

www.chooseandtellseries.com



choose and tell Legends



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Introduction

This beautifully illustrated story program allows the learner to select a legendary hero and create their own adventure.

This CD takes your learners on a magical adventure based on legends from around the world and different cultures. Packed with fun decisions to make and puzzles to solve, this mouse, switch and touch screen accessible program is sure to motivate your children!

Join Jason, Sir Lancelot, the Pharaoh, Hiawatha or Rama on a spellbinding quest. Pick a destination and decide how they will travel. Find treasure and encounter monsters who will set a question with a configurable difficulty level.



Choose and Tell: Legends engages and motivates the student. It encourages them to respond to the unfolding story on-screen and to make their own decisions, using a combination of cause and effect and choice-making activities. It also helps them to gain an understanding of sequences of events.

The images can be printed out to use in activities away from the computer and black and white versions are available for learners to colour in.

Installation

Please note: an active internet connection is required

To install **Choose and Tell: Legends**, simply run the following file:
choose_and_tell_legends.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase). All fields are required.

When the activation key has been successfully validated, the installation will begin.

Running Choose and Tell: Legends

If a **Choose and Tell: Legends** icon is visible on the the desktop, you can double- click to launch directly into the program. If there isn't a desktop shortcut, you can find the software in the **Programs** list of your **Start menu / screen**.

Stopping Choose and Tell: Legends

Whilst playing an activity, press the **Esc** or **M** key on the computer's keyboard. This will take you to the **Options** screen.

To exit the program completely, click on the **Exit** button on the **Options** screen.

Print

You can print out a picture from **Choose and Tell: Legends** at any time. Colour or black and white images are also available on the CD to print out.

In **Windows**, hold down **Control** and press the **P** key. A standard Windows Print Dialogue Box will appear. Click the **Print** button to print.

Tips for using Choose and Tell: Legends

When **Choose and Tell: Legends** begins, simply choose **Play Story** from the title screen.

The first page of the story will then appear.

The learner is given audio and visual prompts to encourage them to engage with the story.



Where the learner simply needs to press their mouse button to make the story progress, a picture of a mouse will appear. Alternatively, if the program is set up to use switch access (see **Options** for details), a picture of a switch will appear.

Where a choice needs to be made from different on-screen options, simply move the mouse pointer over the required object. The pointer changes to a hand and a scan outline will appear around the item. Now click!

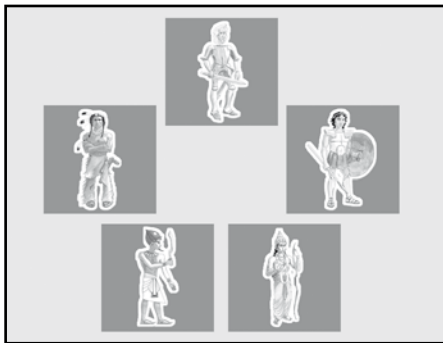
When the program is set up to use switch scanning, each object will be highlighted in turn.



From time to time, a Back Button will appear in the top left hand corner of the screen. Clicking this button gives the learner the option to go back and make a different choice (this button will not appear when using switch scanning).

Playing Choose and Tell: Legends

Choose a Character



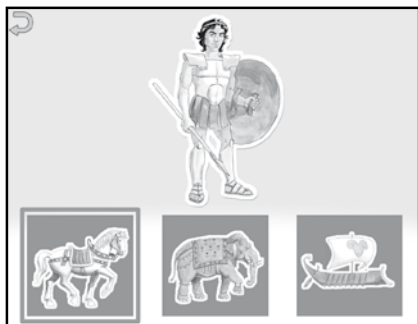
First, select your hero! Choose from Sir Lancelot, Jason (of the Argonauts), the Pharaoh, Rama or Hiawatha.

If you are using switches, you must press your switch to start the scanning. (Press the space bar switch if you have two switches.)

Having chosen a character, you will hear some appropriate music. The voiceover will then say that your hero has lost his love - can you help him go on a quest to find her?

Choose the Mode of Transport

How will your hero travel on the quest? The voice will prompt the learner to make a choice and the options will appear on-screen.



