



THINKIN'™

THINGS

COLLECTION 1

User's Guide

The Edmark Story

In the late 1960's, a group of educators at the University of Washington developed a dramatically different way to teach reading. This new method was remarkably effective with students who were unsuccessful using other programs. By slowly building skills, it ensured success and a feeling of confidence. The students who used this method began to believe in themselves and in their ability to read.

In 1970, the Edmark Corporation was formed to make the reading method and other quality educational products available to a broader market. Edmark's mission was to apply advanced educational concepts to the development of quality classroom materials. Since then, Edmark products have been used extensively in classrooms nationwide, and teachers have been vocal in their praise. "So much magic in one box!" wrote one. "Some of my students wouldn't be reading without Edmark's help."

Twenty-five years later, Edmark continues to find new ways of empowering young children to learn. Computers provide an exciting new tool for learning. Managed by educators, Edmark is leading the way in developing engaging, creative software based on proven educational concepts.

Now you can possess the same Edmark expertise that teachers have relied on for more than two decades. Edmark's Early Learning Software provides a captivating method for using the home computer to help your child to learn. Our first products for home use—*Millie's Math House*, *Bailey's Book House*, *Sammy's Science House*, and *KidDesk*—have received critical acclaim and major awards from educators and software experts. *Thinkin' Things Collection 1* and *Thinkin' Things Collection 2* are the latest additions to our growing family of products designed specifically for young children.

At Edmark, we're driven by the wondrous look of children learning something new. Our goal is to ensure that if Edmark's name is on the box, there's a world of learning inside.

Join the Edmark Education Team Today!

Get new product and upgrade news, expert educational tips for parents, fun activities for kids and more.

Call 1-800-691-2988.

(24 hours a day, 7 days a week)



Thinkin' Things Collection 1

Windows/DOS and Macintosh

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Welcome to Thinkin' Things Collection 1

Our children will live and work in an Information Age that we can only imagine. As students master the basic skills of the three R's, they must also develop a broader, higher level set of skills that will transfer to the content of the future. Given appropriate opportunities, the young mind is amazingly capable. *Thinkin' Things Collection 1* is the first in a new family of Edmark products designed to offer young children a head start with a variety of thinking skills:

memory, critical thinking, problem solving, and creativity.

Society's traditional view of intelligence as a single, measurable factor that will predict future success is changing to a view of human potential as a composite of multiple intelligences. *Thinkin' Things Collection 1* celebrates intellectual diversity. Your child's musical/rhythmic intelligence may shine when working with the Toony Loon, or visual/spatial intelligence in creating with BLOX, or logical/mathematical intelligence with the Fripplle Shop and Feathered Friends. In areas that may not come as naturally to your child, *Thinkin' Things Collection 1* offers warm, friendly experiences in which self-confidence is built, exploration and creativity are fostered, and persistence is rewarded with success.

Thinkin' Things Collection 1 also focuses attention on "how children learn." Is your child more likely to remember what is seen, or what is heard? How does your child approach discovery learning? Does your child "guess and test?" Once something is "discovered" does your child use that information in another way to "see what happens?" Does your child prefer to take Fripplle orders at the door (both auditory and visual), on the phone (auditory only), or by fax (visual only)? *Thinkin' Things Collection 1* allows children to learn through their preferred modalities and strengths while encouraging growth and building skill in other areas as well.

Thinkin' Things Collection 1 reflects our love of learning and belief in the value of technology when combined with solid educational methods. Listening is a vital part of our development process. We listen to parents, children, teachers—and we really want to listen to you.

We would love to hear about the software that you "wish we would make." What did your child discover using BLOX and what should the next set of BLOX include? Please drop us a line, describe your needs, and join us in helping children discover the joy of learning.

The Edmark Development Team

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System Requirements

For PC Disk Users

What's in this package?

- *Thinkin' Things Collection 1 Guide*
- Registration Card
- 3.5" high-density disks

What do you need?

- MS-DOS 3.1 or later
- VGA monitor and video card
- 560K free conventional memory
- Microsoft compatible mouse and driver
- 3.5" high-density floppy disk drive to install
- Third-party sound-output device or card (with external speaker)
- Hard disk with 7.5 MB free
May require additional hard disk space if using disk compression software
- 25 MHz 386 or better

Note: *Thinkin' Things Collection 1* also runs from Windows 3.1.

For PC CD-ROM Users

What's in this package?

- *Thinkin' Things Collection 1 Guide*
- Registration Card
- CD-ROM for IBM/Tandy and Compatibles

What do you need?

- MS-DOS 3.1 or later
- VGA monitor and video card
- 560K free conventional memory
2MB extended memory (XMS) strongly recommended
- Microsoft compatible mouse and driver
- CD-ROM drive
- Third-party sound-output device or card (with external speaker)
- Hard disk with 600K free
- 25 MHz 386 or better

Note: *Thinkin' Things Collection 1* also runs from Windows 3.1.

Please ...

- Return your registration card today so you can receive pre-release information on Edmark products, money-saving coupons, upgrades and more! Or, if you prefer to register by phone, call us at 1-800-691-2988.
- Read the rest of this guide so your child can use *Thinkin' Things Collection 1* to its fullest potential.

Optional:

- **Microphone** —Record speech or sound directly using a microphone. You can record original sounds in BLOX-Flying Shapes.
- **TouchWindow** —A touch screen that attaches to your monitor and provides direct, easy input for young children or children with special needs. The *TouchWindow* is available directly from Edmark Corporation, 206-556-8484.

Installation: Disk



From MS-DOS:

1. Insert the Installation disk into your floppy drive.
2. Type **a:install** or **b:install** at the DOS prompt.
3. Follow the on-screen instructions to configure *Thinkin' Things Collection 1* for your computer.
4. If *Thinkin' Things Collection 1* has been previously installed in this directory, you must indicate if you want to replace the existing version on your hard drive.
5. After installation is complete, move to the *Thinkin' Things Collection 1* directory (for example, **cd \tt**) and type **tt**. (If you have added *Thinkin' Things Collection 1* to your path, you can type **tt** at any DOS prompt.)

If you change your sound device after you have installed *Thinkin' Things Collection 1*, you must specify your new equipment. To do so, move to the *Thinkin' Things Collection 1* directory on your hard drive (for example, type **cd \tt**) and then type **install**. You do not need to reinsert your disks. You will skip directly to the setup menus, avoiding the rest of the installation procedure.

From Windows:

1. Insert the Installation disk into your drive.
2. Choose *Run* from the File menu in Program Manager.
3. Type **a:install** or **b:install**.
4. Follow the on-screen instructions to configure *Thinkin' Things Collection 1* for your computer.
5. If *Thinkin' Things Collection 1* has been previously installed in this directory, you must indicate if you want to replace the existing version on your hard drive.
6. After installation is complete, exit Program Manager and restart Windows.
7. Double-click the *Thinkin' Things Collection 1* icon in the Edmark group.

If you change your sound device after you have installed *Thinkin' Things Collection 1*, you must specify your new equipment. To do so, choose *Run* from the File Menu in Program Manager. Then type **c:\tt\install** (or the name of the directory where you installed *Thinkin' Things Collection 1*). You do not need to reinsert your disks. You will skip directly to the setup menus, avoiding the rest of the installation procedure.

Installation: CD-ROM



From MS-DOS:

1. Insert the CD-ROM.
2. Type **d:install** (**d** represents your CD-ROM drive).
3. Follow the on-screen instructions to configure *Thinkin' Things Collection 1* for your computer.
4. Type **d:\tt** to run the program.

If you change your sound device after you have installed *Thinkin' Things Collection 1*, you must specify your new equipment. To do so, insert the CD-ROM and type **d:install**. You will skip directly to the setup menus, avoiding the rest of the installation procedure.

From Windows:

1. Insert the CD-ROM into your CD-ROM drive.
2. Choose *Run* from the File menu in Program Manager.
3. Type **d:install**.
4. Follow the on-screen instructions to configure *Thinkin' Things Collection 1* for your computer.
5. After installation is complete, exit Program Manager and restart Windows.
6. Double-click the *Thinkin' Things Collection 1* icon in the Edmark group to run the program.

If you change your sound device after you have installed *Thinkin' Things Collection 1*, you must specify your new equipment. To do so, choose *Run* from the File Menu in Program Manager. Then insert the CD-ROM and type **d:install**. You will skip directly to the setup menus, avoiding the rest of the installation procedure.

