

The Learning Company

Reader  Rabbit's®

Interactive Reading Journey™ 1



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HOPPING TO IT...

For start-up information, troubleshooting and hardware requirements, refer to the documentation in the CD package.



A School Edition of this product is available for classroom teachers.

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WELCOME TO READER RABBIT'S READING ADVENTURES!

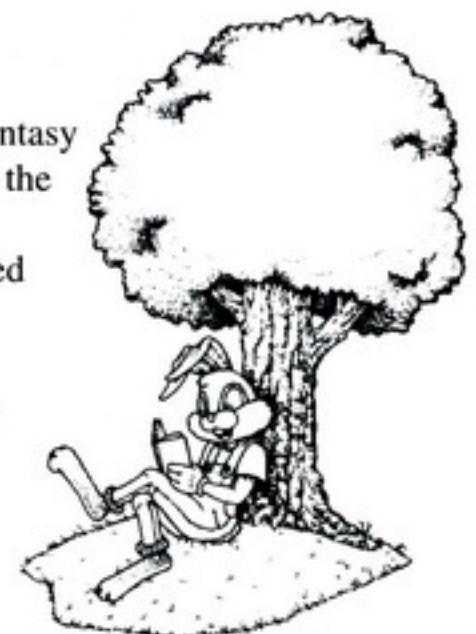
Come along as Reader Rabbit brings the wonder of reading to life at each stage of a child's development! The adventures in the Reader Rabbit family of products build young children's reading, phonics, spelling, and vocabulary skills in a fun, interactive world of animated graphics and lively sounds.

Reader Rabbit 1, Ages 3–6

Look who's talking now! In an exciting deluxe version for CD-ROM, *Reader Rabbit 1* dazzles the eyes and ears with enhanced graphics and all-new, lifelike speech. Step into the Word Factory, where Reader Rabbit says over 200 words aloud, gives players hints and encouragement, and builds preschool through first-grade reading and phonics skills. Four time-tested activities use school reading words to develop phonics skills, increase vocabulary, and sharpen memory and concentration skills—the building blocks for successful reading and learning.

Reader Rabbit 2, Ages 5–8

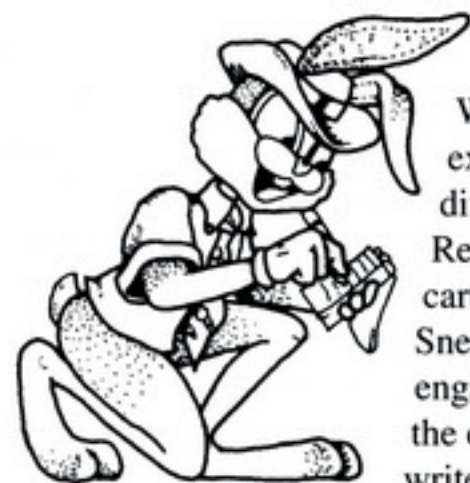
The journey continues in *Reader Rabbit 2*. Young readers take a fantasy railroad ride through Wordville to the next level of reading skills. This deluxe CD-ROM version, enhanced with sparkling new graphics and lifelike speech, builds first- and second-grade reading and phonics skills in four lively activities—Word Mine, Vowel Pond, Match Patch, and the wacky Alphabet Dance.



Reader Rabbit talks to children throughout the program, giving hints, pronouncing the words, and encouraging more learning. Discover a world filled with sights, sounds, and meanings of words in this animated talking adventure!

Reader Rabbit 3, Ages 6–9

In *Reader Rabbit 3*, that famous rabbit makes headlines again! Follow the adventures of Reader Rabbit, investigative reporter for Wordville's *Daily Skywriter*, as he searches for the latest-



breaking news. Players join the Clue Hounds, Orville and Wilma Write, as they fly to exciting places, picking up different clues to solve mysteries! Reviewing sneak peeks of short cartoons with the renowned critic, Sneaker Mole, keeps players engaged for hours. And Ed Words the editor is there to help players write their own phrases. *Reader*

Rabbit 3 takes players on a delightful exploration of the Wordville beat and builds second- and third-grade reading skills while improving writing, vocabulary, and critical-thinking abilities.

Reader Rabbit's Interactive Reading Journey 1

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* For installation instructions, refer to the documentation in the CD package.

Educational Focus

As the first step toward a lifelong love of stories, reading, and language, *Reader Rabbit's Interactive Reading Journey 1* presents a systematic approach to learning to read. Alliterative speech, colorful animations, and engaging sound effects provide a delightful environment for children to explore as they begin to read. Within the graphic- and sound-rich "Letter Lands," the program includes 40 progressively challenging storybooks, supported by over 100 carefully structured skill-building lessons—activities that focus on phonics, letter and letter-pattern recognition, and sight-word vocabulary. The program is designed to:

- give children immediate success and build confidence in reading,
- meet a young reader's need to manipulate words,
- help children sound out words and put sounds together to make new words,
- develop letter-pattern recognition and letter-sound association,
- develop a basic sight-word vocabulary,
- enable children to read 40 short storybooks independently, and
- develop oral reading skills, including word emphasis, voice inflection, and pacing.

