

# Contents

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## Page:

4	Introduction
5	Overview of Topics
6	Overview of Grammar
7	System Requirements
8	Installation
9	Network Installation
10	Getting Started
11	Main Menu
12	Menu of Activities for each unit
13	Word Activities
14	Sentence Activities
15	Using French
16	Copyright & Trademarks
17	Acknowledgements
18	About 2Simple
19	Contact Information

2Simple French is a fun, interactive and creative way to learn French and has been designed to support both the non-specialist and the specialist primary teacher. The program is packed with enjoyable songs, stories and games to engage the children as they learn the vocabulary and grammar. Altogether, there are over 200 activities covering the first two years of the QCA scheme of work, in 12 units such as My Family, The Classroom, Animals and Food.

The multi-sensory teaching methods reinforce French words and sentence structures in many different contexts while the engaging games keep children motivated. Children can also make cards, posters, diaries or leaflets using creative tools, clipart and French phrases or free typing. This supports them in using their French in an enjoyable, real, creative context.

French-speaking robots support the non-specialist teacher and encourage children to listen carefully as they watch the robot's lip movements. There is also a wealth of suggestions to follow up and reinforce the learning away from the computer.

- Julie Steer, Education Consultant.

# Overview of Topics

5

<b>QCA Scheme of Work - Year 3</b>	<b>2Simple French Units</b>
1. Moi	A. My Family - Stage 1
No equivalent	B. The Classroom - Stage 1
2. Jeux et chansons (numbers)	C. Numbers - Stage 1
3. On fait la fête celebrations (months)	D. Months of the Year - Stage 1
3. On fait la fête celebrations (verbs)	E. Sports and Hobbies - Stage 1
4. Portraits (colours)	F. Colours - Stage 1
4. Portraits (body)	H. The Human Body - Stage 1
5. Les quatre amis (farm animals)	G. Animals - Stage 1
6. Ça pousse! (vegetables)	J. Food - Stage 1
<b>QCA Scheme of Work - Year 4</b>	<b>2Simple French Units</b>
7. Le transport (transport and places)	K. Transport - Stage 2
8. L'argent de poche (toys and money)	M. Pocket Money - Stage 2
8. L'argent de poche (numbers 20-50)	C. Number - Stage 2
9. Raconte-moi une histoire! (song)	H. The Human Body - Stage 2
10. Vive le sport! (sports)	E. Sports and Hobbies - Stage 2
10. Vive le sport! (healthy food)	J. Food - Stage 2
11. Le Carnaval des animaux (zoo animals)	G. Animals - Stage 2
12. Quel temps fait-il? (weather and clothes)	L. Weather - Stage 2

# Overview of Grammar

	2Simple Unit	Sentence examples
<b>Plurals</b>	The Classroom Food - Stage 1 The Human Body - Stage 1	Il y a deux trousse sur la table. J'aime les haricots. Elle a les yeux verts.
<b>Negatives</b>	Food - Stage 1 Pocket Money Animals - Stage 2	Je n'aime pas les haricots. Je n'aime pas le skateboard. La souris n'est pas grande.
<b>Questions</b>	Food - Stage 1 Pocket Money  Sports and Hobbies - Stage 2	Tu-aimes? Est-ce que tu aimes ça? C'est combien ? Qu'est-ce que tu fais pour rester en forme?
<b>Adjectives</b>	Colours The Human Body - Stage 1 and 2 Animals - Stage 1	La trousse est bleue. Elle a les yeux verts. La souris est grise.
<b>Verbs</b>	Sports and Hobbies (Je)  Animals (il, elle)	Je peux courir. Je joue très bien au basket. Le poisson est petit et il nage.
<b>Months</b>	The Months of the Year - Stage 1	
<b>Days of the week</b>	The Months of the Year - Stage 2	
<b>Time - O'clock</b>	Food - Stage 2	À six heures je mange des pommes frites.
<b>Sentences with a clause</b>	Weather	Aujourd'hui c'est lundi et il pleut. Quand il fait du soleil, il te faut un T shirt.
<b>Simple descriptions</b>	Animals - Stage 2	Le poisson est rouge et il habite dans la mer.

