Brøderbund

Special Section Inside BONUS!

FOR PARENTS

ACTIVE MIND SERIES™

AGES 5 - 8

FIRST & SECOND GRADE

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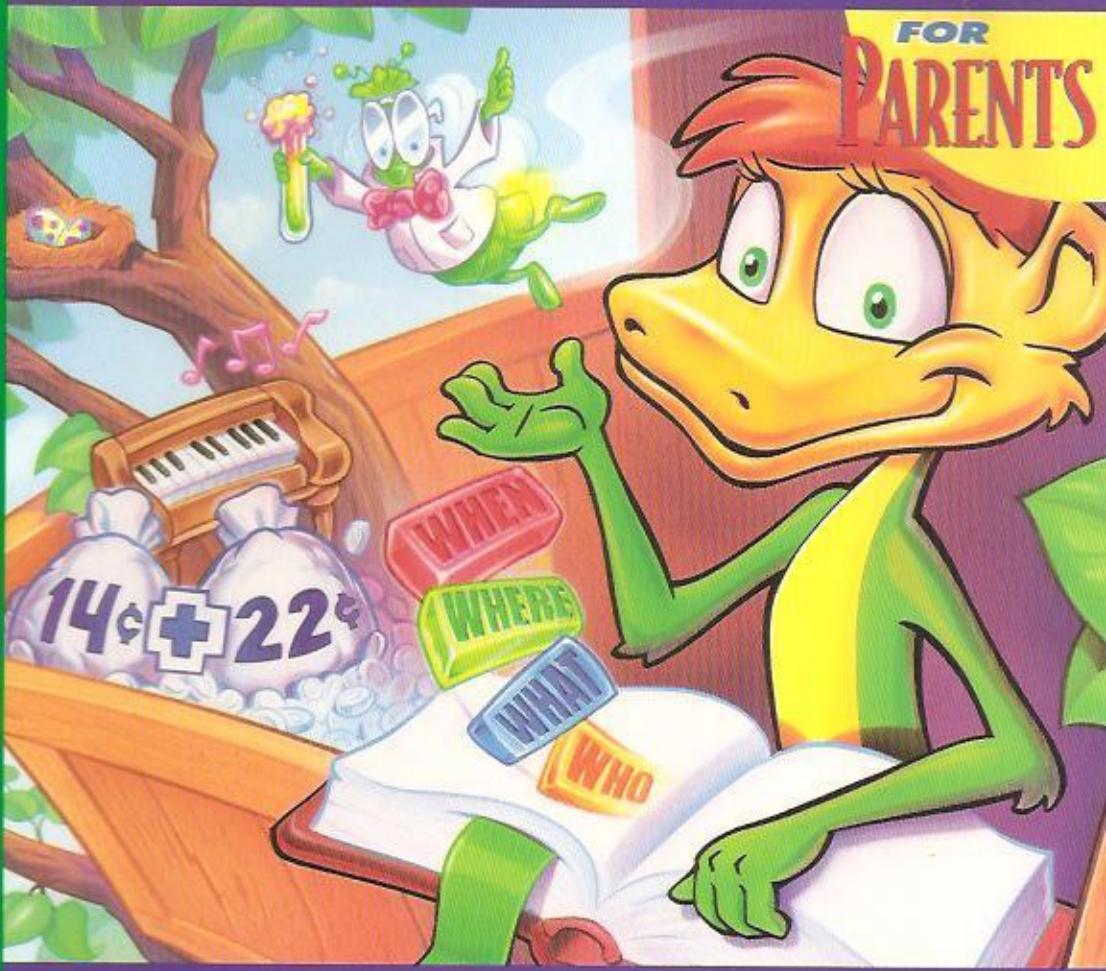
THE Treehouse®

Reading, Math, Science & Music

USER'S GUIDE

The Treehouse®

USER'S MANUAL

🦇 Brøderbund®

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ACTIVE MIND SERIES

CREATIVE LEARNING FOR CURIOUS KIDS

Our Active Mind Series products consist of the qualities which best define outstanding children's software. Each product is shaped with a strong educational foundation. We then design these ideas into rich, engaging worlds that empower children to explore and play, while sparking their curiosity, imagination, and creativity. Today, whether your child is playing a Brøderbund game with Poly Gonzales and Gus the Gorilla, Pepper and Ginger Mouse, James and his Friends, or Casey and Lloyd, you can be sure that our Active Mind Series products will bring your child's learning experiences to life.

DESIGNED WITH EDUCATORS AND KIDS

Each Active Mind Series program is developed from beginning to end with the advice of both teachers and children. Educators work with our designers to ensure the strength and integrity of every skill-building activity. Most importantly, educators help us to design the games with multiple, progressing levels of difficulty, and a series of challenges which are built to grow with your child's abilities. We hope that this breadth enables your child to learn with each product for years, and that our Active Mind Series enriches your child's learning experiences like no other software around.

FOR

PARENTS

Parents' Corner

To add to your child's learning experience in *The Treehouse*, try a few of the hands-on activities suggested in the *Parent's Corner* of this User's Guide. Written with the help of educators, the *Parent's Corner* also suggests games that you and your child can play away from the computer and lists useful resources for enriching your child's education. You'll find a *Parent's Corner* section in the User's Guide of every **Active Mind Series** product. You can obtain other Brøderbund Software titles from Brøderbund Software, Inc. at 1-800-521-6263.

Table of Contents

WELCOME TO THE TREEHOUSE CD

Everyone has either played in a treehouse or had dreams of building one. *The Treehouse* satisfies the need in every young soul for a special place to explore, play games, and have a lot of silly fun. In their adventures, children will discover and learn about sentence construction, counting, reading, and music in a fantastic and magical setting. They will also meet some new friends named Casey and Lloyd who will act as their companions and provide help along the way.

Once inside the Treehouse, click around and see what you can find. There's a lot to discover! Have fun exploring and enjoy.

The Treehouse CD Team

P.S. If you haven't discovered *The Playroom* yet, we invite you to check it out. It's just as much fun as *The Treehouse*, but designed for younger children, from ages 3 to 6.

SYSTEM CONFIGURATION

Successful installation may require minor adjustments to the configuration of your Macintosh or Windows operating system and/or updates to hardware component drivers.

WINDOWS®

33MHz 486 processor or higher
Windows 3.1 or Windows 95
8MB RAM
SVGA graphics card (640 X 480, 256 colors)
Windows-compatible sound card
Double (2X) speed CD-ROM drive
Hard Disk with 8MB free space
Quicktime 2.1 for Windows 95 and Windows 3.1
(included on this CD)

INSTALLATION

WINDOWS 95 USERS

Start at the Windows 95 desktop to install the program. Place the CD into your CD-ROM drive. The Brøderbund Startup window should appear. If your system does not automatically display the Startup window, double-click on the **My Computer** icon on the desktop and then double-click on the **Treehouse CD** icon in the window. At the Startup window, click the **Install** button and follow the onscreen instructions.

