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④ Introduction

"My work as a primary consultant has shown me that ICT in the foundation stage should develop from children's real experiences and involve children in further active learning. Simple City stimulates language, independence, listening and creative play in the Foundation Stage and Year 1. Interesting and engaging on screen activities promote children's creative play away from the computer. Above all it is great fun.

Children visit 10 exciting locations all over Simple City. In pairs or independently, they design their own objects or environments; a house, a car, a zoo, a farm, a garden or a park for example. Animation allows them to explore the world they have created.

An expert introduces and explains the jobs done in each area. These videos stimulate the children's play on and off the computer. Practitioners should discuss them with children to link the on screen games to the real world and children's experiences.

Other activities teach specific aspects of the Foundation Stage curriculum; for example, categorising vocabulary by grouping and naming or using positional language. The teacher options allow practitioners to select areas, levels of difficulty and activities. There is an extensive resource bank to encourage follow up work.

The simple drag and drop activities have been especially designed so that young children can manage them independently."

- Julie Steer - Senior Education Consultant

Location	Outcome from creative play	Learning focus for spoken instructions	Animation Hot Spots
Building Site	Design a house	No instructions	Lights and people appear in windows.
Café	Select food for different meals	Identify and categorise food, simple counting.	Click on food to make girl eat it.
Doctor	Look after a patient	Identify parts of the body	Patients swallow medicine. Ointment squeezes out.
Farm	Create your own farm	No instructions	Animals move and make noises when clicked.
Garage	Design your own car	No instructions	Car drives off when arrow clicked. Click car sections to change their colour. Petrol increases speed of car.
Garden Centre	Plant a garden	No instructions	Water plants to make them grow. Caterpillar eats cabbages. Insects fly round.
Park	Make your own park	Understand and use prepositions	Children use park equipment
Recycling Area	Recycle objects	No instructions	Objects crushed. Worms eat compost. Noises.
Vet	Look after different pets	No instructions	Pets move and make noises when clicked. Pet food appears and disappears. Ointment squeezes out.
Zoo	Create your own zoo	Sort out and group similar animals.	Animals move and make noises when clicked.

⑥ System Requirements

Operating System: Windows 98 / 98SE / ME / 2000 / XP
Processor: Recommended Pentium II, 500MHz
Memory: Minimum 64MB RAM
Hard Drive: 300 MB min
Display: Minimum 800x600, 16 bit High Colour † (Recommended 1024 x 768)
CD-ROM Drive Required for Installation
Standard Mouse, Keyboard
Sound card & speakers
Printer

MSIs available on request.

Adobe Reader required to view the user guide (Available on CD-ROM)

† Please Note: We recognise that it is not practical for busy teachers to keep changing screen settings such as colour depth and Screen resolution for each piece of software. Therefore as far as possible, Simple City is designed to work well on different computers with a range of monitor settings. Simple City, however, is designed for a screen resolution of 800x600. It will work fine on 256 colours setting, but to offer the greatest range of colours, we recommend using a colour depth of 16 or 32 bit (High Colour or True Colour).

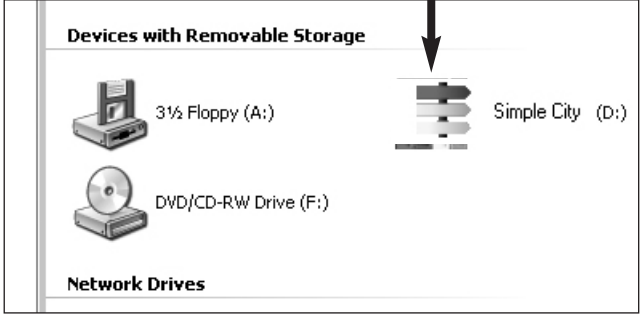
If you require further help, please do not hesitate to contact our technical support on
(+44) 020 8203 1781 or www.2Simple.com/support.

Follow the instructions on the ‘Quick Start’ card.

If these do not work, then:

1. Put the CD in the drive.
2. Double-click the ‘My Computer’ icon on your desktop

3 Double-click the Simple City icon to commence the installation



4. Follow the instructions on screen to complete the installation.

This will install your software and add a link from the Start Menu to Simple City.

