PROGRAMS

FOR

LITTLE

KIDS

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INTRODUCTION

The computer programs 'Programs for Little Kids' were developed for use by intellectually disabled children. Such children will be able to use the programs by themselves or with assistance from a helper, who may be a parent, sibling or friend.

The programs were developed for a series of Case Studies of children with Down syndrome as part of the Doctor of Philosophy (Education) Degree. The Title of the Thesis submitted was 'Educational Interventions in the Home Using Computers for Children with Down syndrome'.

Many of these programs were designed for individual children. However there is a generic element in each and all families were offered all the programs as each child may gain benefit from them. There may be areas that are too easy for your child and there may be other areas at this stage that are too difficult.

The purpose of the programs is to help in the teaching process of intellectually disabled children learning basic concepts in the areas of literacy, numeracy and dimension.

All programs have distinctive music. All programs have a goal to teach general computer skills. All programs are geared

to teach basic alphabet, numeric and spatial concepts. All Programs are helpful to develop skills in simultaneous and successive processing.

There has been a great interest by parents of children with Down syndrome in to just what outcomes can be expected by their children using computers. They are not magic machines and do not cure many of the disabling features of the syndrome. However computers do have great potential and the children in the case studies were able to use these programs and gain great benefit from them. The children's non-disabled siblings also gained great benefit from the programs.

These computer programs will be a help to all parents who are prepared to help their small intellectually disabled children become computer literate.

I hope that you and your children get great benefit from these programs.

INSTRUCTIONS FOR USE

The software is loaded by typing the keyword at the Dos Prompt. This will produce a Title Page and a 'Press Space Bar' will produce a menu. Type in choice and the chosen programme will run.

The basic programs are driven by the child pressing the space bar. At most times the child can leave the programs by pressing the 'escape key'. Every time the message 'Press Space Bar' appears the 'escape' option is also present.

If necessary it is appropriate to place the child's finger on the space bar and press down a few times till they understand what is required. With babies this is essential, but with consistent use and help each child will be able to 'get the idea'. With my own child this did take a while at first as she wanted to press any key or button. However with perseverance she 'got the idea'. Users should not be discouraged if it does not happen all at once. It is also important that the helper say out loud the information on the screen. It is constant communication between parent and child.

When keyboard skills are required, it is the intention that in the initial stages the parent will help the child find the key and hold it down. This may have to be accomplished by the main helper continually holding the child's hand. In the learning process that is okay. Helpers will get a pleasant surprise. Of course helpers should show the child how each section works and model its' use. Again verbal input from the helper will reinforce the concepts.

The user can exit the programme from the Main Menu by choosing the Exit option.

REMEMBER: 'Escape' available at 'Press Space Bar'.

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PROGRAMS FOR LITTLE KIDS 1

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ALPHABET

AIMS:

1. To teach children the letters of the Alphabet.

2. To teach children the position of keys on the keyboard.

3. To teach children the relationship between lower and upper case letters.

4. To teach and reinforce the 'Alphabet Song'.

CONTENTS:

\* Simple Alphabet.

\* Pick Letters.

\* Type Alphabet.

\* Small Letters.

\* Capital Letters.

\* Choice of Letters.

\* Vowels.

FEATURES:

This programme is graded to allow child to press space bar and go through the letters or else to choose letters and have them reinforced by result and music. Programs use both lower case and upper case letters. Vowels are localised and parent can choose a range of letters that they may wish to reinforce.

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PROGRAMS FOR LITTLE KIDS 2

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COUNTING

AIMS:

1. To teach children the numbers 1 to 10.

2. To teach children the position of number keys on the keyboard.

3. To teach children to count to 10.

CONTENTS:

\* Count 1 to 10 - Numerals.

\* Pick Numbers 1 to 10.

\* Type 1 to 10.

\* Count 1 to 10 - Sets.

\* Pick Own Numbers.

\* Computer Can Count.

FEATURES:

This programme is graded to allow child to press space bar and go through the numbers or else to choose numbers keys and have them reinforced by result and outcomes. Parents can choose a range of numbers to reinforce to child. The computer can count up to 10,000.

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PROGRAMS FOR LITTLE KIDS 3

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SPATIAL CONCEPTS

AIMS:

1. To teach children the common prepositions of spatial

relationship.

2. To teach children the difference between 'Slow' and 'Fast'.

3. To introduce the children to 'Aussie Bear' and 'Red Rabbit'.

CONTENTS:

\* Learning with Aussie Bear.

\* Up, Down, Top, Bottom.

\* Under, On, Over.

\* Beside, in Front, Behind.

\* Learning with Red Rabbit.

\* Slow, Fast, Stop, Go.

