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④ Introduction

“ All children love stories. Story tellers have enthralled people from the beginning of time and across all cultures. Everyone is a story teller and everyone has a story to tell, but this skill needs to be modelled and supported in our very visual culture.

Stories 2 Tell is designed to bring interactive story telling to everyone. Children are inspired by stories told by adults and children or by the multimodal texts. They create their own illustrations as they listen or read them. They can act them out, perhaps using the puppets, or create their own versions using these fun, creative activities.

The renewed literacy framework emphasises speaking and listening as a prerequisite for good writing and these stories give plenty of opportunity for these key skills. Stories 2 Tell map onto the units in the renewed literacy framework for Years 1, 2 and 3, covering themes such as stories in familiar and unfamiliar settings and with repetitive language, traditional tales and myths. The numerous on and off screen tasks are fully supported by differentiated paper based activities. This progression means that most stories can be used in all year groups from Year 1 to Year 3.”


- Julie Steer - Senior Education Consultant

An example of the overview screen showing which elements of the renewed literacy framework each of the five stories covers.

Foundation Stage and older Key Stage 2 children will enjoy these stories too but the plans and resources have been written for the renewed literacy framework for Years 1, 2 and 3.

Orpheus - a Greek myth

Activities On screen activities have paper based versions available in Teacher's Resources	A Trip in the Car	The Parrots and the Raja	The Emperor and his Adviser	The Wishing Tree	Orpheus
Units covered in renewed framework 2006	Stories in familiar settings	Traditional tales, stories from other cultures/ repetitive language	Traditional tales, stories from other cultures	Traditional tales from other cultures/ repetitive language	Myths and legends
Plans -renewed framework	Year 1, 2 and 3	Year 1, 2 and 3	Year 1, 2 and 3	Year 1, 2 and 3	Year 3 and 5
Interactive multi modal story	✓	✓	✓	✓	✓
Oral story telling		✓	✓	✓	✓
Children story telling			✓	✓	
Listen and create assessment activity		✓	✓		
Read and re-tell activity	✓	✓	✓		
Create and write a multi modal story	✓	✓	✓		✓
Emotional literacy activity: using emotion graphs	✓	✓			
Create own map and mythical beast (Plan your Quest activity)					✓
Puppets (paper based)	✓	✓	✓	✓	
Play script (paper based)	✓	✓	✓	✓	✓
Differentiated paper based reading/ comprehension activities	✓	✓	✓	✓	✓



⑥ System Requirements

Operating Systems: Windows 98 / 98SE / ME / 2000 / XP / Vista

Hard Drive: 270MB of free space

	Minimum	Recommended
Processor:	Pentium 2 500Mhz	1.8GHz
Memory:	256Mb	512Mb
Display:	800x600	1024x768

CD-ROM Drive Required for Installation

Standard Mouse, Keyboard

Sound card & speakers

Printer - optional

An MSI for Windows 2000/2003 servers is included on the disc. Other MSIs available on request.
Adobe Reader required to view the user guide and other documents. (Available on CD-ROM)
A decompression utility is required to open the .ZIP files.

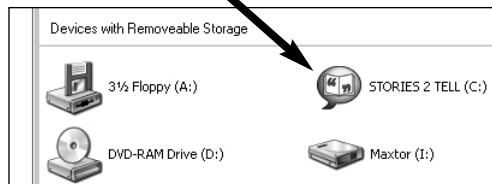
Please Note: We recognise that it is not practical for busy teachers to keep changing screen settings such as colour depth and screen resolution for each piece of software. Therefore as far as possible, Stories 2 Tell is designed to work well on different computers with a range of monitor settings. It 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.

1. Put the CD in your computer's CD-ROM drive.
2. If the installer doesn't run automatically double-click the "My Computer" icon on your computer's desktop. Otherwise, skip to step 4.
3. Double-click the Stories 2 Tell icon to start the installation.
4. Follow the on screen instruction to complete the installation.

This will install your software and add a link from the Start Menu to Stories 2 Tell.

Note: if you are installing the software on a network please make sure that each workstation has the Flash Player installed already.



8 A Trip in the Car

A story in a familiar setting

Click on the **?** button inside each activity to view the explanatory videos.

