Texas Instruments
TI-99/4 Home Computer

Diskette Software

Model PHD 5030

Speak & Spell™ Program

The program offers the features of the Speak & Spell™ learning aid, plus exciting graphics.

■ SPELL and SAY IT — pronounce a word and ask your child to spell it and say it.

■ MYSTERY WORD — chooses a word and asks your child to guess it.

■ SECRET CODE — allows your child to code and decode words.

■ LETTER GAMES — provides random letters for use in word games.

Designed for use with the TI-99/4 Home Computer, the TI Disk Memory System (TI Disk Drive Controller and TI Disk Memory Drive), TI Solid State Speech™ Synthesizer, and the Speech Editor Solid State Software™ Command Module (all sold separately).

Author: Texas Instruments

Language: TI-99/4 BASIC

Hardware: TI-99/4 Home Computer
           Disk Controller and Drive
           Speech Synthesizer & Speech Editor Command Module

   Media: Diskette

With the Speak & Spell™ program, your Home Computer offers
the features of the Speak & Spell™ handheld learning aid,
plus the added dimension of exciting graphics.

Imagine your child bringing home a spelling book every night and
enjoying each lesson. The Speak & Spell program is not only a
valuable learning tool, but also turns spelling practice time
into an experince that is fun. More than 150 of the most
critical stumbling blocks to spelling development are built into
the Speak & Spell program.

With the Texas Instruments Solid State Speech™ Synthesizer*
in place and the Speech Editor Solid State Software™ Command
Module* inserted in the console, your children can hear a word
pronounced correctly as they learn to recognize and spell it.
Important phrases are also included for praise and reinforcement.

The program features five activities:
● Spell pronounces a word and asks your child to type the
  correct spelling of that word.
● Mystery Word is a game where the computer selects a word and
  your child tries to guess it by spelling it correctly.
● Say It prompts your child to say a word and then spell it.
● Secret Code codes a word so that no one can read it until the
  coded word is entered and decoded by the computer.
● Letter Games provides random letters so that you and your
  child can enjoy a wide variety of word games.

In addition to strengthening your child's spelling skills,
working with the computer can help your child become familiar
with computers and their operation. Since computer-enhanced
instruction is more common in the classroom every year, this
knowledge and experience gives your child an important advantage.

*sold separately

STEP 1:   Be sure that the Speech Synthesizer unit and
          Disk Memory System are connected to the
          computer and that the Speech Editor Command
          Module is inserted into the console. (See
          the owner's manual for product details.)

STEP 2:   Press any key to pass the title screen.
          Then press 1 to select TI BASIC. To load
          the program, insert the diskette into Disk
          Drive 1, type CALL FILES(1) and press
          ENTER. Then type

                    OLD DSK1.SPEAKSPELL

          and press ENTER. When the cursor reappears,
          type RUN and press ENTER.

STEP 3:   Next, the Speak & Spell title sequence
          appears on the display, offering a list of
          six choices:

          1   SPELL
          2   MYSTERY WORD
          3   SAY IT
          4   SECRET CODE
          5   LETTER GAMES
          6   TI BASIC

          Select the activity you wish to play by
          typing the corresponding number.

ACTIVITY 1   SPELL
          After you press 1, a screen displays the
          four levels of word difficulty in this
          activity. Level 1 contains the easiest
          words, while Level 4 has the most difficult
          word list. Each level consists of 40
          different words. Select the level by
          pressing the appropriate number key.

          The computer then speaks a word and asks
          your child to spell it by typing the
          letters. After typing the word, press
          ENTER. The computer tallies the responses
          under FIRST TRY, SECOND TRY, and INCORRECT.

If your child does not understand a word,
pressing SHIFT R (REDO) causes the computer
to repeat the word. If a typing error is
made, press SHIFT T (ERASE) before pressing
ENTER to erase the letters and move the
cursor to the beginning of the response line.

After the first set of ten words, a reward
and replay display appears. If your child
wishes to spell ten more words on the
current level of difficulty, press 1 for
"yes." Press 2 for "no" to return to the
activity selection list display.

If your child spells all 40 words on a
level, the reward and replay screen does not
appear. The computer automatically returns
to the activity selection list.

Whenever the cursor (a red underline) is on
the display, pressing SHIFT Z (BACK)
restarts the activity on the same level, and
pressing SHIFT W (BEGIN) returns the program
to the activity selection list.

ACTIVITY 2   MYSTERY WORD
When you select Activity 2, the computer
forms the display for this word-guessing
game. The number of dashes on the response
line indicates the number of letters in the
mystery word.