TO PLAY

After successfully installing *The Treehouse*, click the **Run** button at the Startup window to start the program. You can also start the program by clicking **Start** on the desktop, selecting **Programs**, and then **Brøderbund Software**. Click the **Treehouse CD** menu item to begin the game.

TO LAUNCH TREEHOUSE AUTOMATICALLY

After installing Treehouse CD, the startup window appears each time the CD is inserted into the CD-ROM drive. If you prefer to not see this screen and automatically launch Treehouse CD, click on the check box at the bottom of the Startup screen marked **"Show window next time you insert CD"** so that the check mark is removed.

The next time the CD is inserted or the CD-ROM icon in the **My Computer** group is double-clicked, Treehouse will automatically launch. [Note: This Autoplay feature is not available if the Brøderbund Startup window does not automatically appear the first time the CD is inserted.]

To reactivate the Startup window, insert the Treehouse CD in the CD-ROM drive and press **Alt-F4** to immediately quit the game. Click once with the right mouse button on the Treehouse CD icon in the **My Computer** group folder. Select Autoplay from the menu. When the Brøderbund Startup window appears, click on the check box **"Show window next time you insert CD"** so that the check mark appears.

WINDOWS 3.1

To install Treehouse CD, begin at the Windows **Program Manager**. Insert the CD into your CD-ROM drive, using a CD caddy if required. Select **Run** under the **File** menu. In the Command line type:

D:\Setup

Click on the **OK** button. If your CD-ROM drive is not D:, substitute the correct drive letter. The installation program will create an icon called **Treehouse CD** within a program group called **Brøderbund Software**.

TO PLAY

To play Treehouse CD, double-click on the **Treehouse CD** icon in the **Brøderbund Software** group window.
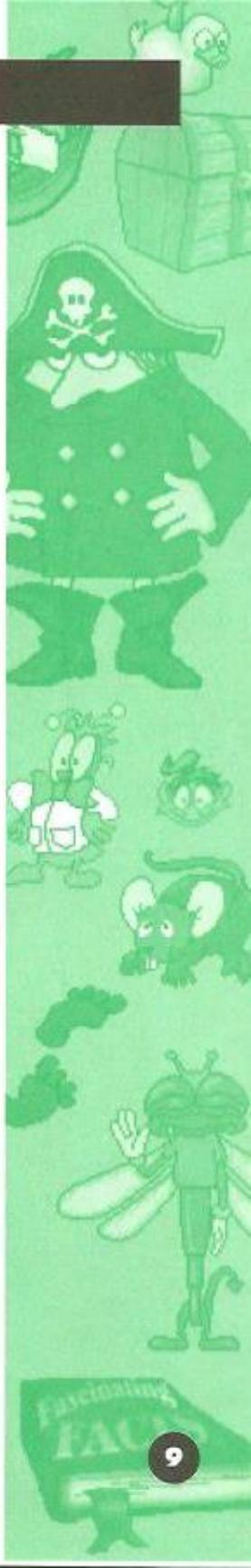
MACINTOSH®

Macintosh System Configuration
25MHz 68030 processor or higher
System 7.0.1 or higher
8MB RAM, 5MB free RAM
Double (2X) speed CD-ROM drive
256 color graphics, 13-inch monitor
Sound Manager
QuickTime 2.1 (included on this CD)
Hard Disk

ADDITIONAL REQUIREMENTS

1. Turn Virtual Memory Off

Virtual Memory must be off in order to run Treehouse CD including third-party software such as RAM Doubler. Double-click Memory in your Control Panel and turn virtual memory off. Restart your computer for the changes to take effect.

2. Install Necessary Extensions

Treehouse CD requires the following extensions in the **Extensions** folder within the **System** folder: Quicktime 2.1, Sound Manager, QuickTime PowerPlug (for Power Macintoshes), and QuickTime Musical Instruments. Recent Macintosh System software already includes these extensions. To check if your system already has these items, look in the Extensions folder inside the System folder on your hard drive. If you do not have these extensions or have earlier versions, you will need to update them using the versions included on the Treehouse CD. To do this, click and drag the necessary extensions from the folder called **Required Mac Extensions** onto your System folder on your hard disk. Restart your computer for the changes to take effect.

TO PLAY

To play Treehouse, place the CD in the CD-ROM drive, using a CD caddy if necessary. Double click on the Treehouse CD icon that appears in the window on your desktop.

PLEASE NOTE

Your monitor must be set to 256 colors to run *The Treehouse*. Upon launching *The Treehouse*, your monitor will automatically be set to 256 colors if it is not already. You may wish to change the color setting of your monitor back to its original color setting after quitting *The Treehouse*.

MENU OPTIONS

Help

If your child is in need of some assistance, Click on Lloyd the Lightning Bug for some helpful information.

TO QUIT THE PROGRAM

To quit *The Treehouse*, click on the trapdoor from inside the main Treehouse, or use one of the following keyboard commands: for Windows 3.1 and Windows 95, press **Alt** and **F4** or **Ctrl** and **Q**. For Macintosh machines, press ⌘ and **Q** or choose **Quit** from the **File** menu item.

PREFERENCES

Select the following preferences by typing **Shift-?** on your keyboard.

Printing: Lets you turn printing on or off.

Music: Lets you turn background music on or off.

Buttons You Should Know

LLOYD
Provides help about the current game or activity.

LIGHTBULB
Provides interesting facts and additional learning in the current game or activity. (available in Animal Backyard, Bug Theater, and Music Studio only.)

TREEHOUSE
Brings you back to the mainroom.

PRINT
Prints your art work from the current screen. This feature is available in the Bug Theater and Animal Backyard.

TREEHOUSE MAINROOM

Try exploring the mainroom of *The Treehouse* by clicking on all of the objects in the room and see what happens. Some of the objects, such as the keyboard, map, cave, and doorway, are links to a fun game or activity on another screen. Returning to the main room of the Treehouse is as easy as clicking on the Treehouse icon, which is always located in the upper right corner of the screen. Clicking on other objects will activate some creative and entertaining animations. More information about the other games and activities in *The Treehouse* are described in the following sections. Remember that it's also fun for your child to just click around and discover a few surprises!

LLOYD'S LAB

Click on the chalkboard near Lloyd's lab equipment to see some easy and fun experiments that kids can do at home using common household items. Your child can advance or see previously viewed experiments by clicking on the right or left arrows.
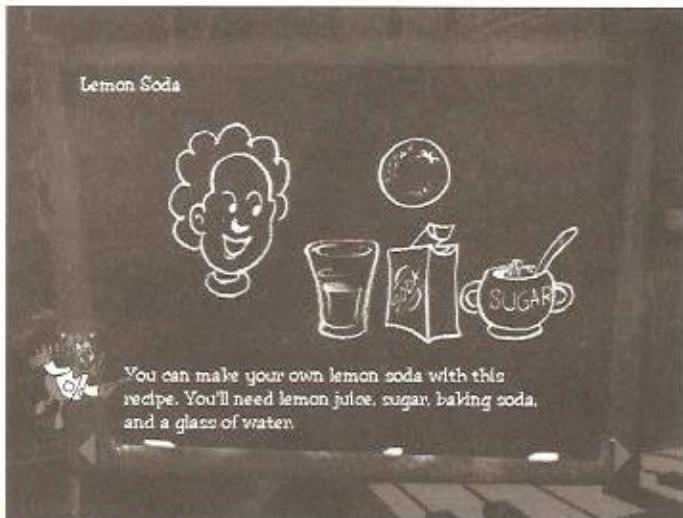
BOOK OF FASCINATING FACTS

Click on the book titled Fascinating Facts located on the Treehouse floor. Each fact is narrated by Lloyd and is accompanied by a humorous animation. Select a different fact by clicking on the left or right arrows. Clicking on the text will prompt Lloyd to say the fact again. Click on the drawing to see the silly animation play again.

