

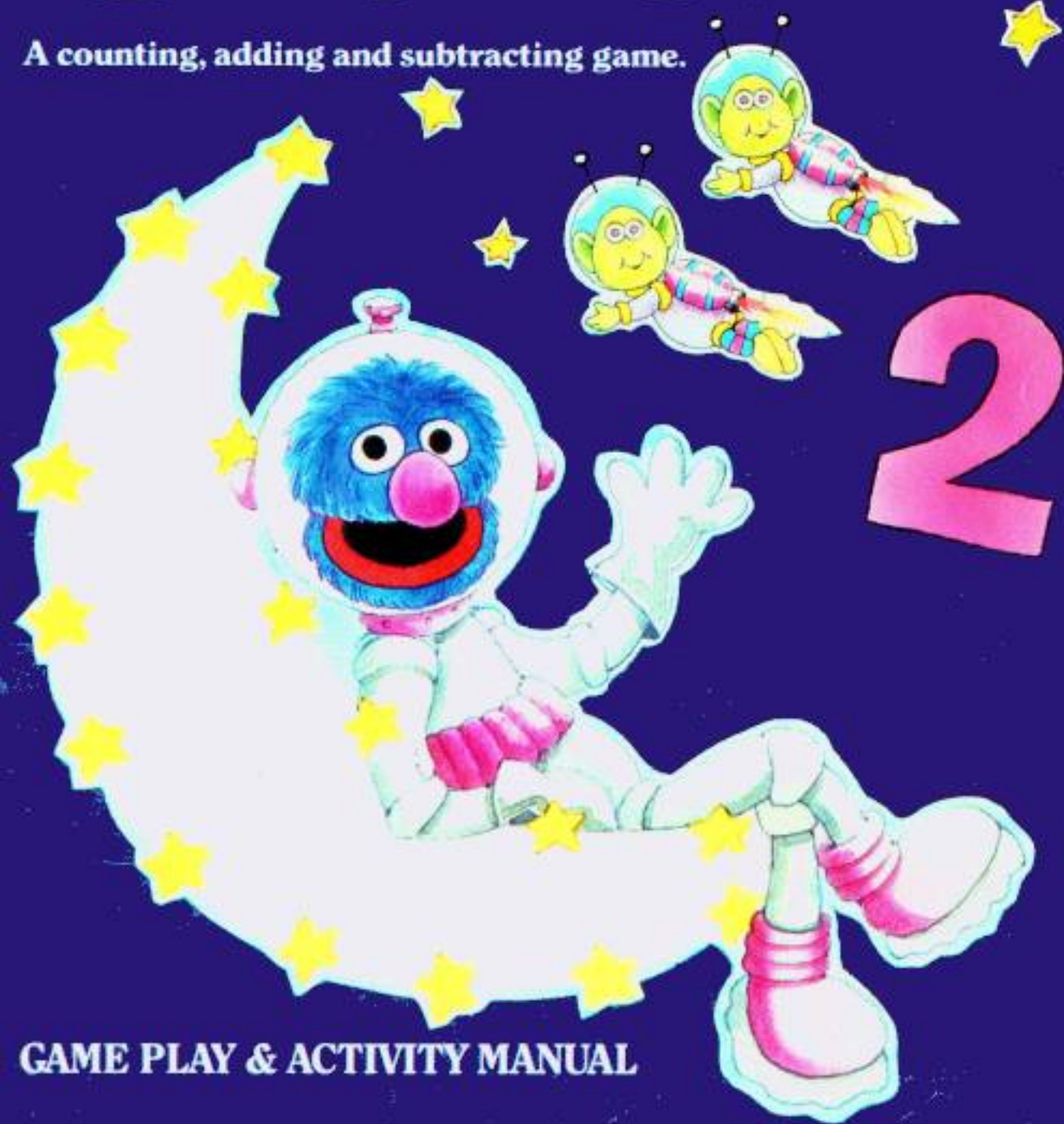
CTW

SESAME STREET

A SESAME STREET™
Preschool Skills Activity

Astro- Grover™

A counting, adding and subtracting game.



GAME PLAY & ACTIVITY MANUAL

CBS
SOFTWARE

www.atari.com

Featuring the JIM HENSON MUPPET™ Characters from SESAME STREET.™

Why Are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

ASTRO-GROVER provides a playful setting in which children practice counting, addition and subtraction. Children feel right at home with their furry, old pal Grover and their new friends, the Zips. Featuring lively, colorful graphics, this exciting and interactive computer activity offers children experience with early number concepts—while having friendly fun in outer space!