Guess a letter by pressing that key. The
computer then speaks the letter. If the
letter is in the word, the computer displays
it in the correct place (or places). If the
letter does not appear in the mystery word,
a "beep" sounds and one of the seven
question marks disappears. A total of seven
wrong guesses is allowed before the computer
wins and reveals the mystery word. The
computer tallies the score under YOU WIN and
I WIN.

If your child needs help guessing a word,
pressing SHIFT A (AID) gives a clue by
supplying one of the letters. Each clue
counts as two incorrect guesses.

The reward and replay display appears after
ten words. If your child wishes to play
again, press 1 for "yes." Press 2 for "no"
to return to the activity selection list.

If your child guesses all 40 words, the
reward and replay display does not appear,
and the computer automatically returns to the
activity selection list.

At any time during this activity, pressing
SHIFT Z (BACK) restarts the activity and
pressing SHIFT W (BEGIN) returns the program
to the activity selection list.

ACTIVITY 3   SAY IT
When you press 3, a screen displays the four
levels of word difficulty in this activity.
Level 1 contains the easiest words, while
Level 4 has the most difficult word list.
Each level consists of 40 different words.
Select the level by pressing the appropriate
number key.

Next, the computer displays a word and
prompts your child to read it aloud. The
computer then pronounces the word. This
procedure continues for ten different words.

The computer then repeats one of the ten
words and asks your child to spell it by
typing the letters. The remainder of this
activity follows the same procedure as SPELL
(Activity 1).

ACTIVITY 4   SECRET CODE
               In Activity 4, your child types a word, up to
               eight letters long, and then presses ENTER.
               The computer changes that word into a secret
               code. Pressing ENTER again decodes the word.

               If a typing error is made, press SHIFT T
               (ERASE) before pressing ENTER to erase the
               letters and move the cursor to the beginning
               of the line. Whenever the cursor is on the
               display, pressing SHIFT W (BEGIN) returns the
               program to the activity selection list.

ACTIVITY 5   LETTER GAMES
               With Activity 5, pressing SHIFT A (AID)
               provides random letters for the games in this
               manual and for any games you and your child
               create. Up to eight letters can appear on
               the display. Press SHIFT T (ERASE) to erase
               all of the letters on the response line.

               Whenever the cursor is on the display,
               pressing SHIFT W (BEGIN) returns the program
               to the activity selection list.

ACTIVITY 6   TI BASIC
               Select option 6 to leave the Speak & Spell
   program and return to TI BASIC.

SPECIAL KEYS

Important keystroke sequences are summarized here to help you
and your child use the program.

Press	Action
SHIFT R (REDO)	Repeats the word in the SPELL and SAY IT activities.
SHIFT T (ERASE)	Erases the letters on the response line in the SPELL, SAY IT, and LETTER GAMES activities.
SHIFT A (AID)	Provides one letter in the MYSTERY WORD activity.
SHIFT Z (BACK)	Starts the current activity from the beginning.
SHIFT W (BEGIN)	Returns the display to the Speak & Spell title screen.
ENTER	● Enters the spelling of a word in the SPELL and SAY IT activities. ● Codes and decodes the word in the SECRET CODE activity.
SHIFT C (CLEAR)	Stops the program.

LETTER LINGO STORE

Window shopping at the Letter Lingo Store is like playing a
bingo game. Two players and lots of markers (like pennies) are
needed to play. Each player uses one store for a LINGO board.

