



This Program requires the CD

The Program

- Choose one of the 35 pictures on the Main Menu.
- **Click 1 time** to hear the name of the place; **click twice** to go to that scene.
- As it is moved over the scene, the cursor changes to a HAND to indicate named items.
- Double click on houses, doors, cars, etc. to see a scene within a scene.
- The 6 game icons on the bottom button bar can be played in any scene.
- The blue switch toggles between two menu bars.

Games

Explore

1. Move the cursor across the scene until it changes to a HAND. Click to hear the object named.

Match and Color

1. When a picture and word appear in a pop up window, click and drag the object onto the same picture on the coloring page.

Find the Word

1. As words are pronounced, find and click on the same-pictured item.

Collect

1. Click a list word to hear it.
2. Click the matching object in the picture.
3. Objects are removed from the picture as they are found.
4. RESET returns all object to the picture and restarts the clock.

Find the Duck

1. Click and drag an object--when the cursor changes to a HAND--to see if the DUCK is hiding behind the object.

Word Challenge

1. Click one of the list words to hear it.
2. Click the matching word or picture.

The DICTIONARY shows a picture and both English and Spanish spellings. Click 1 time to hear the word. Double click to go to the scene containing that word.

Saving work: You will be asked if you want to save a game when you exit the program. Generally, answer NO. All work is saved to the C drive (no option to navigate to H:). The completed game records and students' recorded words take a lot of computer space.