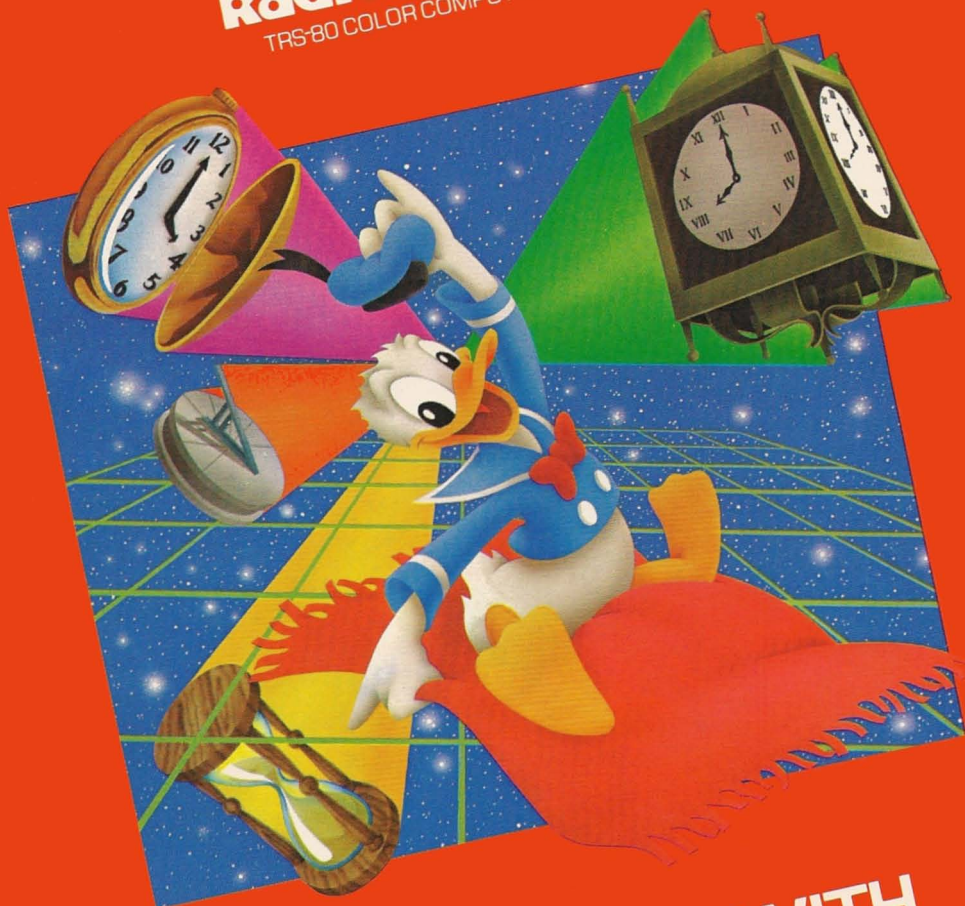


WALT DISNEY

PERSONAL COMPUTER SOFTWARE
CUSTOM DESIGNED FOR

Radio Shack[®]

TRS-80 COLOR COMPUTER



TELLING TIME WITH DONALD

TWO INTERACTIVE LEARNING ADVENTURES DEVELOP THE ABILITY
TO TELL TIME FOR AGES 5-8.

PLAYER'S GUIDE

TELLING TIME WITH DONALD

To the Parent:

Recommended for ages 5-8

A two-part learning adventure demonstrating how to tell time in hours, half hours, and with a digital clock.

Playing For Fun/Learning For Life

Walt Disney's adventures in learning will captivate your child's imagination while developing necessary basic skills. Exciting graphics, personable characters and challenging activities encourage your child's participation.

Rewards for successful performance help your child to understand the concepts of each adventure, while opportunities to correct errors make it easy to learn from mistakes. What's more, Disney adventures provide a friendly introduction to the computer, enabling your child to explore the innovative ways this important tool may be used to solve problems.