# System Requirements

7

Operating Systems: Windows 2000 / XP / Vista

Hard Drive: 500MB of free space

	Minimum	Recommended
Processor:	Pentium 2 500MHz	Pentium 4 2.33GHz
Memory:	512MB	1GB
Display:	800x600	1024x768

CD-ROM Drive Required for Installation

Standard Mouse, Keyboard

Sound card & speakers

Printer - optional

An MSI install is included on the disc.

Requires Adobe Flash Player to be installed (included on the CD\_ROM)).

Adobe Reader required to view the user guide and other documents. (Available on CD-ROM).

If you require further help, please do not hesitate to contact our technical support on

**(+44) 020 8203 1781** or **[www.2Simple.com/support](http://www.2Simple.com/support)**

1. Put the CD in the drive.
2. The install menu should appear on your screen automatically. (On Vista, before you get the install menu you will first get a screen asking you to confirm if you want to run Autorun.exe. Click this option.)
3. If the install menu does not automatically appear:
  - Double-click 'My Computer' on your desktop. (On Vista, click the Windows icon on the bottom left of your screen and then click 'Computer'.)
  - Double-click the CD drive and then double-click the "Autorun" file which has a 2Simple French icon.
4. Follow the instructions on screen to complete the installation (On Vista the User Account Control will ask if you want to run setup.exe. Click "Allow".) This will install your software & add a shortcut from the 'start menu' and desktop to 2Simple French.

2Simple French is designed to work on ALL networks. Please refer to: [www.2simple.com/support](http://www.2simple.com/support) for more detail on the instructions below as well as other useful support info. For further help, please contact us via our website or email: [support@2simple.com](mailto:support@2simple.com)

## Three ways to install 2Simple French on a network:

### 1) Use the MSI included on the cd to allocate the program across all machines on a network

This is our recommended method for installing across a network for all 2Simple programs, and has the benefit of not needing to go to each machine to install the software (unlike methods 2 and 3). You can download detailed instructions for this from our support website. The MSI is designed for Windows 2000 and 2003 domain architecture, with Win 2000+ clients. Most 2Simple programs also require Adobe Flash Player on each machine. An install for this is located on the CD but it is preferable to install the latest version from [www.adobe.com](http://www.adobe.com)

### 2) Install on each local machine

This may be the best option if you have a small number of computers or do not have a Windows 2000 / 2003 domain architecture.

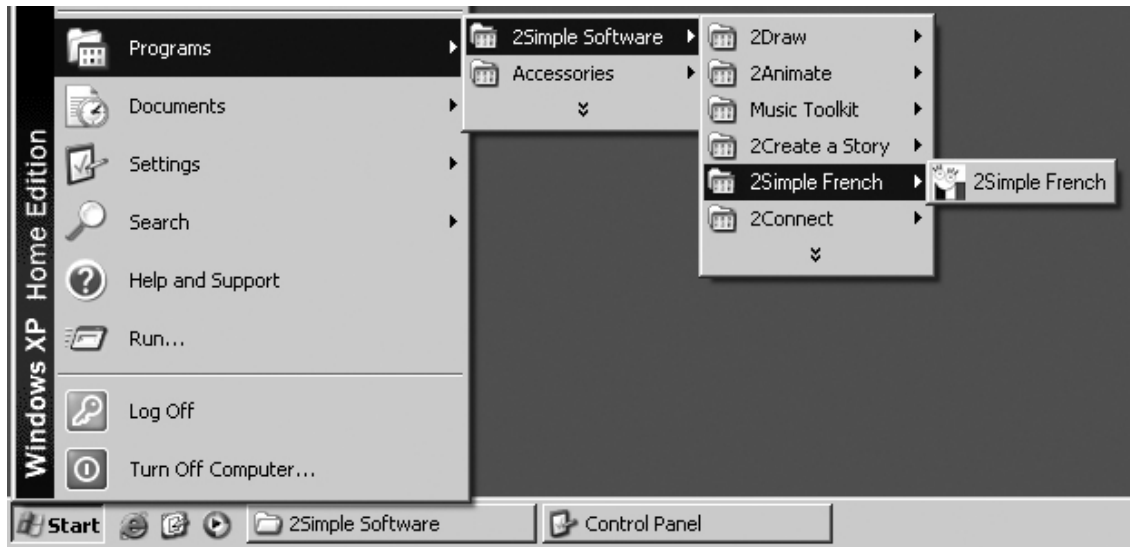
### 3) Install on server only

While this method is supported for 2Simple French, it can be time-consuming as it is still necessary to visit each machine and install certain files locally (see below). Note that this method is not possible for all 2Simple programs - see our support site for more information.

