

Sherston
Software

Story Starts

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Story starts
The story starts about a boy who is very
and his friends are very happy.

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STORY STARTS

Four mini adventures to stimulate creative work
Programs designed and written by S Hosler

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LOADING
Place the disk in the drive and press
the power button. The screen will
show the program is loading.

IMPORTANT NOTE: This program is
designed for use on the IBM PC
and compatible systems.

OPERATION
If you are having any problems
with the program, please contact
the author.

HELP FILE
A help file is included with
the program to assist you in
using the program.

DISK INFORMATION
This program is distributed on
a 5.25 inch floppy disk.
The disk is formatted in
IBM PC format.

Story starts
Age Group 9 - 12

BBC models B, B+ & MS128
(Disc Based)

INTRODUCTION

The story starts discs contain four graphic adventures which are designed to stimulate children's imaginations and encourage all kinds of creative work.

The adventures take about twenty to thirty minutes to complete and each contains many mysterious and unexplained happenings. As the adventure ends a new and even more exciting situation is about to begin. It is then suggested to the children that they think of ways to continue the story and exciting ways to finish them.

The discs contain adventures in a mysterious old house, a journey through a mystical land, an adventure set around the children's home town, and an unexpected journey through time.

Included in this pack are several questions that could help the children continue the story and also two pictures for each adventure that provide possible endings to the stories.

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 automatically load and run the program.

IMPORTANT NOTE: STORY STARTS ARE DISC DRIVEN ADVENTURES AND THE DISC MUST BE LEFT IN THE DISC DRIVE THE WHOLE TIME THE PROGRAM IS RUNNING.

OPERATION

If the ESCAPE key is pressed during the adventure it will return the program to the beginning of that adventure.

MAIN MENU

Story starts

Main menu

1 Teacher control
2 To start adventure 1,2,3,or 4

Please type a number ---

1 Teacher Control

This takes you to the teacher control menu.

2 To start adventure ..

This will start whichever story start adventure you are on.

TEACHER CONTROL MENU

Teacher control menu

Press ESCAPE for the main menu

1 Sound level
2 Introduction

Please type a number ---

1 Sound level

When first loaded the sound is set on normal level but the volume can be reduced by pressing 1 or switched off by pressing 0. Pressing key 2 again will restore the sound to normal. The computer will make a sound indicating the volume level set by the key pressed. Press ESCAPE when the setting is correct to return to the Teacher Control Menu.

2 Introduction

This gives a screen of introductory notes for the teacher.

TEACHERS' SYNOPSIS

Below are the outlines of the four adventures.

The House on the Hill

This story starts when the children are invited to tea by the strange twins who live in the house on the hill. A house which has always been noted for its very unusual happenings.

When the children arrive they have to search the house to find the twins and in doing so make some surprising discoveries.

Eventually they will discover the twins and then meet the twin's father, Professor Potts. He is a scientist at work on a plant powder that produces the most unusual results when fed to plants. When the children's tea eventually arrives it is accidentally mixed with some of the chemicals the professor is using.

After drinking the tea the children feel unwell and return home to bed. During the night they are awoken by a storm and discover they are losing their human form and changing into monsters!

It is then suggested to the children they think about what changes are taking place, what they are changing into, and also how they will change back. A return trip to the house is suggested.

The Escape from the Castle of Evil

This story takes place many years ago. The children are told they are brave travellers and have been asked by the king of a small kingdom to rescue his children who have been kidnapped by the Grey Knights and taken to the Castle of Evil.

The children then have to find a way to reach the Castle of Evil through very dangerous lands. Eventually after meeting many dangers and after they have been warned about the terrible 'Unknown Area' they reach the Castle of Evil.

Once inside the castle the king's children are soon rescued but the children are told the only way to escape now is through the 'Unknown Area'.

It is then suggested to the children they think about the type of dangers they may meet in this 'Unknown Area' and to think about what the return journey would be like.

The Box

This story begins at the end of the children's holidays in what could be their own neighbourhood. They live in a small town and over a period of two days are invited to explore the local area.

As the story continues they are given clues that things are not as they should be - strange lights in the tunnels and at night in the sky and unusual marks in the ground.

Two days before the children are due to return to school they go to a fancy dress party. When they return from the party they meet someone in a space monster's outfit, or at least that is what they think!

The next day, which is the last day of the holidays, a large box arrives. When the pieces in the box are put together they discover they have made a robot.

It is then suggested the children think about who has given them the robot and how the robot behaves. It is also suggested they may want to take it to school the next day.

The Junk Shop

This story starts when the children are sent to collect an important parcel for their grandad from the post office in the village of Thyme.

After collecting the parcel and being told not to lose it the children begin to explore the village. On visiting the junk shop they find an unusual chair in the back room. The chair is a time machine and when they sit in the chair they are unknowingly whisked back to the time of knights in armour.

They become involved in a jousting competition and have then to escape from the castle tower. When they find their way back to the chair their coat with the parcel for their grandad is lost in time.

From here the children will be free to choose any period in the past or future they wish to travel to in an effort to find the parcel and their coat.

TEACHERS' NOTES

Aswell as being used for a stimulus for creative writing the 'Story Starts' can be used for many different creative activities. Using one story start different groups within the class could:-

Improvise some drama work to show how they would end the story.

Improvise some suitable music to accompany the drama group.

Use art and craft to either produce pictures or models of scenes from their adventure.

Write poems about their adventure or a part of it.

There are three work cards to accompany each 'Story Start'. The first is simply a copy of the 'prompt' screen at the end of each 'Story Start'. The other two have a picture and further suggestions. These are intended for any children who have difficulty thinking of a way to continue the story.

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