The Cheetah is the fastest animal on earth. It can run up to 60 mph on flat ground over short distances.
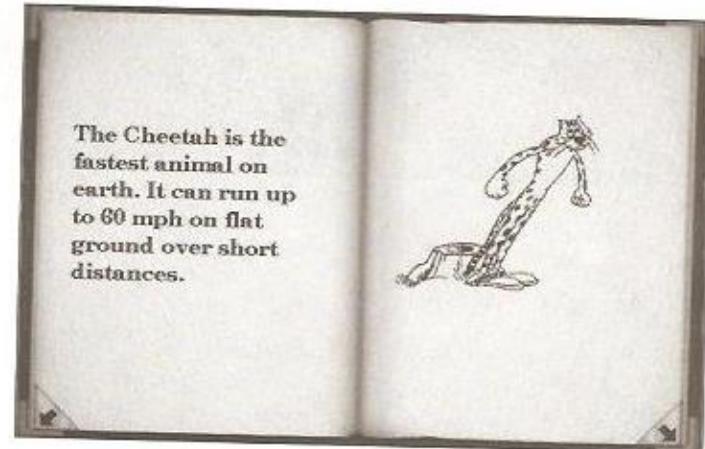
TREASURE QUEST

To get to the Treasure Quest game, click on the treasure map and be prepared to fend off pirates in a quest for gold! The object of the Treasure Quest is to accumulate enough money to pay the pirates a toll for access to the island where the treasure chest is located. The amount of money accumulated (game goal) varies by the difficulty level of the game. The treasure chest contains some fun prizes that your child can take back to the Treehouse.

To start the game, click the compass to spin and determine the number of spaces to move.

There are four types of spaces on the Treasure Quest map: large pile of coins, small pile of coins, Jolly Roger, and a bottle. Both large and small coin spaces allow you to earn money. The large pile of coins gives your child a chance to win even more money than the small pile of coins. When landing on a coin space, your child gets to choose between two bags. One bag contains more money than the other so choose wisely. Landing on the Jolly Roger flag means your child has run into greedy pirates and will have to pay money. The Bottle is a random space and will either give your child money or take some away, depending on her luck.

Beginners might want to start out with a game goal of 50 cents and, as your child gets better, graduate to the $5.00 game goal for more of a challenge. To create more thoughtful movement, the spaces alternate around the board, never staying in the same space in successive turns, and movement is limited in the direction of the arrows.
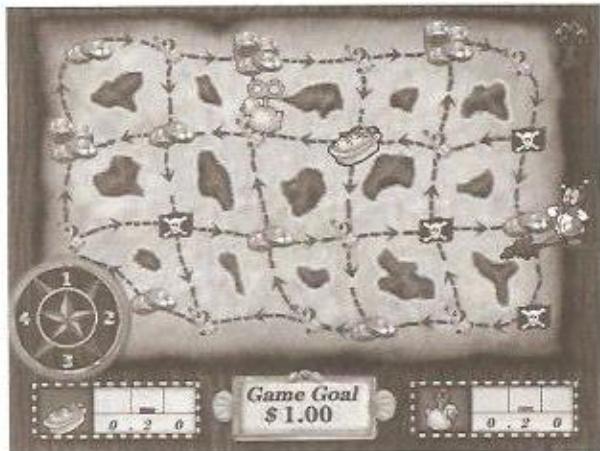
BUG THEATER

To get to the Bug Theater, click on the staircase and get ready for some fun with bugs. Inside the Bug Theater, your child can create wacky sentences by piecing together sentence parts.

Your child can choose a "who", "does what", "where", and "when" from the boxes at the bottom of the screen. Click on the clapboard to see the sentence performed. If the sentence is not in a correct order, Lloyd will say so.

Your child can experiment with the order of the sentence parts by clicking on the words and dragging them to a different spot in the sentence. Click on the up and down arrows to change to a different who, where, when, or does what. If the sentence is in the correct order, Lloyd will say the sentence twice and the bug actor will finish up the performance with a fun animation!

Clicking on the colorful lever will create a completely random sentence. Your child will find this extra challenging as random sentences are not always correct. To personalize a scene, click on the prop box and add props by clicking and dragging the props onto the stage. To clear the stage, click on the curtain tassle.
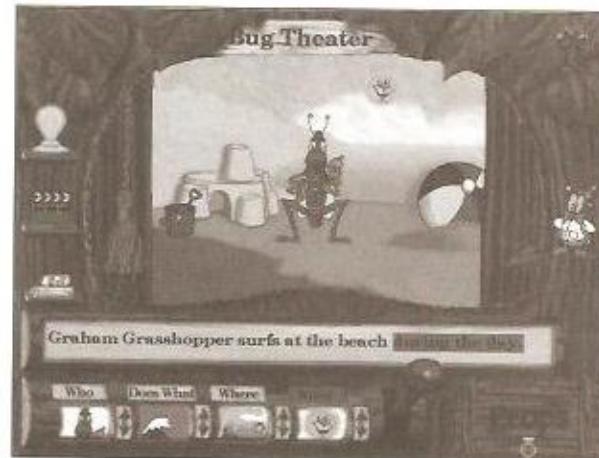
MUSIC STUDIO

To get to the Music Studio, click on the large keyboard located on the floor of the Treehouse. In the Music Studio, your child can play some catchy tunes and make her own songs while learning about different instruments.

When entering the Music Studio, the first screen that appears is the Songbook with two tabs labeled **Treehouse Songs** and **My Songs**. Treehouse Songs are songs provided in the Music Studio and My Songs are songs your child has saved. Choose a song from the songbook by clicking on the icon of the song your child would like to hear.

Your child can also choose to play a song with **Help** or **No Help**, which is selected on the Songbook. Playing songs with Help will grey out all the notes on the keyboard that are not in the same key the song was written in. This setting will help your child select notes in the song that tend to sound better than other notes. Playing a song with No Help makes all of the notes on the keyboard available. When your child is done making selections, click **OK**. The keyboard screen will appear next.

To hear the selected song, click the Play button located above the keys on the keyboard. Click on the button again to stop the song. Click on the **Loop** button to hear the song play over and over again. To hear the song only once, click on the **No Loop** button. Your child can change the tempo of the song by clicking on **Slow**, **Medium**, or **Fast**.