- Install the software on the server and create shortcuts to the program for the clients.
- On each local machine:
  - Run the appropriate “DLL installer” (available from our support site).
  - Install Adobe Flash Player (available on the CD or from [www.adobe.com](http://www.adobe.com))

# Getting Started

Click Start - Programs - 2Simple Software - 2Simple French



Or double-click on the 2Simple French icon on your desktop.



2Simple French will now launch and take you straight to the main menu.



Simply move your cursor over the unit you wish to visit and click the mouse.

2Simple French

<b>My Family</b> Ma famille	<b>The Classroom</b> La salle de classe	<b>Numbers</b> Les numéros	<b>The Months of the Year</b> Les mois d'années
<b>Sports and Hobbies</b> Les sports et les passe-temps	<b>Colours</b> Les couleurs	<b>Animals</b> Les animaux	<b>The Human Body</b> Le corps humain
<b>Food</b> La nourriture	<b>Transport</b> Le transport	<b>Weather</b> Le temps	<b>Pocket Money</b> L'argent de poche

Understand and use greetings.  
Understand and use words for family members.

QCA Links  
Grammar Overview

As you move your cursor over each unit, the text in this box summarises the topics and learning in the unit.

# Menu of Activities for each unit

This is the unit menu for the Animals unit and is typical of how the other unit menus look.

Click these buttons to change the level. Stage 1 is for beginners in French; the activities are based on Year 3 work in the QCA Scheme of Work. Stage 2 is for children in their second year of French and is based on Year 4 of the QCA Scheme of Work.

Activities to teach the words in the unit.

Activities to teach the sentence structure in the unit.

Stage 1 2

Animals - Les animaux

Group Activity G0 Introduction to Vocabulary G1 Pointing Game G2 Robot Chase G3

Introduce Words Pairs G4 Quiz Race G5

Song G6 Les animaux

Create - Simple G8 Create - Advanced G9 Les animaux Les animaux

French World G13 Story for Role Play G14 French Pets Le fermier et ses animaux

For Teachers G15 Vocabulary

Plans and Resources Video Tour G17

Introduce Sentences True False G10 G11 Muddled Sentence G12

Listen to the French words as you watch the robot's lips.  
Everybody can join in with the simple games.

Activities to help the children use French.

A French-English vocabulary of the words and sentences in the unit.

A short video introduction to the unit.

A bank of paper based activities and resources for games, together with a guide to the unit.

Move your cursor over a button and an explanation of the activity appears in this box.

Games to teach the vocabulary in the unit.

Introduction to the clip art and words for the unit vocabulary.

The Robot Teacher says each word as you click on it and introduces games the whole class can play.

The Classroom - La salle de classe

Group Activity 80: Introduce Words (Robot Teacher)

Group Activity 81: Introduction to Vocabulary

Group Activity 82: Pointing Game

Game 83: Robot Chase

Song 86: La liste

Song 87: La liste

Game 84: Pairs

Group Activity 85: Quiz Race

Create - Simple 88: La liste

Create - Advanced 89: La liste

Group Activity 810: Introduce Sentences

Group Activity 811: True False

French World 813: French Schools

Instructions 814: Classroom Instructions

For Teachers 815: Plans and Resources

Vocabulary A16: Video Tour

Listen to the French words as you watch the robot's lips.  
Copy and repeat the simple sentences.

Pointing Game: Match words and pictures.

Robot Chase: Use the arrow keys to help the robot touch each object as it is spoken by the computer.

Click on a card to see it. Match the picture with the written French to make a pair.

Quiz Race: For 2 or 4 players. See how quickly you can touch the picture that matches the French word.

Move your cursor over a button and an explanation of the activity appears in this box.

# Sentence Activities

The games in this section teach the sentence structure used in the unit.

**True False:** Look at the picture, listen to and read the sentence. Is the sentence true or false? The whole class can show what they think by using a thumbs up or thumbs down sign.

The Robot Teacher introduces the sentence structure used in the unit.

