Kid's Typing®

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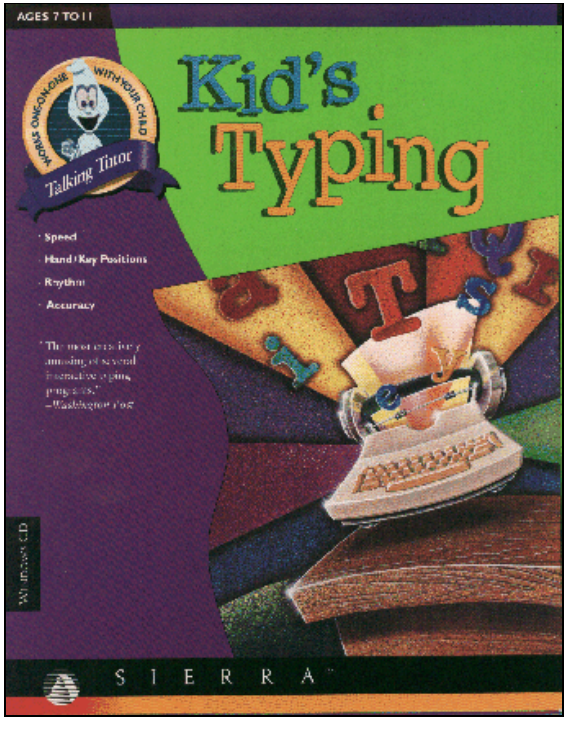
NOTE: Clicking any green, underlined text will jump you to a related section.

Welcome! 2
Educational Benefits of **Kid's Typing** 3
How to Install **Kid's Typing** 4
System Requirements 7
Progression of Learning 10
Walk-through **Kid's Typing** 11
Monitoring Progress 16
Maximum Learning - Ergonomics for your child 19
Additional Activities 20
Bibliography 24
Troubleshooting 25
Getting Help 28
The Sierra No-Risk Guarantee 29
Credits 30



Welcome!

(Kids - Read This!)

You're about to meet a little ghost named Spooky who lives in the attic of a seemingly normal suburban family home. Spooky tries with all his energetic might to scare the family, but they don't seem to notice.

Spooky is your personal typing coach. He'll show you where each letter is located on your keyboard and will tell you where to place your fingers. While you learn to type, you'll meet the family. You'll see Tammy on the phone most of the time and Timmy sitting on the dining room table. Dad is always watching TV and Mom is in the kitchen arranging flowers. You'll also meet Woody, the cat, who usually stays in the closet and peers out at the world. While you get to know the family, you'll learn to improve your typing skills, and the faster you type the more haunted the house becomes.

You can go to the library from the attic at any time to practice your typing skills while reading classic stories like "Cinderella" and "Rumplestiltskin." To type some one-of-a-kind stories, venture into the encyclopedia set. Just click on the encyclopedia that has the letter you want to practice and a story will appear for you to type. Be careful, because these stories are real finger-twisters!

No matter what game room you are in, Spooky will try hard to scare the family by turning on the blender, lifting the TV into thin air, and doing other unnatural things. The faster you can type, the scarier it becomes.

Educational Benefits of Kid's Typing

(Parents - Read This!)

Kid's Typing has been designed for children between the ages of seven and ten. Our goal is to teach children to type accurately and quickly with the guidance of an infinitely patient, always cheerful, animated on-screen teacher. Your child learns to type quickly and to correct mistakes with the positive, immediate feedback that this tutor readily provides.

Your child's personal coach and teacher, Spooky, helps your child learn key location, basic typing and speed typing. Your child can practice typing in five different game rooms where the text is created specifically to improve weak areas. Also, your child has access to a large library of interesting texts, including classic tales by Hans Christian Andersen, the Grimm brothers, and other famous writers, plus an encyclopedia set to work on specific letters. The library provides a nearly unlimited supply of texts so that your child can read new material each time he or she practices typing.

Sierra created a uniquely effective way of making the text scroll without jumping. Your child will see three lines of text at a time, and the text will smoothly roll up, revealing subsequent lines of text as your child types. This method makes it easy for your child to concentrate on typing, reduces eye strain, and increases accuracy.

A primary instructional benefit of **Kid's Typing** is the amazing capability to create lessons based on your child's educational needs. Each lesson is designed to strengthen your child's weakest keystrokes. No lesson or game will ever be the same.

Kid's Typing is designed to teach speed and accuracy on the letter keys. Common symbols are taught, but the primary goal of the program is to consistently improve letter key speed.

Unlike other typing software available today, your child will have immediate positive feedback, a talking tutor, and one-on-one instruction from a personal, friendly coach. Congratulations on buying a wonderful learning tool for your child!

