

CHILDREN'S
TELEVISION
WORKSHOP

Cat. No. 26-2524

Ernie's Magic Shapes™

A Basic Skills Game

Ernie wears the top hat – but
you're the magician! Help Ernie
match shapes in six different
ways!

For ages 3 to 6.



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.

ERNIE'S MAGIC SHAPES helps children to sort out the things they see, in a process called visual discrimination. By looking closely at Ernie's figures, children can match shapes, structure parts into meaningful wholes, recognize embedded figures, and notice similarities and differences.

Ernie's Magic Shapes



You're going to like playing **ERNIE'S MAGIC SHAPES**. 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 **Ernie's Magic Shapes**.

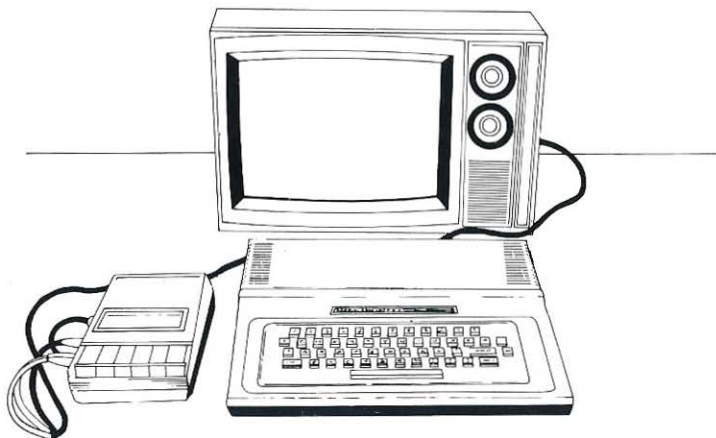
GET READY

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

First, make sure that your television and cassette recorder 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:



EXTENDED COLOR BASIC V.R.
COPYRIGHT 1981 BY TANDY
UNDER LICENSE FROM
MICROSOFT

OK

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. Insert your cassette into the recorder.
6. Set the tape recorder volume control at 5.
7. Press **REWIND** on the recorder. When the tape is completely rewound, press **STOP**.
8. Now press **PLAY**. **Make sure this button stays down!**
9. Type **N E W** on the computer, then press the **ENTER** key.
10. Now, type **C L O A D**. Press **ENTER** again.

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

-
11. When you see the word **OK**, type **R U N**. Then press **ENTER** **ERNIE'S MAGIC SHAPES** 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 **ERNIE'S MAGIC SHAPES** on the second side of the tape. Turn the tape over and start again at Step **7**.

PLAY!



*Abracadabra! Ernie's here!
Poof! His magic shapes appear,
Match the shapes – and colors, too,
And choose the game that's right for you!*



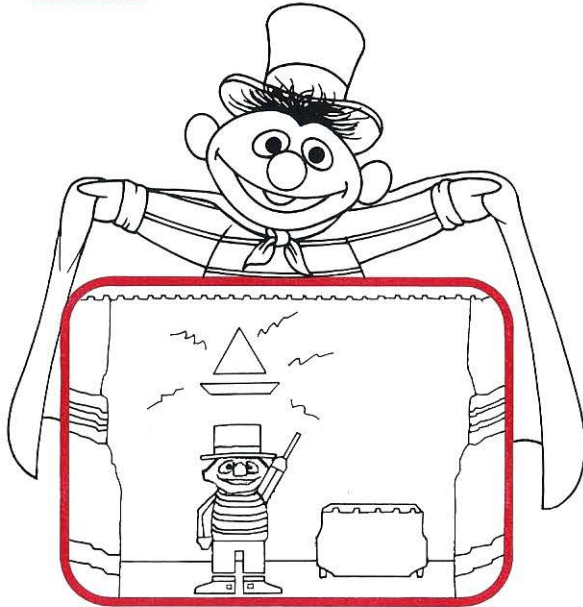
Right Before Your Eyes

Before you can play ERNIE'S MAGIC SHAPES, you have to decide how hard you want your game to be. Choose your level and you'll be on your way!



The game menu will give you a choice of 6 levels plus an instruction mode. Each level is designed to be more difficult than the last. By pressing a number on the menu (1-7) you will see a brief description of the activity chosen. Encourage your child to start playing the easiest level and to practice skills that will lead to the next level.

CLEAR may be pressed to end any game and return to the menu.



