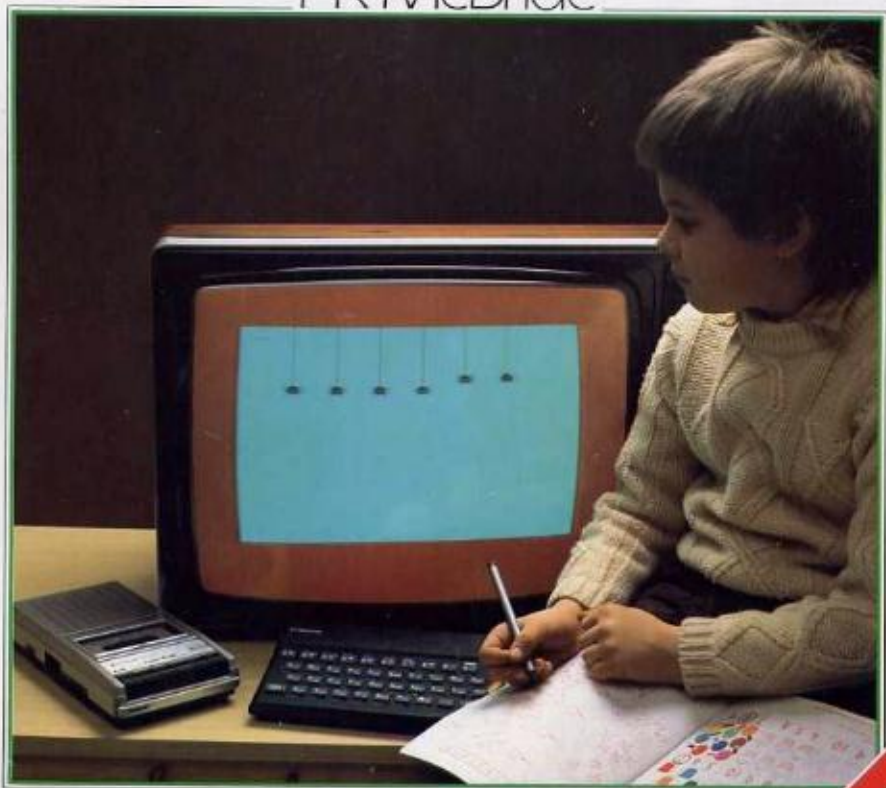


Spectrum  
**FIRST  
NUMBERS**

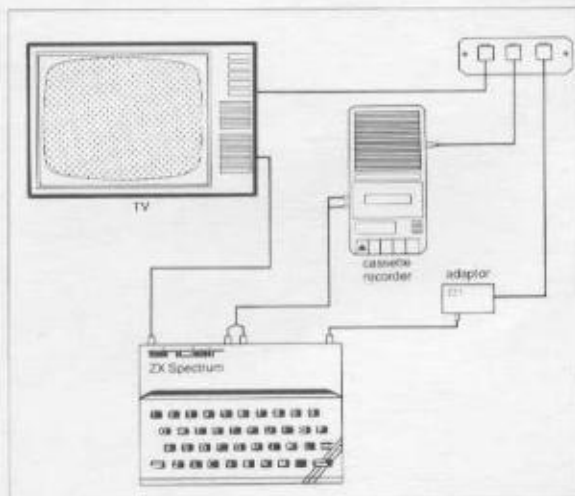
PK McBride



Collins Educational

## Loading a program from a cassette

- 1 Before you try to use your Spectrum, make sure it is set up like this



The Spectrum gets its power through the adaptor, from the mains electricity supply. The picture travels along the lead into the aerial socket of any television set.

- 2 Put the cassette into the cassette recorder.
  - 3 Press **LOAD** on the Spectrum and then the program name inside inverted commas:  
**LOAD "NAME"** (make the **NAME** exactly as it is shown).
  - 4 Find the correct place on the cassette, and turn up the volume until it's uncomfortably high. (You might have to take out the 'ear' plug from the cassette-recorder - don't forget to replace it when you have found the starting position.)
  - 5 Press **ENTER** on the Spectrum.
  - 6 This should produce pretty border patterns. At first there will be wide blue and red strips, followed by a hint of blue and yellow. At that point you should see the screen clear and the program name appear.  
More blue and red, then yellow and blue strips follow as the program is **LOADED**.
  - 7 When this is complete, either press **RUN** followed by **ENTER** or watch the program **RUN** automatically if it has already started.
- Possible problems
- a The volume level is too low. It is not likely to be too high as these computers are deaf, rather than over-sensitive.
  - b You have missed the start of the program. Try a position earlier on the tape.
  - c If you still can't **LOAD**, try a different recorder.

# Spectrum FIRST NUMBERS

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# Using this pack

These programs have been designed for use by children with very little adult assistance. It is important though, especially with younger children, that they should be supervised during their first contacts with the programs. The few written messages that are used are colour-coded, so that the child will be able to recognise and respond to the colour, if not the words, of a message. Almost all the responses to the programs are taken by the direct touch of a key. Where it is necessary for the child to ENTER an answer, this is clearly marked.