⑧ Network installation & technical information

Installing Simple City

Simple City is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our website: **www.2simple.com/support**

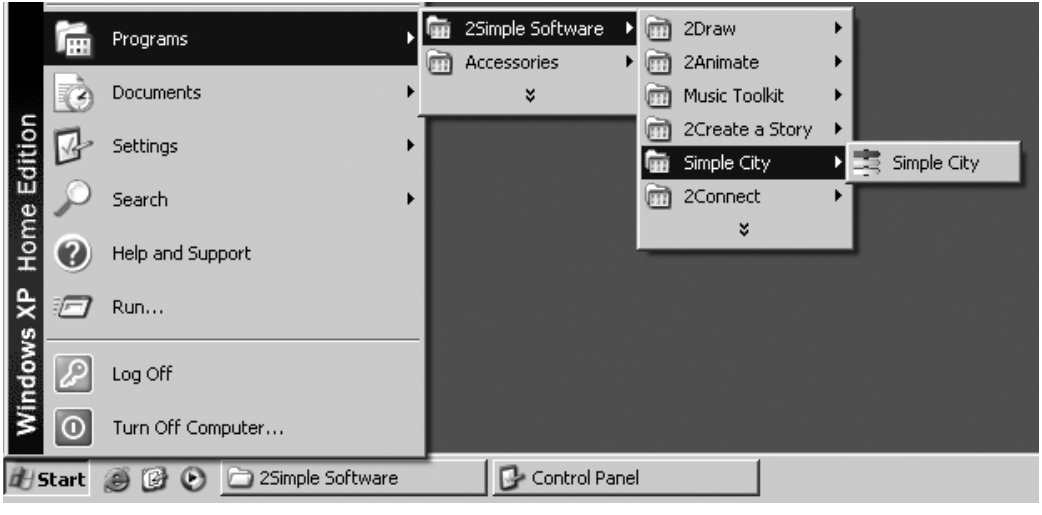
If you need help with a specific installation, please do not hesitate to contact us via our website or email us at **support@2simple.com**

2Simple will provide MSI installations free of charge.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

2Simple Software
Enterprise House
2 The Crest
Hendon, London
NW4 2HN
Tel: (+44) 020 8203 1781
Fax: (+44) 020 8202 6370

Click Start - Programs - 2Simple Software - Simple City



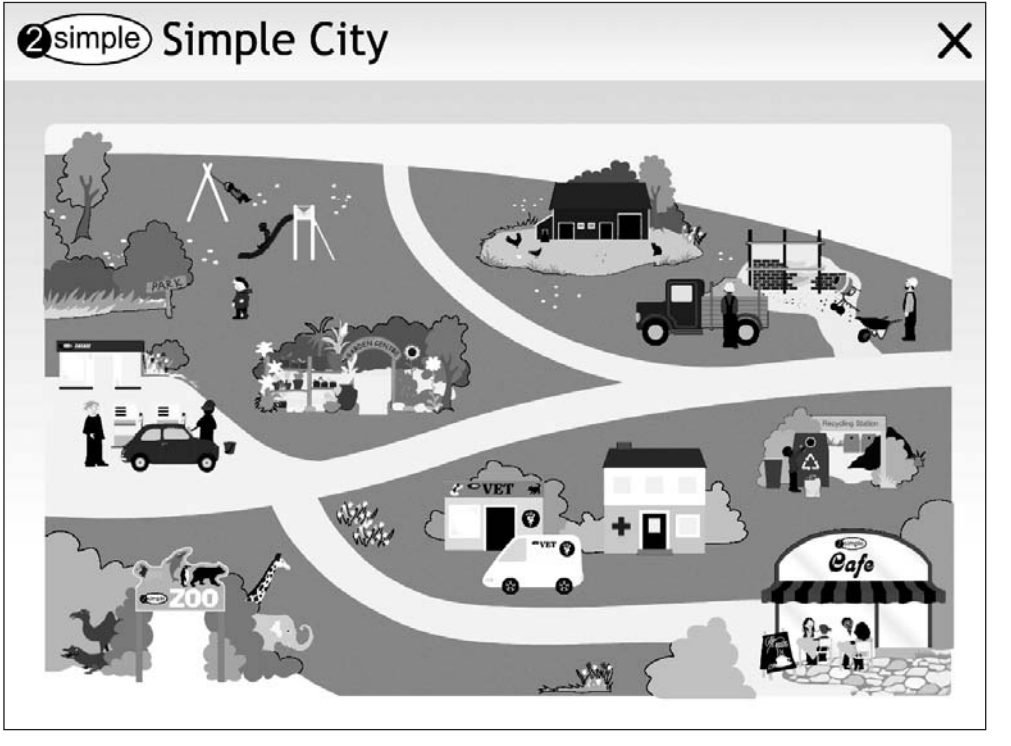
Or double-click on the Simple City icon on your desktop.

Simple City will now launch and take you straight to the Main Map screen

⑩ Main Map

This is the main Simple City map. From here you can access all the different parts of the City.

