Fisher-Price®

Computer Cool School™

SCOOBY-DOO!

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 Scooby-Doo'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.

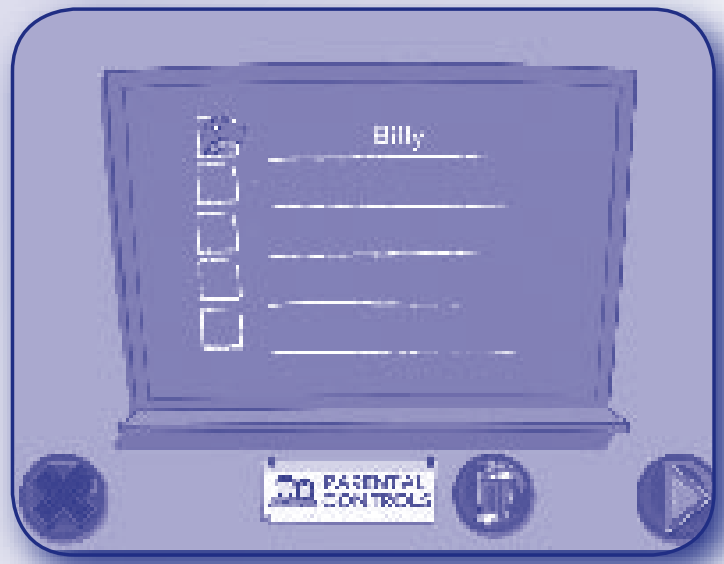
- If installation of the software does not launch automatically, go to the "Start" menu, click on "Run" and type "D:\setup".

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

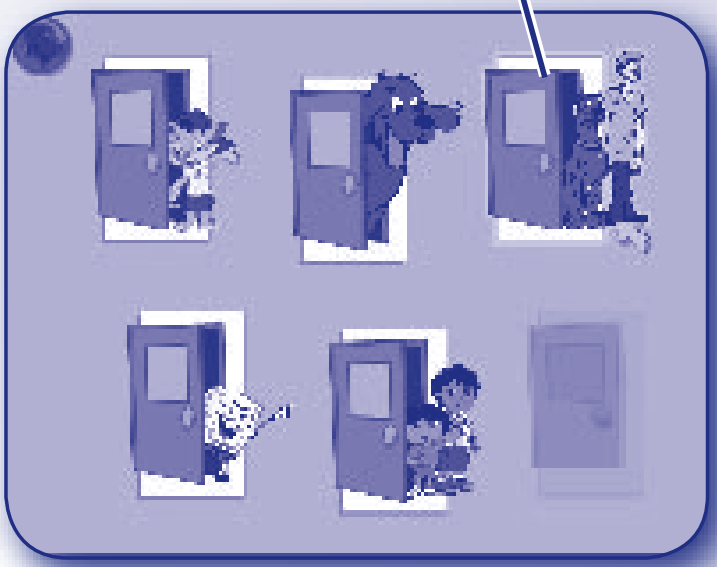
Uninstalling Software

- Click on the following items (in order):
  - "Start" menu on your computer taskbar
  - "Programs"
  - "Fisher-Price"
  - "Computer Cool School"
  - "Uninstall Scooby-Doo's Classroom"

Sign-In



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.

