

# Reader Rabbit's® Kindergarten



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GETTING RIGHT TO IT...

For start-up information, troubleshooting, and hardware requirements for *Reader Rabbit's Kindergarten*, please see the CD booklet located in the jewel case.

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# 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 product under The Learning Company brand 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.

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# WELCOME TO READER RABBIT'S WORLD OF LEARNING

The Reader Rabbit system offers three unique and effective approaches to learning—multisubject, Interactive Journeys, and skillbuilders. The multisubject series gives young learners a broad, rich introduction to key subjects at a particular grade level. The Interactive Journeys provide in-depth learning instruction in reading or math. Reader Rabbit's skillbuilders offer further practice within a single subject area. Developed by education experts, these series are designed to complement one another and can foster a love of learning that will last a lifetime.

## Reader Rabbit's Interactive Reading Journey® for Grades K–1, 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 for Grades K–1* covers a full year of classroom instruction and integrates 40 increasingly challenging storybooks with more than 100 phonics activities. There is also a proficiency-tracking feature to guide children's learning, as well as printed copies of the 40 stories from the program!

## Reader Rabbit's Reading 1®, Ages 4–7

Join Reader Rabbit on a fun-filled journey through the wonderful Word Factory to build preschool through first-grade phonics skills. Four time-tested activities use more than 200 words to develop phonics skills, increase vocabulary, and sharpen memory and concentration skills—the foundation for successful reading and learning.



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Math Rabbit<sup>®</sup>, Ages 4–7

The fun of the circus comes to life as Math Rabbit gives your child essential building blocks for a solid foundation in math. Four spectacular circus activities help children develop preschool through first-grade skills in counting, matching, adding, subtracting, and identifying equalities and inequalities. Come join the circus, where learning math is fun and easy.



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# Educational Focus

As children grow from toddlers to preschoolers to kindergartners, they are in constant pursuit of information. They are open to new experiences, receptive to what they pick up through their senses, and eager to apply what they know through interacting with people. But while much of this learning occurs naturally, some more structured experiences can help children develop skills needed for school. *Reader Rabbit's Kindergarten* is a tool that enables a parent or teacher to boost a child's skills in reading, counting, and planning ahead.

*Reader Rabbit's Kindergarten* is expressly designed to reinforce fundamental concepts that build school-relevant skills. Third in a series of products that addresses the specific developmental needs of toddlers, preschoolers, and kindergartners, this program presents educational basics in the context of playful, colorful games that children love to explore.

*Reader Rabbit's Kindergarten* is an appropriate next step for children who've used *Reader Rabbit's Preschool*. For instance, if a child has mastered the conceptual basics of numbers and quantities presented in *Reader Rabbit's Preschool*, he or she is ready to apply these skills in Number Lumber, a *Reader Rabbit's Kindergarten* activity in which the player uses number strategies.

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*Reader Rabbit's Kindergarten* introduces youngsters to helpful socialization tips that can give them a head start in kindergarten. They learn that sharing is a “win-win” solution that can help them get along with classmates. Social skills are advanced as the concept of cooperation and the need to preserve a clean environment is stressed.

## CHALLENGE LEVELS

To reinforce understanding and application of new concepts, the four major activities in *Reader Rabbit's Kindergarten* have increasingly complex skill levels. For example, in Level 1 of Canoe Match, the child must match pairs of single objects. Levels 3 and 4 require matching object pairs in the correct order.

## THE ACTIVITIES—CONCEPTS AND LEARNING OUTCOMES

Children learn and develop intellectually, socially, emotionally, and physically. *Reader Rabbit's Kindergarten* provides stimulation on the first three of these dimensions, assisting with reading, thinking, language, math, creativity, and interpersonal skills.

The games introduce or reinforce skills as follows:

Canoe Match is a language and prereading activity. Children work with memory and discrimination skills while

- recalling and matching colors, shapes, objects, letters, and numbers; and
- applying visual and auditory memory skills.

## EDUCATIONAL FOCUS

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Camp Clock is a time-telling activity. Children practice identifying events that take place in the morning, afternoon, and evening.

Diner Lineup is an early math activity. Children practice ordering objects according to a single changing attribute, such as size, length, height, quantity, or volume.

Action Reaction focuses on social interaction. Children choose ways for camp characters to resolve conflicts and then they observe the consequences.

Number Lumber is a mathematical thinking game in which children apply the following skills:

- Number recognition
- Number and quantity correlation
- Number strategizing
- Problem solving
- One-to-one correspondence
- Counting

Seasons Scrapbook allows children to correlate specific activities with specific seasons and months of the year.

Get Your Bearings teaches spatial relations, helping children

- understand positional and directional words;
- use positional and directional words in game play; and
- develop and apply map-reading skills.

In addition, this activity gives children practice processing sequential directions. For additional practice, play a “Hide the Object” game with your child such as the one described in “Tips for Parents and Teachers”. (See page 6.)

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You may notice that four- to five-year-old children follow only one directional clue at a time because they are unable to link previous clues. It is a natural developmental step for children to attend to one direction before they are able to attend to a series of directions. Over time, six- to seven-year-old children develop the ability to link a series of directions.

Playful Painting is a self-expression activity that allows children to choose a picture of a camp character they would like to be, and then color in that picture.

Camp Library teaches children basic story elements and how they can be combined to make a story.

The gateway activity directs the child's attention to the correlation between letters and sounds, while emphasizing phonics.