Built-in progress reports let parents and teachers know how well children are doing by displaying the latest score in the word games. The program also tracks words children have

trouble with and offers additional practice reading those words. Because children can choose whether to explore a Letter Land, read a storybook, or play a word game, learning is self-guided and children are in control of their own learning experience.

Letter Lands. In each of the 20 Letter Lands, children are introduced to a consonant letter or letter blend. When clicked on, many objects beginning with that specific letter or blend come to life. These often surprising discoveries motivate children to explore the Letter Lands and associate words with their beginning letter sounds. Letter Land exploration also expands children's vocabularies as they associate pictures with the new words they hear.

Storybooks. The 40 storybooks (two per Letter Land) help children develop visual and auditory word recognition and acquire a sight-word vocabulary. Children can read the stories on their own or hear them dramatized by a cast of characters. To develop fluent reading, the books are written with a carefully selected set of easy-to-read words. Sentences gradually get longer and more challenging as children build their reading vocabularies. Accompanying illustrations are tied closely to the text to aid prediction and comprehension. Children can get help reading by clicking on individual words to hear them read aloud.

The Record & Playback feature within the storybooks allows children to practice reading aloud and get immediate feedback on how they sound. This encourages children to focus on some of the key elements of reading, including pace, tone, and intonation. Children can record themselves reading each page and then listen to their recording, or they can save the recording to play back later and share with parents or a friend.

The Record & Playback feature provides emergent readers the opportunity to self-correct as they compare their reading to the

characters' reading. It can also serve as a motivational tool for pre-readers. They can listen to a character read, record themselves as they repeat what they heard, and then play back the recording to hear themselves "reading."

All 40 storybooks are included in printed form to give children easy access to the stories. This enables them to enjoy reading the stories over and over, and can offer them a preview of what they will be reading as they journey through the program. Having their own personal copy of each storybook also encourages children to read independently, and provides them with a tangible way to chart the progress they've made in learning to read.

Skill Houses. Each Letter Land has a skill house where children play word games that help build literacy skills: listening, speaking, reading, and thinking. The SAY games introduce words that appear in the storybooks in that Letter Land. Children see a word and hear it spoken. They repeat it, isolating letter sounds and developing visual and auditory word-recognition skills. The PHONICS games present a variety of encoding and decoding activities and help children sound out words and learn the sounds letters make. Within the context of a sentence and clues provided by an illustration, the READ games require children to determine which word is needed to complete the sentence. The WORDS games challenge children to identify words by seeing and hearing them, testing their mastery of the reading vocabulary. In the PLAY games, children have an opportunity to practice words they missed previously before moving on to the next unit.

For children whose native language is not English, *Reader Rabbit's Interactive Reading Journey 1* offers a safe and special environment for developing language and reading skills. And because the program encourages exploration and

provides spoken help, children are in charge of their own learning experience. What better way to build literacy—and self-esteem at the same time!

This program is based on the Beginning Reading Program developed by the Southwest Regional Laboratory for Educational Research and Development (SWRL). SWRL's successful reading program was the culmination of extensive research and classroom use involving more than 100,000 children.

Reading Readiness Checklist

When are children ready for *Reader Rabbit's Interactive Reading Journey 1*? Children can derive the most success and enjoyment from the program if they are able to:

- ☐ Distinguish letters from other shapes.
- ☐ Follow simple instructions.
- ☐ Move and click a mouse; translate the movement of the mouse to movement on the screen.

Playful Learning: Tips for Parents

Here are some suggestions to help children get the most from *Reader Rabbit's Interactive Reading Journey 1*.

- ☐ Ask children to share their experiences with you and show you things they've discovered. Sharing discoveries adds to the importance of their own learning experience.
- ☐ Invite children to read the stories aloud and to repeat the game words. Articulating words they see helps them remember new words.
- ☐ As they read the storybooks, ask children to predict what will happen next in the story. Predicting events not only

demonstrates reading comprehension, but critical thinking as well.

- ☐ Experiment with the Record & Playback feature. Have children record a storybook and play it back for you or for other children. Or have children add drama or humor by altering the way in which they read a story. If you have pre-readers, record a storybook yourself and play it back for them.
- ☐ Increase children's enjoyment of reading by asking them to retell the stories in their favorite storybooks. This gives them practice in sequencing events and aids vocabulary development.
- ☐ Extend involvement with the program by asking children to explain a character's actions or feelings. Identifying with characters increases enjoyment of reading.
- ☐ Let children's imaginations run free. Encourage them to make up new stories based on one in a storybook, or to create their own stories about a Letter Land scene. Play increases enthusiasm for learning.
- ☐ Make sure children freely explore each scene and take their time. Let them return to their favorite Letter Lands and reread their favorite stories. Enjoyment is an important ingredient for success in learning to read.

Reading Tips from Reader Rabbit

Children learn to read in a variety of ways. These tips can extend and encourage children's everyday learning when they're away from the computer.

- ☐ Read aloud to children every day.
- ☐ Read everything aloud—storybooks, cartoons, signs, labels, cereal boxes—anything at all.