"UPTO5" and "UPTO10" display, and give practice in counting, these numbers. The initial displays can be jumped from, wherever you see a "Press **E** for the Exercises" line. The programs can be stopped at the end of any frame by pressing **S**.

"RACE" is a dice-based counting game, where the child plays against the computer's Chip.

"NUMBERS" shows how to write numbers, using an animated display. The program will normally follow the number sequence, but any number can be selected at the end of any frame, by pressing that number on the keyboard.

"11UP" takes the number sequence, and counting skills up to 20. This program uses block images, rather than pictures, and emphasises that these numbers are made up of a group of ten with additional units.

The program should be first used where indicated in the workbook.

Children can colour, draw and complete the workbook - the programs become a constant source of encouragement and learning.

2

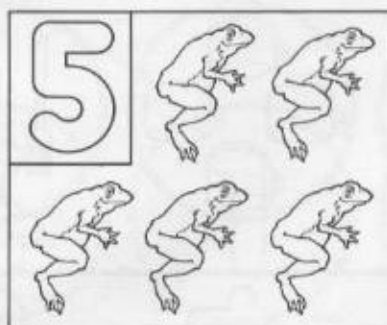
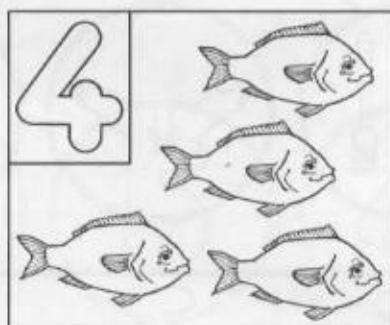
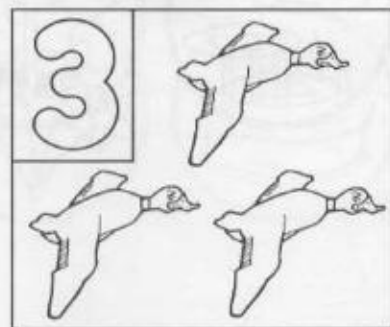
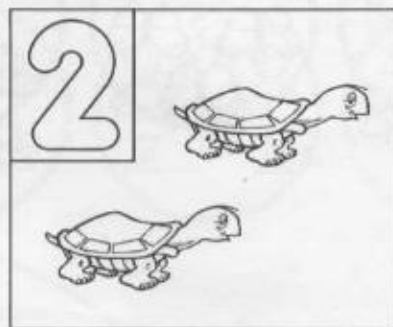
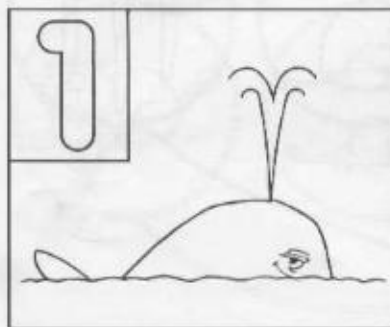
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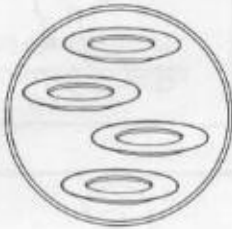
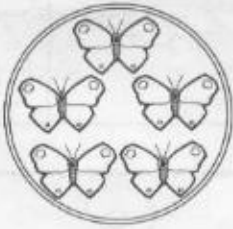
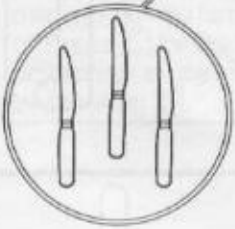
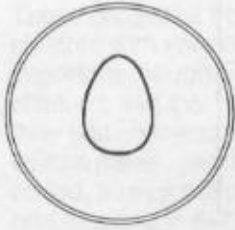
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see program "NUMBERS"

8

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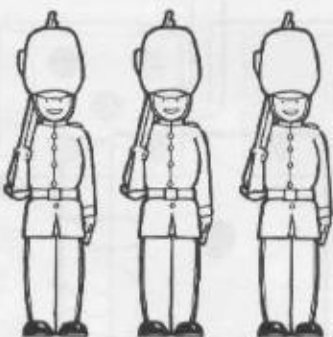
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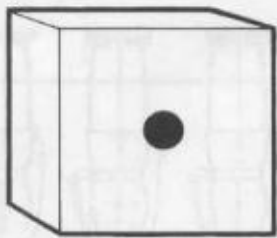
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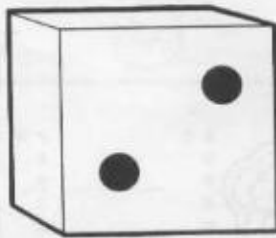
How many?