L	I	N	G	O
N	O	D	R	E
F	E	T	S	W
S	L	U	A	E
A	H	C	E	I

LETTER LINGO
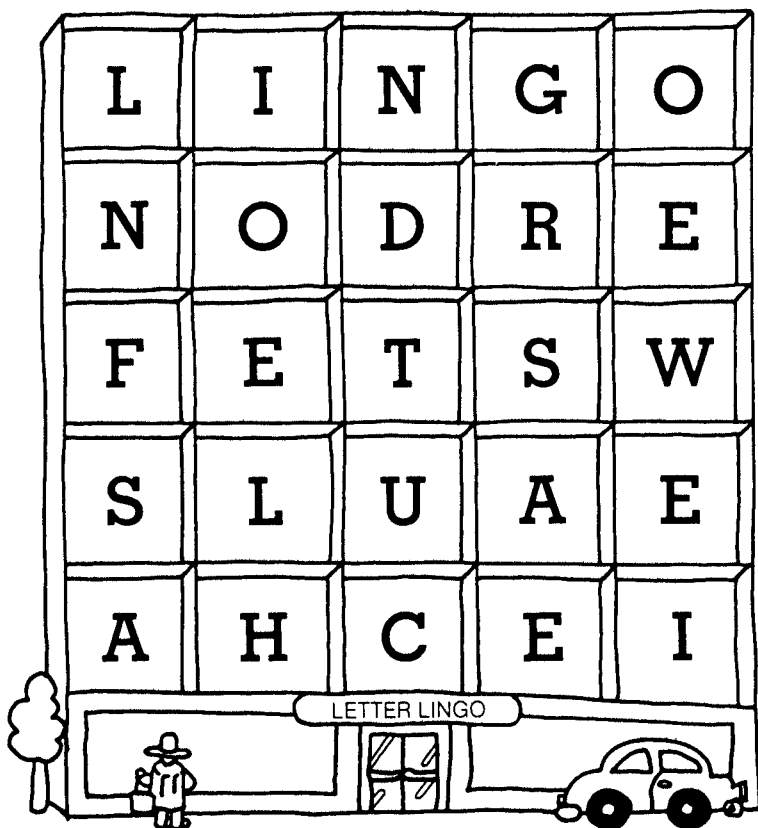
Press SHIFT W (BEGIN) to go to the activity selection list.
Then press 1 for SPELL. Choose the level of difficulty and then
take turns spelling the words the computer speaks. If a player
spells the word right and can find any of the word's letters on
the board, the player can cover them with markers. If the word
is spelled incorrectly, a turn is lost. Keep playing until one
person wins by covering the entire game board.

L	I	N	G	O
R	S	E	T	C
U	R	A	L	I
O	S	H	E	T
M	W	D	A	E

LETTER LINGO

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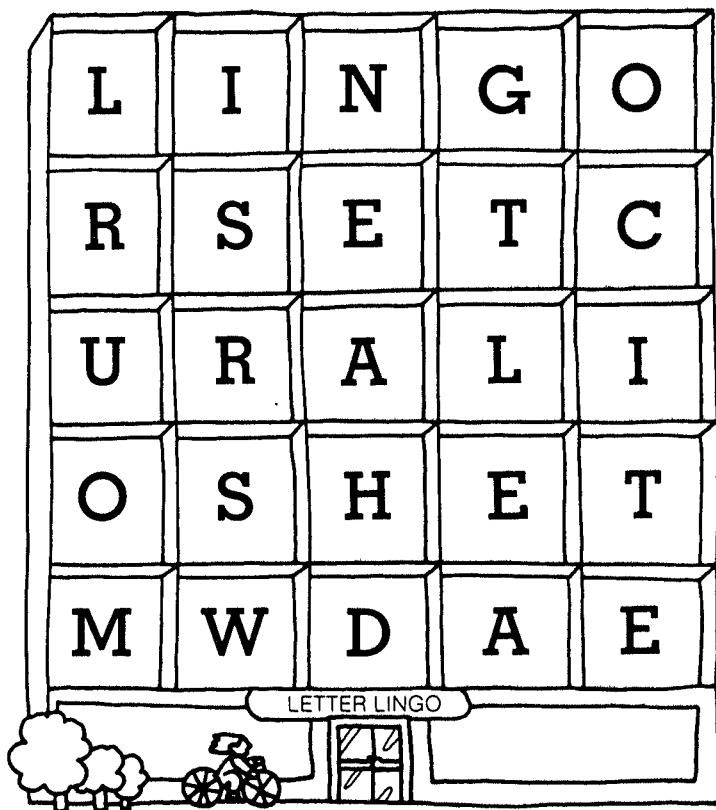
MY FAVORITE THINGS