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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Astro-Grover™ *

Hello Everybody!



Introduction

Look, up in the stars!

Is it Little Bird? Is it a Twiddlebug? No...it's Astro-Grover! Help him count the Zips as he welcomes them to planet Earth.

So, if you're ready for fun, let's get started!

Parents:

ASTRO-GROVER provides your children with a fun way to use these basic skills:

- Number/numeral correspondence
- Counting
- Addition and subtraction
- Number pattern recognition

When you play ASTRO-GROVER with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point to and count each Zip and say the total out loud. Say things like, "How many Zips are there now?" or "Are there more or fewer Zips than the last turn?"



We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

The EasyKey™ Keyboard Overlay

Included with the program is an EasyKey keyboard overlay designed to fit over your computer's keyboard. The EasyKey makes it simple for little fingers to play ASTRO-GROVER. Never try to use the program without the EasyKey in place. Here are some of its features:

- The PLAY key. Press this key to start your game.
- The LEVEL key. Use this key to select the level of the game you want to play. There are five levels in ASTRO-GROVER, each with its own challenge. You may switch levels even if you are in the middle of a game.
- The PAUSE key. Press this key to stop the game at any point. Press it again to resume playing.

Taking Care of the EasyKey

The EasyKey keyboard overlay is made of tough, flexible vinyl. You can use it as often as you like, but you must treat it carefully to keep it in good condition.

- Keep the EasyKey away from sharp objects that may cut or puncture it.
- Keep the EasyKey away from heat and out of direct sunlight.
- Do not write on the EasyKey.
- If the EasyKey gets dirty, carefully wipe it with a damp cloth dipped in mildly soapy, lukewarm water.
- Return the EasyKey to the program storage case when you are not using it.

Get Ready

The How-To-Play Card included with ASTRO-GROVER contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions, story and activities.

Let's Play

3...2...1...Blast Off! It's time to play ASTRO-GROVER! Here's how:

The Zips are here to visit Astro-Grover—
And he's counting on you to help him greet them!

Select a Level

Follow the directions on the How-To-Play Card to use the EasyKey and to select a game level.

Count those Zips!

How many Zips do you see in the sky?
There are two ways to count them:



Press a Number Key.

*Count the Zips and say the number you see.
Press that number on the EasyKey.*

Press a Beam Key.

*Press the UP Beam Key to send the beam up
and find the right number of Zips in the sky.
Then press the DOWN Beam Key to make your
match and catch those Zips.*

Playtime!

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice the skills needed in subsequent levels. On all levels, if your child has not pressed any key after a certain amount of time, you will hear the SESAME STREET song. Prompt your child to press a key.

Level 1:

Object:

How Many Zips?

Count the Zips and watch them build the beautiful city.

The Zips from Zap have come to play with you! But first you must count them—here's what to do!



A shipful of Zips whizzes onto your screen. Whoosh! Zoom! How can you stop it?

Press any Beam Key on your EasyKey.

The ship will stop and some Zips will scoot out. Then they will zoom to the center of the screen and flash to greet you.

Point to each Zip on the screen. How many do you see?

Now press that number on the EasyKey.

Oops! You pressed the wrong key! That's okay Astropal—because you have as many tries as you need to get it right. Count the Zips and press again.

Leaping Leo—you got it!

Watch as the Zips build one part of the city. Now there's a new group of Zips for you to count.

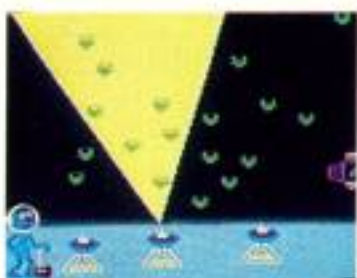
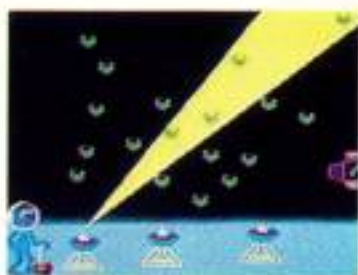
Count all the Zips in a round and you're a real whiz! Astro-Grover will fly up to greet the Zips.

Rounds:

In Level 1, you must correctly count five groups of Zips to build the city and end the round.

