

Fisher-Price

Computer  
Cool  
School™

123

SESAME STREET



[www.fisher-price.com](http://www.fisher-price.com)

# Consumer Information

- Please keep these instructions for future reference as they contain important information.
- Software installation should be done by an adult.
- For proper use of this product we recommend that your computer meet minimum system requirements (see page 4).
- Install Computer Cool School™ software (sold separately) BEFORE installing this or any other Computer Cool School™ software (not included).
- The software included with this product includes a **Parent Tips** folder full of activities you can do with your child. After installing the software, you can find the Parent Tips by clicking, in order, the following items: Start>Programs>Fisher-Price>Computer Cool School>Parental Tips. Refer to page 7.
- This product must be used with listed Information Technology Equipment (I.T.E.).

# Consumer Information

## Consumer Assistance

For technical assistance with this product call **1-888-892-6123** or visit **[www.service.fisher-price.com](http://www.service.fisher-price.com)** and enter the product number: M7947 in the guided search box. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

**For countries outside the United States:**

### **CANADA**

**Questions? 1-800-432-5437.** Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

### **GREAT BRITAIN**

Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB.  
Helpline: 01628 500303; [www.service.mattel.com/uk](http://www.service.mattel.com/uk).

### **AUSTRALIA**

Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

### **NEW ZEALAND**

16-18 William Pickering Drive, Albany 1331, Auckland.

### **ASIA**

Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

# Minimum System Requirements

Operating System.....	Microsoft® Windows Vista™ or Windows XP
Processor .....	1.2GHz
Memory .....	256MB RAM
Hard Drive.....	200MB available
Video Resolution .....	800x600 32-bit color DirectX9.0c compatible
Sound .....	16-bit DirectX compatible CD or DVD drive
USB port.....	1.1
Recommended: Printer, Internet Connection (for software updates)	

# Install/Uninstall

## Installing Software

- **Before inserting the CD-ROM**, insert the USB cord from Computer Cool School™ keyboard into the USB port on your computer.
- If you have multiple logons on your computer, be sure the logon you are using has Administrator privileges. You will need Administrator privileges to install this software.
- Insert the Sesame Street Classroom CD into the CD-ROM or DVD drive of your computer.
- The software installer launches automatically. Follow the on-screen instructions to complete installation.

**Note:** You need to install all components to use this software.

- If installation of the software does not launch automatically, go to the “Start” menu, click on “Run” and type “D:\setup”.

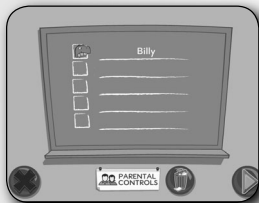
**Note:** If you are using Windows Vista™, you will need to restart your computer after installing the software.

## Uninstalling Software

- Click on the following items (in order):
  - “Start” menu on your computer taskbar
  - “Programs”
  - “Fisher-Price”
  - “Computer Cool School”
  - “Uninstall Sesame Street Classroom”

# Sign-In

## Sesame Street Classroom



**Sign-In Screen**

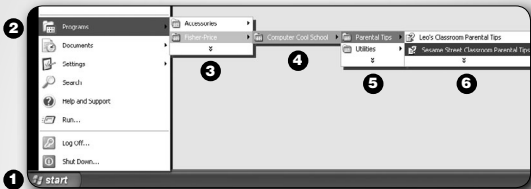


**Software Selection Screen**

- On the sign-in screen, first click on a highlighted area on the chalkboard.
  - Then, type your name and click on a picture.
- Note:** If you have already created a sign-in, simply click on your name to enter the main classroom. If you do not want to create a sign-in, click the green arrow to enter as a guest. You will not be able to save any work when signed in as a guest.
- Click on the trash can to erase a name from the chalkboard. If you erase a name, you will lose any work saved under that name.
  - On the software selection screen, click on the Sesame Street door to go to the classroom.
- Note:** The other doors on the software selection screen are only active if you have purchased and installed additional software titles.

# Parent Tips

The Parent Tips folder cannot be accessed when you are using the Computer Cool School™ program. Please be sure to exit the program first.



