

Kids Concentration Ver 5.3

Description

General information about the Kids Concentration program.

Program Operation

Explains the operation of the Alphabet Window, Numbers Window, Matching Windows (Colors and Animals), and Options.

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Description

Kids Concentration is a game that is based on the old game of Concentration. This program was designed with kids in mind to help them develop their concentration skills, hand-eye coordination (via the mouse), while learning about the alphabet, numbers, and colors. The program contains four different matching games for variety, each supporting three skill levels of difficulty. A pleasant female voice is used throughout, along with actual animal sounds, and other sound effects.

Program Operation

The Alphabet Window

Object is to learn the upper and lower case letters of the alphabet.

The Numbers Window

Object is to learn the basic numbers 1 thru 10.

The Matching Windows

Object is to select matching pairs of picture cards, until none remain (colors and animals).

Options

Set the playing skill level, enable or disable sound, set sound level, and select the card back.

The Alphabet Window

The object is to learn the upper and lower case letters of the alphabet. This is achieved by selecting a letter card from the random group of letter cards at the bottom of the screen and building the alphabet at the top of the screen. The required letter position at the top of the screen will be indicated by a white underscore. Depending upon the skill level setting, these positions will contain upper case letter cards, lower case letter cards, both case letter cards or plain blank cards.

Playing skill levels (as set in options)

Beginner:

On this skill level, there is a A=A button, a=a button, and a HELP button. The A=A button selects upper case letters to match with upper case letters. The a=a button selects lower case letters to match with lower case letters. A black underscore will appear under the correct letter to select when the HELP button is selected.

Intermediate:

On this skill level, there is a A=Aa button, a=Aa button, and a HELP button. The A=Aa button selects upper case letters to match with both case letters. The a=Aa button selects lower case letters to match with both case letters. A black underscore will appear under the correct letter to select when the HELP button is selected.

Advanced:

On this skill level, there is a A=[] button and a a=[] button. The A=[] button selects upper case letters to place in blank card positions. The a=[] button selects lower case letters to place in blank card positions. There is no HELP button.

The Numbers Window

The object is to learn the basic numbers 1 thru 10. This is achieved by counting the amount of cards displayed and then selecting the corresponding number card located at the bottom the screen.

Playing skill levels (as set in options)

Beginner:

On this skill level, there is a black underscore that always appears under the correct card number to select.

Intermediate:

On this skill level, there is a HELP button. A black underscore will appear under the correct number card to select only when this button is selected.

Advanced:

On this skill level, there is no HELP button nor a black underscore.

The Matching Window (Colors and Animals)

The object is select matching pairs of picture cards until none remain.

Playing skill levels (as set in options)

Beginner:

On this skill level, all cards are face up.

Intermediate:

On this skill level, there is a HELP button and a FLIP button. After you select the first card, if you select the HELP button, a text underscore will indicate the location of the second card. If you select the FLIP button, all remaining cards will turn face up and the HELP and FLIP buttons will disappear.

Advanced:

On this skill level, there is no HELP button. All cards are face down.

Program Options

Level:

Set the playing skill level to Beginner, Intermediate, or Advanced.

Sound:

Enable or disable sound. If the program does not find a sound card, it will disable the sound option.

Flip Button:

Enable or disable the Flip button. This button allows cards to be flipped face up, if the skill level is set to intermediate.

Card Backs:

Select the card back to be used for intermediate and advanced skill levels. The card back can only be set if the skill level is set to intermediate or advance.

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We are very interested in feedback from users. If you have any questions, comments, suggestions, or difficulty in installing Kids Concentration, please contact us by email, or write us directly.

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