FEATURES:

This programme is graded to allow child to press space bar and go through the kitchen with Aussie Bear or else to go home with Red Rabbit. The children learn the spatial concepts through their interaction with Aussie Bear and Red Rabbit. Parents can choose particular concepts to reinforce.

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PROGRAMS FOR LITTLE KIDS 4

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FUN TIME

AIMS:

1. To teach children the children the use of the Function Keys.

2. To teach children direction using Left Right Up Down.

3. To teach children successive skills in making multiple choices.

4. To reinforce letter and number skills learnt in earlier

programs.

CONTENTS:

\* Fun with Your Name.

\* Guess a Number.

\* Lots of Stars.

\* Fun with Colours.

\* Sketcher.

FEATURES:

'Fun with Your Name' allows child practice at typing name. 'Guess a Number' between 1 and 10 is an age-old game. 'Lots of Stars' demands two inputs to strengthen successive skills. The computer can generate up to 10,000 stars both in black and white and in full colour and concludes with Twinkle, Twinkle Little Star. 'Fun with Colours' and 'Sketcher' are design programs where children can make elaborate designs.

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PROGRAMS FOR LITTLE KIDS 5

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CARS

AIMS:

1. To teach children the first letter of a word.

2. To teach children to type the whole letter.

3. To teach children the meaning of traffic lights.

4. To teach children the meanings of sirens on different vehicles.

5 To reinforce concepts with the song 'The People on the Bus'.

CONTENTS:

\* Cars and Trucks.

\* Traffic Lights.

\* Sirens and a Song.

\* First Letter.

\* Whole World.

FEATURES:

Cars and Trucks are used to reinforce correct responses. Parent can choose range of items for children. 'Sirens and a Song' is noising but effective.

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PROGRAMS FOR LITTLE KIDS 6

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TRAINS

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AIMS:

1. To teach children the numbers 1 to 10.

2. To teach children the position of number keys on the keyboard.

3. To teach children to count to 10.

4. By choice, to teach the children to count to 5.

CONTENTS:

\* Counting with Trains 1 to 5.

\* Counting with Trains 1 to 10.

\* Counting Puffs of Smoke.

\* Little Red Caboose.

FEATURES:

This programme is based on trains and counting puffs of smoke. There are graded activities to count to five or to count to ten. The programme is able to produce over a million variations of the trains but the best part will be if a child can count to five. 'Little Red Caboose' is a traditional song about trains which little children love.

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PROGRAMS FOR LITTLE KIDS 7

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PLANES

AIMS:

1. To teach children to choose the first letter of a word.

2. To teach children to choose the last letter of a word.

3. To teach children to put letters together by typing the whole

word.

4. To reinforce concepts with the song 'Those Magnificent Men'.

CONTENTS:

\* Planes and a Song.

\* First Letter.

\* Last Letter.

\* Whole Words.

\* Mixed Letters and Words.

\* At The Airport.

FEATURES:

'Planes' is the next step following 'Cars'. Planes, including a monoplane, jumbo jet and helicopter fly in response to correct answers. Concepts Up and Down are reinforced with the song. 'At the Airport' planes will fly, take off and land in response to correct letter choice.

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PROGRAMS FOR LITTLE KIDS 8

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BOY and GIRL

AIMS:

1. To teach children basic sexuality.

2. To teach children the concepts: left, right, up and down.

3. To teach children the words: walk, jump, hop and dance.

4. To teach children to use the arrow and the function keys.

CONTENTS:

\* Boy.

\* Girl.

\* Boy and Girl.

FEATURES:

This programme is an action programme that responds to the children's input. The boy and or girl will do what the children ask. For example if the child presses the right arrow they will move to the right and reinforce that word or if the child presses F5 they will dance.

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PROGRAMS FOR LITTLE KIDS 9

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SHAPES

AIMS:

1. To teach children the shapes: square, circle, triangle, cross

and star.

2. To teach children to make choices from the keyboard.

3. To teach children to make successive choices on keyboard.

CONTENTS:

\* Shapes by Letter.

\* Mixed Shapes with Words.

\* Mixed Shapes no Words.

\* Action Shapes.

\* Random Shapes.

FEATURES:

Shapes generates shapes in various ways with or without the word of the shape attached. The shapes come in three colours and random size. 'Action Shapes' entails either increasing or decreasing square, circle or triangle.

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PROGRAMS FOR LITTLE KIDS 10

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COCKROACHES

AIMS:

1. To teach children both eye and hand coordination.

2. To teach children the children both simultaneous and

successive skills.

3. To reinforce to the children the numbers 1 to 10.

4. To reinforce spatial concepts to children.

CONTENTS:

\* A game of catching cockroaches with your foot.

FEATURES:

Many skills are required from children to catch the cockroaches. The speed of the cockroach and the speed of the foot can be regulated independently from slow to fast so that with a slow cockroach and a fast foot little children can catch the cockroaches. Arrow keys move foot and space bar scores points when a hit is made.

