

# **Dr. Seuss® Kindergarten**, version 2.2

Windows®/Macintosh® CD-ROM

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# Welcome to Dr. Seuss Kindergarten

For over fifty years, children and parents alike have been captivated by the whimsical world charming characters of Dr. Seuss. From the ever-faithful Horton the Elephant and his tiny 'Who' friends to the persistent Sam-I-Am with his green eggs and ham, Seuss's creations have been entertaining and educating children through the use of clever rhymes, colorful illustrations, and imaginative stories. When Dr. Seuss wrote *The Cat in the Hat* in 1957 and created the Beginner Books series, he proved that learning to read did not have to be dull. Now, The Learning Company is pleased to build on that legacy of laughter and learning by bringing you the first in a series of software programs designed to combine a solid curriculum with a creative approach to learning.

In **Dr. Seuss Kindergarten**, a host of beloved Seuss characters help to make learning essential reading and math skills easy and fun. As children join Gerald McGrew in his search for exotic animals to add to his new McGrew's Zoo, they'll work their way through activities that help them learn the alphabet, phonics, reading skills, sorting, classifying, pattern recognition, measurement and estimation, addition and subtraction, and much more. With **Dr. Seuss Kindergarten** it's easy to see why children who laugh more learn more.

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# Getting Started

## System Requirements

### **WINDOWS® CD-ROM\***

Pentium 75MHz or better

**Windows ME/98/95**

16MB of RAM

40MB hard drive space available

Quad speed (4X) CD-ROM drive or faster

640x480 display, 256 colors

Windows-compatible sound device

Video and sound cards compatible with Direct X\*\*

Browser—Netscape Navigator 4.0 or Microsoft Internet Explorer 4.0 or higher

28.8 Kbps or faster modem (optional)

Shockwave 8 Player or higher

Flash 4 Player or higher

### **MACINTOSH® CD-ROM\***

Macintosh Power PC or better

System 7.5 or higher

16MB of RAM

40MB hard disk space available

Quad speed (4X) CD-ROM drive or faster

640x480 display, 256 colors

Browser—Netscape Navigator 4.0 or higher

28.8 Kbps or faster modem (optional)

Shockwave 8 Player or higher

Flash 4 Player or higher

\*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

\*\*If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. Check Microsoft's Web page for more information.

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# Installation Instructions

## WINDOWS ME/98/95

### To Install

- Start Windows and insert the CD-ROM into your CD-ROM drive.
- The **Dr. Seuss Kindergarten** startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the Dr. Seuss Kindergarten startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run...**
- Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install **Dr. Seuss Kindergarten**.

### To Play

After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the **Dr. Seuss Kindergarten** startup window does not appear automatically on screen:

- Begin at the Windows ME/98/95 desktop.
- Click the **Start** button, point to **Programs**, and then **The Learning Company**.
- Point to **Dr. Seuss Kindergarten** and then click the **Dr. Seuss Kindergarten** menu item to start the program.

### To Remove

If you need to remove **Dr. Seuss Kindergarten**, begin at the Windows 98/95 desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select **Dr. Seuss Kindergarten** from the list of programs. Click the **Add/Remove...** button and then click the **Yes** button to remove the program. Click **OK** to clear the screen.

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## MACINTOSH

### To Install

- Insert the CD-ROM into your CD-ROM drive. When the **Dr. Seuss Kindergarten** icon appears on your desktop, double-click to open the window
- Double-click the icon labeled **Dr. Seuss Kindergarten Install** and follow the on-screen instructions to install the program.

The installation program will create a **Dr. Seuss Kindergarten** folder on your hard drive.

### To Play

- To play *Dr. Seuss Kindergarten*, locate the **Dr. Seuss Kindergarten** folder on your hard drive.
- Double-click the folder to open it.
- Double-click the icon labeled **Dr. Seuss Kindergarten** to play.

### Additional Product Information

For **Dr. Seuss Kindergarten** to work properly, your system software must include the following components in the Extensions folder: QuickTime™ v3.0, QuickTime™ Musical Instruments v3.0, QuickTime™ PowerPlug v3.0 (for PowerPC users only), and Sound Manager 3.2.1.

Recent Macintosh System software may already include these extensions. However, if your system does not have these extensions running, the **Dr. Seuss Kindergarten** Installer will install them automatically. If the installer finds that you are missing any of these extensions and proceeds to install them, you will be asked to restart your computer after installation, so the new extensions can take effect.

