Reader Rabbit's®

READING DEVELOPMENT LIBRARY™

Level 1

Goldilocks and the Three Bears

The Three Little Pigs

User's Guide

HOPPING TO IT...

For start-up information, troubleshooting, and hardware requirements for *Reader Rabbit's Reading Development Library*, refer to the documentation in the CD package.

WELCOME TO READER RABBIT'S READING ADVENTURES!

Come along as Reader Rabbit brings the wonder of reading to life at each stage of a child's development! With Reader Rabbit's Reading System, children develop reading skills through a comprehensive approach to reading: curriculum-based instruction for learning to read, supplemented by phonics and reading comprehension activities. In *Reading Development Library*, children apply their reading skills to develop comprehension. Read on for more information on the interactive adventures in Reader Rabbit's Reading System!

Reader Rabbit's Interactive Reading Journey™, Ages 4–7

Journey through a land of fantasy and surprise animation in this breakthrough program that teaches children to read. *Reader Rabbit's Interactive Reading Journey* covers a full year of classroom instruction and integrates 40 increasingly challenging storybooks with over 100 phonics activities. There's also a proficiency-tracking feature to guide children's learning and printed copies of the 40 books from the program!
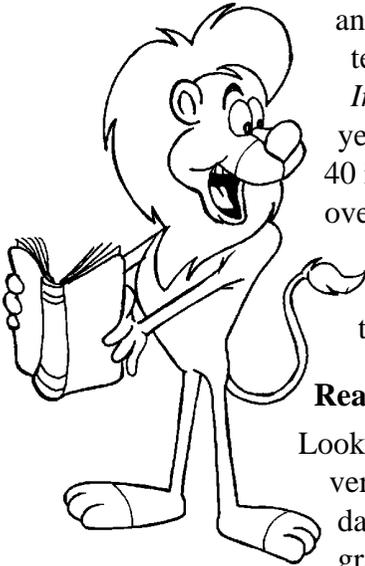
Reader Rabbit 1, Ages 3–6

Look who's talking now! In an exciting deluxe version for CD-ROM, *Reader Rabbit 1* dazzles the eyes and ears with enhanced graphics and all-new lifelike speech to build preschool through first-grade phonics skills. Four time-tested activities use over 200 school reading words to develop phonics skills, increase vocabulary, and sharpen memory and concentration skills—the building blocks for successful reading and learning.
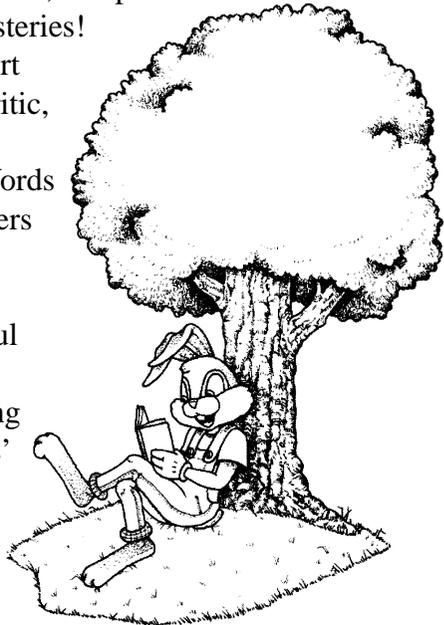
Reader Rabbit 2, Ages 5–8

The journey continues in *Reader Rabbit 2*. Young readers take a fantasy railroad ride through Wordville to the next level of reading skills. This deluxe CD-ROM version, enhanced with sparkling new graphics and lifelike speech, builds first- and second-grade reading and phonics skills in four lively activities—Word Mine, Vowel Pond, Match Patch, and Alphabet Dance. Reader Rabbit talks to children throughout the program, giving hints, pronouncing the words, and encouraging more learning. Discover a world filled with sights, sounds, and meanings of words in this animated talking adventure!