KidDesk:

Running Thinkin' Things Collection 1 from KidDesk

KidDesk is a personalized, colorful program launcher for children. If you choose to run *Thinkin' Things Collection 1* from *KidDesk*, use *Add Application* from the *KidDesk* Adult Section to place *Thinkin' Things Collection 1* on your children's desktops. Please see *KidDesk Aware* (page 37) for information about additional features available to *KidDesk* users.

TouchWindow:

Thinkin' Things Collection 1 and the TouchWindow

Your TouchWindow driver must be upgraded to work with *Thinkin' Things Collection 1*. Copy the upgraded TouchWindow driver, TWINDOW.EXE, included on the *Thinkin' Things Collection 1* installation disk or CD, to C:\TWINDOW or the directory containing your TouchWindow driver. (Restart your computer to load the new driver into memory.)

System Requirements

For Macintosh Disk Users

What's in this package?

- *Thinkin' Things Collection 1 Guide*
- Registration Card
- Three 3.5" high-density disks

What do you need?

- Color Macintosh
(Requires at least 16 colors; one activity, BLOX-Flying Spheres, requires 256 colors.)
- High-density floppy drive to install
- System 6.0.7 or higher
- 4 MB RAM (5 MB required for System 7.5)
- Hard disk with 6 MB free
May require additional hard disk space if using disk compression software.

For Macintosh CD-ROM Users

What's in this package?

- *Thinkin' Things Collection 1 Guide*
- Registration Card
- 1 CD-ROM for Macintosh

What do you need?

- Color Macintosh
(Requires at least 16 colors; one activity, BLOX-Flying Spheres, requires 256 colors.)
- System 6.0.7 or higher
- 4 MB RAM (5 MB required for System 7.5)
- CD-ROM drive

Please ...

- Return your registration card today so you can receive pre-release information on Edmark products, money-saving coupons, upgrades and more! Or, if you prefer to register by phone, call us at 1-800-691-2988.
- Read the rest of this guide so your child can use *Thinkin' Things Collection 1* to its fullest potential.

Optional:


- **Microphone** —Record speech or sound directly using a microphone. You can record original sounds in BLOX-Flying Shapes.
- **TouchWindow** —A touch screen that attaches to your monitor and provides direct, easy input for young children or children with special needs. The *TouchWindow* is available directly from Edmark Corporation, 206-556-8484.


Installation: Disk

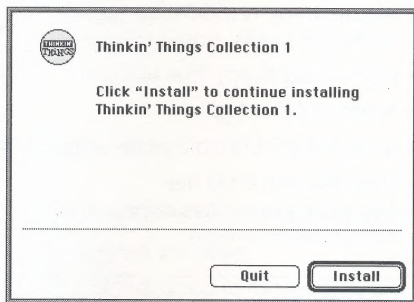


Before installation, turn off all extensions and virus-protection software. System 7 users can do this by holding down the Shift key while their computers start up.

Follow these steps to install *Thinkin' Things Collection 1* on your hard drive:


1. Insert the disk labeled "Disk 1 Install" into your disk drive.
2. When the "Thinkin' Things Collect'n 1" window appears, double-click .
3. Click on the *Thinkin' Things Collection 1* title screen.
4. Click .
5. Insert the Disks as directed by the messages that appear on your screen.
6. When the screen indicates that installation was successful, click .

To run *Thinkin' Things Collection 1*, open the folder on your hard drive named *Thinkin' Things Collection 1*, then double-click the application *Thinkin' Things Collection 1* .



Installation: CD-ROM



1. Insert the CD-ROM.
2. Double-click the *Thinkin' Things Collection 1*  icon.
3. Explore *Thinkin' Things Collection 1*.

KidDesk:

Running Thinkin' Things Collection 1 from KidDesk

KidDesk is a personalized, colorful program launcher for children. If you choose to run *Thinkin' Things Collection 1* from *KidDesk*, use *Add Application* from the *KidDesk* Adult Section to place *Thinkin' Things Collection 1* on your children's desktops. Please see *KidDesk Aware* (page 37) for information about additional features available to System 7 users.

A Reminder to Register

When you register your copy of *Thinkin' Things Collection 1* with us, you become a member of the Edmark Education Team, a group of parents, educators and software professionals committed to helping young children learn. As a member of the Education Team, you automatically receive:

- New product and upgrade news
- Expert educational tips for parents
- Fun activities for kids
- Much more.

To Register:

1. Simply fill out the enclosed, postage-paid Registration Card and drop it in the mail.

OR

2. Give us a call, toll-free:


1-800-691-2988

(24 hours a day, 7 days a week)

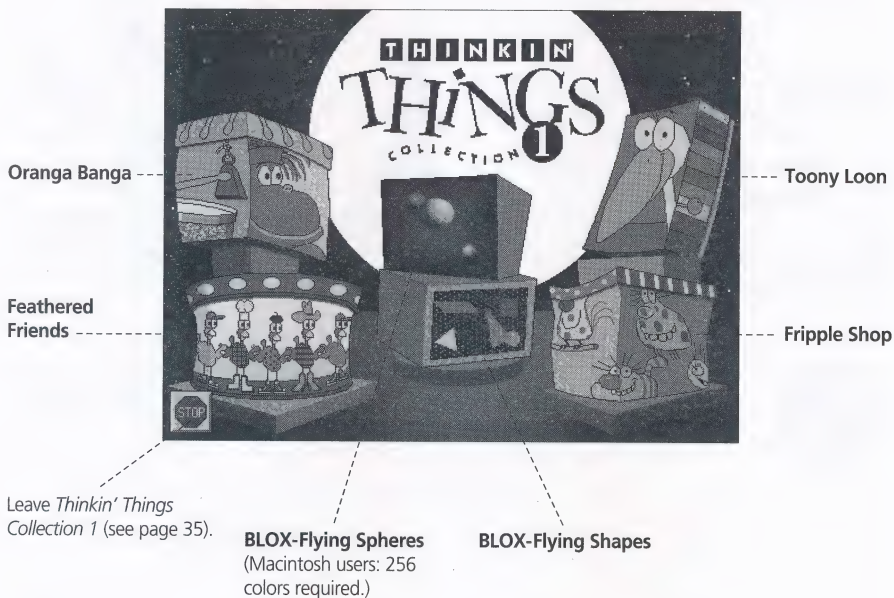


What's Inside Thinkin' Things Collection 1

The Main Menu

The Main Menu of *Thinkin' Things Collection 1* lets you choose from six learning activities. Once you have entered an activity, click  to return to the Main Menu.

To play with a Thinkin' Thing, click one of the six boxes below:



Note: Screens shown in this guide are taken from the Macintosh version of *Thinkin' Things Collection 1*.



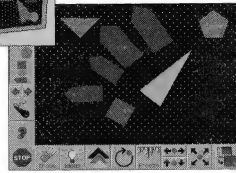
Oranga Banga



Develop creativity, auditory discrimination, and memory as you improvise or repeat patterns.



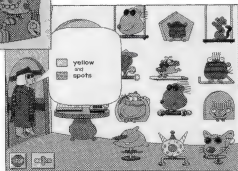
BLOX-Flying Shapes



Discover spatial relationships. Create your own works of kinetic art as you control the motion of shapes and the sounds they make.



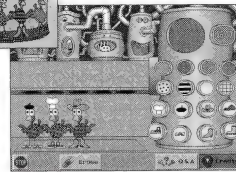
Fripplle Shop



Observe and compare attributes as you use AND, OR, and NOT. Help each customer find just the right Fripplle.



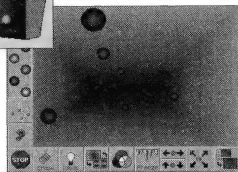
Feathered Friends



Develop critical thinking ability as you deduce a rule and then build a Feathered Friend to test your hypothesis.



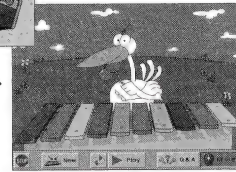
BLOX-Flying Spheres



Blend music, art, science, and play as you experiment with motion and the illusion of depth. Create unique visual effects to interpret different kinds of music.



Toony Loon

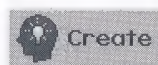
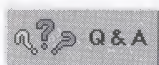


Increase memory and musical skills as you repeat patterns or create tunes of your own on Toony's wacky xylophones.