- ❑ Talk with children. Talk about their activities, about funny things, about things important to them. Listen to them closely. Talking helps children learn to use language.
- ❑ Take children to the local library often. Even pre-readers enjoy looking at books with fanciful illustrations.
- ❑ Invite children to make up their own stories from pictures they see in storybooks and elsewhere.
- ❑ Model reading behavior—make sure children see you reading so that they can understand how important this activity is in your life.
- ❑ Tape-record favorite stories so that children can listen to them over and over, and whenever they want.
- ❑ Encourage children to draw pictures that tell stories and ask them to “read” their pictures.
- ❑ Help children make up silly songs, poems, and rhymes that use a specific letter or letter sound.
- ❑ Encourage children to read letters and words in the world around them. They will quickly gain confidence in their reading skills and see the importance of reading in their daily lives.
- ❑ Play letter games with children, such as finding objects with names that begin with specific letters, or guessing games where you try to guess a word from its beginning letter.

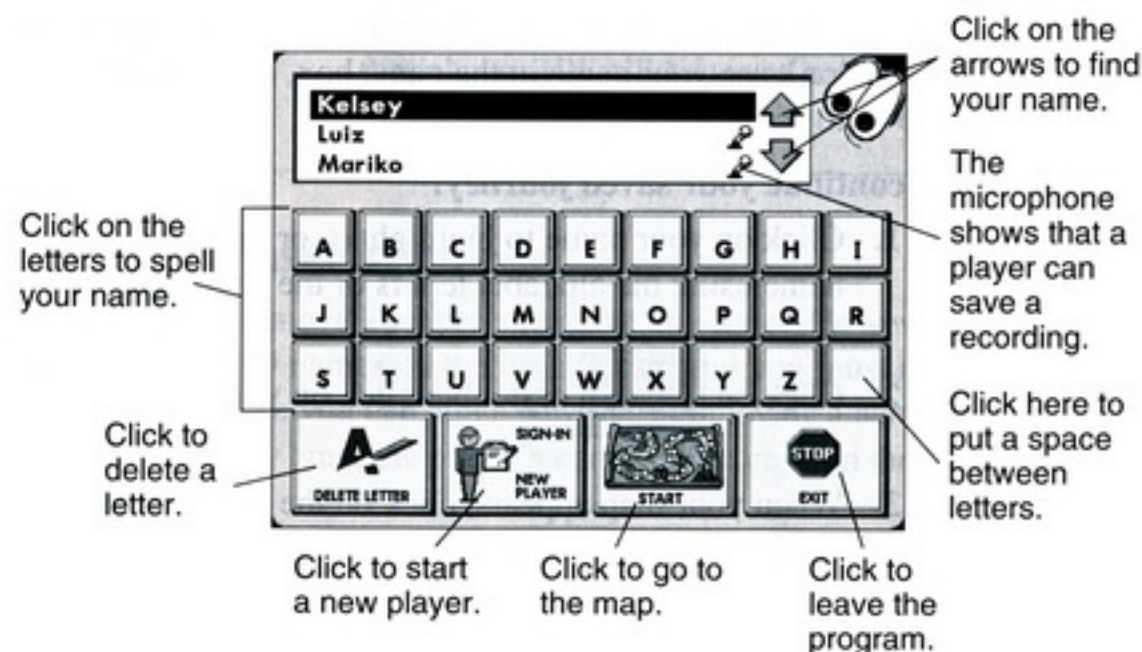


Getting Started

Are you ready to take a reading journey? Start the *Reader Rabbit's Interactive Reading Journey 1* program by following the instructions that came with the CD.

SIGNING IN




To play *Reader Rabbit's Interactive Reading Journey 1*, you'll need to sign in by entering your name. The Sign-In screen lists all players who have already entered their names. It also indicates which players have hard disk space available to them to save a recording of a storybook.





New Players

To add your name to the Sign-In list:

1. Type your name in the name box by clicking on the appropriate alphabet letters or using the keyboard. Your name can have up to 15 letters. And it must be different than any other name on the list.

To erase a mistake, click on  or press  (Windows®) or  (Macintosh®).


Click on  to put a space between letters. (A space counts as a letter.) Then finish typing the letters you need to spell your name.

2. Click on  to see the map. Then click on the flashing pawprint. Reader Rabbit and his friends are waiting for you!

Listed Players

If you've played *Reader Rabbit's Interactive Reading Journey 1* before, your name will already be on the Sign-In list. If you don't see your name in the name box, click on the arrows to scroll through the list.







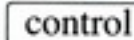

To continue your saved journey:

1. Click on your name to highlight it, or just type your name using the alphabet letters or the keyboard.
2. Click on  or double-click on your name.
3. When your map appears, click on the pawprint to continue your saved journey.

Assigning Hard Disk Space

Reader Rabbit's Interactive Reading Journey 1 reserves enough hard disk space for two players to have one storybook recording each. If you want to reserve space to save a recorded storybook and two players have already been allocated space, you will have to reassign another player's space to you.

To reassign hard disk space:

1. Click on the name of the player whose space you want to acquire. When the name is highlighted, press   (Windows) or   (Macintosh). The microphone icon will disappear.
2. Click on your name to highlight it.
3. Press   or   again. A microphone icon will appear next to your name to show that hard disk space is now reserved for you.



Note: When you reassign a player's hard disk space, all other game information for that player will still be saved under that player's name.

Removing a Player's Name

You can remove a player's name at any time. However, when there are 99 names on the list, it's full and you must remove a name before you can add a new one. Removing a name will permanently erase the player's name and score from the hard disk.