Reader Rabbit 3, Ages 6–9

In *Reader Rabbit 3*, that famous rabbit has the scoop on learning! Follow the adventures of Reader Rabbit, investigative reporter for Wordville's *Daily Skywriter*, as he searches for the latest-breaking news. Players join the Clue Hounds, Orville and Wilma Write, and pick up different clues to solve mysteries! Reviewing sneak peeks of short cartoons with the renowned critic, Sneaker Mole, keeps players engaged for hours. And Ed Words the editor is there to help players write their own phrases. The deluxe CD-ROM version of *Reader Rabbit 3* uses delightful character voices to build second- and third-grade reading skills while improving players' writing, vocabulary, and critical-thinking abilities.

Reader Rabbit s
Reading Development Library Level 1

CONTENTS

* For instructions on setting up and starting the program,
   refer to the documentation in the CD package.

Educational Focus

As children learn to read, there are several elements that contribute to their success and progress. One element is the exposure to literature. Literature provides a natural environment in which children can apply and further develop the reading skills they have acquired, including phonics, decoding, and reading comprehension. It also enriches children's vocabulary by giving them words in meaningful context. As children read and enjoy literature, they develop an understanding of how meaning is created. They come to appreciate how words work together to form sentences, and, ultimately, how sentences are combined to communicate ideas.

THE *READING DEVELOPMENT LIBRARY* STORIES

The *Reading Development Library* series presents classic tales to encourage children's exploration of literature. The tales were chosen because children find them engaging and intriguing. In addition, familiarity with the story lines helps children predict events, an important component in reading comprehension. The rhyme, rhythm, and repetition found throughout the stories contribute to their richness and appeal, and provide ongoing opportunity for children to hone their reading skills.

Each story is presented from three perspectives: a classic version, and two versions told from the story characters' points of view. Exposing children to multiple perspectives of the same story encourages them to increase their understanding of others and their ability to identify with others' experiences. This social role-play is an integral part of children's development of empathy and awareness of self relative to others.

The *Reading Development Library* series is carefully sequenced so that it meets the needs of children at each stage of their early reading development. The concepts presented in the stories become more complex, and the pace, grammar, and vocabulary increase in difficulty as the series progresses. For slower readers and those whose first language is not English, the series offers a particularly safe and special environment for developing language and reading skills. Children are in control of the experience, and they can receive support from the program to guide them as they read.

SPECIAL FEATURES

Children can read the stories in one of two modes. In **Read to Me** mode, the character selected reads the story aloud in its entirety. There is a pause button on each page to stop the story, so children can practice reading certain words or sentences on their own. In **Read Together** mode, children can explore the text and the pictures at their own pace. They can hear the text read aloud by clicking on the character, and they can click on individual words to hear them read. In addition, there are several content-related animations within each scene that children can discover by clicking on the pictures.

At the beginning of each story, there is a word list that introduces the words that are central to the story's plot. Seeing the words ahead of time gives children the opportunity to practice reading them. Understanding these key words will help increase their comprehension of the story.

To support accurate left-right tracking as children read, the text is highlighted whenever it is read aloud. The highlight "grows" as each word in a sentence is read so children can follow along and experience the rhythm of natural language.

Pictures and visual effects are an important part of children's reading experience. Throughout the stories, there is significant use of art and animations to help convey the meaning of the text. In addition to helping children understand the characters and the plot, the animations provide a unique dimension to the stories with extra dialogue that enriches the telling of the story.

THE ACTIVITIES

In the Read Together mode, children have access to the story-related activities. These activities give them additional opportunities to work with story concepts and vocabulary.

In **Express It**, children help Sam the Lion create letters to send to the storybook characters—choosing words or phrases to complete the sentences that Sam has written. There is a picture accompanying each choice to help comprehension and vocabulary development. And since children can try out the different choices before finalizing their decisions, they can enjoy experimenting and playing with language.

Once children complete a letter, they send it to the character and receive a tailored response that addresses specific points in their letter. This activity exposes children to the conventions of letter writing, a valuable method of communication.

The **Story Map** activities focus on words and events from the stories. In Story Match, children match pictures to words, practicing word-recognition and developing vocabulary. In Story Order, children put specific events from the story into the correct chronological order. This challenges them to recall both sequence and content.