Playing with Thinkin' Things Collection 1

Question & Answer and Create Modes


Oranga Banga, Feathered Friends, and Toony Loon have two modes: the Create Mode (you explore, experiment, and create) and the Question & Answer Mode (you answer a character's request). **To switch modes**, just click the Q & A button or the Create button.



Grow Slides in Oranga Banga, Fripple Shop, Feathered Friends, and Toony Loon

Your child can use Grow Slides in the Question & Answer Mode of Oranga Banga, Fripple Shop, Feathered Friends, and Toony Loon to adjust the difficulty level of the activities. As your child answers questions and solves problems, the slider on the Grow Slide advances and more difficult questions or problems are offered.



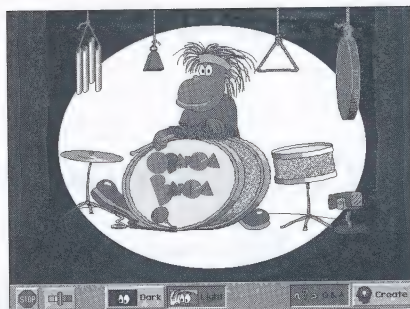
To use the Grow Slide in an activity, your child clicks the on-screen Grow Slide button  and then drags the slider.

You can turn off your child's access to the Grow Slides and adjust the Grow Slides for your child using options in the Adult Section (see below).

Adult Section

To enter the Adult Section, PC users hold down the Ctrl and Alt keys while pressing "A." (Macintosh users hold down the Command ⌘ and Option keys while pressing "A.") The Adult Section (pages 35-36) allows you to customize *Thinkin' Things Collection 1* to suit your child.

Oranga Banga Overview



In the Create Mode, children explore sounds or compose patterns. In the Question & Answer Mode, Oranga plays patterns for children to recognize, remember, and repeat, developing auditory discrimination and memory skills. The Question & Answer play can be made more challenging by turning off Oranga's spotlight, requiring that the discrimination and memory be based only on what is heard.

Learning Opportunities

- Develop auditory discrimination
- Enhance visual and auditory memory
- Create patterns
- Remember and repeat patterns

About Kids

Children enjoy making sounds and creating patterns. When children work with patterns, they learn that parts make up the whole, and begin to recognize repetition and organization. These elements contribute to the foundation of efficient thought, comparison, and memory. Some children exhibit strong preferences for visual or auditory input. Watch as your child plays with Oranga, both with the "lights off" and with the "lights on." You may observe some striking differences. Noticing these preferences can offer valuable insight into your child's individual learning style.

Together Time Activities (see page 14)

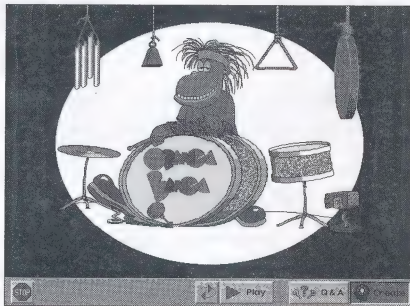
- Guess What?
- Pots and Pans Band





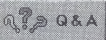

Oranga Bonga

Create Mode

- Click  from the Main Menu to play with Oranga Bonga.

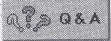


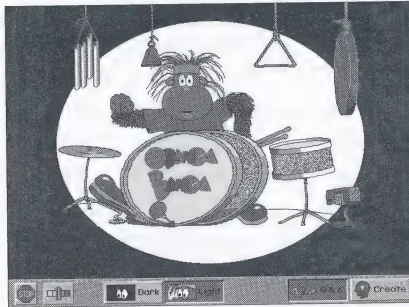
"You go first."

- Click the instruments to hear the sounds they make. You can create all sorts of patterns.
- Click  or click Oranga. Oranga will play what you played.
- Click  if you want Oranga to repeat what you have played over and over. Click anywhere to stop the repeating pattern.
- Experiment and create patterns as long as you like.
- Click  for the Question & Answer Mode, or click  to choose another Thinkin' Thing.





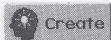



Question & Answer Mode

- Click  to enter the Question & Answer Mode.
- Oranga plays a pattern and asks you to repeat it:



“Can you play that?”

- Click the instruments to repeat Oranga’s pattern. To hear the pattern again, click Oranga.
 - If you repeat the pattern correctly, Oranga congratulates you and plays a new pattern.
 - If you do not repeat the pattern correctly, try again. Oranga will help you get the right answer.
- If you want a greater challenge, click  to play with Oranga in the dark.
- Click  to turn the lights back on.
- Click the Grow Slide button  to change the difficulty level of the problems. Drag the slider and click . (See page 4 for additional information about this button.)
- Click  for the Create Mode, or click  to choose another Thinkin’ Thing.

From the Adult Section, you can turn your child’s access to the Grow Slide on/off or adjust the Grow Slide to suit your child’s ability (see pages 35–36).





Together Time

Guess What?

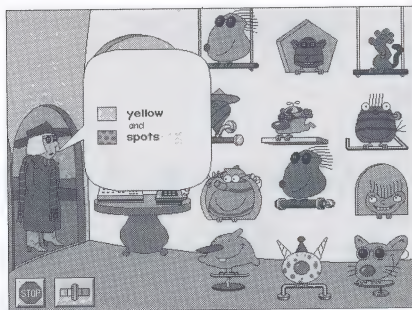
Play this game as you are working together in the kitchen. With eyes closed, have your child guess what you are doing. Tear off aluminum foil, close the oven door, stack dishes, put silverware away, bite into a cracker, etc. Begin with sounds that are very different and, over time, move to sounds that are more alike. Your child will enjoy switching roles and having you guess, too.

Pots and Pans Band

Look through the kitchen cupboards with your child. Take out five or six items to serve as instruments for your band (pots, pans, lids, colanders, pie tins, etc.). You will also need wooden or metal spoons to play the instruments. Allow time for your child to explore the sound of each instrument and create patterns using a series of sounds. Then, while you watch, have your child play a short pattern for you to repeat. Continue playing, taking turns creating new patterns. Also try listening with your eyes closed while the pattern is played.



Fripple Shop Overview



Children choose to help a customer at the door (auditory and visual), on the phone (auditory only), or by fax (visual only). Each customer asks for a Fripple with specific attributes, for example, "I like purple and stripes, but not curly hair." The child must then examine a group of Fripplies to find one that matches the customer's request.

Learning Opportunities

- Recognize, compare, and contrast attributes
- Develop skill in observing details
- Recognize relationships described by AND, OR, and NOT (Boolean logic)
- Develop skill in visual scanning (looking through a group to find a specific attribute or combination of attributes)

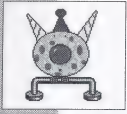
About Kids

Children are often capable of higher level thinking skills than they are given the opportunity to use. Careful observation and logical comparisons contribute to cognitive development and the ability to classify and categorize.

Not all children learn, think, or absorb information in the same way. By noticing whether your child would rather answer the door, the phone, or the fax, you may become more aware of your child's preferences and strengths. By observing as your child fills increasingly more difficult "customer orders," and occasionally asking how she or he found just the right Fripple, you may become more aware of how your child reasons.


Together Time Activities (see page 18)

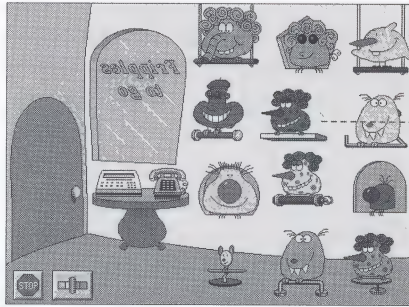
- A Closer Look
- Fripple Cookies



Fripplie Shop

Question & Answer Mode

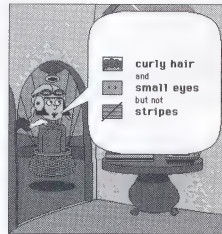
- Click  from the Main Menu to play in the Fripplie Shop.
- Click several Fripplies to hear their attributes described (eyes, color, hair, etc.). For example, one Fripplie might be purple with spots and big eyes; another might be green with stripes and small eyes.



"This Fripplie is purple with spots. It has big eyes."

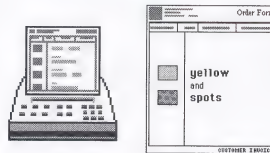
- There are three ways to get Fripplie orders from customers:

-Click the door (auditory and visual).



"I like curly hair and small eyes, but not stripes, please."

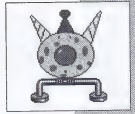
-Click the fax (visual only).



