

CHILDREN'S
TELEVISION
WORKSHOP

Cat. No. 26-2526

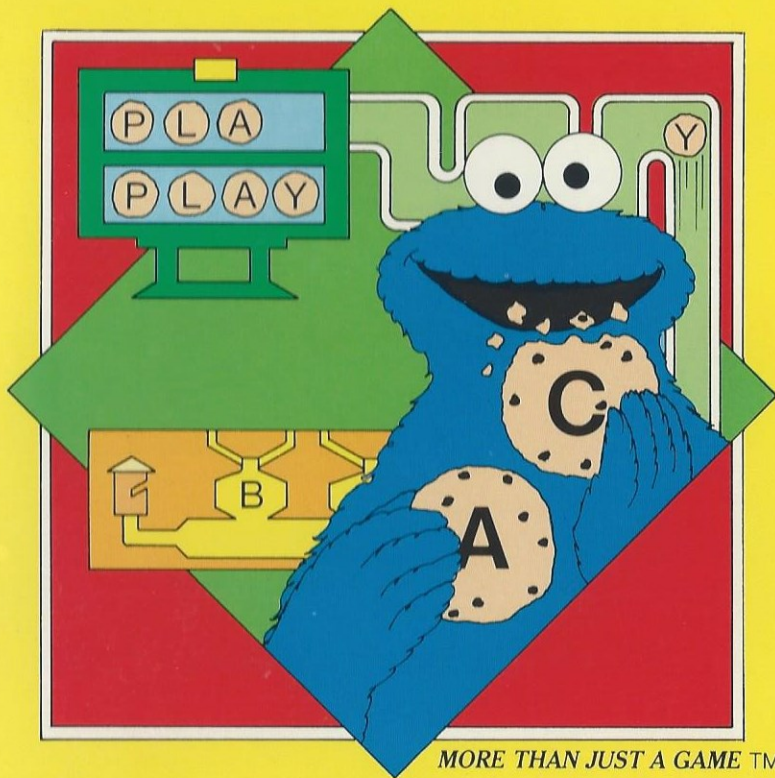
Cookie Monster's Letter Crunch™

A Basic Skills Game

It's Cookie Time! Help Cookie
Monster bake cookies by
matching words and letters.

For ages 3 to 6.

Joysticks required.



MORE THAN JUST A GAME™*

TO THE PARENT

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company**, and **3-2-1 Contact**. The aim is to create software that is wholesome and engaging, encouraging children to play constructively and learn actively. CCW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. The games are designed to be a family experience – where children and parents play together and learn from each other.

COMPUTERS AND LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning – that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing, and direction of the games are under the control of the player. AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

- The series for ages 3-6 presents "Basic Pre-School Skills"
- The series for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

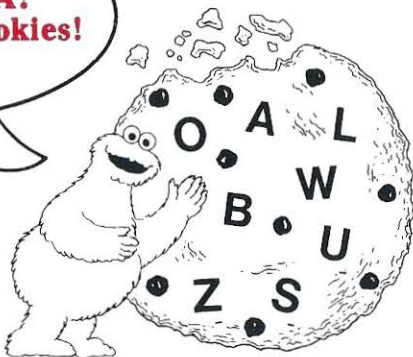
BASIC SKILLS SERIES

The "Basic Skills Series" of games focuses on four important pre-school skill areas: working with numbers, working with letters, matching shapes and colors, and classifying objects.

In **COOKIE MONSTER'S LETTER CRUNCH**, kids match letters and words in order to bake cookies to feed Cookie Monster – and you know he's always hungry! The fun of moving Cookie Monster from letter to letter and watching him eat will encourage children to practice letter recognition and letter sequencing skills.

Cookie Monster's Letter Crunch

COWABUNGA!
Me love letter cookies!



You're going to like playing **COOKIE MONSTER'S LETTER CRUNCH**. It's a game made just for kids like you.

At Children's Computer Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, read on . . .



PARENTS:

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

Whenever you see a red paragraph with this symbol, you will find additional notes to parents to help you guide your child into **COOKIE MONSTER'S LETTER CRUNCH**.

