

# Jolly Phonics Games CD



## Manual



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## Installation

Place the Jolly Phonics Games CD in your computer's primary CD/DVD drive. On Windows® systems it should auto run but if auto run has been disabled on your system, navigate to the disk contents from Windows explorer and double click the "Install" icon, then follow the on-screen instructions. Mac® users will need to double click the Jolly Phonics Games CD Install icon on the disk.

The Jolly Phonics Games CD can be installed with either a precursive letter font or a print letter font. Both editions can be installed simultaneously or separately at a later time.

Typically schools in the UK use precursive text while schools in the US mostly use print letters. Schools in other countries will typically choose one or the other and it is best to follow that choice at home. Precursive has the advantage that it more readily leads children into joined-up cursive writing.

The single user edition is for use on one computer only and the CD must be in the primary CD/DVD drive at all times. The single user edition can also be activated via a USB pen drive for computers without an internal CD/DVD drive (such as Netbooks).

Please Note: Some systems do not allow for previous installation detection. Inserting the game disc after installation may prompt you to install again. If you have previously installed the software this prompt should be ignored.

The site license edition can be installed on an unlimited number of computers that are on the same site and owned by the purchasing organisation. This includes new computers that may be purchased in the future and laptops. There is no annual fee and everything you need to use and enjoy the software is included. Different sites would need to purchase their own copy. For network installation please consult the readme file included on the CD or USB device.

To uninstall this product from your hard drive, run the Uninstaller program from the Jolly Phonics Games CD folder on your hard drive. On Windows you can also use the Control Panel.

## System Requirements

### **PC**

Windows®: XP, Vista or 7  
633 MHz (or higher) CPU  
Minimum 256 MB RAM  
600 MB free hard-disk space  
4x CD-ROM drive

### **Mac®**

OS X® 10.5 - 10.8  
PowerPC® G5 or Intel® processor  
Minimum 256 MB RAM  
350 MB free hard-disk space  
8x CD-ROM drive

Slower systems may give slightly slower performance in full screen mode. Exiting full screen mode by pressing the space bar can improve this. The window can then be resized.

The Jolly Phonics Games CD has been designed with a 4:3 aspect ratio for screen resolutions of 800x600, 1024x768, 1152x864, 1600x1200 and will show side bars on widescreen displays to avoid distorted graphics.

## Introduction:

Jolly Phonics uses the synthetic phonics methodology. The children learn to blend letter sounds together to read words. They learn to spell by listening for the sounds in words and writing the letter(s) for those sounds.

The Jolly Phonics Games CD gives your child practice in the skills they learn when they follow Jolly Phonics, whether that is at school or at home.

The five basic skills are:

1. Learning the letter sounds
2. Letter formation
3. Blending
4. Identifying the sound in words
5. Tricky words

The games and activities, on this Games CD, are a fun way of having practice with these skills. Your child will need to have some knowledge of the letter sounds and the basic skills before using this Games CD. A lot of practice of blending and listening for sounds is needed before a child becomes a fluent independent reader and writer.

For more information about Jolly Phonics, and the principles of synthetic phonics, go to [www.jollylearning.co.uk](http://www.jollylearning.co.uk)

## Difficulty Levels Explained:

This Games CD has been designed to cater for children at all stages of early reading. It has four difficulty settings: Easy, Medium, Hard and All.

The setting All allows the child to play all the games, beginning at the easiest. If Easy, Medium or Hard is selected, only the games at that level are available. Note that not all games are available in each setting Easy, Medium and Hard. If there is no game available at the setting chosen, the title will be greyed out

in the menu, or not available from the home page of Inky's mousehole. The settings Easy, Medium and Hard are designed so an adult can have the child focus on the level that best suits them. These levels are:

### Easy:

Suitable for a child who is just starting to learn to read and write. It is limited to the Jolly Phonics letter sound groups 1-3.