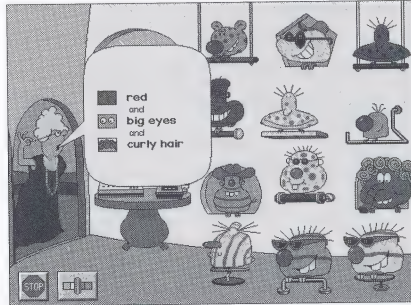
-Click the phone (auditory only).



"I like red and curly hair, please."






- Look carefully at the attributes of each Fripple. Click a Fripple to fit the customer's order.



"I like red, and big eyes, and curly hair, please."

-If you choose a Fripple that is exactly what the customer ordered, the happy Fripple will have a new home.

-If you do not choose exactly what the customer ordered, keep trying. You are sure to find the right Fripple.

- Click the Grow Slide button  to change the difficulty level of the problems. Drag the slider and click . (See page 4 for additional information about this button.)
- Play in the Fripple Shop as long as you like. The customers will come until you decide to leave!
- Click  to choose another Thinkin' Thing.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability (see pages 35–36).





Together Time

A Closer Look

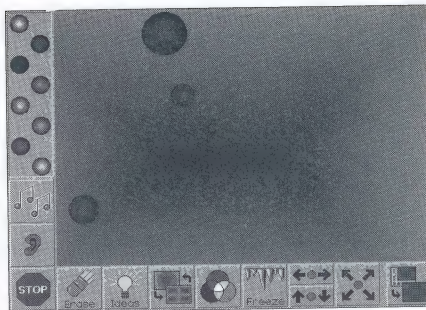
You and your child can have fun looking at family photographs while strengthening visual discrimination skills. Place three different photographs on the table. Start with simple questions such as, "Can you find a picture with both people and animals?" or "Where is a picture with stripes and shoes with laces?" At another time, you might make the questions more complex. For example, "Which one has buildings and people, but no trees?" Change the selections of photographs after every three or four questions.

Frippl Cookies

Cookie making time can be a great time to learn about matching attributes with verbal requests. You will need plain cookies and toppings such as raisins, nuts, dried fruit, coconut, chocolate chips, etc. Take turns "ordering" and decorating cookies. For example, you might say, "I'd like a cookie with nuts and dried fruit." Or, your child might say, "I'd like a cookie with chocolate chips and nuts but no coconut." If you prefer, you and your child can decorate peach or pear halves instead of cookies.



BLOX-Flying Spheres Overview



Flying Spheres offers a novel and challenging environment in which children can explore their artistic, musical, and scientifically inquisitive natures. Colorful spheres can be placed or tossed into motion over gradient backgrounds which alter the size of the spheres and give the illusion of depth. The motion of the spheres can be controlled individually (using the mouse) or all at once (using the buttons).

Learning Opportunities

- Enhance observation and perception skills
- Explore the illusion of depth
- Create and conduct experiments involving motion, change in motion, and motion as affected by different gradient backgrounds
- Create kinetic art (aesthetically pleasing designs using color and motion)
- Choreograph moving spheres to interpret music
- Increase creativity and musicality

About Kids


Children of all ages enjoy and respond to music, color, and motion. BLOX-Flying Spheres provides a creative environment in which all three elements can be easily controlled and manipulated by the child. Eye-hand coordination and other developmental limitations need not inhibit creativity or exploration. Because of the open-ended nature of this environment, the first interesting patterns and designs that children construct are often created by chance. The foundation for scientific thought and creativity blossoms as children continue to explore, wondering "What might happen if . . . , " experimenting, observing the results of their actions, and then using bits and pieces of their previous discoveries to try new creations.

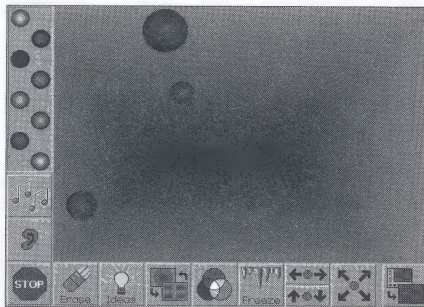
Together Time Activities (see page 22)



BLOX-Flying Spheres

Create Mode

- Click  from the Main Menu to play with BLOX-Flying Spheres. (Up to 20 spheres can be placed in the workspace.)



Mouse Controls



Drag and Toss

Click and hold the center of a sphere to “grab” it. Then:

- DRAG the sphere by moving the mouse.
- TOSS the sphere by releasing the mouse button while you move the mouse. (The speed of the sphere is affected by the speed of the mouse movement. Young children may prefer to use the on-screen buttons to control movement.)

Erase a Sphere

Click and hold the sphere. Then:

- DRAG the sphere onto the button bar to erase that sphere.

Catch a Moving Sphere

Hold down the mouse button. Then:

- Move the cursor into the path of the moving sphere.

Buttons

Click a button to:



Change the music. You can choose from different tunes.



Turn the sound on/off.



Remove all spheres from the workspace.



See “ideas” that can be made with the sphere set. Nine ideas are provided, and you can save nine more (see *Saving Your Ideas* below).



Change to a different background. Many backgrounds are available.



Change background color.



Stop movement of all spheres in the workspace. Click immediately after freezing spheres to unfreeze them.



Move all spheres horizontally. Click again to change speeds.



Move all spheres vertically. Click again to change speeds.



Move all spheres out from the center of the workspace.



Hide the button bar. Click again to make the buttons reappear. When the button bar is hidden and the mouse is not moved for 5 seconds, this button and the cursor disappear. They reappear when the mouse is moved.



Choose another Thinkin' Thing.

Saving Your Ideas

Hold the Shift key and press a number (1–9). The number you select appears on the screen and your idea is saved. (If *Thinkin' Things Collection 1* is run from *KidDesk*, each child can individually save ideas. See *KidDesk Aware*, page 37). **Caution: If you save again using the same number, your previous idea (saved at that number) will be lost.**

Seeing Your Ideas

Click the Idea button to cycle through the nine preset ideas, followed by any new ideas you have saved. You can also press 1–9 to see only your ideas.



Together Time

Explore and create with your child as you try these ideas at the computer.

Art and Spatial Awareness

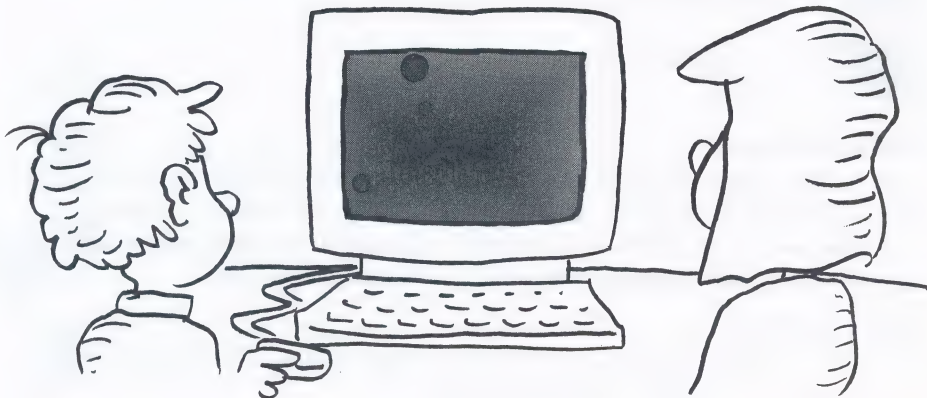
- **Understanding the background gradients:** Explore how different gradients affect a pattern. Place several spheres on the workspace, then click to change background gradients.
- **Layering:** The order in which spheres are clicked determines what sphere is on top. Experiment, moving spheres over and under each other (press the Ideas button to see Idea 6).

Music

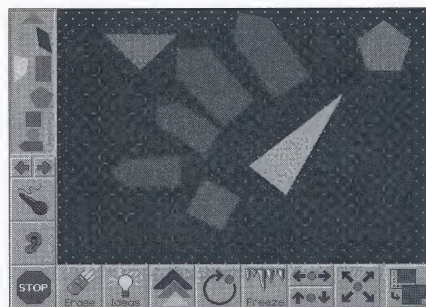
- **Rhythm:** Match the bouncing of the spheres to the rhythm of the program's tunes or to your own music played on a radio or cassette player.
- **Mood music:** Express a mood like happy, funny, sad. Use different backgrounds, colors, music, and sphere motions.
- **Choreograph spheres:** Listen carefully to a piece of your own music or one of the program's tunes. Set one sphere in motion for each instrument you hear.