Counting Lake introduces children to numerical and counting concepts as they learn

- the correspondence between the memorized numeric characters and the actual number of objects;
- visual discernment of quantity by encouraging the child to count as well as observe the configuration of the objects;
- to observe that a number can be divided into two smaller, constituent groups (this serves as a bridge to the addition foundation that will be explored in the final level); and
- the addition concept, by combining two groups of objects to form a target quantity.

## TIPS FOR PARENTS AND TEACHERS

Here are some ways you can help children get the most out of *Reader Rabbit's Kindergarten* while they are using the program and while they are performing daily tasks.

- Encourage your child to recognize numbers and count objects in everyday situations. Ask how many buttons are on your shirt or how many people are waiting in the supermarket checkout line.
- After grocery shopping, ask your child to help you organize cartons, bottles, cans, fruits, and vegetables by size, height, or quantity. Say, “Please give me the tallest box” or “Hand me the smallest vegetable.”
- Play a “Hide the Object” game by hiding an object and then giving directional and positional clues, such as “The teddy bear is to the right of the green chair” or “The book is under the table.”
- Ask your child to set the table for meals, placing one plate, knife, fork, and spoon at each family member’s seat at the table.
- Challenge your child to match clean socks while folding laundry.
- Play a game of “mixed-up shoes,” asking your child to find the matching pairs.
- Question your child about times of the day. Ask, “Would you believe me if I said that I go to bed at seven in the morning?”

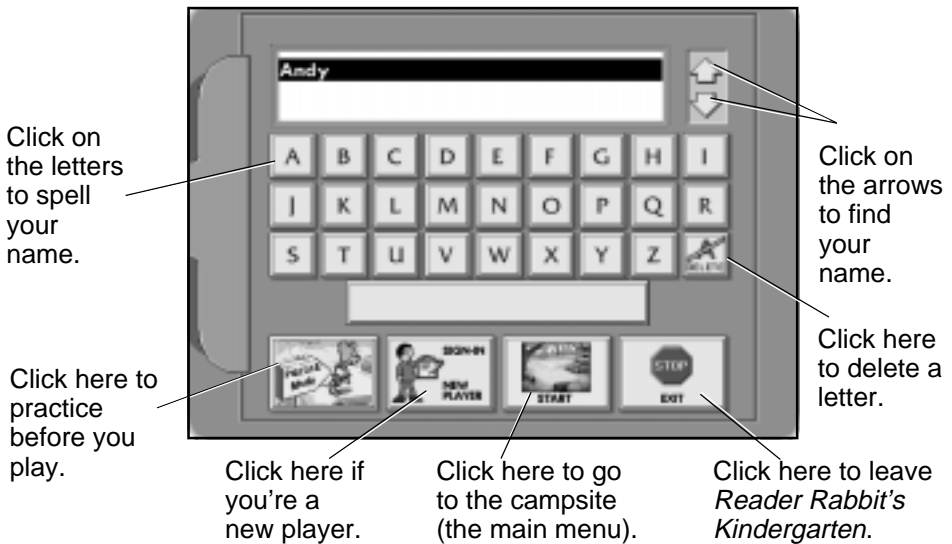
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- Talk about what your child does at certain times of the day. Begin by referring to morning, afternoon, and evening, and then progress to specific hours.
  - Discuss the current month and season. Ask about your child’s favorite season.
  - Play “What Would You Do If...?” by describing a social situation and asking how your child would feel and respond.
  - Encourage your child to identify letters and sounds in everyday words (such as on cereal boxes and road signs).
  - Play “Shape Hunt” with shapes in the environment, such as a square window, a round ball, or a triangular roof.
  - Read stories, recite rhymes, and sing songs together to facilitate development of language skills and an interest in reading.
  - Follow your child’s 20- to 25-minute computer session with multisensory activities away from the screen.
  - Encourage the development of good ergonomic habits during your child’s early experiences with the computer:
    - Place the screen at the child’s eye level.
    - Have him or her sit 16 to 20 inches from the screen.
    - Use soft lighting in the room, rather than bright or fluorescent lighting.

# Getting Started

It's time to learn with Reader Rabbit and Mat the Mouse and her friends. Follow the directions in the CD booklet to start the program.

## SIGNING IN

To play *Reader Rabbit's Kindergarten*, sign in by entering your name on the clipboard.



## Adding a New Player

**To add your name to the list of players:**

1. Click on the letters (or use the keyboard) to enter your name. Each name can contain as many as 15 letters, but it must be different from any other name on the list.


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The name entered will appear in the program and on printed material, so be sure it is spelled correctly.

**Note:** The maximum number of names is 99; at that point you must remove one (see instructions below) before you can add another.

To erase a mistake, click on the **DELETE LETTER** button or press **backspace** (Windows®) or **delete** (Macintosh®).

Click on  or press **spacebar** to add a space between letters. Each space counts as a letter.

2. Click on the **PRACTICE** button to enter a practice mode.
3. Click on the **START** button to play a real game.

## Signing In an Already Listed Player

**To continue a game in progress:**

1. Click on or type in your name.
2. Click on the **START** button to continue playing.

**To save your completed game and your campfire party:**

- Sign in under a new name to start a new game. If you start playing a completed game under your original name, the game will reset and you will lose your campfire party.

## Removing a Player's Name

When you remove a name, that player's list of collected camp supplies and program option settings are erased.

To remove a name, click on it. Then press **Ctrl + R** (Windows) or **control + R** (Macintosh).