Setting Up for Action

Required Equipment:

- TRS-80 16K Standard Color Computer
- Video receiver or TV
- Radio Shack CCR-81 Cassette recorder (or equivalent)

Set up and connect the Color Computer, color video receiver or TV, and cassette recorder according to the instructions in the TRS-80 Color Computer Operation Manual.

1. Turn on the color video receiver or TV and set the volume at a normal listening level. Select channel 3 or 4 (whichever is weaker or not used in your area). Select the same channel on the "channel select" switch at the rear of your computer.
2. Turn on the computer by pushing the power button on the back of the computer case. You'll see an "OK" prompt appear on the video screen.
3. Place the Disney Adventure tape in the cassette recorder.

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4. Set the volume level of the cassette recorder at 5.
 5. Rewind the tape completely. After the tape is completely rewound, press the cassette recorder's "PLAY" button.
 6. Type **C L O A D M** on the keyboard and press **ENTER** . The computer will search and load the adventure. While the computer searches for the adventure, the letter "S" will be displayed in the upper left of the video screen. When the computer finds the adventure, "F DISNEYHH" or "F DISNEYHR" will appear. When the first section of the adventure has been loaded, the "OK" prompt will reappear.
 7. Once the "OK" prompt has reappeared, type **E X E C** on the keyboard and press **ENTER** . The word "LOADING" will appear and in a moment, the adventure will begin.
 8. As the adventure begins, use the volume control on the color video receiver or TV to adjust the volume of sound as necessary.

NOTE: If you should get an error message while loading your adventure, the volume on the cassette recorder could be too low or too high. You should:

- Press the "STOP" button on the cassette recorder.
- Turn the volume a little higher or a little lower.
- Repeat the instructions from Step 5.

To The Player:

TELLING TIME WITH DONALD consists of two learning adventures: “Telling Time: Hours” and “Telling Time: Half-Hours”

TELLING TIME: HOURS — ACTIVITY ONE

In this first activity, Mickey Mouse and the people of Mountainview Village become familiar with clocks, and learn the importance of telling time.

Mayor Mickey and the people of Mountainview Village are not clock-watchers – and it shows. Mountainview factory workers never know when to come to work, children never know when to come to school, and the town stores never know when to open and close. A helpful cuckoo bird comes to the rescue, leading Morty and Ferdie to the village clockmaker of nearby Snowville. The friendly clockmaker teaches them to tell time. Morty and Ferdie return to Mountainview with a clock, and a plan to help the villagers keep up with time.

Player’s Instructions

Throughout this adventure, you will be asked questions. Sometimes you will be asked to identify the parts of a clock. At other times, you will be asked to tell time.

Be sure to pay close attention to this adventure, so you will be able to answer each question correctly on your first try. Whenever you give the right answer, a special message will appear and the adventure will continue. If you choose an incorrect answer, there will be a chance to try again.

Scoring

When you complete the adventure, you will receive a score of the number of correct answers you made on the first try.

TELLING TIME: HALF-HOURS — ACTIVITY TWO

In this second activity, Donald Duck and his cousin learn how to tell time in half-hour intervals.

While fishing at Duckburg Pond, Donald and Gladstone Gander catch something – a magic lamp. They are granted three wishes, but there is a catch . . . for their wishes to come true, Donald must learn how to tell time by the half-hour.

Player's Instructions

You will be asked questions throughout this adventure. Sometimes you will be asked to remember information about clock hands. At other times, you will be asked to tell the time.

Be sure to pay close attention to this adventure, so you will be able to answer each question correctly on your first try. Whenever you give the right answer, a special message will appear and the adventure will continue. If you choose an incorrect answer, there will be a chance to try again.

