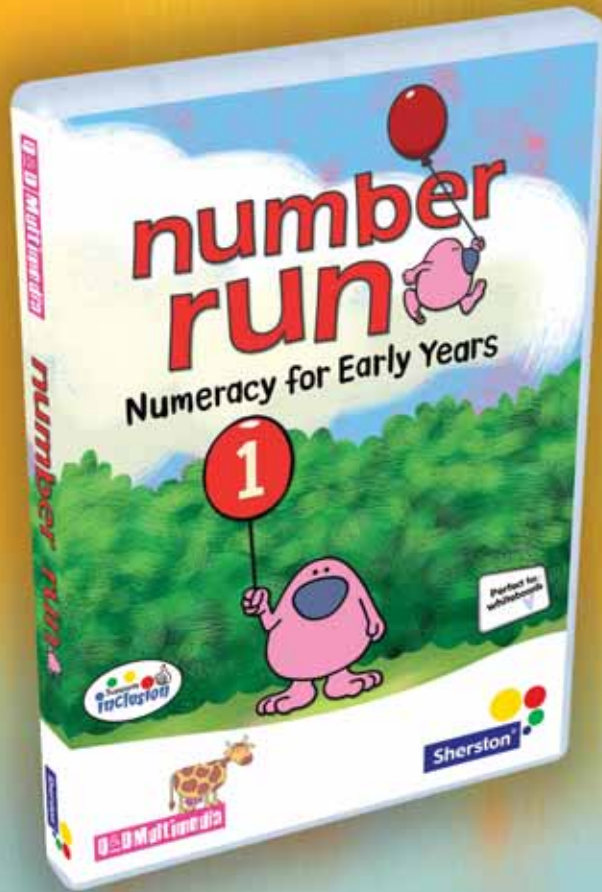


Also available from Q&D  
for Early Years

# Activities for Early Years



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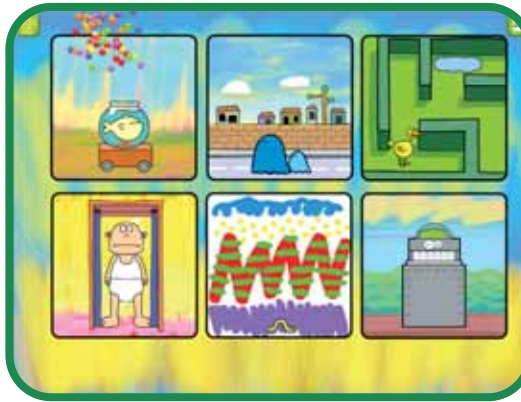
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# beep!

## Product Information

### Main Menu





Each of the six activities is represented by a screen shot, simply click on one to open the activity. Children will find it easy to identify their favourite activities.

Activities can also be opened from this menu by pressing keys 1-6.



Click on the button in the top right hand corner of the Main Menu screen to open the clip art library. All the images in the library can be printed out for use in the classroom. Images are available in full colour or line art.

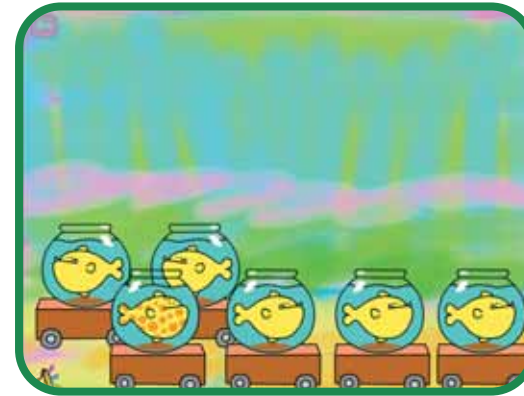
## Keyboard Shortcuts

	Mac	PC	Click
Return to Main Menu from an activity	⌘ + M	Ctrl + M	
Quit from Main Menu	⌘ + Q	Ctrl + Q	
Toggle quit button on or off	⌘ + T	Ctrl + T	
Toggle custom cursors on or off	⌘ + C	Ctrl + C	

Turning off custom cursors can improve performance on lower specification machines and touchscreens and whiteboards.



## Odd One Out



A group of characters will appear on the screen. The child must identify the odd one out and click on it. If the choice is incorrect, the characters will remain on screen, if the child makes the right choice, the characters will move off screen and a new group will arrive.

When the game is opened, the group will contain four characters. Characters will be added one at a time to each subsequent group, up to a maximum of ten. The keyboard can also be used to control the amount of characters on screen (keys 4-0).



Click this button to toggle the background music on/off.



## Street Scene



Create a picture and watch it come to life! Click to select a stamp from the toolbar and then click to place it in the scene. To remove a stamp from the scene, click on it. Use the control buttons to play/stop the animation. If you want to remove a stamp from the scene, click on it.