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



Location Entry Screen

This is the entry screen for the Café and is fairly typical of how the other locations entry screens look.

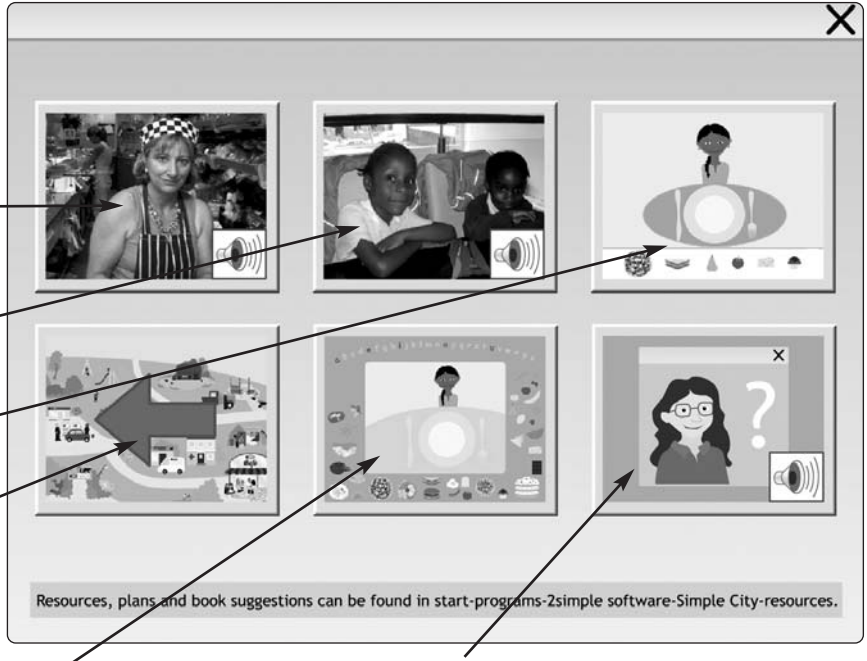
Each location has an expert talking about the job for teachers to discuss with the children. These videos last about 1 minute

Most areas have children using equipment relating to the location to encourage role play and activities away from the computer

All locations have a simple game as an introduction or for very young children

Click here to return to the main map.

All areas have a creative play game where children can create their own designs independently or in pairs.



Some locations have questions or instructions relating to aspects of the foundation stage curriculum. These use simpler language at Level 1, more complex at level 2.See chart on page 5 for the focuses of the questions.

⑫ Teacher Options

When on the main map screen, hold Ctrl and Shift then tap ‘O’ to display the teacher options.

Click on the tabs at the top to switch between option screens.

Please note: Changing the settings on the General and Printing option screens will apply the same settings to all locations.

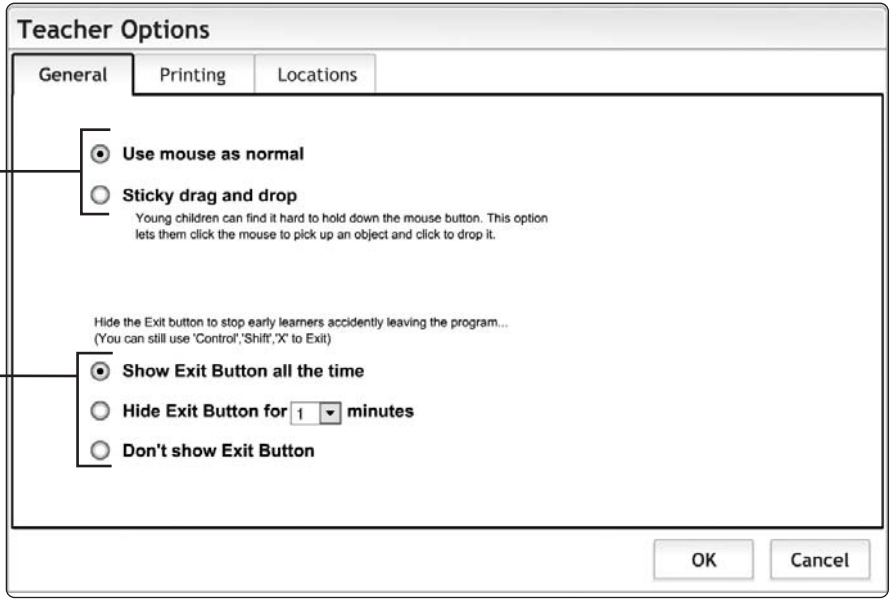
Some individual locations settings can be changed by going to the Locations screen.

