

Knowledge Adventure JumpStart Preschool Contents

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About Knowledge Adventure

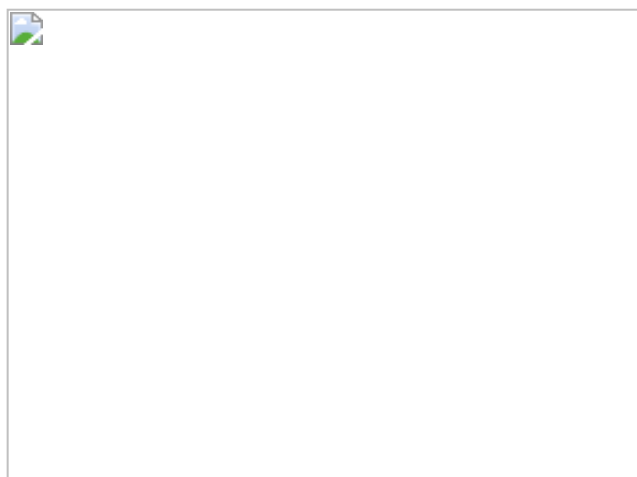
Knowledge Adventure is dedicated to creating multimedia products that will help ensure your child's educational success and life-long love of learning. We encourage your child's natural love of learning by combining the latest educational innovations with the latest computer technology. We build fun and excitement into all our products so that your child will enjoy using them day after day, week after week.

What Is the JumpStart Learning System?

The JumpStart Learning System is an award-winning line of software that provides your child with a head start on education from baby-hood through elementary school. Each product includes dozens of puzzles and games blending an entire grade level of age-appropriate curriculum combining reading, math, language arts, science, art, music and more. Instruction is based on proven lesson plans from teachers.

JumpStart has developed ground-breaking technologies to help customize individual titles to your child's personal skill levels.

- ***JumpStart Assessment Technology:*** Tests your child before beginning product play in order to set the appropriate level of challenge for each skill.



- **JumpStart Adaptive Learning Technology:** Automatically adjusts each program's difficulty levels on an ongoing basis to match your child's abilities.
- **JumpStart Tutor Technology:** Recognizes your child's learning obstacles and provides targeted lessons to help master them.



- **JumpStart Parent Resource Center:** Monitors the progress your child has been making throughout the JumpStart Learning System. Use the Resource Center to view individual and group progress reports spanning JumpStart Preschool through JumpStart 6th Grade.

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Getting Started

This section covers everything you need to know to set up and start JumpStart Preschool on your computer.

What Do I Need?

Windows 95/98

- 486DX2 66 or higher
- Quad-speed CD-ROM drive
- 16 MB RAM
- 15 MB available on hard drive
- SVGA 256-color graphics adapter
- MPC-compatible sound card
- Mouse

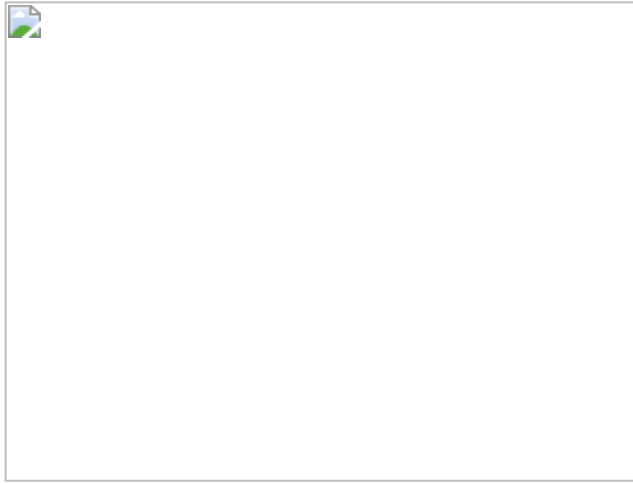
Macintosh

- PowerPC processor
- Quad-speed CD-ROM drive
- 8 MB RAM available
- 15 MB available on hard drive
- 256- color graphics capability
- 13" or larger color monitor
- System 7.1 or higher



Windows 95/98 Installation and Features

Insert the **JumpStart Preschool CD** into the CD-ROM drive and close the door. The following features will be available when the Autorun screen appears:



- **Installing the Program**

JumpStart Preschool features the *AutoPlay* function available on Windows 95/98. Insert the **JumpStart Preschool CD** into the CD-ROM drive and close the drive door. Click on **Install** when the Autorun screen appears and follow the prompts to complete the installation. If your CD-ROM drive does not support *AutoPlay*, follow these steps to install JumpStart Preschool:

1. Click on **Start** and then move the cursor to **Settings**.
2. Click on **Control Panel**.
3. Double-click on **Add/Remove Programs**.
4. Click on **Install** and then on **Next**.
5. Follow the prompts to complete the installation.