Group 1: s, a, t, i, p, n

Group 2: c k, e, h, r, m, d

Group 3: g, o, u, l, f, b

### Medium:

Suitable for a child who has learned most letter sounds and can read and write simple regular words. Medium Level uses the letter sounds from Groups 1-3 and also the letter sounds in Groups 4-7.

Group 4: ai, j, oa, ie, ee, or

Group 5: z, w, ng, v, oo (little oo, as in book), oo (long oo as in moon)

Group 6: y, x, ch, sh, th (voiced th, as in then), th (unvoiced th as in three)

Group 7: qu, ou, oi, ue, er, ar

### Hard:

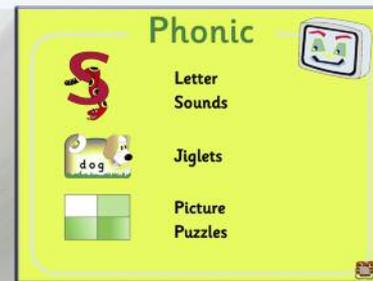
Suitable for a child who knows all the letter sounds from Groups 1-7, can read and write longer regular words, and who is learning the alternative spellings of vowels.

First Taught:                      Alternative Spellings:

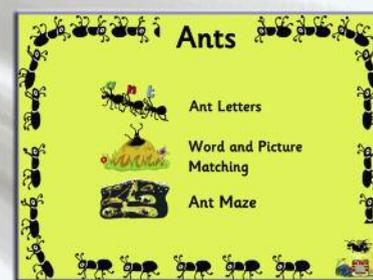
ai	a_e, ay, ai
ee	ee, ea
ie	i-e, igh, ie
oa	o_e, oa, ow
ue	ue, ew, u_e
er	er, ir, ur
or	or, au, aw
oi	oi, oy
ou	ou, ow

# Menu Locations

The current level is shown here. Click to choose another level.



Inky's mousehole is the main menu from where all the games on the Games CD can be accessed. Each activity section can be reached by clicking on the area shown. These areas will also be gently moving to prompt the child.



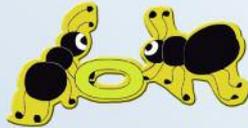
# Zone Overview



**Phonic:** E M H

Phonic is a great place to start. It has three games: Letter Sounds, Jiglets and Picture Puzzles. The Letter Sounds game is a good way for your child to learn and revise the written form of all the 42 letter sounds plus the alternatives, and the associated actions that accompany them.

Jiglets and Picture Puzzles are both games that give spelling practice by hearing the sounds within words. Jiglets is the easier one.



**Ants:** E M H

The Ants section has three games. Ant Letters helps with recognising a spoken letter sound. Word and Picture Matching helps with reading a written word while Ant Maze helps with spelling a spoken word.



**Honeypot:** E M H

The Honeypot contains three games: Writing Letters, The Sound Hive and What's The Word? Writing Letters will teach your child letter formation. The Sound Hive asks your child to recognise a letter sound in a word, which helps spelling. What's the Word asks your child to blend sounds together to say a word, which helps reading.



**Tricky Words:** M H

The Tricky Words section can be accessed from this icon. The two games here will help your child to learn to read and spell tricky words!



**Park:** E M H

Park is the biggest of the sections on the Games CD, containing five games! The games Pond, Butterfly Matching and Snail Pairs help with reading written letters and words. Rookery helps with hearing letter sounds in a word, while Frogograms helps with spelling words.



**Clouds and Rain:** E

This section contains two games: Raindrops and Snowflakes. These games will help a child to identify spoken consonant blends and how they are spelled.



**Vowel Forest:** E H

The Vowel Forest has two games. Squirrel Short Vowel Game will help your child identify short vowels. Which Alternative? will help with identifying the correct alternative spelling of vowels in words.



**Mousehole Icon:**

The mousehole icon is a very useful tool. If used during a game it will take you back to the section menu. If clicked from within a menu, you will be taken back to the homepage.