**Muddled Sentences.** Listen to the sentence and then drag the words into the correct order to match the spoken French.

The screenshot shows a software interface titled "Colours - Les couleurs" with a "simple" logo in the top left. The main area contains a grid of activity thumbnails:

- Group Activity F0:** Intro: Words (Image of a robot head)
- Group Activity F1:** Introduction to Vocabulary (Image of a castle)
- Group Activity F2:** Pointing Game (Image of a hand pointing)
- Game F3:** Robot Chase (Image of a robot)
- Game F4:** Pairs (Image of two identical objects)
- Group Activity F5:** Quiz Race (Image of a grid)
- Group Activity F10:** Intro: Sentences (Image of a robot head)
- Group Activity F11:** True False (Image of a hand holding a sign)
- Game F12:** Muddled Sentences (Image of a castle wall)
- French World F13:** French around the World (Image of flags)
- For Teachers F15:** Plans and Resources (Image of a document)
- Vocabulary F16:** (Image of a book)
- Video Tour F17:** (Image of a robot head)

At the bottom, a text box contains the instruction: "Help the robot build a castle. Listen and put the words in the right order to make the walls." Below this is a navigation bar with a left arrow and a right arrow.

Move your cursor over a button and an explanation of the activity appears in this box.

There are paper based follow up activities for both words and sentences available in the teacher's plans.

The activities in this area help children speak and use French.

simple

Stage 1 2

Animals - Les animaux

Group Activity G0 Introduce Words

Group Activity G1 Introduction to Vocabulary

Group Activity G2 Pointing Game

Game G3 Robot Chase

Group Activity G4 Pairs

Group Activity G5 Quiz Race

Group Activity G10 Introduce Sentences

Group Activity G11 True False

Game G12 Muddled Sentence

Song Les animaux

Create - Simple Les animaux

Create - Advanced G8 Les animaux

French World G13 French Pets

Story for Role Play G14 Le fermier et ses animaux

For Teachers G15 Plans and Resources

Vocabulary A16

Video Tour A17

Listen to the French words as you watch the robot's lips.  
Everybody can join in with the simple games.

Many units have songs. These are written and sung by an English primary school teacher and a pupil. They are sung line by line without music for the children repeat and learn or you can hear the whole song with music.

Most units have creative screens at simple and advanced level. Children drag French phrases and clipart to create a poster or list. They can free type or draw as well. The text and clipart have spoken French when clicked.

Most units have activities to help children learn about French culture using authentic photographs from francophone countries.

Some units have stories for children to listen to and role play. In some stories you can also hear English children role playing in French to give confidence to other English children.

Move your cursor over a button and an explanation of the activity appears in this box.

# Copyright & Trademarks

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(Glebe School Harrow)

## Music

Songs by Jill Jenkins  
Singers Jill Jenkins and Gabriel Pottier Hawkins  
Richard Hawkins Guitar and sound engineer

## Children

All the children at Glebe School in Year 3  
and Year 5 (2008)  
Children in Year 3 Bournehall School (2008)

And everyone at 2Simple!

All our software is designed on the following principles:

***Simplicity of use:*** The software has evolved in the classroom to meet the needs of very young pupils. It is simple to learn and simple to use. There are no ‘wrong buttons’ to press.

***Transfer of skills:*** All our software has a common look and feel. It is designed to take pupils from what is familiar towards standard Windows™ interfaces.

***Developed in the classroom for the UK curriculum:*** The software has been developed to meet the needs of the UK curriculum. It has been tested and refined in the classroom, and has evolved based on research and suggestions from teachers.

***Video of ideas for activities:*** All our software comes with a large number of ideas for use and tutorials. These take the form of short videos which run on the computer and teach staff and pupils to use the software in an appropriate curriculum context.

***Emphasis on creativity:*** Making the software simple allows pupils to focus on the content of their work. Whilst the software is powerful, it is the pupils who are creating, not the computer.

***Reading age:*** Many pupils are held back by complex language in some software packages. Our software uses simple icons and appropriate text, ensuring reading age is not a barrier to ICT learning.

***Independent use:*** The simplicity of the software, combined with the use of video, makes the software ideal for independent use.



You can contact us:

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## **Faulty Media**

Should the CD ROM develop a fault we will replace it free of charge.