EXTENDING THE EXPERIENCE

As children explore the stories in *Reading Development Library*, there are several things that you can do to help them get the most out of their reading experience. Having children make predictions about the plot and the characters is a great way to get them started thinking about the story. You can ask them questions like the following:

- Why would a wolf want to visit pigs?
- Why would someone use bricks to build a house?
- What do you think would happen to a straw house on a windy day?
- Where do bears usually live? If bears lived in a house, what do you think the house would be like?
- What is porridge? What does it taste like?
- What might happen if a girl visited a bear's house?

After they've read the stories, you can ask questions that will challenge them to make connections between the stories and their own lives.

- What would *you* use to build a house? Why?
- What would you do if a stranger knocked on your door?
- Should Goldilocks go back to see the bears? Why or why not?
- How would you feel if someone used your things without asking you first?

The stories and activities in the *Reading Development Library* series can serve as inspiration for other activities away from the computer. Following are more suggestions to help children get the most out of their experience with the literature.

Write or tell your own version.

*   Pick a character who didn't tell a version of the story. What would that character's version be like?
*   Combine the two stories to make a new story. For example, what would happen if the three bears let the wolf into their house?
*   Draw a picture showing a different ending to the story.

Write a letter.

*   Write to a friend or a family member. You can make your letter silly or serious. Can you think of a special way to sign your letter? Sam the Lion likes to use "ROAR!"
*   Pretend you and a friend are characters from one of the stories. Write each other letters about what happens to you in the story.

Make a story map.

*   Write a short story. Then, use words and pictures to make a story map that shows some of the important things that happened in your story.
*   Mix up your map and see if a friend can unscramble it.
*   Mix up your map again and write a new, silly story from the mixed-up pieces.

Get to know the characters.

*   Make a list of story characters. Make another list of some things each of those characters might say. See if you and a friend can match the words to the right characters.
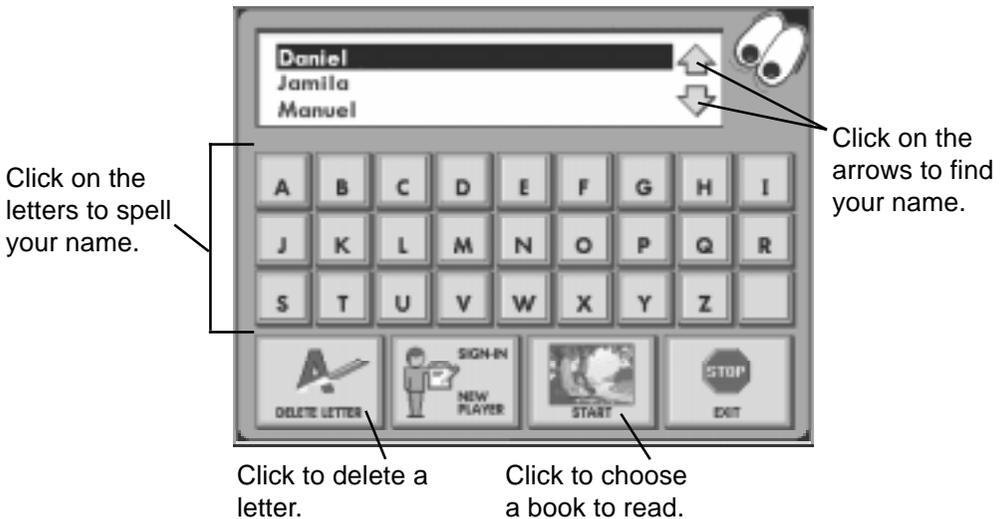*   Work with some friends to act out the story. Talk, walk, and act like the story characters.
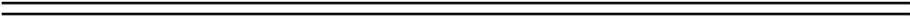
Getting Started

Are you ready to read with Reader Rabbit and Sam the Lion? Start the program by following the instructions in the CD package.

SIGNING IN

To play *Reading Development Library*, you'll need to sign in by entering your name. The Sign-In screen shows all players who have already entered their names.