Once the program has been installed, the button will read **Play**. Select this button to play the game.

- **Uninstalling the Program**

Follow these steps to use the uninstall function available under Windows 95 or 98 to remove *JumpStart Preschool* from your system:

1. Click on **Start**.
2. Move cursor to **Settings**.
3. Click on **Control Panel**.
4. Double-click on **Add/Remove Programs**.
5. Click on **JumpStart Preschool v2.0**.
6. Click on **Add/Remove**.
7. Click on **Yes** to complete the uninstall.
8. Go to Windows Explorer and delete the **Prschl99** folder from the **KA** folder on your hard drive.

- **Running the Program**

JumpStart Preschool uses the *AutoPlay* feature of Windows 95 and 98. To start the program, just insert the **JumpStart Preschool CD** in the CD-ROM drive and click **Play** when the Autorun screen appears. If your CD-ROM drive does not support *AutoPlay*, follow these steps to start JumpStart Preschool:

- Close all running Windows applications.
- Click on **Start**.
- Move the cursor to **Programs** and then to the **Knowledge Adventure** folder, then to the **JumpStart** folder.
- Click on the **JumpStart Preschool** icon.

- **Help**

Click on the **Help** button to access this Help system.

- **Exit**

If you wish to exit the Autorun screen, click on this button.

- **Parent Resource Center**

This is designed to help you evaluate your child's learning progress throughout the course of the JumpStart Learning System. Enter a key name and then click on each product title to select the name you would like to link to the key name.

- **Assessment Test**

The Assessment Test enables the parent and child to take a grade-appropriate test prior to entering the program. From the Autorun screen, click on the **Assessment Test** button. A friendly host character will guide your child through the Assessment Test and then to the Progress Report screen to study the results.

- **Workbook**

To view or print the JumpStart Preschool Activity and Discovery Book, make sure you have inserted the **JumpStart Preschool CD** into your CD-ROM drive. The Activity Guide takes your child through a series of exercises that reflect those in the JumpStart Preschool program. You can browse through the activities to print the exercise of your choice or you can print the book in its entirety.

- **JumpStart Demo**

Click here for a sample of other products in the JumpStart Learning System.

- **JumpStart Website**

Click here to go on-line to www.KnowledgeAdventure.com and www.JumpStart.com .

Macintosh Installation and Features

Insert the **JumpStart Preschool CD** into the CD-ROM drive and close the door.

- **Installing the Program**

The Macintosh version does not require installing.

- **Running the Program**

Follow these steps to start the Macintosh version of *JumpStart Preschool*:

- Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
- Close all running Macintosh applications.
- Double-click on the **JumpStart Preschool** icon to show the contents of the CD.
- To begin, simply double-click on the **JumpStart PreS** icon.

- **Help**

Double-click on the **Help** icon to access this Help system.

- **Parent Resource Center**

Double-click on the **Parent Resource Center** icon to access this feature. The Resource Center is designed to help you evaluate your child's learning progress throughout the course of the JumpStart Learning System. Enter a key name and then click on each product title to select the name you would like to link to the key name.

- **Assessment Test**

The Assessment Test enables the parent and child to take a grade-appropriate test prior to entering the program. Double-click on the **Assessment Test** icon and a friendly host character will guide your child through the Assessment Test and then to the Progress Report screen to study the results.

- **Workbook**

To view or print the JumpStart Preschool Activity and Discovery Book, make sure you have inserted the **JumpStart Preschool CD** into your CD-ROM drive and double-click on the **Preschool Workbook** icon. The Activity Guide takes your child through a series of exercises that reflect those in the JumpStart Preschool program. You can browse through the activities to print the exercise of your choice or you can print the book in its entirety.

- **JumpStart Demo**

Double-click on the **Demo** icon for a sample of other products in the JumpStart Learning System.

- **JumpStart Website**

Click here to go on-line to www.KnowledgeAdventure.com and www.JumpStart.com .

