer, your child must click on at least one object or answer on the screen then click on the thumbs up icon at the bottom of the screen. Sometimes, your child may forget one of these two steps. Adi Jr. will gently remind your child what s/he needs to do, or you may help your child complete the process. When your child has selected an answer and clicked on the thumbs up, then Adi Jr. can tell your child whether or not s/he chose the correct answer.

Showing Correct Answers

When your child chooses an answer, it is circled in blue or highlighted in some way to show it is selected. After your child confirms the answer (by clicking on the thumbs up icon) the answer will be shown as either correct or incorrect. A correct answer will remain blue. An incorrect answer will be circled in red and the correction will be shown in green. When an incorrect answer is given, Adi Jr. will explain why that particular answer was wrong and will give the correct answer, reinforcing the main concepts of that exercise.

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Moving On

At the end of each level, whether successfully completed or not, your child will be asked to select a level again. At this point your child can either move on to the next level by clicking on the appropriate juggler, redo the same level or quit the exercise and return to the initial welcome screen.

Viewing Progress

Your child's work is recorded and represented by a little apple situated under the jugglers (in the screen that allows your child to choose a level):

A whole apple means the level has not been started.

A half-eaten apple means the level has been attempted unsuccessfully.

An apple core means the level has been successfully completed.

A level is considered successfully complete when your child has correctly answered all the questions. Your child can play all the levels as often as desired and the apple pictures will be updated accordingly.

DIPLOMA ADI JR.

This document certifies that
Sally
has brilliantly completed the application
"Eager to Read: 4-5".

June, 28th 1996

Well done says Adi Jr.
and all his friends!
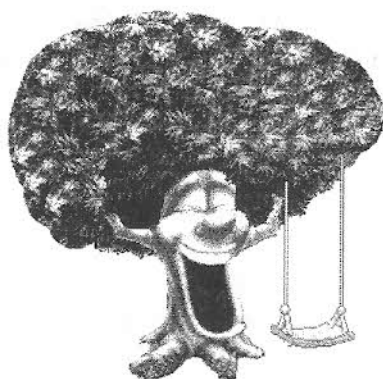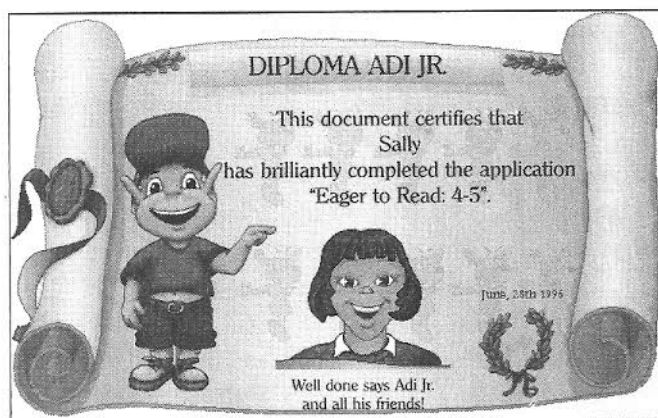
YOUR CHILD'S SCORE AND PROGRESS

The Score

When your child successfully completes a level, s/he wins a point that is displayed in the score icon. Also, Adi Jr. celebrates your child's achievement by doing a little congratulatory song and dance. Your child wins a "treat" for every 5 points earned: a short animation appears on screen. The treat is stuck up in the tree's foliage in the Environment screen.

Your child can win a total of 45 points for each successfully completed Application and 180 points for all four Applications. When a entire Application has been successfully completed, your child is awarded a diploma. The exercises are broken down according to the educational objectives on which they are based.

The five educational objectives are based on age level and subject. These objectives are specific to each Application.

- *Eager to Count: 4-5 years* Recognizing Numbers • Counting • Spatial Relationships • Comparing • Problem Solving
- *Eager to Count: 6-7 years* Recognizing Numbers • Identifying Sums • Counting • Order • Problem Solving
- *Eager to Read: 4-5 years* Visual Perception • Listening • Memorizing • Writing • Observing • Duplicating
- *Eager to Read: 6-7 years* Visual Perception • Listening • Memorizing • Writing • Reading for Understanding.

The educational objectives are detailed in the summaries and reviewed in the Progress Screens.

There are two types of Progress Screens:
1. One is accessible directly from the exercises and the initial Application screens by clicking on the Score icon, or via the Choice of Level window.
2. The other is visible in the Environment screen by clicking on the smiling tree's foliage.

Monitoring

To display the Progress Screen, click on the Score icon visible in the exercises and the initial welcome screens or in the Choice of Level window.