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PROGRAMS FOR LITTLE KIDS 11

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WORDS 1

AIMS:

1. To teach children the basic construction of a word.

2. To teach children to type the whole word.

3. To teach children to input their own choice of words.

4. To reinforce both simultaneous and successive processes.

5. To give children practice at writing their name.

CONTENTS:

\* Word List 1.

\* Word List 2.

\* Word List 3.

\* You Choose Word.

\* Random Words.

\* Try Your Own Words.

FEATURES:

Word Lists 1 to 3 have a total of fourteen words with icons. The words can come in order or randomly. The words are from suggestions from parents, therapists and children's reading books. Words1 can accept words up to eight letters in length. There is a choice of upper or lower case for all items. Children have to type in their name at the start of each session.

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PROGRAMS FOR LITTLE KIDS 12

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WORDS 2

AIMS:

1. To teach children the basic construction of a word.

2. To teach children to type the whole word.

3. To teach children to input their own choice of words.

4. To reinforce both simultaneous and successive processes.

5. To give children practice in writing their name.

CONTENTS:

\* Word List Four.

\* Word List Five.

\* Word List Six.

\* You Choose Word.

\* Random Words.

\* Try your Own Words.

FEATURES:

Words2 uses a different process to that used in Words1 to teach the children how to spell the word. Word Lists 4 to 6 have a total of fourteen words with icons. The words can come in order or randomly. The words are from suggestions from parents, therapists and children's reading books. Words2 can accept words up to 6 letters in length. There is a choice of upper or lower case for all items. Child types in their name at start of programme.

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PROGRAMS FOR LITTLE KIDS 13

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ADDITION 1

AIMS:

1. To teach children the basic elements of the addition process.

2. To teach children the specific symbols, +, - and =.

3. To give the children practice in adding two numbers (factor 5).

4. To teach the children to use the 'Plus' (+) and 'Minus' (-) key.

CONTENTS:

\* Basic.

\* The Next Step.

\* The Last Step.

\* Advanced Sums.

\* Frog Hops.

FEATURES:

This programme attempts to make addition understandable. 'Basic' uses the plus and minus keys to demonstrate one on one. 'The Next Step' repeats the first step with the addition of numbers to correspond to the input. 'The Last Step' visualises the joining of two numbers together. 'Advanced Sums' is random sums to factor 5. 'Frog Hops' responds to the correct answer with the frog hopping the correct number of times.

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PROGRAMS FOR LITTLE KIDS 14

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MATCHING

AIMS:

1. To teach children the skill to match two items.

2. To reinforce to the children the letters of the alphabet.

3. To teach children to locate the letters on the keyboard.

CONTENTS:

\* Matching ABCDE.

\* Matching Vowels.

\* Your Choice of Letters.

\* Matching Numbers.

\* Your Choice 2 Mixed.

\* Random Letters Mixed.

FEATURES:

Choice of one icon versus four same icons or one icon versus four different icons. Two different formats available with or without boxed icons. Positive reinforcement for correct choice. Especially helpful for any remediation required.

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PROGRAMS FOR LITTLE KIDS 15

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FISH

AIMS:

1. To teach children the numbers 1 to 5.

2. To teach children the sets 1, 2, 3, 4 and 5.

3. To teach children to count to five.

4. To reinforce co-ordination of movement.

CONTENTS:

\* Fish 1 to 5.

\* Red Rabbit Fishing.

\* How Many Fish.

\* Cardinal Numbers.

\* Practice.

FEATURES:

Helpful programme to teach numbers and sets to five. Twenty four different colourful fish. 'Red Rabbit Fishing' reinforces co-ordination skills and use of arrow keys. Programs can be worked from space bar or input of a number.

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PROGRAMS FOR LITTLE KIDS 16

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AUSTRALIA

AIMS:

1. To teach children some basic mores of Australia.

2. To teach children our National Anthem.

3. To teach children to know our flag.

4. To teach children the names of our states and capital cities.

5. To reinforce co-ordination of hand movements.

6. To teach children to recognize the shape of Australia.

7. To teach children to recognize some of the Australian wildlife.

CONTENTS:

\* Australian Flag.

\* States and Cities.

\* Animals, Flowers + 1.

\* Australia - A Jig Saw.

\* Advance Australia Fair.

\* Waltzing Matilda.

\* The Wide Brown Land.

FEATURES:

Aussie Bear teaches many facets important for all young Australians. All programs are aimed at the youngest users with content suitable for all from youngest to oldest.

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PROGRAMS FOR LITTLE KIDS 17

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FUNTIME 2

AIMS:

1. To teach children numbers by the use of familiar nursery

rhymes.