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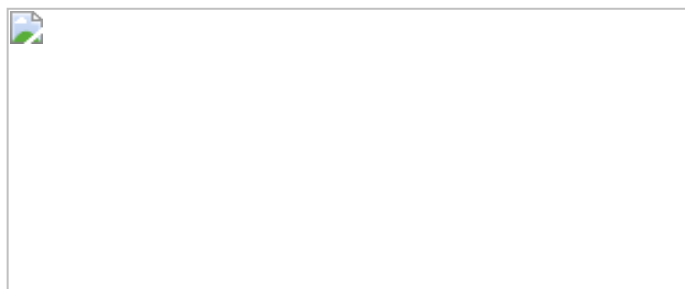
Parent Resource Center

The Parent Resource Center is designed to help evaluate your child's progress over the lifetime of the JumpStart Learning System. Several graphs are available to view your child's progress in single and multi-subject categories. Your child must first use a product in order for progress report data to be available for that grade level. To setup the center for your child, please take the following steps:

- Click on the "User Names" button.
- To enter a new User Name, type a name in the blue box in the upper left-hand corner, then click on the enter button or press the enter key.
- To select a User Name for linking, click a name from the User Name list.
- Once a User Name has been selected, click on a product, and then click on a player name from the Player Name list.
- Click on the "Link" button, and the link will be shown in the User Name box.
- Repeat the linking process for all JumpStart products which the child has played.
- Once you're done linking, return to the Main Screen by clicking on the back arrow.
- To view reports for All Players, click on the "Parent/Teachers" button.
- To view reports for a Single Player, click on the "Students" button.
- To receive context sensitive help, click on the question mark and then on a button or field.

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Welcome to JumpStart Preschool!

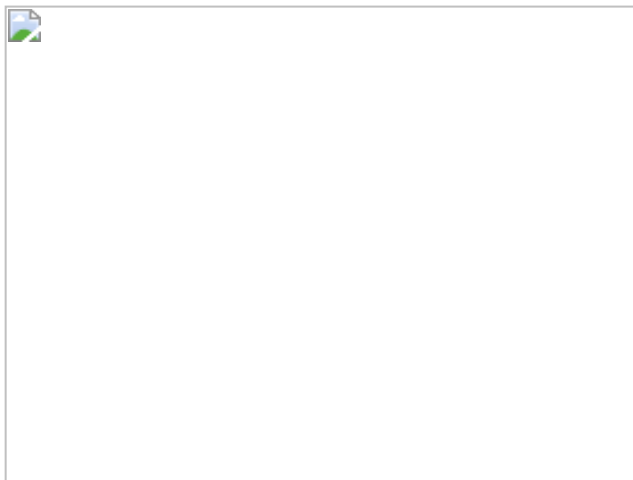


JumpStart Preschool presents lessons in colorful and imaginative environments designed to make learning more enjoyable. Children will practice skills in phonics, numbers and letters, among others, as they join Pierre Bear, Eleanor Elephant, Kisha Koala and Casey Cat on a fun-filled exploration of a preschooler's world.

Two Ways To Play JumpStart Preschool

- Game Mode allows you to earn tickets for a magical train ride!
- Practice Mode is accessed through the Progress Report. In Practice Mode you can choose games for extra practice in specific lessons.

How do I Sign In?



Before you can enter the schoolhouse, you have to sign in on the magical train's passenger list.

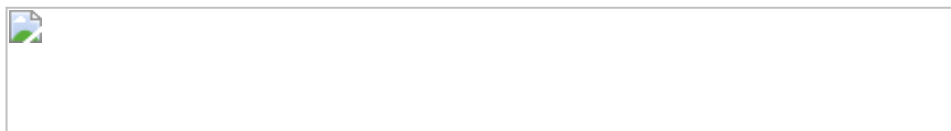
- After the Autorun screen, you will see a passenger list where you can enter your name to sign in. Use the keyboard to type your name. There is a maximum of 12 letters.
- If you've already signed in previously, your name will appear on the list of existing passengers. You may have to scroll up and down to find it. Click on your name to continue.
- After typing or selecting your name, click on the **Enter** button.
- To delete your name from the list, click on it, then press **Control+D** twice.
- A maximum of 100 passengers can be entered.
- From Sign In, you can also access the Set Levels screen.

Set Levels Screen

The Set Levels screen is a screen from which you can adjust the difficulty for all the different games in a single location. Each game has three possible skill levels, 1 being the easiest and 3 being the most difficult. If your child took the Assessment Test before signing in, the levels will default to the ones assigned by the test. If not, they will default to level 1. You can either accept these levels or change them. After changing the levels, if you ever want to reset them to the levels assigned by the assessment test, click on **Set to Test Levels**. If you have changed some game levels, but then wish to reset them to the levels your child has achieved during the game, click on **Revert to Current Levels**.

