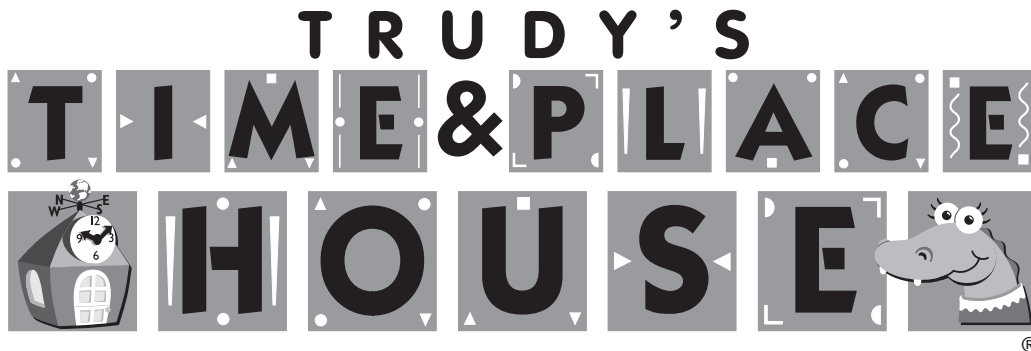


TRUDY'S
TIME & PLACE
HOUSE



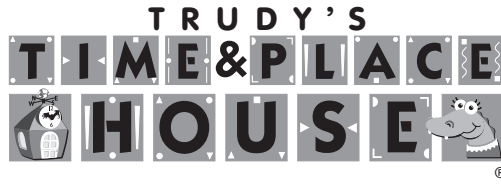
**SCHOOL NETWORK VERSION
FOR USE WITH RIVERDEEP SOFTWARE MANAGER**

USER GUIDE



www.riverdeep.net





SCHOOL VERSION

Teacher's Guide

Macintosh and Windows

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Introduction

Trudy's Time and Place House is the fourth in the award-winning *Early Learning House Series*, which includes *Millie's Math House*, *Bailey's Book House*, and *Sammy's Science House*. Trudy's five playful activities will enchant students with lively music, engaging manipulatives, and a variety of friendly talking characters.

The activities develop time and geography skills, helping students build a solid social studies foundation. With Trudy, students will:

- practice telling time
- explore the concept of time passage and the units of time used for measurement
- discover the relationships between the earth, a globe, and a world map
- locate and name continents, oceans, and world landmarks
- develop mapping and direction (both cardinal and relative) skills
- relate a "bird's-eye" map to a "driver's seat" perspective
- learn about map scale
- explore the relationship between a map and a "real life" landscape
- exercise creativity
- ... and much more

Trudy's Time and Place House encourages exploration and rewards persistence. Each activity has an Explore and Discover Mode as well as a Question and Answer Mode. This allows students to either explore freely and direct the learning or to learn with gentle prompting and feedback. The complexity of the activities can be customized to ensure your students are challenged, but never overwhelmed.

The *Curriculum Connections* section in this Guide provides dozens of interdisciplinary, teacher-developed activities for use in the classroom and at home. Reproducible activity sheets and illustrations are included to help you provide additional learning opportunities before and after using the software.

Powerful technology and proven educational methods have been combined in *Trudy's Time and Place House* to ensure success for a wide variety of students. Spoken instructions allow pre-readers and readers alike to work independently. Built-in scanning is available for single switch users. Using the computer as a tool, students gain a sense of accomplishment and skill as they create, play, and learn.

The network version of *Trudy's Time and Place House* comes with the flexible *Riverdeep Software Manager*, making it easier for you to quickly assign program activities to individual students, workgroups, or classes. Look for details on these and other useful features in the *Riverdeep Software Manager* guide included within the Teacher Resources Binder.

Table of Contents

What's in This Guide?	2	Symbol Sandbox	
Steps to Start	3	Overview	19
What's Inside		Explore and Discover Mode	20
Trudy's Time and Place House	4	Question and Answer Mode	21
Learning Opportunities Matrix	5	Together Time Activities	22
Moving Around the House	6	Calendar Clock	
Introducing Trudy to Your Students	7	Overview	23
Trudy's Map	8	Explore and Discover Mode	24
Trudy's Icons	9	Question and Answer Mode	25
Activity by Activity in		Together Time Activities	26
Trudy's Time and Place House		Time Twins	
Earth Scout		Overview	27
Overview	11	Explore and Discover Mode	28
Explore and Discover Mode	12	Question and Answer Mode	29
Question and Answer Mode	13	Together Time Activities	30
Together Time Activities	14	Technical Information	
Jellybean Hunt		System Requirements	31
Overview	15	Installation Instructions	32
Explore and Discover Mode	16	Technical Support	33
Question and Answer Mode	17		
Together Time Activities	18		

What's in This Guide?

Introductory information (pages 2–9)

- *Steps to Start* information
- Visual overview of the program
- Activity descriptions
- Learning opportunities matrix
- Program navigation for teachers and students
- Suggestions for introducing *Trudy's Time and Place House* to your students
- Reproducible quick reference pages for your students

Activity by Activity in Trudy's Time and Place House (pages 11–30)

Helpful information about each activity, including:

- **Overview**, giving a summary of the activity, learning opportunities, and suggested extension activities for home and school.
- **Explore and Discover Mode**, explaining how your students can learn by experimenting in the activity.
- **Question and Answer Mode**, explaining how a character asks a question and is looking for a “right” answer. The character also offers gentle help and fun rewards.
- **Together Time Activities**, offering suggestions for easy, at-home activities that integrate learning into everyday situations.

Curriculum Connections (pages 31-73)

- Suggested activities that can be integrated into many curricular areas. These activities strengthen the learning opportunities found in *Trudy's Time and Place House*.
- Reproducible sheets (for student handouts, bulletin board headings, and overhead transparencies) that can be used in conjunction with *Curriculum Connections* activities.
- Suggestions for using *Trudy's Time and Place House* with students with special needs.

Technical Information

- Systems Requirements and Installation Instructions
- For Technical Support, please refer to the customer information card included with this product.

Steps to Start

1. Check to be sure Riverdeep Software Manager is installed

- See the *RSM User Guide* for more information.

2. Install *Trudy's Time and Place House*.

- If the software has not been installed, please see *Installation Instructions* (page 80).

3. Read the *Teacher's Guide*.

- *What's Inside Trudy's Time and Place House* (page 4) and *Moving Around the House* (page 6) will help you begin using *Trudy's Time and Place House* immediately. *Curriculum Connections* (pages 31-73) offers additional suggestions and supplemental materials to help you integrate *Trudy's Time and Place House* with classroom activities.