### CHOOSING AN ACTIVITY

Once you've signed in, you are at the campsite (the main menu), ready to choose an activity.



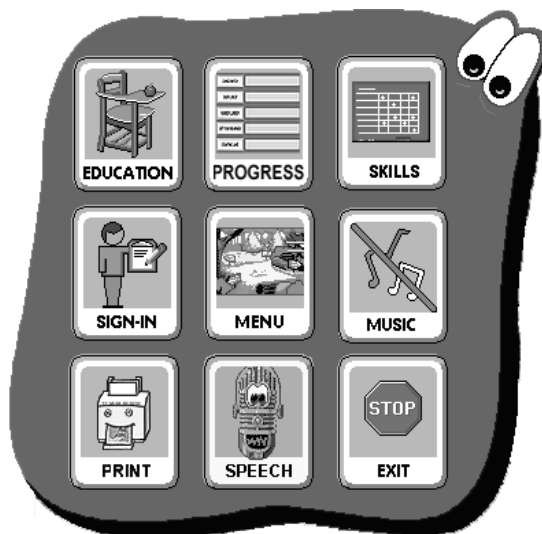
For program information, press **Ctrl + P** (Windows) or **control + P** (Macintosh). For more information about the activities, see *Playing the Activities*.

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## USING POP

The program options pad (POP) lets you learn about the program's educational benefits and navigate the activities. For details on using the POP buttons, see *Appendix A: The POP Buttons*.



### POP Basics

- To open POP, press **Ctrl + P** (Windows) or **control + P** (Macintosh). You can access POP from the campsite and at the gateways and skill sites.
- To close POP, click on POP's eyes or click outside of POP.

### USING SPEECH RECOGNITION

The Windows 95 and Windows 98 versions of *Reader Rabbit's Kindergarten* contain advanced speech-recognition technology. This technology “recognizes” the child’s speech and allows the program to respond to the child’s spoken command.

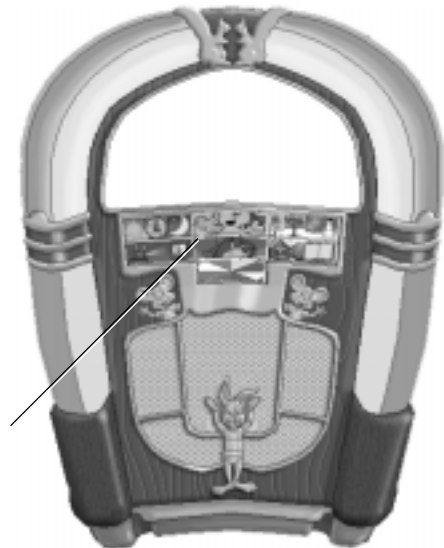
During the installation of *Learn To Speak*, a microphone test procedure is launched which instructs you how to correctly use your microphone. For tips that will help you get the most benefit from the speech-recognition feature, see *Speech Recognition Tips* in your *Reader Rabbit's Kindergarten CD* booklet.

**Note:** If you do not get good speech-recognition results, please refer to *Troubleshooting* in your *Reader Rabbit's Kindergarten CD* booklet for additional information.

### MUSIC IN THE PROGRAM

When you click on the radio in the campsite (main menu), you’ll arrive at the Dance Hall. Here, you can choose a song from a selection of seven songs. You can listen to a song while you play the activities if you’d like.

Select a song here.



# Playing the Activities

*Reader Rabbit's Kindergarten* has five paths for you to explore. Each path leads to a gateway, a skill site, and a play-and-learn activity. Choose your **skill site** by clicking on a sign at the campsite.

Once you have chosen a skill site, you will head down a path along which animated animals and objects are scattered. Click on them to see them move, or wait and watch them come to life on their own.

Along each path, you pass through a **gateway** that encourages development of the skills needed for an activity at the skill site. You meet a friendly character who tells you how you can help solve the gateway problem. And if you need help when you get to the skill site, click on that character.

At each skill site, explore important kindergarten-level concepts such as matching and ordering objects, math strategizing, and determining direction and location. You can also delve into a **play-and-learn activity**, which is accessible from the skill site's entrance screen.

### COLLECTING CAMP SUPPLIES

The five gateways and skill sites have various play levels, progressing from easiest to most difficult. You automatically start with the first level and move up. When you complete two rounds at a skill site, you collect a piece of camping equipment. When you complete six rounds at a skill site, you automatically proceed to the next level of difficulty. (The collected supplies appear at the campsite and animate when you click on them.) There are four levels of difficulty at each skill site.

During the course of playing each skill site activity, you recover a bonus item needed to provide entertainment at the campfire party. When all 65 camp items have been collected, the party begins. (See *Closing: The Campfire Party* later in this chapter.)

You can play the play-and-learn activities for as long as you wish. But when you're ready to acquire more camp gear, you'll need to visit a skill site.

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## NAVIGATING THE PROGRAM

As you move through the program and play the activities, you'll notice that certain items appear in several scenes.

### Your List

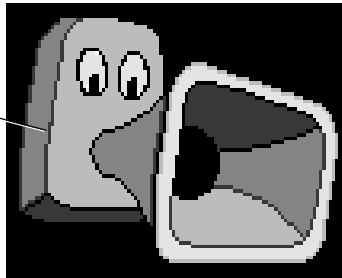
As you collect camping supplies, they are colored in on a list. That list is tacked up at the campsite and at each of the five skill sites. If you want to see how you're progressing in your task, just click on the list.