How to Install Kid’s Typing

On your Macintosh® system
On your Windows® system

On your Macintosh® system

To install **Kid's Typing** from your **Macintosh CD-ROM** drive:

1. Insert the **Kid's Typing** CD-ROM into your CD-ROM drive using a carrier if appropriate.

2. When you open the CD-ROM from the Finder, you should see the **Kid's Typing** icon.

3. Double click on this icon to launch the program. It will read from the CD-ROM drive; it will not install on your hard drive.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

On your Windows® system

To install **Kid's Typing** from your **PC's CD-ROM** drive:

1. Insert the **Kid's Typing** CD-ROM into your CD-ROM drive using a carrier if appropriate.

2. Begin at the Microsoft Windows™ Program Manager. (If you are not familiar with the Microsoft Windows Program Manager, please consult your Windows manual.)

3. Select "RUN" from the "FILE" menu in the Windows Program Manager.

4. On the command line, type **x:\SETUP** (where "x" is the CD-ROM drive) and press Enter or click the "OK" button.

5. A new icon for **Kid's Typing** will be automatically created for you in the Sierra program group.

6. Double-click on the icon and the program will read from the CD-ROM drive. The application will not install on your hard drive.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

System Requirements

Macintosh® systems
Windows® systems

Macintosh® systems

To run **Kid's Typing**, your Macintosh system should include:

- Color Macintosh system
- 4 MB system memory
- System 6.0.7 or higher
- 16 MB free disk space (11.5 MB after installation)
- Eight-bit color monitor

Windows® systems

To run **Kid's Typing**, your Windows system should include:

Hardware:

- IBM AT™ bus-compatible system
- 386SX/20 MHz or greater CPU
- Hard drive
- 14 MB free disk space (11.5 MB after installation)
- 4 MB system memory
- VGA display and video board capable of displaying 256 colors @ 640x480
- Sound card that supports Windows 3.1
- Audio speaker or headphones
- Microsoft compatible mouse

Software:

- Windows 3.1 or better installed
- Sound card driver that supports Windows 3.1
- VGA driver that supports 256 colors @ 640x480 under Windows 3.1

Progression of Learning

Kid's Typing progresses logically and naturally as your child learns. Your child will learn and practice typing in three different environments: the attic, the game rooms, and the library.

Your child begins in **the attic**. Here Spooky teaches letter location on the keyboard through a series of lessons. Spooky introduces the keys in this order:

1) A, S, D, F, J, K, L, Semicolon (;), Space bar
2) H, E
3) I, R
4) O, T
5) N, G
6) Left shift, M
7) U, C
8) W, Right shift
9) B, Y
10) Apostrophe ('), X
11) P, V
12) Q, Comma (,)
13) Z, Period (.)
14) Question mark (?), Exclamation point (!)
15) Quotation mark ("), Colon (:)

In each of these fifteen lessons, Spooky first teaches finger placement on the keys. Then he asks your child to type the individual keys that have just been taught. Next, your child is given simple words as an exercise to practice individual keys. (Note that some of these are nonsense words, created especially for practicing particular keys.) Accuracy is stressed in these attic practice exercises. As soon as your child has mastered typing words in each lesson, Spooky takes him or her into a game room.

The **game rooms** are designed to improve typing speed. When your child is first learning key location, the text for the game rooms consists of words using only the letters that have been taught. After all fifteen lessons have been completed, your child will be treated to short, silly sentences for typing practice. These sentences are generated to insure variety and to help focus on the specific keystrokes being practiced.

As your child's typing skills advance, more complex text, including stories, will be presented in the game rooms. In this manner, your child is continually challenged by new and increasingly difficult material to type.

The **library** is designed for general typing practice and to encourage your child to type for extended periods of time. Thus there is a wide variety of stories available to hold your child's interest. Your child can enter the library from the attic at any time, but the text in the library is most appropriate for typists who have completed all fifteen lessons on key placement.

Walk-Through Kid’s Typing

Welcome to Spooky's realm of typing fun! We welcome you and your child to an unusual place where your child can learn to type and then practice to improve accuracy and speed. Spooky will be your child's constant personal typing teacher.

When your child first loads **Kid's Typing** , a suburban family home with a neatly trimmed yard will appear. The house fades to the New Game/Restore Game screen where your child may choose either to play a new game or restore an old game. When restoring a game, your child needs to find his or her name on the scroll and click on it, then click on the Enter button. If your child is starting a new game, Spooky asks your child to type in his or her name (8 character limit). Click on the Enter button to register the name.

Learning Rooms

Attic
Game Rooms
Library
Exiting the Rooms

Attic

Spooky first leads your child into the attic. There are several important elements in all rooms that your child first encounters in the attic.

