LEARNING TO COUNT

This program aids children in learning to count by associating numbers with different objects. The program firstly shows the objects with the corresponding number from 1 to 10.

The program then displays objects without the numbers and the question mark asks the child to press the correct number key.

The computer will 'beep' if the wrong key is pressed and after a while will display the correct number.

TAPE LOADING INSTRUCTIONS

1. Connect computer as shown on the user instruction card and insert BASIC cartridge.
2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.

5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.

6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.

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