Partner Play

- **Play Build-A-Bug:** Take turns adding spheres to create a long, curvy caterpillar or big-eyed beetle. Try moving your animal with the up/down or left/right buttons. Also, see what happens to your critter when you change backgrounds.
- **Repeating designs:** Make a pattern for your child to copy.
- **Create your own games:** Toss a sphere for your child to catch. Invent other games: One person creates a static ring of spheres; the other person tosses spheres through the ring.



BLOX-Flying Shapes Overview



Children explore, experiment, and create using geometric shapes, motion, and sound. One shape or a combination of shapes can be set in motion by using buttons. Shapes can also be individually manipulated to grow or shrink, spin, and travel across the workspace. A sound is associated with each shape. The volume and pitch of the sound can be changed by altering the shape's size and spinning speed.

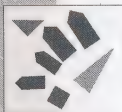
Learning Opportunities

- Develop spatial awareness
- Discover similarities and differences in shapes
- Observe and compare shapes in various positions
- Build investigative skills by creating and conducting experiments
- Create aesthetically pleasing designs using shape, color, motion, and sound
- Experience the relationship between scientific exploration and creativity

About Kids


Children begin their exploration of BLOX-Flying Shapes in a variety of ways. One child may begin by playing with the sound properties of several shapes while another may be fascinated by causing a single shape to re-size, spin, and move around the screen. Many topics of investigation are present in this creative and experimental environment. It is important to foster learning without stifling the natural curiosity and creativity that all children possess. Encourage children to ask questions, predict results, and then to experiment in order to test their predictions. It is the *process* of asking and answering their own questions (and not the *answers* to the questions) that is most valuable in developing the inquisitive nature that serves all aspects of learning.

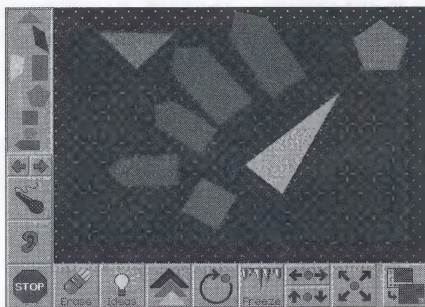
Together Time Activities (see page 26)



BLOX-Flying Shapes

Create Mode

- Click  from the Main Menu to play with BLOX-Flying Shapes.
- The BLOX-Flying Shapes set allows you to experiment with geometric shapes, motion, and sound in a unique environment. (Up to 20 shapes can be placed in the workspace.)



Mouse Controls



Drag and Toss

Click and hold the center of a shape to “grab” it. Then:

- DRAG the shape by moving the mouse.
- TOSS the shape by releasing the mouse button while you move the mouse. (The speed of the shape is affected by the speed of the mouse movement. Young children may prefer to use the on-screen buttons to control movement.)

Erase a Shape

Click and hold the shape. Then:

- Drag the shape onto the button bar to erase that shape.



Rotate and Spin

Click and hold the point of a shape. Then:

- ROTATE the shape by moving the mouse.
- SPIN the shape by releasing the mouse button while you rotate the shape.



Resize

Click and hold a shape’s side. Then:

- Move the mouse to grow or shrink the shape.

Catch a Moving Shape

Hold down the mouse button. Then:

- Move the cursor into the path of the moving shape.

Clone a Shape

Hold down the Ctrl key. (Macintosh users hold down the Option key.) Then:

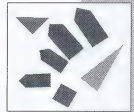
- Click the center of a shape in the workspace to duplicate its size and rotation.

Sound

Pitch: Spin the shape faster to raise the pitch.

Volume: Make the shape larger to play the sound louder.

Rhythm: The sound of the shapes as they hit the edge of the workspace creates rhythms.



Buttons

Click a button to:



Switch to a different set of shapes. There are three sets.



Change the sounds assigned to the shapes. Every shape has a preset sound ("Original Sound"). Click Record to record your own sound for the shape. Click either "Your Sound" or "Original Sound" to choose which sound should be played. (This feature is only available if your PC/Compatible or Macintosh has sound input.)



Turn sound on/off.



Remove all the shapes from the workspace.



See ideas that can be made with the shape set. Nine ideas are provided for each shape set, and you can save nine more for each set (see *Saving Your Ideas* below).



Resize all shapes to one of three sizes.



Spin all shapes. Click to spin all shapes at one speed and in one direction. Click again to spin in the opposite direction and at faster speeds.



Stop movement of all shapes in the workspace. Click immediately after freezing shapes to unfreeze them.



Move all shapes horizontally. Click again to change speeds.



Move all shapes vertically. Click again to change speeds.



Set shapes in motion out from the center of the workspace.



Hide the button bar. Click again to make the buttons reappear. When the button bar is hidden and the mouse is not moved for 5 seconds, this button and the cursor disappear. They reappear when the mouse is moved.



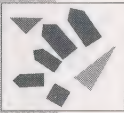
Choose another Thinkin' Thing.

Saving Your Ideas

Hold the Shift key and press a number (1–9). The number you select appears on the screen and your idea is saved. (If *Thinkin' Things Collection 1* is run from *KidDesk*, each child can individually save ideas. See *KidDesk Aware*, page 37). **Caution: If you save again using the same number, your previous idea (saved at that number) will be lost.**

Seeing Your Ideas

Click the Idea button to cycle through the nine preset ideas for each shape set, followed by any new ideas you have saved. You can also press 1–9 to see only your ideas.



Together Time

Try some of these ideas with your child at the computer.

Art and Spatial Awareness

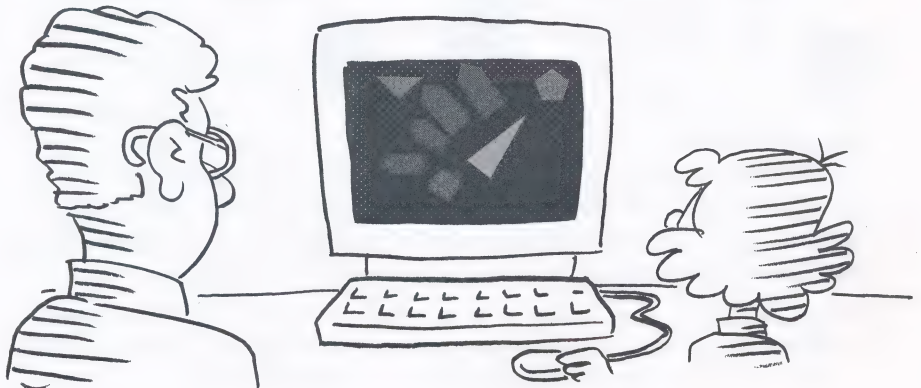
- **Layering:** Experiment with hiding or weaving shapes. The order in which shapes are clicked determines what shape is on top.
- **Symmetry:** See how designs made of several shapes change when they bounce off the sides of the workspace. Use the left/right or up/down buttons to explore symmetry.
- **Shape names:** For children who are learning the names of shapes, record the name of each shape so that the name is heard when the shape is clicked or bounced against the side of the workspace.

Music

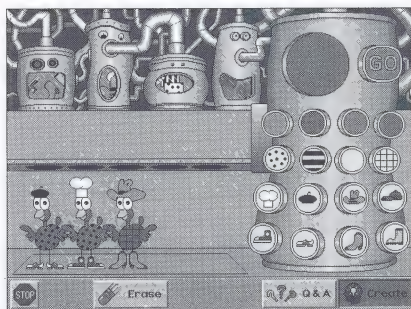
- **Songs/rhythmic poetry:** Compose a rhythmic poem. First, record words or sounds for the shapes. Then, line up the shapes and use the left/right or up/down buttons to play the poem.
- **Create a song:** Toss one shape to make a steady beat. Then, click other (non-moving) shapes to play a melody.

Partner Play

- **Patterns:** Begin by making a pattern with the shapes. See if your child can continue the pattern. Trade roles, or try making the "mirror image" of the pattern.
- **Mystery shapes:** Create a large shape by combining several shapes. See if your child can guess which small shapes were used; then pull apart the large shape to find "the answer."



Feathered Friends Overview



In the Create Mode, children experiment with four categories of attributes (color, shoes, hats, and body pattern) as they create baby birds. In the Question & Answer Mode, children must carefully examine a group of baby birds to determine exactly what kind of friend the birds are looking for when they say, "Please make the missing bird."

