Sherston Software

Stig of the Dump

STIG OF THE DUMP

An educational computer simulation

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From the book by Clive King

INTRODUCTION

'Stig of the Dump' is a computer program designed to encourage children, aged between about eight and twelve years, to read a book for meaning and understanding. In the program the children take the part of Barney, (although his name is not mentioned), from the book. They have, with reference to the book, to carry out a set of tasks. To discover just what these tasks are, and the ways they may be carried out, the children will have to read the first three chapters of the book carefully. Thus, first and foremost, Stig is an exercise in comprehension, but there are other skills that the program will develop, especially mapping, and many opportunities for written work, art, drama and so on.

LOADING

Place the disc in the disc drive. Hold down the SHIFT key, press and release the BREAK key and then release the SHIFT key. This will start the program and the Sherston Software logo will appear. After a short delay the title page will appear. Pressing the SPACE BAR will give you the Main Menu.

IMPORTANT NOTE: STIG OF THE DUMP IS A DISC DRIVEN ADVENTURE AND THE DISC MUST BE LEFT IN THE DISC DRIVE THE WHOLE TIME THE PROGRAM IS RUNNING.

Main Menu

Stig of the Dump

Main menu

1 Teacher Control
2 Children's Instructions
3 Play the Adventure

Please type a number

1 Teacher Control

This takes you to the teacher control menu.

2 Children's Instructions

This screens the children's instructions. The children should use the up and down arrow keys to scan through the instructions. Pressing ESCAPE will return them to the main menu.

3 Play the Adventure

This starts the adventure, either from the beginning or from the position in a previously saved game. Full details of the game and suggestions concerning organisation with a class are given in the Teachers' notes.

PLEASE NOTE: ESCAPE IS DISABLED ONCE CHILDREN START THE ADVENTURE. TO RETURN TO THE MAIN MENU YOU SHOULD PRESS SHIFT AND BREAK TO RE-START THE DISC.

Teacher Control

Stig of the Dump

Teacher Control

1 Instructions
2 Stig Vocabulary
3 Adjust Screen

Please type a number

1 Instructions

This screens the teachers' instructions. You should use the up and down arrow keys to scan forwards or backwards through the notes. ESCAPE will return you to the Teacher Control menu.

2 Stig Vocabulary

Stig of the Dump

Stig Vocabulary

1 Send to Screen
2 Send to Printer

Please type a number

Choosing 1 will let you scan through the vocabulary that the computer understands using the up and down arrow keys. ESCAPE returns you to the menu. If a printer is available you can use option 2 to get a printout of the vocabulary.

3 Adjust Screen

Stig of the Dump

Adjust Screen

1 Instructions
2 High Split Position
3 Middle Split Position
4 Low Split Position

Please type a number

These options allow you to adjust the position of the split between the picture and the words on the screen. On most computers this position will be set satisfactorily when the program is loaded, however if the bottom of the pictures seem to be either to low or to high you can use these options to adjust the program accordingly. Option 1 gives some brief on screen instructions. Options 2 to 3 select the Split position. On choosing one of these a message confirming the choice appears at the bottom of the screen and you are then returned to the Teacher Control Menu.

TEACHERS' NOTES

Organization

What follows is taken largely from the experiences of those schools which tested the program, We are sure you will find other ways of organizing things, but this may be a help.

The program may be used as part of a class project, maybe Stig is your class reader, and the book can be read to the class as a whole. Some teachers found the simplest way to introduce the program was to set the computer up infront of the class to show how commands are entered but the input routine is very straight forward and children with minimal experience will have no trouble with it. After the introduction and the reading of the book children were organized into groups of two to four and computer time allotted to each group.

Stig can work as well with mixed ability groups as streamed groups but you will need to keep an eye to make sure one child is not leaving the others behind. There are two obvious approaches to solving the problems; one is to have groups working in competition with each other and the other is for each group to share their findings with the class as they go along.

To give you some idea of time scale, a group of average ten year olds can solve the problems in six to ten hours, a whole class working together can finish Stig in about two weeks.

Much of the work on Stig can and should be carried on away from the computer; rough maps may be tidied up and notes, taken during the computer session, reviewed for further clues. This will help speed things up the next time the children go to the computer. It is also helpful to have several copies of the book around for children to study at their leisure. Do, however, beware of letting children take the book to the computer as this can slow things down considerably.

Using the program

Stig has a comprehensive instruction option in the Main Menu to familiarize the children with the program and tell them something of what to expect. After this they are asked if they wish to use a saved game and if not, it moves on to the opening scene. They are in bed on a sunny summer morning. They are also given a set of possible directions in which they may move. When entering these directions the children can either type in the initial letter or the word in full. The specific tasks are listed below but the first thing they will want to do is explore and make a map, if they don't do this they may find the program slow going. You will see from the map provided that this task will be fairly straight forward but a little challenge is presented by the extra linkages between locations 10 and 11 and 14 and 15.