- To access the Parent Tips folder go to:
  - 1 Start
  - 2 Programs
  - 3 Fisher-Price
  - 4 Computer Cool School
  - 5 Parental Tips
  - 6 Sesame Street Classroom Parental Tips

# Parent Tips

The screenshot shows a web browser window titled "Sesame Street Classroom Parental Tips". The browser's address bar and navigation buttons (Back, Forward, Home, Print) are visible at the top. On the left side, there is a "Contents" menu with links to "Home", "Parental Tips", "Art Center", "Field Trip", "Math Center", "Music Center", "Reading Center", and "Science Center". The main content area features a "Sesame Street Classroom Cool School" logo with "Sesame Street" written below it. Below the logo is a dark horizontal bar with the text "Parent Tips" in white. Underneath this bar are six navigation links: "Reading", "Math", "Art", "Science", "Music", and "Field Trip". Below these links is a paragraph of text: "Children learn best when they are stimulated and engaged. Sesame Street Classroom is an exciting way to inspire your child to learn by providing opportunities to explore new ideas and concepts through a variety of activity centers. Research shows that parental involvement is important for children's success in school. Using the center links above, you can help reinforce and expand your child's learning. Your involvement is key: Setting aside time to become involved in your child's learning, connecting what your child learns to everyday life, and paying attention to your child's interests are ways to help your child become an eager learner." Below this paragraph is another paragraph: "Each section has activities to help reinforce your child's learning in each of the activity centers. You can further extend your child's learning opportunities by printing out the activities for the different centers." A callout box with a black border and a white background points to the "Parent Tips" header bar.

## Learning Center Links

- From the Parent Tips main screen, click on any link to access that learning center's section.



# Parent Tips

The screenshot shows a web browser window titled "Sesame Street Classroom Parental Tips". The browser's address bar shows "http://www.sesamestreet.org/parents/reading-center". The page has a navigation menu on the left with links for "Parental Tips", "Art Center", "Field Trip", "Math Center", "Music Center", "Reading Center" (which is highlighted), and "Science Center". The main content area is titled "Reading Center" and features an illustration of an open book. The left page of the book displays the text "Hh Happy honeybees head for their hive on the hill." and a small illustration of a beehive. The right page shows a house on a hill with bees flying around it. Below the book are three icons labeled "Keyboard", "Hammer", and "Saw". Below the book illustration, the text reads: "Build early literacy skills with the following hands-on activities:". Underneath this is a section titled "SESAME STREET CLASSROOM ACTIVITIES".

**READ WITH ELMO AND ABBY**  
To help your child recognize letters, identify letter sounds and strengthen story comprehension, read "The Letter Game" and try the following activities:

1. Turn to a page and count how many words on that page begin with the same letter.
2. Look at the stickers on each page and identify the different objects. What letter do they all begin with? Talk about other words that begin with that same letter and sound.
3. Look at the uppercase and lowercase letters on each page. Talk about how they are similar or different.
4. At the end of the book, ask your child to recall a detail about what one of the characters did in the story.

**HAVE FUN WITH LETTERS ON THE COMPUTER COOL SCHOOL KEYBOARD**  
To help your child learn to locate letters on the keyboard and practice spelling words, try the following activities:

1. Have your child find a letter on the keyboard and match it to the corresponding letter across the top of the Letter Activity tablet.
2. Invite your child to spell his name by pressing the letters on the keyboard.
3. Ask your child to find and press the letter on the keyboard that makes a certain sound. For example, "Which letter makes the sound..."

- Each learning center section contains information on many activities you can do with your child.

# Classroom

Sesame Street Door



Software Selection Screen

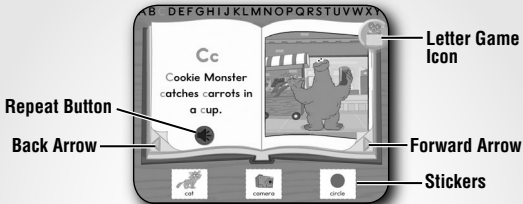
Exit Button



Classroom Screen

- To enter the classroom, first sign-in (see page 6). Next on the software selection screen, click on the Sesame Street door to go to the classroom.
- On the classroom screen, use the computer mouse to explore the classroom. Use your mouse to make selections.
- Press any learning center button on the Computer Cool School™ keyboard to enter an activity.
- Click on the exit button to return to the software selection screen.


# Reading Center



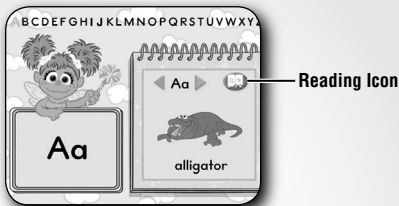
## Reading Center

- Listen as the narrator reads the story.


**Note:** Click on the repeat button to hear the page read again.

- Turn the page to continue the story. Click on an arrow on the bottom of the page.
- Press a letter on the keyboard to hear the name of that letter.
- Click on a sticker on any page and drag it onto the picture.
- From the reading center, click on The Letter Game icon to learn about more letters!
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

# Reading Center

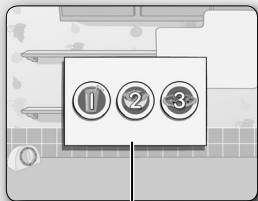


## The Letter Game

- Watch the screen to see the letter. Listen for the name of the letter, the sound it makes and a word that starts with that letter.
- Click on the arrows or press a letter on the keyboard to learn about a different letter.
- When finished, click on the reading icon to return to the storybook. Press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.