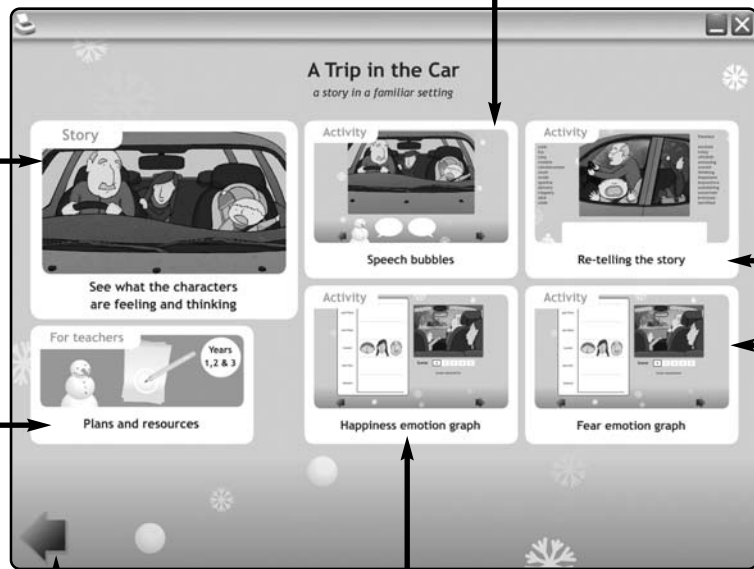
Explore and create characters and dialogue.

A simple story seen from very different points of view.

Eight paper-based differentiated activities with plans for Years 1, 2 and 3 for about 2 weeks work. Includes puppets, senses grid, play scripts and reading books.

Discuss and explore challenging vocabulary. Create your own story using new words.

Use this interactive tool to compare the different fear levels of each character.



Click to return to the main menu screen.

Use this interactive tool to compare the different happiness levels of each character.

The Parrots and the Raja 9

An Indian traditional story with repetitive language

Click on the **?** button inside each activity to view the explanatory videos.

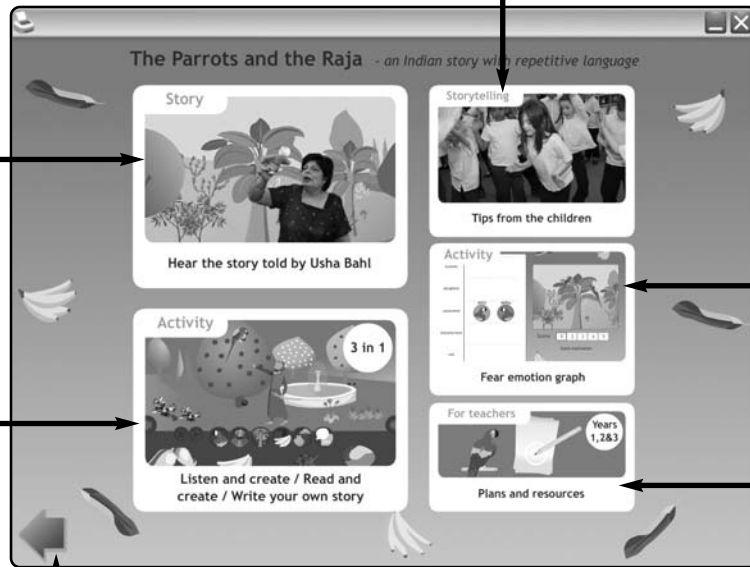
The story told by Usha Bahl, a professional story teller. As you listen, pause the video and encourage your class to join in with the Year 2 children in the video.

The children create animated pictures to match what they hear or read. They can adapt it or write a new story.

Hear Year 2 children talk about what helps them tell stories orally.

Use this interactive tool to compare different emotions of each character.


Ten paper based activities with plans for Years 1, 2 and 3 for about 2 weeks work. Includes puppets, senses grid, play scripts and reading books.



Click to return to the main menu screen.

10 The Emperor and his Adviser

A Chinese traditional story

Click on the  button inside each activity to view the explanatory videos.

Hear members of the story telling club talk about what helps them to tell stories orally.

The story told by members of an after school story telling club.



The children create animated pictures to match what they hear or read. They can adapt it or write a new story.

Nine paper-based activities with plans for Years 1, 2 and 3 for about 2 weeks work. Includes puppets, senses grid, play scripts and reading books.