Click on the letters to spell your name.

Click on the arrows to find your name.

Click to delete a letter.

Click to choose a book to read.

New Players

To add your name to the Sign-In list:

1. Click on the alphabet letters or use the keyboard to type your name into the name box. Your name can have up to 16 letters. And it must be different than any other name on the list.

To erase a mistake, click on or press ∫ (Windows) or ≈ (Macintosh).

To put a space between letters, click on . (A space counts as a letter.)

2. Click on to go to the choose-a-book screen.

Listed Players

If you've used the program before, your name will already be on the Sign-In list. If you don't see your name in the name box, click on the arrows to scroll through the list.

To choose your name from the list:

1. Click on your name to highlight it, or just type your name using the onscreen alphabet letters or your keyboard.

2. Click on .

Removing a Player's Name

You can remove a player's name at any time. However, when there are 99 names on the list, it's full and you must remove a name before you can add a new one. Removing a name will permanently erase that player's name and program option settings from the hard disk.

To remove a player's name:

■ Click on the name to highlight it. Then press Ctrl R (Windows) or ∑ R (Macintosh).

USING POP (PROGRAM OPTIONS PAD)

Within the program, you'll notice POP either at the bottom or lower right corner of the screen. (POP is not available in all areas of the program.) POP gives you access to program information and options, lets you move among the different areas of the program, and lets you exit the program. Any option settings you make remain in effect until you change them, and they are saved under your name when you exit the program. For specific information about the POP buttons, see *Appendix A*.

POP Basics

- To open POP, click on it.
- To close POP, click on POP's eyes.
- To choose a button, click on it.

Using the Program

Come along with Reader Rabbit and Sam the Lion and discover two of their favorite storybooks. In each storybook, you can:

- Listen to the story and follow along.
- Read the story on your own, and get help from characters.
- Find out more about the story by exploring the scenes and watching animations of the story events.
- Send letters to the storybook characters.
- Play activities with the storybook words and pictures.

Click on the book you want to read.

For additional tips on enjoying *Reading Development Library*, be sure to see *Extending the Experience* in *Educational Focus*.

READING THE STORIES

Level 1 of *Reading Development Library* contains two stories—*The Three Little Pigs* and *Goldilocks and the Three Bears*. There are three different versions of each story. Sam the Lion tells the classic version, and two storybook characters tell their own personal versions. When you open a book, you can choose which version of the story you want to read.

Click on the character whose version you want to read.
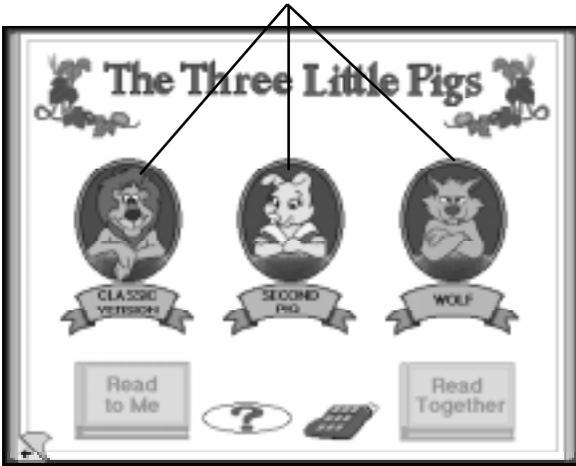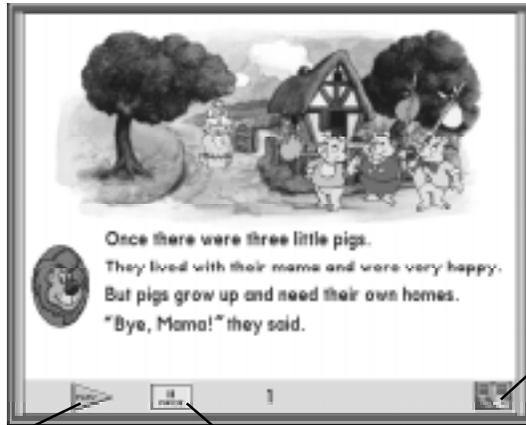

Once you've chosen a character, you can choose how you want to go through the story. In **Read to Me** mode, you can listen and follow along as the character reads. In **Read Together** mode, you can read on your own and explore the book at your own pace.