Use mouse as normal/Sticky drag and drop

Young children can find it hard to hold down the mouse button. The 'sticky' option lets them click the mouse to pick up an object and click to drop it.

Show/hide Exit button options

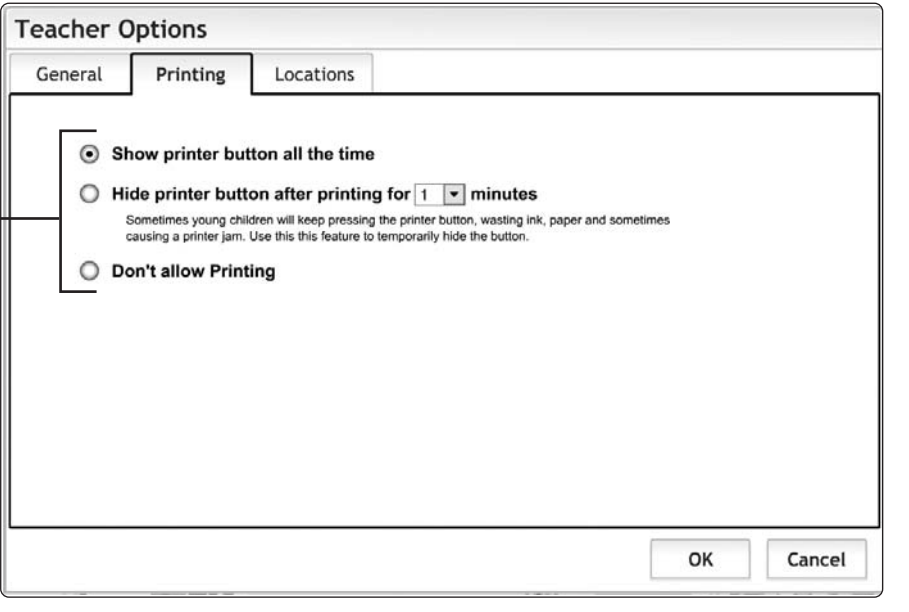
Prevent accidental closing of program. Choose to show the Exit button all the time, hide it for a number of minutes or not to show it at all.



⑭ Teacher Options - Printing

You can choose to show the printer button all the time.

However, to prevent accidental printing and paper wasteage, you can choose to hide the printer button after printing for a number of minutes, or even not allow any printing at all.



Teacher Options - Locations - Global Settings

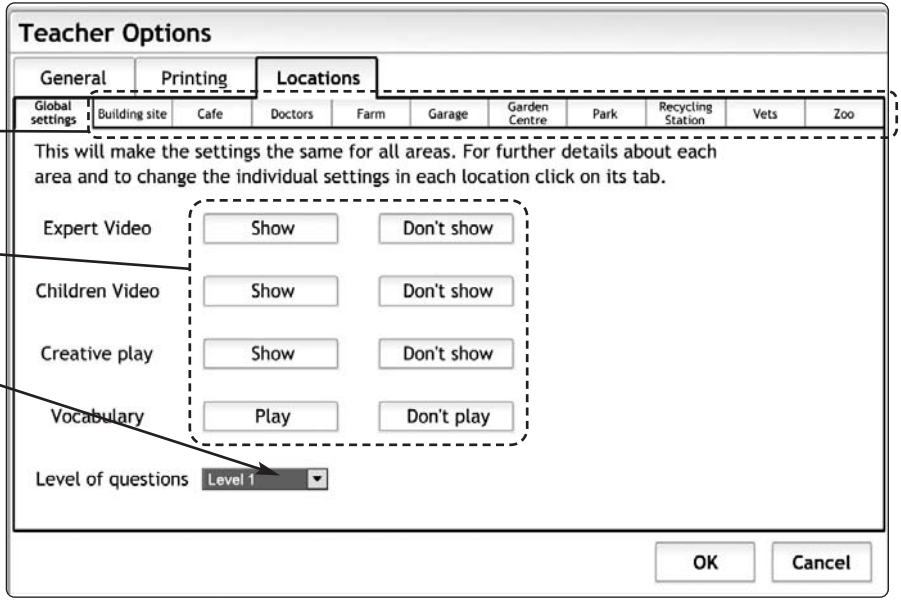
To change the features in individual locations click on the appropriate tab.

Clicking these buttons will apply the same features to all locations.

Level of questions:

Level 1 questions use simple language

Level 2 questions require more complex language and responses



⑯ Teacher Options - Individual Location Settings

This is the Locations screen for the Café and is fairly typical of how the other location teacher options screens look.