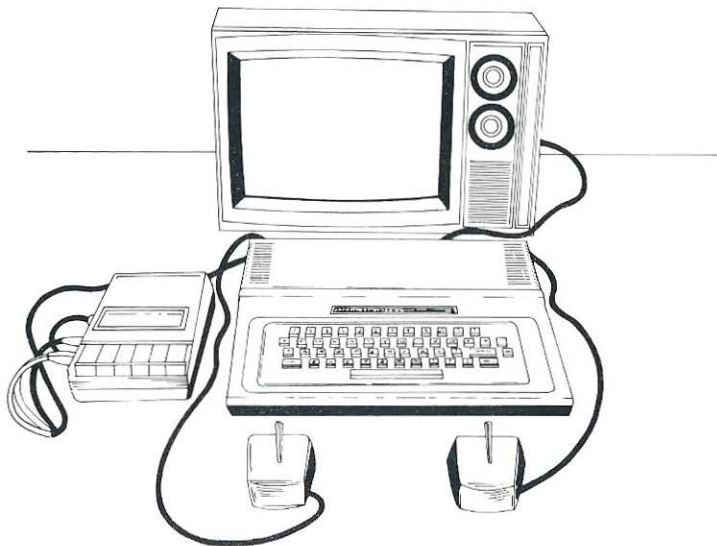
GET READY

Here is the equipment you will need:

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver
- Joysticks

First, make sure that your television, cassette recorder and joysticks are correctly connected to the computer. If you have any questions about this, check the chapters on “installation” and “operation” in your copy of the TRS-80 Color Computer Operation Manual.

When you're finished, your set-up should look like this:

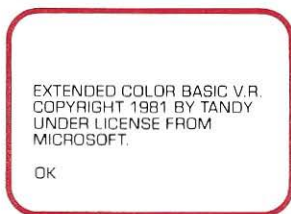


Note: This program will not run without Extended Color BASIC.

GET SET

1. Turn on your TV set. Tune to channel 3 or 4.
2. Now find the channel select switch on the back of your computer and set it on the same channel.
3. See the switch marked **POWER** near the channel select switch? Press it to turn on your computer.

This message will appear on the screen:



4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels (*from 3 to 4, or 4 to 3*)— but make sure your TV and computer channels match.
5. Set the tape recorder volume control at **5**.
6. Press **REWIND** on the recorder. when the tape is completely rewound press **STOP** .
Now press **PLAY** . **Make sure this button stays down!**
8. Type **N E W** on the computer, then press the **ENTER** key.
9. Now type **C I O A D** . Press **ENTER** again.

When your screen shows **S**, the computer is Searching for your game. When it shows **F COOKIE**, that means the computer has found your game on the tape and is loading it into the computer's memory.

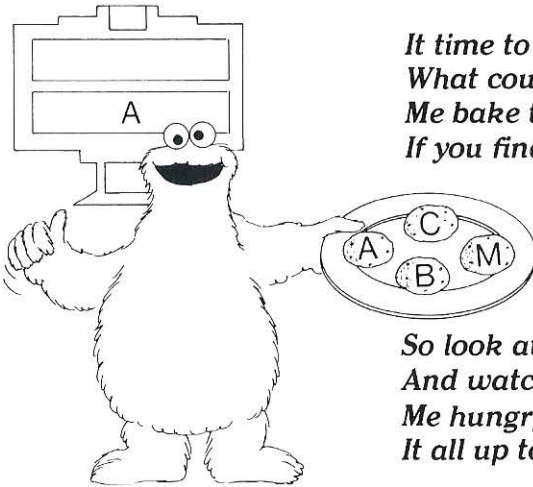
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10. When you see the word **OK**, type **R U N**. Then press **ENTER**. **COOKIE MONSTER'S LETTER CRUNCH** will appear on your screen.

Problems???