### To Remove

If you need to remove **Dr. Seuss Kindergarten**, just drag the **Dr. Seuss Kindergarten** folder into the Trash and empty the Trash.

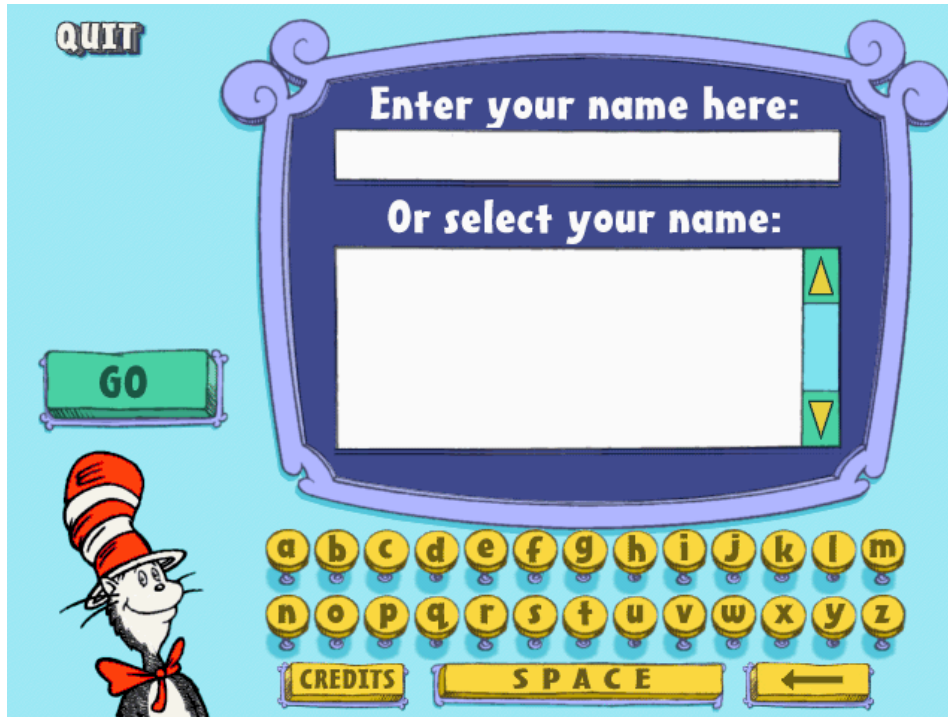
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# Starting the Program

## Signing In

You will begin at the Cat in the Hat's See-It-All Seussville machine. Before you can start, however, you will need to sign in.



Type your name using your computer keyboard, or use your mouse to select the letters of your name. If you make a mistake, click the **back arrow** key or use the **Backspace** key on your keyboard to delete your mistake. When you finish typing your name, click **Go** to begin.

If you've played before, click your name in the name list and then click **Go**.

## Getting Around Seussville

As you help Gerald McGrew search for the most unusual pets to bring to his zoo, you will explore different places and play games with some of your favorite characters. In order to get from place to place, and to play different games, there are a few buttons you should know about:



### **EXIT BUTTON**

The **Exit** button will take you back to the previous location, or if you have just been automatically transported to the zoo screen, you will return to McGrew's Zoo. If you click this button while playing in an activity, you will quit that activity and return to the This Way or That Way selection screen that you used to access the current activity. If you click the **Exit** button while in the This Way or That Way selection screens, you will return to the McGrew's Zoo screen.



### **LEVEL BUTTONS**

There are three levels available in all activities. If the game you are playing is too easy, or too hard, you can switch to another level at any time. In Levels 1 and 2, if you play through all the lessons in a level, you will automatically progress to the next level. In Level 3, if you play through all the lessons, you will be reset to the first lesson in Level 3.



### **PROGRESS BUTTON**

The Progress button will take you to the Progress Reporting screen. Here, you can view the number of lessons your child has completed for each activity, as well as the percentage of correct answers he or she gave.



### **QUIT BUTTON**

This button will enable you to quit the program. It is accessible from the McGrew's Zoo screen. You can also quit the program by pressing the **Alt+F4** keys on a Windows computer or **Command+Q** on a Macintosh computer.

## **MENU OPTIONS**

You can access the menu options by clicking your pointer at the top of the screen. The menu bar will appear with the choices File and Help. On the File menu is the option **Exit**. On the Help menu is the option **About Dr. Seuss Kindergarten**, which contains version and copyright information.

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# Oh, the Places You'll Go!