To remove a player's name:

- Click on the name to highlight it. Then press   (Windows) or   (Macintosh).

USING THE READING JOURNEY MAP

After you sign in, you'll see a map of the Reading Journey. This is where you choose a Letter Land to visit.

There are 20 Letter Lands in *Reader Rabbit's Interactive Reading Journey 1*. As you successfully complete a unit of four Letter Lands, a Go-Ahead gate opens to the next unit. Open all five Go-Ahead gates to find the reading kingdom.



To go to a Letter Land:

- Click on the flashing pawprint to go to a Letter Land. For information on exploring the Letter Lands, see the next chapter, *The Letter Lands*.



To have access to all four Letter Lands in a unit at a time, see *Appendix A: The POP Buttons* for information on how to use the Access button.

The Letter Lands

Journey down the fabulous Reading Road with Reader Rabbit and his friends Sam the Lion and Mat the Mouse. In each of the 20 Letter Lands, listen for the poem that tells you what the Letter Land's special letter is. Explore the scene and click on things that begin with that letter, and make surprising things happen. In every Letter Land, you'll also find two storybooks. Read them to earn your storybook stars! And don't forget to visit the skill house to play word games with some very interesting characters!

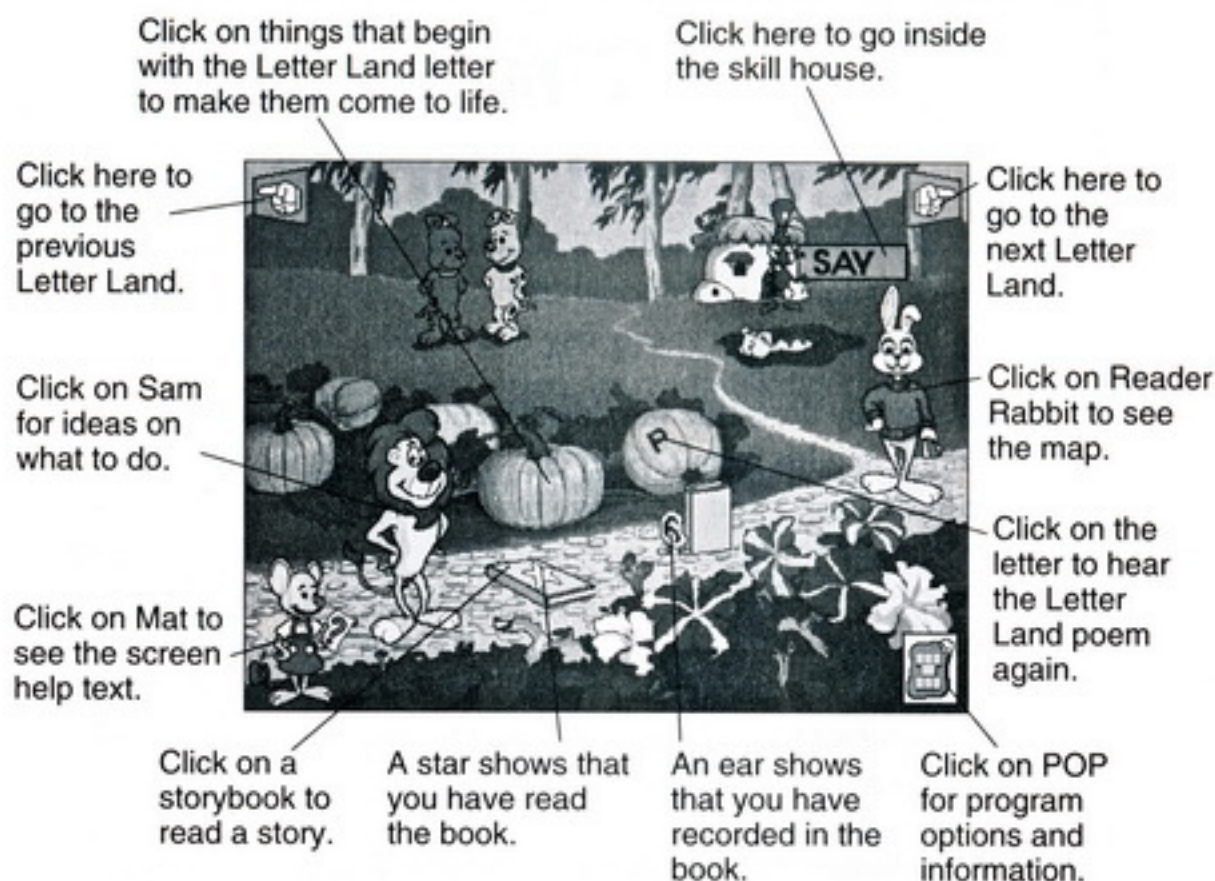
For additional tips on enjoying the journey, be sure to see *Playful Learning: Tips for Parents in Educational Focus*.

Take a reading journey to 20 different Letter Lands. Each Letter Land has a different letter to play with and new words to learn. In every Letter Land, you can:

- listen to the Letter Land poem,
- click on things that begin with the Letter Land letter and find silly surprises,
- read two storybooks,
- record yourself reading a storybook and listen to your recording, and
- play word games in a skill house.