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What's on the Toolbar?



After you enter the schoolhouse through the front door, you will see a row of blocks at the bottom of your screen called the toolbar. Here's what you'll find on it in order from left to right:

- **Back/Exit**

Click on the arrow to leave any activity and return to the classroom. If you are already in the classroom, clicking on the arrow exits the game.

- **Help**

Click here if you need help with the game!

- **Level Bars**

Click here to adjust the learning level in each game, level 1 being the easiest and level 3 being the most difficult.

- **Tutor Mode/Progress Report**

Click on the A+ to access the tutor mode. If you are having problems understanding any of the curriculum, this is the place to go. From here, you can also look at your Progress Report.

- **Passport Book**

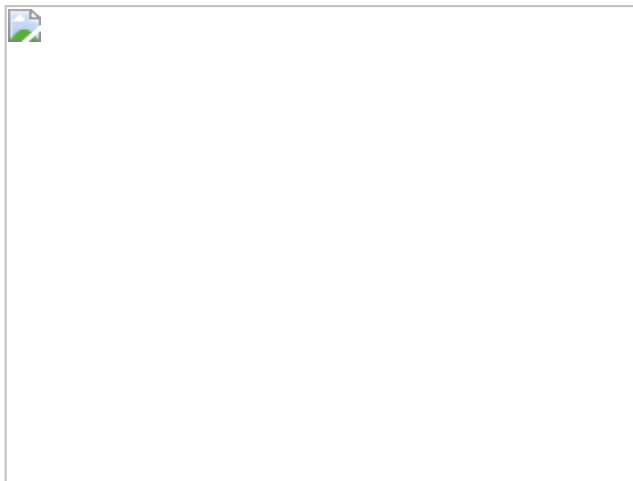
Click on the passport to see what magical lands you have visited.

- **Train Tickets**

The last four blocks in the right hand corner represent how many train tickets you have earned. If you have no tickets the blocks remain blank. After earning four tickets, you win a trip to one of the magical song filled destinations.

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Progress Report



Knowledge Adventure's exclusive Adaptive Learning Technology tracks a child's advancement through the program. You can access the Progress Report for immediate feedback on how your child is doing in each fundamental concept.

- To access the Progress Report, click on the **Tutor Mode** block on the toolbar and then select the Progress Report tab.
- There are three views in the Progress Report:

The first shows the progress of a single player covering all curriculum subjects. It includes bar graphs showing the number of attempts verses successes the player made in each game.

Clicking on the button with all four preschool characters takes you to the multiple player view. This view shows the progress of all active players across all curriculum subjects.

You can click on a single curriculum subject and go to the third view. This view shows a single child's progress in a single curriculum subject broken down by level, and charts the child's progress over the last sixty days. This view also includes icons representing the different games that teach that individual subject. If you would like to practice one of those games, click on the game icon. Exiting these games returns you to the Progress Report.

- To print a report, select the **Print** button.
- To access the set levels screen, click on the **Set Levels** button.

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What's Inside the Preschool Classroom?



Click on any object in the classroom to play an activity. You can return to the front yard by clicking on the front door. Clicking on these objects lets you play the various games and activities.

- A. [Blocks](#)
- B. [Connect the Dots Book](#)
- C. [Kitchen](#)
- D. [Toy Box](#)
- E. [Player Piano](#)
- F. [Bird Nests](#)
- G. [Easel](#)
- H. [Mouse Hole](#)
- I. [Mix and Match Book](#)
- J. [Wagon and Balls](#)

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Bird Nests



Object

All of these baby birds are getting hungry! Help feed them by guiding the mommy bird to the correct nest.

- Kisha will hold up a sign indicating how many worms the mommy has in her basket.
- Using Kisha's sign, count the number of worms. Find the nest that has the same number of birds.
- Once you have found the correct nest, just click on it to guide to mother bird to feed her babies!

Levels

- Level 1 teaches the numbers 1-3. Kisha's sign shows a visual representation of the number quantity.
- Level 2 teaches the numbers 1-6. Kisha's sign shows both a visual representation of a quantity as well as a numeral.
- Level 3 teaches the numbers 1-10. Kisha's sign only shows a numeral.

Educational Benefits

Your child will learn quantities.

