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I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

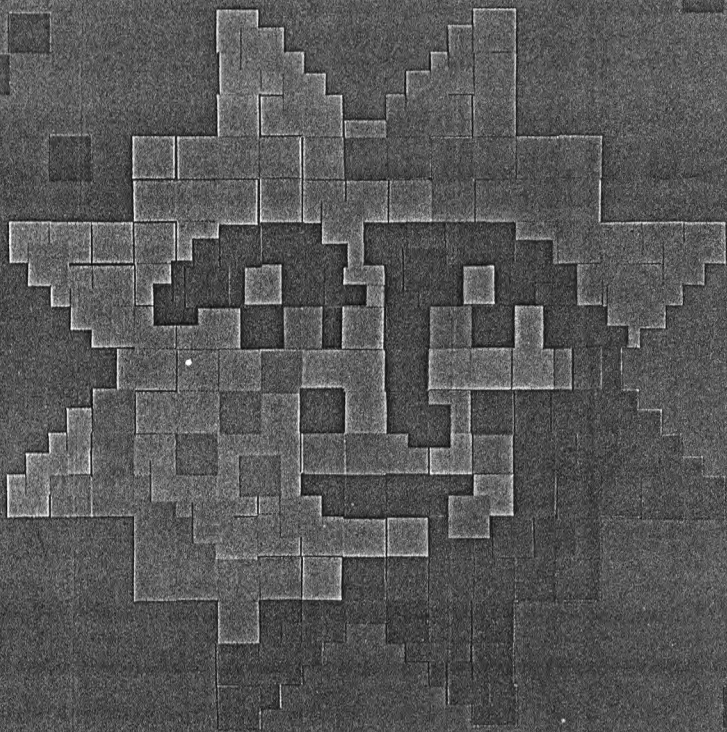
In the village of Blunham, Bedfordshire.

READING CHEERS

Ages 6-8

Scott, Foresman

For use with the
TI 99/4A microcomputer.



Press	To
ENTER	pass through title screens quickly. have the computer accept an answer.
Space Bar	move the cursor or a designated object on the screen. indicate choice of item on screen.
FCTN 3 (ERASE)	erase input before ENTER is pressed.
FCTN 4 (CLEAR)	erase input before ENTER is pressed.
FCTN 5 (BEGIN)	return to the main list of activities at the beginning of the module.
FCTN 7 (AID)	get available help.
FCTN 8 (REDO)	begin an activity again.
FCTN = (QUIT)	leave the program.

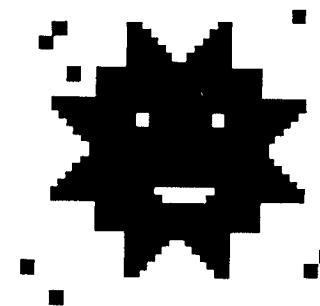
CARE OF THE MODULE

1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.
4. If the module is accidentally removed from the slot while the module contents are being used, and the computer behaves erratically, turn the computer off, wait a few seconds, reinsert the module, and then turn the computer on again.

READING
CHEERS

Reader-Consultant:

Jane Hansen
Assistant Professor, Department
of Education
University of New Hampshire
Durham, New Hampshire



This module includes the following word identification skills: recognizing root words with spelling changes before endings and suffixes, recognizing contractions, and recognizing compounds.

This learning module is one of the Reading Skills Courseware Series designed to be used with the Texas Instruments 99/4A microcomputer.

Scott, Foresman and Company

Electronic Publishing Offices: Glenview, Illinois

Regional Offices: Palo Alto, California • Tucker, Georgia •
Glenview, Illinois • Oakland, New Jersey • Dallas, Texas

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ISBN 0-673-030918-5

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Printed in the United States of America.

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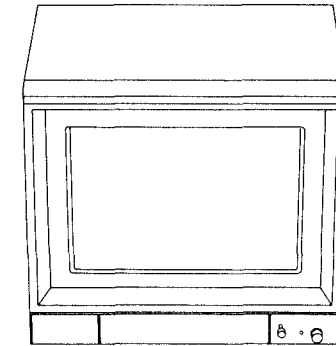
Reading Cheers entices children with modern realistic fiction about children, then uses these stories to provide solid instruction in basic reading skills.