THE LETTER LANDS

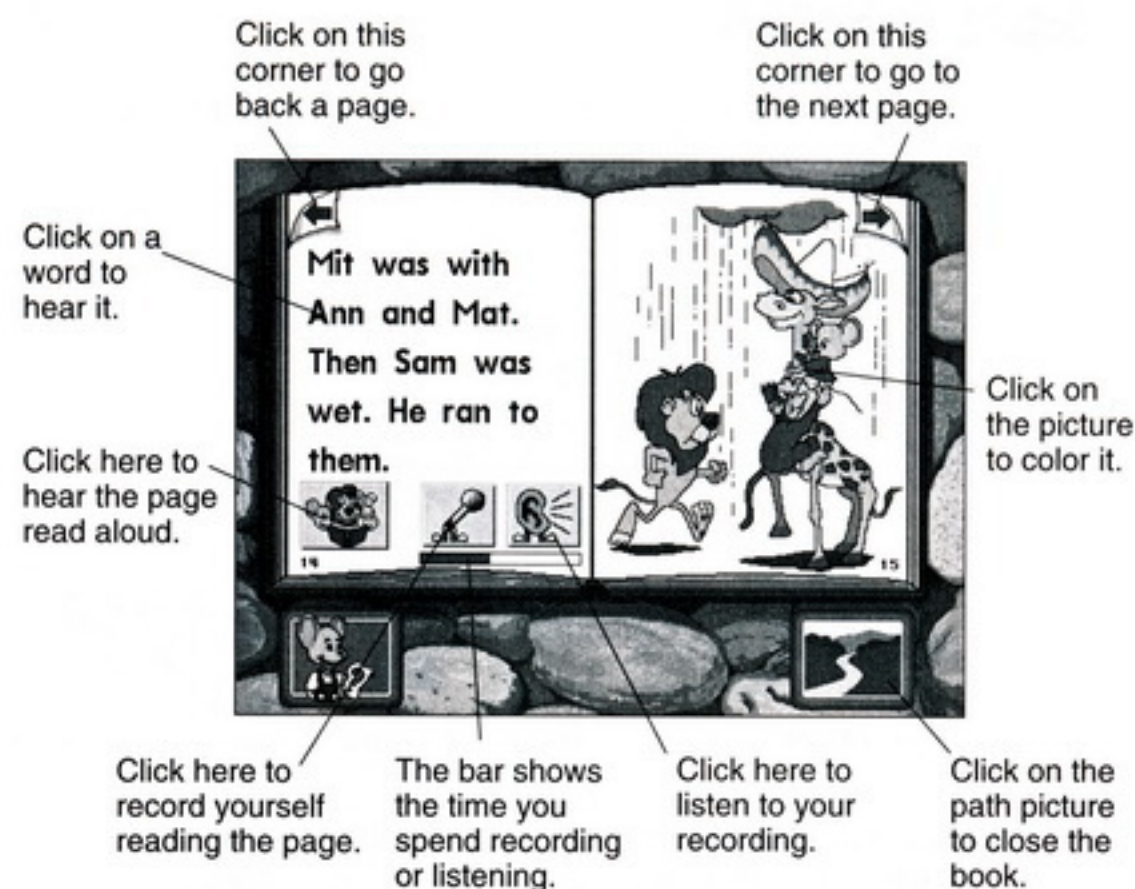



STORYBOOKS


Every Letter Land has two storybooks to read. You'll learn new words in every book and read about Sam and his storybook friends.

Just click on a book to open it. Then listen to the story and read along. When you finish reading a storybook and close it, a storybook star appears on the book. Collect both stars before moving on to the next Letter Land.

Storybooks



If you want to practice reading out loud, you can record yourself as you read the story. Just click on  and start reading.

When you're finished recording, click on  to hear what you have recorded. If you want to stop recording or listening, just click anywhere outside the buttons.

Remember, there must be a microphone icon next to your name at the Sign-In screen for you to be able to record and save a storybook. (See *Signing In* in *Getting Started*.)

Note: You can save only one recorded storybook. If you start recording a second book, the recording of the first storybook will be erased.

SKILL HOUSES

Take time out from your journey to play some word games. It's great fun, and all sorts of things can happen!

In each Letter Land, you'll discover a skill house—Nan's Nest, Ben's Ant Band, Mit's Mess, or Fishtown Follies. You need to play all of the activities in each skill house before you can move on to the next Letter Land.

Just click on the sign by the skill house door to go inside.



Nan's Nest



Ben's Ant Band



Mit's Mess



Fishtown Follies

Each skill house has three different games to play—SAY, WORDS, and either PHONICS, READ, or PLAY.

When you're finished playing the games, click on



Nan's Nest

Nan's Nest is the first skill house in each unit. Play games with Nanny Toucanny and the word birds. Click on Nanny whenever you need to hear the instructions again.

SAY



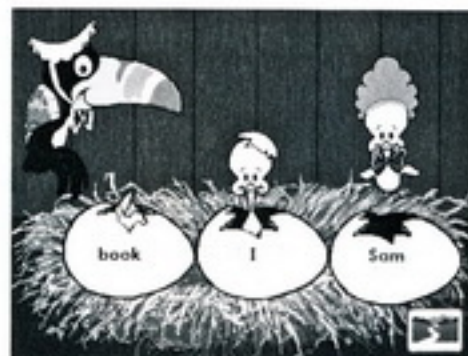
Say the word that Nanny says. Then click on the word.