Click to return to the main menu screen.

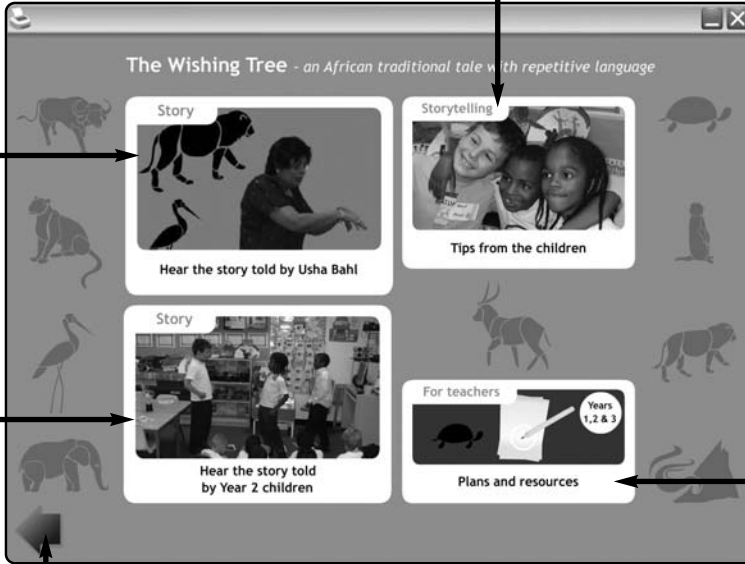
The Wishing Tree (11)

An African traditional story with repetitive language

Click on the **?** button inside each activity to view the explanatory videos.

Hear Year 2 children talk about what helps them to tell stories orally.

The story told by Usha Bahl a professional story teller. As you listen, pause the video and encourage your class to join in with the Year 2 children in the video.




Three Year 2 boys give a lively adaptation of the Wishing Tree to their class.

Twelve paper-based activities with plans for Years 1, 2 and 3 for about 2 weeks work. Includes puppets, senses grid, play scripts and reading books.

Click to return to the main menu screen.

12 Orpheus

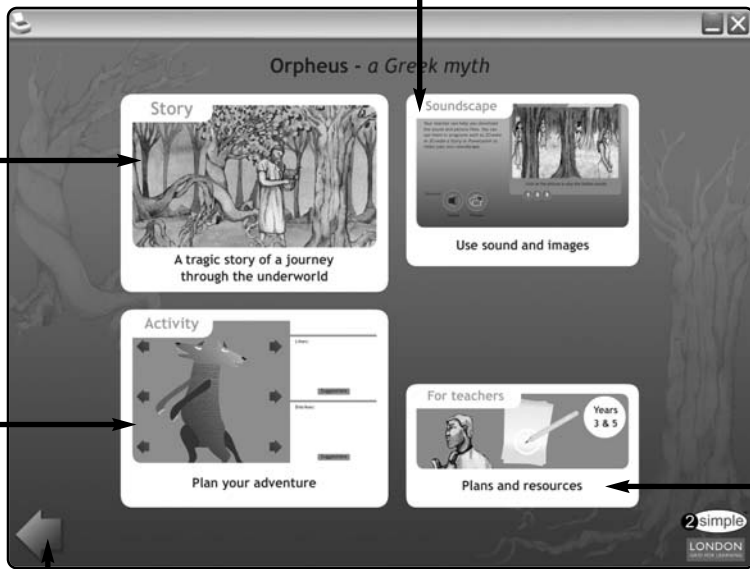
A Greek myth suitable for Year 3. Year 5 children studying myths and legends will find it useful too.

Click on the  button inside each activity to view the explanatory videos.

Download the images and sounds into programs such as 2Create to make your own soundscape stories.

This challenging, tragic myth is told through pictures, music, sound effects and animation.

Create a mythical environment and design monsters to fit into it. Plan a quest myth, tell the story and write it.



Click to return to the main menu screen.

Thirteen paper based, differentiated activities with plans for Year 3 and Year 5 for about 2 weeks work. Includes senses grid, play scripts and reading comprehension.

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14 Acknowledgments

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2Simple

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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.

16 **Contacting 2Simple**

You can contact us:

For general information: info@2simple.com

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Faulty Media

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