# How To Play

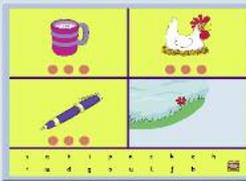


## Letter Sounds: E M H

Click on any letter sound so as to hear its sound and see its action. Click on the "Alternatives" button at the bottom to go to a menu for the alternative spellings.

## Jiglets: E M

Assemble the Jiglet and spell the word correctly. It is easiest if you leave the letters till last!



## Picture Puzzles: E M H

Select an image by clicking it. Select the letter sounds to spell the word from the letters at the bottom. The aim is to spell all the words correctly to reveal the hidden animation underneath!

To skip the intro voiceover click on the top left image.

## Ant Letters: E M H

Serge Ant will say a letter sound. Simply click on the correct letter sound that appears on the ant's back. See the flower bed fill with flowers as the level is completed.

The intro voiceover can be skipped by clicking on the cloud.



## Word and Picture Matching: E M H

An image will appear on the anthill. Read the words in the sweets beneath and click on the word that matches the picture. Hover the cursor over the image to hear what it is.

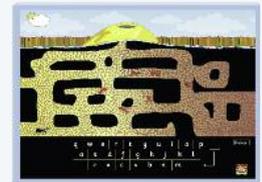
The intro voiceover can be skipped by clicking on the cloud.



## Ant Maze: E M H

Guide the black ant around the maze to catch the red ants using the arrow keys on your keyboard. When you catch a red ant a word will be read out. To hear the word again click on the anthill. Spell the word by clicking the letters on the on-screen keyboard. If you make a mistake select a letter on the ant and press the delete key. The next letter typed on the keyboard will fill that space.

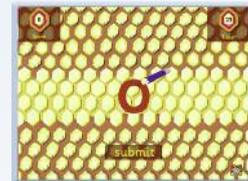
The intro voiceover can be skipped by clicking on the cloud.



## Writing Letters: E M

Watch the animation to see the correct way to form each letter. Copy the formation with the pencil. You will get more points by being accurate and keeping within the lines. Be careful not to let the timer run out!

To skip intro demonstrations click the top left icon.



## The Sound Hive: E M

Look at the letter sound on the hive. Click on the picture below, in one of the hexagons, that has that letter sound in its name. The game is complete when the hive is filled with honey!

To skip the intro voiceover click on the hive.



### What's The Word?: E M

A word will be sounded out, letter sound by letter sound. From these sounds, make the word in your head and then click on the picture of that word.

The game is complete when the hive is full of honey!

To skip the intro voiceover click on the hive.



### Reading Tricky Words: M H

You will hear a word spoken. If you want to hear it again click on the hat. Read the words on the flowers and click on the word that you have just heard.

The aim of the game is to replace all the words with insects.

To skip the intro voiceover click on the mushrooms.



### Spelling Tricky Words: M H

A word will be spoken. Click on the hat if you want to hear it again. Drag the letters into the hat one at a time to spell the word. Click on the blue flower face to submit your answer. If you make a mistake and want to change a letter simply click on the letter you want to change and it will fly back to the top.

To skip the intro voiceover click on the mushrooms.



### Pond: E M H

Frog will call out a letter sound. Click on the fish that has that letter sound on its back. To hear the letter sound again click on the shell with "R" on it at the bottom.

The intro voiceover can be skipped by clicking on the sun.



### Butterfly Picture Matching: E M H

Click on a caterpillar at the bottom of the screen that has a word on it. Read the word and then find the picture in the butterflies above.

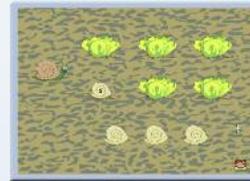
To skip the intro voiceover click on the score leaf at the side of the screen.



### Snail Pairs: E M H

Click on a lettuce to reveal a letter sound beneath, on a snail. Find another lettuce with the same sound. Only two letter sounds can be shown at once. The game is complete when all the letter sounds are in pairs and the snails have left the screen.

To skip the intro voiceover click the snail to the left of the screen.



