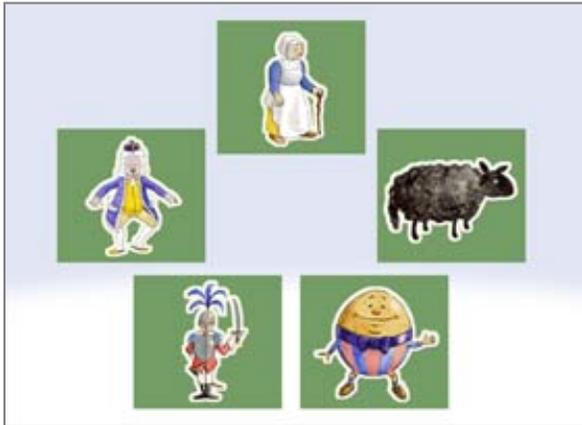# Choose and Tell: Nursery Rhymes - An example nursery rhyme

Who will the story be about?

First, pick a character! Choose from Old King Cole, Humpty Dumpty, Old Mother Hubbard, The Grand Old Duke of York or Baa Baa Black Sheep.

When the student has chosen, they can enjoy hearing their character's nursery rhyme and seeing it illustrated on-screen. They can interact with the story by pressing their switch or mouse to progress to the next line.

How will they travel?

Now it is time for the student to create their own story. The character wants to go on a journey. But how will they travel? The voice will prompt the student to make a choice and the options will appear on-screen.

When the learner makes their choice, the character will set off on their journey. Pick from a skateboard, a rocket, a sports car, a green boat or a fast motorbike!

The computer will randomly select from these to offer the student three things to choose from (this can be reduced to two if required).

Where will they go?

When the choice is made, the character will travel to the destination and interact with the environment. The possibilities are a castle, a forest, a beach, a playground or a garden.
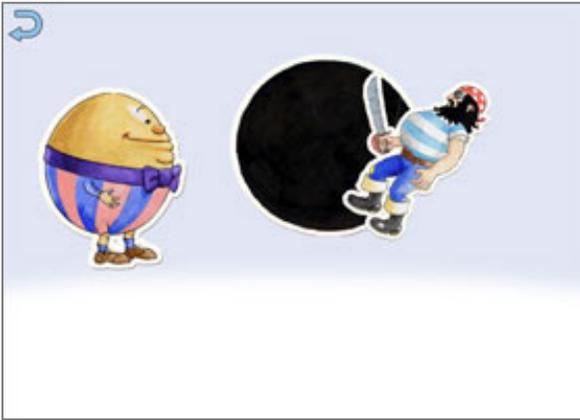

Find treasure

The character will now find some treasure. The student can decide what the treasure will be by choosing from the options that appear. These can include gold, an ice cream, chocolate, pizza or chips!

Choose a monster

But now a monster will steal the treasure!

The student can choose which monster will appear. The options are a tiger, a dragon, a pirate, a giant spider or an alien.

Recovering the treasure

How will the character get their treasure back? The student can choose from a range of solutions: a magic wand, a black hole, a scary monster mask, a cage or a mobile phone.

Now find out how the character uses the chosen solution to see off the monster. Here, Humpty Dumpty tackles the pirate using a black hole.

Now the student can listen to the character's nursery rhyme again, this time incorporating the choices that they made.
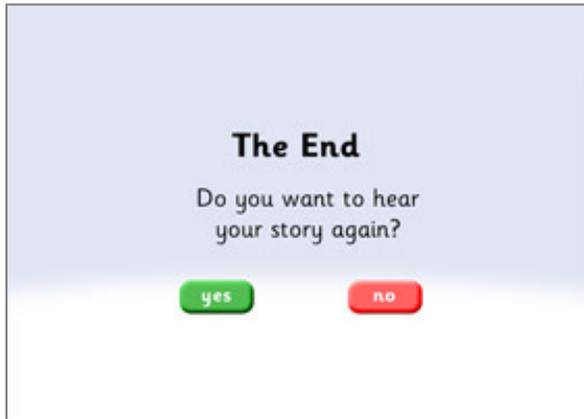
Replay the story

At the end of the game the student can choose to see their story again. This option will replay their story, without the decision-making screens.