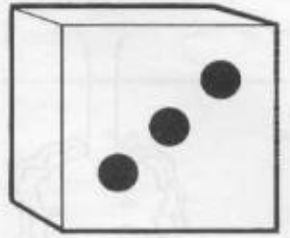
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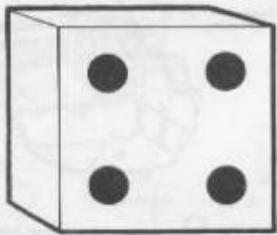
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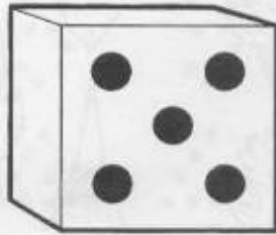
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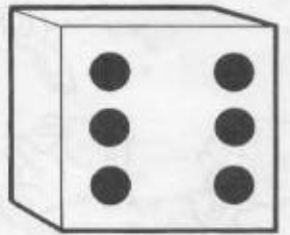
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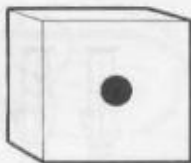
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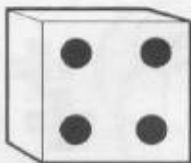
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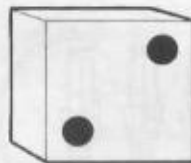
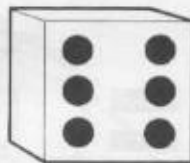
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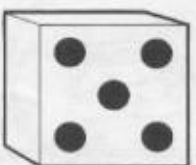
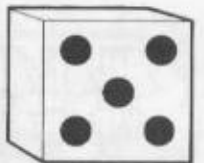
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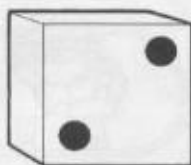
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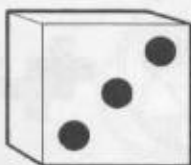
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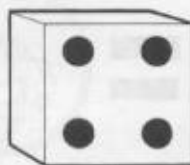
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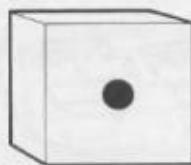
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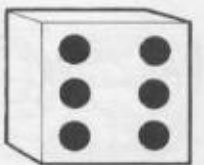
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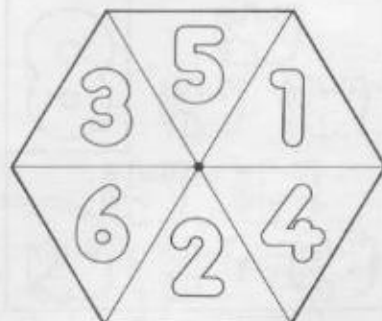
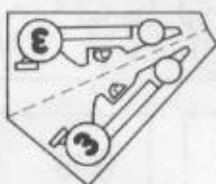
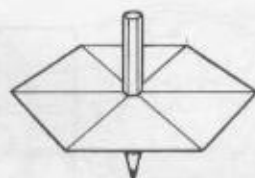
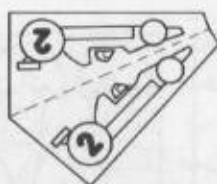
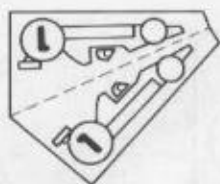
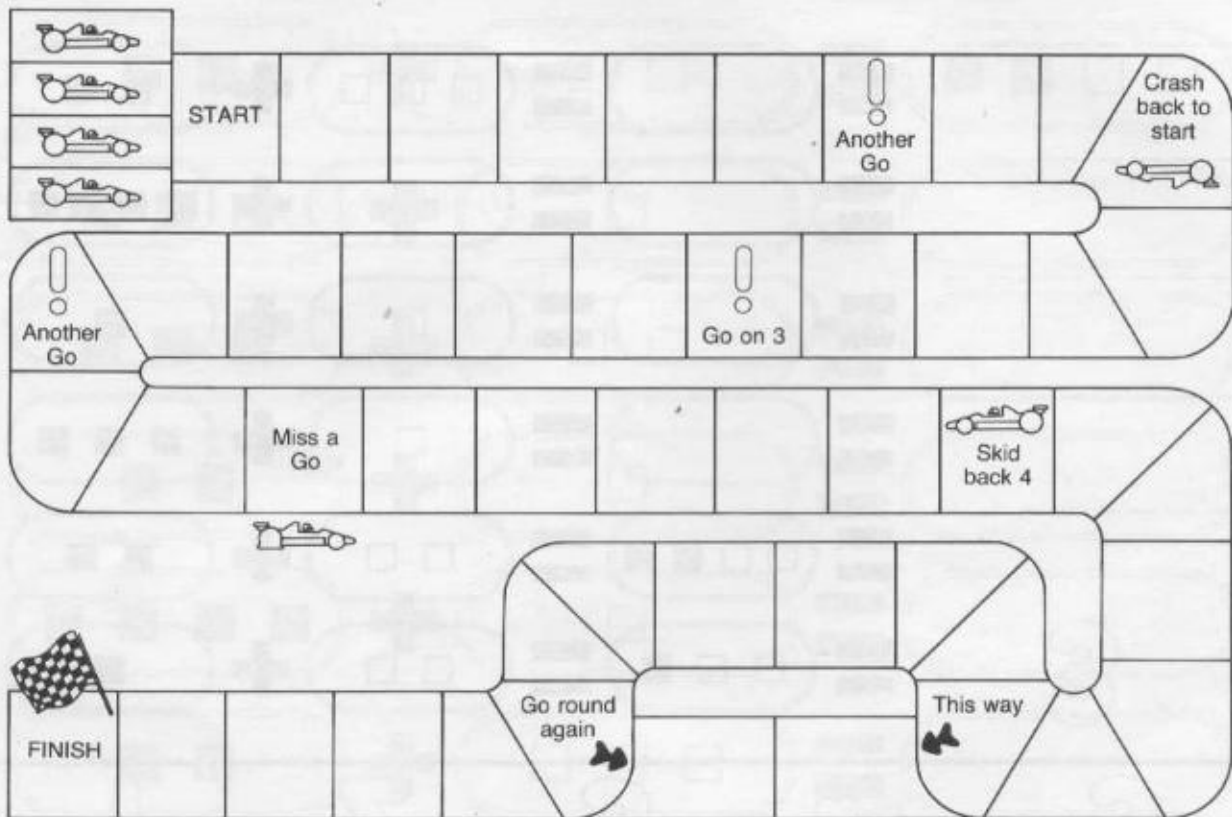
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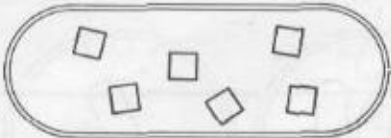
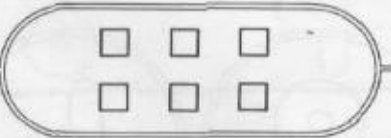