2. To teach children the numbers 1 to 5.

3. To teach children the sets 1, 2, 3, 4 and 5.

4. To teach children to count from 10 down to 1.

5. To teach children to predict events.

CONTENTS:

\* Race.

\* Count The Stars.

\* Count The Rockets.

\* Mary Had a Little Lamb.

\* Baa Baa Black Sheep.

\* Where is Thumbkin.

\* Ten Little Indians.

FEATURES:

All sections are run by the space bar. Many useful activities to teach numbers and sets to 5. Aimed at the youngest users. All sections can be improved with parental input. For example with 'Race' children can predict winner, parent can ask cardinal or ordinal questions. Nursery rhymes are put to good use.

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PROGRAMS FOR LITTLE KIDS 18

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ADDITION 2

AIMS:

1. To teach children the basic parts of addition.

2. To teach children addition with the use of patterns.

3. To teach children to add using two lines of numbers.

4. To introduce simple number addition and subtraction.

CONTENTS:

\* Add Cards.

\* Patterns.

\* Arrays.

\* Addition.

\* Subtraction.

FEATURES:

This programme builds on to 'Addition 1' and attempts to make addition understandable. 'Add Cards' have been used extensively in pre computer days as has 'Patterns', which uses a dominoes format to teach addition. 'Arrays' builds on from 'Advanced Sums' of 'Addition 1' and is random sums to factor 5. 'Addition' and 'Subtraction' are for the more advanced children and are good drill and practice.

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PROGRAMS FOR LITTLE KIDS 19

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WORDS 3

AIMS:

1. To teach children the basic construction of a word.

2. To teach children the children to type the word.

3. To teach children to input their own choice of words.

4. To reinforce both simultaneous and successive processes.

5. To give children practice in writing their name.

6. To teach children the basic steps of building a sentence.

7. To teach children to recognize the Salisbury List Words.

CONTENTS:

\* Word List 7.

\* Random Words.

\* You Choose Words.

\* Salisbury List 1.

\* Salisbury List 2.

\* First Sentences.

FEATURES:

Word List 7 has a total of fourteen words with icons. The words can come in order or randomly. Words3 can accept words up to eight letters in length. 'Salisbury Lists' 1 and 2 contain the most common 100 words used in literature. 'First Sentences' is the final step in putting words together in a sentence.

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PROGRAMS FOR LITTLE KIDS 20

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COLOURS OF THE RAINBOW

AIMS:

1. To teach children the seven colours of the rainbow.

2. To teach children the mnemonic, Vibgyor.

3. To reinforce the colours of the rainbow by the use of the

activities.

CONTENTS:

\* Rainbow No Words.

\* Rainbow With Words.

\* Vibgyor.

\* Rainbow Sketcher.

\* Your Choice of Style.

\* Rainbow Race.

FEATURES:

Six different colourful ways to reinforce the colours of the rainbow. 'Rainbow Sketcher' and 'Rainbow Race' are fun type activities to consolidate the instruction. The programme uses the theme 'Somewhere over the Rainbow'.

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PROGRAMS FOR LITTLE KIDS 21

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DAYS, MONTHS AND YEARS

AIMS: To teach children the Concept of Time

1. To teach children the Seven Days of the Week.

2. To teach children the Twelve Months of the Year.

3. To teach children the concepts of seconds minuts and hours.

CONTENTS:

\* Days of the Week.

\* Months of The Year.

\* Years.

\* You Choose Day/Month.

\* Units of Time.

FEATURES:

Using Didactic and User friendly activities children are able to gain great concepts of time. Children can learn to type keyboard the day of week and months of a year using interactive skills. Children can see with their eyes the concepts of seconds minutes and hours.

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PROGRAMS FOR LITTLE KIDS 22

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FRACTIONS

AIMS: To teach children some Basic Fractions

1. To teach children Whole, Half, Third, Quarter and Tenth.

2. To teach children how fractions relate to a whole.

3. To teach that a Fraction is Part of a Whole.

CONTENTS:

\* Introduction.

\* Half.

\* Third.

\* Quarter.

\* Tenth.

\* Mixed

\* Race

FEATURES:

Using a Cake children can see Fractions at work. For a ‘Third’ for example the cake is cut in three. Children can see visually how these three pieces make a whole cake. This process is repeated for all the fractions. The Race gives the children to see the different Fractions together and so Fractions get demystified.

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PROGRAMS FOR LITTLE KIDS 23

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MULIPLICATION

AIMS: To teach children some Basic Multiplication Skills

1. To teach children basic multiplication uses Tables.

2. To teach multiplication as ‘Lots Of’.

3. Some fun activities to reinforce multiplication.

4. This of course is a difficult subject

CONTENTS:

\* Tables.

\* 2 Times.

\* 5 Times.

\* 10 Times.

\* Counting.