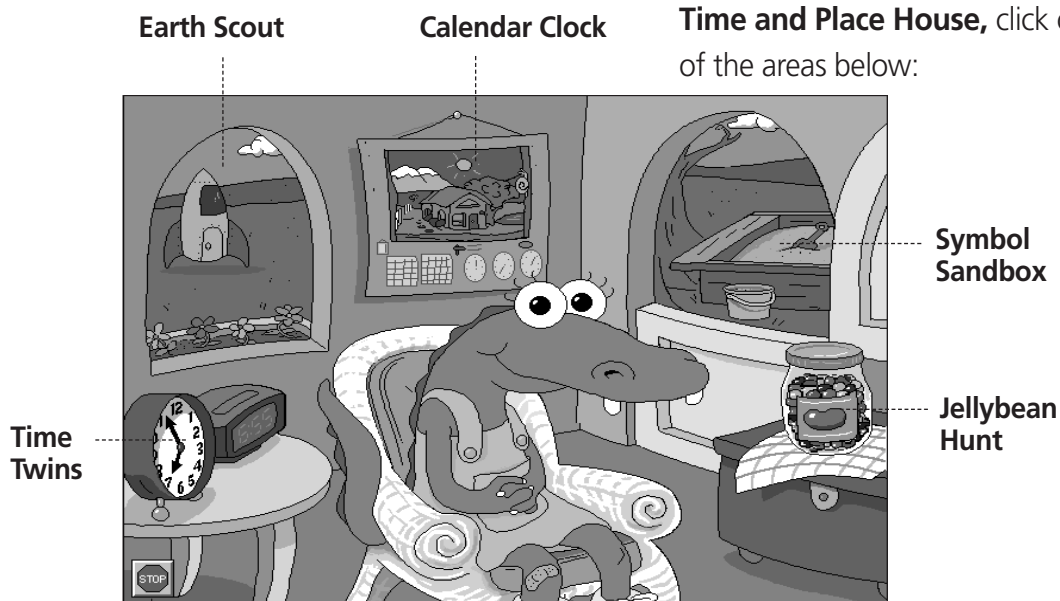
4. Become familiar with the program.

- Try the software before you introduce *Trudy's Time and Place House* to your students.
- Decide if you want to introduce the activities to your students one at a time or let students explore at their own pace.
- Select options (scanning, Stop Sign, etc.) you would like to use.

5. Introduce *Trudy* to your students.

- Make overhead transparencies of *Trudy's Map* and *Trudy's Icons* (pages 8 and 9) or reproduce these pages for each student.
- See *Introducing Trudy to Your Students* (page 7) for suggestions.

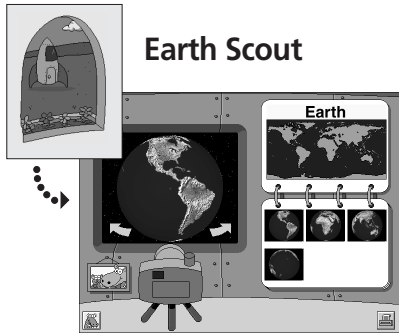
To play an activity in *Trudy's Time and Place House*, click one of the areas below:



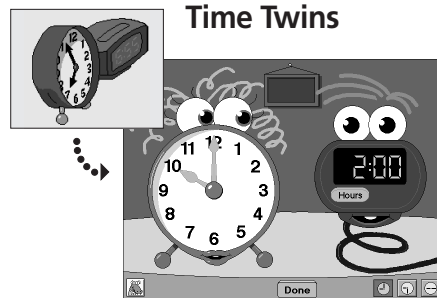
Click to leave *Trudy's Time and Place House*.

Trudy, your hostess!

What's Inside Trudy's Time and Place House



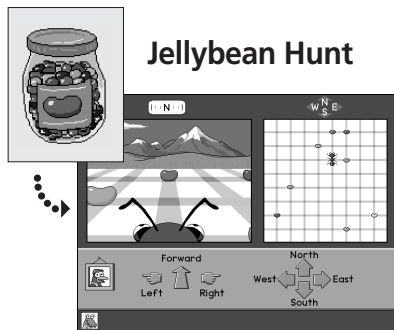
Discover the relationships between the earth, a globe, and a world map. Take pictures of your favorite places. Print picture outlines to color.



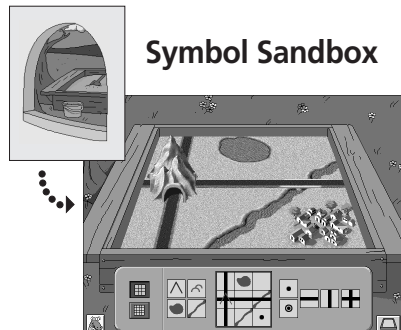
Meet Analog Ann and Digital Dan. Learn to tell time on both kinds of clocks by hour, half hour, and quarter hour.



Learn about units of time as you move forward or backward in an animated movie by months, days, hours, minutes, and seconds.



Learn to use relative and cardinal directions by directing a hungry ant left, right, and forward — or north, south, east, and west.



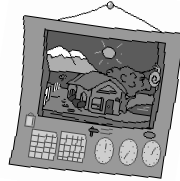
Place symbols on a sandbox map and watch hills, roads, lakes, and cities grow before your eyes.

Learning Opportunities

	 Earth Scout	 Jellybean Hunt	 Symbol Sandbox	 Calendar Clock	 Time Twins
Discover the relationships between the earth, a globe, and a world map	X				
Locate, recognize, and name continents, oceans, and landmarks and learn interesting facts about them	X				
Stimulate curiosity and/or creativity	X	X	X	X	X
Build vocabulary	X	X		X	
Develop an understanding of relative and cardinal directions		X			
Relate a "bird's-eye" map to a "driver's seat" perspective		X			
Learn about map scale		X	X		
Enhance ability to follow and give directions	X	X	X	X	X
Explore the relationship between a map and a "real life" landscape	X	X	X		
Learn the meaning of simple map symbols			X		
Develop spatial visualization skills	X	X	X		
Develop an understanding of the units used to measure time				X	X
Discover the relationship between clock and calendar units				X	
Explore the relationship between time units and the "real world"				X	
Develop time-telling skills at three levels: hour, half hour, and quarter hour					X
Recognize analog and digital clock equivalency					X
Strengthen number recognition and numeric sequence skills				X	X

Moving Around the House

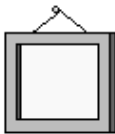
To move from the Main Room to an activity, click one of these:



Click Trudy **to return to the Main Room** from any activity in *Trudy's Time and Place House*.



When students enter an activity, they will initially be in the Explore and Discover Mode. Emphasis is placed upon students experimenting freely by clicking objects and icons to see what happens. With students in charge, divergent thinking is encouraged by playful, positive responses to their natural curiosity. Click the framed picture (each activity has a different picture) **to enter the Question and Answer Mode** of that same activity.



When students are in the Question and Answer Mode of an activity, a character asks questions or makes requests. Convergent thinking is emphasized as the character offers gentle feedback and guides students toward a "correct" answer. Click the empty picture frame **to return to the Explore and Discover Mode** of that same activity.



Click the printer **to print** in the Explore and Discover Mode of Earth Scout, page 12.