Gerald McGrew is building a new zoo, but, not just any old zoo. He's going to find the most exotic, unusual animals to fill his zoo. But, he needs your help.

As you travel to exotic places and meet interesting characters, you will be gathering unusual animals to take back to the zoo. So, you'd better get going. There's a wonderful world of Seuss waiting for you.

You will begin your journeys at the McGrew's Zoo screen. From here, you can click on the This Way sign or That Way sign to start Gerald on his journey to find animals for his zoo. You will also find three Learning Activities within the McGrew's Zoo screen. Just click the direction in which you wish to go.



[Go to This Way](#)

[Go to That Way](#)

[Go to the Learning Activities](#)

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## **This Way**



Click on the different areas of the screen to go to the different activities This Way:

[Bippo Alphabet](#)

[Bumble Tub Phonics](#)

[East/West Beast Logic](#)

[Thidwick's Rhymes](#)

[Go to Oh, the Places You'll Go!](#)

[Go to That Way](#)

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## BIPPO ALPHABET



**Gerald set off on foot. If he didn't delay  
He could reach far off Hippo-No-Hungus that day  
Where a family of Bippo-No-Bungus, he knew  
Would be really delighted to move to his zoo.**

Help Mother Bippo-No-Bungus tell which Baby Bippo is which. On each sweater is a letter of the alphabet. Place each sweater back on the right Bippo.

Click on a sweater and place it on the correct Bippo, making sure the Baby Bippos are all in alphabetical order. When you've finished giving all the Bippos back their sweaters, Mother Bippo-No-Bungus will be happy to go with you to the new McGrew Zoo.

Mother Bippo will help you learn uppercase and lowercase letter recognition and the sequence of the alphabet.

[Go to This Way](#)

## BUMBLE TUB PHONICS



**Next stop for McGrew was the Bumble Tub Creek  
Where the Bumble Tub Club floated by every week.  
He would choose the best one of the whole Bumble crew  
And make him a star in his new McGrew's Zoo.**

Help repair the Bumble Club's tubs. Click on the letter or letters that completes the word on the tab.

Click on the wood plank that shows the missing letter or letters and place it on the Bumble tub. To hear the word, move your pointer over the picture on the front of the tub.

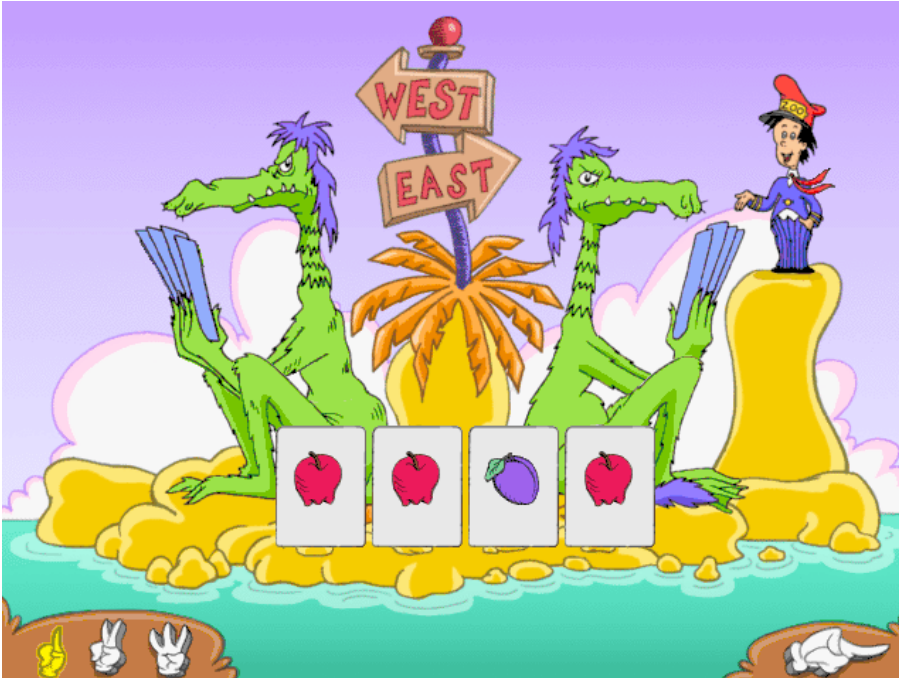
In Level 1, the first letter of a word will be missing from the front of the Bumble tub. In Level 2, the last letter of the word will be missing. Level 3 words will have two letters missing from the beginning or end of the word. Click on the correct plank and place it on the tub.