Cars (key 1)



People (key 2)  
Animals (key 3)

Creatures (key 4)



Clouds (key 5)



Birds (key 6)



Houses (key 7)



Trees (key 8)



Aeroplanes (key 9)



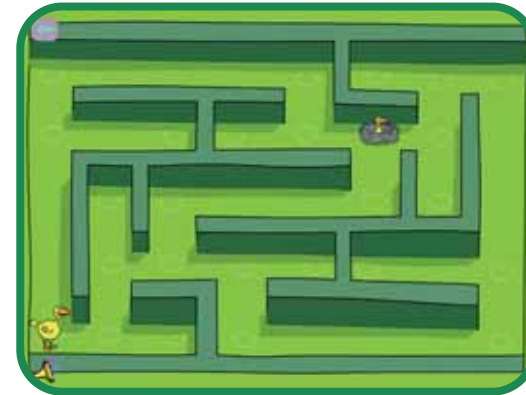
Use this button to play/stop the animation. Alternatively toggle the animation on/off using the space bar or the enter key.



This button will clear all the stamps in your scene.



## Maze



Click the oval shapes on the paths, or use the arrow keys, to move the animal through the maze to reach its destination, for example, the duck may have to reach the nest, the elephant may have to get to the swimming pool etc.

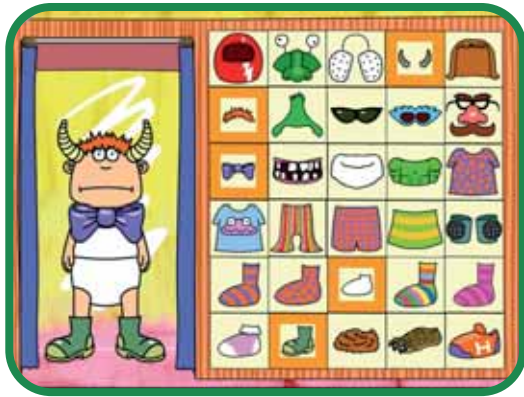
If a game features an egg in the maze, the elephant needs to collect the egg first of all and then make its way to the duck or the nest!



Click this button to toggle the background music on/off.



## Wardrobe



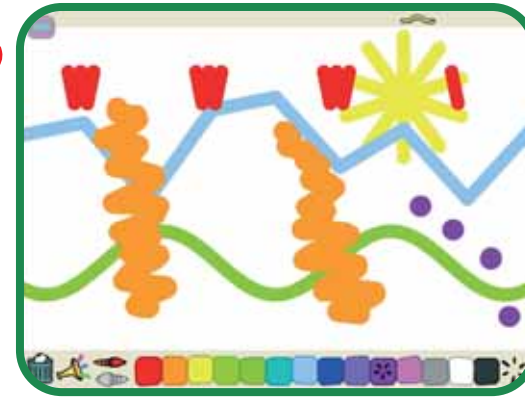
The baby can be dressed-up in all sorts of amusing outfits! Click on the items of clothing you want the baby to wear - they will be highlighted with an orange border - and then click on the baby with the magic wand cursor. The curtains will close and then open to reveal the baby wearing the clothes.

The selection of clothing available will vary every time you open the activity.







Press keys 1 to 9 to load a selection of outfits for the baby (selected at random).

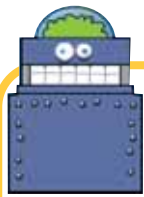


## Musical Paint Box



Every time a mark is made on the screen, a different sound will play, representing the 'type' of mark. This offers endless possibilities for creative compositions! Press keys 1 to 9 to load a ready made piece.

-  Each colour plays a different instrument.
-  The worm moves constantly across the screen and will be in a different position each time you create a new mark. Each time the worm appears, the mark and the sound will be drawn/played again.
-  Click to undo the last mark you made.
-  Click to toggle sound on/off. This will not stop new marks playing a sound as they are drawn, but will stop sound being played as marks are re-drawn.
-  Select a thick or thin brush stroke.
-  Click to clear your painting.



## Word Robot



This is an ideal way to support word recognition and build simple sentences. Drag words into the grid and hear the robot say them. You can also add new words and record your own voice! Drag words out of the grid to remove them.

To print your words press Ctrl + p or ⌘ + p on the Mac.

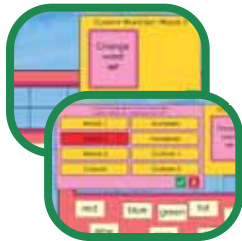


Click to hear your words.

Alternatively press the space bar or the enter key.

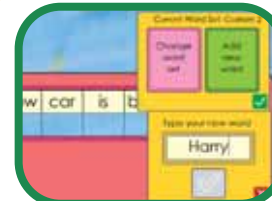


Click to empty the grid.