Click the Stop Sign in the Main Room **to exit Trudy's Time and Place House**.

Introducing Trudy to Your Students

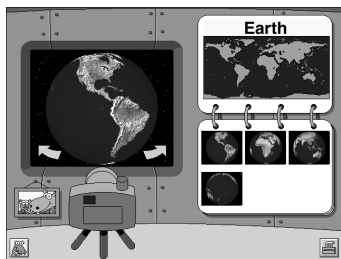
- Hand out copies of *Trudy's Map* and *Trudy's Icons* (pages 8 and 9).
- Point out the Main Room. Discuss the Stop Sign if you have not removed it.
- Ask a volunteer to click an activity icon. Explain that students will first see the Explore and Discover Mode. Point out the framed picture, explaining that when one of Trudy's friends is there, students can freely explore the room to discover what happens.
- Have another volunteer click the framed picture. Point out to students that the frame is now empty; a character will make a request because they are in the Question and Answer Mode. Explain that if they have trouble finding the answer, the character will help them.
- Help students understand that any time during play, they can:
 - go back to the Explore and Discover Mode by clicking the empty picture frame;
 - go back to the Main Room by clicking the Trudy icon.
- If printing is available, point out the printer icon in the Explore and Discover Mode of Earth Scout.
- Have students begin using *Trudy's Time and Place House*. You may want to use one of the activities in *Curriculum Connections* to introduce a computer activity. For example, "My Messy Rug" (page 44) is a helpful introduction to the Jellybean Hunt computer activity.
- As students work in different activities of *Trudy's Time and Place House*, copy and send home the corresponding *Together Time Activities* (pages 14, 18, 22, 26, and 30).
- Use selected activities found in *Curriculum Connections* as follow-up exercises (pages 31-73).

Note: If your students are using a TouchWindow, just have them touch the screen when instructed to click or drag.

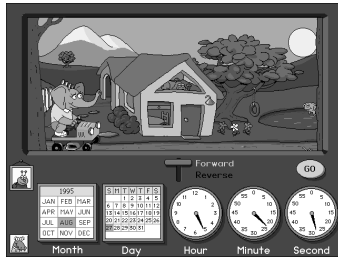
Trudy's Map

Click the activity you want to enter:

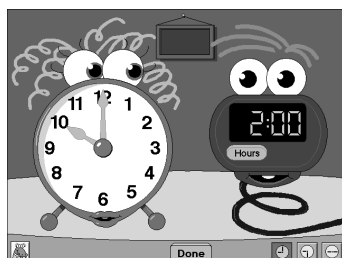
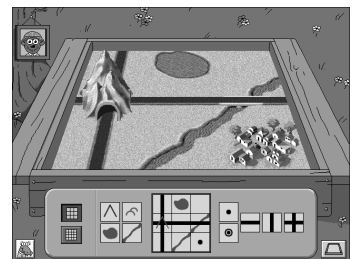
Earth Scout



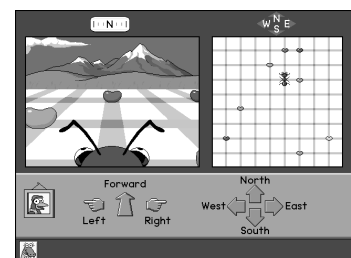
Calendar Clock



Symbol Sandbox



Time Twins



Jellybean Hunt

Trudy's Icons

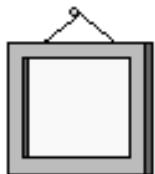
Click:



To go back to



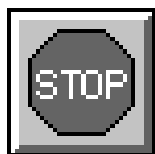
To hear questions



To explore



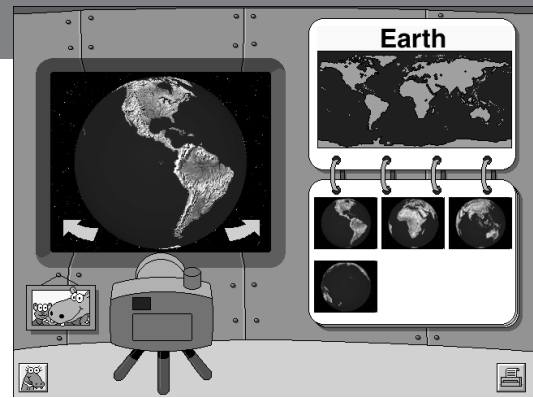
To print



To exit



Earth Scout Overview



Let's explore the earth! Students "fly" their own rocket from Trudy's backyard to many interesting locations. In the Explore and Discover Mode, students take pictures with the rocket's camera to print and color. In the Question and Answer Mode, Astro-mouse and Melvin challenge students to find and photograph specific locations.

Learning Opportunities

- Discover the relationships between the earth, a globe, and a world map
- Locate, recognize, and name continents, oceans, and landmarks
- Learn interesting facts about continents, oceans, and landmarks
- Stimulate curiosity about "faraway" places

Together Time Activities (page 14)

(To copy and send home)

- Travel by Mail
- Map the News

Curriculum Connections (pages 35-42)

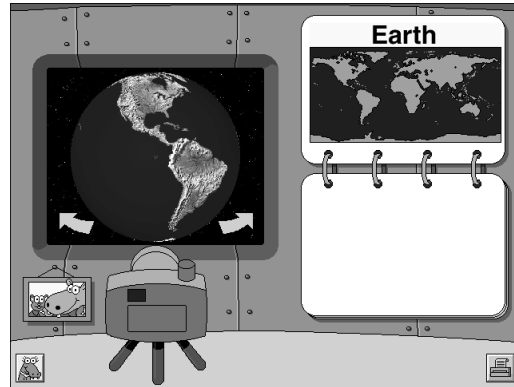
- Travel Agents (Creative Dramatics)
- Pack Your Bags (Language Arts)
- Worldwide Treasure Hunt (Problem Solving)
- Digging to China (Problem Solving)
- Playground World (Physical Education)
- A World of Music (Music)
- Class Atlas (Social Studies)











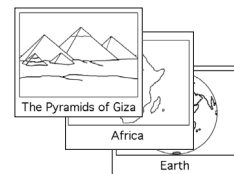
Earth Scout

Explore and Discover Mode

- Click  to enter Earth Scout from the Main Room.



- Click  or  in the rocket's window to fly the rocket around the earth.
- Click directly on the earth to fly closer and hear information about a continent or an ocean. Click again to hear the continent or ocean information repeated.
- Click a circle  to land and hear information about a landmark. (Circles are visible only when the rocket is close to a continent.) Click again to hear the landmark information repeated.
- Click  above the rocket window to blast off from earth into outer space.
- Click the camera  to take a photograph of any view from the rocket window.
- Click  to print a coloring book outline of any view from the rocket window.
- Click  for the Question and Answer Mode, or click  to return to Trudy's Main Room.

