Play & Learn Children's Bible CD
Teaching Tips

From Sunday Software, www.sundaysoftware.com

Play & Learn Children's Bible CD has been one of our most popular CDs for many years. We liked it so much, we bought it from the developer! No other Preschool and Early Reader Christian CD comes close to Play & Learn's quality, breadth and fun. We know because we looked at them all and can carry any of them. We choose Play & Learn Children's Bible CD. Play & Learn is well-written, warmly illustrated, nicely organized, and solidly programmed. Unlike some of its competitors, Play & Learn uses narrated scripture translated into kid-friendly age-level appropriate language. No KJV or NIV for four year olds (please). Play & Learn uses bright colors, and loving illustrations. Narrations are in child friendly voices. No scary pictures and no scary theology. Play & Learn also offers the best "after the story" games of any Christian CD for this age group. The Bible songs sing-a-long are fun.

Yes, this is an "older" program, but the little kids don't know that! They continue to love it. Unfortunately, it will not work in Windows 7 or 8. See notes at the end of this guide on what to do about that.
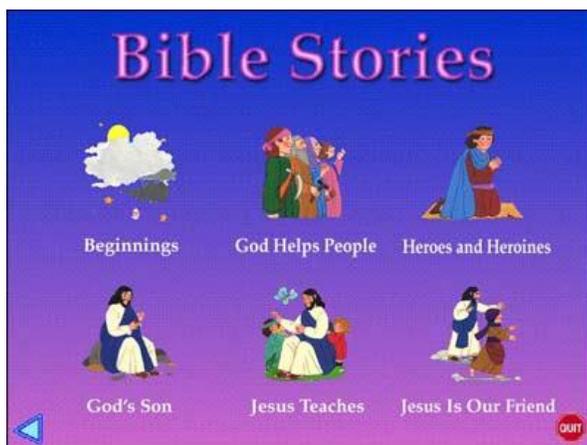
You need to know that Play & Learn's 50 stories are organized two different ways in two menus.

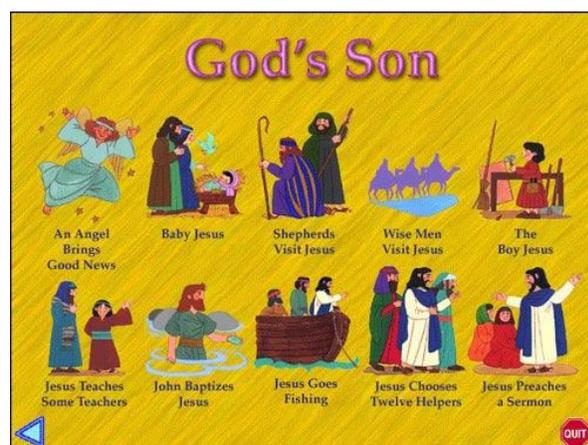**1) BIBLE STORIES -by theme** (such as, "Beginnings" and "Heroes")

2) VALUES --much the way preschool curriculum organizes Bible stories, (family, friends, church, etc.).

Both menus access the same 50 stories.

At the bottom of this document is a list of all 50 stories. You can also print a list of the 50 stories from www.sundaysoftware.com/resources/playand.pdf

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Example of the Bible Stories Menu. Clicking "God's Son" on the ABOVE menu reveals the following story menu seen on the right.

Play and Learn Children's Bible CD Highlights:

Each story contains SEVERAL clickable screens with read-aloud text.

All the story narrations have a **question for discussion** voiced at the end of the presentation.

It will take the average five year old about 5 minutes to get through each story. In my computer lab, I have 2 or 3 students per computer. Each one likes to be the one running the mouse as we go through the story. That means we have to go through the story 2 or 3 times. They don't mind, and we always seem to find something in the pictures they didn't find before. It gives me plenty of "focus time" to talk about the stories too while we go through them onscreen.

Each story page contains about 4 clickable hotspots that trigger cute animations. If you're only going through the story once, have children share "clicking" responsibilities. But as mentioned above, each child will probably want to be the one who gets to click everything, so plan on extra time to go through the story again.

If you click on the grey Bible Icon found on each story page, you can move your mouse over the illustrations to discover "study notes" ...short facts related to items in the story. Your mouse will turn into a Question Mark "?" when you are over a clickable study note hotspot. The notes are narrated. You can also find the story animations this way too.