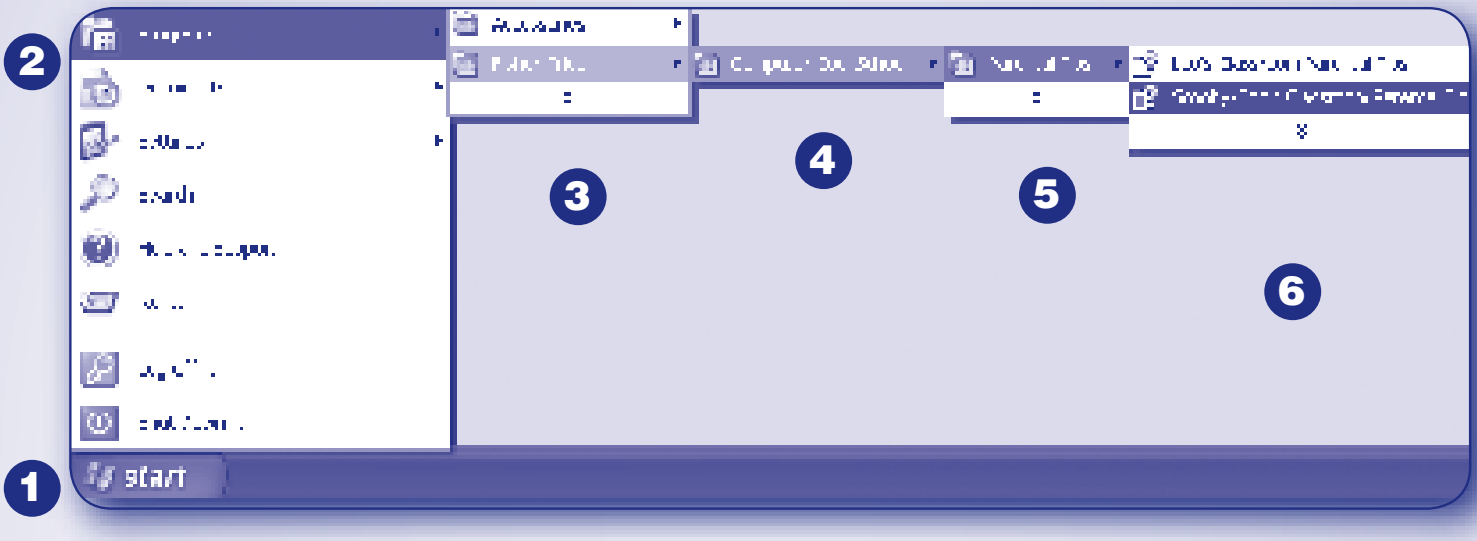
Note: If you have already created a sign-in, simply click on your name to enter the main classroom. If you do not want to create a sign-in, click the green arrow to enter as a guest. You will not be able to save any work when signed in as a guest.