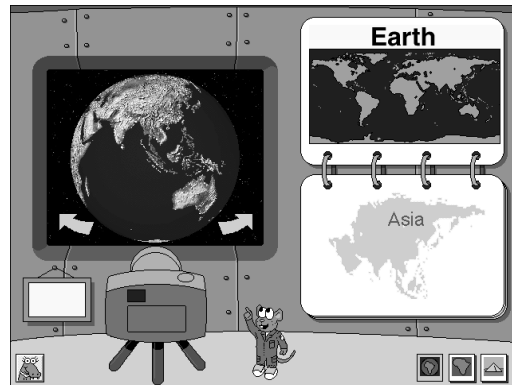





Earth Scout

Question and Answer Mode

- Click  to enter the Question and Answer Mode.



“Please go to Asia and take a picture.”

- Astro-mouse challenges you to take a photograph of a specific location. To hear the challenge again, click Astro-mouse.
- Fly to the location and click the camera . If you fly to the wrong location, Astro-mouse will ask you to try again.
- You can select the level of Astro-mouse’s challenge. Click:



or




or



Take a picture of a continent or ocean. For example, “Please go to Africa and take a picture.”

Take a picture of a landmark (with a location hint). For example, “Please go to Africa and take a picture of the Nile River.”

Take a picture of a landmark (with no location hint). For example, “Please take a picture of the Nile River.”

- Click  for the Explore and Discover Mode, or click  to return to Trudy’s Main Room.



Earth Scout Together Time

Hi,
We've been playing with Earth Scout in *Trudy's Time and Place House* to learn about the earth, globe, and world map. You can explore at home, too!

Love,
Trudy



Travel by Mail

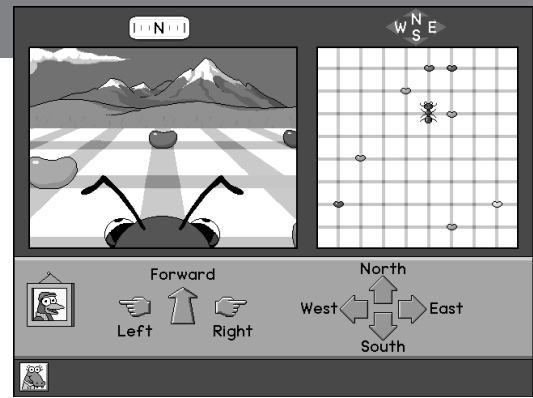
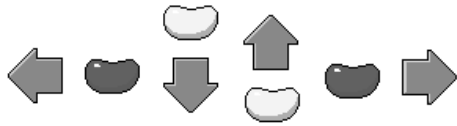
With your child, make a list of four or five friends or relatives who live in other states or countries. Look up their locations on a map. Then go shopping with your child to pick out a picture postcard of your city or state to mail to each of the people on your list. Ask the recipients of the postcards to send back picture postcards from the places where they live. When the postcards arrive, help your child tape each postcard in place on a large map.

Map the News

Watch the news on television with your child, listening for the names of countries and cities. Look up the locations and mark them on a large map of the world (or on a map of your area if you are watching the local news). If possible, use an almanac, encyclopedia, or other books to find out more about unfamiliar or intriguing locations.



Jellybean Hunt Overview



Which way to the jellybean? Students use two kinds of directions, left/right/forward or north/south/east/west, to navigate a hungry ant. In Explore and Discover Mode, students direct the ant across a napkin full of jellybeans. In Question and Answer Mode, students are rewarded with whimsical animations for both giving and following directions.

Learning Opportunities

- Develop an understanding of relative (left/right/forward) and cardinal (north/south/east/west) directions
- Build directional vocabulary
- Relate a "bird's-eye" map to a "driver's seat" perspective
- Learn about map scale
- Enhance ability to follow and give directions

Together Time Activities (page 18)

(To copy and send home)

- A Fly's View
- Point Me in the Right Direction


Curriculum Connections (pages 43-49)

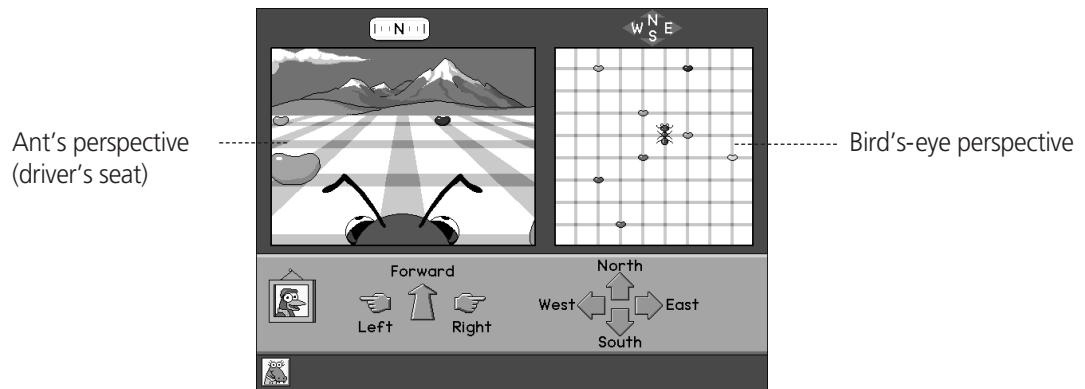
- Letter Collection (Language Arts)
- N, S, E, W in My World (Physical Education)
- Checkers on the Go (Problem Solving)
- My Messy Rug (Mathematics)
- Joe's Missing Worm (Mathematics)












Jellybean Hunt

Explore and Discover Mode

- Click  to enter Jellybean Hunt from the Main Room.
- Jellybean Hunt displays two views of a gingham napkin: the ant's perspective and a bird's-eye perspective. Lead the hungry ant to the jellybeans by using either of the two sets of direction controls: Left/Right/Forward or North/South/East/West.




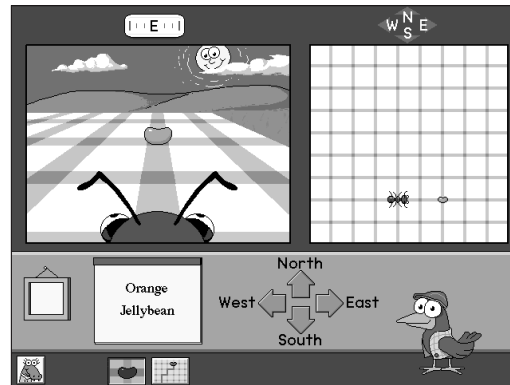
- Click the blue  or  to turn the ant to the left or right. Click the blue  to move the ant forward one "block."
- Click the green , ,  or  to move the ant north, south, east, or west. Each click moves the ant one "block."
- After the ant has found and eaten all the jellybeans on the napkin, a new set of jellybeans appears.
- Click  for the Question and Answer Mode, or click  to return to Trudy's Main Room.



Jellybean Hunt

Question and Answer Mode

- Click  to enter the Question and Answer Mode.
- Joe Crow asks you to lead the ant to a jellybean. To hear the request again, click Joe Crow.



"Please go to the orange jellybean."

