

Fisher-Price®

Computer
Cool
School™

Leo
and the
Dinosaurs



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 3).
- Install Computer Cool School™ software (sold separately) BEFORE installing this or any other Computer Cool School™ software (not included).
- This software 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 6.
- This product must be used with listed Information Technology Equipment (I.T.E.).

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 Leo and the Dinosaurs™ 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”.

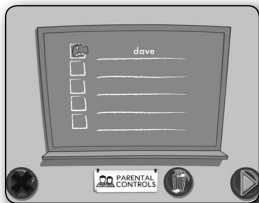
Note: If you are using Windows Vista™, you will need to restart your computer after installing the software.

Uninstalling Software

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

Sign-In

Leo and the Dinosaurs 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.

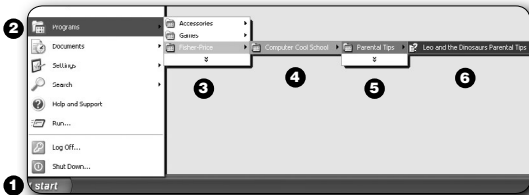
Note: If you have already created a sign-in, simply click on your name to enter the main classroom. If you do not want to create a sign-in, click the green arrow to enter as a guest. You will not be able to save any work when signed in as a guest.

- 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 Leo and the Dinosaurs™ 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 Leo and the Dinosaurs Parental Tips

Parent Tips

Leo and the Dinosaurs Classroom Parental Tips

Back Forward Home Print

Contents | Index

- Parental Tips
- Art Center
- Field Trip
- Math Center
- Music Center
- Reading Center
- Science Center

Leo and the Dinosaurs

Parent Tips

[Reading](#) [Math](#) [Art](#) [Science](#) [Music](#) [Field Trip](#)

Children learn best when they are stimulated and engaged. Leo and the Dinosaurs 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.

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.

Learning Center Links

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

Parent Tips

Leo and the Dinosaurs Classroom Parental Tips

Back Forward Home Print

contents | index |

- 1 Parental Tips
- 2 Art Center
- 3 Field Trip
- 4 Math Center
- 5 Music Center
- 6 Reading/Literacy
- 7 Science Center

Reading Center

This sure is a cool time machine. I just press a button and I travel through time. The next dinosaur period is the Jurassic. Let's go!

LEO

frog beetle ginkgo

Build early reading and writing skills with the following hands-on activities:

LEO AND THE DINOSAURS CLASSROOM ACTIVITIES

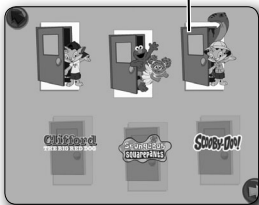
***READ LEO AND THE DINOSAURS BOOK:**
To help your child develop a sense of how stories work, read the *My Dinosaur Adventure story*, from the reading center, together with your child.

1. Turn down the sound so that you and your child can talk about Leo's storybook.
2. Flip through the pages and name objects in the pictures.
3. Look at different words on the page and point to the letters that make up these words.
4. Talk about the beginning, the middle and the end of the story. Use the illustrations to help retell the story.
5. Evaluate the story. Ask your child to name his or her favorite part of the story.

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

Classroom

Leo and the Dinosaurs Door



Software Selection Screen

Exit Button



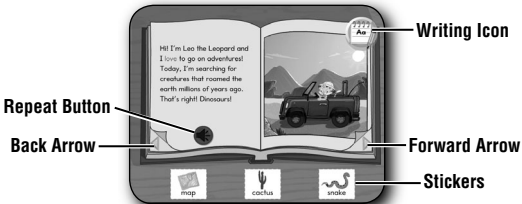
Classroom Screen

- To enter the classroom, first sign-in (see page 5). Next, on the software selection screen, click on Leo and the Dinosaurs™ door to go to the classroom.
- On the classroom screen, move the pen on the tablet to explore the classroom. Press the tip of the pen straight down and then release to make selections.

HINT: You can also use your computer mouse.

- 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 and Writing Center



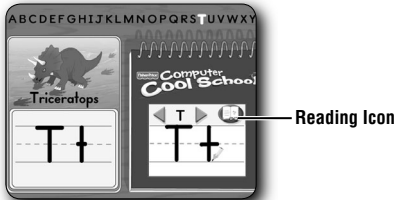
Reading Center

- Listen as Leo reads the story he wrote.

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

- Turn the page to continue the story. Click on an arrow on the bottom of the page.
- Press a letter or number on the keyboard to hear the name of that letter or number.
- Click on a sticker on any page and drag it onto the picture.
- From the reading center, click on the writing icon to practice writing letters and numbers!
- 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 and Writing Center



Writing Center


- Watch the screen to see how to write the letter or number. Listen for the names of the letters or numbers before you write them.

Note: For younger preschoolers, place the writing templates under the writing tablet cover to trace the letters.