- 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 Scooby-Doo'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

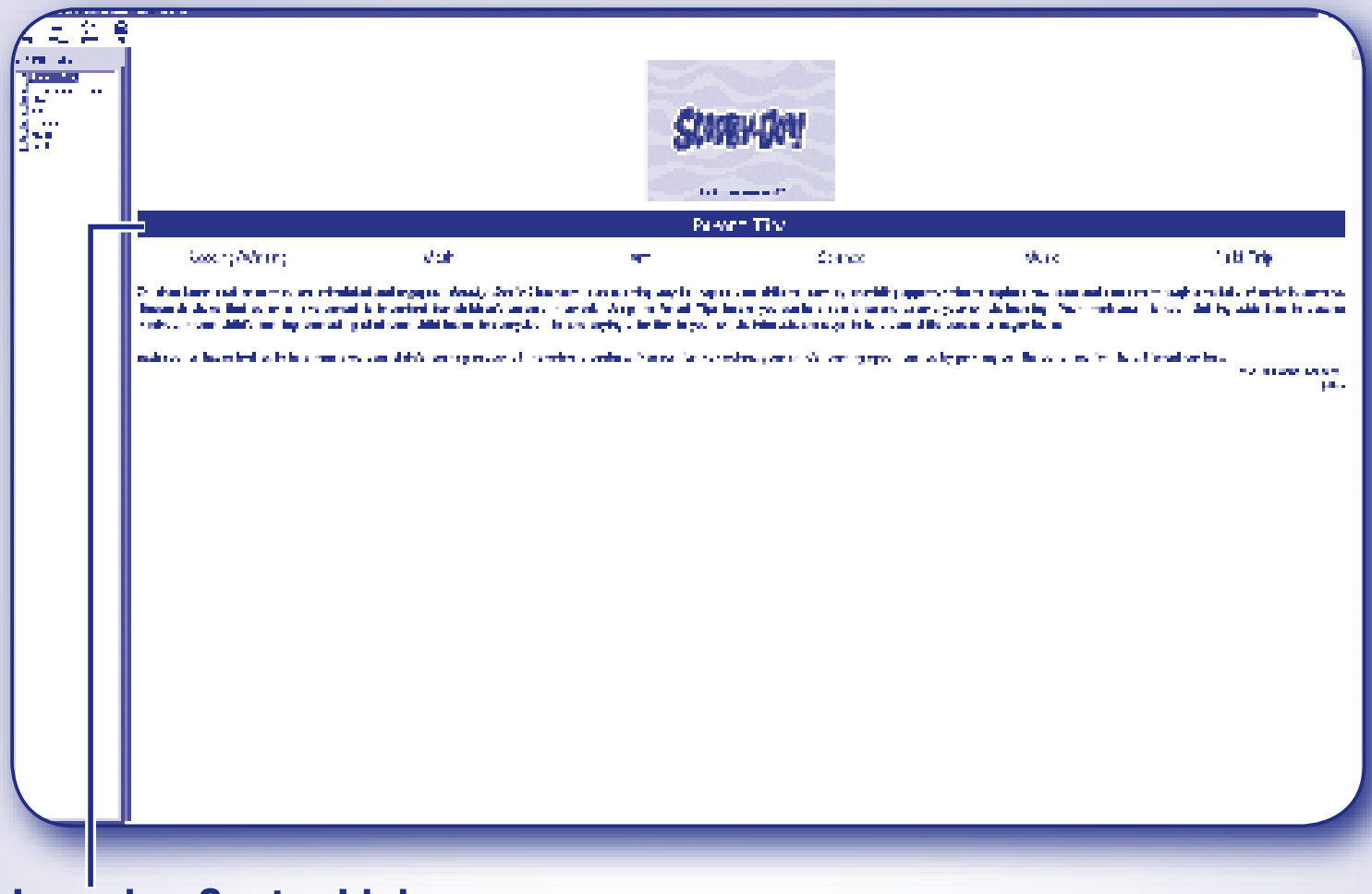
The Parent Tips folder cannot be accessed when you are using the Computer Cool School™ program. Please be sure to exit the program first.