PHONICS



Say the word parts that appear on the eggs. Then click on them to make a word.

WORDS

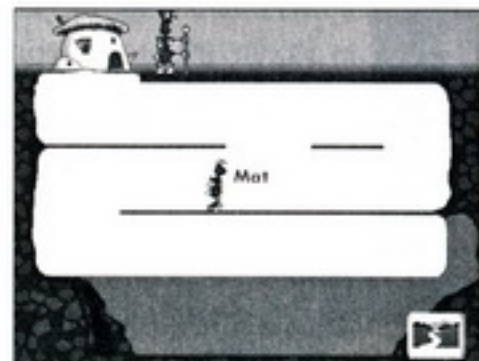


Click on the word that Nanny says and help all three word birds get out of their shells.

Ben's Ant Band

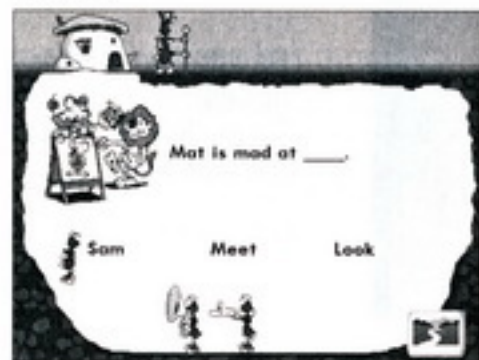
Ben's Ant Band is the second skill house in each unit. Play the "gobble up" games with Ben the Ant and his marching band and help them find their instruments. Click on Ben whenever you need to hear the instructions again.

SAY



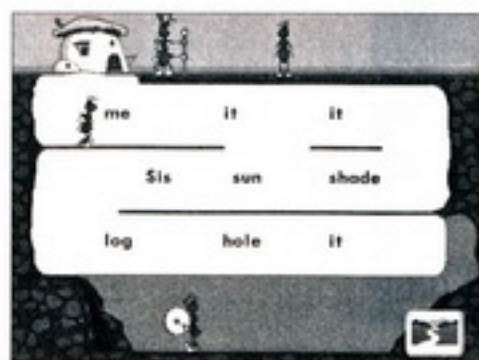
Say the word that Ben says.
Then click on the word.

READ



Click on the word that best
completes the sentence.
Use the picture for a clue.

WORDS



Click on all the words
that Ben says. Find the
instruments and build an
ant band.

Mit's Mess

Mit's Mess is the third skill house in each unit. Play games with Mit the Monkey and help him sort peanuts. Click on Mit whenever you need to hear the instructions again.

SAY



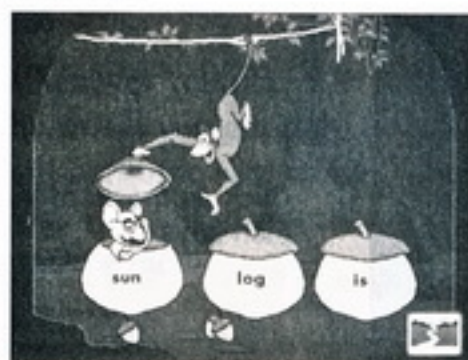
Say the word that Mit says.
Then click on the word.

PHONICS



Click on the acorn if Mit's
word has the same ending as
the one on the acorn. Click
on the recycling bin if it
doesn't.

WORDS



Click on the word that Mit
says. Find out who's hiding
in the acorns.

Fishtown Follies

Fishtown Follies is the fourth skill house in each unit. Play games with your host Roc Fish. Click on Roc Fish whenever you need to hear the instructions again.

SAY



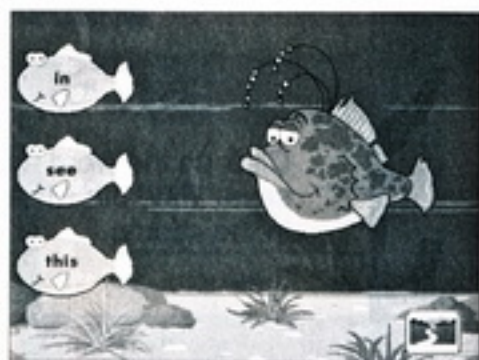
Say the word that Roc Fish says. Then click on the word.

WORDS



Click on the word you hear to make the snails move. Who will be the winner?

PLAY



Click on the word that Roc Fish says.

GO-AHEAD GATES

When you complete all of the WORDS games in a unit and your grade (score) is high enough, the Go-Ahead gate will appear in the last (fourth) Letter Land in the unit. Go through the gate to go to the next unit and continue your journey.

Grading

Every time you finish a WORDS game in a skill house, you earn a grade based on how many correct answers you had. Your grade appears as a percentage in your Progress Report in POP. (See *Using POP* later in this chapter.) Since the early skill house WORDS games (Nan's Nest and Ant Band) use words that may be new for you, the grades you earn for them won't be counted as heavily toward your unit grade as the grades you earn for the later WORDS games (Mit's Mess and Fishtown Follies).

If you have story stars on all eight storybooks in a unit and your unit grade is equal to or greater than the percentage set in your Progress Report, the Go-Ahead gate appears. To see your grade or to set the target percentage, see *Appendix A: The POP Buttons* for information on how to use the Progress button.