The middle of this screen shows a miniature initial screen of the Application under review. Each zone relating to an exercise is highlighted by an arrow that points to a bubble containing a certain amount of information on the exercise:
- the title of the exercise
- the progress made for each level of the exercise, symbolized by apples
- the educational objectives represented by the bubble's background color

Click on a bubble to find out more about a specific exercise.
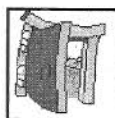
By clicking on this icon, your child will return to the current exercise. The Progress Screen can also be used to navigate, from one level to another (or from one exercise to another) or to change questions within a same level by clicking on the appropriate apple. The flashing apple enables your child to know what level s/he is currently doing.
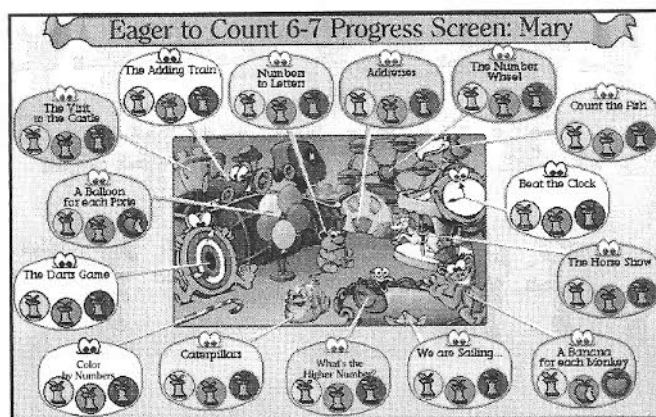
This screen can be printed.

Progress Screens

A series of progress screens can be visualized by clicking on the hollow tree's foliage in the Environment screen.

Summary Screen

This screen details the Applications installed (picture of each initial welcome screen and name of Applications). A laurel wreath on a picture means that it has been successfully completed and that the child has been awarded a diploma. The following icons are available in the Summary Screen:

 Click on this icon to go to the Diploma Screen (this is only active if at least one diploma has been earned).
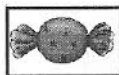
 Click on this icon to go to the Treat Screen.

Diploma Screen

This lists all the diplomas awarded to your child.

If your child has obtained more than one diploma, this icon will be available to allow you to flip through the diplomas.

Click here to print the diplomas (see page 37 for printing instructions).
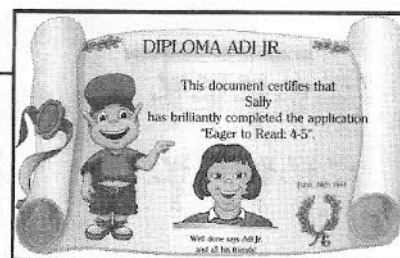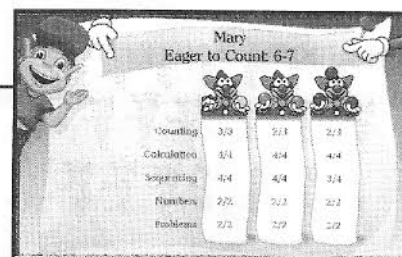
This screen can be printed.

Treat Screen

This screen reviews your child's overall score in all the Applications, the number of treats won (10 little treats make 1 big one) and the maximum score possible by your child when s/he finishes all the Applications installed. If your child wins 10 big treats a code appears which is also visible in the smiling tree in the Environment screen.
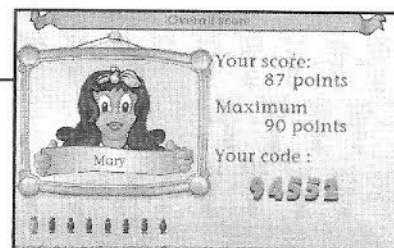
This screen can be printed.

Objectives Screen

This screen can be seen by clicking on the Application's mini screen (icon) in the Summary Screen. It details your child's work in that Application, objective by objective, indicating for each level the number of existing exercises and the number of exercises successfully completed by your child.

This screen can be printed.

Educational Skills Screen

If you click on one of the objectives, a screen is displayed that details all the exercises related to that objective together with the educational skill and the progress made per level. These are shown in the form of the apple symbols as previously described.

Eager to Count 6-7 - Objective: Counting				
Names of exercises	Educational skills	Levels		
		1	2	3
A Banana for each Monkey	Distribution according to visual discrimination	🍎	🍎	🍎
The Horse Show	Counting based on visual discrimination	🍎	🍎	🍎
Count the Fish	Methodical counting by lines, columns and sets; introduction to multiplication	🍎	🍎	🍎

This screen can be printed.

Come on! Let's go play now!

OUR PROMISE TO OUR CUSTOMERS

Important information about our 30-day guarantee: If, for any reason, you are dissatisfied with this product, we will gladly exchange it for another title of equal or lesser value, or refund your money.

Simply return the complete package to us with your dated original store receipt and an explanation for the return within 30 days of purchase. Please tell us whether you want a replacement title (specify which one) or a refund. You can direct your mail to this address:

Sierra On-Line Returns
P.O. Box 485
Coarsegold, CA 93614

CUSTOMER SERVICE

Because we feel it's important to provide a maximum amount of guidance to our young users and to help them solve any problems they might encounter, our customer service is available from Monday to Friday (9 a.m. to 5 p.m.). If you have questions, you can call or write us at:

Sierra On-Line Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506
(206) 644-4343
(206) 644-7967 (Fax)

A trained technical support person is ready to answer any questions covering all aspects of installing, running and using the software plus much more: new products, release dates, etc. So don't forget to send back your warranty card to benefit from this free service.

CREDITS

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48

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