- Click the direction controls to move the ant. If the ant moves away from the jellybean or doesn't follow the directions, Joe Crow asks you to try again.
- You can choose to either give or follow directions. Click:





or



Find a specific jellybean.

Follow specific directions to a jellybean.

- Click  for the Explore and Discover Mode or click  to return to Trudy's Main Room.



Jellybean Hunt Together Time

A Fly's View

Ask your child to pretend that the two of you are flies on the ceiling, looking down at the room. Talk about how various items in the room (table, lamp, person) would look. Also talk about what would be at the top of the page if you were to draw the view. What would be at the bottom? Right? Left? Let your child draw the room as it would look from a fly's point of view. Your child may also enjoy drawing a "fly's view" of other locations such as your backyard or a baseball field.

Point Me in the Right Direction

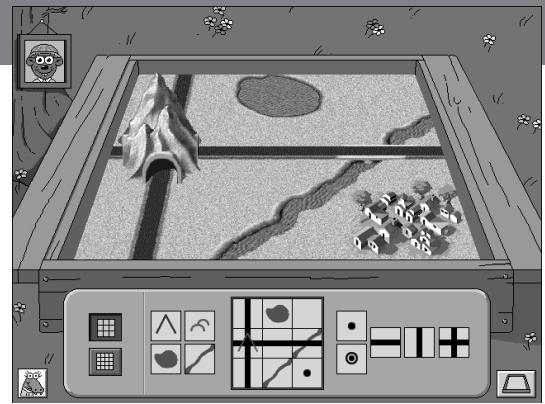
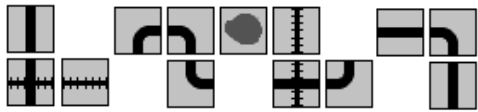
Have your child wear a baseball cap or other cap with a visor. Point the visor straight ahead and ask your child to take three steps forward. Now point the visor to the left and ask your child to take three steps to the left (while continuing to face straight ahead). If in doubt about which direction is left, your child can reach up and feel which way the visor is pointing. Continue the game, asking your child to go right, backward, left again, etc. Then let your child give you directions while you wear the cap. Finally, try the game with cardinal directions (north/south/east/west).

Hello,
In *Trudy's Time and Place House*,
we have been exploring relative
and cardinal directions with a very
hungry ant. Here are two activities to try
at home.

Love,
Trudy



Symbol Sandbox Overview



Let's make a symbol sandbox! In the Explore and Discover Mode, students place symbols on a map to create a sandbox construction. In the Question and Answer Mode, students' mapping skills bring the sandbox construction to life with animated cars, boats, planes, and more.

Learning Opportunities

- Use symbols to explore the relationship between a map and a "real life" landscape
- Learn the meaning of simple map symbols
- Develop spatial visualization skills
- Discover the relationship between man-made and natural geography
- Exercise creativity

Together Time Activities (page 22)

(To copy and send home)

- My World in a Sandbox
- Map and Go

Curriculum Connections (pages 50-57)

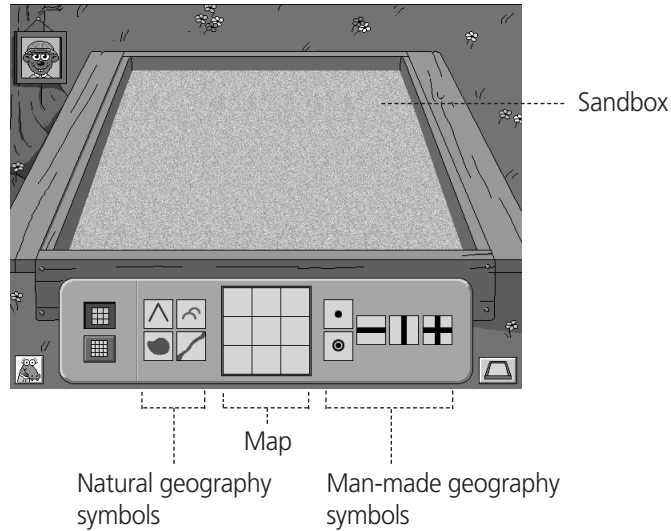
- Nature or Not (Science)
- Mini Maps (Art)
- Reducing Trudy (Mathematics)
- Road Codes (Language Arts)
- Picture Your Neighborhood (Art)
- Mapmaker Game (Problem Solving)











Symbol Sandbox

Explore and Discover Mode

- Click  to enter Symbol Sandbox from the Main Room.




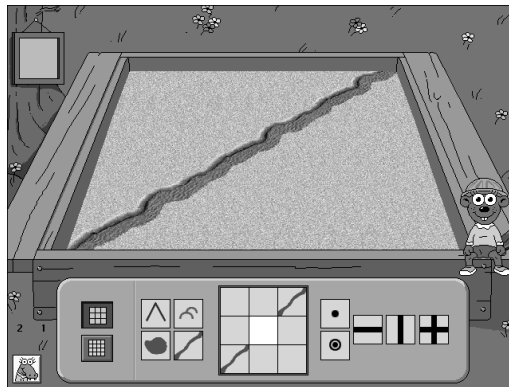
- Click  or  to select a 3-by-3 or 4-by-4 map.
 - Drag symbols onto the map to create a sandbox construction.
 - Man-made geography symbols (such as a town ) may be combined with natural geography symbols (such as a mountain ) by dragging both onto the same map square (to create a town on a mountain ).
- Two man-made geography symbols or two natural geography symbols cannot be combined on the same map square.
- Symbols may be removed from the map by dragging them outside the map border. Combination symbols may be removed one symbol at a time, beginning with the last symbol placed. To remove the first symbol placed, click the combination symbol once before dragging.
 - Click  to remove all the symbols from the sandbox map.
 - Click  for the Question and Answer Mode, or click  to return to Trudy's Main Room.



Symbol Sandbox

Question and Answer Mode

- Click  to enter the Question and Answer Mode.
- Billy Beaver asks you to complete a sandbox map. To hear the request again, click Billy.



"Please finish the map for this sandbox."

- Drag a symbol onto a white map square.
 - If you drag the right symbol onto the square, the symbol snaps into place.
 - If you choose the wrong symbol or the wrong map square, the symbol snaps back to its symbol pile. You can try another map square or another symbol.
- If a combination symbol is needed in the map, the map square will stay white until both of the necessary symbols have been dragged onto the map square.
- You can select Billy's challenge level. Click:





Complete a 3-by-3 sandbox map.

or



Complete a 4-by-4 sandbox map. Additional symbols (railroad, curved road, etc.) will be available.

- Click  for the Explore and Discover Mode, or click  to return to Trudy's Main Room.



Symbol Sandbox Together Time

Hi,
In *Trudy's Time and Place House*,
we made symbol maps and then
watched them come to life! It would
be fun to share some map activities at
home, too.