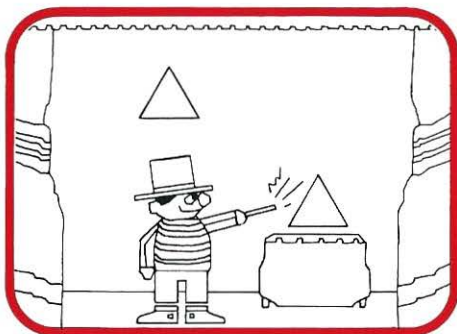
It's Magic!

Who is that on the screen? It's your old buddy Ernie – he's turned into a magician! When Ernie raises his arm . . . POOF! A shape picture appears above his head.

What next? When Ernie turns and waves his magic wand . . .

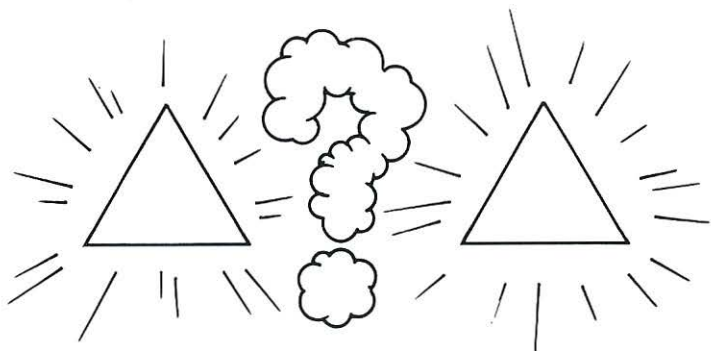
ZAP!

A shape appears on the table beside him.




Now comes your job. Take a look at the shape on the table. Is it the same size and color as one of the shapes in Ernie's picture, or if Ernie's picture has only one shape, does it match the shape on the table?

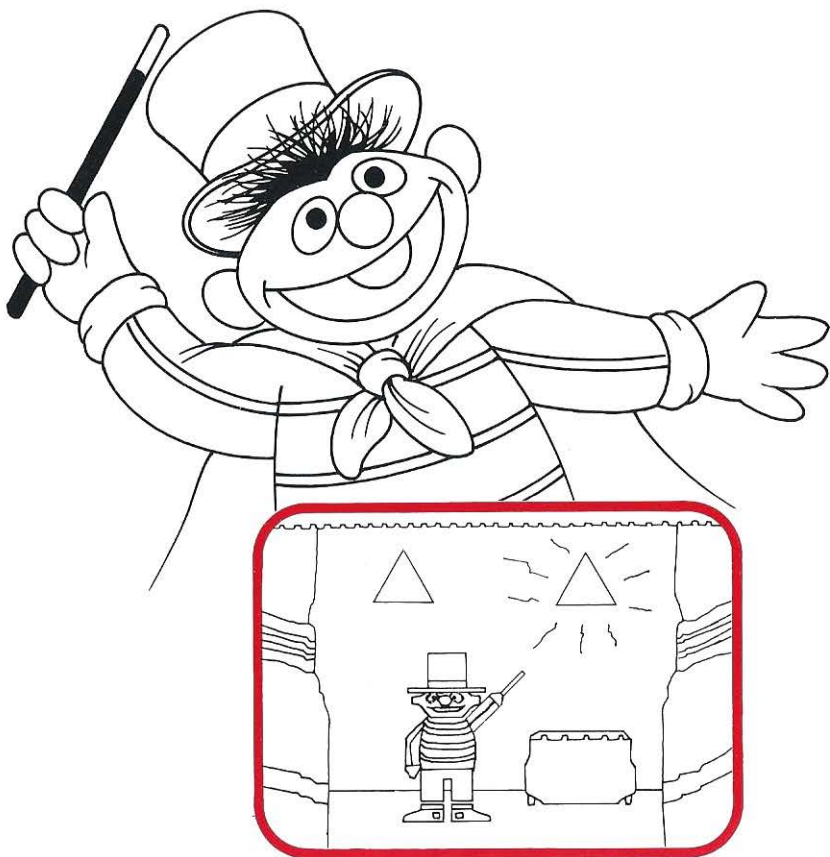
If the answer is yes . . .