When you have repaired all the Bumble Club's tubs, the Bumble Tub Repair Man will be happy to join you at the new McGrew's Zoo.

In Bumble Tub Phonics, you'll learn phonics and spelling, plus you'll improve your vocabulary.

[Go to This Way](#)

## EAST/WEST BEAST LOGIC



**Brave Gerald knew what he should do  
To get a beast for his new zoo.  
He'd search the world from West to East  
And he would find one beast at least.  
When Gerald traveled for a while  
He came upon a tiny isle  
And there he found (and this is true)  
Card-Playing beasts—not one, but two.**

Help Gerald find the beast that's best. Play the card game by clicking on the card that doesn't belong with the others. You may need to distinguish between types of animals or foods, different colors, letters and numbers, or letter sounds. For Level 3, move your pointer over the pictures on the cards to hear the words read aloud.

When the game is over, the winning beast will be happy to come to the new McGrew Zoo with you.

The East and West Beasts will teach you about opposites and classification and improve your vocabulary skills.

[Go to This Way](#)

## THIDWICK'S RHYMES



**Off to Lake Winna-bango he went on a whim  
Where Thidwick the big-hearted Moose liked to swim.  
And on top of his antlers, young Gerald had heard,  
Lived the world-famous, song-writing Zinn-a-zu bird.**

Help the Zinn-a-zu bird find rhyming words so he can write a new song. The Zinn-a-zu bird will think of a word, which will appear over his head. The band members will think of different words, which will appear over their heads. Find the word above the band members that rhymes with the Zinn-a-zu bird's word and click it. Move your pointer over the pictures to hear the words read out loud.

When you have finished a rhyme, the band will sing part of the song to you. If you want to hear this part of the song again, click the Zinn-a-zu bird. Click Gerald to move on to the next part of the song.

When you've finished writing the song, the band will sing the song for you. Then, the Zinn-a-zu bird will accompany you to the new McGrew Zoo.

Thidwick and his friends will help you with vocabulary and rhyming words. They will also help you with reading readiness and listening skills.

[Go to This Way](#)

## That Way



Click on the different areas of the screen to go to the different activities That Way:

[Barbaloot Math](#)

[Birthday Pet Measurement](#)

[Sneetch Patterns](#)

[Snuv Glove Matching](#)

[Go to Oh, the Places You'll Go!](#)

[Go to This Way](#)

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## BARBALOOT MATH



**Our Gerald decided he wanted to go  
To the Lorax's forest where truffulas grow  
And the Barbaloots play in the fresh morning breeze  
'Neath the bright colored tufts of the truffula trees.**

Help the Lorax count all the truffula fruits. Click a fruit in the truffula tree and place it in the Barbaloot's cart.

In Levels 1 and 2, a number will appear on the front of each Barbaloot's cart. Pick that number of fruits by clicking on a fruit in the truffula tree. Then, drag the fruit to the Barbaloot's cart and click again to release it. When you have picked the correct number of fruits for each Barbaloot, the Barbaloots will throw the fruits into the Lorax's cart. When all the fruits are in the Lorax's cart, count the total number of fruits in the cart and click that number on the number line.

In Level 3, pick the number of fruits that corresponds to the number on the front of the Barbaloot's cart. Then, when Gerald tells you how many fruits the Barbaloot wants to eat, feed the second Barbaloot that number of fruits from the first Barbaloot's cart. After feeding the second Barbaloot, the first Barbaloot will throw the remaining fruit into the Lorax's cart. When all the fruit are in the Lorax's cart, count the total number of fruits in the cart and click that number on the number line.

After you've picked and counted all the truffula fruits, the Lorax will give you two Barbaloots to take back to the McGrew's Zoo.

The Lorax and the Barbaloots will help you learn addition, subtraction, counting, and quantities.

[Go to That Way](#)

## BIRTHDAY PET MEASUREMENT



**So Gerald McGrew set right out on his quest.  
For his zoo, young McGrew wanted only the best.  
He would go to the faraway isle of Katroo  
Where he'd heard that the wonderful birthday pets grew.**

Help the Birthday Bird measure the birthday pets. Click on the objects and stack them next to the birthday pets.