As the song plays, your child will notice the squares on the screen highlight and change. Each square represents a musical note. The height of the note in the grid represents the pitch. The higher the square in the grid, the higher the note sounds. The longer the square, the longer it plays. The squares are also color-coded to help distinguish them. Blue notes are equal to eighth notes, purple equals quarter notes, red equals half notes, and yellow equals whole notes.

Your child can change the song by clicking and dragging the notes up and down to change the pitch (high or low) of the note. Or, try changing the note by clicking on a square and then clicking on the keys of the music keyboard or by pressing the keys on your computer keyboard. Use the two rows of keys located directly above the space bar.

Your child can save changed songs by clicking on the songbook or the Treehouse icon. Saved songs will appear in the songbook on the page named **My Songs**. Your child can save up to 30 songs.

Casey will play along with the instrument that is currently selected when a song is played. Choose different instruments for each song by clicking on the arrows below Casey. Each song also comes with several different accompaniments such as Bluegrass, Carribean, or Salsa to name just a few!
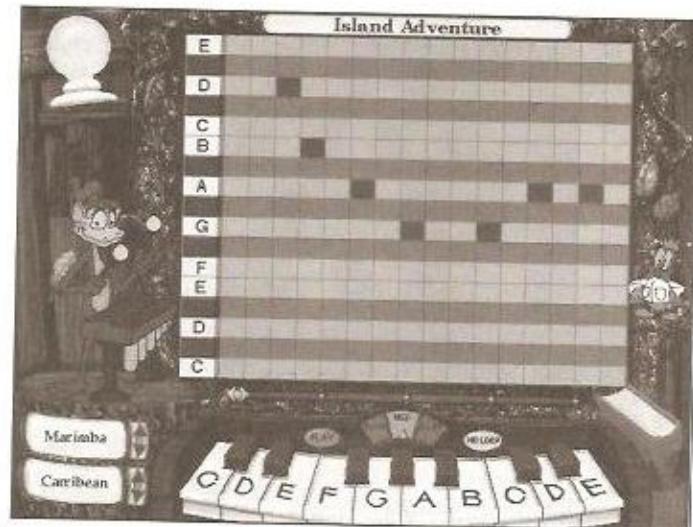
ANIMAL BACKYARD & WHAT'S MY ANIMAL?

ANIMAL BACKYARD

To get to the Animal Backyard and What's My Animal?, click on the cave with the glowing eyes. The first screen is the Animal Backyard, where your child can learn about dozens of animals.

There are two ways to choose animals: 1) by animal type, such as mammals, birds, or reptiles, or 2) by animal trait, such as number of legs, type of covering and the kind of food it eats. Switch between these modes by clicking on the round button located at the top of the boxes in the upper left corner of the screen. After selecting a mode, click on one of the boxes that show an animal type or trait. This will display all of the animals that match this characteristic in the boxes at the bottom of the screen. For example, selecting on "Mammals" will show all of the mammals.

To select an animal, click and drag the animal onto the background scene. Each animal has its unique animation, so make sure to see them all! Notice that the specific traits of the animal selected are displayed at the bottom of the screen.

There are three different scenes to place animals on. Click in the lower right corner of the background to change between the three different scenes. Most animals are seen during the day. To see the animals that come out at night, click on the sun to turn it into a moon. Your child will now see the nocturnal animals!

To print a background scene, click on the **Printer** icon. Click on the **Eraser** to erase all of the animals on the background scene. Your child can also drag each animal off the scene one at a time. After your child has had a chance to learn about the animals in the Backyard, she can test her knowledge by playing the What's My Animal? gameshow.
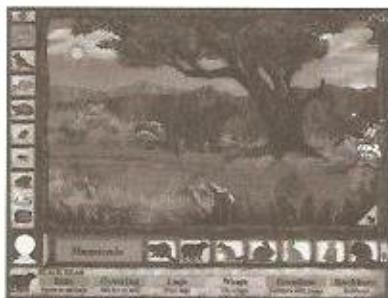
WHAT'S MY ANIMAL?

What's My Animal? is a wild gameshow hosted by Lloyd the Lightning Bug. Click on the small wooden box below the printer icon in the Animal Backyard to start a game. First, your child needs to choose some game options such as playing with Casey or a friend. Your child can also play with **Help** or **No Help**. When playing with **Help**, the animals that do not match the clues will automatically grey out and be marked with a red "X". If your child chooses to play with **No Help**, then she must check the animals off manually by clicking on the small square in the corner of each box.

The object of the game is to be the first player to guess the mystery animal and win the round. The first player to win five rounds wins the game. Each player guesses from their own set of ten different animals. During a turn, your child can pick a clue or take a guess, but can't do both!

Clues are shown in the boxes that are stacked on top of each other next to the animals. To get a clue about the mystery animal, click one of the highlighted clue categories (e.g., the carrrot icon signifies the "WHAT DOES IT EAT" clue). Clicking on the bottom box marked with an exclamation (!) provides a unique fact about the mystery animal. If your child has done her homework in the Animal Backyard, she can guess the correct animal in one turn! To make a guess, click on the **Guess** button.

To help you out, you can get quick information about each animal by moving the mouse cursor over any animal box and clicking.

Once you've won a game, you can choose a fabulous prize to take back to the Treehouse!
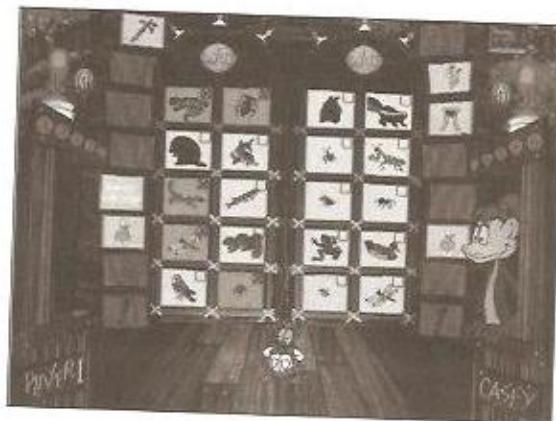
Parents' Corner

WELCOME TO PARENTS' CORNER...where parents can find tools to help children integrate what they learn at the computer into their daily lives. The following sections outline educational benefits, target skills, and suggestions for enriching game play. Also included are engaging activities that extend beyond the computer, as well as a resource list of information relating to the educational concepts introduced in *The Treehouse*.

EDUCATIONAL BENEFITS

As children explore *The Treehouse*, they learn a variety of age-appropriate skills such as sentence construction, counting, and categorization. The multi-level games and activities in *The Treehouse* encourage logical thinking, creativity, and exploration while building skills and confidence.

CONCEPTS AND SKILLS

Each module introduces specific skills and provides a learning experience that continues to challenge the child as her understanding, ability, and comfort level with the concept develops. Here are some of the skills children are learning as they explore each of the activities in *The Treehouse*.