If your unit grade is not high enough, continue to play in any of the skill houses. As you improve, your unit grade will go up.

Tracking

Whenever you play a WORDS game, the program keeps track of the words you got right and any words that you missed. You will get some new words for each WORDS game, but any words you miss will reappear later in the unit so you have a chance to practice them.

USING THE PROGRAM OPTIONS PAD (POP)

Within a Letter Land, you'll notice POP near the lower right corner of the screen. POP, short for Program Options Pad, gives you access to program information and all the program options. For specific information about the POP buttons, see *Appendix A*.

POP Basics

- To open POP, click on it.
- To close POP, click on POP's eyes.
- To choose a button, click on it.

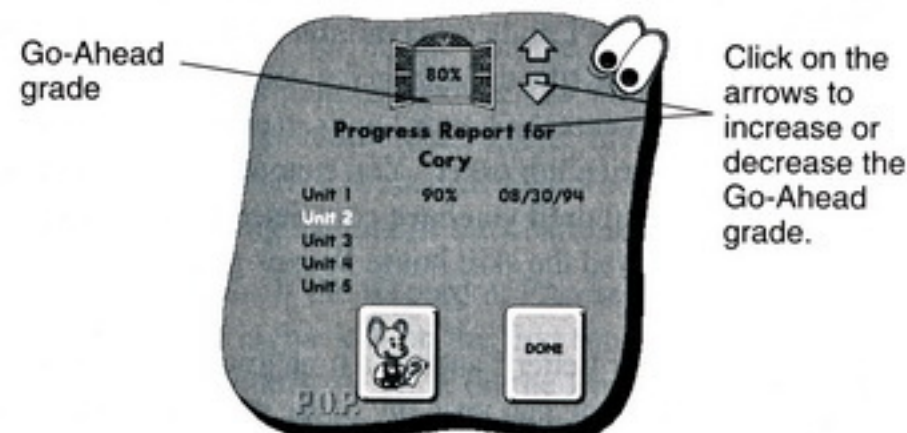


APPENDIX A: THE POP BUTTONS



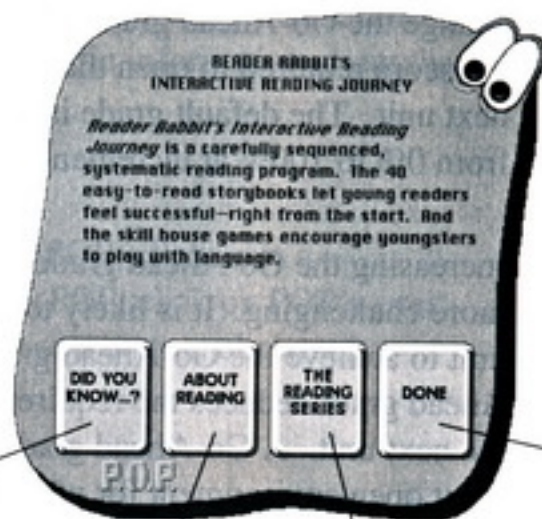
Progress. This button brings up a Progress Report that displays the score for a completed unit and lets you change the Go-Ahead grade. The Go-Ahead grade is the score required to open the gate and proceed to the next unit. The default grade is 80%, but you can set it from 0% to 100% at increments of 10%.

Increasing the Go-Ahead grade makes the program more challenging. It is likely to take more time in each unit to achieve the Go-Ahead grade. Lowering the Go-Ahead grade reduces the requirements for advancing to the next unit. A Go-Ahead grade of 0% provides the most open environment for play and exploration, and allows you to complete the journey without demonstrating mastery of the reading vocabulary. You can save your Progress Report to disk at any time by pressing **Ctrl S** (Windows) or **⌘ S** (Macintosh).





Education. This button gives you general information about the program's educational content.



Learn interesting facts about children and reading.

Learn about how children learn to read.

Learn about Reader Rabbit's Reading Series.

Click here to return to the main POP screen.



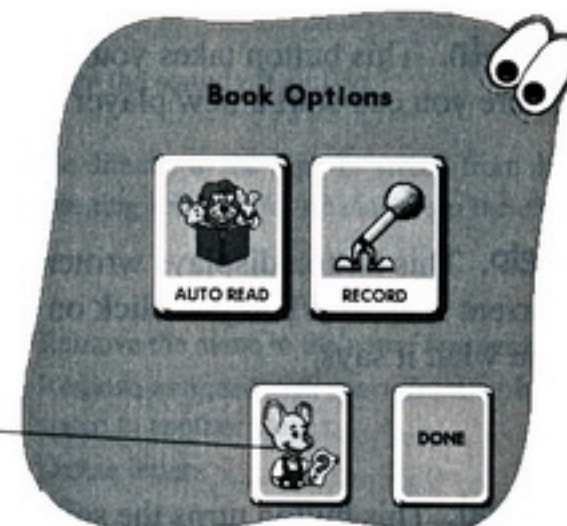
Access. The Access button lets you change how many Letter Lands are available at a time. One Letter Land at a time (the default) gives you scene-by-scene access. This presents the Letter Lands in sequence and preserves the curriculum order. You cannot advance to the next Letter Land until you have completed the two storybooks and played the skill house WORDS game.