## Lenny the Loudspeaker

Lenny provides nature trivia and jokes; just click on him for fun facts. Periodically, Charlie the camp counselor will speak over the loudspeaker to provide updates that move the story along. (When you play the program a second time, Charlie's updates will be different.)

Click on Lenny to hear him speak.



## The Owl

At the end of each successfully completed level of a skill site, the owl arrives to offer you a shortcut ride back to the campsite.

Click on the owl to take the shortcut.



Click somewhere else onscreen to remain at the skill site.

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## CANOE MATCH PATH

As you travel down this path, you'll complete a gateway activity that leads you to Camp Clock and Reader Rabbit's Canoe Match.

### Canoe Match Gateway

Unlock the gate by choosing the key that's the same shape and color as the keyhole.

Click on  
Mattie for  
the activity  
goal.



Click on  
the crow  
for help.

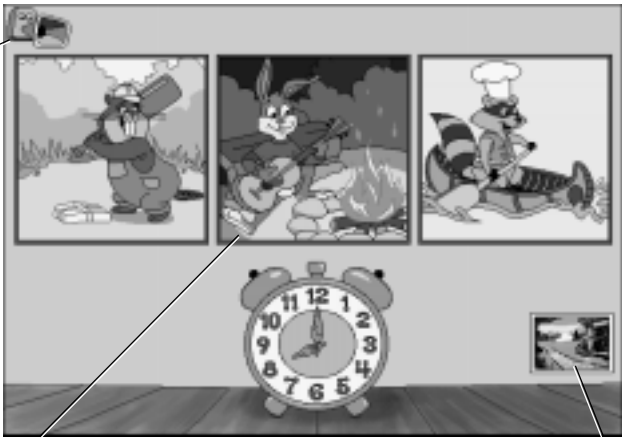
Click here to  
return to the  
campsite.

Click on a key to  
see if it unlocks  
the gate.\*

- \* If you're using speech recognition, you can *tell* Mattie the shape and color of the key that you think will unlock the gate.

## Camp Clock

What happens at Camp Happy Tales at certain times of the day? The Camp Clock activity illustrates camp activities that occur in the morning, afternoon, and evening.



The image shows a digital interface for a 'Camp Clock' activity. It features a central analog clock with a wooden floor in front of it. Above the clock are three square picture frames: the left one shows a character with a backpack, the middle one shows a character by a campfire, and the right one shows a character with a fishing rod. A small speaker icon is in the top left corner, and a small picture of a canoe is in the bottom right corner. Lines connect text boxes to these elements.

Click on the loudspeaker or clock to hear the time.

Click on a picture to answer each time-of-day question.

Click here to go to Reader Rabbit's Canoe Match.

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## Reader Rabbit's Canoe Match Activity

At the lake you meet Reader Rabbit, who is getting ready for canoe races. To help him prepare, you match items, numbers, colors, shapes, words, and pairs in sequence.

Click on Reader Rabbit for hints while playing.

Click here to return to the campsite.



Click on Mattie for the activity goal.

Click on the tarps to find matching items.

## DINER LINEUP PATH

At the end of this path, you'll complete a gateway activity that leads you to Action Reaction and Pierre's Diner Lineup.

### Diner Lineup Gateway

Put the stairs in ascending order.



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## Action Reaction

A screen on the wall in the dining hall is the setting for the game of Action Reaction, which looks at ways that Baby Bear and Spike can resolve personal conflicts.

Click on Reader Rabbit to repeat the narration.



Click on the screen to move the slide show forward.

Click on one of the three scenarios to choose a unique story ending.



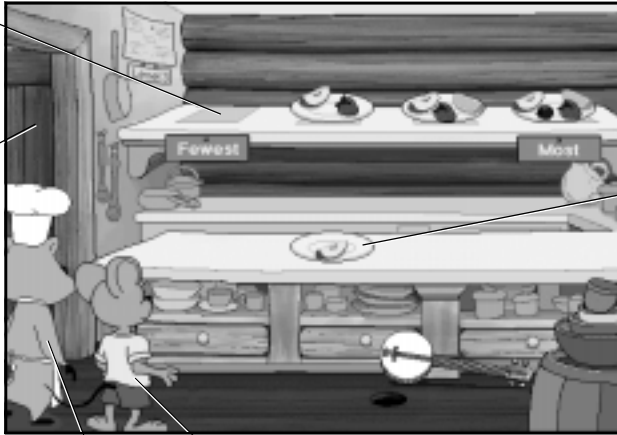
Click here to go to Pierre's Diner Lineup.

## Pierre's Diner Lineup Activity

In the dining hall you meet Chef Pierre, who explains how you can help him organize food for the campers. You sort the food by size, length, height, quantity, or volume.

Click on the shelf to place an item.

Click here to return to the campsite.



Click on an item to move it to the shelf.

Click on Chef Pierre for hints.

Click on Mattie for the activity goal.