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Blocks



Object

Oh no! The mischievous Casey has done it again! He's spilled the blocks all over the floor and Kisha needs your help putting them away.

- Look at the differently shaped and colored blocks.
- Put the correct blocks back into the bucket that has a picture of the same shaped and colored block.
- To pick up the block, click on it. Drag it to the top of the corresponding bucket. Click again to drop it in. Keep doing so until you have put away all the blocks.

Levels

- Level 1 uses the colors red and blue, the shapes squares and circles, and the size large.
- Level 2 uses the colors red, blue and green, the shapes circles, triangles and squares, and the size small.
- Level 3 uses the colors, red, yellow, blue and green, the shapes circles, rectangles, squares and triangles, and the sizes both small and large.

Educational Benefits

Your child learns colors, shapes and sizes.

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Connect the Dots Book



Object

Look at this magical book filled with pages of connect the dots games! Play with Eleanor and complete the puzzles.

- Click on the dots in the correct alphabetical or numerical order to create a drawing.
- If you have problems remembering the correct order, look at the bookmark to the left of the connect the dot drawing.
- Click on the ABCs book or 123s book above Eleanor's head to switch between skills.

Levels

- Level 1 teaches the letters A-E and numbers 1-5.
- Level 2 teaches the letters F-O and numbers 1-10.
- Level 3 teaches the letters A-Z and numbers 1-20.

Educational Benefits

Your child learns ABCs and 123s.

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Easel



Object

Make sure to keep your eyes peeled on this one. Find all of the letters, numbers or shapes that Kisha has hidden in her art.

- Kisha will point to the letters, shapes or numbers that she has hidden in her painting.
- Find the hidden letters, shapes or numbers in Kisha's painting. When you find one, click on it!
- Click on the three paint buckets below the easel labeled ABCs, 123s and shapes to switch between skills.

Levels

- Level 1 teaches the letters A-G, the numbers 1-5, and the shapes squares and circles.
- Level 2 teaches the letters H-P, the numbers 1-10, and the shapes squares, circles and triangles.
- Level 3 teaches the letters A-Z, the numbers 1-20, and the shapes squares, circles, triangles and rectangles.

Educational Benefits

Your child learns ABCs, 123s and shapes.

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Kitchen



Object

It's time to get cooking with Pierre! He's a great chef and has all kinds of recipes, but he needs your help.

- Pierre will request the ingredients he need for his recipes, and he will tell you how many of each ingredient he needs.
- Look in the refrigerator for the food he needs. When you have found a correct ingredient, click on it and drag it from the refrigerator to Pierre. Click again to give it to him.
- Keep handing Pierre ingredients until he has all the foods he needs.

Levels

- In level 1, Pierre requires up to three of each ingredient.
- In level 2, Pierre requires up to six of each ingredient.
- In level 3, Pierre requires up to ten of each ingredient.

Educational Benefits

Your child practices quantities.

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Mouse Hole



Object

Click on the mouse hole to visit Cecil's home. Look at all the things he uses to decorate! Cecil loves to play hide and seek. Try to find Cecil as he hides behind all sorts of items.

- To begin the game, click on the light switch so that Cecil can hide.
- Listen to the auditory clues Cecil gives and try to figure which item he is hiding behind.
- Click on the object you think Cecil is hiding behind.

Levels

- In level 1, Cecil may be hiding behind one of two items.
- In level 2, Cecil may be hiding behind one of three items.
- In level 3, Cecil may be hiding behind one of four items.

Educational Benefits

Your child practices listening skills.

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Toy Box



Object

Look at all of these toys! Your JumpStart friends need your help putting them back into the toy box.

- Cecil will tell you which phonic sound to listen for.
- Kisha, Pierre and Eleanor will each say a different word that starts with the same sound.
- Listen for the letter sound that the three words begin with.

- Click on the toy that begins with the same sound and drag it to the top of the toy box. To drop it in just click again! Keep going until you have put away all the toys.

Levels

- Level 1 teaches basic consonant sounds.
- Level 2 teaches the phonics from all of the other consonants.
- Level 3 teaches the vowels.

Educational Benefits

Your child practices phonics.

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Mix and Match Book



Object

Pierre loves to dress up in different costumes! Flip through the pages of the mix and match book to create an outfit that matches the one that Pierre is wearing.

- Pierre will put on a costume. Try to match the picture in the book to the outfit he is wearing.
- To see your different choices of costumes, click on the part of the mix and match book page you want to change.
- When you have found part of the outfit that matches, leave that page where it is and move on to the next part until you match the entire costume.

