


**The CD is required to run this program.**

- After the program starts, an applehouse scene comes into view and you'll hear "The Magic Applehouse" song.
- Click on the door of the applehouse then click on the computer monitor to enter the main program.
- The main menu is displayed and the student is prompted to enter their name. The student's name is displayed on a banner throughout the program. This program does not track student progress.



Click the  when you see it throughout the program for options to SAVE, LOAD, MENU, HELP, and QUIT.

There are four menu choices for students to select:

**Key Coach**

- Learn parts of the computer including the monitor, keyboard, mouse, printer, modem, CD-ROM. Students are also taught the function of the mouse, arrow keys, space bar, windows, cursor, return, and tab keys.

**Apple Orchard**

- Students learn the fundamentals of running a business from receiving an order to delivering a product. Students will write an advertisement, receive an order, enter information into a database, use a spreadsheet, making a product, and pricing a product.

**Apple Antics**

- Students learn additional keyboarding skills and get to be creative by making their own sign. They get to manipulate clip art and text.
- Using the computer, students grow their own apple tree. They will learn the conditions necessary for plant growth, follow growth over time, and follow instructions for planting.
- Students use creativity in designing and writing about a personalized magic applehouse.

**Levels**

- This area lets the teacher select the proper difficulty level for each child or group. One apple is easiest, 2 apples is moderate, and 3 apples is most difficult.