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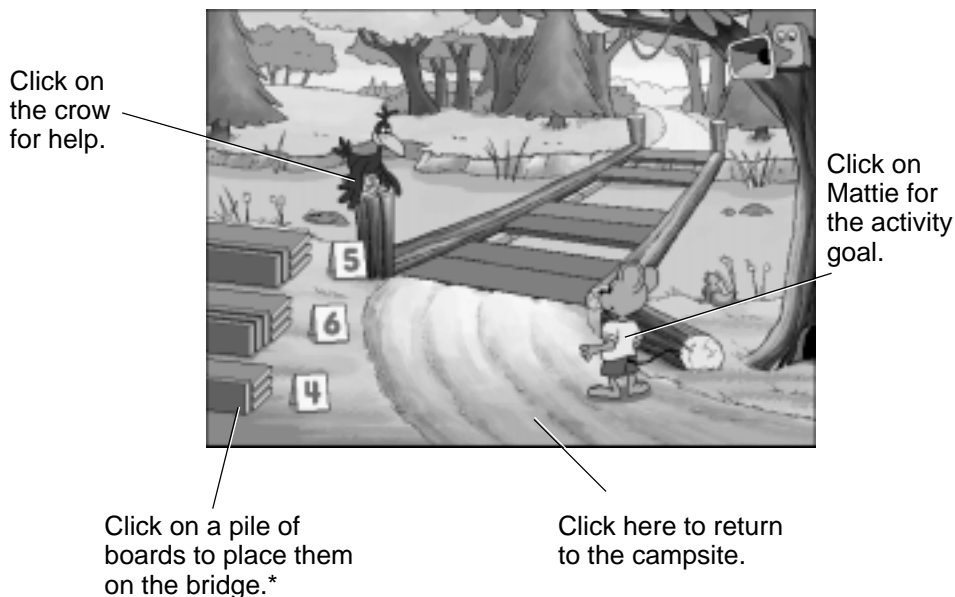
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## NUMBER LUMBER PATH

Along this path, you'll complete a gateway activity that leads you to Seasons Scrapbook and Babs' Number Lumber.

### Number Lumber Gateway

This activity gives you an opportunity to practice your counting skills. Determine how many boards need to be replaced before you can cross the bridge.



- \* If you're using speech recognition, you can *tell* Mattie the correct number of boards to place on the bridge.\*

## Seasons Scrapbook

On the way to the river you'll see the Seasons Scrapbook and the opportunity to illustrate a camp scene with items appropriate to a specific season.

The screenshot shows a digital interface for a 'Seasons Scrapbook'. It features a central scene of a camp by a river with various items scattered around. A vertical menu on the right lists the seasons: Winter (December, January, February), Spring (March, April, May), Summer (June, July, August), and Autumn (September, October, November). Below the menu are icons for a forest scene and a 'Babs' Number Lumber' button. A bottom row contains various items like a boy, a girl, a dog, a cat, a squirrel, and a bear. Callout boxes provide instructions: 'Click on the scene to place an item.' points to the central scene; 'Click on a season to begin.' points to the season menu; 'Click on an item to move it into the scene.' points to an item in the bottom row; 'Click here to print out your picture.' points to the forest scene icon; and 'Click here to go to Babs' Number Lumber.' points to the lumber button.

Click on the scene to place an item.

Click on a season to begin.

Click on an item to move it into the scene.

Click here to print out your picture.

Click here to go to Babs' Number Lumber.

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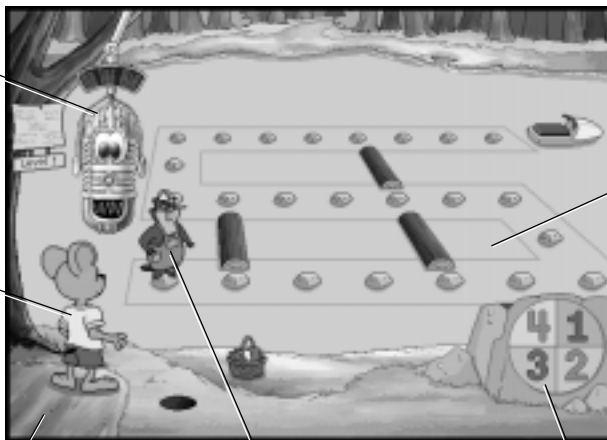
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## Babs' Number Lumber Activity

Babs the Beaver needs help crossing the river so she can plant trees. You determine how many jumps and which shortcuts Babs should take.

When Mike appears, you can tell Babs how many jumps to make.\*

Click on Mattie for the activity goal.



See what happens when Babs lands next to a log, on a turtle, or on a patch of grass.

Click here to return to the campsite.

Click on Babs for hints.

Click on a number to tell Babs how many jumps to take.

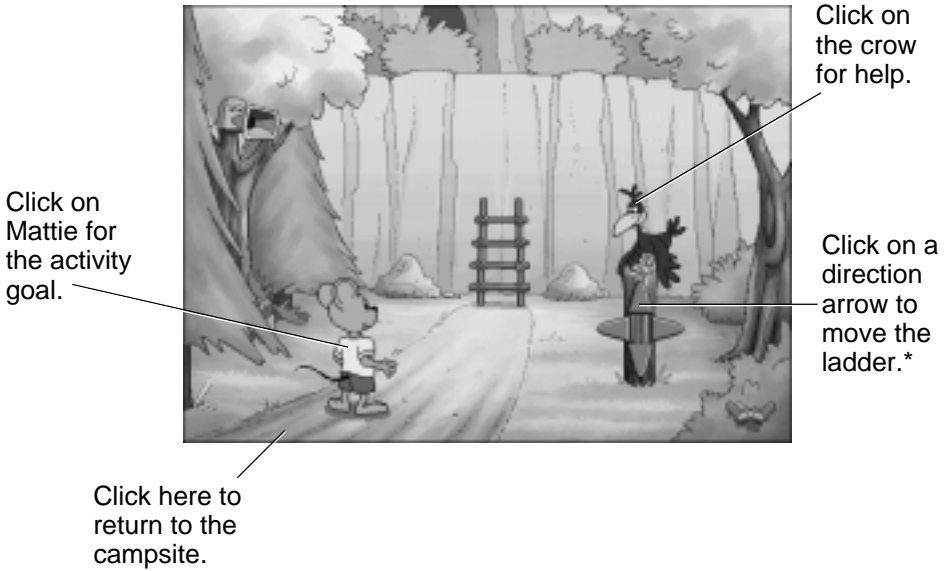
\* Mike appears in the Windows 95 (or greater) version of *Reader Rabbit's Kindergarten* if speech recognition is turned on. Speech recognition can be turned off or on with the **SPEECH** button located in POP.

