

Fisher-Price®

Computer  
Cool  
School™



NICKELODEON™



[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 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 Dora and Diego's 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 Dora and Diego's Classroom”

# Sign-In



**Sign-In Screen**



**Dora and Diego's Classroom  
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 Dora and Diego's 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.

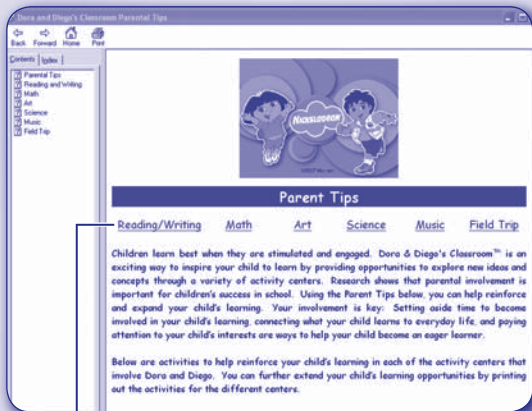
# Parent Tips

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 Dora and Diego's Classroom Parental Tips

# Parent Tips




Dora and Diego's Classroom Parental Tips

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Parent Tips

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Children learn best when they are stimulated and engaged. Dora & Diego's 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 Parent Tips below, 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 are activities to help reinforce your child's learning in each of the activity centers that involve Dora and Diego. 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



The screenshot shows a web page with a navigation menu on the left and a main content area. The main content area has a header 'Reading/Writing' and a central illustration of an open book. The book's left page contains the text: 'Read to Reading! Read to the readers for math, science, social studies, and language arts, and reward yourselves for how close you fall to that one wonderful being there in school.' The right page of the book shows a cartoon boy reading. Below the book illustration is the text: 'Build early reading and writing skills with the following hands-on activities.'

**BOOKS AND CLASSROOM™ ACTIVITIES**

**Helping Your Child Develop a Sense of How Stories Work: read the story *Stevie and Diego's School Adventure*, together with your child.**

1. Turn down the sound so that you and your child can talk about *Stevie and Diego's* adventure.
2. Flip through the pages and name the objects in the pictures.
3. Look at the pictures and/or on the page. Point to the letters that make up the words.
4. Talk about the beginning, the middle and the end of the story. Some suggestions might include:
  - What is Stevie and Diego trying to help?
  - What is Stevie and Diego trying to get?
  - How do they?
  - How do they?
  - What do Stevie and Diego receive after finding the 2 things for their teacher?
5. Retell the story. Ask your child to name his or her favorite part of the story.

**LEARNING EXPERIENCES**

**HOW TO SUPPORT ACTIVITIES**

The help guides your child's understanding of letter knowledge based on alphabetical adventures.

1. Write all 26 letters (both upper and lower case letters) on separate index cards. Use a red colored marker when writing all of the upper case letters and a blue colored marker when writing all of the lower case letters.
2. Choose one matching set of upper and lower case letters such as Gg, Kk, etc. Choose four other lower case letters to sort.
3. Place all of the lower case letters around the room so that they are partially hidden.
4. Read your child the upper case letter card and have him or her search until the matching lower case letter card are found.
5. Repeat the alphabet adventure using other upper and lower case letters.

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



# Classroom



**Dora and Diego's Door**  
**Software Selection Screen**



**Classroom Screen**

- To enter the classroom, first sign-in (see page 5). Next, on the software selection screen, click on Dora and Diego's 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 Dora and Diego read the story.

**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




Reading Icon

## 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

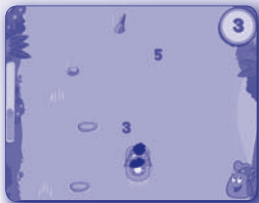
**Note:** You can also press a letter or number on the keyboard. Press the same button twice to shift from upper case to lower case, or press and hold the SHIFT key with the letter button!

- When finished, click on the reading icon to return to the 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




Levels



- Choose level 1, 2 or 3. Click on your choice with the pen.
- Help Dora and Diego collect numbers for math class.
- Listen to the number Diego wants to collect. Use the pen to steer the raft towards the number.

# Math Center

- Collect as many numbers as you can before you get to the school.
- Review the numbers you found with Dora.
- 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

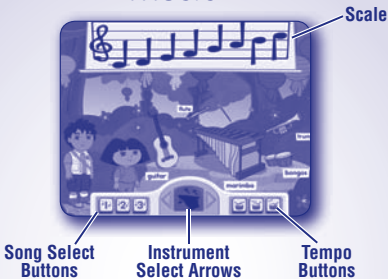


**Print +** – Press this button  to print your pictures or save them in the Gallery.

**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




- 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.

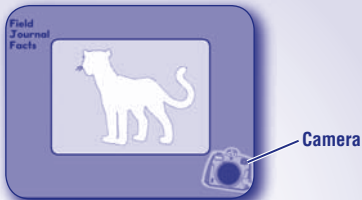
# Music Center

- 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



- Listen to the clues about the animal you will “photograph”.
- Click on the camera to take a picture of the animal.

***Hint:*** Click on the drawing to hear more clues.


# Science Center



- Move your pen inside the camera lens to look for the animal.
- When you find the animal, click on it with the pen.

# Science Center





- Click on the fact buttons to learn about the animal.
- Click on the next button to find more animals to photograph.
- 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 dinosaur museum.
- Click on any item with the pen to explore the dinosaur museum! Click on the book or sandbox for a game or activity. 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 museum!

- 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](http://www.service.fisher-price.com)** and enter the product number: M7943 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).

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Each sold separately and subject to availability.



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PRINTED IN CHINA

M7944a-0920