This module offers seven activities in three word identification skills generally taught in grade two. They are recognizing root words with spelling changes before endings and suffixes, recognizing contractions, and recognizing compounds. Children may choose an activity to study a skill, practice it, or apply what they have studied and practiced. Each activity utilizes the computer capabilities of color graphics, music, animation, and lively reward/reinforcement tones.

Here are some features your child will enjoy when using Reading Cheers:

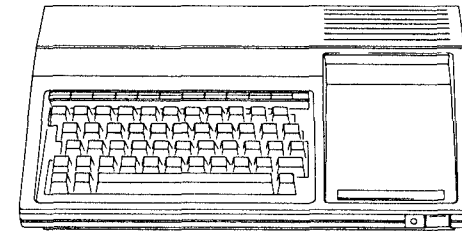
- sound educational activities based on interests appropriate to young children
- choice-making from activity lists
- opportunity to personalize stories by naming characters
- instruction and directions presented on the screen
- instant feedback to answers
- practice activities that are scored visually
- numbered responses whose order is randomized to encourage thoughtfulness
- durable hardware and software components with useful keyboard functions programmed into the module

1. Turn switches on.



MONITOR

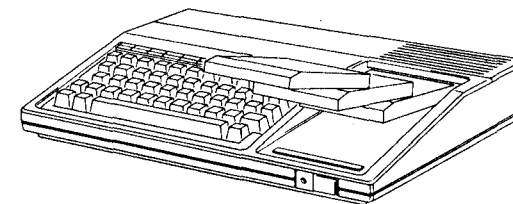
ON/OFF



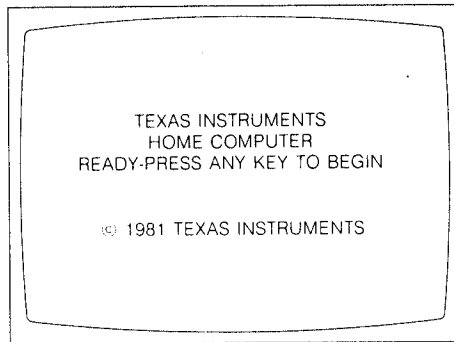
COMPUTER KEYBOARD

ON/OFF

2. Insert module.



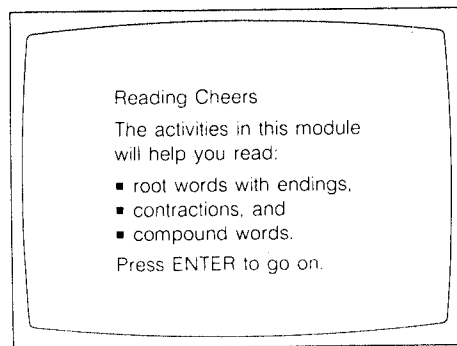
3. Wait for this screen to appear.



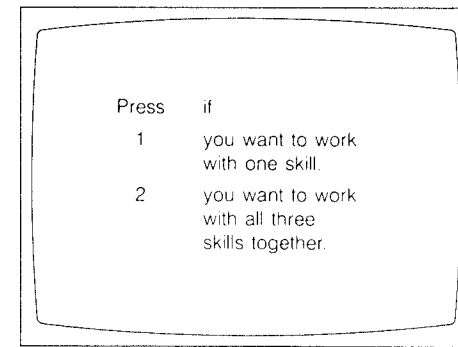
4. If you do not see the Texas Instruments title screen, check to see if:

- the computer keyboard and monitor are plugged in.
- the cable connecting the keyboard and monitor is properly connected.
- both the computer and monitor are turned on.
- the module is properly inserted.