## GET YOUR BEARINGS PATH

This path leads to a gateway activity, beyond which are Playful Painting and Baby Bear's Get Your Bearings.

### Get Your Bearings Gateway

In this activity, you practice identifying directions. You increase or decrease the height of the ladder and move it horizontally so you can reach the bears' den.



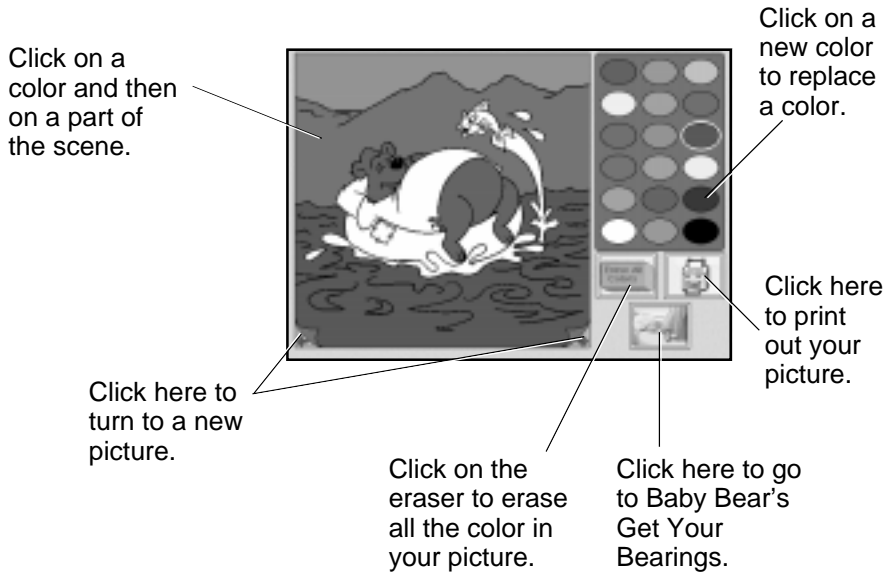
\* If you're using speech recognition, you can *tell* the crow the direction in which to move the ladder (right, left, up, or down).

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## Playful Painting

The Playful Painting easel is outside the bears' den. The easel contains pictures of characters having fun at camp. Which character would you be? Choose a picture, and then color it in.

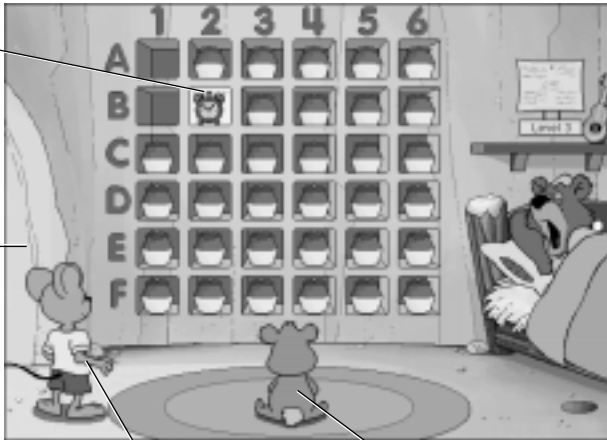


## Baby Bear's Get Your Bearings Activity

When you arrive at the bears' den, Baby Bear asks you to help her wake up Papa Bear. You search for the alarm clock by following verbal clues. (In each game, all clues for finding the alarm clock refer to the same hiding place.)

Click on a jar to look for the alarm clock hidden behind it.

Click here to return to the campsite.



Click on Mattie for the activity goal.

Click on Baby Bear for hints.

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## COUNTING LAKE PATH

Follow this path, and you'll come to a gateway activity that leads to Counting Lake. You can go to the camp library and create your own stories to be read at the campfire party.

### Counting Lake Gateway

Cross the creek by choosing the turtle with the correct letter that the word in the picture begins with.



Click on the crow for help.

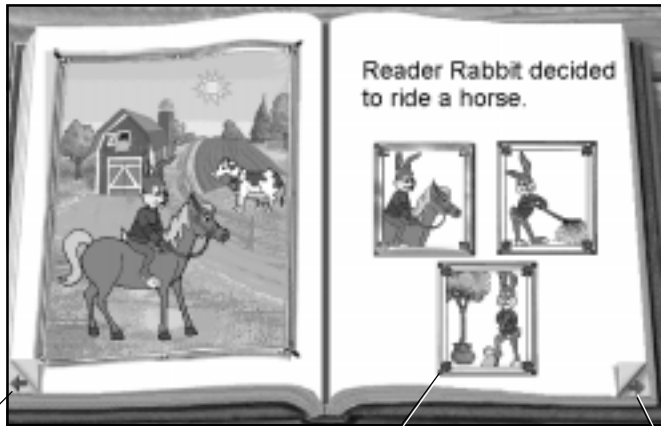
Click on the picture to hear a word.