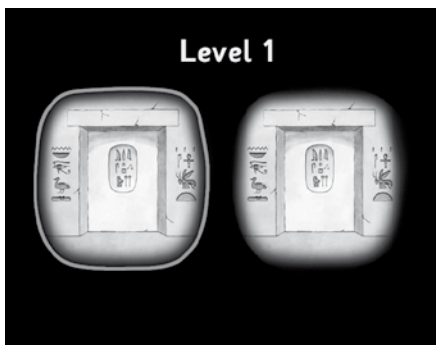
Pick from a horse, an elephant, a royal barge, the ship Argo or a canoe. The computer will randomly select from these to offer the learner three things to choose from (this can be reduced to two if required. See the **Options** section). You do not need to choose the mode of transport that matches the character.

Choose a Destination



Where will the character go - a castle, a forest, a pyramid, a palace or a temple? You do not need to choose the destination that matches the character.

Choose a Door



When the character has reached their destination, they will be presented with a choice of doors or pathways. Either a monster or treasure lies ahead!

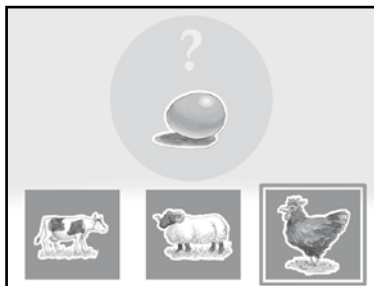
Finding Treasure



If the hero is lucky, they will find treasure behind their chosen door and they will progress straight to level 2.

Then, the character will have to choose another door or pathway and may be faced with further questions or treasure before progressing to Level 3 of the game.

Finding a Monster



If the hero is unlucky, they will find a monster behind their chosen door who will ask them a question. You must answer correctly to progress to the next level. (The level of difficulty may be configured using the Options menu.)

Level 3: Finding the Lady



Now the hero will find their lady, trapped in a cage. Answer another question correctly to set her free.

At the end of the game the learner will see a summary of the treasure they have collected and monsters they have encountered.

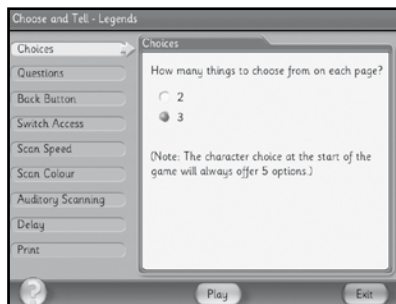
Replay the Story

At the end of the game the learner can choose to see their story again. This option will replay their story, without the decision-making screens.

Choose and Tell: Legends Options

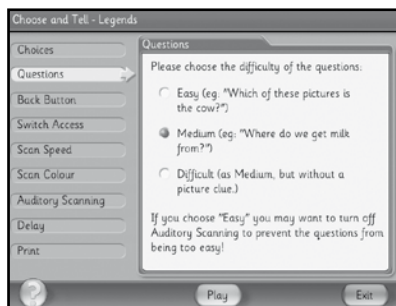
When the program starts, click the **Options** button to access the **Options** menu. Alternatively, when a story page is displayed, press the **Esc** or the **M** key. On the left-hand side of the **Options** menu you will see a column of buttons where different options can be set. Click on these to see the changes you can make.

Choices



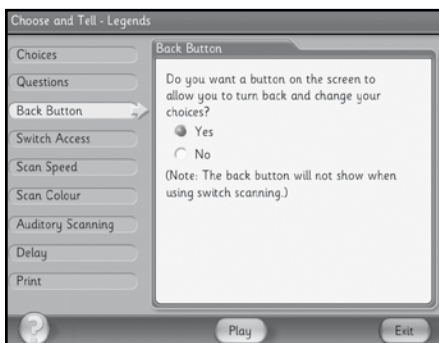
Here you can decide whether the learner will be offered a choice of two or three items on each decision-making page. (They will always be offered all five heroes to choose from.)