Repeat each story! Your young students will each want to take a turn navigating the story. Let them! Repetition improves memory.

Remember.... The name of the CD is "Play & Learn". There's a lot of content in this CD. With some simple lesson planning, this CD holds a lot of teaching potential. **Resist the impulse to use this CD simply as a break from teaching.** Get elbow to elbow with your students.

IN THE GAMEROOM:

- Bible picture puzzles for 25 of the stories (onscreen). Children pick the puzzle, then scramble it. They can play it in easy or hard mode, then they drag the pieces into the right puzzle locations.

- Bible Paint coloring activity for the other 25 stories (onscreen). Kids have an onscreen crayon they can use to select colors and paint/fill-in the picture any way they want. No, they can't be printed, but you can use your printscreen key to copy the screen to a doc and print that.

- Mazes to play onscreen. Just a fun doo-dad game where kids use their mouse to help a mouse get out of a maze.

- ABC and 123 activities to play onscreen. Kids use their mouse to unscramble the numbers. (You must move the ABC's, (or 1-2-3's) by "drag and drop." Click/hold the correct next letter, drag it across the screen to the correct location and release. If you just 'click' the correct one, it will say 'wrong.')

- Bible songs sing-a-long ...16 songs to choose from. Lyrics are presented onscreen and cute animations of kids singing and playing instruments. *16 classics*!

Song Tech Tip: Choose carefully where you click some of the song buttons as their 'mouse hotspots' can be tricky on some computers for some reason.

Tips and Program Notes:

1. Print this document for your teachers. You can also Print a **separate list of the stories** and post them in your lab. Print the list from www.sundaysoftware.com/resources/playand.pdf

2. Take some time to match the stories in this CD to your curriculum so that your teachers can use the CD stories as your curriculum calls for them. Post your findings where this CD is to be stored or where the computer is kept so that your teachers can easily find it Train your Preschool teachers in the use of this CD ROM, i.e, how to start it and how its features work so they won't be afraid to use it.

3. Match the Bible Value categories (see picture to right) to your curriculum and make this information readily available to your teachers.

4. Pick 15 or 20 stories of your choice and chart them on a poster board or bulletin board alongside student names. During a special time in the class, the students can take turns learning their next Bible story and thus moving along the chart. Give special awards for getting to different levels on the chart over a period of time.

5. Consider other activities that would complement and enhance the learning of each story, such as: the use of same story Bible videos, craft projects, and dress-up dramas to help the story sink in at a deeper and different level.

6. For maximum effect, have the kids color and share the Bible paint page that matches the story being learned. (See note on how to print uncolored picture).

7. Use the Game Room typically as a reward. Avoid letting the children browse through the program before and after class. Yes, this seems like an odd recommendation but experience suggests that familiarity breeds contempt. Even the little ones can get "been there done that" -attitude. Find another program for your play times.

8. You could plan to use this CD for a season, all year long, or taught over a two year period depending on your goals and equipment availability. With a little pizazz and publicity you could highlight your Bible literacy campaign, computer use, and preschool program, while promoting attendance.

9. The Coloring Book activity area contains pages to color from about half of the CD's stories. The Puzzle Page contains the other half of the 50 stories.

10. IMPORTANT NOTE ABOUT THE ABC, 123 ACTIVITIES IN THE GAME ROOM: You must move the ABC's, (or 1-2-3's) by "drag and drop." Click/hold the correct next letter, drag it across the screen to the correct location and release. If you just 'click' the correct one, it will say 'wrong.'

11. Set your SCREEN RESOLUTION as close to 640x480 as possible. That's the maximum size which Play & Learn's display. If you have a newer computer, you will need to go into your Windows Control Panel Display Settings to adjust this. Most Windows systems will only go to 800x600. The higher your screen resolution is set, the smaller Play and Learn will appear on the screen. So set it down.

12. Have Windows 7 or 8? Unfortunately, Play and Learn Bible CD will not work on those systems. The solution many churches are implementing is KEEPING a few of their older XP era computer in their labs, or in their Preschool room JUST for Play and Learn Children's Bible CD (it's that good, and there is currently nothing to replace it).

Many of our church customers also **PROJECT this program using an older laptop and LCD projector** for their preschoolers. Have a mouse connected so students can come navigate. Have a good set of external speakers too!

See our Charlie Church Mouse CD for more preschool and early reader Bible story software!
http://www.sundaysoftware.com/site/charlie