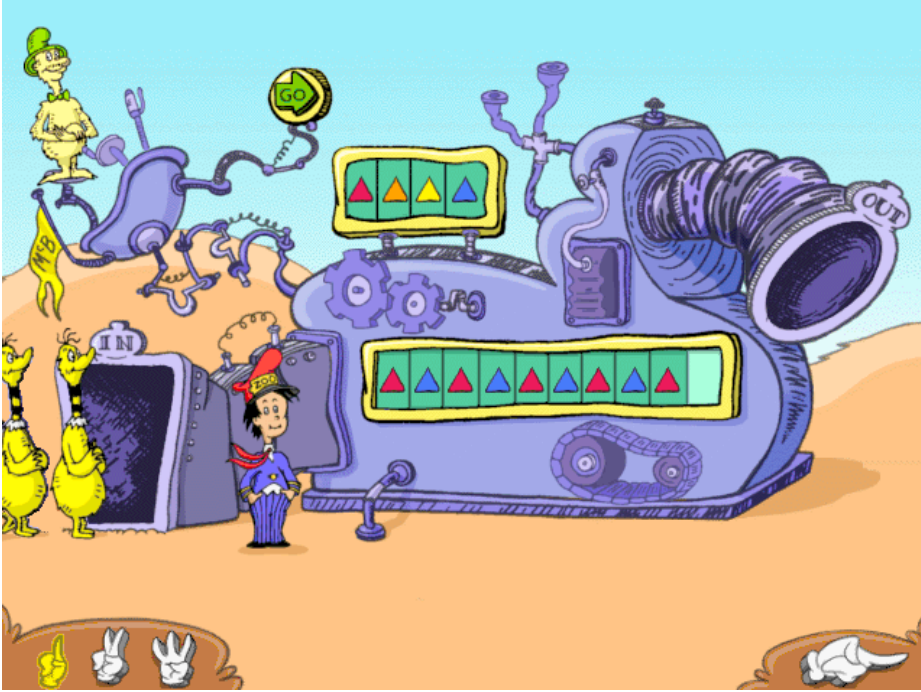
In Level 1, you need to stack the different measuring objects next to the birthday pets to see how tall they are. In Level 2, after stacking the objects next to the pets, count the total number of objects you have stacked and click that number on the number line. In Level 3, see if you can guess how tall the pet is. Estimate how many objects tall the pet is and click that number on the number line. If you want to measure instead, stack the objects next to the birthday pet.

When you have finished measuring all the pets, the Birthday Bird will give you the tallest pet to take to the new McGrew's Zoo.

Learn numbers, counting, and quantities, as well as estimation and measurement, with the Birthday Bird.

[Go to That Way](#)

## SNEETCH PATTERNS



**So Gerald McGrew set right off for the beach  
Where he knew he would see a nice beach-loving Sneetch.  
Not a plain-bellied Sneetch, he'd want one with a star.  
And for star-bellied Sneetches you had to go far.**

Help Sylvester McMonkey McBean fix his Shapes-On Machine. An incomplete pattern of shapes will appear on the Shapes-On Machine. Click on the shape or shapes on Sylvester's Control Panel that completes the pattern. When you've completed the pattern, click **Go** to start the Shapes-On Machine.

If you place an incorrect shape in the pattern, the machine will remove it from the pattern. Try a different shape and click **Go** to recheck the pattern.

When enough Sneetches have shapes on their bellies, they will sing you a song. Then, you'll be able to take the star-bellied Sneetches with you to the new McGrew's Zoo.

The Sneetches will teach you pattern recognition and sequencing.

[Go to That Way](#)

## SNUV GLOVE MATCHING



**For his zoo, young McGrew knew he really would love  
To discover and bring back a glove-wearing Snuv.  
So he went to the Mountains of Fattamafry  
Where he found a wild Snuv hanging gloves out to dry.**

Help Mrs. Snuv match all of her gloves. Make a pair by clicking on the two gloves with matching colors, shapes, and number of buttons.

In Level 1, you will need to pair up gloves with matching colors. For Level 2, you will be matching based on color and shape, and in Level 3, match based on color, shape, and number of buttons.

Click on a glove so it turns over to show you what is on the other side. Then, click on another glove and see if it matches. If you make an incorrect match, the gloves will turn back over. Remember what was on the gloves so you can match them to the other gloves with the same attributes.

When you make a correct match, the Snuv Glove Machine will remove the gloves from the line. When you have sorted all the gloves, Mrs. Snuv will accompany you to the new McGrew Zoo.

Mrs. Snuv will teach you shape and color recognition, as well as listening and memory skills.

[Go to That Way](#)

# Learning Activities



## **CLOCK SCULPTURE**

The Clock Sculpture can be found on the McGrew's Zoo screen. Click on the bird to hear the current time or move the clock hands to set it to a new time. You can also click the + buttons over the clock to change the time.



