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Chapter 1

Getting Started

Welcome to KidsTime® Deluxe

KidsTime Deluxe is an enhanced version of the multiple-award winning *KidsTime*. It includes five educational programs for young children with color, animation, sound and speech, and encourages creativity, learning and exploration while developing computer skills.

Overview of the Programs

ABKey[™]

ABKey is a fun way to practice finding letters and numbers on the keyboard after they appear on the screen. When a picture appears on the screen find the beginning letter of the word for the picture. If speech is enabled, you can hear the letter, number, beginning letter of the picture's word or the word spoken after the matching letter or number is selected or when the object on the screen is clicked.

Dot-to-Dot

Practice number or letter recognition and sequencing as you move the mouse around to connect the dots that outline a picture. The complete picture is filled in when the last dot is connected. You can complete and/or edit *Dot-to-Dot* puzzles included in the program or create your own puzzles using the *Dot-to-Dot* Puzzle Editor and scanned images or pictures from a graphics program.

Match-it[™]

In *Match-it* you drag tiles that appear on the screen to empty boxes to make a match, or use them to complete a puzzle, fill in a matrix, label objects or complete a list. You can complete *Match-it* puzzles included in the program or create your own puzzles using the *Match-it* Puzzle Editor and scanned images or pictures from a graphics program.

KidsNotes[™]

Use *KidsNotes* to create simple melodies by clicking on the piano keyboard on the screen or by pressing the keys on the computer keyboard. While you play either keyboard the notes are recorded on a staff. Play the new melodies you create or any of the melodies already included on the disk.

Use *KidsNotes* tutorials to learn and practice basic music concepts such as note pitch, sharps and flats, note duration and time signature.

Story Writer

Story Writer is a fun way to create stories with words and pictures and listen to the computer read them. It includes a Storybook font, spell checker, and on-screen buttons that convert typed words to the available pictures or convert pictures back to words. You can also read and listen to the stories already written and included on the disk.

How to Use this Manual

This manual is written for the parent or teacher using *KidsTime Deluxe* with Macintosh or Windows. Most of the instructions assume that you are using the computer as you read this manual. This manual denotes distinctions between Macintosh and Windows users only when differences exist. Most screen shots are from the Macintosh version. The Windows version screens may differ slightly. References to OPTION/CTRL keys imply OPTION key for Macintosh or CTRL key for Windows.

This manual consists of six chapters and an appendix. A summary of each is listed below.

Chapter 1: Getting Started

You are now reading the introduction which is designed to get you started with the *KidsTime Deluxe* software. It tells how the manual is organized, how to install the software on your hard disk, how to use the Central Launcher screen, and how to change *KidsTime Deluxe* preference files or set up alternate files. This chapter also includes suggestions for using *KidsTime Deluxe* with different age groups.

Chapter 2: ABKey

This is a detailed description of *ABKey*, including a tutorial for getting started, an explanation of the difficulty levels, the menu options, and suggestions for further learning.

Chapter 3: Dot-to-Dot

This is a detailed description of *Dot-to-Dot*, including tutorials for getting started and for making your own *Dot-to-Dot* puzzles, an explanation of the menu options, and suggestions for further learning.