Reading and Language Arts

Word Recognition: connecting the spoken word with the written word on screen.
- Bug Theater

Vocabulary Building: learning to recognize and use new or different words or sets of words to describe.
- Bug Theater
- Animal Backyard

Semantics: understanding the meanings of words and language.
- Bug Theater

Grammar and Usage: learning different parts of speech, such as nouns and verbs, and understanding how they work in sentences.
- Bug Theater

Sentence Building: learning how a complete sentence is constructed.
- Bug Theater

Creative Expression: using imagination to create new or unique stories.
- Bug Theater
- Animal Backyard

Parents' Corner

Math and Science

Addition: combining one, two and three digit numbers to find the total amount.
- Treasure Quest

Subtraction: finding the difference between one, two and three digit numbers.
- Treasure Quest

Place Value: understanding that each position within a number has a certain value. For example, in the number 485, 4 is in the hundreds place, 8 is in the tens place, and 5 is in the ones place.
- Treasure Quest

Counting Money: counting coins by ones, tens, and hundreds.
- Treasure Quest

Classification: recognizing that an object may have several characteristics by which it can be categorized.
- Animal Backyard
- What's My Animal?
- Treasure Quest

Deductive Reasoning: determining a correct response based on clues provided.
- What's My Animal?
- Treasure Quest

Problem Solving: using various strategies – looking for patterns, eliminating possibilities – to think about and find a solution to a problem.
- Treasure Quest
- What's My Animal?

Logical Thinking: drawing a conclusion based on grouping and comparing given information.
- What's My Animal?

Adaptation: recognizing that all living organisms develop certain survival characteristics determined by the ecosystem in which they live.
- What's My Animal
- Animal Backyard

Parents' Corner

Basic Scientific Principles: In *The Treehouse*, the ideas of surface tension, action/reaction, solubility, and sound vibrations are introduced.
• Lloyd's Lab

Music

Music Appreciation: learning to recognize and understand various forms and styles of music – to develop an "ear for music".
• Music Studio

Auditory Discrimination: recognizing the differences between sounds.
• Music Studio

Pitch: identifying the location of a musical sound in the tonal scale.
• Music Studio

Rhythm: recognizing the movement of music in relation to an underlying pulse or beat.
• Music Studio

Note Identification: connecting the sound of a note with the written symbol and with its place on a keyboard.
• Music Studio

Music Composition: creating, or "putting together" a piece of music by combining various instruments and musical styles.
• Music Studio

TREEHOUSE SKILLS MATRIX

The following tables provide a quick reference of the skills taught in *The Treehouse* and the corresponding grade level and curriculum they address.

READING

Skill	Module	1st Grade	2nd Grade
Word Recognition			
• Read words and hear words read aloud	Mainroom Bug Theater Animal Backyard What's My Animal	X	
Vocabulary Building			
• See pictures to reinforce understanding of nouns and adjectives	Mainroom Bug Theater Animal Backyard What's My Animal	X	
• See animations to reinforce understanding of verbs and adverbs	Mainroom Bug Theater	X	
Sentence Structure			
• Introduction to prepositions	Bug Theater	X	
• Read sentences and hear sentences read aloud	Mainroom Bug Theater	X	
• Understand sentence components	Bug Theater	X	
• Introduction to early grammar	Bug Theater	X	
• Hear definition of sentence parts	Bug Theater	X	
• Introduction to correct sentence structure	Bug Theater	X	
• Receive audio reinforcement to help build correct sentences	Bug Theater	X	X

CREATIVE EXPRESSION

Skill	Module	1st Grade	2nd Grade
Creative Expression			
• Design appropriate natural animal habitats	Animal Backyard	X	
• Decorate theater stage with props for fun backgrounds	Bug Theater	X	
• Experiment with musical accompaniments, rhythms, and note pitches to create songs	Music Studio	X	

Parents' Corner

MUSIC

Skill	Module	1st Grade	2nd Grade
Music Styles and Instruments			
• Choose from 24 instruments and hear them play compositions	Music Studio	X	X
• Choose from 13 accompaniment styles played with original compositions	Music Studio	X	X
• Hear facts about 24 instruments	Music Studio	X	X
Rhythm & Pitch			
• Listen to 13 prerecorded songs and practice differentiating rhythms and notes	Music Studio	X	X
• Understand how musical accompaniment styles change the rhythm of compositions	Music Studio	X	X
• Move notes up and down a simplified music scale to understand how pitch influences a song	Music Studio	X	X
• Introduction to the concept of musical keys, where groups of notes sound better together	Music Studio	X	X

STRATEGIC THINKING

Skill	Module	1st Grade	2nd Grade
Problem Solving			
• Develop early research skills	What's My Animal	X	X
• Develop strategies to reach a goal before the opponent	Treasure Quest What's My Animal	X	X
• Use visual and audio clues to understand the correct sentence structure	Bug Theater	X	X
Logical Thinking			
• Use movement strategies on gameboard	Treasure Quest	X	X
• Learn from wrong answers and feedback to construct correct sentences	Bug Theater	X	X
Deductive Reasoning			
• Use general clues to narrow down features and identify unknown animals	What's My Animal	X	X

MATH

Skill	Module	1st Grade	2nd Grade
Counting			
• Count money from 50 cents to $1.50	Treasure Quest	X	X
Addition			
• Understand place holder concept for money	Treasure Quest	X	X
• Understand "greater than" and "less than"	Treasure Quest	X	X
• Add value of coins	Treasure Quest	X	X
Coin Value			
• Understand size, value, and appearance of pennies, nickels, dimes, and quarters	Treasure Quest	X	X

SCIENCE

Skill	Module	1st Grade	2nd Grade
Natural Science Facts			
• Read facts about 91 different animals and their characteristics	Animal Backyard What's My Animal	X	X
• Read, hear, and see 13 fascinating facts aboout animals and plants	Mainroom	X	X
• Read, hear, and see six fun scientific experiments for an introduction to laws of nature, scientific principles, and action/reaction	Treasure Quest	X	X
Comparing & Classifying			
• See lifelike mammals, fish, reptiles, amphibians, birds, insects, and arachnids in motion	Animal Backyard	X	X
• Use graphical, easy-to-use database to understand animal similarities and differences by trait	Animal Backyard	X	X

ENRICHING THE LEARNING EXPERIENCE

Exploring *The Treehouse* can be an enriching experience for both parent and child. Included here are some ideas and activities to try as you play together, as well as observations to make about your child's understanding of the concepts in each game and activity.

Animal Backyard

- To reinforce her reading ability, ask your child to read the words that appear when an icon or animal is clicked on.

- As your child adds animals to the scene, ask her to tell you a story about the picture she has created. She may enjoy placing the animals in unnatural places to make a silly story.

- Have your child look away from the computer. Place several animals onto a scene. Have her look at the picture carefully, then turn away again. Quickly move the objects to different locations. Ask your child if she can put them back in their original spots. For variety, create another scene, have your child look at it, and then erase the scene and see if she can replace all of the animals. Let your child create the scenes and test her memory.

- Click on an animal, and, blocking the lower part of the screen to hide its traits, ask your child to name some facts about it. Or, choose either an animal *type* such as "mammals," or *trait* such as "breathes with gills". Ask your child to name all of the animals she can think of that match that type or trait.

