Introduction

*Choose and Tell: Nursery Rhymes* is a beautifully illustrated story program that allows the learner to select a popular nursery rhyme character and create their own story.

Choose from Humpty Dumpty, The Grand Old Duke of York, Old Mother Hubbard, Old King Cole or Baa Baa Black Sheep. You decide what happens next! Decide where you want them to go, how they will travel and what they will do when they get there!

*Choose and Tell: Nursery Rhymes* engages and motivates the student. It encourages them to respond to the unfolding story on-screen and to make their own decisions, using a combination of cause and effect and choice-making activities. It also helps them to gain an understanding of sequences of events.

The images can be printed out to use in activities away from the computer and black and white versions are available for learners to colour in.
Installation

Please note: an active internet connection is required

To install Choose and Tell: Nursery Rhymes, simply run the following: choose_and_tell_nursery_rhymes.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase). All fields are required.

When the activation key has been successfully validated, the installation will begin.

Running Choose and Tell: Nursery Rhymes

If a Choose and Tell: Nursery Rhymes icon is visible on the the desktop, you can double-click to launch directly into the program. If there isn't a desktop shortcut, you can find the software in the Programs list of your Start menu / screen.
Stopping Choose and Tell: Nursery Rhymes

Whilst playing an activity, press the Esc or M key on the computer’s keyboard. This will take you to the Options screen.

To exit the program completely, click on the Exit button on the Options screen.

Print

You can print out a picture from Choose and Tell: Nursery Rhymes at any time. Colour or black and white images are also available in the resources folder.

On your keyboard, hold down Control and press the P key. A standard Windows Print Dialogue Box will appear. Click the Print button to print.

How to Operate Choose and Tell: Nursery Rhymes

When Choose and Tell: Nursery Rhymes begins, simply choose Play Game from the title screen.

The first page of the story will then appear.

The learner is given audio and visual prompts to encourage them to engage with the story.

Where the learner simply needs to press their mouse button to make the story progress, a picture of a mouse will appear.

Alternatively, if the program is set up to use switch access (see Options for details), a picture of a switch will appear.
Where a choice needs to be made from different on-screen options, simply move the mouse pointer over the required object. The pointer changes to a hand and a scan outline will appear around the item. Now click!

When the program is set up to use switch scanning, each object will be highlighted automatically in turn.

From time to time, a Back Button will appear in the top left hand corner of the screen. Clicking this button gives the learner the option to go back and make a different choice (the button will not appear when using switch scanning).

**Playing the Choose and Tell: Nursery Rhymes Game**

**Choose a Character**

First, pick a character! Choose from Old King Cole, Humpty Dumpty, Old Mother Hubbard, The Grand Old Duke of York or Baa Baa Black Sheep.

When the learner has chosen, they can enjoy hearing their character’s nursery rhyme and seeing it illustrated on-screen. They can interact with the story by pressing their switch or mouse to progress to the next line.
Choose the Mode of Transport

Now it is time for the learner to create their own story. The character wants to go on a journey. But how will they travel? The voice will prompt the learner to make a choice and the options will appear on-screen.

When the learner makes their choice, the character will set off on their journey. Pick from a skateboard, a rocket, a sports car, a green boat or a fast motorbike!

The computer will randomly select from these to offer the learner three things to choose from (this can be reduced to two if required. See the Options section).

Choose a Destination

Now decide where the character will go!
When the choice is made, the character will travel to the destination and interact with the environment. The possibilities are a castle, a forest, a beach, a playground or a garden.

Choose the Treasure

![Treasure options](image)

The character will now find some treasure. The learner can decide what the treasure will be by choosing from the options that appear. These can include gold, an ice cream, chocolate, pizza or chips!

Choose a Monster

But now a monster will steal the treasure!

The learner can choose which monster will appear. The options are a tiger, a dragon, a pirate, a giant spider or an alien.
Choose a Solution

How will the character get their treasure back? The learner can choose from a range of solutions: a magic wand, a black hole, a scary monster mask, a cage or a mobile phone.

Now find out how the character uses the chosen solution to see off the monster. Here, Humpty Dumpty calls the police using the mobile phone.

Now the learner can listen to the character’s nursery rhyme again - this time incorporating the choices that they made!

Replay the Story

At the end of the game the learner can choose to see their story again. This option will replay their story, without the decision-making screens.
Choose and Tell: Nursery Rhymes Options

When the program starts, click the Options button to access the Options menu. Alternatively, when a story page is displayed, press the Esc or the M key.

On the left-hand side of the Options menu you will see a column of buttons where different options can be set. Click on these to see the changes you can make.

Choices

Here you can decide whether the learner will be offered a choice of two or three items on each decision-making page. (They will always be offered all five nursery rhyme characters to choose from, regardless of the selection made here.)
**Back Button**

This option allows the Back Button, which lets the learner go back and choose a different item, to be removed.

**Switch Access**

Here you can choose whether to use the mouse, touch screen, keyboard, IntelliKeys or one or two switches.
Scan Speed

This controls the speed of the single switch scanning function, which automatically selects each interactive object on the screen in turn. It controls the length of time that each object is highlighted before moving on to the next.

Scan Colour

The Scan Colour menu controls the colour of the scan outline that appears when interactive objects on the screen are selected.
Auditory Scanning

Here you can decide to have the name of each choice shown on the screen read out as they are scanned. They will also be read out if you roll over the choices with the mouse cursor.

Delay

Choose and Tell: Nursery Rhymes includes a ‘pre-acceptance delay’ function. This is useful for students who make brief involuntary switch presses which you don’t want the program to recognise. If you set the delay to 0.4 seconds, the program will only accept switch presses that last longer than 0.4 seconds.
This section is a quick and simple reminder of how to access ready-to-print pictures from the game that can be used in activities away from the computer. Black and white versions are also available for your learners to colour in.

**Access Options**

**Mouse and Touch Screen**

If the program is set for mouse access, simply point and click on the required object.

Touch screens will also work as a single switch. Just touch anywhere on the screen!

**Keyboard**

If *Choose and Tell: Nursery Rhymes* is set up for single switch operation, the Enter key or Spacebar will act as the switch.

If the software is set up for two switch use, then Spacebar and Enter operate as two separate switches.
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