Scoring

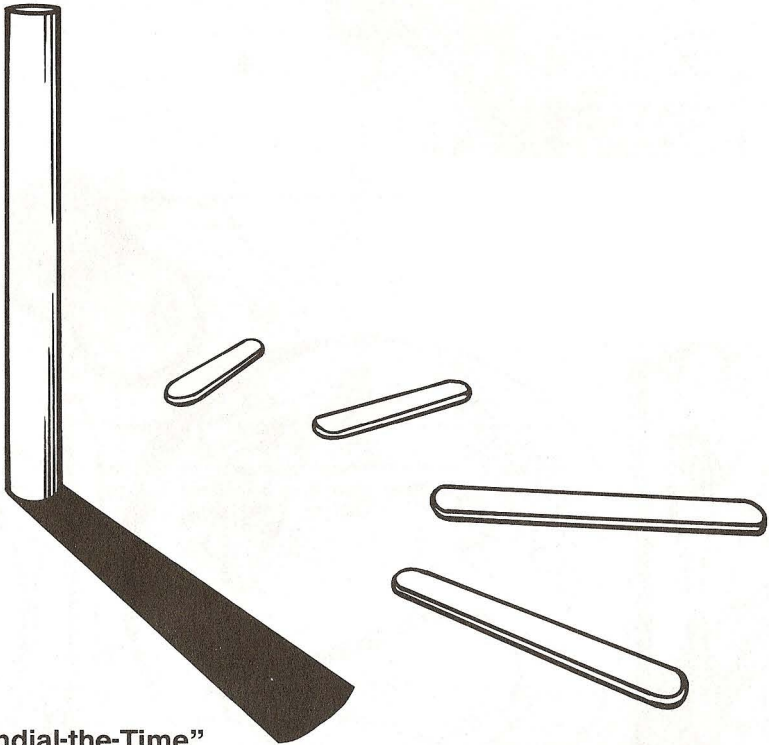
When you complete the adventure, you will receive a score of the number of correct answers you gave on the first try.



WHAT NEXT?

To the Parent:

Here are some activities you and your child can do together to reinforce these telling time skills. Many of these activities may be done in the backyard, on a visit to the park, or on a walk outside.