- Ask your child to describe the different animal types and traits. What are mammals and reptiles? What types of animals breathe with lungs and which breathe with gills? Then click on the lightbulb to hear the definition.

As you play, discover how your child becomes more familiar with animals and the differences between them. In time, you will learn about your child's ability to classify animals by various criteria and identify them visually.

What's My Animal?

- Play What's My Animal with your child, selecting **No Help**. As each clue is selected, have your child check off all of the animals that do not match the clue. Have her do the same when it's your turn. See if your child can discover the mystery animals in the least number of turns.

- Before playing, ask your child to identify all of the visible animals. See how many traits for each animal she can describe, and then click on the animal to get the answers.

- Before each turn, ask you child to evaluate the remaining clues and the possible animals. Suggest that she choose for the the next clue the one which will most effectively narrow down the choices for the mystery animal.

As you play, you can observe your child's speed and accuracy in identifying animals and her growing ability to deduce the mystery animal through the process of elimination. You may also notice her delight when she remembers a fact from earlier play and is able to use it to her advantage in the game.

Bug Theater

• After hearing a sentence several times, turn down the volume on your computer and, together with your child, say the sentence as each word is highlighted. Try reading it over a few times, gradually providing less help each time you read the sentence.

• Have your child look away from the computer. Construct an awkward sentence and then ask her to re-arrange the sentence parts to make a correct sentence.

• Ask your child to describe each of the four sentence parts in the Bug Theater and to give examples. Then click on a sentence part box and then the lightbulb to hear Lloyd provide a definition of the part for audio reinforcement.

• Have a contest to create the wackiest sentence, including the use of props. Make up other sentence parts and substitute them for those in the game as you read aloud. Also, try changing the verb tense for more of a challenge.

• Enjoy some story-telling. Turn off the sound and ask your child to tell a story about the scene she has created.

As you play, you will gain insight into your child's understanding of parts of speech, including the role of basic sentence parts such as verbs and nouns.

Music Studio

- Play a note on the keyboard. Show you child where it is and what its note name is. Ask her to repeat the note and its name, and then add, one by one, the note directly below and above the original one. When she is familiar with the three notes and their sounds, ask her to close her eyes and identify the notes as you play them. See how many she can identify in a row. You may expand this game to other notes as familiarity increases.

- Play a game of follow the leader. Have your child look away from the keyboard, then, click on a note and ask your child play the same note. Add more notes one at a time and see how many notes your child can duplicate. This game works well for children to play with parents too!

- Play your child's favorite songs and try to make up some lyrics for these songs. Sing along as they are played. Experiment with different instruments, tempos, and styles to discover the differences and similarities.

- Experiment with ear training and your child's sense of pitch by playing two consecutive notes and asking your child to identify which note is higher or lower. Bring the interval of the two notes closer for a greater challenge.

- Hide the name of the instrument that Casey is holding. Ask your child to name the instrument by sight. Once she is familiar with the instrument names, have her close her eyes, while you play a sample note from an instrument, and ask her to identify it.

As you play, you will gain insight into your child's ability to discern differences in pitch and sound quality, her appreciation of music and instruments, and the growing interest she may feel in producing music of her own.

Treasure Quest

- After landing on a space that pays money, ask your child to identify and name each coin before selecting a bag. Have her count the value of each coin aloud. For older children, ask how many coins of each type are needed to make an equivalent value to other coins, for example, how many nickels in a dime.

- Pick a coin and ask your child to subtract it from the total amount in the bag. For example, if the bag total is 47 cents, choose a nickel, and ask your child to figure out how much is left over.

- Have actual coins (1¢, 5¢, 10¢, 25¢, 50¢) available next to the computer, and for the more advanced games, $1 bills or pieces of paper cut out and marked to symbolize currency. At each turn, before choosing a bag of money, have your child use the coins to count the amount in each bag. Choose a bag and check the answers. Similarly, the total amount of money in a player's bank may be represented by coins in place value stacks, as on screen. When money is won or lost, actual coins and bills may be used to aid in adding and subtracting.

- A simple calculator next to the computer may be used once the concept of coinage has been grasped. The bag amounts may be calculated for the winnings, and the penalties may be deducted from the player's bank.

- Ask your child to write down with pencil and paper the relative values of the money bags, and to perform the addition or subtraction on paper before clicking the bag choice.

As you play, you will learn about your child's growing conceptual ability to understand the symbols of coins and to count and recognize money denominations. You may also notice her gain experience in the comparisons of "more" and "less", and in understanding the concept of place value.

BEYOND THE COMPUTER

The concepts introduced in *The Treehouse* can become an exciting part of your daily routine. The activities suggested here offer opportunities for you and your child to integrate skills learned at the computer into everyday situations — and to make learning fun.

Create a Story or Poem

Have your child create and print a picture from the Animal Backyard or Bug Theater. Then, ask your child to tell you a story about the picture while you write it down or record it on tape. Mount the picture and story on construction paper. Collect several stories as a book and start your child's own library of stories and poems.

Home Theater

Incorporating ideas from Bug Theater, create your own Home Theater with live actors. Dress up in silly costumes, create sets and props and act out sentences that your child creates. Write them down and make a book. As an alternative, your child could create stick puppets to act out the plays.

The Riddler

Using traits and characteristics of animals found in Animal Backyard, help your child create a riddle for each animal. Write the riddles and collect them into a book to keep or to give to a friend. Be sure to include the answers at the back – written upside down, of course!

Where Does It All Go?

Help your child keep track of her money. On a sheet of lined paper, mark off 4 vertical columns. Across the top write:

Date	I Received	I Spent	How Much I Have Now

In the first **How Much** space write how much money your child has now. Each time she receives money, (birthday money, etc.), fill in the date and the amount under **I Received**, then add it to find the balance (**How Much...**) When she makes a purchase, record the date and the amount under **I Spent**, and subtract to find the balance. Your child may enjoy working toward a savings goal for a special purchase.

I Spy Animals

Give your child clues about an animal that is native to your area and ask her to identify it. For example, "I spy an animal with four legs and scales." This is fun to play when you're in the car, on a hike, or riding bikes. Reverse the game and let your child give the clues and you identify the animal.

Cross-Ups

What do you get when you cross a pig with an evergreen tree? A porcupine! Using creatures from Animal Backyard, What's My Animal, or creatures native to your area, try this word-play game with your older child.

How Much?

When you're out shopping, let your child help pay for items as you make purchases. For an older child, encourage her to check that you received the correct amount of change.

Tune Time

After creating a song in the Music Studio, have your child invent words for it, think of a title, and illustrate it. Collect all the songs and put them together to make a music book. Encourage her to perform her work for family or friends – using the computer to play the melody!

Rhythm Riddles

Try clapping the rhythm of a familiar tune and ask your child to guess the tune. Reverse the game and let your child clap a tune for you.