Level 2:

Object:



Rounds:



Level 3:

Object:

Beam That Number

Astro-Grover is ready to send a spaceship into orbit—but first he must find the number of Zips on the spaceship!

How will he do it? He needs your help:

Look at the number on the ship.

Now press the UP Beam Key to find that number of Zips in the sky.

Found it? Great!

Now press the DOWN Beam Key again to make your match.

Yikes! You goofed! Astro-Grover shakes his head “no,” but he’s counting on you to guess again—and to get it right!

You got it! Wow! Watch the spaceship move up the screen—and there’s a new number for you to match!

In Level 2, you must make three matches to send the ship all the way into space and end the round.

Manipulating the Beam Keys may be hard at first. When your child presses one, ask “How many Zips are in this beam? Is it the same number you see on the ship?” If not, say “Try pressing the UP Beam Key to see some more Zips.”

Adding Countdown

The Zips are almost ready to return to Zap—but only you can beam them aboard their mother ship.

Get ready, Astropal! The first group of Zips just landed and are flashing on your screen. How many do you see?

Press that number on your EasyKey.

Zowie! You got it! The Zips will zoom onto the launch pad and the number you pressed will flash in the sky.



Now look again—because the second fleet of Zips has just zoomed on screen. How many do you see in the second group?

Press that number on your EasyKey.

Those Zips will fly to the pad and the number you pressed will pop on like the first one. Add the two numbers on your screen and press their sum on your EasyKey.



Jumping Jupiter—you got it!

Watch the Zips zoom up into their ship—and look out below! You've built one part of the city! There's a new group of Zips awaiting your orders so start adding, Astropal!

When you press the right sum three times in a row, you'll get a new surprise! So look sharp—and keep on adding. That's all there is to it!

Add up all the Zips in a round and you've built one Zap-happy city!



On Levels 3 and 4, after three correct answers, math symbols will appear under the launch pad, transforming the numbers that your child pressed into an equation. On Level 3, a plus sign will appear between the numerals and an equal sign will follow them. On Level 4, a minus sign and an equal sign will appear. You may want to point these symbols out to your child.

Rounds:

In Level 3, five correct answers will send the ship home, build the city and end the round.

Level 4:

Object:



Take It Away, Zips!

The Zips are out for one last blast before they zoom back to Zap. They're ready for a stellar spin—but they need your help.

Whoosh! A fleet of Zips lands on the screen. How many do you see? Press that number on your EasyKey.

Good work, Spacemate!

The number you pressed will appear under the launch pad.

What's happening to the fleet? Some of the Zips fly to the right and flash to let you know—they're ready to go!

How do you launch them?

Count those flashing Zips. Press that number on your EasyKey.

The number you pressed will appear under the pad and those Zips will zoom off into orbit!

But your job's not done— it's just begun!

How many Zips are left?

Press that number on your EasyKey.

You got it!

The number you pressed will appear on the screen and you've built one part of the city.

Before you know it, a new fleet of Zips will beam down to you.



Get three correct answers and you'll play this game another way. Fear not, Astropal! You're up to the challenge! So take it away!

Rounds:

In Level 4, five correct answers will send the ship home, build the city and end the round.

Level 5:

Object:



$$5 + 3 = 8$$

or

$$8 = 8$$

Rounds:

Sum Up, Sum Down

Time's almost up! The Zips must leave their buddy Astro-Grover and go home to Zap. But before they go, the Zips will fly down to say, "So long—it's been a blast!" Can you count them before they reach the city?

There are three beams on the screen. Each one has a number in it.

Now look at the number on the Zips' ship.

This time it has an 8 on it!

Look at the numbers on the beam bases. Can you find the right combination of numbers to add up to the number on the ship?

Look closely—there may be more than one right answer! And sometimes, you may have to press a Number Key more than once!

Press the numbers on your EasyKey that add up to the number on the ship. A beam shines up and saves that number of Zips!

The sum of the numbers you pressed must equal the number on the ship. If it is less or more than that number, the Zips will move down the screen. Guess again!

Alpha Centauri! You got it right!

Now look at the ship again—there's a new number on it! It's time to add again!

In Level 5, three correct answers will send the ship home.

Meet your **SESAME STREET** **Muppet Pals**

Are you ready, Spacemates? Here's **ASTRO-GROVER**, starring that star stargazer: Grover...

...and his pals from a distant planet, the Zips!