Read to Me

Click on [Read to Me] to have the character you chose read the story to you.

Once there were three little pigs.
They lived with their mama and were very happy.
But pigs grow up and need their own homes.
"Bye, Mama!" they said.

1

Click here to
choose a
different book.

Click here to
listen to the story.
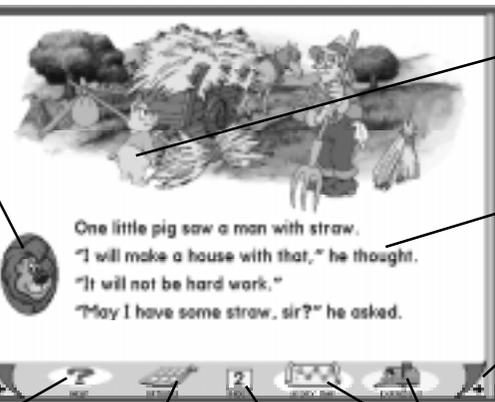
Click here to
pause the story.

Read Together

Click on [Read Together] if you want to read the story to yourself or out
loud. In **Read Together** mode, you can click on the character if
you want to have the text read to you. You can also hear
individual words if you need help reading them.

Click on the
character to
hear the text
read aloud.

Click on
things in the
picture to find
animations.

One little pig saw a man with straw.
"I will make a house with that," he thought.
"It will not be hard work."
"May I have some straw, sir?" he asked.

Click on a
word to hear
it read aloud.

Click here
to go back
a page.

Click here to
go to the
next page.

Click here to
see the
onscreen
help text.

Click on POP
for program
options.

Click here to go
to the page list.

Click here to go
to the activities.

PLAYING THE STORY ACTIVITIES

When you read a story in **Read Together** mode, you can take time out to play some story activities with Reader Rabbit and Sam the Lion.

There are two activities—**Express It** and **Story Map**. To play an activity, just click on its icon at the bottom of a storybook page.

When you're finished with the activity, click on   to go back to the story.

Express It

Help Sam the Lion write letters to the storybook characters! He has started the letters, but he needs you to choose the words to complete his sentences. There are lots of words to choose from—use whichever ones you want!

Click on the character you want to write to.

Click on Sam
to hear the
text read.

Dear First Little Pig,
    I think your house _____.

Click on the
picture or
the words
to fill in the
sentence.

will fall   needs wheels   is strong

OK

Click on OK
to continue.

When you click on a picture or the words below it, the words
will appear in the sentence. If you want, you can experiment—
click on different words to hear how they sound in the
sentence. When you've chosen what you want to say, click
on **OK**.

Dear First Little Pig,
    I think your house needs wheels.
Next time you should use ice cream.
        Your friend,
        Sam

Click on the
mailbox to
send the letter.

When you're finished, mail your letter. Speedy Snail will
deliver it to the storybook character and then bring back a
response letter for you to read!

Story Map

Reader Rabbit wants to put his story map back together.
There are two things you can help with—Story Match and
Story Order.

Click on the activity you want to play.