Click here to return to the campsite.

Choose the letter the word in the picture begins with.

### Camp Library

Join your friends in the camp library where you'll have fun creating your own stories that we'll read at the campfire party. To create a new story, click on the book on the table. Then, choose a character to proceed.



Go to the previous page.

Click on a picture to complete a sentence.

Go to the next page.

- When you're done, you can print out your story with your name on it.
- You can view or change one of your old stories by clicking on one of the books in the Library.

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## Counting Lake Activity

Before the campers can have the canoe race, you must clean up the lake. The purpose of this activity is to gather camping gear before the campers arrive. You can play alone, or race against Spike. Hurry, before Spike dumps more garbage into the lake!



Click on an item and drag it to the boat.

Click on Spike to set the game speed.

## CLOSING: THE CAMPFIRE PARTY

When you collect all 65 camping items in *Reader Rabbit's Kindergarten*, the campfire party begins. The fun includes songs, ghost stories, and poems, which differ the second time you complete the program.



When you're ready to start a new game, sign in under a new name. If you sign in under your original name, and you choose to play a game rather than go to your campfire party, your game will reset and you will need to re-collect all the camping supplies to go to the campfire party.

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# APPENDIX A: THE POP BUTTONS

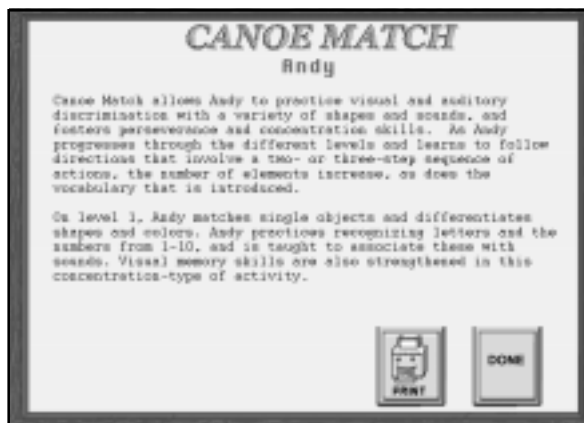


Progress presents a chart showing how far you have progressed in all of the program's main activities. You can also access detailed information about each activity.

Click on an activity button to a detailed report.



The Activity Report presents detailed information about the skills acquired in each activity.



# APPENDIXES



Skills presents a matrix of the main educational skills covered in each of the program's activities.

Skills Chart	Class Math	Letter Usage	Number Location	Self-Start	Self-Start	Practical Problem	Science	Language	Class Chart	Class Chart	Phonics	Library	Classifying	Library
Phonics	★													
See-saw, Rearranging Differences	★	★		★				★	★		★	★	★	★
Developing Readability	★													
Recognizing Letters	★			★										
Assessing Letters & Sounds	★			★										
Following a Story Line	★	★	★	★										
Why? & How?	★	★	★	★										
Counting & Adding			★	★										
Solving Problems			★	★										
Predicting														
Ordering by Size		★												
Ordering & Identifying Objects				★										
Days, Seasons, & Months														
Shapes & Colors	★													
Behavioral Consequences														
Identifying Numbers														
Creative Expression						★	★							★



Education gives you information about the educational philosophy and content of the program, as well as a discussion of children's cognitive development.

**Reader Rabbit's Kindergarten**

*Reader Rabbit's Kindergarten* reinforces skills that children learn in kindergarten. An engaging story line motivates children to work toward a goal as they explore 15 interactive activities. These activities help children develop their language, mathematical, thinking, social, and creative skills.

DID YOU KNOW...?

ABOUT SCHOOL READINESS

THE READER RABBIT SERIES

DONE



Menu takes you to the campsite.



Sign-In takes you to the sign-in screen.



Music turns the background music off or on.



Print turns the printing feature off or on.



Exit lets you leave the program.



Speech turns the speech-recognition feature off or on.\*

\* This feature is available in Windows 95/98 versions only.

## APPENDIX B: *READER RABBIT'S KINDERGARTEN SONGS*

This section contains the lyrics to some of the campfire and dance hall songs. (See *Music in the Program* and *Closing: The Campfire Party* for more information.)

In addition to hearing the songs and stories while you're playing the program, you can listen to them by playing them on your audio CD player. The songs and stories are tracks 2 to 15 on the CD:

Track 2	Track 9
“Reader and the Skeeter”	“More or Less”
Track 3	Track 10
“The S’ more Song”	“Teamwork”
Track 4	Track 11
“The Beaver’s Tale”	“Time”
Track 5	Track 12
“I Have Ants”	“Summer Camp Duet”
Track 6	Track 13
“Itchin’ in the Kitchen”	“Seasons”
Track 7	Track 14
“Why Stars Twinkle”	“Library Song”
Track 8	Track 15
“Night Flight”	“Colors”

**To listen to a song or story on your audio CD player:**

1. Insert the CD into your audio CD player.
2. Choose the track you want to hear.

**Note:** Track 1 of the CD contains *Reader Rabbit's Kindergarten* computer program. It will not play on your audio CD player and can only be used on your computer.

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## The S'more Song

First you make a fire and it gets  
real big,  
Then you grab a marshmallow  
and you roast it on a twig.  
You add a chunk of chocolate—  
very, very sweet—  
Then you wrap it in a cracker to  
make your favorite treat!