ZIP! ZIP! ZIP!



Hello everybody! Did you recognize me in my power suit? See, I'm still that lovable furry guy!



ZIP! ZIP! ZIP!



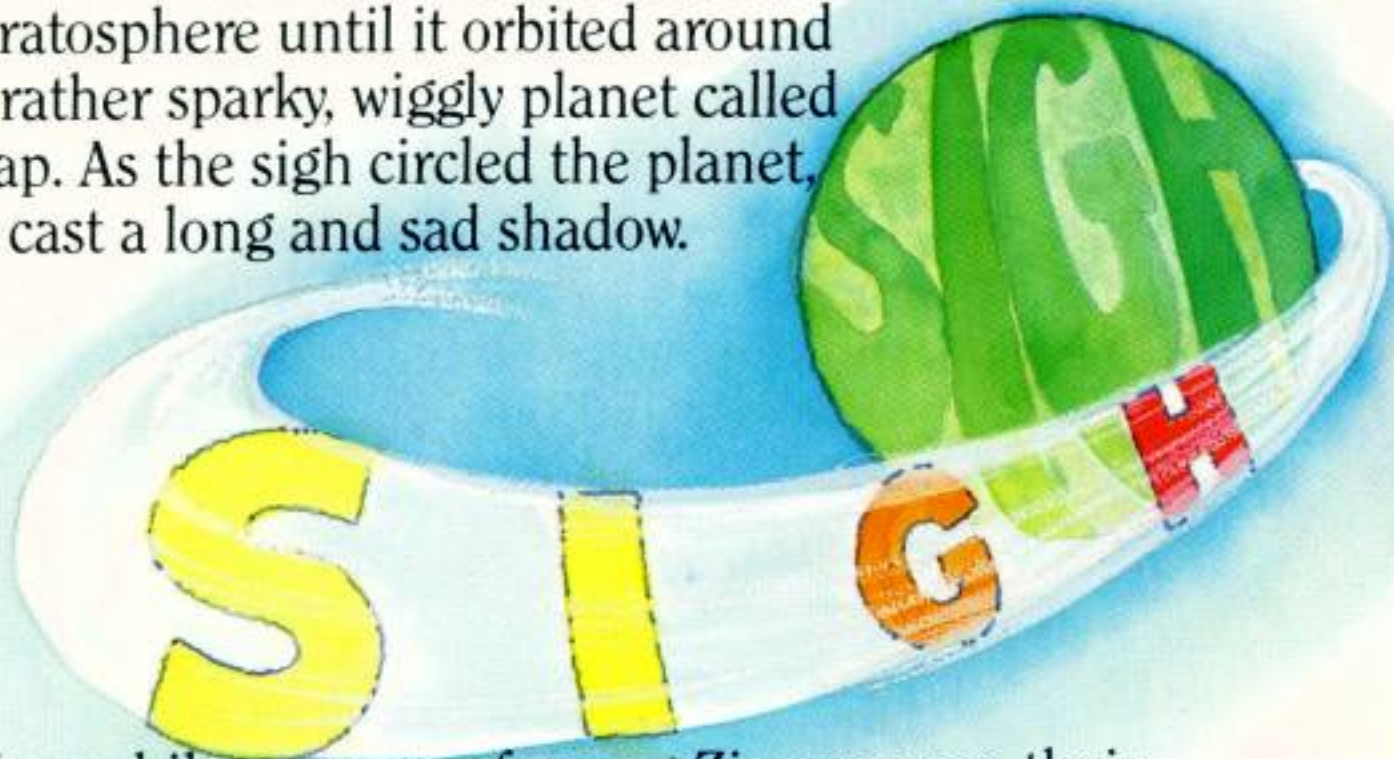
The Zips from Zap



Once upon a time, not too long ago, not too far away, Grover was just a regular old blue monster. He went to school.

He played with his Muppet friends. And he asked a lot of questions. Grover was mostly happy, warm and well-fed, but some nights he would lie in bed finding it hard to go to sleep. Grover would watch the stars, look far into outer space and wonder if there was more to life. Sigh!

One night, Grover let out a particularly long sigh. The sigh flew out the window and through the stratosphere until it orbited around a rather sparky, wiggly planet called Zap. As the sigh circled the planet, it cast a long and sad shadow.