1. Having problems loading your program? Check these things:
 - Does your computer have Extended Color BASIC? (*The program will not run without this feature.*)
 - Is your equipment correctly connected?
 - If you have a disk drive, is it unplugged? (*This program will not work if the disk drive is connected.*)
 - Is your tape recorder volume adjusted properly? (*You may need to turn the volume up or down a little.*)
 - Is your tape completely rewound?
2. Does your screen say "**I/O ERROR**"?
 - Press **STOP** on the tape recorder and rewind the tape to the beginning.
 - Then start over at Step **8** in the instructions.
3. Did your game stop in the middle?
If your game stops for any reason while you are playing, stop the tape, and start over at Step **7**.

If you've tried everything and are still having problems, there is a backup copy of **COOKIE MONSTER'S LETTER CRUNCH** on the second side of the tape. Turn the tape over and start again at Step **7**.

PLAY!



*It time to bake cookies!
What could be better?
Me bake the cookies
If you find right letter!*

*So look at the oven
And watch for a clue,
Me hungry for cookies!
It all up to you!*



*There are three menu pages at the beginning of **Letter Crunch** to help you and your child choose an appropriate task.*

The first menu allows you to select:

- Easy Bake – a matching activity
- Bake Away! – a matching/memory activity
- Chip Chase – a timed matching game
- Chips Away! – a timed matching/memory game

The slower-paced activities allow the child to become familiar with the letter recognition and memory tasks presented. The games introduce an element of excitement and tension to encourage further practice of these preschool reading skills and help the child monitor his own improvement.

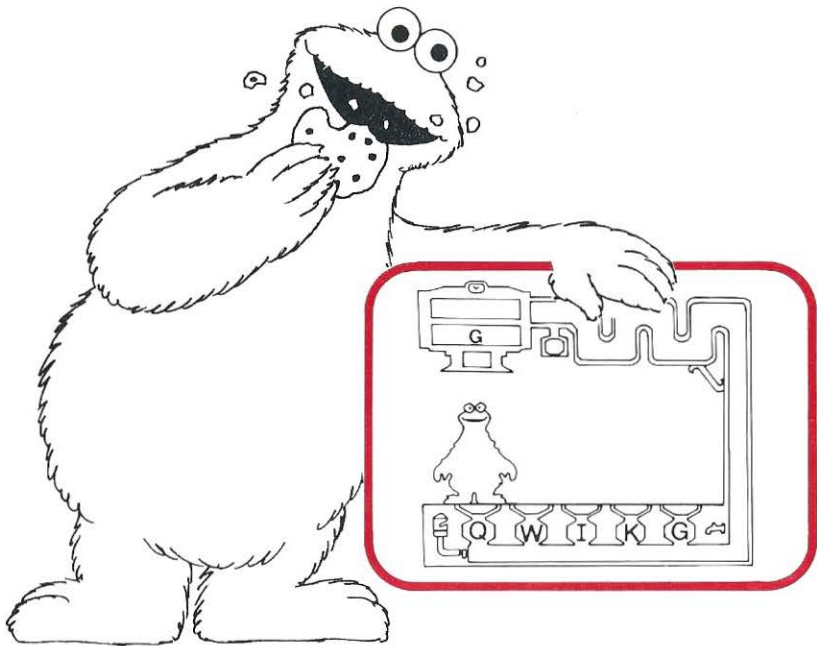
The *second menu* lets you choose to use a ready-made word list, or to create your own.

The *third menu* offers a choice of six levels. Levels 1 and 2 deal with single letter matching. Levels 3-6 present word matching tasks. Once you and your child have decided on a game and a level you'll be ready to play.

Press **CLEAR** to end your game or to return to the menu.

Time for Cookies!

It's cookie time and your friend Cookie Monster is hungry! He's ready to bake letter cookies – but he needs your help!