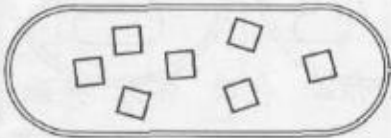
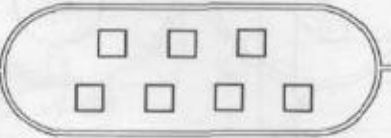

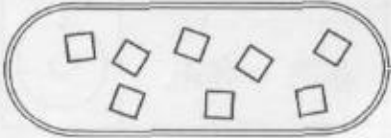
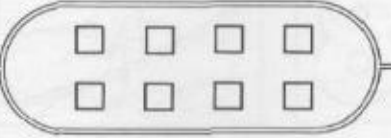


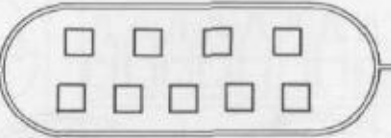

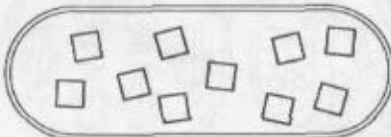
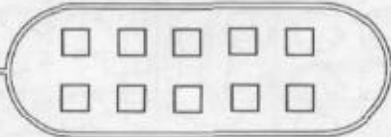

Stick on thin card and cut out.  
 Colour the cars and the race track.  
 Use a dice or the spinner.

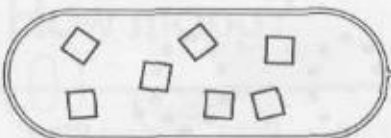


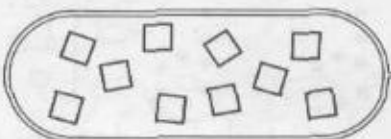


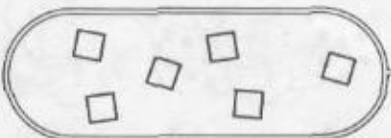
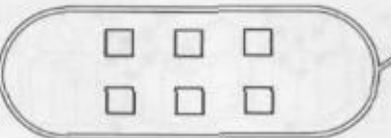