\* Games

FEATURES:

Using a Cake and blocks children can see Multiplication at work. Uses ‘Lots of’ For 2x2 for example the cake is cut in to four pieces with a rest after two pieces. The idea is to show that 2 times two lots of pieces of cake is 4. This process is repeated for 5 times and 10 times. The Counting allows children to see Counting by 2’s 5’s or 10’s. The Games allow children to collect lots of leaves for Aussie Bear of Lots of children for Red Rabbit.

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PROGRAMS FOR LITTLE KIDS 24

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FUNTIME 3

AIMS:

1. To update some previous activities Sketcher, CockRoach and

Fun With Your name.

2. To teach children about Fire it can be big or small.

3. To teach children basic skills in telling the time.

4. Hopefully Fun Times means a happy time having fun.

CONTENTS:

\* 256 Colour Sketcher.

\* CockRoach 2004.

\* Fun with Your Name 2004.

\* Fire.

\* Time Clock.

FEATURES:

All sections are fun. Sketcher is the old four colour sketcher with 256 colours. CockRoach 2004 is faster and more user friendly than original CockRoach. Fun With your Name 2004 utilise any variations of seeing Child’s name. Fire creates fires of different sizes and is a lot of fun. FunTime is meant to be Funtime.

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PROGRAMS FOR LITTLE KIDS 25

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SRE 1

AIMS:

1. To teach concepts of God and his love.

2. Using excellent procedures from Internet and utilising them for

teaching verses of Scripture.

3. To teach children SRE is Fun.

4. Hopefully SRE like Fun Times means a happy time having fun.

CONTENTS:

\* Light of The World.

\* Blood of Jesus.

\* Telephone To Jesus.

\* Red White Blue.

\* Spreading Flame.

\* Colour My Life.

FEATURES:

Many of The procedures used in this SRE Programme are presumed Public Doman and were downloaded from Sigma Networks (Europe) Turbo Pascal Archives. The procedures were utilized to teach truths about God’s Love. Most of The Programs after this contain a SRE Segment. Of course Telephone To Jesus is still one of the best Children’s Songs.

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PROGRAMS FOR LITTLE KIDS 26

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ASPECT 1

AIMS:

1. To teach concepts of Aspect.

2. Using graphic procedures utilising them for teaching various   
 concepts of Aspect.

3. ASPECT 1 uses Big and small; Wide and Narrow; Near and Far.

4. The SRE lesson uses some of these aspects to teach of God’s   
 love.

CONTENTS:

\* Small and Big.

\* Wide and Narrow.

\* Near and Far.

\* Special SRE for Aspect 1.

FEATURES:

Many of The procedures used in the Aspect programs were designed so as to give children a clear visual representation of what each aspect means. The word Little and Large are added to Small and Big. Graphics such as trees and daffodils, circles blocks, gates, Red Rabbit and sheep are used in Aspect 1.

The SRE section seeks to use all these aspects in our relationship with God.

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PROGRAMS FOR LITTLE KIDS 27

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ASPECT 2

AIMS:

1. To teach concepts of Aspect.

2. Using graphic procedures utilising them for teaching various   
 concepts of Aspect.

3. ASPECT 2 uses Short and Long: Thick and Thin; Light and Heavy

4. The SRE lesson use some of these aspects to teach of God’s   
 love.

CONTENTS:

\* Short and Long.

\* Thick and Thin.

\* Light and Heavy.

\* Special SRE for Aspect 2.

FEATURES:

Many of The procedures used in the Aspect programs were designed so as to give children a clear visual representation of what each aspect means. The word Tall is also used in Short and narrow. Concepts are complicated things. Aspect 2 also teaches Vertical and Horizontal. Lines, Red Rabbit, Red Rabbit’s Kids, People, Pencils, Hamburgers, Books, Blocks, Elephant. Feather, Bricks. Paper Clips, Apples, Oranges, Pins, nails, Presents People and Aliens are used in Aspect 2. Because many concepts are interchangeable to mean the same thing such changes are taught, The SRE section seeks to use all these aspects in our relationship with God. Has Kids Song Build on The Rock

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PROGRAMS FOR LITTLE KIDS 28

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ASPECT 3

AIMS:

1. To teach Miscellaneous concepts of Aspect.

2. Using graphic procedures utilising them for teaching various   
 concepts of Aspect.

3. ASPECT 3 uses Fast Slow; Left Right UP Down; Teaches use of a Compass (North, South, East and West; North West, North East,

South West, South East); Has two Helicopter Games (Compass

and Left Right Up and Down; and a Fast and Slow Race Game).

4. The SRE lesson uses some of these aspects to teach of God’s   
 love.

CONTENTS:

\* Fast and Slow.

\* Lest Right Up and Down.

\* A Compass.

\* Fast and Slow Race Game.