STORY MATCH

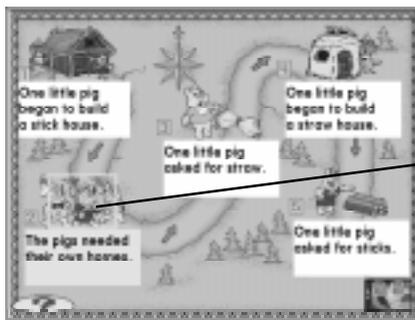Reader Rabbit needs you to match the words to the pictures.
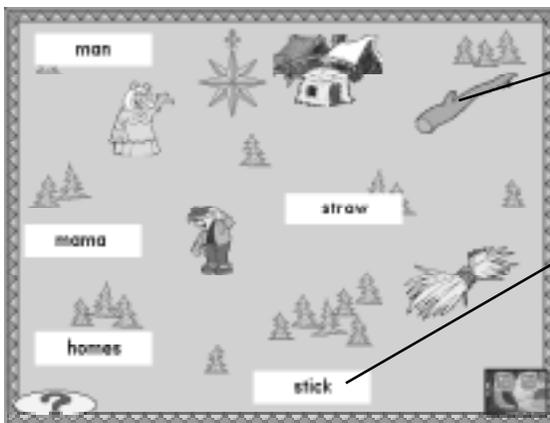
1. Click on a picture.
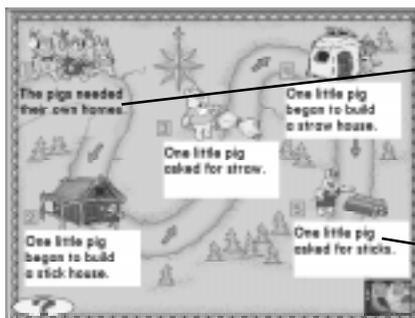
2. Click on the word that matches it.

STORY ORDER

Put Reader Rabbit's pictures in the right order!

1. Click on the picture that happened **first** in the story. (If you change your mind, click anywhere outside the picture. Then click on a different picture.)
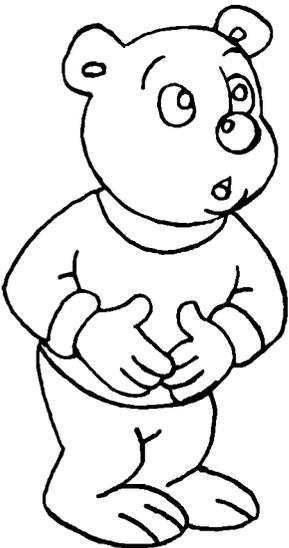

2. Click on the **first place** on the road (1) to move the picture and its words there.

3. Click on the picture that shows what happened **next** in the story.

4. Click on the **next place** on the road (2) to put the picture and its words there.

When all the pictures are in color, Reader Rabbit's map is fixed!

APPENDIX A: THE POP BUTTONS

Page/Sentence. This button is available in **Read Together** mode only. If you choose **Page**, the character will read the entire page. If you choose **Sentence**, you will hear one sentence of text read when you click on the character. You will need to continue to click on the character to hear each subsequent sentence.

Education. This button gives you general information about the educational content of the program.

Interesting facts about children and reading

READER RABBIT'S READING DEVELOPMENT LIBRARY

Reader Rabbit's Reading Development Library is the literature-based component of Reader Rabbit's Reading Series. Every Reading Library product contains two interactive books—each presented from three perspectives—to help broaden reading comprehension and thinking skills. All of the versions are written using vocabulary and sentence structure appropriate for the specific level of a child's reading development.

Click here to return to the main POP screen**.**

A discussion of how children learn to read

Information about Reader Rabbit's Reading Series

Highlight. This button turns the highlighting feature off and on.

Voice Choice. This button is available when you choose POP while you're reading a story. It lets you choose which of the three versions of the story you want to read.

Book Choice. This button takes you to the choose-a-book screen.

Sign-In. This button takes you to the Sign-In screen.

Word List. This button turns the Word List off and on. When Word List is on, a list of the story's key words appears before the story begins. When the Word List is off, a slash mark appears across the button.

Exit. This button lets you leave the program.

APPENDIX B: WORD LIST

These are the words used in *The Three Little Pigs* and *Goldilocks and the Three Bears*.