- Write the letter or number on the writing tablet.
- Press the Erase button  on the Computer Cool School™ keyboard to clear the screen and practice again.
- Click on the arrows to practice a different letter or number.

Reading and Writing Center

Note: You can also press a letter or number on the keyboard. Press the same button twice to shift from upper case to lower case, or press and hold the SHIFT key with the letter button!

- When finished, click on the reading icon to return to the story-book. 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



Levels




- Choose level 1, 2 or 3. Click on your choice with the pen.
- Listen to Leo's math problem. Use your pen to choose an answer.

Level 1 - Solve addition problems

Level 2 - Solve subtraction problems

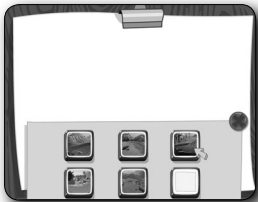
Level 3 - Solve both addition and subtraction problems

Math Center

- 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 pen and the writing tablet 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



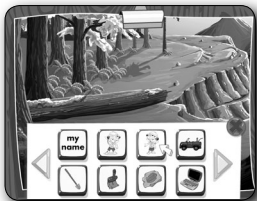
Tools – Press this button  to choose an effect for your pen: pencil, marker, paintbrush, spray paint or erasers.

Art Center



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

Art Center



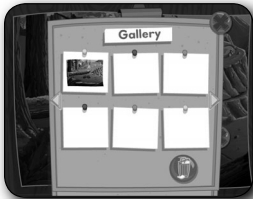
Stampers – Press this button  to select different images to “stamp” on your picture.

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

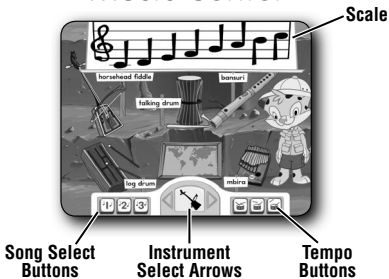


Print + – Press this button  to print your pictures or save them in the Gallery.

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 on the 1, 2 or 3 button for a song to play along. Click on any of the instruments during the song to turn them on or off.

Note: You can also press the letters on the keyboard to play along with the selected instrument.

Music Center

- Click on the drum buttons at the bottom of the screen to change the tempo of the song to slow, medium or fast.
- Click on the 1, 2 or 3 button again to stop the song.
- Choose an instrument to play a scale. Click on the instrument select arrows to choose an instrument. Then, click on a note on the scale to hear that instrument play it.

Note: You can also press the letters on the keyboard to hear different notes from that instrument.

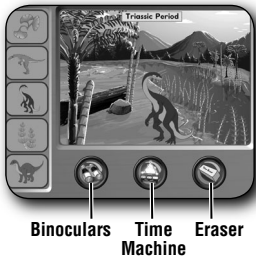
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Science Center



- Click on a button to choose a time period.
- Listen to a fact about the time period you chose.


Science Center



- First, click on a dinosaur with your pen to select it. Then, click on the picture to add your dinosaur.



Science Center




- Click on the binoculars to take a closer look.
- Move the binoculars onto the dinosaur and other objects to hear more facts about the time period.
- Click on the eraser button to clear your picture.
- Click on the time machine button to choose a different time period.
- 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



- Press the field trip button  on the Computer Cool School™ keyboard to take a field trip to the fossil dig site.
- Click on any item with the pen to explore the dig site! Click on the fossil pit for a game. After the game or activity, click on the  to go back to the explore screen.

Hint: Move the pen or mouse to the left and right edges of the screen to explore even more at the site!

- 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.

Consumer Information

Consumer Assistance

For technical assistance with this product call **1-888-892-6123** or visit **www.service.fisher-price.com** and enter the product number: P5453 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.

GREAT BRITAIN

Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB.
Helpline: 01628 500303; 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.

© 2008 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg.

Stephen Hillenburg

Sesame Workshop®, Sesame Street, and associated characters, trademarks and design elements are owned and licensed by Sesame Workshop.

©2008 Sesame Workshop. All rights reserved.

ZB Font method copyright ©Zaner Bloser

© 2008 Viacom International Inc. All Rights Reserved. Nickelodeon, Nick Jr., Dora the Explorer, Go, Diego, Go!, and all related titles, logos and characters are trademarks of Viacom International Inc.

©2008 Scholastic Entertainment Inc. SCHOLASTIC and logos are trademarks of Scholastic Inc. CLIFFORD THE BIG RED DOG, CLIFFORD, EMILY ELIZABETH and logos are trademarks of Norman Bridwell.



SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera. (s08)

WB SHIELD: TM & © Warner Bros. entertainment Inc.

Windows is a registered trademark of Microsoft Corporation in the United States and other countries

Windows Vista is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2008 Mattel, Inc. All Rights Reserved.

® and TM designate U.S. trademarks of Mattel, Inc., unless otherwise indicated.

Expand the learning!

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.