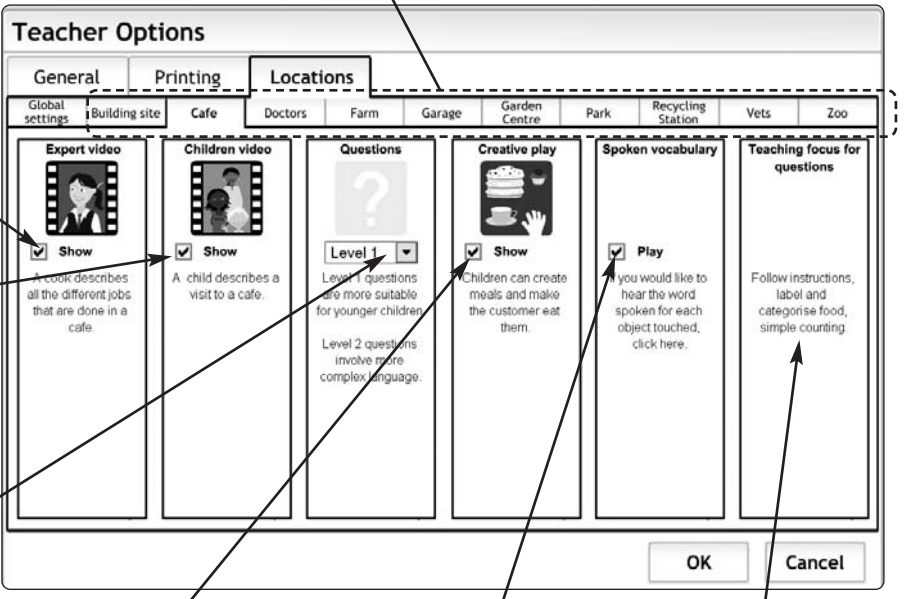
Click on these tabs to access settings for the various locations.

Each area has an expert talking about the jobs involved in the location. This allows you to switch off the expert videos in this location.

Most areas have videos of children role playing. This allows you to switch the video off.

This allows you to set the level of difficulty in this location. Level 1 instructions are more suitable for younger or less experienced learners.

Level 2 instructions requires children to follow instructions containing 3 or 4 items.



Show/hide the Creative Play option

This allows the children to hear the names of objects when they hover over them with the mouse.

Teaching focus suggestions

Linking Foundation Stage Curriculum Guidance to Simple City

Simple City will help children:

- Create their own designs relating to common role play areas in the Foundation Stage curriculum.
- Use language to recreate roles and experience.
- Begin to use talk instead of action to rehearse, reorder and reflect on the past experience.
- Categorising extend vocabulary by grouping and naming.
- Begin to make patterns in their experience through sequencing, grouping and reordering.
- Speak and listen and represent their ideas in their activities.
- Collaborate and take turns.
- Capture their actions and use the print outs to retell stories to their friends and family.
- Make connections between experiences and ideas that are related to any aspect of their life at home or in the community.
- Use shape and positional language.
- Hear and say initial sounds in words.
- Link sounds to letters naming and sounding the alphabet.

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⑱ Plans and Resources

To see the resources go to:

Start/all programs/2simple software/Simple City resources

where you will find:

- Planning Suggestions
- Ideas for further activities
- Recommended books.
- Drawings from program
- Photographs from the program

Simple City games are most effective when they are part of a programme of roleplay, structured activities and discussion around the topic. The videos need to be introduced and discussed with the children.

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2Simple Software, United Kingdom
info@2Simple.com • www.2Simple.com
Simple City + User Guide - 1st (UK) Edition - Version - 1.0.0 (November 2005)
Author: Ashley Goldstein, Julie Steer, Pavel Nohejl, 2Simple Software Ltd.
Developer: Pavel Nohejl, Emma Prowse, 2Simple Software Ltd.
Consultant: Julie Steer

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Newton Farm School and Nursery, Harrow
Granary Preschool, Harrow

Cramers Garage, Watford
Willow Farm, St Albans
Watford Recycling Centre, Watford
Blythwood Vets, Hatch End, Harrow
Buckingham cafe, Stanmore
Whipsnade Zoo

Cath
Alan
Lisa
Faye
Karrie
Samiya
Meiney
Rod
Katie
Gary
Hedley
Stephen
Alan
Zaitun
Nicola
Emlyn
Alice
Mary

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.

㉒ Contacting 2Simple

You can contact us:

For general information: **info@2Simple.com**

For support issues:

www.2Simple.com/support or **support@2Simple.com**
Tel: (+44) 020 8203 1781
Fax: (+44) 020 8202 6370

You can write to us:

2Simple Software
Enterprise House
2, The Crest
Hendon, London UK
NW4 2HN

Faulty Media

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