a	been	catch	feel
about	before	chair	fell
after	began	chairs	fire
ah	believe	chimney	first
all	best	chin	fixed
am	big	chinny	flew
an	bite	chins	followed
and	blew	climb	for
angry	blow	cold	forget
another	bowl	come	friends
are	bowls	cool	from
around	boy	could	funny
as	breakfast	cried	gave
asked	brick	day	get
at	bricks	did	girl
ate	broke	dinner	go
away	broken	do	Goldilocks
baby	brother	does	gone
back	brothers	don't	good
bad	build	door	got
bang	but	down	great
be	by	easy	grow
bear	bye	eat	guess
bears	call	eaten	had
bed	came	eating	hair
beds	can	fast	hairs

ham	just	mm	Papa
happy	knew	more	Papa's
hard	knocked	morning	party
has	know	much	people
have	last	must	pieces
he	laugh	my	pig
hear	let	name	pigs
her	like	nearby	play
here	liked	need	please
him	likes	needs	porridge
his	little	never	puff
home	live	new	puffed
homes	lived	next	rabbit
hoped	lives	nice	ran
hot	long	no	ready
house	look	not	really
how	looked	nothing	rest
huff	lot	now	right
huffed	lunch	of	roof
hungry	made	oh	run
I	make	on	said
I'll	Mama	once	sat
idea	Mama's	one	saw
if	man	ooh	say
in	may	oops	see
into	maybe	other	she
is	me	our	should
it	met	out	silly
it's	mine	ow	sir
jumped	miss	own	sit

Appendix B: Word List

sitting	thing	will
sleep	things	with
sleeping	think	woke
small	this	wolf
smaller	those	woods
smart	thought	work
smell	three	would
snap	time	you
so	tiny	your
soft	to	yum
some	told	
someone	too	
something	took	
sound	try	
stick	very	
sticks	walk	
still	walking	
story	want	
straw	wanted	
strong	was	
surprise	wasn't	
take	way	
tell	we	
that	well	
the	went	
their	were	
them	what	
then	when	
there	who	
they	why	

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CREDITS

Design and Development Team

Executive Producer
Kevin A. Richardson

Education & Activity Development
Lauren Meltzer, *Lead*
Cynthia Johnson

Graphic Art
Tim Dunn, *Layout Artist, Illustrator*
Shao Wei Liu, *Background Artist*
Jon Brooks, *Art Technologist*
Tony Claar, *Layout Artist, Illustrator*

Editor
Ronnie Jacobson

Software Engineering
Ron Breger, *Lead*
Patrick Malone

Marketing
Janis Hom
Linda Gerard
Carole Kochan

Sound
Brian Burge, *Lead*
Ned Lott, *Voice Talent Director*

Quality Assurance
Charles Choy, *Lead*

Digital Art Development
Bobby Chi, *Lead*
Additional Support
Todd A. Sherman

Development Support

Story/Animation Development
Straight Line Editiorial Development, Inc.
   Holly Melton, *Writer*
Moro Film Studios, *Animation*

Educational Consultants
Nancy Pollack, *Lead*;
Anne Cunningham, PhD; Elise Darwish;
David Herz; Carol Huntzinger; Ann
Kitajima; Ruth Nathan, PhD; Pat Robinson

Educational Reviewers
Mary Elizabeth Podhaizer;
Katie Stefanides; Betty Meltzer;
Pat Dawson; Linda Labbos, PhD

Digital Artists
Ann Arrizubieta, Joel Parod,
Shannon Snell, Mira Soriano

Software Engineers
John Coffin, Cuong Nguyen,
Jon Turcsanyi, Guy Yagunoff

Engineering Support
Thyne Richards, Philippe Rollet

Quality Assurance Testers
Robert Chong, John Fong, Ethan Pang,
Pindar Qu, Derrick Yu

Field Test Coordinator
Shelly Hall

Voice Talent
Jeanne Hartmann, Pete Shoemaker,
Tim Dunn, Derek Ward, Stephanie Strouss,
Rebecca Wink, J.S. Gilbert, Brian Burge,
Alan Nu, Summer Rognlie, Brian Vouglas

Additional Support
Nancy Armstrong
Barbara Gibson

Special thanks to all the children who tested *Reading Development Library*
for us throughout the development cycle!

THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every program from The Learning Company undergoes extensive research and testing, with input from education professionals, parents, and children. Each product features a precise balance of educational content and entertainment value. So, your child actually has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed The Learning System™. Carefully sequenced by age groups, this system serves as a product-selection guide—making it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning System, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.