Easy Bake

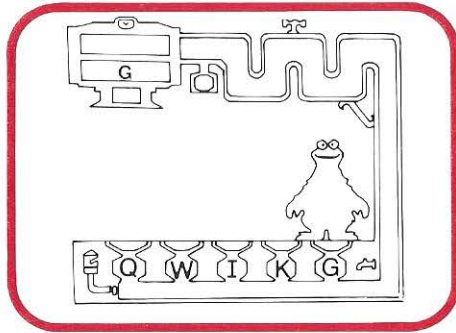
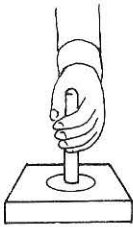
Are you new at this game? Try **Easy Bake Level 1** (*Just in Case!*). How do you know which letter to bake? Look at the letter on the big red oven. Now find the same letter on one of the boxes below Cookie Monster.



Have your child point to the letter on the oven and say its name. Then have the child name the letter on each box. Ask, "Is one of these letters the same as the one on the oven?"

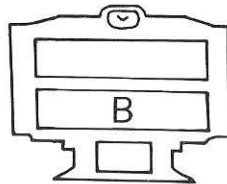
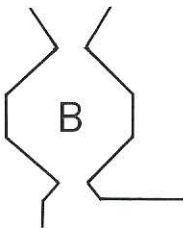
Get That Letter

Use the joystick to move **Cookie Monster** to the right letter. Look! The pad over each letter turns red as Cookie Monster walks on it. When you're over the right letter, **move your joystick to the middle to stop**.



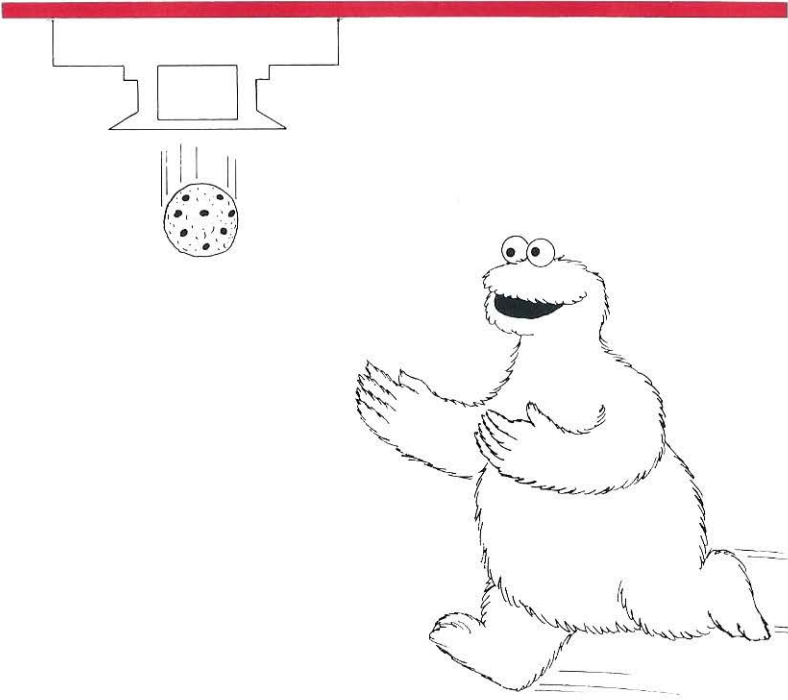
Cookie Monster will not stop walking until your child centers the joystick. At first you may need to remind your child to do this.

Are you sure you're over the right letter? Check again – because Cookie Monster's counting on you. Look at the letter in the box, and then at the letter on the oven! **If they are the same, press the red button on your joystick.**



Cowabunga! You made a match!

Watch Cookie Monster jump on the pad. Your letter cookie will pop into the chute and zip up into the oven to bake!



Ticka Ticka Ticka Ticka Ding!

Now comes the part that Cookie Monster likes best. Your letter cookie is ready! Sure enough, Cookie Monster will run over to the oven and gobble it up.

Want to play some more? To get a new letter to match, press **ENTER**.