Levels

- In level 1 the book has two sections, with three pages per section.
- In level 2 the book has two sections, with four pages per section.
- In level 3 the book has three sections, with five pages per section.

Educational Benefits

Your child learns matching.

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Player Piano



Object

Let's have a sing along! There are music scrolls placed on top of the piano. Pick one of the five scrolls to hear a song.

- Click on one of the scrolls above the piano to hear a song. The JumpStart characters will start to dance.
- Sing along as the words are displayed on the piano.
- If you want to hear a different song, click on another scroll.
- If you want to hear the same song again, click on the piano.
- If you want to play your own music, click on the piano keys.

Levels

- There is no leveling or tutor mode in this page.

Educational Benefits

Your child enjoys music in this activity.

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Wagon and Balls



Object

Let's play ball with Casey and his friends. Keep a sharp eye out as Casey tells you which color of balls to catch.

- Click on the red wagon to begin. Casey will tell you which color balls to catch, and an example ball will appear in the upper left hand corner.
- Move the wagon left or right across the screen using your mouse or the arrow keys.
- Catch the correctly colored balls in the wagon by moving it into the lane the ball is rolling down.
- Be sure to move the wagon out of the way for the incorrect color balls. Just let them roll off the screen.

Levels

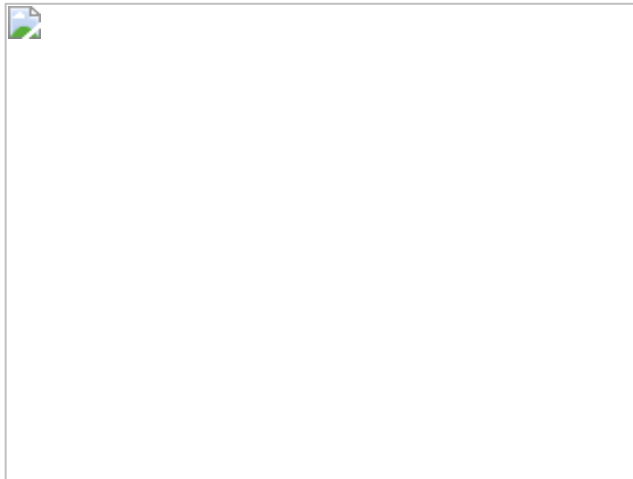
- In level 1 there are two different colors of balls tossed.
- In level 2 there are four different colors of balls tossed.
- In level 3 there are six different colors of balls tossed.

Educational Benefits

Your child practices similarities and differences.

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Tutor Mode



The Tutor Mode assists your child in curriculum areas in which he or she is having difficulty. The Tutor Mode is styled like an open book. Along the right and left edges of the book are tabs indicating different subject areas. Each tab opens the book to the pages where that subject is taught.

Within each subject there may be several pages, which can be flipped to by clicking on the forward or backward arrows in the corners of the book page. These pages address particular areas and common mistakes made within that subject.

Along with the page visual, there is an audio lesson which explains each subject in detail. The current lesson can be replayed by clicking anywhere on the book page except for the arrows.

If your child makes frequent mistakes on any of the games, he or she will automatically be sent into the appropriate section of the Tutor Mode. To return to the game from the Tutor Mode, click on the exit block on the toolbar.

If you would like to disable the automatic Tutor Mode, simply press **Control+T**. You may still access the Tutor Mode from the Tool Bar at any time.

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Listening to the Songs

You can listen to the songs from JumpStart Preschool in your audio compact disc player. Just put the CD in your audio CD player and skip to track # 2. Track # 1 (the CD-ROM data track) may cause noise on the audio CD stereo.

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Song Lyrics

JumpStart Preschool Theme Song

All aboard!
All aboard!
Fun and wonder's your reward!
You're rolling to a land where learning rules
You're rolling on to JumpStart Preschool!

The Animal Kingdom

Verse 1

Look around our animal kingdom
Furs, feathers and fins
Silly songs, our animals sing them
Furs, feathers and fins

Chorus 1

Furs, feathers and fins
Snouts, stingers and skins
The funny parts we're made of give us
Grunts, giggles and grins

Verse 2

If you want to join the animal kingdom
Furs, feathers and fins
Then funny parts, you'll have to bring them
Furs, feathers and fins

Chorus 2

Furs, feathers and fins
Snouts, stingers and skins
The funny parts we're made of give us
Grunts, giggles and grins
Grunts, giggles and grins
Grunts, giggles and grins...