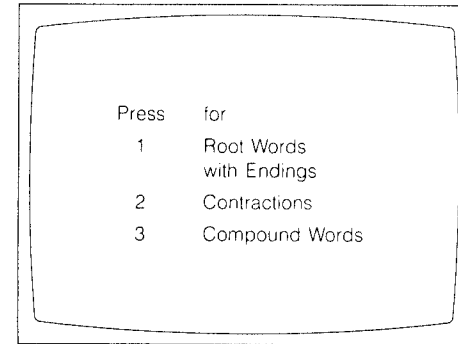
Press any key. The Scott, Foresman title screen will appear, followed by the Reading Cheers title screen. This is accompanied by music. You must press ENTER to go on. The next screen tells what you will learn from the module.



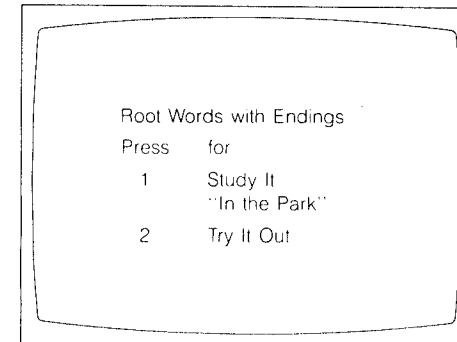
Once you press ENTER the following screen will appear. You should work with one skill at a time before working with all three skills together. All skills should be studied and practiced individually before they are assessed together.



When you press 1 the following activities list appears. You must press 1, 2, or 3 to choose a skill.



Once you choose a skill, you are then given the choice of studying or practicing that skill. You should choose 1 before 2, since the skills should be studied before they are practiced. For example, the choice of Root Words with Endings leads to this screen:



Choosing 1 will allow you to learn about the skill and show that you understand it. You can do this activity as many times as you want. You may then want to try out the skill or learn about another skill. A screen at the end of the activity will offer you that choice. If you choose to try out the skill, you will get examples on which you will be scored.

You can then choose to do the activity again, do another activity, or stop.

When you have finished working on the module, press FCTN = (QUIT). The Texas Instruments title screen will reappear and you may safely remove the module.

Using the Reader

The Reading Cheers Reader that comes with your module contains selections for you to read when you have finished an activity on the computer. Each of the selections is related to a module activity by skill.

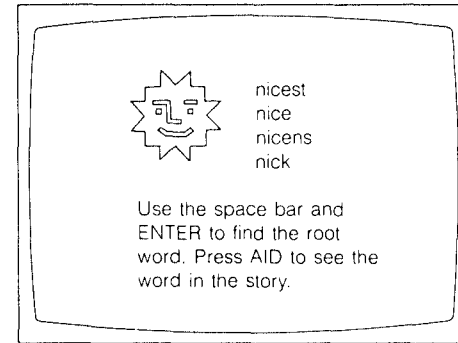
After	Read
In the Park	Mei-Ling's Cat's Eye (pages 2-8)
Where's the Cat?	Sweet Dreams (pages 9-20)
Blueberry Pancakes	Making Masks and Costumes (pages 21-23)
The Sunlight's Hiding	The Farm Mouse and the City Mouse (pages 24-30)

At the end of each reading selection are questions that you may answer aloud to a friend, someone in your family, or put into writing.

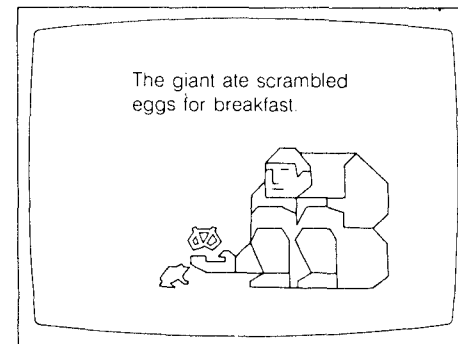
ABOUT THE ACTIVITIES

1-2 Root Words with Endings

- Study the skill. It's spring and you are "In the Park." As you work through this activity you will identify root words with endings. Press AID when you need help.