Input is in sentences of up to 30 characters, including spaces, and the computer will accept any words in response to the prompt 'What now ?'. However, it is important to note that the computer only actually acts on the words listed below and deals with them two at a time. Thus the sentence 'TAKE THE KNIFE AND THE TIN OPENER' will only take the knife, this is mentioned in the children's instructions.

There are certain words that have special functions. These are as follows:-

WORDS: When the adventure is loaded it automatically starts in the 'picture' mode with a new picture being displayed for every new location. This slows the adventure down and after the children have seen all the pictures they may want to turn the 'pictures' off. Typing WORDS displays a picture in the top half of the screen that does not change with the locations.

PICTURES: Typing this will turn the pictures back on.

SAVE: The children should type this when they want to save their game so that they don't have to start again from the beginning next time they play. You will have to provide a data disc as they will not be able to save their game on the Stig disc.

QUIT: Typing this stops the adventure and returns to the beginning.

HELP, HINT: These will give the children a clue if they are stuck.

INVENTORY: This tells the children what they are carrying.

```
┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐
│ 24       │←→ │ 19       │←→ │ 18       │←→ │ 17       │←→ │ 16       │←→ │ 15       │←→ │ 14       │
│ Back of  │   │ In       │   │ Front of │   │ In       │   │ In       │   │ In       │   │ In dump  │
│ shelter  │   │ shelter  │   │ shelter  │   │ dump     │   │ dump     │   │ dump     │   │ by fence │
└──────────┘   └──────────┘   └──────────┘   └──────────┘   └──────────┘   └──────────┘   └──────────┘
```

climb (only with less than 3 objects)

give knife

┌──────────┐
│ 25   │
│ In   │
│ dump   │
└──────────┘

┌──────────┐
│ 13   │
│ By   │
│ fence   │
└──────────┘

up/down

┌──────────┐
│ 20   │
│ Hanging │
│ upside   │
│ down   │
└──────────┘

fall one

┌──────────┐
│ 26   │
│ Up ash   │
│ tree   │
└──────────┘

┌──────────┐
│ 12   │
│ Overhang-│
│ ing tree │
└──────────┘

up/down

┌──────────┐
│ 21   │
│ V. close │
│ to edge │
└──────────┘

┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐
│ 8   │←→ │ 9   │←→ │ 10   │←→ │ 11   │
│ Edge of │   │ Edge of │   │ Edge of │   │ Top of   │
│ dump   │   │ dump   │   │ dump   │   │ slope   │
└──────────┘   └──────────┘   └──────────┘   └──────────┘

STIG OF THE DUMP

┌──────────┐
│ 7   │
│ Track   │
└──────────┘

┌──────────┐
│ 6   │
│ Garden   │
│ path   │
└──────────┘

┌──────────┐   ┌──────────┐   ┌──────────┐   ┌──────────┐
│ 27   │   │ 5   │←→ │ 4   │←→ │ 3   │
│ Top of   │   │ Dining   │   │ Kitchen │   │ Passage │
│ wardrobe │   │ room   │   │   │   │ way   │
└──────────┘   └──────────┘   └──────────┘   └──────────┘

up/down   up/down

┌──────────┐   ┌──────────┐   ┌──────────┐
│ 28   │-- │ 23   │←→ │ 22   │
│ Asleep   │   │ In bed   │   │ Bedroom │
└──────────┘   └──────────┘   └──────────┘

┌──────────┐   ┌──────────┐
│ 2   │-- │ 1   │
│ Back   │   │ Garden   │
│ garden   │   │ shed   │
└──────────┘   └──────────┘

sleep/wake
(sleep only when days tasks complete)

in/out

A complete list of Stig words is as follows:-

Directions: Specials:

DOWN, D   RUN   HELP, HINT
EAST, E   SOUTH, S   INVENTORY

ENTER, IN   WEST,W   PICTURES
NORTH, N   UP,U   QUIT
OUT   SAVE
                                               WORDS

Verbs:

BRING   FIND   OPEN
BRUSH   GET   PULL
BUILD   GIVE   REMOVE
BURN   HIDE   SAW
CHOP   JUMP   SEARCH
CLIMB   KNOCK   SLEEP
CUT   LEAVE   SWING
DIG   LIGHT   TAKE
DROP   LOOK   TIE
EAT   LOWER   TUG
EXAMINE   MAKE   USE
FETCH   OPEN   WAKE
                                               WITH

Nouns:

AXE   DUSTBIN   PILE
APPLE   END   ROPE
ARROW   FIRE   RUBBISH
BATH   FLINT   SAW
BEDSTEAD   JAM   SPEAR
BIN (DUSTBIN)   JARS   STEEL
BLADE   KNIFE   STIG
BRUSH   LOG, LOGS   STONE
CARROTS   MATCHES   STOVE
CANS   NEWSPAPER   STRING
CART   NUTS (CHESTNUTS)   TREASURE
CHALK   OPENER   TWIG
CHESTNUTS   PAPER (NEWSPAPER)   TUBE
CHIMNEY   PEN, KNIFE   WINDOW
CLAY   PIECE   WOOD

Stig is provided with over seventy helpful messages for
the children and is extremely user-friendly, it contains
many error trapping routines and children should be
happily left unsupervised while using it. It is worth
noting that, although mistakes can end the game,
bringing Stig home, falling into the dump etc, the
children can not get themselves into such a position
that they can not win. For instance, if they break the
string it actually reappears back in the shed. For this
reason it is worth encouraging the children to save the
game at various points so that, should the worst happen,
they do not have to start again.

The game may be saved at any point by simply entering
the words SAVE GAME. You will have to have a separate
disc for this as you will not be able to use the Stig
program disc. A word of warning here, the program has
the facility to save games under chosen file names, i.e.
up to 31 on a disc, but you must make sure that no two
groups use the same name as one will overwrite the
other.

Solutions

Before you actually read the 'answers' which follow it
is well worth solving the program yourself. Knowing the
children you will be using it with, you will be able to
tell where they might need help and what points should
be emphasized in the book; this is especially true if
you intend to use the program with younger children.

The program is divided into three days, these roughly
correspond to the first three chapters of the book. At
the end of each day you get a *TREASURE* that must be
stored away.

Day one – Finding Stig

TAKE KNIFE.

Activate fall in location 21. Any three inputs here
cause fall and a total is kept so that visiting the
location three times will have the same effect.
Subsequent falls will end the game.

GIVE KNIFE. Stig cuts you down. This forces a move to
location 19 where Stig gives you your first treasure.
The tired message on the screen shows that the days task
is done.

Stig is following. The game will end if Stig enters the
house. To get rid of him you must use either RUN or AWAY
eg 'SAY GO AWAY' or 'RUN AWAY FROM STIG'. These will
move Stig back to his cave. The word RUN will also move
you to location 9 and can be used to speed things up as
the game goes on.

HIDE FLINT. All treasure is stored on top of the
wardrobe, location 27.

SLEEP. This only works in bed! Also, you will not be
able to sleep if you take objects to bed with you: 'Bed
feels uncomfortable."

Day two. Here you have to make a stove, build a window and dig out Stig's back room.

Find Stig. You can do this either by knocking on his door or, staying closer to the book, by lowering the carrots, with the string, from location 12.

Jars, cans and the cart are all found in location 3 by examining the bin and the wood pile. They may all be lowered from the tree or carried over the fence, which takes longer.

MAKE FIREPLACE. To do this you must first give Stig the cans and the tin opener. He uses these to make a tube which you then use, along with the bath, in location 19 to make the fireplace.

MAKE WINDOW. You do this in location 19 when carrying the clay and jars.

DIG CHALK. For this you need the cans or the bedstead in location 24, it produces a pile of chalk.

USE CART. This is how you move the chalk out of location 24.

BRUSH CHALK. This must be done before going home using the brush in location 19.

Once all jobs are done, the order is not important, you will be given an arrow which you take home and hide.

SLEEP.

Day three. Here you must find Stig and make him a nice warm fire.

LOOK LEAVES. Stig is sneezing beneath a pile of leaves in location 24.

TIE ROPE. To the tree in location 26, the end of the rope appears in location 25.

CHOP TREE. With the steel axe.

SAW TREE. Stig is needed to help here, if he has wandered off then BRING STIG in location 19.

PULL ROPE. Tree must have been chopped and sawn. You must pull the rope four times.

If the tree is chopped or sawn more than four times the tree will crash down and destroy Stig's shelter.

CUT LOG. This produces small logs.

LIGHT FIRE. This is done in location 19 with the logs, paper, twigs and matches.

TAKE SPEAR. The final treasure appears when the fire is lit.

It's night time. You must carry the burning log to get home. You must not take it into the house !

HIDE SPEAR. Finishes the game.

The above is the minimum you will need to do, the program allows other activities that do not affect the game and there are several alternative command words for most activities.

The main characteristic you and the children will need to develop when using this, or any other adventure, is to try things out, don't discount ideas until you have had a go at them. Some tasks need a very specific combination of words and if you are sure you are on the right track then keep at it. It is also worth remembering that, although the program itself will give you plenty of help it can only do so in response to inputs.

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