- To access the Parent Tips folder go to:

1. Start
2. Programs
3. Fisher-Price
4. Computer Cool School
5. Parental Tips
6. Scooby-Doo's Classroom Parental Tips

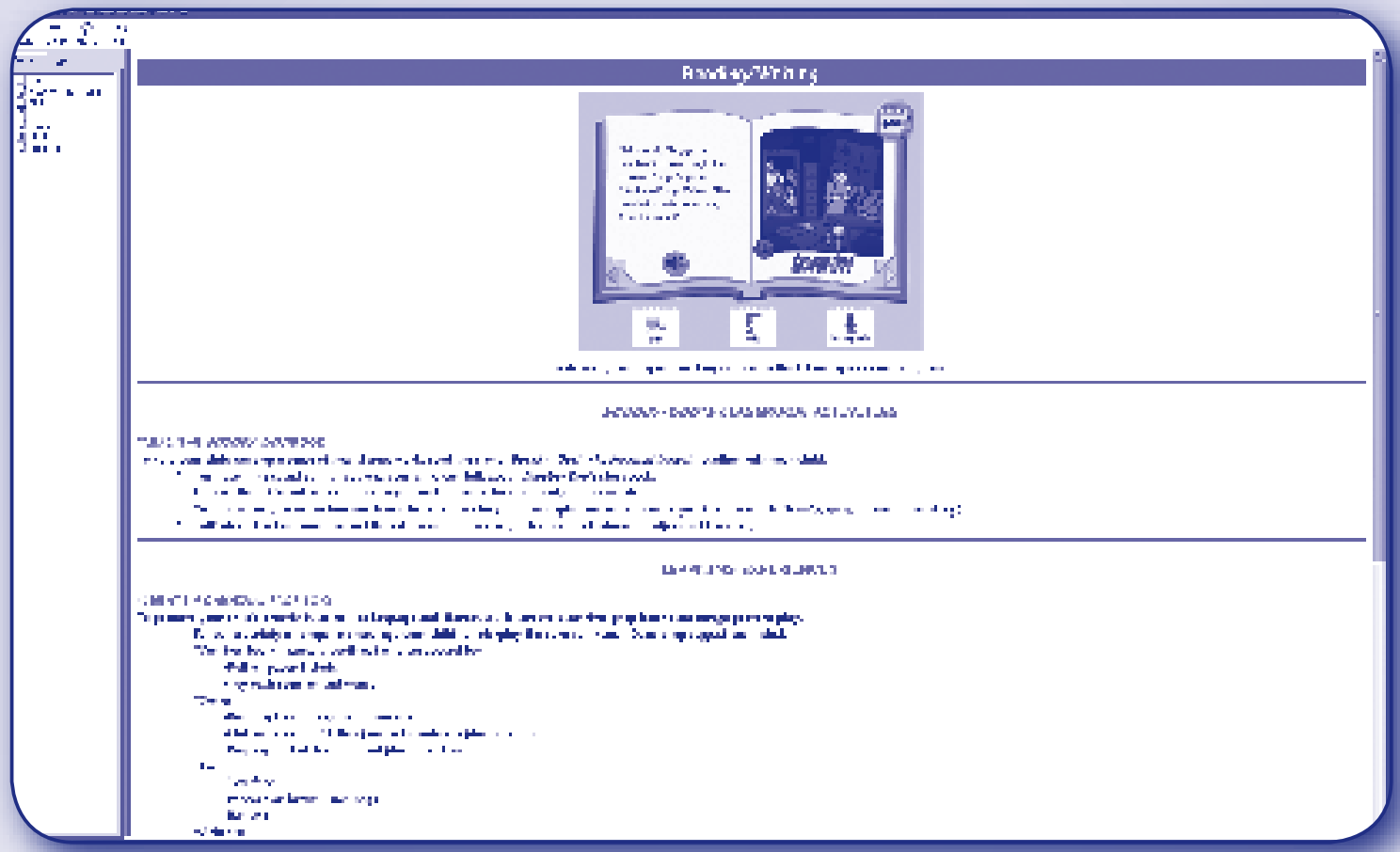
Parent Tips



Learning Center Links

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

Parent Tips



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

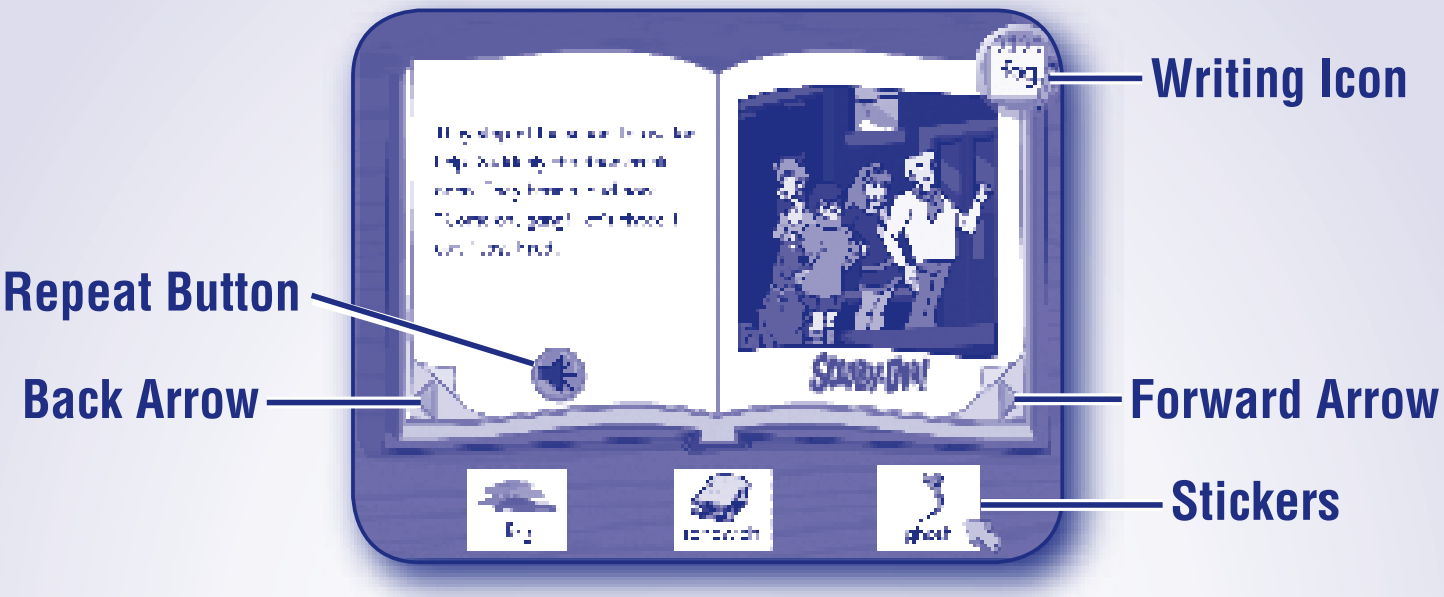
Classroom

Software Selection Screen

Classroom Screen

- To enter the classroom, first sign-in (see page 5). Next, on the software selection screen, click on Scooby-Doo'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.
- 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 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 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, numbers or words!
- 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, number or word. Listen for the letters, numbers or words before you write them.