Learning Opportunities:

- Develop visual discrimination
- Recognize, compare, and combine attributes
- Use parts to create a whole
- Complete patterns
- Recognize changes in attributes that create a pattern
- Complete visual analogies
- Hypothesize and test a rule

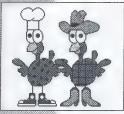
About Kids:

Even very young children will enjoy choosing and changing attributes to create Feathered Friends. Using the Create Mode, children can make up their own games—one child makes a bird, the other matches; one child describes a specific bird, the other tries to make a bird to fit, etc. As children talk about the attributes of the birds, they increase vocabulary and the ability to compare, contrast, and describe.

As children mature, working with attributes in the Question & Answer Mode can enhance observation and discrimination skills and build a foundation for critical thinking skills (rule formation, classification, etc.). In playing with Feathered Friends, children move through a series of gently graduated problems involving identities, differences, patterns, and analogies.


Together Time Activities (see page 30)

- Guess My Rule
- What Makes a Toothbrush a Toothbrush?




Feathered Friends

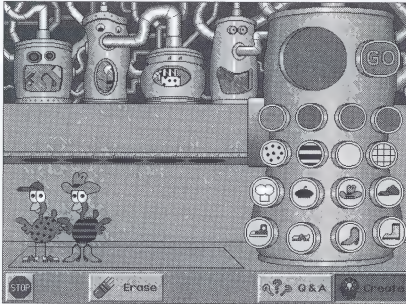
Create Mode



- Click  from the Main Menu to play with the Feathered Friends.

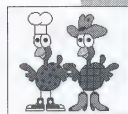


"You can make a Feathered Friend."

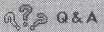
- Click the attribute buttons on the machine to design a Feathered Friend. As you make choices, your design appears in the blueprint window. If you change your mind, click a different button.
- When you are ready for the machine to make your design, click . A new baby bird will appear.

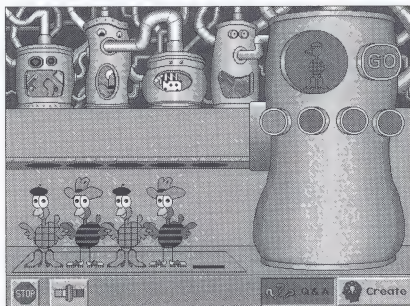


- Use the machine to create as many Feathered Friends as you like.
- Click  for the Question & Answer Mode, or click  to choose another Thinkin' Thing.




Question & Answer Mode

- Click  to enter the Question & Answer Mode.
- Baby birds ask you to make them the missing bird. Look closely at their attributes (color, body pattern, hat, shoes). Use what you see to guess what kind of bird they want you to make.
- You will make identical birds, continue patterns, repeat differences, or complete analogies at different levels of difficulty.



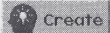



"Please make the missing bird."

- Click the attribute buttons on the machine to design the Feathered Friend that you think the baby birds want. Then, press .

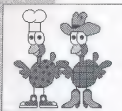
-If you answer correctly and make the friend that fits what the baby birds want, Robo Chicken delivers an egg and the friend hatches.

-If you do not answer correctly, try again. If you keep trying, you will always be able to make the friend the baby birds want.

- Click the Grow Slide button  to change the difficulty level of the problems. Drag the slider and click . (See page 4 for additional information about this button.)
- Click  for the Create Mode, or click  to choose another Thinkin' Thing.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability (see pages 35–36).





Feathered Friends

Together Time

Guess My Rule

For this activity, you will need about 10 colorful photographs from magazines. Spread out all of the pictures and ask your child to find something that you describe in each one. For example, a picture with red in it, a picture with no people, a picture with six ears, etc. Next, sort the pictures and ask your child to guess the sorting rule you have in mind. Start with something simple such as trees and no trees. Later, your child might like to sort the pictures and ask you to guess the rule. Below are some sorting rules you could try.

dark - light

inside - outside

people - no people

machines - no machines

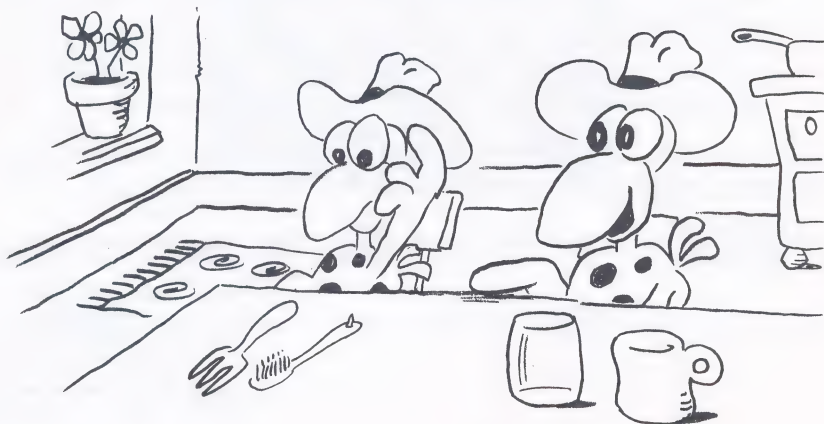
curvy shapes - straight edge shapes

vertical pictures - horizontal pictures

happy feeling - sad feeling

What Makes a Toothbrush a Toothbrush?

Put two objects on the table in front of your child; for example, a toothbrush and a fork. Ask your child what these two objects have in common. (They both are hard. They both are long and thin. They are similar in length.) Ask what makes them different. (One has bristles, the other has prongs. One is red, the other is silver.) Finally, ask what one thing seems to make a toothbrush a toothbrush (bristles) and what one thing seems to make a fork a fork (prongs). Continue playing using other pairs of objects such as a stuffed toy animal and a blanket, a lamp and a radio, a pencil and a pen, a glass and a cup, etc.



Toony Loon Overview



In the Create Mode, children improvise their own musical patterns and tunes on unique xylophones. In the Question & Answer Mode, they develop auditory discrimination and memory skills by repeating patterns played by Toony Loon. Auditory memory can be strengthened by choosing to have Toony play “in the dark.”

Learning Opportunities

- Develop auditory discrimination of pitch
- Strengthen auditory memory
- Create patterns
- Remember and repeat patterns
- Develop creativity and musicality

About Kids

Children respond to music very early in life. Most music is highly organized, including patterns and repetition (such as scales and chords). Children enjoy repeating patterns and Toony is a patient teacher. When your child successfully repeats a pattern, a slightly more challenging one is offered. If your child has difficulty with a long pattern, Toony breaks it into two parts to help the child succeed. As an expressive art form, music also involves spontaneous improvisation and creativity. Children delight in making their own music and as they do, musical abilities and aesthetic judgment develop.

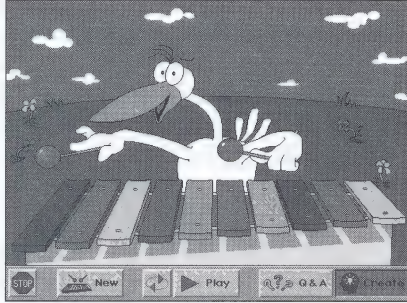
Together Time Activities (see page 34)

- High Note, Low Note
- Tunes in a Jug






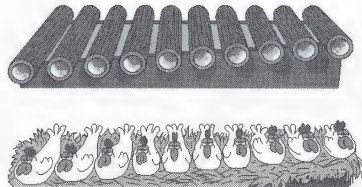
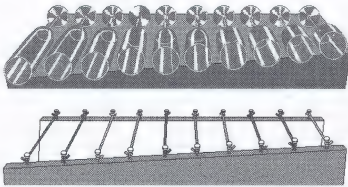
Create Mode

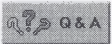

- Click  from the Main Menu to play with Toony Loon.



“Show me what to play.”

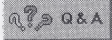
- Click the bars of the xylophone to hear the sounds they make and create your own tunes.
- Click  or click Toony. Toony will play what you played.
- Click  if you want Toony to repeat what you have played over and over. Click anywhere to stop the repeating pattern.
- Click  to play on another xylophone.
- Explore the different xylophones and make up tunes as long as you like.

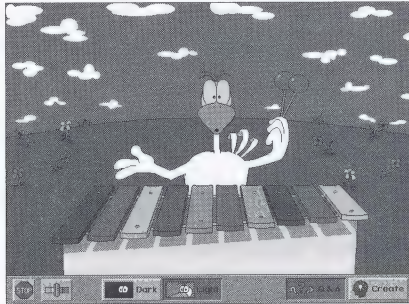


- Click  for the Question & Answer Mode, or click  to choose another Thinkin' Thing.