To access the word sets press Ctrl + r or ⌘ + r on the Mac. Click 'Change word set'.

Select a word set and click the tick buttons to return to the game. When changing word sets, words currently in the grid will remain. In this way it is possible to combine words from different sets.



If you choose a custom word set you will be able create your own words and sounds. Please refer to the Technical Information guide for advice on setting up your microphone.

Press Ctrl + r or ⌘ + r on the Mac. Click 'Add new word'.

Type your word and click the tick button (12 characters maximum).

Click the microphone to start recording, say your word and then click the microphone again to stop.

Repeat the step above to add more words (up to 14 words).

You can delete words from a custom set. Press Ctrl + r or ⌘ + r on the Mac. Switch to the custom set you wish to delete words from, and click on a word to delete it.

## Word sets

Word sets can also be loaded by pressing the number keys 1-8.

Words 1	Words 2	Words 3	Colours	Numbers	Numerals
l	red	my	red	one	1
see	blue	mum	blue	two	2
dog	green	dad	green	three	3
cat	fat	is	yellow	four	4
my	fast	big	black	five	5
is	slow	like	white	six	6
a	pink	a	pink	seven	7
you	the	l		eight	8
eat	is	and		nine	9
green	car	to		ten	10
like	dog	red			
the	pig	wet			
big	cow	has			
box	and	nose			

# beep!

## Technical Information

### How to install Beep! - PC instructions

1. Insert the Beep! CD into your CD-ROM drive. If the CD doesn't autorun, navigate to your CD drive and double-click the file QDAuto.exe.
2. Select **Install** to install Beep! (The Beep! screensaver is an optional extra. Click **Install Screensaver** and follow the instructions given.)
3. Click **Next** to proceed and then click **Next** again.
4. Read the Licence Agreement, select the 'I accept the terms in the Licence Agreement' option and click **Next** to continue.
5. Select the location where you would like Beep! to be installed. We recommend that you accept the default location by clicking **Next** to proceed. If you want to choose a different location click on **Change** and select the location where you would like Beep! to be installed, create a new folder and click **OK**. Click **Next** to proceed.
6. Click **Install**.
7. Click **Finish** to complete the installation.
8. To run the program double-click the Beep! icon on your desktop.



### How to install Beep! - Mac instructions

1. Insert the Beep!CD into your CD-ROM drive and double-click the **Install Beep!** icon on the CD. (The Beep! screensaver is an optional extra. Click **Install Screensaver** and follow the instructions given.)
2. Read the Licence Agreement and click **Accept** to continue.
3. Select the location where you would like Beep! to be installed. We recommend that you accept the default location by clicking **Install** to proceed. If you want to choose a different location click **Select Folder** and select the location where you would like Beep! to be installed and then click **Install**.
4. Click **Finish** to complete the installation.
5. To run Beep!, double-click the Beep! icon on your desktop.

### How to install Beep! - PC network instructions

1. Follow the standard installation instructions, ensuring that Beep! is installed to a shared location.
2. On each computer that will use this networked version, navigate to the location where you installed Beep! and double-click 'Beep Setup!'.  
3. If you wish to change the MIDI device used by Beep!, select an alternative from the list.
4. If you wish to create a shortcut to the installation of Beep! check the 'Create Network Shortcut' option. This option will be unavailable if a shortcut already exists.
5. Click **Done** to complete the setup.

## System requirements

PC	Mac
P11 600MHz or equivalent processor or higher Windows 98SE and above (not NT) 128 Mb RAM or higher 16-bit colour 16-bit sound card 16x CD-ROM	G3 processor or higher Mac OSX version 10.1.5 or higher 128Mb RAM or higher 16-bit colour 16-bit sound card 16x CD-ROM

## Technical support

If you have any queries about this product please contact us between 8am and 5pm, Monday to Friday.

t 01666 843 224

e support@sherston.co.uk

## Credits

This version of Beep! is published by Sherston Software Limited, 2006  
Programs, graphics and documentation © Q&D Multimedia Ltd, 2006

## Troubleshooting

### Sound issues

Should the Musical Paint Box fail to play sound you may need to configure the sound device on your computer by following the steps below.

1. Close down Beep!
2. Go to the Start Menu and select Programs, then Q&D Multimedia, then 'Beep! Setup'. The sound devices available will be listed under Midi Output Device with the currently selected device appearing in black.
3. Click on an alternative sound device to select it.
4. Click Done.
5. Run Beep!



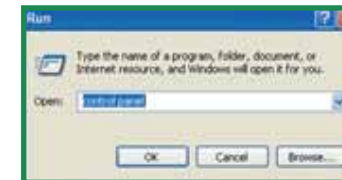
If this does not fix the problem repeat the steps, trying each sound device available.

### Setting up your microphone

Before recording your voice in the Word Robot game you may need to configure the microphone.