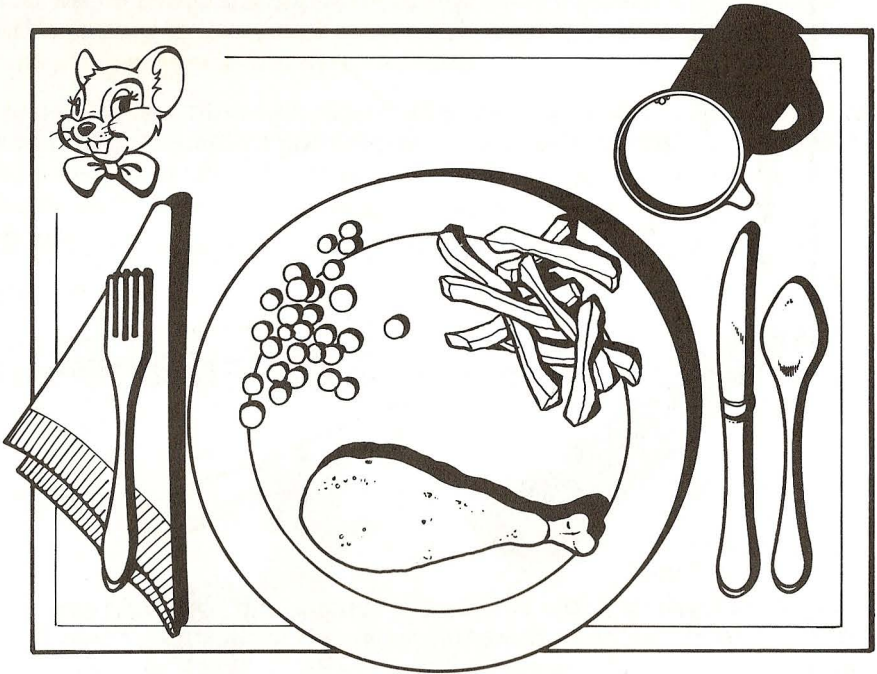


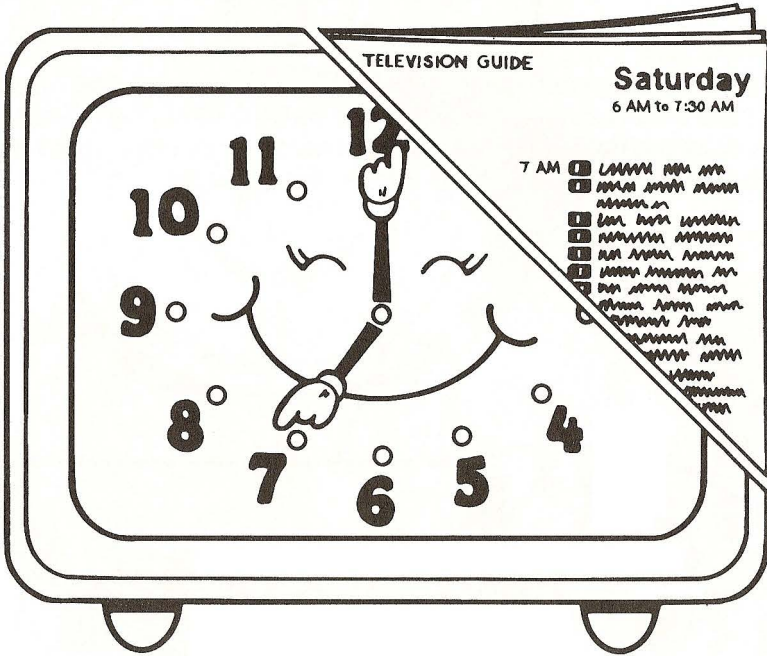
1. “Sundial-the-Time”

The ancient Egyptians told time by the sundial, and your child can too. You’ll need a wooden dowel and some popsicle sticks. Make sure to choose an outside area without shade. Put the dowel into the ground. It will cast a shadow, which your child can mark with a popsicle stick. Return to the sundial every hour, and have your child mark the shadows, until the sticks form the pattern of a clock face. The sundial may be left in place for other sunny “time-telling” days.

2. "Time for Dinner"

Plates, forks, knives, even potatoes, help your child to tell time by the hour. Using your child's plate as the face of a clock, ask your child to locate objects using the clock's numerals. A fork is at nine o'clock, a cup at two o'clock, and so on. Bon appetit!