Calendarville

Chorus 1

Choo-choo, come on to Calendarville
Woo-woo, we love Calendarville

Verse 1

Where calendars can dance and sing and speak
You'll marvel as our days turn into weeks
Toot toot!

Verse 2

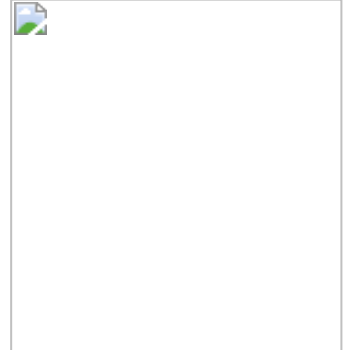
Then watch one of our most amazing stunts
We'll take those weeks and turn them into months
Woo Woo!

Verse 3

But that's not all, before you disappear
Voila! The months are turning into years
Ohhhh!

Chorus 2

Choo-choo, so long from Calendarville
Woo-woo, we like to Calendarville
Calendarville



Calendarville
Come back tomorrow!
Till next week!
Meet you in a month!
See you next year!

Color World

Verse 1

I'm seeing red
Are you hearing what I said?!
I'm the color of a hunk of burning coal
But you're also the color of a cherry jellyroll
You're right, hey I feel wonderful instead

Verse 2

I'm feeling blue
Oh, my life's a big boo-hoo
For blue can bring a tear to every eye
It's also the color of the sea and the sky
Why yes – I'm feeling better, thanks to you.

Verse 3

Me, I am yellow
I'm a very frightened fellow
Being yellow as a chicken is no fun
But yellow's the color of a the fire and the Sun
Hey now I feel so brave that I could bellow

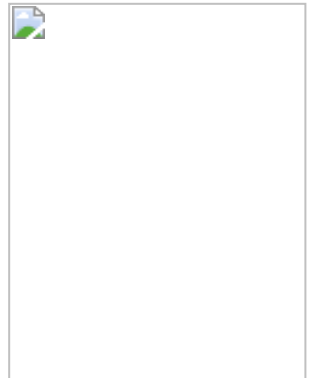
Verse 4

I'm feeling green
Every color that you've seen
Is much brighter and much fancier than me
But green is the color of a the field and a tree
Well gosh, that makes me grander than a queen

The Land of Many Seasons

You're cruising right along and that's the reason
You've made it to the Land of Many Seasons
Each season of the year brings different weather
But here you'll see the seasons all together!
Spring is over here
A growing time of year
With flowers fed by showers and with summer growing near
Summer's round the bend
We wish it wouldn't end
There's sunshine, what a fun time, we can't wait to play with friends
Fall is down the track
And shorter days are back
The nights grow cool, we go to school with apples in our packs
Winter comes at last
The snow is falling fast
On sleds we slide, down hills we glide, hey, winter is a blast!
Toot-toot!

The Land of Numbers



You've reached the Land of Numbers
The land that really "counts"
So here's a little "number"
About numbers and amounts
One two three
Four five six
Seven-eight-nine-ten
Ten's quite a lot
One's really not
Ten nine eight
Seven six five
Four-three-two-one
One counts your nose
Ten counts your toes
One two three
Four five six
One two three
Four five six
One two three
Four five six
Seven-eight-nine-ten

Letter Island

There are plenty of islands way out in the sea
That make things like chocolate and spice
But here we make words – well now, how can that be?
Watch closely and take my advice

Chorus 1

First you find a sound, let it grow into a letter
When the second one you've found, then you put 'em both together
Now it's time to add a third, oh it just keeps getting better
Pretty soon you have a word and it started with a letter!

Chorus 2

First you find a sound, let it grow into a letter
When the second one you've found, then you put 'em both together
Now it's time to add a third, oh it just keeps getting better
Pretty soon you have a word and it started with a letter!
Nice word!

The Musical Notes Land

Hi, I'm A
I'd like to say
How glad I am to greet you

Call me B
And as for me
I'm simply charmed to meet you

Me, I'm C
As you can see,
I'm somewhere near the middle

I am D,
Just heavenly
To every fife and fiddle

E, that's me,
I'm right on key
But F will always top you

Golly G
The last one's me
Goodbye, don't let us stop you

A, B, C, D, E, F G, - sometimes we're sharp or flat
And yet we're every note you'll ever need and that is that

Ruler Land

Chorus 1

Oh I'm the ruler of Ruler Land
With oodles of rulers at my command
Those other kings, they love their treasure
But I'm the king who loves to measure

Verse 1

Short things
Like a pollywog
Long things
Like a collie dog

Verse 2

Small things
Like a bumblebee
Tall things
Like a jungle tree

Verse 3

Thin things
Like a slice of bread
Wide things
Like a nice, warm bed

Chorus 2

Yes, I'm the Ruler of Ruler Land
And all my rulers give me a hand
We'll measure your windows and we'll measure your wheels
But we just can't measure how great it feels!