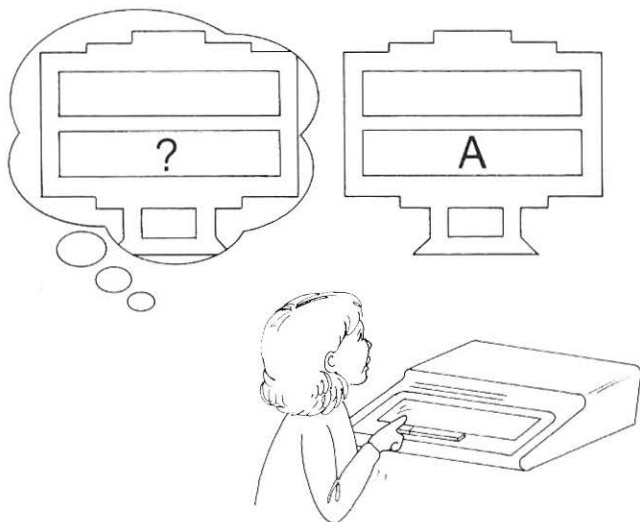
If your child is matching words (Levels 3-6), he must match each letter in order and complete the whole word before Cookie Monster can get a cookie reward. As each letter is matched, it will move into the oven above its model. When the word is complete, Cookie will run into the oven to get his reward.

Bake Away!

Having fun baking cookies for your pal Cookie Monster? Now try this! In **Bake Away!** a letter will pop on our oven just like before – but it won't be there for long. It will disappear and **your job is to remember the letter** and move Cookie Monster to the right pad!

Oh no! You forgot the letter! Don't worry! **If you need a hint, you can press the **SPACE BAR****. Then the letter will pop into the oven again – and you can sneak a peek.

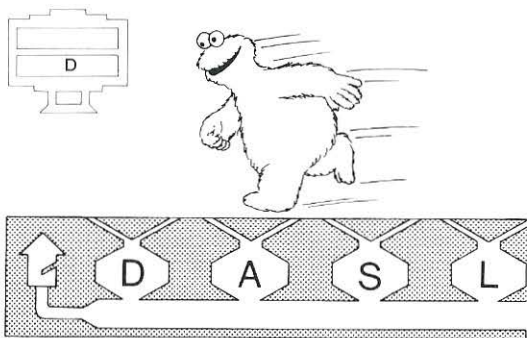
Got it? Quick! Move Cookie Monster to that letter and press the red button. Watch that letter cookie zip into the oven!



As before, in levels 3-6, your child will have to match all of the letters in a word to get a reward. Since remembering words is more difficult than remembering single letters, prompt your child to say the word and read its letters out loud before it disappears. If your child needs a hint, encourage him to press the **SPACE BAR** and say the letters again.

Chip Chase

Now that you know the baking rules, you're ready to play this game! You still have to help Cookie Monster match letters, **but** . . . now the letters below Cookie Monster are moving! So watch those moving letters closely – and when you see the letter that makes your match, dash over and press your red button to catch it!



If you're right, the letter will zip into the oven, and a new letter will pop on for you to match.

It's up to you to match as many letters as you can before time runs out. The number on the oven will tell you how many matches you've made. Keep an eye on the oven, **and** don't forget to watch the timer!