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

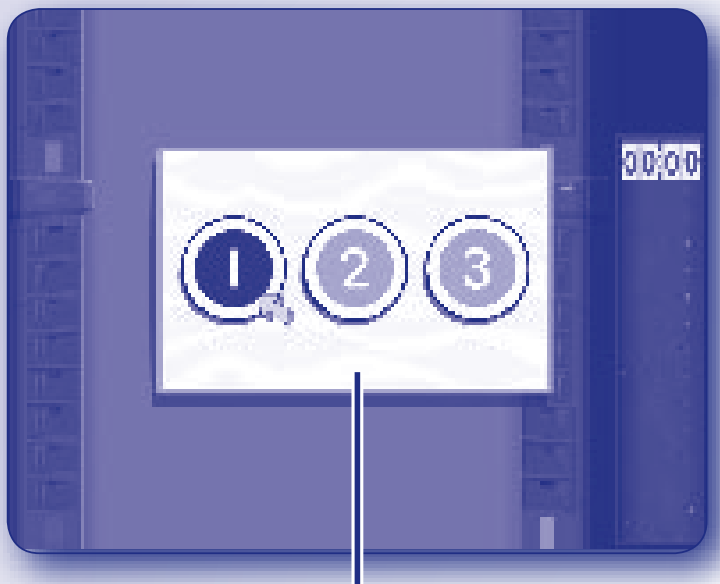
- Write the letter, number or word on the writing tablet.
- Press the Erase button on the Computer Cool School™ keyboard to clear the screen and practice again.
- Click on the arrows to practice a different letter, number or word.

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

Timer

- Choose level 1, 2 or 3. Click on your choice with the pen.
- Help Scooby and Shaggy collect all the lunch bags they need to make a sandwich. Use your pen to steer their skateboard down the hallway.

  Level 1 – Count by ones to collect the lunch bags.

  Level 2 – Count by tens to collect the lunch bags.

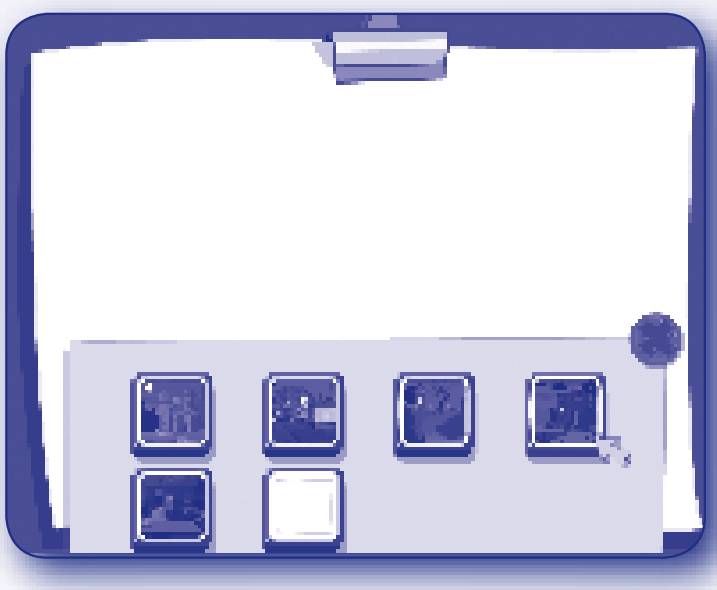
  Level 3 – Count by twos to collect the lunch bags.
- Check your time at the end to see how fast you were!

Hint: *Collect the lunch bags with the arrows on them for a speed boost.*

- 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.