Questions



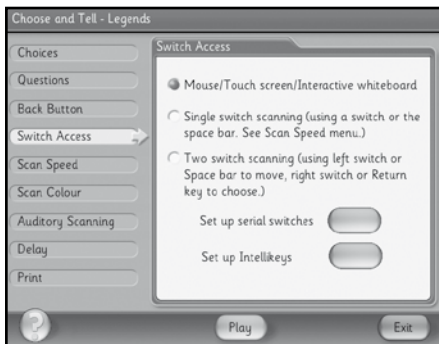
Here you can configure the level of difficulty of the questions your learner is set during the quest.

Back Button



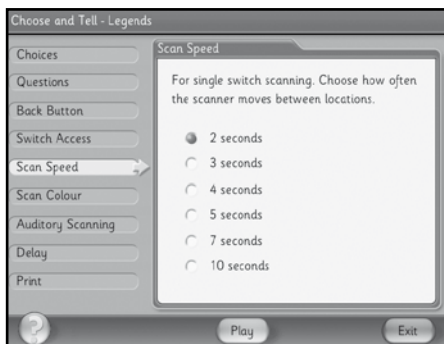
This option allows the Back Button, which lets the learner go back and choose a different item, to be removed.

Switch Access



Here you can choose whether to use the mouse, touch screen, keyboard, IntelliKeys or one or two switches.

Scan Speed



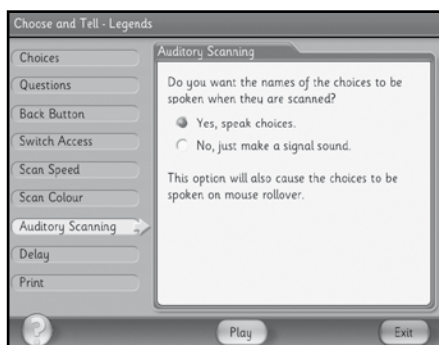
This controls the single switch scanning function, which automatically selects each interactive object on the screen in turn. It regulates the length of time that each object is highlighted before moving on to the next.

Scan Colour



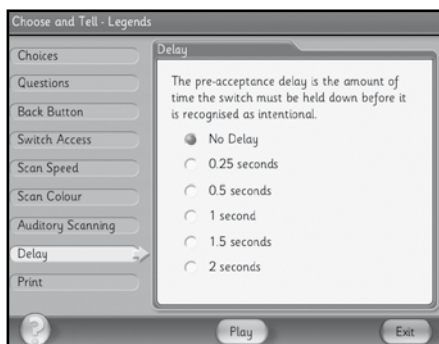
The Scan Colour menu controls the colour of the scan outline that appears when interactive objects on the screen are selected.

Auditory Scanning



Here you can decide to have the name of each choice shown on the screen read out as they are scanned. They will also be read out if you roll over the object with the mouse cursor.

Delay



Choose and Tell includes a 'pre-acceptance delay' function. This is useful for students who make brief involuntary switch presses which you don't want the program to recognise. If you set the delay to 0.5 seconds, the program will only accept switch presses that last longer than 0.5 seconds.

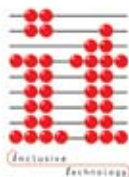
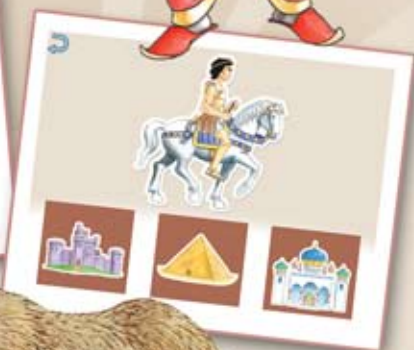
Print



This section is a quick and simple reminder of how to access ready-to-print pictures from the game that can be used in activities away from the computer. Black and white versions are also available for your learners to colour in.

Choose and Tell: Legends

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Inclusive Technology Ltd

Riverside Court, Huddersfield Road, Delph, Oldham, OL3 5FZ
Tel: 01457 819790 Fax: 01457 819799
Email: inclusive@inclusive.co.uk www.inclusive.co.uk