\* Helicopter Compass Game.

\* Helicopter Left right Up Down Game.

\* Special SRE for Aspect 3

FEATURES:

Many of The procedures used in the Aspect programs were designed so as to give children a clear visual representation of what each aspect means. Graphics such as People, Alien, Cars, Trains, Planes, Snail, Caterpillar, Dotted Arrows, Little Girls, Old Men, Cricket Ball, Horses, Vertical, Horizontal, Helicopter, Build Compass, Reward Graphics, A Maze, Sheep and Goats are used in Aspect 3. The SRE section seeks to use all these aspects in our relationship with God. Has song Jesus Died for All The Children.

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PROGRAMS FOR LITTLE KIDS 29

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PLANETS

AIMS:

1. To teach children Basic Facts about The Solar System.

2. Using graphic procedures utilising them for teaching various   
 aspects of The Solar System.

3. PLANETS aims to teach facts about The Solar System, Order

and Name of Planets, Facts about The Moon Asteroids and

Comets.

4. The SRE lesson for Planets is in Programme 33 The Stars.

CONTENTS:

\* Planets.

\* The Solar System.

\* Other Solar Things: 1. The Moon 2. Asteroids 3. Comets.

\* Special SRE for Planets is in Stars.

**A New Character is introduced in This Lesson ‘GreenKat’**

FEATURES:

Many of The procedures used in the Space programs were designed so as to give children a clear visual representation of what is in The Solar System. The ideas were generated from a Children’s Book Collins My First Book of The Solar System, Harper Collins Publisher 2013. Graphics such as Planets Moons, Asteroids and Comets are used in Planets.

The SRE section seeks to use all these aspects in our relationship with God and is found in Programme 30 Stars.

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PROGRAMS FOR LITTLE KIDS 30

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ROCKETS

AIMS:

1. To teach children Basic Facts about The Space Travel.

2. Using graphic procedures utilising them for teaching various   
 aspects of Rockets.

3. Rockets aims to teach facts about Space Travel, Reaching for

The Moon, Astronauts and other Space Satellites such as Voyager Space Station etc. Historical Events are listed.

4. The SRE lesson for Rockets is in Programme 32 Astronauts 2.

CONTENTS:

\* Men and Reaching The Moon.

\* Spaceships to take Men.

\* Astro Zero Walk Game

**A New Character is introduced in This Lesson ‘Astro Zero’**

FEATURES:

Many of The procedures used in the Space programs were designed so as to give children a clear visual representation of what is in The Solar System. The ideas were generated from a Children’s Book Collins My First Book of The Solar System, Harper Collins Publisher 2013. Graphics such as Satellites, Spacecraft, Rockets, Red Rabbits Rocket from Counting, Launchpad, Countdown, Astro Zero are used in Rockets.

The SRE section seeks to use all these aspects in our relationship with God and is found in Programme 30 Stars.

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PROGRAMS FOR LITTLE KIDS 31

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ASTRONAUTS 1

AIMS:

1. To teach children Basic Facts about The Space Travel.

Building on previous 2 Programs.

2. Using graphic procedures utilising them for teaching various   
 aspects of Astronauts.

3. Astronauts 1 aims to teach facts about Space Travel, Reaching

for The Moon, Astronauts and other Space Satellites such as   
 Voyager 2 Space Station etc. Historical Events are listed.

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CONTENTS:

\* The Astronauts  
\* Other Space Satellites  
\* Astro Zero on The Moon  
\* Astro Zero in The Spacstation  
\* SRE for Spacemen

FEATURES:

Many of The procedures used in the Space programs were designed so as to give children a clear visual representation of what is in The Solar System. The ideas were generated from a Children’s Book Collins My First Book of The Solar System, Harper Collins Publisher 2013. Graphics such as Satellites, Spacecraft, Rockets, Red Rabbits Rocket from Counting, Launchpad, Countdown, Astro Zero are used in Planets.

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PROGRAMS FOR LITTLE KIDS 32

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ASTRO GAMES

AIMS:

1. Using graphic procedures utilising them for teaching various   
 aspects of Astronauts and Space Travel.

2. Astronauts 2 aims to teach facts about Space Travel, Reaching for

The Moon, Astronauts and other Space Satellites such as

Space Station, International Space Station, Hubble Space

Telescope, Space Junk,

3. The SRE lesson for Space is here. Basically it teaches God made

us Male and Female but we are all equal. We may be an

Astronaut but if not we all have a purpose.  
  
4. Astro Games has mainly put parts of other programs in the one

place.