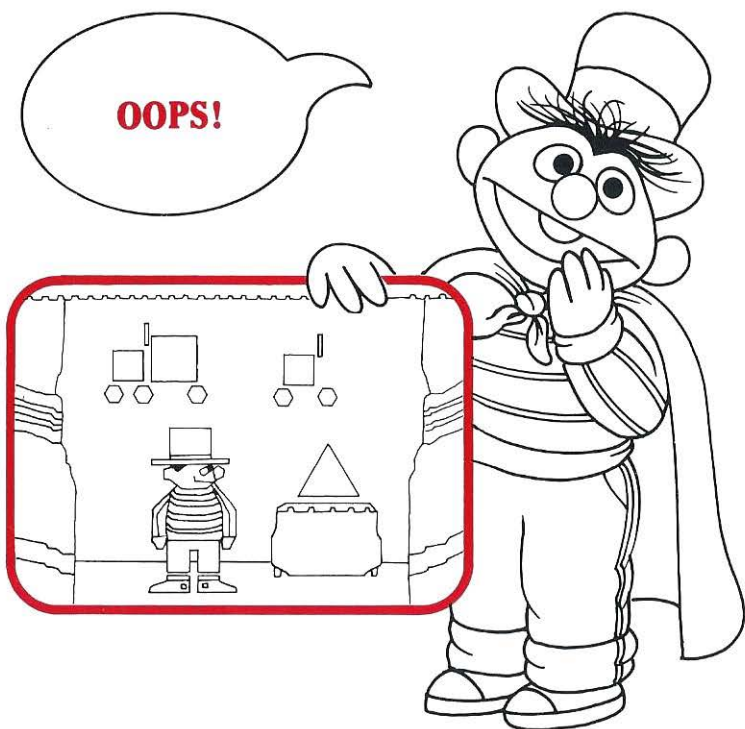
Remind your child to look at both color *and* shape. You may want to point to the shape on the table and to Ernie's picture and to ask your child: "Are these shapes just the same?"


Catch that Match!


If you think that the shape on the table matches or is a part of Ernie's picture, press . If you are right, Ernie will nod his head and zap that shape into place beside his picture.




Ask your child, "What happened to the shape on the table?" If he or she is not sure, point to the shape that is now above the table.




Oops! You pressed  but the shape on the table is *not* in Ernie's picture. Your buddy Ernie will shake his head "no" to tell you that you made a wrong guess.

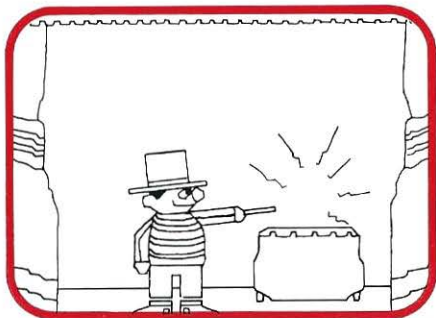
Then he will wait for you to press . When you do, **POOF!** He'll send the shape away and magically make a new shape appear.



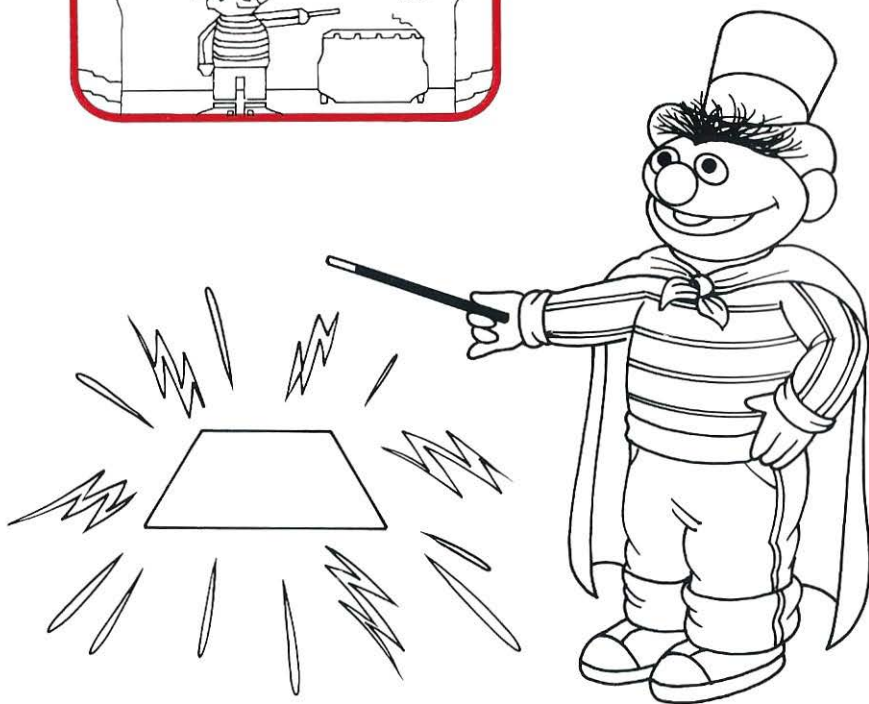
At first you may have to remind your child to press  after Ernie shakes his head "No." You might say, "That shape is not in Ernie's picture. Press the down arrow to send the shape away."