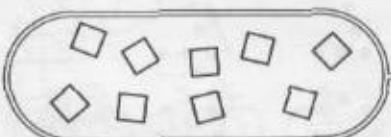





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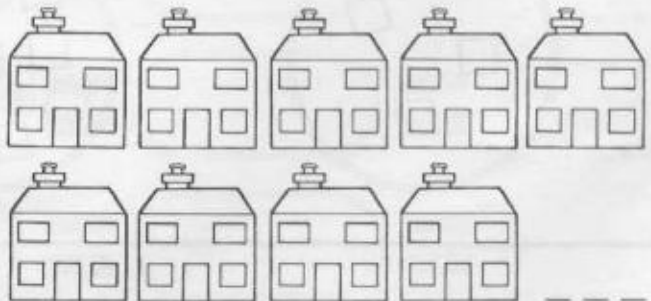
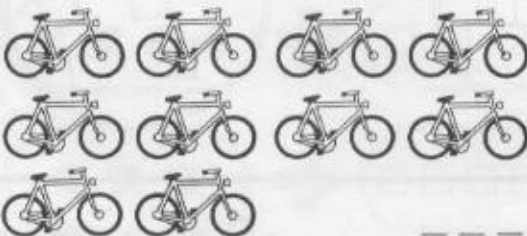
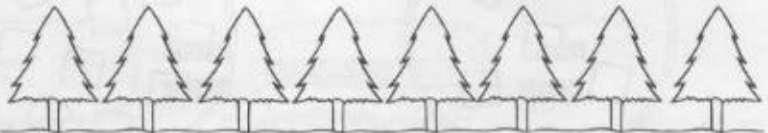
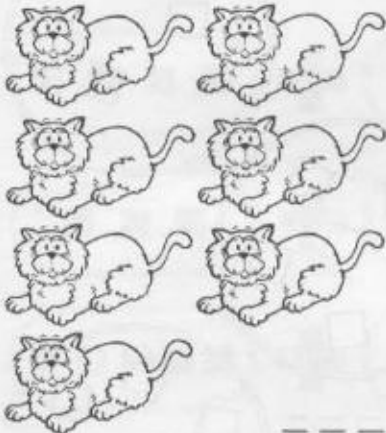


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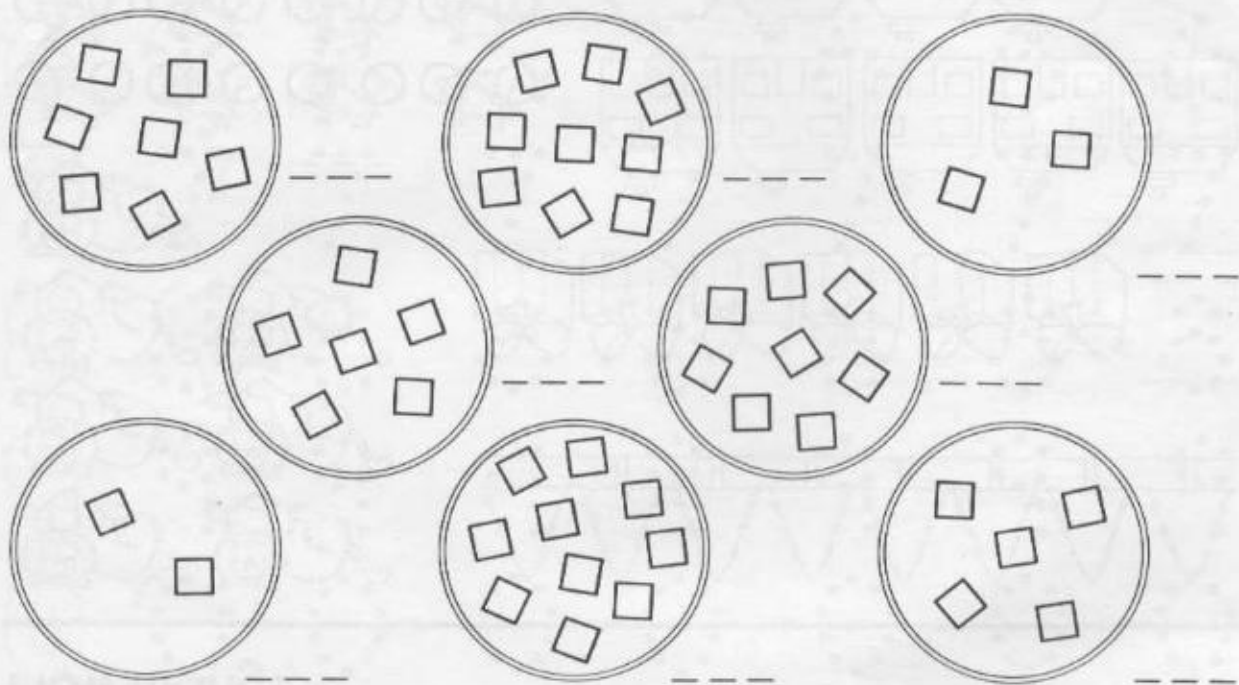
see program "NUMBERS"