The Scroll (top of screen) - This is where all the texts appear in each room. On either side of the Scroll are gauges that measure your child's typing activity.

On the right side of the Scroll:

Tube filled with red liquid - This is a comprehensive indicator of your child's typing **speed** over the course of the lesson. It designates the average words per minute for the lesson.

Electricity generator - This indicates typing **accuracy**. The higher the electrical arc, the greater the accuracy.

On the left side of the Scroll:

Burning candle - The candle indicates how much **time** is left in a timed session.

Little scroll - The little scroll shows the **quantity** of text your child has typed and indicates how much text remains.

Note: The tube and the electricity generator are mutually exclusive - only one will be visible at a time. The same is true for the candle and the little scroll.

Keyboard - The keyboard is used to show correct finger placement and to help your child find difficult keys. If your child delays typing a key, the desired key will light up. The keyboard is only visible in the attic.

Print door - To print a certificate stating how well your child typed, click on the Print door and then press the Print button. For more information about this certificate, see Monitoring Progress - Certificates.

Electrical Quit switch - To quit **Kid's Typing**, click on the Quit switch.

Library bookcase - Click on this to find the secret passageway to the library.

Picture frame with broken glass - Click here to find the credits for **Kid's Typing**.

There are several Quick Key short cuts that your child may use while playing **Kid's Typing**.

	ON YOUR MACINTOSH	**ON YOUR PC**
To quit **Kid's Typing** at any time	Command + Q keys	Alt + Q keys (or Alt + F4 keys)
To print while in the attic	Command + P keys	Alt + P keys
To go to the library from the attic	Command + L keys	Alt + L keys
To go to the attic from the library or a game room	Command + A keys	Alt + A keys

Note: If your child quits **Kid's Typing** using the Quick Key short cut, statistics from the session he or she was working on will be lost.

Game Rooms

There are five game rooms where your child will find text designed to strengthen his or her weakest keystrokes. These are the kitchen, the living room, the dining room, Tammy's bedroom and Timmy's bedroom.

Kitchen - Mom is in a bright, cheery kitchen arranging a bouquet of flowers. As your child begins typing the text displayed at the top of the screen, Spooky will mysteriously turn on the blender. As your child types faster and faster, the blender accelerates wildly from chop to blend to puree and on...

Living room - Here's Dad, lounging in his favorite recliner watching the ball game on TV. As your child types, Spooky mysteriously makes the TV float in mid-air. Much to Dad's dismay, your child can keep the TV floating for as long as your child continues to type.

Dining room - Timmy is sitting in the middle of the dining room table. As your child types, Timmy floats up in the air and will spin faster and faster as your child types faster and faster.

Tammy's bedroom - Tammy, as usual, is talking on the phone as your child types. She becomes more animated and speaks faster and faster as typing speed increases.

Timmy's bedroom - Timmy has a large collection of musical instruments and toys in his bedroom, including a keyboard, a plastic trumpet, a xylophone, and many others. As your child begins to type, the instruments magically begin to play.

Library

The library is designed to allow for an unlimited typing environment. There is a large bookcase full of interesting stories from which your child can choose. The books on the top of the bookcase are classic tales such as "Cinderella" and "Rumplestiltskin." For a full list of these texts, consult the Bibliography section of this guide.

At the bottom of the bookcase is the encyclopedia set. There are twenty-six books on the shelf, each focusing on one letter of the alphabet. Your child can select one to practice typing a specific letter.

Exiting the Rooms

Your child can exit a lesson or a room at any time and return to the attic.

To exit a lesson or game room: click on the picture of the attic.

To exit the library: click on the secret passageway that leads back to the attic.

Monitoring Progress

Statistics
Certificates

Statistics

Statistics are a vital part of the learning process since they provide valuable feedback. Your child will know how well he or she is doing in every aspect of **Kid's Typing**. Spooky is a very enthusiastic coach, rewarding improvements and encouraging your child to do even better next time.

Statistics are given at the end of each typing session, if enough data has been collected. The statistics include words per minute (WPM), accuracy, time to complete the lesson or game, fastest key, slowest key, total characters typed, and overall top WPM ever. Here are the specifics for each statistic:

Words per minute: The WPM indicates how fast your child has typed. It is the average speed based on the last typing session. In **Kid's Typing**, a word is equal to five keystrokes. Thus a WPM of 12 means that your child typed an average of 60 keystrokes per minute.

Accuracy: Your child's typing accuracy is calculated as the percentage of correctly typed letters, based on the given text. For example, 90% accuracy means that 90% of the letters typed matched the text. **When your child corrects errors while typing, his or her accuracy percentage increases.** However, the errors are noted and will be used to design future lesson strategy.

Time: This is how long your child typed in the last session, in minutes and seconds.

Fastest key: This is the key that your child typed most quickly, after adjusting for accuracy.