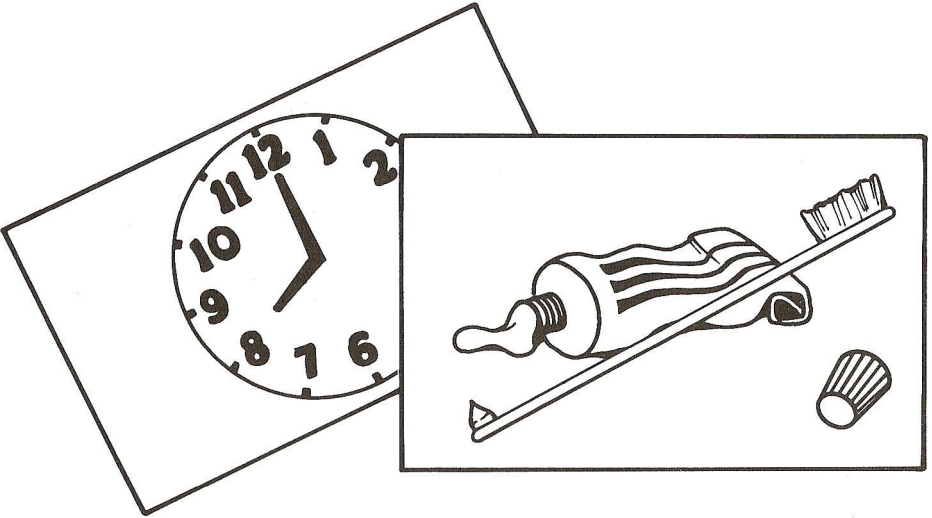


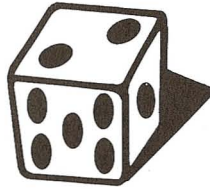
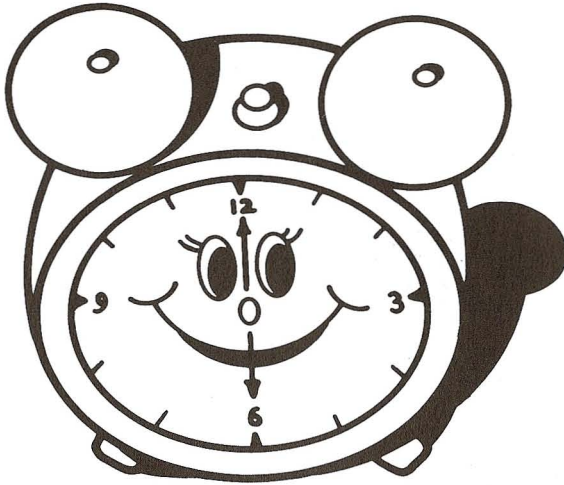
3. "Showtime!"

You'll need a clock with easily movable hands and a television guide. Help your child look up his/her favorite programs in the guide, and have him/her move the clock hands to the program times. Happy viewing!

4. "Time O'Day"

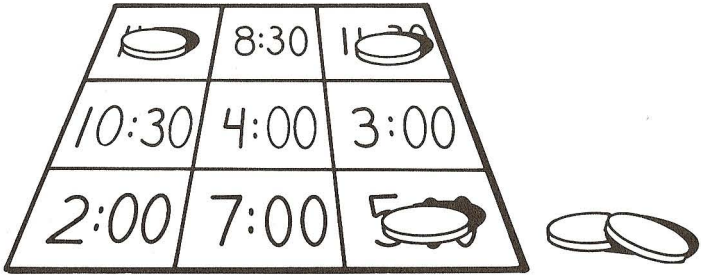
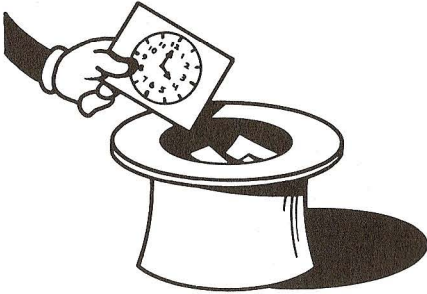
Have your child match daily activities to an hour of the day. All you'll need are index cards and markers. On half the cards, have your child draw the daily activities. On your cards, draw clock faces with the corresponding times. Now, let the match begin!





5. "Time Gambler"

Throwing the dice is part of the fun in this game! Have your child throw the dice and add the number of dots facing upward. The number of dots stands for an hour. Ask your child to show the hour on a clock. For example, if your child throws a four and two, she/he should move the hands to show six o'clock.

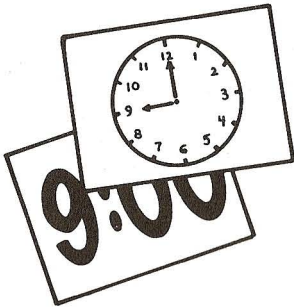
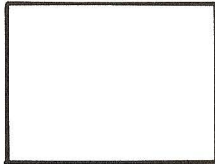
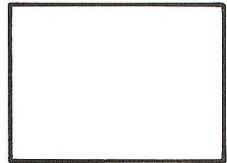
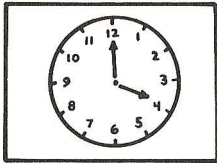


6. **“Time BINGO”**

Any number of time-tellers may play this game. Make Bingo grids on large pieces of paper, and write an hour or half-hour time in each square, making sure that each child’s grid is patterned differently. Draw clock faces with corresponding times on separate pieces of paper and throw them in a hat. As you draw a “time” out of the hat, the children will cover that time on their grids with a marker. The winner is the first to get a whole row across, up, down, or diagonally.

7. **“Time for Two”**

Write different times on ten index cards, one per card. Have your child draw clock faces on ten other cards matching your written times. Mix up the cards and lay them face down. Have your child pick up two cards, and see if they match. Each person takes a turn until all the pairs are matched. The winner is the one with the most matched pairs.



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