Meanwhile, a group of young Zips were on their launching pad, fishing for quarks in the sky. Grover's sigh got tangled in their lines. They reeled it in, put it up to their ears and listened. "Poor Grover," sighed the Zips on Zap.

"Oh, oh, oh, let's go cheer him up. I haven't visited Earth in light years. Last one aboard is a rotten ovoid," said Zip Number One.



The Zips packed up their comets, satellites and jet packs and zoomed to Earth.

Zips are very silly drivers. “Look out!” shouted Zip Number Two as the spaceship slid down the roofs and climbed up towers. It hopped and scooted and finally landed outside Grover’s room. “Wha, who, what’s this?” said Grover, surprised, as Zips flew into his window and onto his bed. The Zips bowed one by one, saying, “Greetings, Earthling monster, we are the Zips from Zap here to put zoom into your life.”



The Zips showed Grover how to play games from Zap. They showed him how to play Star-Spring and Ring-Around-Saturn (you fall up into orbit). Soon, however, it was time for the Zips to leave.

“Oh, Zips, please stay and be my friends. You are so much fun.”

“Grover, we are sorry—we want to stay, but we miss our planet. We can visit again.”

“But before we leave we would like to give you something.”

“I give you a starry smile,” said Zip Number One.

“I give you a heart of moonshine,” said Zip Number Two.

“I give you celestial courage,” said Zip Number Three.

“I give you the strength of meteors,” said Zip Number Four.

“I give you the jokes of Jupiter,” said Zip Number Five.

“I give you Starfleet feet,” said Zip Number Six.

“I give you a stellar umbrella,” said Zip Number Seven.



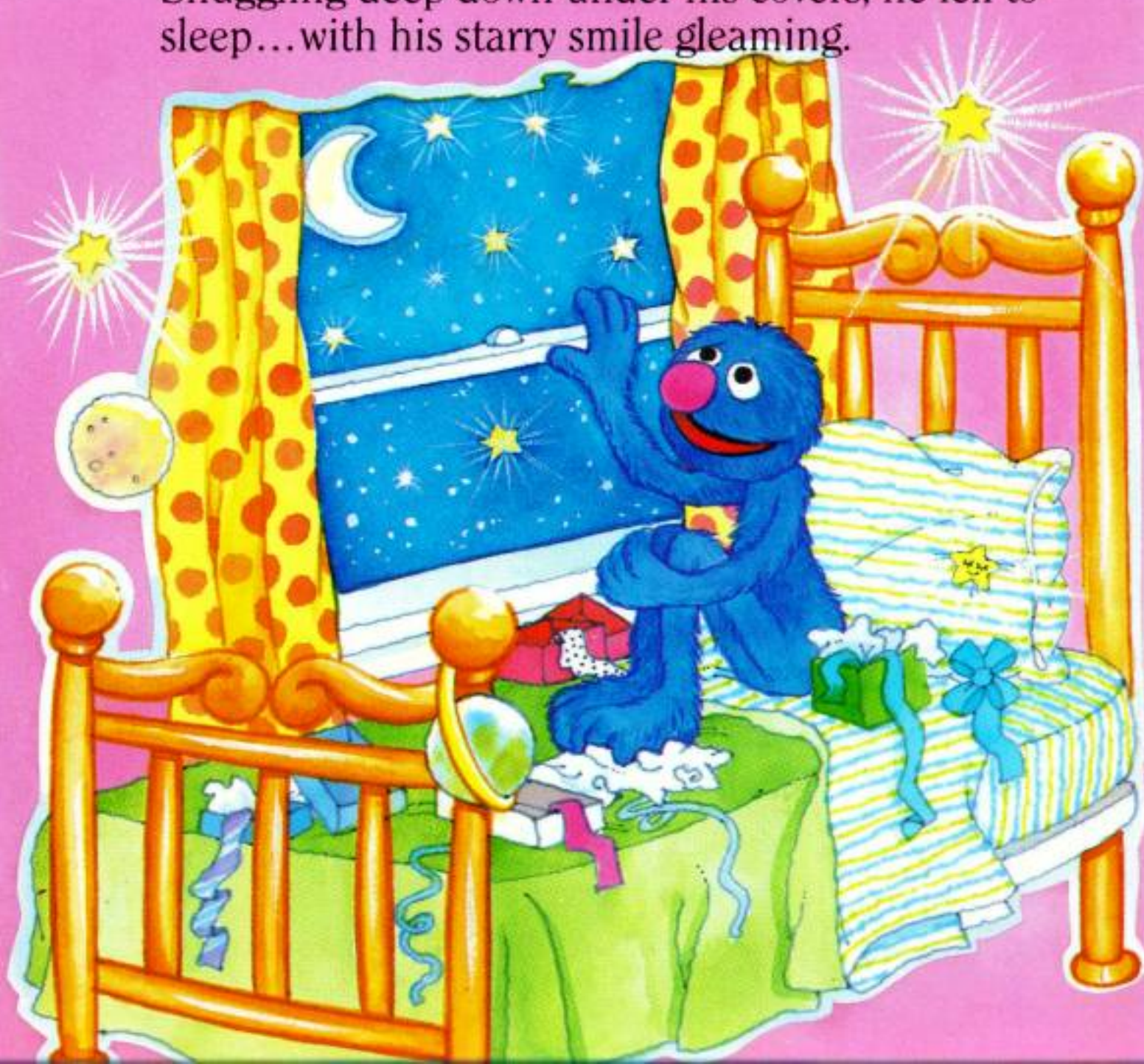
“And most important of all, we give you a jet pack so that you can have the power to make this a friendlier galaxy,” said Zips Numbers Eight and Nine together.