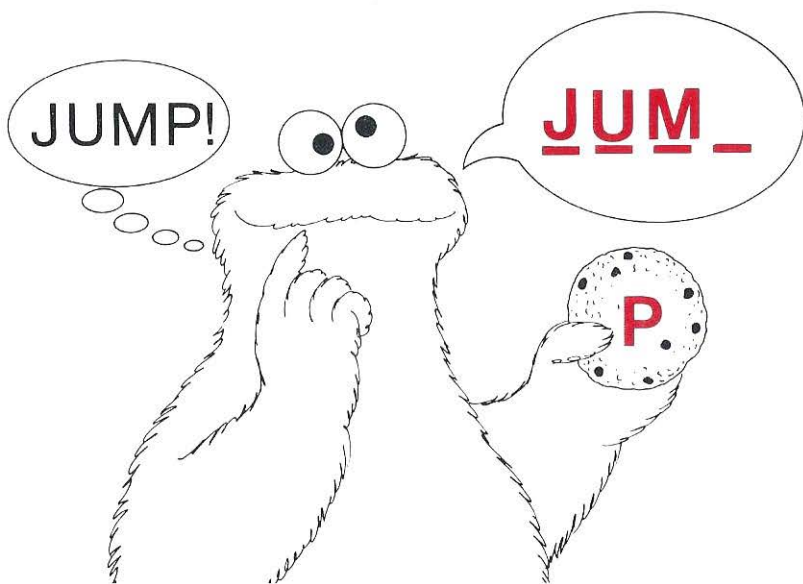


Chip Chase and **Chips Away!** emphasize the same early reading skills as **Easy Bake** and **Bake Away**. Once your child is familiar with the **Bake** activities, he can progress to the more dynamic game format which features moving letter targets. As the game level increases, so does the speed at which the letters move. The addition of a timer and a score encourages your child to monitor and improve his game performance. The timer counts down in the box next to the oven. Point out the timer and the score box to your child at the beginning of the game.

Chips Away!

Ready for another disappearing act? Cookie Monster is always ready for more cookies – so give it a try!

If you have just played **Chip Chase**, you know how to chase down the right letter to make a match. In **Chips Away!**, you'll really have to keep your eyes open! Because, as in **Bake Away!**, the letter on the oven – the one you need to match – will disappear before you know it! First you see it, then you don't. So you have to remember the letter and catch it to make your match!



This can get pretty tricky when you're playing with words – because you have to remember what the word is, and catch the letters in the right order to make a match. Don't forget to press the **SPACE BAR** if you need a hint!

Now, get cooking!

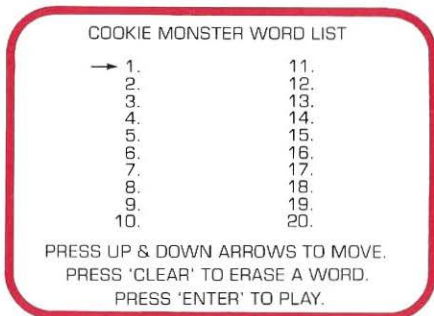
MMMMM'S The Word!

Mmmm can be one of the words you play with if you want it to be. **You can make up your own word list – and here's how.**

Once you've decided which game to play, you'll see this screen!



If you want to make up your own list of words to play with, press **2** on your keyboard. Then press **ENTER**. This screen will appear:



You're ready to type your first word. As you type, the word will appear next to the number 1. Words can be one to five letters long (not all of your words need to be the same length.)

What words should you use? Your favorite ones, of course. Your friends' names, animal names – even your favorite letters!

When you finish typing a word, check it to be sure the letters are right. If you've made a mistake, press **CLEAR** to erase the word, then type the word again.

When your first word is finished, press **↓** to move the arrow to number 2, and type your next word. It's as easy as can be!

1. CAT
2. RAIN
3. FUNNY



Move down your list by pressing **↓**. If you want to go back and change a word, you can press **↑** to move the arrow up the list to that word. Before you can change the word, you have to erase it by pressing **CLEAR**. Then you can type your new word in that space.

How many words make a good list? That's up to you! Just a few, if you want – or up to twenty.

When your list is as long as you want it to be, and you've finished making changes, you're ready to play. To start the game, press **ENTER**, and watch your words pop up on the oven.

You can play with your word list as long as you want – even if you decide to try a different game or a new level. But if you turn off the computer, you turn off your word list, too! Next time you play, you'll have to make a new word list. That's the way the cookie crumbles!

COOKIE'S ACTIVITIES

Here are a few more ways to play with letters and your pal, Cookie Monster!

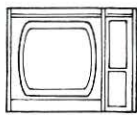
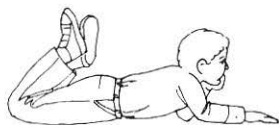
Batter Up!



*Before you roll up the dough
And call it a day,
Try this twist on
Bake Away!*

Before you turn off your computer, Cookie Monster needs **two of you** to help him play this game.

- First, decide who will be the chef, and who will be the Baker. Baker, you'll use the joystick – and Chef, it's up to you to give the orders!