# Math Center

## Recipe Card



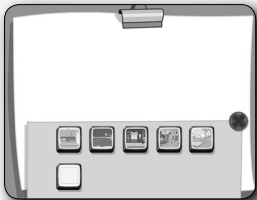
**Levels**



- Choose level 1, 2 or 3. Click on your choice.
- Help Elmo collect ingredients for his recipe.  
*Level 1* – Help Elmo make smoothies.  
*Level 2* – Help Elmo make salads.  
*Level 3* – Help Elmo make pizzas.
- Look at the recipe card to find out what ingredients Elmo needs.
- Click on each ingredient to count the number Elmo needs.
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

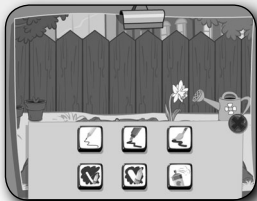
# Art Center

- Use the mouse to draw pictures.
- Press the buttons above the writing tablet on the Computer Cool School™ keyboard to customize your pictures.

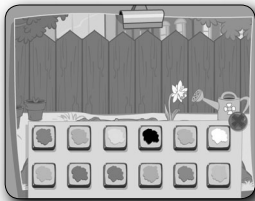


**Backgrounds** – Press this button  to choose a background image for your picture.

# Art Center




**Tools** – Press this button  to choose an effect for your mouse: pencil, marker, paintbrush, spray paint or erasers.




**Colors** – Press this button  to choose the color for your tool.

# Art Center



**Stampers** – Press this button  to select different images to “stamp” on your picture.

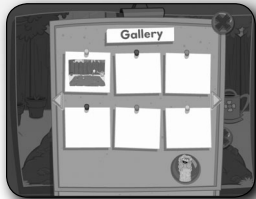
**Hint:** You can also “stamp” letters or numbers onto your picture. First, type letters or numbers on Computer Cool School™ keyboard. Then click your mouse to place your picture.

**Erase** – Press this button  to erase your picture and start a new one.


**Note:** This button will erase the entire drawing. If you want to erase part of your picture, press the Tools button and choose the pencil eraser.




# Art Center

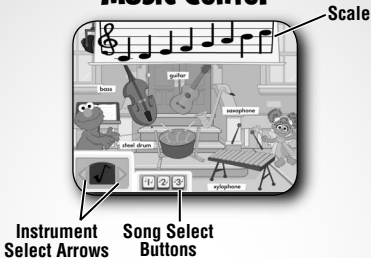


**Print +** – Press this button  to print your pictures or save them in the Gallery.

**Note:** To open a saved picture, press the Print + button  and click on Gallery.

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

# Music Center




- Click on an instrument to learn about it and hear the different notes it plays.
- Click the song select buttons (1, 2 or 3) to choose a song. Listen to the song and click any of the instruments during the song to turn them on or off.

**Note:** You can also press the letters on the Computer Cool School™ keyboard to play along with the selected instrument.

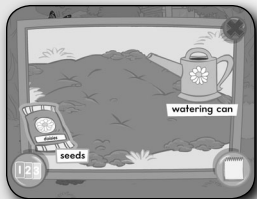
# Music Center





- Click the selected song select button again to stop the song.
- Choose an instrument to play a scale. Click the instrument select arrows to scroll through instrument choices. Then, click on a note on the scale to hear that instrument play it.

**Note:** You can also press the letters on the Computer Cool School™ keyboard to hear different notes from that instrument. Each letter will play the same note on the scale. Press a number key for a silly sound!

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

# Science Center





- Learn about life cycles at the park with Elmo.
- Click on different objects to learn how they grow.
- Click on the  for a sequencing activity. Click on the pictures to put them in order.
- Click on the  to play a matching game.
- Click on the  to return to the park.
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.


# Field Trip



## Fruit and Vegetable Crates

- Press the field trip button  on the Computer Cool School™ keyboard to take a field trip to the farmers' market.
- Click on any item to explore the market! Click on the fruit and vegetable crates in the cart for a game or activity. After the game or activity, click on the  to go back to the explore screen.
- Click on a word to hear it pronounced in English. Click again to hear how to say the word in Spanish!

***Hint:*** Move the mouse to the left and right edges of the screen to explore even more at the market!

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.



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Look for more cool software, each with a variety of new things to learn!

Each sold separately and subject to availability.



Actual products may not be identical to items pictured above.

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