“Thank you,” beamed Grover.

“Oops—it’s almost nine past moon. Time to go,” said the Zips.

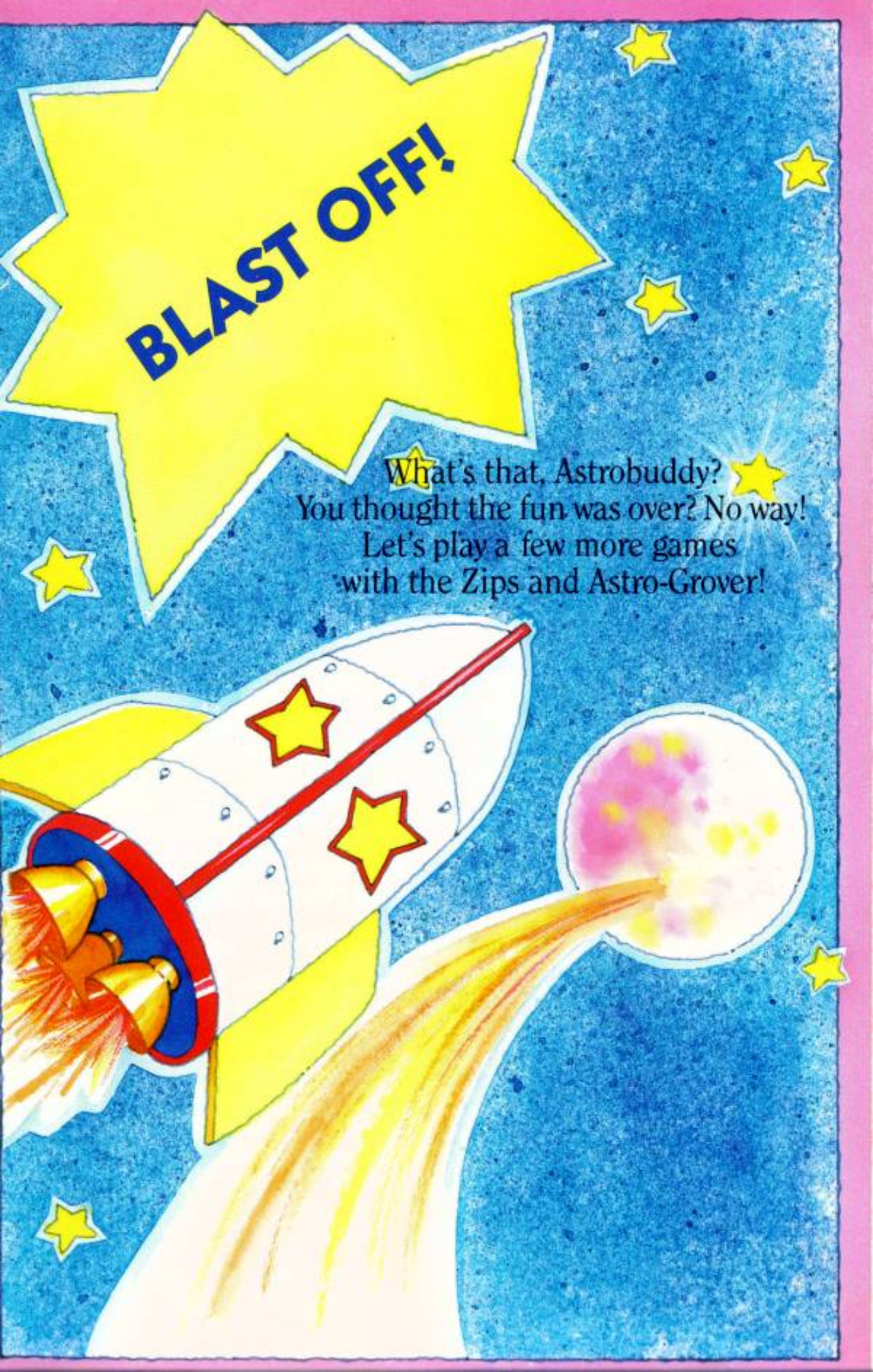
As the Zips flew out the window, a sad Grover waved goodbye.