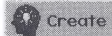



Question & Answer Mode

- Click  to enter the Question & Answer Mode.
- Toony plays a pattern on the xylophone and asks you to repeat it.



“Can you play that?”

- Click the xylophone bars to play the pattern you heard. To hear the pattern again, click Toony.
 - If you repeat the pattern correctly, Toony congratulates you and plays a new pattern.
 - If you do not repeat the pattern correctly, keep trying. Toony will help you get the right answer.
- If you want a challenge, click  to play with Toony in the dark.
- Click  to turn the lights back on.
- Click the Grow Slide button  to change the difficulty level of the problems. Drag the slider and click . (See page 4 for additional information about this button.)
- Click  for the Create Mode, or click  to choose another Thinkin’ Thing.

From the Adult Section, you can turn your child’s access to the Grow Slide on/off **or** adjust the Grow Slide to suit your child’s ability (see pages 35–36).





Together Time

High Note, Low Note

Begin by asking your child to sing a very high note, then a very low note. You could sing your highest and lowest notes, too. Then, play a favorite recording while your child follows the music, moving hands up and down as the music plays high and low notes. Together follow changes in pitch with your whole bodies—standing on tiptoes for the high notes and bending down for the low notes.

Tunes in a Jug

Thoroughly clean several plastic narrow-neck containers—syrup, ketchup, salad oil, or pop bottles. First, “play” the empty jugs. (Press the rim of the container against your lower lip and gently blow across the opening. This may take a little practice.) You and your child will discover that the larger the container, the lower the tone. Next, try filling the containers with different amounts of water and see how the tones change. You may want to make a game of trying to match each other’s tones by adding and pouring out water.



Adult Section

To enter the Adult Section, PC users hold down the Ctrl and Alt keys while pressing "A." Macintosh users hold down the Command ⌘ and Option keys while pressing "A."

Hide the Record button in BLOX-Flying Shapes.

Adjust the sound volume. (Macintosh only)

Stop Sign appears on the Main Menu if exit is allowed. Users can still exit with Ctrl-Q (PC) and Command-Q (Macintosh) even if "No Exit" is allowed.

See Activity Settings Card.

See Preferences Card.

Turn Single Switch Input on/off. (A scanning arrow moves from choice to choice on screen.)

Set scan rate and scan progression.

Place an "X" in the check box to show the Phone and/or Fax.

Return to the Main Menu.

Exit Thinkin' Things Collection 1.

The top screenshot shows the 'Preferences' window with sections for 'Sound Volume' (radio buttons for 'Use System Volume' and 'Use System Volume'), 'Sound Recording' (radio buttons for 'Allow Recording' and 'Don't Allow Recording'), 'Exit Thinkin' Things' (radio buttons for 'Allow Exit' and 'No Exit'), and 'Single Switch Input' (radio buttons for 'On' and 'Off', plus an 'Options...' button). The bottom screenshot shows the 'Activity Settings' window with four activity cards: 'Toony Loon', 'Oranga Banga', 'Feathered Friends', and 'Fripplie Shop'. Each card has a 'Beginning' and 'Advanced' grow slider. Below the cards are checkboxes for 'Remember progress from session to session' and 'Allow child access to Grow Slides'. At the bottom are 'Preferences', 'Activity Settings', 'Play', and 'Quit' buttons.

Scanning for Single Switch Users

Single switch input with scanning is available for children with special needs. Turn "Single Switch Input" on (see above) and click **Options...** to choose the Scan Rate (speed of scanning arrow movement) and the type of Scan Progression:

- Automatic Progression: Scanning restarts automatically after each selection.
- Switch Activated Progression: Switch required to restart scanning after each selection.

Adjusting Grow Slides in Activity Settings

Adjustable Grow Slides for Toony Loon, Oranga Banga, Feathered Friends and Fripplie Shop appear in the Activity Settings. As your child successfully solves problems while playing these activities, more difficult problems are offered; the slider automatically moves as your child progresses.



You can also move the slider manually to adjust the difficulty level. If, for example, the beginning problems seem too simple for your child, you can drag the slider to the right to increase the difficulty level of the problems.

(continued on page 36)

Adult Section (cont.)

Remember progress from session to session

If the "Remember progress ..." check box is on (an "X" appears in the box), *Thinkin' Things Collection 1* remembers your child's progress from session to session. With "Remember progress ..." on, play always begins at the difficulty level attained during the previous session of play.

If "Remember progress ..." is off (no "X" appears in the check box), *Thinkin' Things Collection 1* does not remember your child's progress from session to session.

Allow child access to Grow Slides



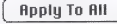

If the "Allow child access to Grow Slides" check box is on (an "X" appears in the box), Grow Slide buttons appear in the Question & Answer Mode of Oranga Banga, Fripple Shop, Feathered Friends, and Toony Loon. Children can click the Grow Slide button to access the activity's Grow Slide and adjust the difficulty level of the problems.

If the "Allow child access to Grow Slides" check box is off (no "X" appears in the box), a Grow Slide button will not appear in the Question & Answer Mode of Oranga Banga, Fripple Shop, Feathered Friends, or Toony Loon.

For PC/Compatible and Macintosh Users (System 7 or higher required for Macintosh)

KidDesk Aware

KidDesk software gives children a place of their own on the computer—a personalized desk that provides hard disk security, letting them run only those programs you select for their use. If you run *Thinkin' Things Collection 1* from *KidDesk*, these features are available:

- The Stop Sign on the *Thinkin' Things Collection 1* Main Menu is replaced with a *KidDesk* icon . Click this icon to return to *KidDesk*.
- Each child can save up to 9 BLOX-Flying Spheres and 27 BLOX-Flying Shapes Ideas (see pages 21 and 25). To see a child's saved ideas, run *Thinkin' Things Collection 1* from that child's desk.
- Each child can record and save sounds for the shapes sets in BLOX-Flying Shapes (see page 25). To hear a child's saved sounds, run *Thinkin' Things Collection 1* from that child's desk.
- In the Adult Section, use the pop-up menu  on the Activity Settings Card to show the settings for each *KidDesk* user. Changes affect only the selected user.
- In the Adult Section, click this button  to apply the current settings shown on the Activity Settings Card to all *KidDesk* users.
- *Thinkin' Things Collection 1* uses the *KidDesk* scanning settings. You can temporarily change the settings, however, on the Preferences Card using  *Single Switch Input*. Changes remain in effect until your child returns to *KidDesk*.

PC Users: Running *Thinkin' Things Collection 1* through *KidDesk* or *KidDesk Family Edition*

- To run *Thinkin' Things Collection 1* through *KidDesk* (DOS version): add **c:\tt\tt.exe**. (If using the CD-ROM version, add **c:\edmark\cd\tt\tt.exe**.)
- To run *Thinkin' Things Collection 1* through *KidDesk Family Edition*, do one of the following (depending upon which configuration worked when you originally installed *Thinkin' Things*):
 - Using your Windows sound configuration: add **c:\tt\ttw.exe**. (If using the CD-ROM version, add **c:\edmark\cd\tt\ttw.exe**.)
 - Suspending Windows: add **c:\tt\tt.exe** and then select the "Run from DOS" option. (If using the CD-ROM version, add **c:\edmark\cd\tt\tt.exe** and then select the "Run from DOS" option.)
 - Running directly from Windows: add **c:\tt\tt.exe**. (If using the CD-ROM version, add **c:\edmark\cd\tt\tt.exe**.)
- If you choose to run *Thinkin' Things Collection 1* from a *KidDesk Family Edition* desktop accessory, use **DOS c:\tt\tt.exe** in the accessory run line. (If using the CD-ROM version, use **DOS c:\edmark\cd\tt\tt.exe**.)

Note: If the hard disk to which you installed *Thinkin' Things Collection 1* is other than **c:\tt**, substitute the appropriate information.