Shape Land

Chorus 1

Shape up
Shape up
Let's get in shape
Let's make a "Shape Workout" videotape

Verse 1

Do the circle
Go round and round
Just keep those feet a-hitting the ground

Verse 2

Do the triangle

Go one, two, three
That's the number of points and sides you see

Verse 3

Do the rectangle
Step, two, three, *four*
Two sides are short, two sides have more

Verse 4

Do the square
And here's the game
'Got four sides, too, but they're all the same

Chorus 2

Shape up
Shape up
Now you're in shape
You made a "Shape Workout" videotape

The Stars and the Moon

Verse 1

Hey, step right up and see our play
And meet our star, the Sun
"The blue sky is my stage all day"
But then, when day is done...

Verse 2

The sky puts on a different face
And sings a different tune
A different kind of play takes place
It stars the stars and moon

Bridge 1

Dark nights, bright lights
We'll take you to new heights

Bridge 2

Night time, stars shine
Out on the Milky Way

Verse 3

The stars and moon, we sing our tune
Across the sky we dance
Then pretty soon, make way for noon...
"Once more it's my big chance!"

I've Been Working on the Railroad

I've been working on the railroad
All the live long day
I've been working on the railroad
Just to pass the time of day
Don't you hear the whistle blowing?
Rise up so early in the morn.
Don't you hear the captain shouting,
"Dinah, blow your horn"?
Dinah won't you blow,
Dinah won't you blow,

Dinah won't you blow your horn?
Dinah won't you blow,
Dinah won't you blow,
Dinah won't you blow your horn?

London Bridge

London Bridge is falling down,
Falling down, falling down.
London Bridge is falling down,
My fair lady.

Build it up with iron bars,
Iron bars, iron bars.
Build it up with iron bars,
My fair lady.

Build it up with gold and silver,
Gold and silver, gold and silver.
Build it up with gold and silver,
My fair lady.

Take the key and lock her up,
Lock her up, Lock her up.
Take the key and lock her up,
My fair lady.

Old Mac Donald had a Farm

Old MacDonald had a farm
E – I – E – I – O
And on his farm he had a cow,
E – I – E – I – O
With a moo – moo here,
And a moo – moo there,
Here a moo, there a moo,
Everywhere a moo – moo.

Old MacDonald had a farm
E – I – E – I – O
And on his farm he had a pig,
E – I – E – I – O
With an oink – oink here,
And an oink – oink there,
Here an oink, there an oink,
Everywhere an oink – oink.

Old MacDonald had a farm
E – I – E – I – O
And on his farm he had a duck,
E – I – E – I – O
With a quack – quack here,
And a quack – quack there,
Here a quack, there a quack,
Everywhere a quack - quack.

Old MacDonald had a farm
E – I – E – I – O

This Old Man

This old man, he played one;
He played knick-knack on my thumb.

Chorus:

With a knick-knack, paddy whack,
Give a dog a bone;
This old man came rolling home.

This old man, he played two;
He played knick-knack on my shoe.

Chorus

This old man, he played three;
He played knick-knack on my knee.

Chorus

This old man, he played four;
He played knick-knack on my door.

Chorus

This old man, he played five;
He played knick-knack on my hive.

Chorus

Twinkle, Twinkle, Little Star

Twinkle, twinkle, little star,
How I wonder what you are!
Up above the world so high,
Like a diamond in the sky.

Twinkle, twinkle, little star,
How I wonder what you are.
When the blazing sun is gone,
When he nothing shines upon,
Then you show your little light,
Twinkle, twinkle, all the night.

Twinkle, twinkle little star,
How I wonder what you are.

The Days of the Week

Sunday!
Monday!
Tuesday!
Wednesday!
Thursday!
Friday!
Saturday!

The Alphabet Song

A-B-C-D-E-F-G
H-I-J-K-L-M-N-O-P
Q-R-S-T-U-V
W-X-Y and Z
Now I know my ABCs
Next time won't you sing with me?

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