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: *First, type letters or numbers on Computer Cool School™ keyboard. Then click the pen to place your picture. You can also "stamp" letters or numbers onto 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.

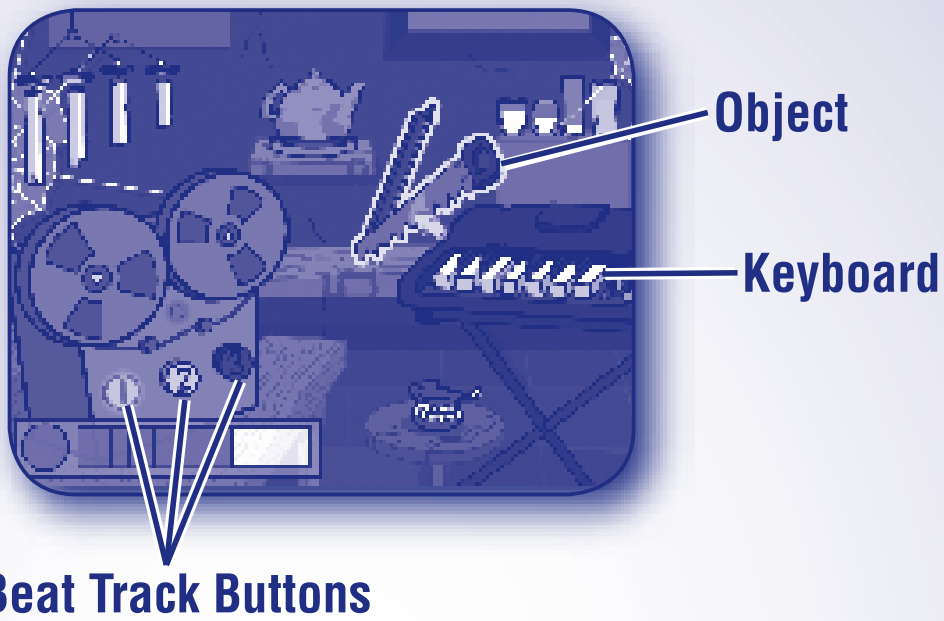
Art Center

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

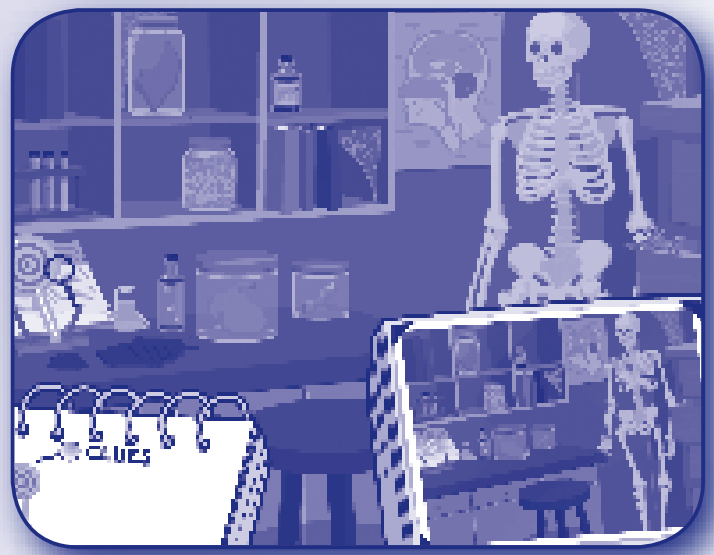


- First, click on the 1, 2 or 3 button to choose a beat track. You will need to choose a beat track to continue.
- Click on objects in the room to record spooky sounds on the beat track.
- Listen to your custom tune as the beat track repeats.
- Click on more objects to add to the beat track as it repeats.

Notes:

- Your sounds are erased when you click on a new beat track.
- You can also press the letters on the keyboard to play more spooky sounds with the music.
- 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



- Help Scooby and Shaggy find clues in the science lab.
- Compare the photo to the items in the science lab. Click on the items in the science lab that are not in the photo.
- Click on each monster that matches your clues. Narrow down the choices until you find the right monster!
- 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 fair.
- Click on any item with the pen to explore the fair! Click on the balloons or water pump 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 fair!*

- 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: 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.

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.

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