Troubleshooting

Problem	Possible Cause	Solution
Resource does not exist or resource error.	Program is missing necessary files. (Disk version only.)	Before Installation, increase free hard disk space.
"Not enough free memory" message.	Not enough conventional memory to load <i>Thinkin' Things Collection 1</i> : too many drivers and/or memory resident programs.	Remove unnecessary Memory Resident Programs (TSRs) that load from your AUTOEXEC.BAT file. Remove unnecessary drivers from your CONFIG.SYS file. Or, make a clean boot disk. Refer to your <i>MS-DOS User's Guide</i> . DOS 6.xx users can run MEMMAKER.EXE.
Mouse error message appears on screen.	MS-DOS (or compatible) mouse driver not installed or installed improperly.	Install and load mouse driver (see your <i>MS-DOS User's Guide</i>). Or, consult your mouse manual.
"Graphics error" message upon running.	Non VGA/SVGA card/monitor.	Use a VGA or SVGA card/monitor when running <i>Thinkin' Things Collection 1</i> .
Program will not continue beyond title screen.	Sound device not installed or improperly installed. Wrong sound card selected during installation.	Install sound device, or consult your sound device manual. Run the Installer (pages 3–4) and select the correct IRQ. Refer to your sound device manual.
No sound.	<i>Thinkin' Things Collection 1</i> configured for incorrect sound device. Sound device not installed or improperly installed. External speaker not connected.	Run the <i>Thinkin' Things Collection 1</i> Installer (pages 3–4) and select your sound device. Install sound device, or consult your sound device manual. Connect external speaker.
No sound from Pro Audio.	Driver may not be loaded or using incompatible hardware settings.	Make sure the MVSOUND.SYS driver is loaded (refer to your sound card's manual), or make sure IRQ is less than 10. Or, select Sound Blaster in the Installer.
Sound is barely audible or too slow.	Sound device conflicts with other sound cards or with Windows. Using computer's internal speaker.	Refer to troubleshooting section of sound device manual. Or, run the Installer (pages 3–4) and choose another option for running <i>Thinkin' Things Collection 1</i> from Windows. Install a sound device with external speaker.
No mouse cursor. Scanning arrow appears on screen.	Single Switch Input (scanning) is on.	Click Single Switch Input "off" in the Adult Section of <i>Thinkin' Things Collection 1</i> (page 35).

Troubleshooting (cont.)

Problem	Possible Cause	Solution
Recording is not available.	Sound card chosen that does not support recording. "Don't Allow Recording" selected in Adult Section.	Choose a sound card marked with an asterisk (*) in the <i>Thinkin' Things Collection 1</i> Installer. Click "Allow Recording" in the Adult Section (page 35).
Recording does not work.	Microphone level may be too low.	Set the microphone input level higher. Refer to sound device manual.
TouchWindow will not work with BLOX.	Old driver.	Copy the upgraded TouchWindow driver (TWINDOW.EXE) on the <i>Thinkin' Things Collection 1</i> installation disk or CD to C:\TWINDOW or your TouchWindow driver directory. Restart your computer to load the new driver into memory.
<i>Thinkin' Things Collection 1</i> icon does not appear on KidDesk desks.	<i>Thinkin' Things Collection 1</i> improperly added to KidDesk.	See <i>KidDesk Aware</i> (page 37).
Changes to Windows install configuration do not take effect.	Windows only reads the changed configuration information on startup.	Restart Windows.
Edmark Group or <i>Thinkin' Things Collection 1</i> icon does not appear in Program Manager after running Installer from Windows.	Edmark Group or <i>Thinkin' Things Collection 1</i> icon does not appear until Windows has been restarted, or an incorrect configuration option has been selected.	Restart Windows. Or, reinstall <i>Thinkin' Things Collection 1</i> and choose a Windows install option.
No sound when <i>Thinkin' Things Collection 1</i> is started from Windows; and program freezes when trying to go past the main screen.	Windows sound card is not set up correctly.	Check your sound card setting or choose the "Suspend Windows" option from the <i>Thinkin' Things Collection 1</i> Installer.
No sound when <i>Thinkin' Things Collection 1</i> is started from Windows.	<i>Thinkin' Things Collection 1</i> configuration is not set up correctly.	Choose the "Windows Sound Configuration" option or the "Suspend Windows" option during installation.

For Edmark technical support, call **206-556-8480**.

Troubleshooting

Problem	Possible Cause	Solution
Error during installation.	The <i>Thinkin' Things Collection 1</i> Installer may be running out of hard disk space.	Before installation, increase available hard disk space. If using disk compression software, you may need to make extra space available since some compression software does not report actual free hard disk space.
	Virus protection software may be interfering with installation.	Disable virus protection software.
	Screen saver may be interfering with installation.	Disable screen saver.
Error message "Disk not initialized" displayed after inserting disk.	Using high-density disks in low-density drive.	<i>Thinkin' Things Collection 1</i> requires a high-density floppy drive for installation.
Error message about 32-Bit QuickDraw when attempting to run <i>Thinkin' Things Collection 1</i> .	Using System 6 without 32-Bit QuickDraw.	Run the Installer from your original System 6 diskettes. Choose "Custom Installation." Select 32-Bit QuickDraw.
Flying Spheres does not appear on Main Menu.	Your video does not support 256 colors.	Upgrade your video board or VRAM to support 256 colors.
Irregular movement of Flying Spheres or Flying Shapes.	Other programs running at the same time.	Quit all other applications and close any Control Panels before running <i>Thinkin' Things Collection 1</i> .
Sound breaks up.	Using System 7 with Virtual Memory on.	Turn Virtual Memory off using the Memory Control Panel (see the <i>Macintosh User's Guide</i>).
	Running disk compression utility.	Decompress <i>Thinkin' Things Collection 1</i> and disable disk compression.
	Running <i>Thinkin' Things Collection 1</i> from a network file server.	Install <i>Thinkin' Things Collection 1</i> on your hard disk. Remove copy from network.
Mouse cursor hidden. Large scanning arrow appears on screen.	Single switch input (scanning) is on.	Click Single Switch Input "off" in the Adult Section of <i>Thinkin' Things Collection 1</i> (page 35).

Troubleshooting (cont.)

Problem	Possible Cause	Solution
<i>Thinkin' Things Collection 1</i> does not display color on a color monitor.	Monitor is set to display "Grays."	Use Monitors Control Panel to set your monitor to "Colors" instead of "Grays" (see the <i>Macintosh User's Guide</i>).
Sound is too quiet or too loud.	Sound volume needs to be adjusted.	Adjust the volume for <i>Thinkin' Things Collection 1</i> using the Sound Volume control in the Adult Section (page 35).
Application icon not displayed.	Finder hasn't added application icon.	Rebuild the desktop. To do so, restart your computer, holding down the Cmd-Option keys until dialog appears. Click OK.

For Edmark technical support, call **206-556-8480**.

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Redmond, WA 98073-9721

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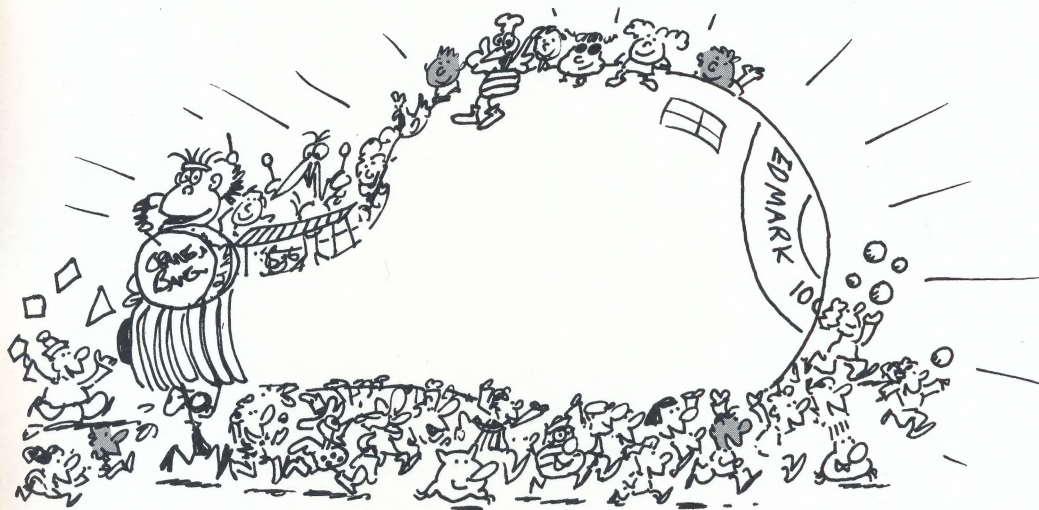
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WORKING TOGETHER TO LIGHT UP YOUR CHILD'S LOVE OF LEARNING!



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