### PC

1. Go into the Start Menu at the bottom left of the screen. Move the mouse up to 'Run'. Type 'Control Panel' in the box.





2. Double-click the Sounds and Audio Devices icon and select the 'Voice' tab.

3. Within the 'Voice recording' panel click the 'Volume' button.



4. Ensure that the 'Microphone' volume slider is near the top, and that the 'Microphone' select box is checked. Your microphone should now be configured correctly. If you experience any recording problems please click the 'Test hardware' button within the 'Voice' tab and follow the instructions.

## Mac

1. Select 'System Preferences' from the apple menu.



2. Click the 'Sound' icon at the top of the preferences dialog box.



3. Click Input, and then select the device you want to use for sound coming into your computer.

4. Speak into your microphone to test it. The input level indicator shows you how loud or soft the sound from the selected input device is registering.

5. Drag the 'Input volume' slider left or right to lower or raise the input volume.

6. If the sound input is very quiet, you may want to raise the input volume. If the input is very loud, you may want to lower the input volume, so that your recording isn't too loud.

When using your computer's built-in microphone, the more you turn up the sound input volume, the more background noise it will capture.

## Curriculum Information

The activities on Beep! are centred around the theme of creative play. They have been designed to stimulate a young child's imagination, encourage independent thinking and develop basic ICT skills. Beep! can be used to teach, or simply reinforce, the curriculum objectives listed below (please note that some of those listed relate only to specific activities).

### England: Curriculum Guidance for the Foundation Stage

#### Early learning goals (ELGs) for dispositions and attitudes

- Continue to be interested, excited and motivated to learn
- Be confident to try new activities, initiate ideas and speak in a familiar group
- Maintain attention, concentrate and sit quietly when appropriate

#### ELGs for language for communication

- Sustain attentive listening, responding to what they have heard by relevant comments, questions or actions
- Listen with enjoyment, and respond to stories, songs and other music, rhymes and poems and make up their own stories, songs, rhymes and poems
- Extend their vocabulary, exploring the meanings and sounds of new words

#### ELGs for linking sounds and letters

- Hear and say initial and final sounds in words, and short vowel sounds within words
- Link sounds to letters, naming and sounding the letters of the alphabet
- Use their phonic knowledge to write simple regular words and make phonetically plausible attempts at more complex words

#### ELGs for reading

- Explore and experiment with sounds, words and texts
- Read a range of familiar and common words and simple sentences independently
- Know that print carries meaning and, in English, is read from left to right and top to bottom

#### ELGs for numbers as labels and for counting

- Say and use number names in order in familiar contexts
- Count reliably up to 10 everyday objects
- Recognise numerals 1 to 9

#### ELGs for exploration and investigation

- Look closely at similarities, differences, patterns and change
- Ask questions about why things happen and how things work

#### ELGs for information & communications technology

- Find out about and identify the uses of everyday technology and use information and communication technology and programmable toys to support their learning

#### ELGs for exploring media and materials

- Explore colour, texture, shape, form and space in two or three dimensions

#### ELGs for music

- Recognise and explore how sounds can be changed, sing simple songs from memory, recognise repeated sounds and sound patterns and match movements to music

#### ELGs for imagination

- Use their imagination in art and design, music, dance, imaginative role play and stories

**ELGs for responding to experiences, and expressing and communicating ideas**

- Express and communicate their ideas, thoughts and feelings by using a widening range of materials, suitable tools, imaginative and role play, movement, designing and making, and a variety of songs and musical instruments

**Scotland: Curriculum Framework for Children 3 to 5**

**Emotional, personal and social development**

- Persevere in tasks that at first present some difficulties
- Make and express choices, plans and decisions
- Play co-operatively, take turns and share resources

**Communication and language**

- Have fun with language and making stories
- Listen with enjoyment and respond to stories, songs, music, rhymes and other poetry
- Listen and respond to the sounds and rhythm of words in stories, songs, music and rhymes
- Pay attention to information and instructions from an adult
- Use language for a variety of purposes, for example to describe, explain, predict, ask questions and develop ideas
- Recognise the link between the written and spoken word
- Develop an awareness of letter names and sounds in the context of play experiences
- Use their own drawings and written marks to express ideas and feelings
- Experiment with symbols, letters and, in some cases, words in writing
- Recognise some familiar words and letters, for example the initial letter in their name

**Knowledge and understanding of the world**

- Become aware of everyday uses of technology and use these appropriately
- Identify and use numbers up to ten during play experiences and counting games
- Recognise familiar shapes during play activities

**Expressive and aesthetic development**

- Investigate and use a variety of media and techniques such as painting, drawing, printing and modelling with fabric, clay and other materials
- Express thoughts and feelings in pictures, paintings and models
- Listen and respond to sounds, rhythms, songs and a variety of music