Slowest key: This is the key that your child took the longest to find and type. Future lessons are frequently generated based on this key.

Total characters typed: This is your child's typing odometer. It starts with the very first lesson and continues to increase each time your child uses **Kid's Typing**.

Overall top WPM: Your child's record speed is stored and displayed here. This is one statistic that will be broken often!

These statistics allow your child to self-monitor and motivate your child to increase accuracy and achieve a higher WPM.

Certificates

If you have a printer connected to your computer you can print a certificate stating how well your child typed during the current use of **Kid's Typing**. Each certificate is authorized by Spooky himself and shows your child's name, typing speed (WPM), accuracy (%), and the date.

Maximum Learning Ergonomics For Your Child

Your child's physical comfort level plays an important role in learning to type. The following suggestions will help you set up your child's learning area.

Temperature: Keeping in mind that your child is sitting still while at the computer, you should keep the temperature in the room between 68-74 degrees Fahrenheit.

Sound: Try to place the computer in a room separate from other family members' noisy activities, especially the TV.

Sight: Try to place the computer so that no light reflects off the screen. Also, make sure that your child's face is at least two feet away from the screen.

Keyboard: Check the key resistance on your keyboard to help avoid muscle strain in your child's fingers.

Posture: Your child should be seated so that his or her arms are level with the keyboard. Use a chair with good back support and, if needed, put a footstool or cushions under your child's feet so they aren't dangling.

All of these suggestions will help avoid muscle strain for your child and will lead to more productive learning sessions.

Additional Activities

Here are some activities that you can do without the computer that will expand and enhance your child's typing proficiency.

- Pretend Typing
- A+ Homework
- Personal Journal

Pretend Typing

Have your child pretend that there is an imaginary keyboard on his or her lap. Encourage your child to type his or her own stories, or you can tell a story and have your child type as you speak. Other ideas are to do basic data entry from signs or words in the environment, or type descriptive words for visible objects (example: red car, blue sky). This is a fantastic activity for long car trips or while waiting at the doctor's office or in a line.

A+ Homework

If your child needs to prepare for a spelling test or needs to memorize some important information for school, encourage your child to type the information on the computer in his or her favorite word processor. Research has proven that typing text is a terrific way to memorize. If you have a printer, print a copy of this text so your child can have a personalized study sheet to deepen the memorization even more.

Personal Journal

Have your child start a personal journal or diary on your computer with the word processor of your child's choice. This is a wonderful creative writing activity and allows for introspection and self-improvement.

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Troubleshooting

You may receive some of the following messages while installing or playing **Kid's Typing**. The following information includes possible error messages in bold with explanations and detailed solutions.

Related Topics:

On your Macintosh system
On your Windows system

On your Macintosh system

If your error message says:
"This program works best with 256 colors" , go to the control panel and double-click on "Monitors" and select 256 colors.

On your Windows system

If your error message says:
"This program runs best in 256 colors" , then you need to install a 256 color driver for your video card.

"This program requires a sound card" , then you need to install a Windows 3.1 compatible sound card and driver.

"This program requires a synchronous sound card" , means that this program does not support the internal speaker sound driver or any sound driver that does not support synchronized sound.

If you have further questions, please refer to the Getting Help section of this guide.

Getting Help - Technical Support and Direct Telesales

U.S. Technical Support

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away. Dial (206) 644-4343. You may also request assistance by facsimile; the US fax number is (206) 644-7697. Or write to:

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Monday-Friday 8:15 AM - 4:45 PM PST

Modem Support

Sierra BBS:	(206) 644-0112
CompuServe:	GO SIERRA (to access Sierra forum)
America On-Line:	Keyword Sierra

European Technical Support and Customer Service :

Customer Support UK
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
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D-03303 Dreieich
Germany

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France

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UK
44-1-734-30-3171
44-1-734-30-3362 (fax)

CONTINENTAL EUROPE
33-1-46-01-4650
33-1-46-31-7172 (fax)

GERMANY
(06103) 99-40-40
(06103) 99-40-35 (fax)

Direct Telesales:

To order products or inquire about back orders:

Sierra On-Line
Direct Sales
PO Box 3404
Salinas, CA 93912
(800) 757-7707
24 hours a day, every day
(408) 644-2018 (fax)

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The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you are not happy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT AT RETAIL. (Hardware ordered direct must be returned within ten days.)

The Only Catch: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement disk, send the original disk to:

US
Sierra On-Line
Attn: Returns
P.O. Box 485
Coarsegold, CA 93614-0485

EUROPE
Sierra On-Line Limited
Attn: Returns
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a $10.00 (£6.00, or £7.00 outside the U.K.) charge for a replacement compact disk.

Limitations on Warranty

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