*Refrain* (everyone)

It's sticky, sticky, gooey, gooey,  
Crunchy, crunchy, chewy, chewy,  
Yummy, yummy, yummy in your  
tummy!  
When we make a fire and we  
camp outdoors,  
What do we want? We want  
s'mores!

You gobble it up and it tastes  
so great  
That you've gotta have some  
more and you just can't wait!  
You start to toast another as the  
flames get higher—  
Don't let your marshmallow catch  
on fire!

*Refrain*

S'more, s'more, s'more, s'more,  
S'more, s'more, s'more, s'more,  
s'more!  
Hooray!

## I Have Ants

[Pierre solo answered by  
children's voices. All sing  
together on last refrain.]

I grabbed my pack and off I went  
To find a place to pitch my tent.  
I found a spot upon the ground,  
But I forgot to look around.  
Now . . .

*Refrain*

I have ants.  
J'ai des fourmis.  
On my bed.  
Sur mon lit.  
All night long.  
Toute la nuit.  
Yes, yes, yes!  
Oui, oui, oui!

So if you sleep upon the ground  
Just be sure to look around.  
Please remember what I have said  
And keep those ants out of  
your bed!

Aaaieeeeeeeeeee!!!!

### Teamwork

We had a little problem,  
A list without an end.  
We knew we had to finish so  
We called on all our friends.  
At first it seemed like  
Just another crazy dream,  
Until we pulled together  
As a team.

With teamwork  
We can do anything.  
We can overcome frustration,  
As we learn cooperation, and  
Teamwork will see us through  
the day.  
As we whistle our cares away!

So if you have job that's  
Just too big for you alone—  
It seems like it's impossible  
To do it on your own—  
The more you try  
The more you seem to  
Lose your steam—  
But you can pick the pace up  
With a team!

With teamwork  
We can do anything.  
We can overcome frustration,  
As we learn cooperation, and  
Teamwork will see us through  
the day.  
As we whistle our cares away!

### Time

Day turns into night.  
Tic Toc Tic.  
Night turns into day.  
Toc Tic Toc.  
Can you hear the ticking of  
the clock?

From the morning sun.  
Tic Toc Tic.  
Till the moon at night.  
Toc Tic Toc.  
You can hear the ticking of  
the clock?

Telling time is lots of fun!  
And easy when you know  
The minute hand moves quickly  
and  
The hour hand moves slow.

Day turns into night.  
Tic Toc Tic.  
Night turns into day.  
Toc Tic Toc.  
Can you hear the ticking of  
the clock?

---

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## Summer Camp Duet

[This song to be sung by Charlie  
and Mat, alternating lines with  
unison at appropriate points.]

There's a blue sky above  
And a forest all around.  
*There's a warm summer sun  
And a gentle summer sound.*  
I can smell the scent of flowers  
Floatin' on the breeze.  
Yes, summer camp's a special  
place  
I love to be!

*I can swim, I can hike,  
I can climb up in the trees.*  
I can sit and read a book,  
Or do just what I please!  
*I can learn so many things  
About the woods I never knew.*  
All of this and campfires too!

And when I want some company  
*There's always lots of friends.*  
I love to be in nature  
*Where the fun just never ends!*  
I feel so very happy, no need to  
say a word,  
I just want to whistle like a bird!

[Whistle . . .]

## Seasons

If you have a chance to meet  
The neighbors on four seasons  
street,  
You will see the special way  
They live from day to day.

Mrs. Spring is full of bloom,  
Mr. Summer likes warm  
afternoons,  
Mrs. Fall paints all the leaves,  
and Mr. Winter makes them  
freeze.

Come with me, lets take our feet  
A walkin' down four seasons  
street.  
Take your time, 'cause we'll  
be here  
One full year!

Mrs. Spring is full of bloom,  
Mr. Summer likes warm  
afternoons,  
Mrs. Fall paints all the leaves,  
and Mr. Winter makes them  
freeze.

### Library Song

Come with me to the library,  
It seems such a quiet place  
But listen, listen . . .

Tigers roar in the animal books  
In jungles near and far.  
Space ships fly in Science Fiction  
Off to the nearest star!

In Sports big crowds will cheer.  
And bells ring over here.  
In History great people speak.  
In Mystery the doors will creak.  
All the sounds of the world are  
here—  
On every library wall.  
And when you learn to read you  
can hear them all.

### Colors

When I paint, I love to play  
With all the colors on display.  
It puts me in a happy mood,  
And makes me think of yummy  
food.

Cherry Red and Berry Blue,  
Tangy Lemon Yellow too,  
Purple Grape and Kiwi Green,  
And Orange like the color of a  
Tangerine.

Colors make me want to eat  
Lot's of tasty fruit so sweet.  
When I want a healthy snack,  
I put a rainbow in my pack.

Cherry Red and Berry Blue,  
Tangy Lemon Yellow too,  
Purple Grape and Kiwi Green,  
And Orange like the color of a  
Tangerine.

### Action/Reaction Song (Sharing)

It seems you hear it everywhere:  
Children crying "It's not fair!"

Now, anybody can be crabby.  
Anyone can argue and fight.  
It takes no skill to disagree,  
But is that the way you really  
want to be?

You're a very special person,  
Clever and extremely smart.  
So here's a plan just for you,  
You can show the others what to  
do.  
'Cause you know how to make it  
fair.  
Yes, you can get along and share!

Yes you can!

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Special Thanks to all the families and Kindergarten centers who tested *Reader Rabbit’s Kindergarten* for us through the development cycle.