### Rookery: E M

An audible letter sound will be heard and you have to click on the picture that starts with that letter sound. If you click on Snake you can hear the sound again. The game is completed when all the eggs in the trees have hatched!

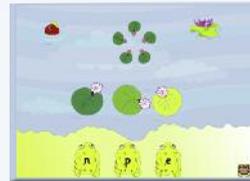
To skip the intro voiceover click on Snake.



### Frogagrams: E M H

Fish will sound out a word. To hear the word again click on Fish. Click on the letters on the frogs in the order that you should spell the word. If you put a letter in the wrong place, click on it and it will jump back to the bank. When you are happy with the spelling click the lily pad to submit. The game is complete when the small lily pads in the middle are all gone.

To skip the intro voiceover click on Fish.



## Raindrops: E

Listen to the sound of the word that is read out. To hear it again hover your cursor over the picture in the cloud. You then have to click on the raindrop that has that blend in the spelling of the word. The aim is to make the rainbow appear. Be careful not to get too many wrong, or the snowman will melt!

To skip the intro voiceover click on the snowman.

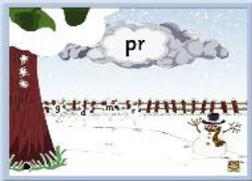


## Snowflakes: E

Listen to the blend that the snowman says, such as 'dr'. If you want to hear it again click on the snowman. Click on the letters in the snowflakes to spell the blend that was sounded out.

The game is complete when the tree trunk is full of splats.

To skip the intro voiceover click on the snowman.



## Squirrel Short Vowel Game: E

Look at the picture the squirrel is holding and listen for the vowel sound in the word. Click on the vowel sound that you can hear in the word. Recognising short vowels will be important for spelling later on.

To skip the intro voiceover click on the giant squirrel.



## Which Alternative?: H

Snake holds and says the name of a picture on his card. Leaves scroll down the screen and you must click on the leaf that has the right alternative on it. The game is complete when the ring of mushrooms is completed.

To skip the intro voiceover click on Snake.



## Software Support:

If you experience any problems using this software please email us at: [support@jollylearning.co.uk](mailto:support@jollylearning.co.uk)

## Credits:

Authors: Sara Wernham & Sue Lloyd

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Additional project management (Version 4): Alex Bennett

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Animator: Arti Chauhan

Graphics: Vineet Gehlot

QA: Roushan Anand & Shashank Saxena

Additional programming (Version 4): Alex Bennett & Michael Yip



## Epilepsy Warning:

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or while playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. If you or your child experience any of the following symptoms while playing: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation or any involuntary movement or convulsion discontinue use and consult your doctor.

## Precautions to Take During Use:

- Do not sit too close to the screen.
- Avoid playing if you are tired.
- Play only in a well lit room.
- Rest for 10 to 15 minutes per hour of game play.

## End User Licence Agreement:

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Do not accept unlicensed software. Illegally used software jeopardises the development of high quality software and can harm your computer.

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Installing or using this Jolly Learning product indicates your agreement to be bound by the terms of this agreement.

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This is a license between you, the end user, and Jolly Learning Ltd. This agreement permits you to install and use this Jolly Learning product. If this product is titled "Single User" it is for use on a single computer. The Single User Games CD needs to be in the computer for validation to allow the software to be used.

If it is titled "Site Licence" it is for use on any number of computers owned by your organisation on a single site, and the CD does not need to be in the computer in use.

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- c) Incorporate any part of the software into other software developed by you for use outside your organization.
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- a) The person agrees to the terms of this agreement, and
- b) The software is removed from all computers on which it has been installed.

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Jolly Learning Ltd warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period, defective discs will be replaced if the original product is returned to Jolly Learning, together with your return address, a dated proof of purchase, and a statement describing the defects and the hardware used.

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### Handling Your Jolly Phonics Games CD:

- This disc is intended for use in Mac and PC only.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from middle to the outer edge. Never use solvents or abrasive cleaners.

A copy of this manual is included on the disk.