## **BALLOON KIDS**

The Balloon Kids activity is located on the McGrew's Zoo screen. See if you can make the kids float away by handing them balloons.



## **MUSICAL BAND**

The Musical Band is located on the McGrew's Zoo screen. Click each of the band members and listen to the music they play, or, click the conductor to listen to a song.

## **MCGREW'S ZOO**

You can enter McGrew's Zoo at any time. The more animals you bring to the zoo, the more fun you'll have.

[Go to Oh, the Places You'll Go!](#)




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# Track Your Child's Progress




Progress Tracking shows your child's progress in each activity throughout the program. It will display the number of lessons your child has completed for each activity, as well as the percentage of correct answers he or she gave.

Progress Report for...   **exit**

## READING

Activity	Lessons		
	Level	Done	
 <b>Bippo Alphabet</b> • Alphabet Sequence • Upper/Lower Cases • Reading Readiness	1	0	0%
	2	0	0%
	3	0	0%
 <b>Bumble Tub Phonics</b> • Phonics • Consonant Blends • Spelling	1	0	0%
	2	0	0%
	3	0	0%
 <b>Thidwick's Rhymes</b> • Reading • Sentence Building • Auditory Discrimination	1	0	0%
	2	0	0%
	3	0	0%
 <b>East/West Beast Logic</b> • Similarities/Differences • Classifying • Logic	1	0	0%
	2	0	0%
	3	0	0%

## MATH

Activity	Lessons		
	Level	Done	
 <b>Sneetch Patterns</b> • Pattern Recognition • Sequencing • Attributes	1	0	0%
	2	0	0%
	3	0	0%
 <b>Snuv Glove Matching</b> • Counting • Shapes and Patterns • Memory Skills	1	0	0%
	2	0	0%
	3	0	0%
 <b>Birthday Pet Measurement</b> • Measurement • Estimation • Quantities	1	0	0%
	2	0	0%
	3	0	0%
 <b>Barbaloot Math</b> • Addition • Subtraction • Counting	1	0	0%
	2	0	0%
	3	0	0%

You can view the current player's progress, or switch to any other player's information through the Progress screen. To do this, click next to the currently displayed name and select a different name to view. When you're finished, click **Exit** to return to the program.

## Special Option for Parents

Our Administrator Control allows parents special access to perform roster maintenance, which includes adding and deleting user names from the sign-in screen. To access the Administrator Control, at the sign-in screen, type **Seuss Admin** and press **Enter** or click the **GO** button. This will display two additional buttons on the sign-in screen: **Add** and **Delete**. **Add** will allow you to add names to the roster; **Delete** will remove the currently highlighted name from the roster. Click the **Done** button if you want to exit Administrator Control and return to the sign-in screen.

Note: Be sure to type **Seuss Admin** exactly as it appears here, because this special sign-in name is case sensitive.

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# Troubleshooting

If you have followed the instructions in Getting Started and you still experience problems installing or running Dr. Seuss Kindergarten, please refer to the Troubleshooting Guide included in the product box, or see the ReadMe file contained on the CD-ROM. If you continue to have problems, see the section How to Contact TLC Support to learn how to contact The Learning Company's Technical Support Department.

[Go to Riverdeep Support](#)

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# **How to Contact Riverdeep Support**

Our online technical support system offers 24-hour service and product information. The web site features troubleshooting tools, the latest software updates and more!  
<http://www.riverdeep.net/learningcompany>

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*Gerald McGrew*, Andrew Willis Woodward  
*The Lorax*, Derek Sorrentino  
*Brown Barbaloos*, Marina Cashmark, Noel Carey, Trisha McClean, Sean P. O'Connor  
*Mother Bippo-no-Bungus*, Susan Silo  
*Baby Bippos*, Saige Estigoy, Andrew Estigoy, Shannon Larkin  
*East Beast*, Shanon Orrock  
*West Beast*, Peter Scott  
*Mrs. Snuv*, Shanon Orrock  
*Zinn-z-zu Bird*, Jym Dingler  
*Sylvester McMonkey McBean*, Randy Nazarian  
*Birthday Bird*, Jym Dingler  
*Bumble Tub Repairman*, Jym Dingler  
*Balloon Kids*, Marina Cashmark  
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The Little School, Sonoma, CA  
Ms. McGee & the Dixie School, San Rafael, CA

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