"My Favorite Things" is a game for two or more players. Decide
who goes first, and pick a time limit. (A count to 30 would be
a good time limit.) Press SHIFT W (BEGIN) to go to the activity
selection list. Then press 5 for LETTER GAMES. Next, the first
player presses SHIFT A (AID) and the computer displays and
speaks a letter. A player names a thing that starts with that
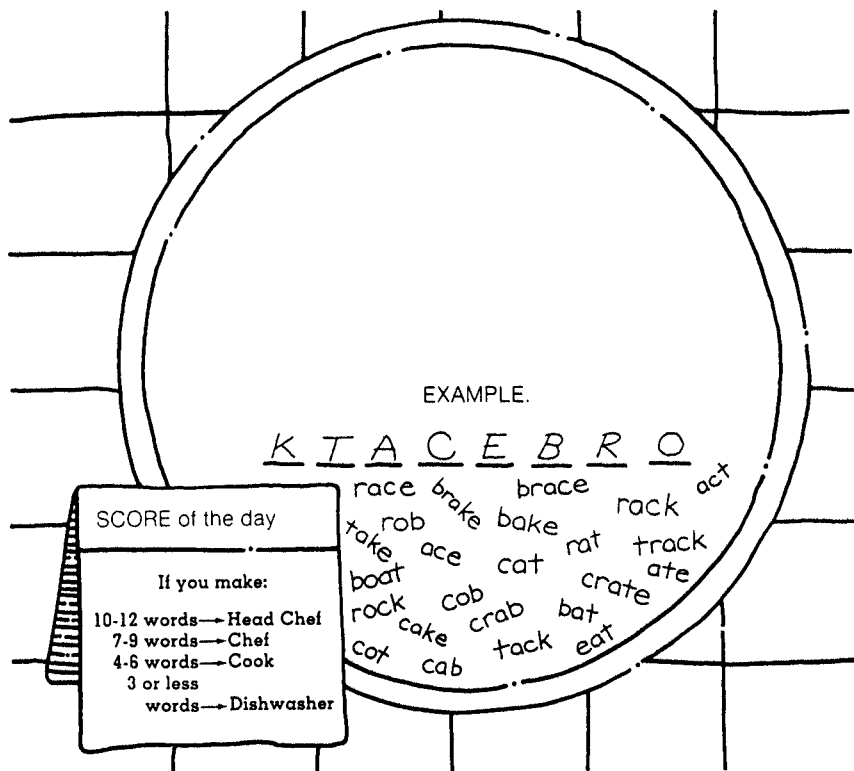letter within the time limit.

Take turns naming things that start with that letter until a
player runs out of words. The player who can't think of another
word within the time limit gets a strike. Press SHIFT A (AID)
for a new letter. A player is out after getting three strikes.
The last player out is the winner.

ALPHABET SOUP

You can make Alphabet Soup by yourself or with friends. You'll
need paper and a pencil.

Press SHIFT W (BEGIN) to go to the activity selection list.
Then press 5 for LETTER GAMES. Next, press SHIFT A (AID) eight
times, and the computer displays eight letters. Use these
letters to make as many words as possible. Write your words on
your paper.

EXAMPLE.

K T A C E B R O

race brake brace rack act
rob bake rat track
take ace cat ate
boat crate
rock cob crab bat
cake tack eat
cox cab

SCORE of the day

If you make:

10-12 words—→ Head Chef
7-9 words—→ Chef
4-6 words—→ Cook
3 or less
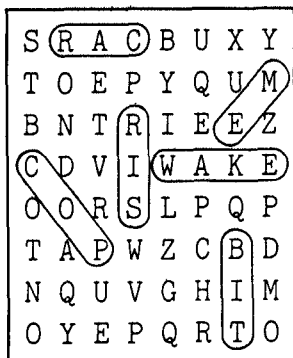 words—→ Dishwasher

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FIND-A-WORD

Find-a-word is a game you can play by yourself. You'll need
paper and a pencil.

Press SHIFT W (BEGIN) to go to the activity selection list.
Then press 5 for LETTER GAMES. Next, press SHIFT A (AID) eight
times, and the computer displays eight letters. Write the
letters down on the paper and press SHIFT T (ERASE) to erase the
letters. Then press SHIFT A (AID) eight more times. Carefully
write these eight letters under the first eight. Do this six
more times and you'll have a box of letters -- 8 columns across
and 8 rows down.

Now try to find words that are hidden in the puzzle. Look for
words that are spelled forward, backward, diagonally,
vertically, and horizontally. Circle each word you find.

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S  R  A  C  B  U  X  Y
T  O  E  P  Y  Q  U  M
B  N  T  R  I  E  E  Z
C  D  V  I  W  A  K  E
O  O  R  S  L  P  Q  P
T  A  P  W  Z  C  B  D
N  Q  U  V  G  H  I  M
O  Y  E  P  Q  R  T  O
```

CROSS-A-WORD

Cross-a-word is a game you can play by yourself or with friends. It looks like a crossword puzzle. You'll need paper and a pencil.

Press SHIFT W (BEGIN) to go to the activity selection list. Then press 5 for LETTER GAMES. Next, press SHIFT A (AID) and the computer displays and speaks a letter. Use that letter as the first letter of a word, and write it down on the paper. Try to make the longest word you can. Press SHIFT A (AID) again, and the computer speaks another letter. Use that letter as the first letter of the second word. This second word must cross or have a letter in common with the first word. Continue pressing SHIFT A (AID) to get the first letter of all the new words. The new words can cross any word in the puzzle.

If you're playing with friends, take turns making up the new words and putting them in the puzzle. If one player can't make a new word, that player is out of the game. The last player is the winner.

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              P A C K
              U   A
        H O S P I T A L
              P       A
        M O N E Y     K
            U         E
            T
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