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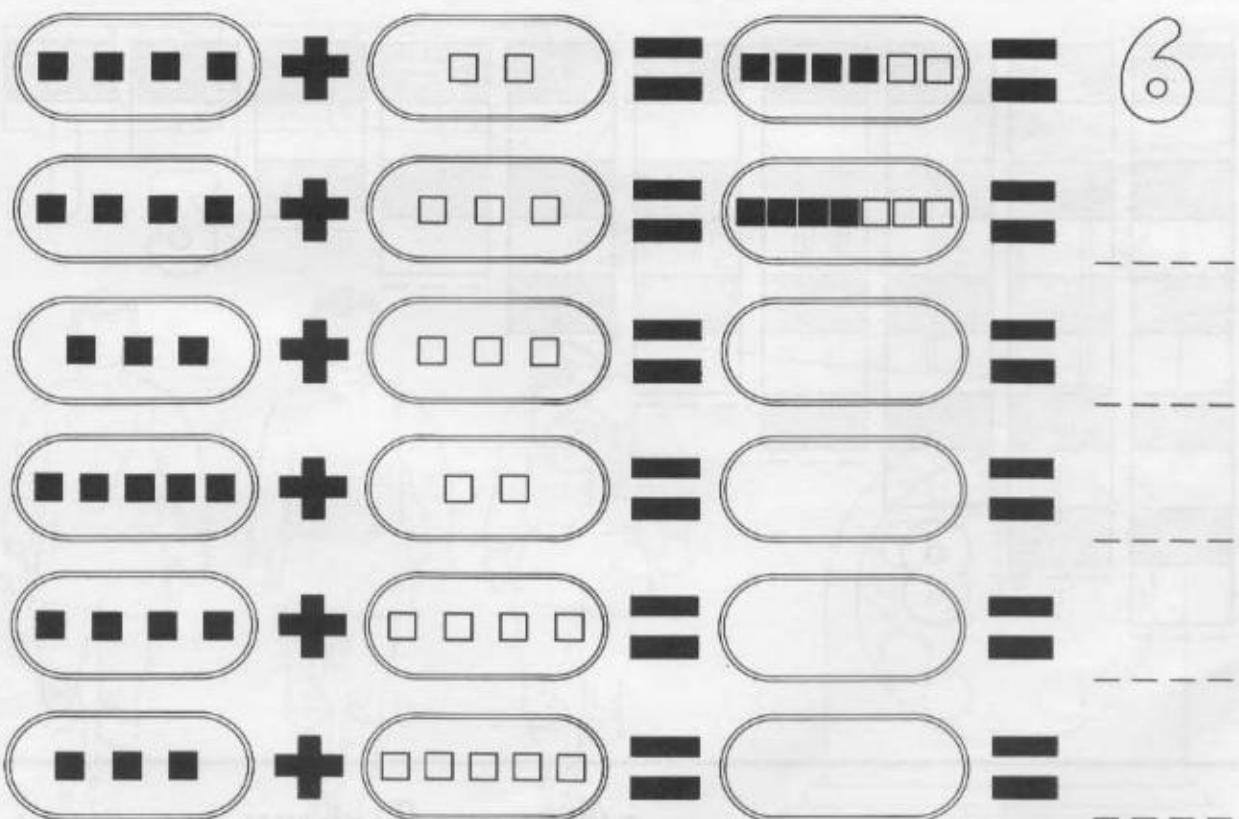