Scare the Pepper

Try this experiment from Lloyd's Lab in your kitchen. Fill a plate with water. Wait until the surface is smooth and still. Sprinkle some pepper on the water. Wet the tip of your finger and put a drop of dish washing soap on it. Dip your finger in the water near the edge of the plate. The pepper will move away from your finger. The water tension is weakened by the soap which causes a slight oily film that pushes the pepper away.

Toy Telephone

Take two cans and one long string. Each can should have an open end and a closed end. Punch a hole in the lid of each can and attach the string to it. Stretch out the string and try communicate to each other by talking into the cans. You'll be amazed at how much you can hear.

Mom, Where Do the Bubbles Come From?

Can you answer this question? Review the experiment called Lemon Soda in Lloyd's Lab and then try this in your kitchen. Squeeze the juice of a lemon or orange into a glass of water. Add an equal amount of baking soda and sugar or other sweetener to taste. The liquid bubbles and produces lemon soda. The reaction of baking soda and lemon juice produces carbon dioxide gas which forms bubbles in the lemon juice!

Foaming at the Mouth

Brush your teeth with toothpaste. Instead of rinsing with water, rinse with carbonated mineral water. You'll be foaming at the mouth! As your saliva and toothpaste meet the carbonated water, the carbon dioxide gas in the carbonated water is dissolved, causing frothy bubbles to form.

EDUCATIONAL RESOURCES FOR PARENTS

These resources can help your child's math education become both more enjoyable and more fulfilling.

RESOURCES

If you are interested in other materials that can support your child's interest in natural science, math, music, and language, and extend your exploration of the concepts and skills found in *The Treehouse*, here are some good resources. Your library or school is also a good place to get started.

NATURAL SCIENCE

Cherry, Lynne, **The Great Kapok Tree: A Tale of the Amazon Rain Forest**, Harcourt Brace Jovanovich, 1994.

Dunphy, Madeleine, **Here is the Southwestern Desert**, Hyperion, 1995.

Ehlert, Lois, **Red Leaf, Yellow Leaf**, Harcourt Brace Jovanovich, 1990.

Ganeri, Anita, **Indoor Science**, Dillon Press, 1993.

Gardner, Robert, **Kitchen Chemistry: Science Experiments to do at Home**, J. Messner, 1989.

Kramer, Alan, **How to Make a Chemical Volcano and Other Mysterious Experiments**, F. Watts, 1989.

National Geographic Society, **Far-Out Facts, Books for World Explorers Series**, National Geographic Society, 1980.

Pallotta, Jerry, **The Icky Bug Book and The Yucky Reptile Book**, Charlesbridge.

Ryder, Joanne, **Chipmunk Song**, Dutton, 1987.

Ryder, Joanne, **The Snail's Spell**, F. Warne, 1982.

Ryder, Joanne, **Under Your Feet**, Four Winds Press, 1990.

Ryder, Joanne, **Where Butterflies Grow**, Lodestar Books, 1989.

Sheehan, Kathryn, **Earth Child: Games, Stories, Activities, Experiments, and Ideas about Living Lightly on Planet Earth**, Council Oak Books, 1994.

Bix, Cynthia Overbeck; Donahoe, Sydney L.; West, Patricia Parrott, **Best Kids Love-the-Earth Activity Book**, Sunset Publishing Co., 1993.

MATH

Anno, Mitsumasa, **Anno's Magic Seeds**, Philomel, 1995.

Mathews, Louise, **The Great Take Away**, Dodd, Mead, 1980.

White, Laurence B. **Math-a-Magic: Number Tricks for Magicians**, A. Whitman, 1990.

Wyler, Rose, **Funny Number Tricks: Easy Magic with Math**, Parent's Magazine Press, 1976.

Stenmark, Jean Kerr; Thompson, Virginia; Cossey, Ruth, **Family Math**, Univ. of CA at Berkeley/Lawrence Hall of Science, 1986.

LANGUAGE AND GRAMMAR

Juster, Norton, **AS: A Surfeit of Similes**, William Morrow, 1989.

Heller, Ruth, **Up, Up and Away: A Book About Adverbs**, Grosset & Dunlap, 1991.

Heller, Ruth, **Kites Sail High: A Book About Verbs**, 1988.

Heller, Ruth, **Many Luscious Lollipops: A Book About Adjectives**, 1989.

Heller, Ruth, **Merry-Go-Round: A Book About Nouns**, 1990.

Heller, Ruth, **A Cache of Jewels: And Other Collective Nouns**, 1987.

MUSIC

Cassidy, Nancy, **The Book of Kids' Songs: A Holler-Along Handbook**, Klutz Press, 1986.

Hayes, Ann, **Meet the Orchestra**, Harcourt Brace Jocanovich, 1991.

Weeks, Sarah, **Crocodile Smile**, Harper Collins, 1994.

Hammond, Susan, **Classical Kids Series**, Toronto, Ontario, Canada. Stories of famous composers' lives (Beethoven, Vivaldi, Mozart, Bach etc.), including character, music, and history; professionally acted on audio and videocassette.

THE INTERNET

The Internet contains a huge number of resources related to early Learning. Use the following World Wide Web (WWW) sites and other Internet addresses to get started.

National Center for Supercomputing Applications (NCSA), Education Program.
http://www.ncsa.uluc.edu/Edu/EduHome.html
At this site, you'll find links to K-12 Internet resources.

Education: Math & Science Education
http://akebono.stanford.edu/yahoo/education/Math_and_Science_Education

Directory and index for kids ages 8-14 from the people that brought you Yahoo.
http://www.yahooligans.com/

The Children's Software Company specializes in reviewing new children's educational software programs entering the marketplace.
http://www.childsoft.com/childsoft

If you have access to a commercial on-line provider such as America Online, CompuServe, E-World, Microsoft Network, or Prodigy, check for resources and bulletin boards under keywords such as "education" and "kids only."

Please read this section and our Troubleshooting Guide before calling our Brøderbund Technical Support number if you are having any problems with *The Treehouse*. *The Treehouse* was thoroughly tested on a variety of different computer systems and most of the technical problems we anticipate users experiencing stem from outdated device drivers for peripheral hardware such as printers or video cards. Outdated device drivers (the software that operates hardware such as CD-ROM players and sound cards) can create many different problems such as error messages and poor performance.

If you are unable to resolve your problem through the suggestions provided here, please make absolutely sure the driver for each item of hardware is updated by contacting your computer manufacturer or individual hardware manufacturers. Please see the list of manufacturers in the Troubleshooting Guide. Newly purchased computers are not necessarily a guarantee that the device drivers are current.

ONE MORE THING!

We recommend not running other applications while running *The Treehouse*. Running other programs simultaneously may affect the program's performance or the amount of computer memory available to run The Treehouse.

Below are some technical support hints to ensure *The Treehouse* will run properly on your computer.

TROUBLESHOOTING FOR WINDOWS 95

1. If *The Treehouse* does not launch, you may not have enough memory available. *The Treehouse* requires at least 4,900 KB free for use by the program. To check the amount of memory available:

Click **Start**.
Select **Programs** and then **Windows Explorer**.
Select **Help** from the menu bar and click on **About Windows 95**.
Check the amount displayed next to **Physical Memory Available to Windows**. It should be at least 4,900 KB.

