Jacaranda Software

ABOUT THE PROGRAM

Sheep-Dog Trial is one of a suite of computer programs that have been written to complement *Moving Into Maps*, the pre-atlas activity book in the Jacaranda Atlas Programme. Designed for use by students from 7 to 13 years of age, *Sheep-Dog Trial* provides an extension activity for the "Where Is It?" section of *Moving Into Maps*. However, as the computer program is entirely self-contained and self-explanatory, it will be useful in any classroom where basic map concepts are being taught.

Sheep-Dog Trial is a computer simulation program for two that provides an opportunity for students to practise the basic map skill of using alphanumeric grid-square references.

The computer screen displays a grid (interpreted as a sheep paddock) with sheep pens in the top left and bottom right-hand corners. Each student has a "dog" which must single out five "sheep" from the ten displayed and "muster" them to his or her sheep pen. Students must use grid square references to "tell" the dog where to go.

Each student's objective is to muster his or her sheep in the faster time. Nonetheless, students soon will realize that the best results are achieved with occasional help from the other player. Thus the program encourages cooperation, discussion and the development of logical thinking.

ABOUT *MOVING INTO MAPS*

Moving Into Maps is the pre-atlas activity book in the Jacaranda Atlas Programme. In 48 large-format pages, it uses games and colourful graphics to introduce the elements and skills of mapping. *Moving Into Maps* features topics that are relevant to the children's ages and interests — pirates, fun parks, fantasy, toys, board games, codes, animals and BMX bikes.

Although designed as an introduction to *Atlas 1*, the book can be used independently of any particular atlas.

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Sheep-Dog Trial

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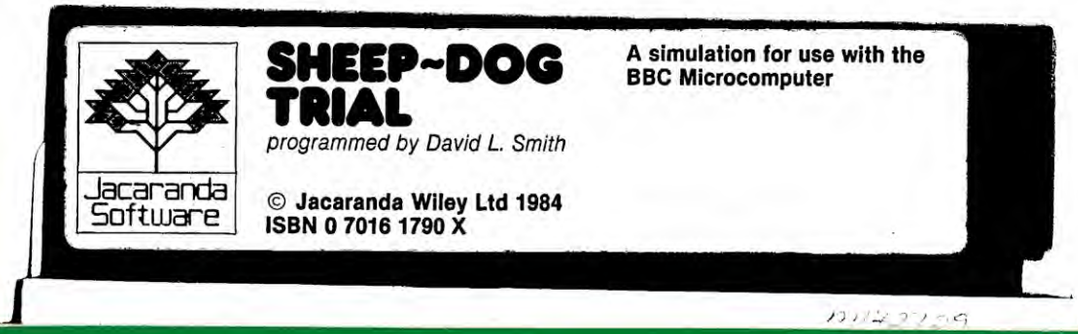
Moving Into Maps 2

SHEEP~DOG TRIAL

A grid-reference game for 7 to 13 year-olds



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SHEEP~DOG TRIAL

Student's Guide