CONTENTS:

\* At The Launchpad

\* Stars

\* Space Race

\* Count The Rockets 2

\* Move The Satellites

FEATURES:

Many of The procedures used in the Space programs were designed so as to give children a clear visual representation of what is in The Solar System. The ideas were generated from a Children’s Book Collins My First Book of The Solar System, Harper Collins Publisher 2013. Graphics such as Astro Zero, Lunar Lander, Lune Launcher, Moon, Space Buggy, Space Facts Listed, Space Station, International Space Station, Hubble Space Telescope, Space Junk, Man, Woman, Aussie Bear, Red Rabbit and Sally Snake. The SRE section seeks to use all these aspects in our relationship with God.

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PROGRAMS FOR LITTLE KIDS 33

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STARS

AIMS:

1. To teach children Basic Facts about The Stars.

2. Using graphic procedures utilising them for teaching various   
 aspects of The Universe.

3. Stars aims to teach facts about Stars and The better known

Constellations, The Milky Way, The Southern Cross, Orion and

The Pleiades..

4. The SRE lesson for Planets is included here.

CONTENTS:

\* Stars.

\* Constellations  
 The Milky Way.  
 The Southern Cross.  
 Orion or The Pot.

Pleiades or The Seven Sisters.

\* The Planets SRE (Actually SRE for Planets and Stars).

FEATURES:

Using graphics to give the children an idea about stars and their groups. Uses song Twinkle, Twinkle Little Star; so a twinkling star, Speaking about The Sun, Alpha Centauri etc. Difference in Stars, Shooting Stars, Dead Star, Milky Way Graphics, The Southern Cross (Australia) Graphic Southern Cross, How to find South Pole using Southern Cross, The Orion loved by all, Showing How Orion got name The Pot, Main Stars that make Orion, Brightest Stars, Pleiades, All Stars of these Constellations are named The SRE section seeks to use all these aspects in our relationship with God. Speaks of Constellations in Bible Psalm 8. Jesu makes us Shine, The Bright Morning Star. Song How Great Thou Art

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PROGRAMS FOR LITTLE KIDS 34

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FUNTIME 4 or GAMES 2

AIMS:

1. To introduce Sally Snake to the Children.

2. To play all the games made in 2016 and 2017.

3. Hopefully FunTime 4 means a happy time having fun.

CONTENTS:

\* Astro Zero Capsule.

\* Astro Zero Station..

\* Helicopter Flying.

\* Helicopter Maze.

\* Aspect Race.

\* Fraction Race.

\* Team Race.

**A New Character is introduced in This Lesson ‘Sally Snake’**

FEATURES:

All sections are fun. Moving Astro Zero and Helicopter can be Fun but its main use is to teach to use The Arrow Keys. The three Races allow to choose a winner as they are random and reminds children of some of the aspect concepts that they have learnt. FunTime is meant to be Funtime.

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PROGRAMS FOR LITTLE KIDS 35

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MEET TEAM

AIMS:

1. To introduce The Team to the Children.

2. To remind Children what each member teaches.

3. Hopefully Children enjoy going through Team.

CONTENTS:

\* Charlie White.

\* Aussie Bear.

\* Red Rabbit.

\* Lil Rabbit.

\* Green Kat.

\* Sally Snake.

FEATURES:

Hopefully Children will have come to know these characters and will enjoy reading about their roles.

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PROGRAMS FOR LITTLE KIDS 36

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FUNTIME 5 or COLOURFUL

AIMS:

1. To enjoy the wonder of colourful routines

2. Hopefully FunTime 5 means a happy time having fun.  
  
3. Children can have fun moving The Team around.

CONTENTS:

\* Colourful Lines

\* Colourful Circles.

\* Colourful Squares.

\* Colourful Ellipse.

\* Move Team.

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FEATURES:

Colourful Circles Squares and Ellipses are just and I think that they are beautiful. that and moving Team also improves coordination skills. FunTime is meant to be Funtime.

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PROGRAMS FOR LITTLE KIDS 37

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PROBLEMS

AIMS:

1. To show children it is not all plain sailing to create Programs.

2. To explain a little why their computer may slow down

Programs.

3. Hopefully the children will understand that we are all human and

make mistakes.

CONTENTS:

\* Problems in Life Introduction

\* Problems in Turbo Pascal  
 1. Overload.  
 2. Text Section Too Long.  
 3. When Things Go Slow.

\* SRE for Dealing With Problems.

FEATURES:

Problems seeks to show children that Computer Programming is not all plain sailing. We are all frail humans and can make mistakes. DosBox is great but may be a little different to original DOS in computers. Aim is to show that there is no problem too big that God cannot solve. Aussie Bear takes us through this rather serious Programme.

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PROGRAMS FOR LITTLE KIDS 38

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Funtime 6 or Gathering

AIMS:

1. To show children skills in using F keys and arrow keys.

2. This set utilises some of the main characters to teach.

3. Hopefully the children will have fun with Aussie Bear, Red Rabbit   
 and Astro Zero.

CONTENTS:

\* Feeding Aussie Bear.