Shapes Away!

If you decide that a shape on the table is *not* a part of Ernie's picture, press .



In a flash, Ernie will wave his magic wand and zap away the shape!



Yikes! You goofed and pressed  when a shape *was* in the picture. Don't worry – Ernie will bring back that shape later, and you can choose it then.

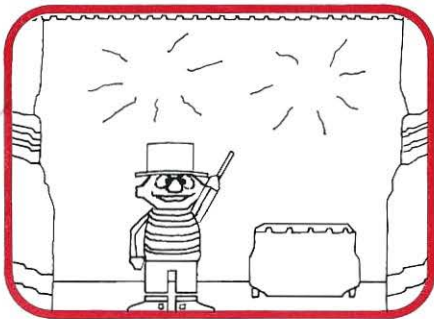
Get the Picture?

Not every shape Ernie zaps on the table will be part of his picture. So watch those shapes carefully!

When you've matched all of the shapes in a picture, Ernie's magic rabbit will pop onto the screen and hop around.



Then Ernie will wave his magic wand, and both shape pictures will disappear. Presto! You'll be ready for a new shape picture.



Wow! You're finished playing ERNIE'S MAGIC SHAPES. Well then, press **CLEAR** to end your game and keep in shape with these fun activities . . .

ERNIE'S ACTIVITIES

Trace a Face

Ernie's not the only one with a trick up his sleeve. Now you can be a magician too! Using these shape-makers and your magic pencil you can draw one of Ernie's very special friends.

You'll Need:

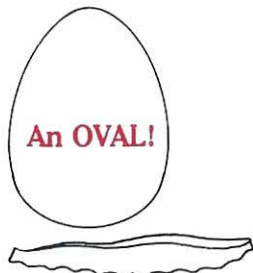
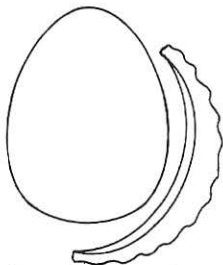
- *1 9" paper plate*
- *1 small frozen juice can (6 oz. size)*
- *1 small paper cup (3 oz. size)*
- *A popsicle stick*
- *A pencil and some scissors*

Here's what to do:

1. Fold the paper plate in half.
Mark your plate like this:



Then cut along the line from one edge to the other. Unfold the plate. TA DA!

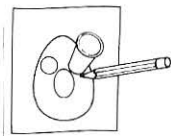


2. Trace this oval, small end up, onto a big piece of paper.
You made a head!

- 3.** Now take the juice can. Hold the can in your hand like a glass and squeeze it to make a small oval. Trace this oval lengthwise smack in the middle of the head. A nose!



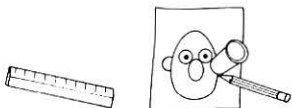
- 4.** Now for the eyes. Trace the bottom of the small cup on both sides of the nose, like this:



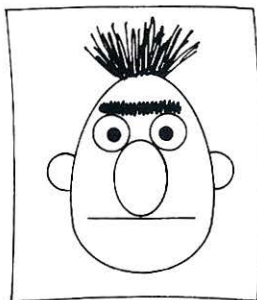
Then color in a circle inside each eye. You make the pupils!
*(These eyes are pigeon peepers.
Can you guess who it is?)*



- 5.** Use the paper cup again to make ears. Trace half-way around the bottom for each ear, like this:



- 6.** Now, take your ruler and make a straight line right under the nose. That's the mouth!
- 7.** Make some bushy grown together eyebrows by tracing the popsicle stick. *(Who has bushy eyebrows?)*
- 8.** Let's see . . . Last of all, make wild sticky-up hair, just like this:



***JUMPING PAPERCLIPS!
IF IT ISN'T YOUR
OLD BUDDY BERT!***

Presto, Change-O!