- Next, choose **Bake Away!** on the opening menu, by pressing **2** and then **ENTER**. Choose your level – **Just in Case** is a good place to start. Press the number of the level, **but don't press ENTER yet!**
- Now Chef, face the screen, and Baker, look the other way. Okay, you're ready to play!

Chef, press **ENTER**, and when Cookie Monster's oven comes on the screen, watch closely. No peeking, Baker!

Cowabunga! A letter popped on the oven – and disappeared! Did you see it, Chef? If not, press the **SPACE BAR** for a reminder. Now Chef, remember that letter, and Baker – turn around and look at the screen.

Which letter did the Chef see? Hmmmm . . . Chef, give the Baker a clue. Let's say the letter on the oven was a **C**. Can you think of a good clue for the letter **C**? You might say, "It's a curved letter."

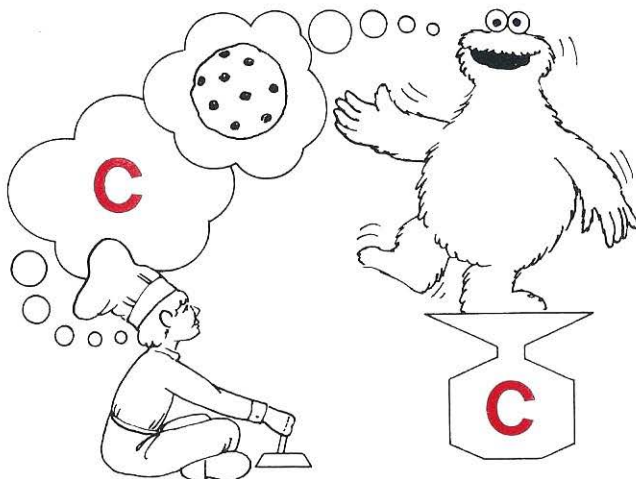
Baker, look at the letters under each pad.



"A curved letter?" you say, "Is it the **S**?"

Use the joystick to move Cookie Monster to the **S**. Then press the red button. Oops! That's not it. Time for another clue, Chef!

"Okay!" says the Chef, "Here's a big clue. It's the first letter of Cookie Monster's favorite food."



"It's the **C**!" says the Baker. Well then, Baker, move Cookie Monster to the **C** and jump again. You got it! Watch your letter cookie zip into the oven!

Now switch and let the Chef be the Baker. Take turns and see how fast you can match those letters by working together. Then try playing with words. You can give clues letter by letter or by talking about what a word means. The better your clues, the faster Cookie Monster will get his cookies!

Shout It Out!

Thought you were all done with words and letters?

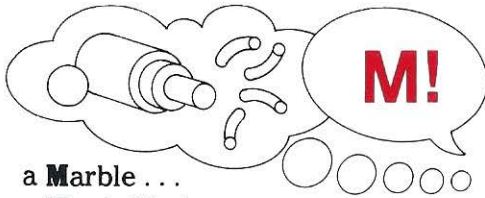
You've only just begun!

Here's one fun way to get a good workout from your ABCs – and the more players, the better.

Let one player start by being caller. The caller stands in the middle of the room. She thinks of a letter – and then she shouts it out!

Okay, players, it's up to you to find something that starts with that letter and bring it back to the caller. What kinds of things might you find?

If the caller shouted “**M**,” you might find:



a **M**arble . . .

a **M**agic **M**arker . . .

or some **M**acaroni!



It's up to you!

The first player to find something that starts with the right letter is the new caller, and shouts out a new letter.

The nice thing is that you can play this game anywhere – even in a small place, like a car or a train. Instead of bringing something back to the caller, just **think** of something that starts with the caller's letter, and shout it out as fast as you can.

And if you want, you can make the game even harder. You can shout out two letters at a time – like **SH**. Then players have to find or think of something that starts with **SH**, like a **sh**oe, or a **sh**ip, or a **sh**ell!

**CCW Development Team
For Cookie Monster's Letter Crunch™***

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COOKIE MONSTER'S LETTER CRUNCH™*

Featuring the JIM HENSON MUPPETS™ from SESAME STREET™

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