Love,
Trudy

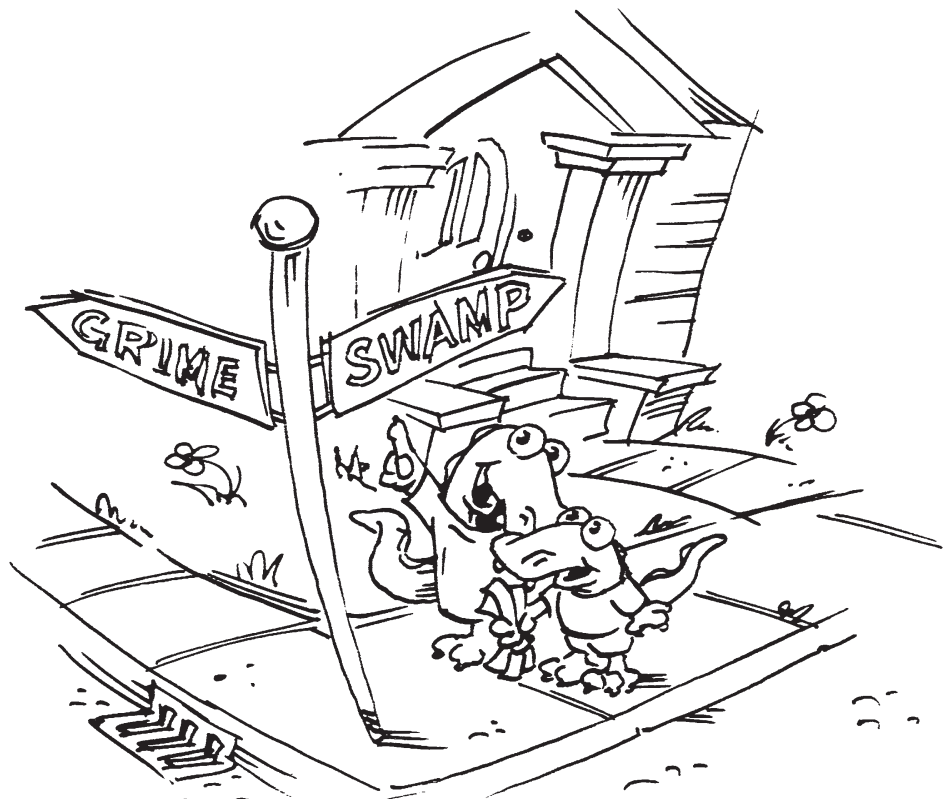


My World in a Sandbox

Let your child create a miniature world in an outdoor sandbox or in a jelly roll pan (using clay instead of sand). Provide some simple materials such as old blocks, pieces of wood, small boxes or milk cartons, used aluminum foil, paper cups, twigs with a few leaves, etc. With time and imagination, your child can make up a world with rivers, buildings, trees, bridges, etc. If possible, take an "aerial view" photo of the miniature world.

Map and Go

Walk with your child around the neighborhood, circling a full block, if possible. Take along some strips of paper (about 2 by 8 inches) to represent streets. As you walk, look at the street signs and print a street name on each strip of paper. Also, discuss what you are seeing along each street (how many houses, apartment buildings, large trees, businesses, etc.). When you arrive back home, help your child begin a neighborhood map by arranging and taping the street-name strips on a blank sheet of paper. Then make simple drawings to represent what you saw along each street. On another day, repeat the walk, taking the map with you to see how well you both remembered and to check the map's accuracy.



Calendar Clock Overview



Time flies when students play with the Calendar Clock! Students move forward and backward in an animated movie by months, days, hours, minutes, and seconds.

Learning Opportunities

- Develop an understanding of the units used to measure time
- Discover the relationship between clock and calendar units
- Explore the relationship between time units and the “real world”
- Enhance time estimation skills
- Build time unit vocabulary

Together Time Activities (page 26)

(To copy and send home)

- Time Tools
- Our Year

Curriculum Connections (pages 58-65)

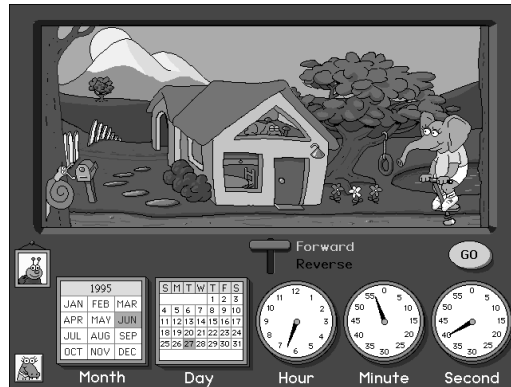
- My Day (Social Studies)
- Time Stations (Mathematics)
- Loops of Days (Mathematics)
- Pick a Measure (Problem Solving)













Calendar Clock

Explore and Discover Mode

- Click  to enter the Calendar Clock from the Main Room.




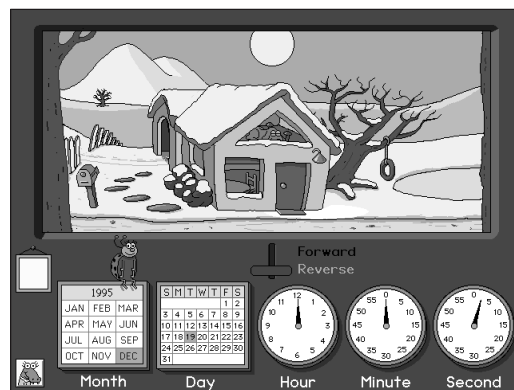
- Click  to watch the animated movie in real time. Click  again to stop the movie.
- Click  to run the movie forward or in reverse.
- Click or hold down , , , , or  to move by month, day, hour, minute, or second.
- Click  for the Question and Answer Mode, or click  to return to Trudy's Main Room.



Calendar Clock



Question and Answer Mode

- Click  to enter the Question and Answer Mode.
- Mandy, the ladybug, describes when an event will happen and asks you to change time to see the event. To hear the request again, click Mandy.



“Three months ago the season was Fall. Please change time to make the season Fall.”

- Click the time unit controls to move forward or backward through time to the event.
 - When you move the correct amount of time, the event happens.
 - If you choose time units that are too small to be practical or too big to work, Mandy will ask you to try again.

- Click  for the Explore and Discover Mode, or click  to return to Trudy's Main Room.



Calendar Clock Together Time

Hi,
Trudy's Time and Place House has all sorts of clocks and calendars to help us learn about months, days, hours, minutes, and seconds. You can play with calendars and clocks at home, too.