*Stretch, scrunch, reach and wiggle,
Changing shapes will make you giggle.*

Here's a way to make magic shapes without a wand.

You'll Need:

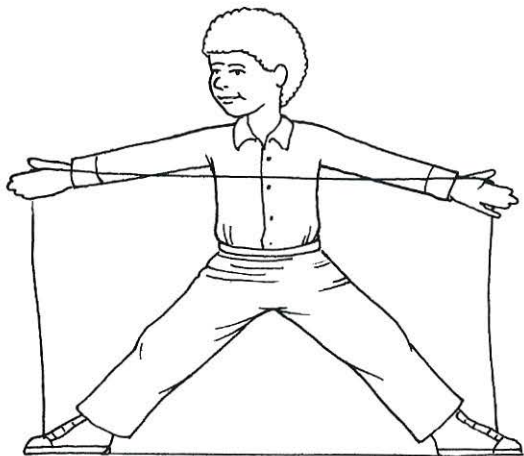
- *A ball of yarn*
- *Scissors*
- *A full-length mirror*

1. First make a big loop of yarn like this:



Cut the yarn and
tie the ends together.

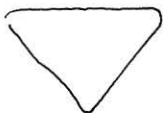
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2. Now stand in front of the mirror. Step on the loop of yarn with both feet, and hold the top of the loop in your hands. Then spread your feet apart and stretch your arms up. You made a magic shape!



It's a rectangle!

3. You can make lots of shapes by using different parts of your body to hold the yarn: use your hands, feet, knees, elbows, mouth, and even your ears. (*Never put the yarn around your neck!*)

4. See if you can make this triangle:



Make other triangles, make long ones, fat ones, straight ones and slanty ones.

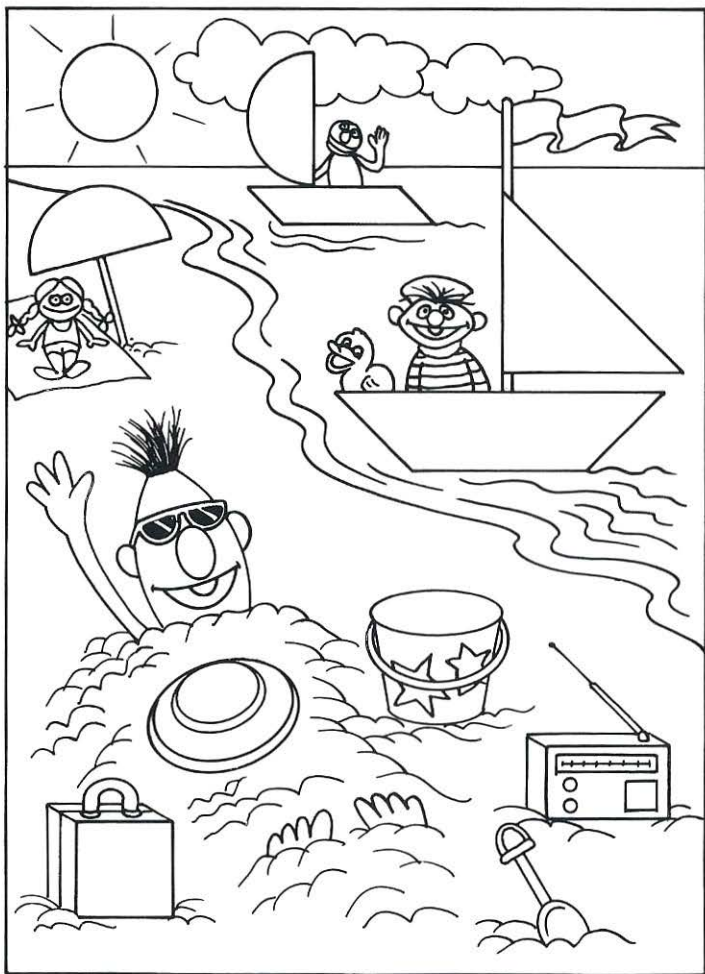
5. Here are some other shapes to try:



What new shapes can you invent?

Shapes Ahoy

Can you find the shapes in this picture?



When you spot a shape, color it in!

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For Ernie's Magic Shapes™***

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ERNIE'S MAGIC SHAPES™*

Featuring the JIM HENSON MUPPETS™ from SESAME STREET™

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