\* Red Rabbits Kids.

\* Astro Zero Gathering Moonstones

FEATURES

All sections are fun. Feeding Aussie Bear and Red Rabbits Kids and Astro Zero improve coordination skills and are a challenge. Child chooses 1 – 10 how many to get in each.

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GROUPING PROGRAMS BY CATEGORY

Alpha programs:

Alphabet

Cars

Planes

Words1

Words2

Words3

Number Programs:

Counting

Trains

Fish

Addition1

Addition2

General Programs:

Concepts

Funtime

Boy and Girl

Funtime 2

Australia

Shapes

Roach

Rainbow

Matching

Many concepts transept across all programs.

LIST OF ICONS IN FIRST TWENTY PROGRAMS

Aussie Bear Red Rabbit Frog

Snail Little Robot Sprite

Mat Star(cross) Boat

Face Alien Train

3 Passenger carriages 10 Freight carriages 10 Smoke Little Red Caboose Car Truck

Bike Bus Tow Truck

Ambulance Fire engine Police Car

Caravan Boat on trailer Plane

Jumbo Jet Helicopter 24 Fish

Boy Girl 1 to 10

Rocket Fishing Net Explosion

Yellow Block Green Block Red Block

1 to 5 Domino Blocks Cat Dog

Dad Mum Mug

Bird Rosella Galah

Kookaburra Ned Kelly Drink

Shoe Tree Cake

Book Sock Chair

Table Towel Flower

House Apple Bath

Juice Milk Drink

Flag Moon Key

Duck Drum Jug

Ball Net Moth Swan

Tap Cone Cow

Egg TV Leaf

Jelly Lamp Australia

Emu Kangaroo Wallaby

Dingo Wattle Waratah

Kangaroo Paw 4 Stars Triangle

Circle Diamond Square

Little Indians Mary and Lamb Sheep

Thumbkin Hands 3 Wool Bags Ladder

Clarrie Cockroach Foot Heart

Club

LIST OF SONGS

Twinkle Twinkle Little Star Funtime

ABC Song Alphabet

The People on the Bus Cars

Little Red Caboose Trains

Those Magnificent Men Planes

Ten Little Indians FunTime 2

Baa Baa Black Sheep FunTime 2

Where is Thumbkin FunTime 2

Mary had a little Lamb FunTime 2

Advance Australia Fair Australia

Waltzing Matilda Australia

TROUBLE SHOOTING

Whenever the Message 'Press Space Bar' appears the Escape key will return user to the Main Menu.

If Computer freezes try:

1. Escape Key.

2. Caps Lock Key.

3. Tapping Shift Key

4. Control Key Plus C

5. Rebooting Computer

If Computer will not accept what appears to be a correct answer press caps lock and try again.

If computer appears to be typing hieroglyphics instead of letters try Shift + F12.

TIPS FOR PARENTS AND TEACHERS

Try to help your child progress at their own pace.

If necessary it is appropriate to place the child's on the space bar and press down a few times till they understand what is required. With babies this is essential, but with consistent use and help each child will be able to 'get the idea'.

With my own child this did take a while at first as she wanted to press any key or button. However with perseverance she 'got the idea'.

Users should not be discouraged if it does not happen all at once.

It is also important that the helper say out loud the information on the screen. It is constant communication between parent and child.

When keyboard skills are required, it is the intention that in the initial stages the parent will help the child find the key and hold it down. This may have to be accomplished by the main helper continually holding the child's hand. In the learning process that is okay.

Helpers will get a pleasant surprise. Of course helpers should show the child how each section works and model its' use. Again verbal input from the helper will reinforce the concepts.

The user can exit the programme from the Main Menu by choosing the Exit option.

REMEMBER: 'Escape' available at 'Press Space Bar'.

Do not worry if child goes backwards or cold to programs for a while. Experience indicates that children use programs eclectically.

Each child will have their favourite programs.

NEVER GIVE UP. PERSEVERANCE WILL SUCCEED.

INSTALLING PROGRAMS

All programs are able to be run from the Floppy Disk.

It is far better to run disks from the Hard drive and as most computers have a Menu system to customise the menu so that child just has to go to menu, make choice and enter programme.

There are twenty programs and all can be either entered into one directory or several.

1. At the Dos Prompt C:>, Type: MD LILKIDS

This will create a Directory called LILKIDS.

2. Place each disk into the A: Drive and type:

Copy \*.\* C:\lilkids

3. Repeat for all Disks.

This will copy all files on to the hard drive.

3. Adjust Menu system and operate programs.

or else

At the Dos Prompt C:> Type: CD LILKIDS

This will place user in Lilkids directory, C:\LILKIDS>

Now type the operative words from directions for each

programme.