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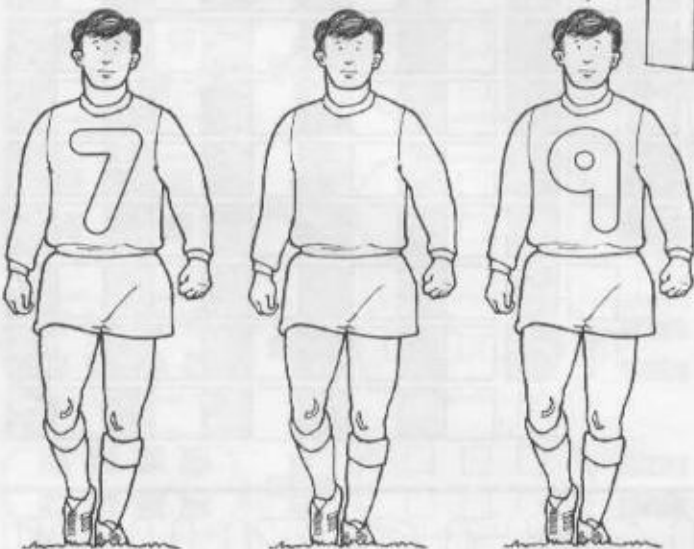
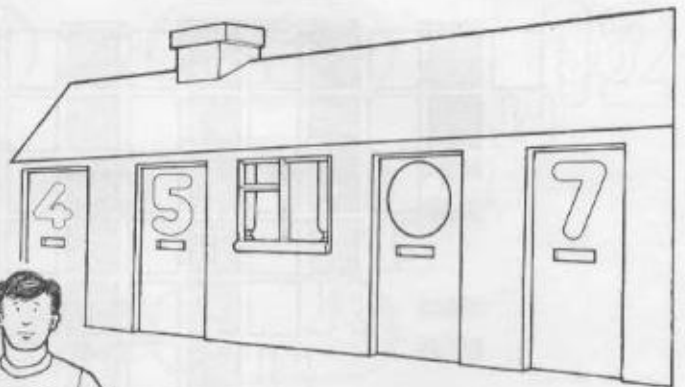
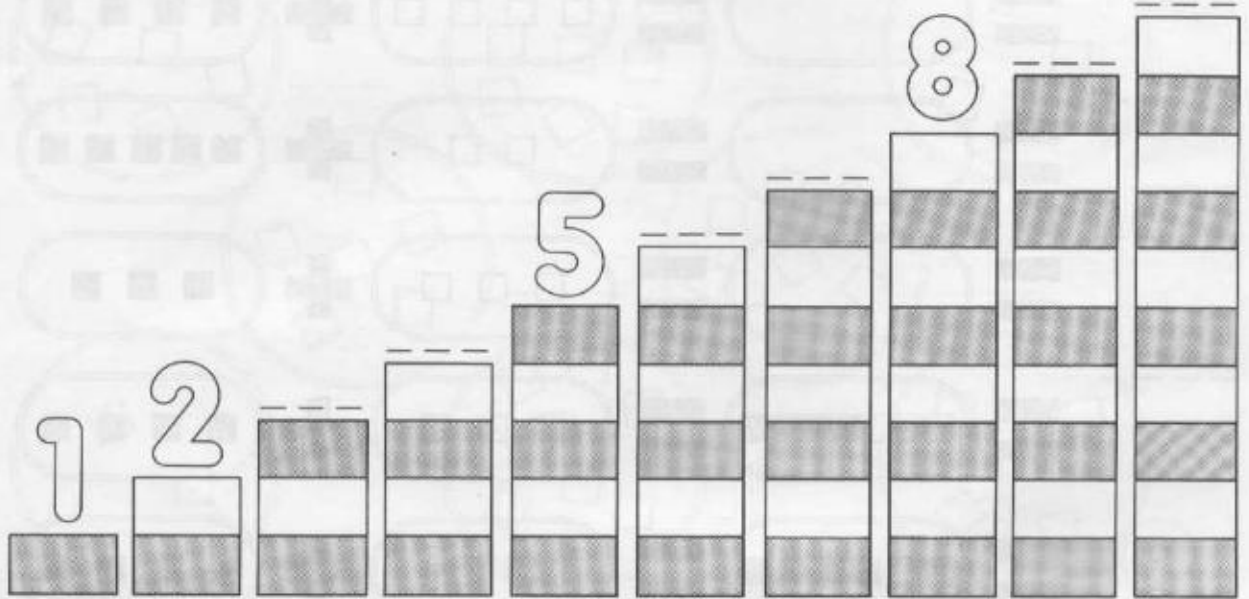


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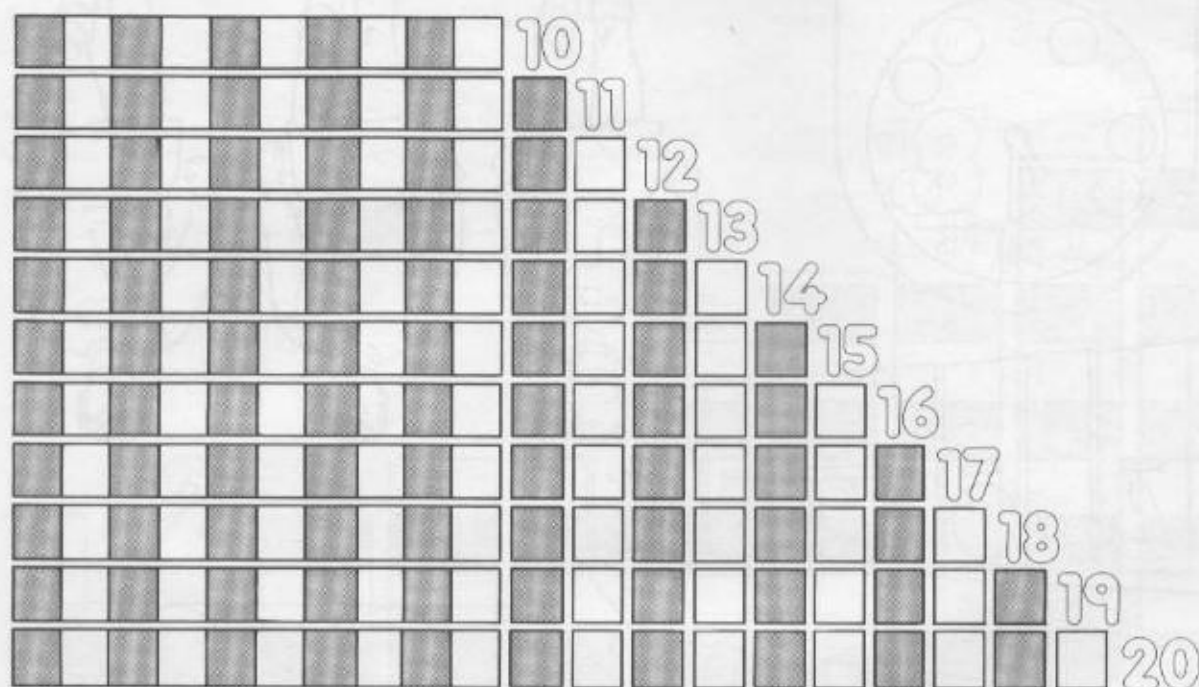


