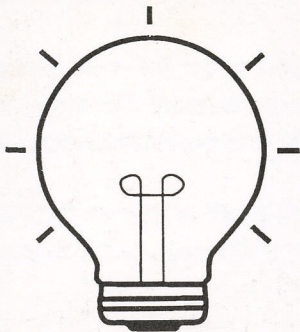


KATIE'S GARDEN



BRILLIANT  
COMPUTING

# KATIE'S GARDEN

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## **BRILLIANT COMPUTING**

Brilliant Computing has been set up to help people with Special Needs and those that work with them. We are committed to making computing as simple, straightforward and effective as possible.

IF YOU HAVE DIFFICULTY WITH THIS PROGRAM IT IS OUR FAULT AND WE WANT TO KNOW ABOUT IT!

Above all have fun!

## **KATIE'S GARDEN**

Katie's Garden is a set of 8 programs on one disc for use with the space bar touch screen or switches. The games have been developed with Speech Therapists working with children for use as an aid in understanding prepositions, colour and size. They can also be used to help develop picture recognition.

## PLUGGING IN

To play Katie's Garden you can use ONE of the following:

- 1 The space-bar on the computer
2. A simple switch, such as our Block switch. This needs to be plugged into any socket of our Interface Box or similar which in turn should be plugged into the USER PORT underneath the computer
3. Any other type of switch device, such as a joystick, Micromike or concept keyboard. These can be plugged into either the USER PORT or the ANALOGUE PORT at the back of the computer
4. A Microvitec Touchtec 501 touch screen, connected as described in its own "User Handbook" Make sure the notch in the plug goes in the computer's RS423 socket is uppermost.

## STARTING THE PROGRAM

If you are using the BBC Master see the Master Problems page at the back of this booklet.

- 1 Turn on the computer monitor and disc drive.
- 2 Turn up the brightness control on the TV/monitor to give a good bright picture.
- 3 Pop the disc in the disc-drive, label side up with the label towards you. If you have a double disc drive, put it in slot 'O' Shut the disc drive or turn the lever down.
- 4 To start the disc:

Hold down the SHIFT key press the BREAK key release the BREAK key and finally release the SHIFT key

The program will take a few seconds to load and then the title screen should appear If not, check plugs and try again.

- 5 With the title screen showing, press the space bar to move on. The program will now ask you what switch you are using (space-bar switch, touch screen, etc. and then what game you want to play

## **HOW TO PLAY THE GAMES**

All the games work on a multiple choice principle. A number of pictures are displayed and the user must pick the right one to get a reward.

Katie's Garden was originally designed for use with the touch screen and the game instructions following assume you are using this. If you are using a switch or the space bar then a "scanner" ( a moving box) is used on the screen to enable the user to make a choice,. When the scanner reaches your choice, press your switch to answer

### **PREPOSITIONS**

A multiple choice game to be used as a teaching aid while you work with the students. The program uses the concepts of in, on, under behind, in front of and beside.

OPTIONS: Choose object eg: chair), subject eg: a cat), target word eg: on), dummy words.

TO PLAY Touch the picture that matches the wording at the bottom of the screen to get the reward. The wording is intended for the therapist's guidance, rather than for the student to read.

**ODD MAN OUT** Included to check that the student can differentiate between the pictures.

OPTIONS: Choice of pictures, number of pictures to choose from.

TO PLAY Touch the odd picture to get the reward.

**NAME THE OBJECT** A picture recognition game.

OPTIONS: Choice of pictures.

TO PLAY The screen shows 2 pictures and a message such as "Touch the Cat" Touch the right picture to get the reward. It is intended that the therapist should verbally tell the student which objects needs to be touched.

**BIG AND SMALL.** A two-choice comparison game.

MENU Choice of picture; find big or find small.

TO PLAY The screen shows 2 pictures, with "BIG" or "SMALL" written below Touch the correct picture to get the reward.

## **WHICH COLOUR**

Four games involving colour matching and naming.

**OPTIONS.** Choices of picture, colour to learn, and number of colours to choose from (2, 3 or 4).

### **TO PLAY:**

**COLOUR MATCHING:** A picture is shown in one colour with coloured circles around it. Touch the circle of the same colour to get your reward.

**COLOUR & PICTURE MATCHING:** A picture is shown in a box in one colour with the same picture in different colours around it. Touch the matching picture.

**COLOUR NAMING:** A picture is shown in 2 different colours, with a message below for the therapist to read out (eg: Touch blue cat). Touch the required picture to get the reward.

**COLOUR & OBJECT NAMING** The screen shows 4 pictures, with a message below such as "Touch Red Cat" The student must find the picture of the right colour to get the reward.

## MASTER PROBLEMS

*This disc will run on BBC Model B and Master Microcomputers. There is however a problem with the Master Computer which is simple to rectify.*

*The Master has two systems for running disc drives. These are called "Acorn 1770 DFS" and "Acorn ADFS" One of these messages will appear on switching the computer on. This disc requires "Acorn 1770 DFS" If your screen shows this, ignore the rest of the page.*

*If you have the screen header "Acorn ADFS" simply type in \*DISC and press the RETURN key. This will temporarily change you to "Acorn 1770 DFS" You can now run our program by pressing SHIFT and BREAK. (see "Starting the Program".)*

*If you want to stay in "Acorn 1770 DFS" all the time, type in \*CO  
FILE 9 and press RETURN. Then press the CTRL and BREAK keys together To return to "Acorn ADFS" follow the above procedure, but type in 13 instead of 9.*

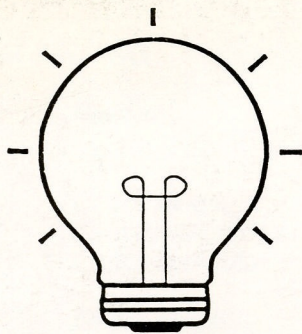
*We hope this is clear We think that Acorn (who make the BBC) should have told you this clearly in their "Welcome Guide"*



## *SIMPLE PROBLEM SOLVING*

<i>Fault</i>	<i>Remedy</i>
<i>Monitor Blank.</i>	<i>Check plugs. Turn up brightness knob. Check computer is on and has power</i>
<i>Disc drive not running.</i>	<i>Check plugs. Is the clip down/door shut?</i>
<i>Program running on its own.</i>	<i>Check nothing is plugged into the USER or ANALOGUE PORTS that isn't meant to be. Check that a switch is not stuck.</i>
<i>Touch Screen not working.</i>	<i>Check green light is on. (= power!) Check RS423 plug is in properly. Press 'reset' button underneath and restart game.</i>

*The above in our experience represent about 80% of problems people have. If you are still in difficulty we will help if we can. Unfortunately the Master has certain complex problems of its own if not set up properly. See Master Problem Page.*



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