Four Letter Lands at a time gives you unit-by-unit access, and you can visit any of the unit's Letter Lands by using the map. However, the Go-Ahead gate will not appear or open to the next unit until you get story stars on all eight storybooks and achieve the Go-Ahead grade.



Book. This button gives you different options for reading the storybook stories. When you click on it, a Book Options screen will appear.



Click on Mat to see the screen help text.

Auto Read lets you choose whether the storybook stories are read automatically by the characters. When you click on the button, Auto Read will be turned off and a slash mark will appear across the button. Click again to turn Auto Read on. Whether or not Auto Read is on, you can click on the graphic at the bottom of the left storybook page whenever you want to hear that storybook page read aloud. **Note:** If Auto Read is on when you return to a recorded storybook, you will hear your recording instead of the character voices.

Record controls the Record & Playback feature. Record & Playback is on the first time you start the program. When you click on the Record button at this screen, Record & Playback will be turned off and a slash mark will appear across the button. Click again to turn Record & Playback on. When the feature is off, you will not see the record and playback buttons on the storybook pages, and the keyboard commands for record and playback will not work.



Map. The Map button takes you to the Reading Journey map, just like clicking on Reader Rabbit.



Sign-In. This button takes you to the Sign-In screen. There you can start a new player.



Help. This button displays written help text for the current screen. When you click on the text, Mat tells you what it says.



Sound. This button turns the sound, speech, and music off and on. When sound is off, a slash mark appears across the button. The Letter Land poems and the storybooks won't be read by the program, and the skill houses are closed and can't be entered.



Exit. This button lets you leave *Reader Rabbit's Interactive Reading Journey 1* and automatically saves your journey.

APPENDIX B: USING THE KEYBOARD

Key	Function
General	
Ctrl M (Windows) or ⌘ M (Macintosh)	Turn the sound off and on.
Spacebar	Go directly to the Sign-In screen from the program's opening scene or to the map from the closing scene.
Sign-In	
Ctrl R or control R	Remove the name in the name box permanently.
Ctrl D or control D	Remove assigned disk space from a player; reassign disk space to another player.
Backspace or delete	Delete letters.
Enter or return	Enter the name in the name box as a new player.
Esc	Leave the program.
Map	
Enter or return	Choose the Letter Land with the pawprint.
→ or ←	Move the pawprint forward to the next available Letter Land or back to the previous Letter Land.
F1 or 1	See Mat's screen help text. (Esc to hide text.)
Ctrl or control 1, 2, 3, 4, and 5	Make all Letter Lands available through Units 1, 2, 3, 4, and 5, respectively.
Ctrl 0 or control 0	Clear any changes made.
Esc	Leave the program.
Letter Land	
Ctrl S or ⌘ S	Save the Progress Report displayed in POP.
F1 or 1	See Mat's screen help text. (Esc to hide text.)
F2 or 2	Choose Sam to hear ideas about what to do.
F3 or 3	Choose Reader Rabbit to go to the map.
F4 or 4	Open POP. (Esc to close POP.)
F5 or 5	Open the first storybook.

Key	Function
F6 or 6	Open the second storybook.
F7 or 7	Choose the right path pointer to go to the next available Letter Land.
F8 or 8	Choose the left path pointer to go to the previous Letter Land.
F9 or 9	Choose the skill house.
Letter Land letter	Choose things that begin with the Letter Land letter and make them come to life.
Esc	Leave the program.

Storybooks

Enter or return	Hear the text on the page read again.
R	Start recording in a storybook.
L	Start playing back a recording.
Esc	Close a storybook.
P	Color the picture.
→ or ←	Go to the next page or go back a page.
F1	See Mat's screen help text. (Esc to hide text.)

Skill Houses

Enter or return	Choose the word in SAY games; choose a word in Ben's Ant Band.
I	Hear the skill house character say the instructions again.
F1 or 1	Choose the first word in any skill house game. Put a word in the recycling bin in Mit's Mess PHONICS games.
F2 or 2	Choose the second word in WORDS games. Put the word in the acorn in Mit's Mess PHONICS games.
F3 or 3	Choose the third word in WORDS games.
←	Move the ant to the left in Ben's Ant Band.
→	Move the ant to the right in Ben's Ant Band.
Esc	Return to Letter Land.

APPENDIX C: WORD LIST

This is the core list of words used in the storybooks and tracked in the skill house activities.

a	had	mud	Sis
am	hand	Nan	sit
and	has	need	slim
Ann	hat	net	snow
ant	he	no	snowballs
apple	hid	not	snowman
at	hill	now	snowmen
bad	him	nut	spot
ball	his	on	sun
bat	hit	pen	surfboard
be	hole	pot	that
bed	I	raft	the
bee	if	rain	them
bell	in	ran	then
Ben	into	run	this
book	is	sad	to
bus	it	said	us
but	let	Sam	was
Buzz	log	sand	we
did	look	sat	weed
Ed	mad	see	well
fat	man	seed	wet
feel	mask	sell	what
feet	Mat	set	who
fell	me	shade	will
fill	meet	she	win
fish	men	sheet	wish
fort	mess	shell	with
fun	met	shut	yes
get	Mit	Sid	

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