25

# Write the missing numbers



# 10 11 12 13 14 15 16 17 18 19 20



see program "11UP"

28

$7 + 5 = 12$

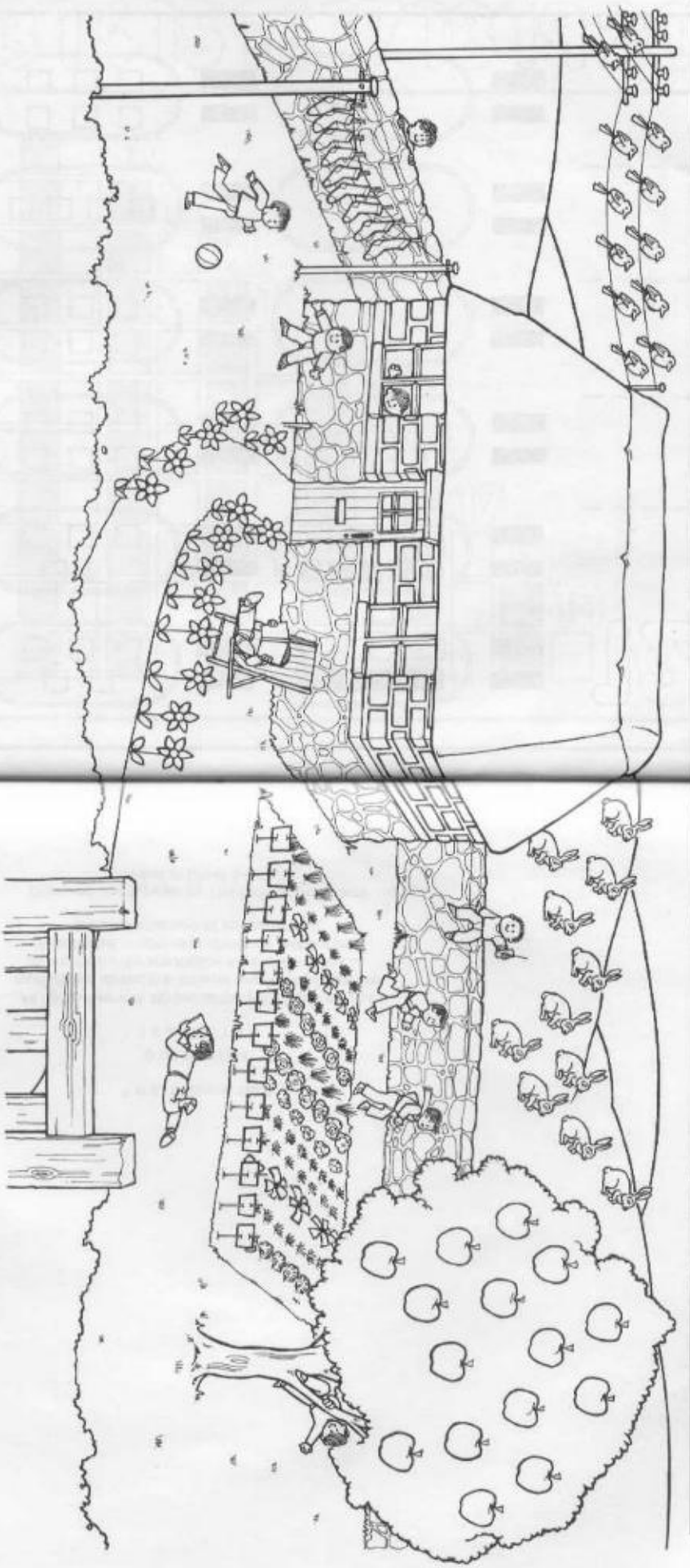
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$7 + 5 = \quad$



How many?



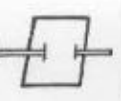
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Designed and typeset by The New Book Factory  
Printed in Great Britain.



# Spectrum FIRST NUMBERS

PK McBride

This pack consists of a workbook and a cassette to run on any **Spectrum** machine.

The computer is used as an animated source of information concerning numbers and counting - 1 whale swims across the screen, 6 spiders dangle in front of the screen. At each stage, basic counting and numbers are illustrated and highlighted. Basic exercises follow, with the child guided towards the correct answer.

Work on the screen is accompanied by formal exercises in the workbook. This enables the child to consolidate and extend understanding and achievement.

**CD-ROM** The programs are:

**UPTO5** - numbers and counting to 5

**UPTO10** - numbers and counting to 10

**RACE** - counting game with dice

**NUMBERS** - practice in writing numbers

**11UP** - numbers and counting to 20

*Make sure your child enjoys counting -  
Make sure they master their numbers!*



Collins Educational