Love,
Trudy

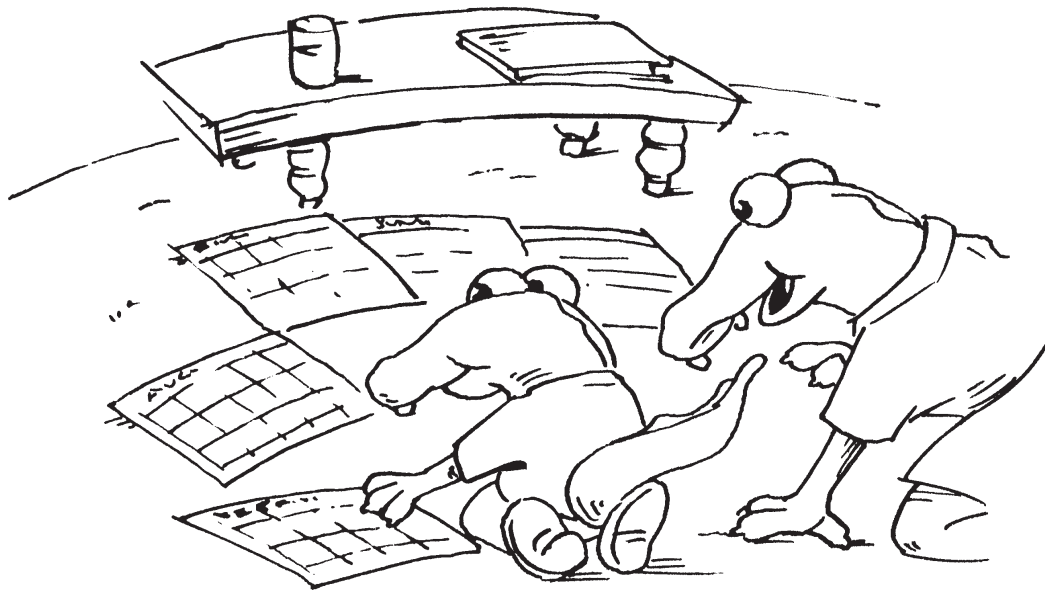


Time Tools

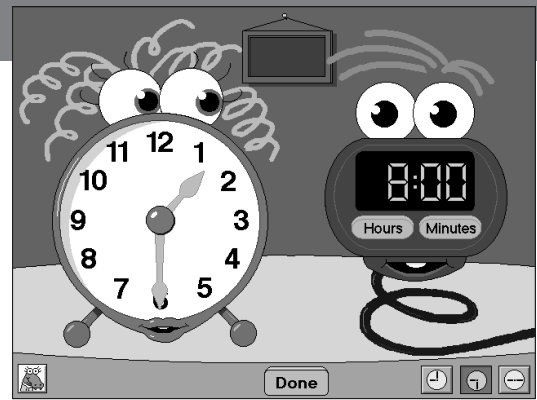
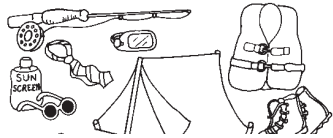
With your child, conduct a search through the house for anything that helps measure time. Look at clocks, kitchen timers, calendars, watches, computer calendars, thermostat timers, etc. Talk about which are used to keep track of short periods of time (naming the units—seconds, minutes, hours) and which are used for longer periods of time (days, weeks, months, years). You and your child may enjoy using reference books to discover what devices people used to tell time in the past.

Our Year

Make a copy of the twelve pages of the calendar (or cut apart an unused calendar). Shuffle the pages and let your child practice arranging them in the correct order. Then tape the pages together side-by-side. Over several days, work with your child to mark (with simple pictures or words) special days in each month — family birthdays, celebrations, future vacations, back-to-school day, etc. Point out “where you are in the year” and talk about the sequence of events you have marked. You may want to prop up the calendar pages in a circle to help your child see how the sequence of months continues year after year. Then fold the calendar accordion fashion and let your child keep it to remember “what comes next.”



Time Twins Overview



Let's visit the Time Twins! Students can set clocks to hear the time or play with Analog Ann and Digital Dan, two playful clocks always ready with a time-telling challenge.

Learning Opportunities

- Develop time-telling skills at three levels: hour, half-hour, and quarter-hour
- Recognize analog and digital clock equivalency
- Build a time-telling vocabulary
- Strengthen number recognition and numeric sequence skills

Together Time Activities (page 30)

(To copy and send home)

- Time for...
- Times Two

Curriculum Connections (pages 66-72)

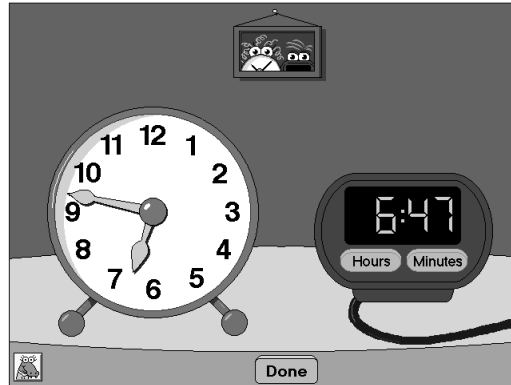
- Clock Cards (Mathematics)
- Custom Clocks (Art)
- Hop Around the Clock (Physical Education)
- Time in a Flash (Mathematics)
- Time for Solitaire (Problem Solving)







Time Twins

Explore and Discover Mode

- Click  to enter Time Twins from the Main Room.




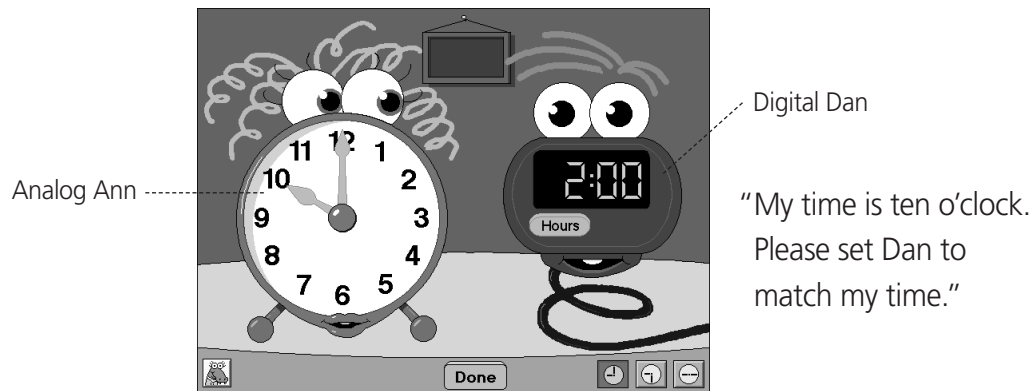
- To set the analog clock , drag the hour or minute hand to any position and release. The digital clock automatically changes to reflect the analog clock time that you have set.
- To set the digital clock , click **Hours** or **Minutes**. The analog clock automatically changes to reflect the digital clock time that you have set.
- Click **Done** to hear the time displayed on the clocks.
- Click  for the Question and Answer Mode, or click  to return to Trudy's Main Room.










Time Twins

Question and Answer Mode

- Click  to enter the Question and Answer Mode.
- Analog Ann or Digital Dan asks you to set a clock or replace clock numbers. To hear the request again, click on the clock character who made the request.