2. If you experience any problems launching, tasking out, or quitting *The Treehouse*, please do the following:

Locate a file named "QTW.INI" in your Windows directory on your hard drive. Double-click to open the file.
Find the Section titled "[Video 32]." Make sure that the line "Optimize=Driver" is

placed under [Video 32]. It should appear as

[Video 32]
Optimize=Driver

If this setting does not work, try:

| [Video 32] | or | [Video 32] |
| Optimize=BMP | | Optimize=Hardware |

3. If you continue to experience problems loading the program please do the following:

Click on the **Start** button, move the cursor to **Settings** and choose **Control Panel**.
In the **Control Panel**, double click on the QuickTime 32 control panel then click on the **More** button toward the bottom of the screen.
Next, click on the Video tab at the top of the QuickTime Control Panel window.
Under **Optimization and Draw Method** make sure that Video Driver is specified. The default may be Video Hardware. It should be changed to Video Driver.

TROUBLESHOOTING FOR WINDOWS 3.1

1. If *The Treehouse* does not launch, you may not have enough memory available. *The Treehouse* requires at least 4,900 KB free for use by the program. To check the amount of memory available:

Start at the Program Manager.
Select **Help** from the menu bar and click on **About Program Manager.**
Check the amount displayed next to **Memory.** It should be at least 4,900 KB.

2. If you experience any problems launching, tasking out, or quitting *The Treehouse*, please do the following:

Locate a file named "QTW.INI" in your Windows directory on your hard drive.
Double-click to open the file.
Find the Section titled "[Video]." Make sure that the line "Optimize=Driver" is placed under [Video]. It should appear as

[Video]
Optimize=Driver

41
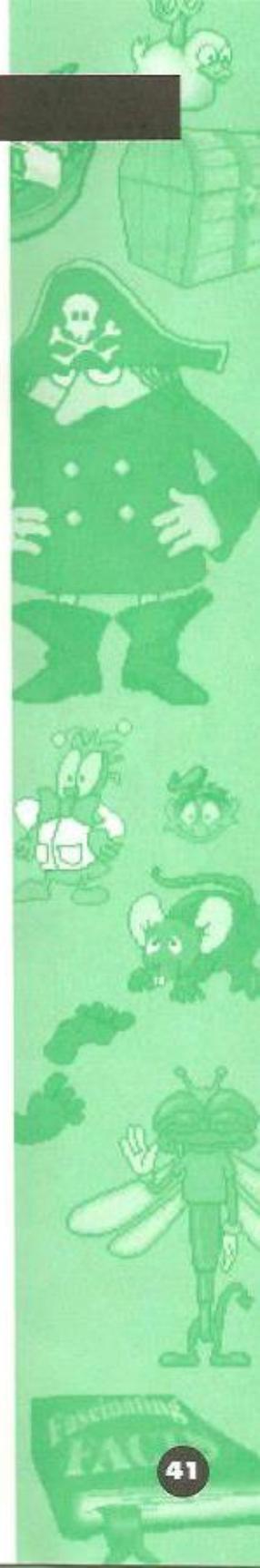
If this setting does not work, try:

[Video]   or   [Video]
Optimize=BMP   Optimize=Hardware

TROUBLESHOOTING FOR MACINTOSH

1. If *The Treehouse* does not launch, you may not have enough memory available. *The Treehouse* requires at least 4,900 KB free for use by the program. To check the amount of memory available:

Start at the Desktop.
Go to the Apple menu and select **About This Macintosh, About This Computer** or **About the Finder.**
Check the amount displayed next to **Largest Unused Block.** It should be at least 4,900 KB.

You can free up additional memory by quitting other applications that are running, or by disabling unnecessary System Extensions and Control Panels. For additional information about disabling System Extensions and Control Panels, please refer to your Macintosh manual or see the Trouble Shooting Guide included with this program.

2. *The Treehouse* will not run with Virtual Memory on, including third-party software such as RAM Doubler. Please turn off virtual memory while running *The Treehouse.*

If You Can't Get Started

When All Else Fails

If you have worked through these troubleshooting suggestions and still need assistance, you can contact Brøderbund Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer turned on and near your phone. Please also be prepared to provide detailed descriptions of what happens when you try to run the program.

You can contact us in any of the following ways:

Internet: Contact our World Wide Web site at http://www.broderbund.com.

Phone: Call us at (415) 382-4740 from Monday through Thursday between the hours of 6 a.m. and 4:30 p.m., and Friday from 6 a.m. to 3:45 p.m., Pacific Time.

BrøderLink: Brøderbund's Bulletin Board Service (BBS) offers an Electronic Mail link to our Technical Support Representatives. You can reach the BrøderLink at (415) 883-5889.

CompuServe: Type GO BB at any prompt to access Brøderbund's area in CompuServe, or send your questions to 70007, 1636.

America OnLine (AOL): Use the Keyword "Broderbund" to find our Product Support Boards, or address your questions to Bbund Tec1 or Bbund Tec2 using AOL's electronic mail.

Standard Mail: Send your questions to Brøderbund Technical Correspondence, PO Box 6125, Novato, CA, 94948-6125.

About the Authors

Leslie Grimm

Leslie is a software designer and co-creator of *The Treehouse*. She has been designing and programming award-winning educational software games for young children for more than a decade. Leslie also designed *The Playroom*, for early learners. Before she began creating software, she spent several years in the classroom, teaching children of many ages and abilities. Leslie has two daughters. She enjoys playing the piano, photography, swimming, and toys that do interesting things with forms and light.

Lynn Kirkpatrick

Lynn Kirkpatrick helped design *The Treehouse* and created the art for both *The Treehouse* and *The Playroom*. She has degrees in Art and Industrial Design and has worked in the field of educational computer games for five years. She enjoys collecting toys and likes to swim and read (not at the same time, though).

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If you believe you have found any such error or defect in the program during the 90 day period, call Brøderbund's Technical Support Department at (415)382-4700 between the hours of 7 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund Technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or you may inform Brøderbund that you prefer another Brøderbund product of equal or lesser value, or a full refund).

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ACTIVE MIND SERIES

The Treehouse

SKILLS
Developed

Skills Developed	Inside the Treehouse	Bug Theater	Animal Backyard	What's My Animal	Treasure Quest	Music Studio
Word recognition		X	X	X		
Vocabulary building	X	X	X	X		
Sentence structure		X				
Counting					X	
Addition					X	
Coin value					X	
Natural science facts	X		X	X		
Comparing and classifying			X	X		
Deductive reasoning				X		
Problem solving		X		X	X	X
Logical thinking		X		X	X	
Creative expression						X
Listening	X	X				X
Evaluating		X		X		
Music styles and instruments						X
Rhythm and pitch						X

BONUS! Special Section Inside

FOR PARENTS

▶ Describes the educational benefits of each activity
▶ Suggests activities to enrich the learning experience at or away from the computer
▶ Provides a list of educational resources

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