

# Old Mac's Farm Deluxe

## Publisher

SoftTouch Software

## System Requirements

### Macintosh

- PowerMac
- Color monitor
- 16 MB RAM
- 12x CD-ROM drive

### Other PC

- 486 PC or higher
- SVGA monitor
- Windows 95
- 32 MB RAM
- 12x CD-ROM drive
- Sound Blaster sound card

## Software Description

This program is based on the familiar rhyme and contains options for hearing the song, hearing the animal sounds, matching animals, and listening to two books about animals. There are choices of animated drawings or real photos and animation of animals. The children can have animals appear randomly or select from 18 different animal mothers and babies. An adult voice sings the song, and the screen is animated with each animal choice. Children can use a mouse, switch, TouchWindow, or picture overlay on the IntelliKeys with this program. Along with the single switch access, there is also the option of "Press and Hold," which helps young children learn the direct relationship between switch press and animation and sounds on the monitor.

# Old Mac's Farm Deluxe

## Introduction

Many preschool activities have been developed around farm or animal themes. This software program is based on the song, "Old MacDonald's Farm," and can be integrated easily into classroom activities. Children who are switch or IntelliKeys users can participate in the activities along with their classroom friends.

## Materials

- Computer
- *Old Mac's Farm Deluxe*
- Switch interface and switch or IntelliKeys and overlays

## Ahead of Time

Set up the environment with the switch or IntelliKeys placed in a stable position and the monitor at an appropriate eye level for children. Select one of the animal activities choices in the menu.

## Introductory Activity

Read a book about "Old MacDonald's Farm" or farm animals. Sing the song with the children using puppets or props. Talk about the different farm animals. Encourage the children to talk or use their communication device to tell whether they have visited a farm and what they already know about farm animals.

## Computer Activity

Select single switch access and the "Play Animal Sounds" from the program menu. Encourage children to explore the switch and make animals appear on the screen. The scan option can be activated for children who are working on beginning scanning skills. They can still explore using the switch as they watch the animals being highlighted. An animal will be animated as soon as the switch is pressed. Toy animals that complement the software can be used at the computer center. Children can play with the animals as they watch and hear the animals on the screen.

For beginning switch users, select "Press and Hold" in the Access menu. Each child will be required to hold his or her hand on the switch. The music and animation will stop as soon as the switch is released. Children can explore using the switch and begin to understand that they are controlling what happens on the screen.

For children who are beyond causality skills, "Play Animal Match" can be selected. Talk about the animal at the top of the screen and the three animal choices at the bottom. Children can explore using the switch to activate the scan. As the children become familiar with the program, begin to encourage them to wait and press the switch when the matching animal is highlighted.

Select one of the two stories, either "A Cow's Life" or "Just Like Me," for the children to enjoy. They can take turns pressing a switch to turn the pages of the story or to hear a page repeated. The scanning option can be selected for those children who are able to press their switch intentionally with a scan.

IntelliKeys overlays can also be used with the software. Select the overlay which matches the activity. Use the activity with a small group of children, encouraging them each to press a desired animal, then passing the device to the next child. Switch users can continue to use the mouse attached to the IntelliKeys if it is set up for a mouse click.

### **Extended Activity**

- Set up a play farm in the classroom. Have large play animals and other figures that are easily accessible for all of the children.
- Eat foods that come from farm animals, such as milk, cheese, and eggs, during snack time. Talk about what animal helps make that food. Also relate it to what the children eat at home.
- Play matching games with toy animals or pictures of farm animals that match those on the screen.
- As a group activity, children can imitate farm animal sounds and pretend to be a favorite animal from the program.
- Invite a farmer to the classroom to talk about his or her work.
- Take a field trip to a farm. Take digital pictures which can be used for a *HyperStudio* stack about the farm. Pictures can also be printed and made into a book for children to read in the reading center.
- Make a farm animal book by printing pictures captured from the computer screens. The book can be used at the computer or placed in the reading center for children to explore along with other animal books.
- Send a copy of the farm animal book home to be shared with family members.

### **Summary**

A simple switch program based on a popular children's rhyme can be the basis for many farm- and animal-related activities. Through switch and IntelliKeys access, all children can participate and enjoy the many classroom activities.