- Set  by dragging the hour or minute hands. Click **Done** when you are finished.
- Set  by clicking **Hours** or **Minutes**. Click **Done** when you are finished.
- You can select the level of challenge. Click:
 -  Set the clocks by whole hour; replace up to four analog clock numbers.
 -  Set the clocks by whole hour and half hour; replace up to seven analog clock numbers.
 -  Set the clocks by whole hour, half hour, and quarter hour; replace up to ten analog clock numbers.
- Click  for the Explore and Discover Mode, or click  to return to Trudy's Main Room.



Time Twins Together Time

Time for...

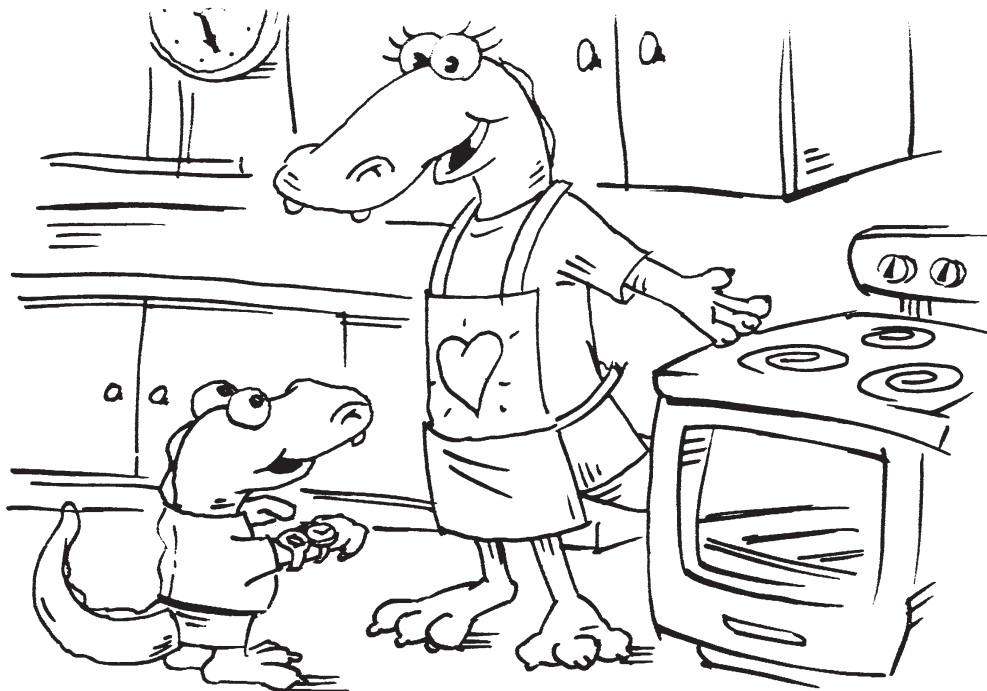
On index cards, print activities that regularly occur in your child's day (wake-up time, time for the school bus, time for breakfast, bedtime, etc.). Use simple sketches to represent the activities for a nonreader. On separate index cards, draw clocks with the hands pointing to the corresponding times that these activities normally take place. Let your child arrange the cards to match activities to times and then tape each pair of cards together. If possible, let your child wear an inexpensive watch to check these pairings as the day progresses. Later your child can try to put the card pairs in order as they occurred throughout the day.

Times Two

Let your child be your time manager for a day or an evening. If possible, arrange for your child to wear two watches — an analog and a digital. Or, point out where to find both types of clocks in the house. Tell your child that you need to start cooking dinner at five-thirty, for example. Ask to be reminded when that time arrives. Later, explain that you need to leave for your meeting at seven o'clock and ask to be reminded so you won't be late. Continue the process as long as your child is enjoying being your "time manager."

Greetings!
We learned to tell time with the analog and digital clocks in *Trudy's Time and Place House*. You might like to try these two activities at home.

Love,
Trudy



System Requirements

This version of *Trudy's Time & Place* is designed for use with *Riverdeep Software Manager*.

Server and Network

- Windows NT 4.0 with latest service pack
- Windows 2000 with latest service pack
- Novell 4.11 or later
- AppleShare IP 6.0.3 or later
- OS X.0.4 Server or later
- Ethernet 10 Mbit/sec or faster
- CD-ROM drive for one-time installation
- 300 MB free disk space (not including disk space for students' saved files)

Windows Client Workstations

- Windows 95b/95c/98/ME/2000/XP
 - 166 MHz Pentium processor or better
 - 64 MB RAM or higher
 - 300 MB hard disk space
 - Super VGA 800 x 600 display with a minimum of 256 colors
 - CD-ROM drive
 - Sound card and speakers compatible with DirectX
- Optional:
- Windows-compatible printer
 - Microphone
 - TouchWindow or single-switch device

Macintosh Client Workstations

- OS 8.6 to OS 9.2.2 (classic) and OS 10.1.5 and higher (OS X native)
- G3 processor or better
- 128 MB RAM or higher
- 300 MB hard disk space
- 800 x 600 display with a minimum of 256 colors
- CD-ROM drive
- Optional:
 - Macintosh-compatible printer
 - Microphone
 - TouchWindow or single-switch device

Installation Instructions

This version of *Trudy's Time & Place House* is for use with *Riverdeep Software Manager (RSM)*. Make sure *RSM* is installed before installing *Trudy's Time & Place House*. If you need assistance with *RSM*, please consult the *RSM User Guide* (included on CD or in the school binder). You will install *Trudy's Time & Place House* to the network file server, you will need to run the *RSM Administration Center*.

The *Trudy's Time & Place House* installation places both Windows and Macintosh files on the network file server where *RSM* is located. Both Windows and Macintosh are installed simultaneously.

1. Exit all applications and start at the desktop.
2. Insert the *Trudy's Time & Place House* Network CD into the drive.
Macintosh: Double click to open the CD
Windows: The CD window will open automatically. If Autoplay is not enabled, choose **RUN** from the Start menu and type d:\Autoplay.exe (where d represents your CD drive).
3. Click the *Trudy's Time & Place House* installer and follow the on-screen instructions.
4. *Trudy's Time & Place House* must be installed in the **Riverdeep Server** folder that was created on the network file server during *RSM* installation. Navigate to this location and begin the installation.
5. When the installation is complete, you must launch the *RSM Administration Center* to enable *Trudy's Time & Place House*. Consult the *Riverdeep Software Manager* user's guide for additional information.

When students launch *Trudy's Time & Place House*, it is automatically copied from the server to the workstation. The technology coordinator may wish to launch *Trudy's Time & Place House* from the *RSM Student Center* before first student use. This will save student's time in waiting for the application files to be copied to the workstation.

Optional User Privileges

If your school has restrictions on user access to network locations, the following folder permissions required for *Riverdeep Software Manager*:

- Teacher users will need read, write, and delete access to the **Riverdeep Server** folder.
- Student users will need read and write access to the **Student Documents** folder and the **Data** folder (both within the **Riverdeep Server** folder).



Technical Support

For Technical Support, please refer to the customer information card included with this product.

