



The Learning Company
Arthur's Reading Race

Kindergarten, Special Ed
Folder: Language Arts

Technical Directions
Instructional Technology Department
Plano Independent School District

This Program requires the CD

The Program

The program has 3 areas: "Read to Me", "Reading Race", and "Let Me Play".

When you click the **Read To Me** selection, your cursor will disappear as you see the book unfold page by page. Your cursor will only reappear when you return to the main selection screen after the book is finished. You can use the space bar on your keyboard to exit the book. Use the right or left arrow key on your keyboard to skip ahead or see an earlier page in the book. You can switch to "Let Me Play" mode by pressing "P" on your keyboard.

When you click on the **Let Me Play** button, you'll be able to start exploring each page after its introduction. Use the mouse to select different items you would like to see come to life on the screen. There are hidden buttons on every page. You can switch to "Read to Me" mode while reading the book by pressing "R" on your keyboard.



You can also play I Spy on any page. D.W. will show you a printed word. Then you click on the object in the picture.

When you click on **Race**, you play a board game with D.W. and Arthur. You are presented with a written word and you match the word to the correct picture. Your final destination and reward is the "ice cream" store.

When you see the "Let me Write" graphic in certain areas of the program, you can select an object from the screen and place it into a written sentence and the picture transforms itself into a written word. You then see how the word can fit into a simple sentence. You can change the subjects, verbs and objects of any of the sentences and create new sentences and have them read back to you.



The program allows you to choose from 3 levels of difficulty in any of the play type activities.

Shortcuts

- Press the space bar from anywhere in the story to go directly to the main selection screen.
- Press "R" for "Read to Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other.
- Press Ctrl-Q from anywhere in the story to quit.

Turning Pages

To turn pages, click the forward or backward arrows located in the lower right and left corners of the screen, or press the right or left arrow on your keyboard. To return to the main selection-screen, click on the page number at the bottom of each screen, or press the space bar.

Options Button

Clicking on the Options button will take you to the Options page where you can go directly to any page in the story or to any of the activities linked to the pages. Just click on STORY to activate the pages of the book or GAMES to activate the activity pages. Then just click on the page you want to go to.

The activity pages with the pencil on them will take you to Let Me Write, the ones with the magnifying glass will take you to I Spy. To return to the Panel page, click on the arrow at the bottom left of the page, or hit the space bar.