Full of dreams, excitement and plans—to help the galaxy, the world and the neighborhood—our hero, Astro-Grover, put his jet pack under his bed. Snuggling deep down under his covers, he fell to sleep...with his starry smile gleaming.





BLAST OFF!



What's that, Astrobuddy?
You thought the fun was over? No way!
Let's play a few more games
with the Zips and Astro-Grover!

Your Number's Up!



A Game For Two Players

Materials Needed:

- a large piece of paper
- markers or paints
- a black crayon
- a coin

Now that you've played ASTRO-GROVER, you're number-wise, right? Here's a game to keep you and a friend guessing.

Without showing your friend, use paint or markers to write any four numbers on the paper. Remember them!

Now color the whole page with black crayon.

Hand your friend the coin and ask her to rub away some of the crayon from the first number. What does she see?

She guesses your first number—and if she's wrong, give her a clue.

If she's right, she moves on to the next number. When she guesses all four numbers, it's her turn to pick and paint the numbers and your turn to guess!

Zip Up!



A Game For Two Players

Materials Needed:

- nine checkers
- a paper cup
- paper and pencil

Those high-flying Zips are coming in for a landing—and it's up to you to guess whether they'll land on their **crowns** or **circles**.

Put the checkers in the cup and shake 'em up! But wait—before you spill them on the floor, each of you must make an astrobet—and choose either crowns or circles. Now, empty that cup.

How many of the alien checkers landed circle up and how many landed on a crown? Count how many landed the way you guessed they would and keep track of your score with the paper and pencil.

The first player to get 20 points wins.

Follow The Stars



Materials Needed:

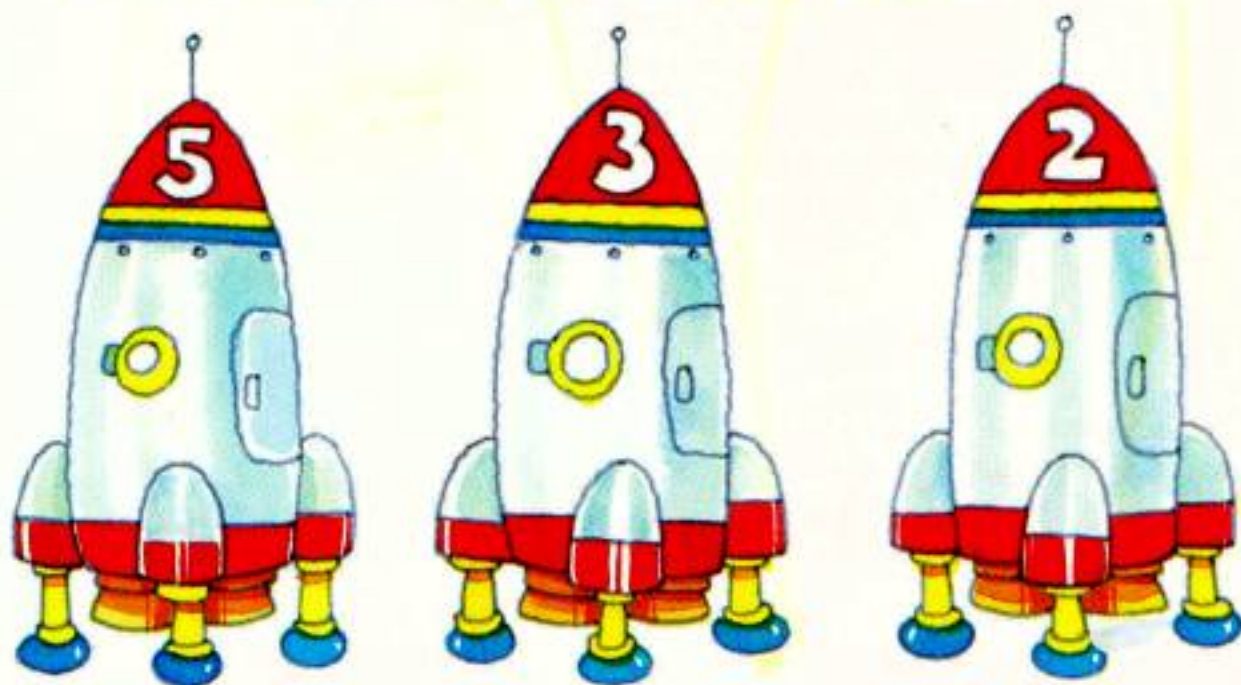
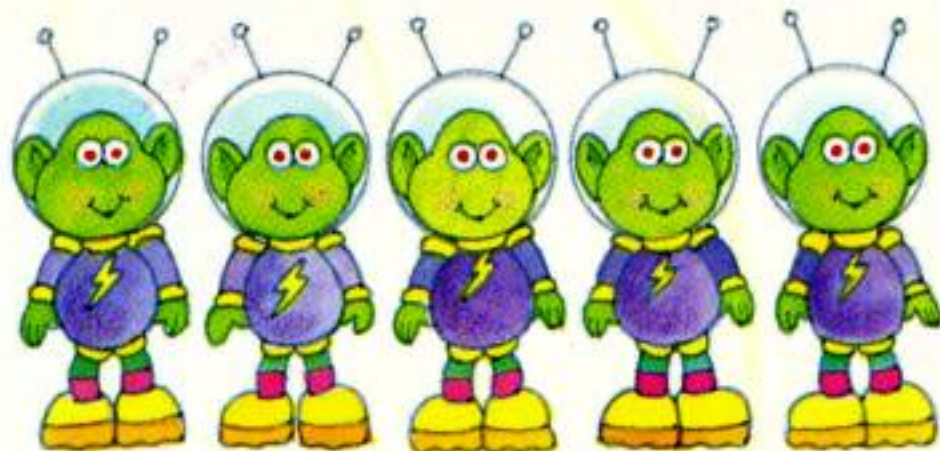
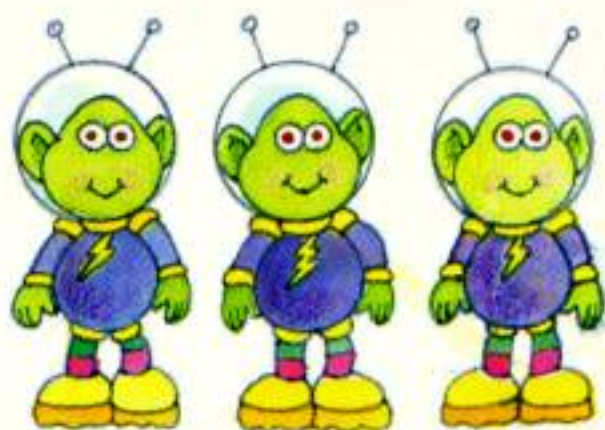
- a pencil, markers or crayons

Oh dear—the Zips lost part of their ship when they came through the stratosphere. Help them out. Put your pencil on the #1 star and connect the stars from 1 to 15.

Great! You rebuilt the ship. Now connect the stars from 1 to 17 that make up Grover's moon. Zips love color, too. Color in the ship and the moon if you like.







Zip Quick Draw

Materials Needed:

- a pencil

Astro-Grover's space shuttle will carry the Zips back and forth from the ship. But you have to connect the right group of Zips to their shuttle. Match the number on the shuttle with the right group of Zips. Draw a circle around each group because Zips are wiggly critters.

The All Aboard Bounce



Materials Needed:

- nine ping-pong balls
- an empty egg carton
- markers or paints

The Zips have to get home to Zap before dinner. You have to help them hop back into their seats so they are ready for take off. Step back from the egg carton and see if you can bounce them into the empty seats.

Use the markers or paints to decorate the ping-pong balls so they look Zippier. Then do the same to the Zips' ship!

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