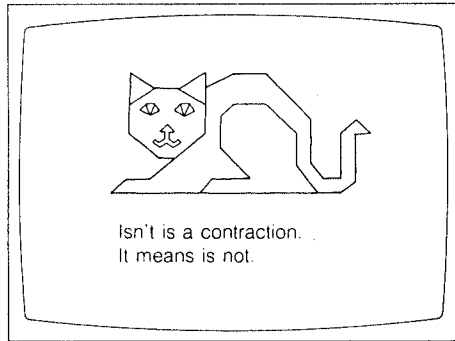


Try out the skill. In this activity you meet a frog and a giant. You can help the frog get treats from the giant. First find the root word with an ending in each sentence that appears on the screen. Press ENTER as you find the word. If you are correct three words will be listed below the sentence. Find the root word of the word you underlined in the sentence and the frog gets a treat from the giant! If you aren't able to help the frog get many treats you will be told to work again with "In the Park." Good luck! The frog is counting on you!

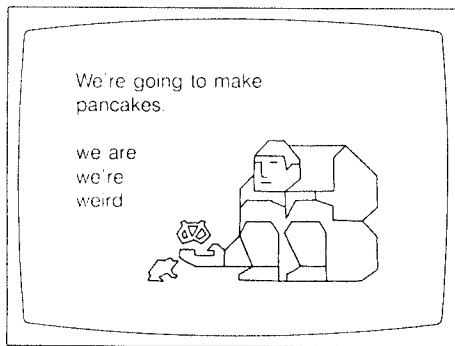


3-4 Contractions

Study the skill. Read the story "Where's the Cat?" to find out about a lost cat and also to find out about contractions. During this activity you will have the chance to identify contractions and their meanings. Have fun! If you need help along the way, press AID.



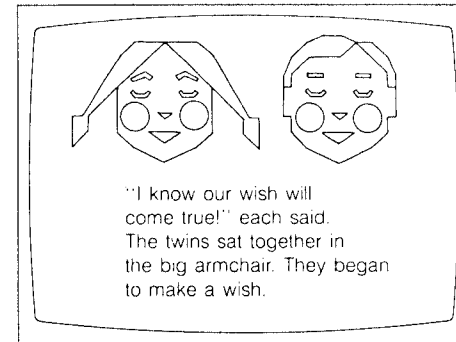
Try out the skill. The giant has more treats for the frog. This time help the frog get the treats by finding the contraction in each sentence. If you can also find the meaning of the contraction, the frog gets a treat! As before, if the frog does not think that you have helped him get enough treats you will be told to work again with "Where's the Cat?" I'm sure the frog thanks you for your help!



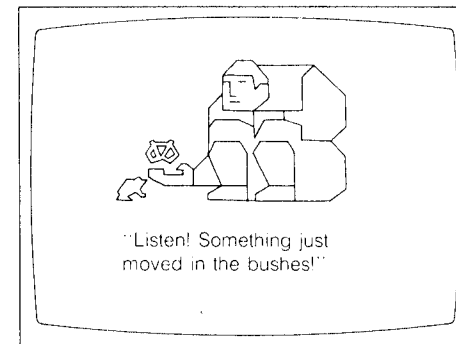
5-6 Compounds

Study the skill. Have you ever wished for something to happen? Read "Blueberry Pancakes" to see if a wish comes true. As you work through this activity you will also learn about and identify

compound words. Press AID if you need help. I hope the pictures of the blueberry pancakes don't make you too hungry!



Try out the skill. This is frog's lucky day! You're here to help him get more treats from the giant. All you have to do is find the compound word in each sentence. Work carefully so that the frog is pleased with the number of treats you help him get. If your final score is not high enough you should work again with "Blueberry Pancakes."



7 All Skills

Spider wants to know where the sun goes after it sets. Use the skills you have learned about root words with endings, contractions, and compounds to help him find answers to his question.

MODULES IN THE SERIES

Modules in the Scott, Foresman reading program series for the Texas Instruments Home Computer include:

Title	Skill	Grade
Early Reading	Picture clues Meaning and syntax clues	K-2
Reading Rainbows	Class relationships Part-whole relationships Size relationships	K-2
Reading Fun	Story problem and solution Cause-effect relationships Feelings of characters	1-3
Reading Cheers	Root words with spelling changes before endings and suffixes Contractions Compounds	1-3
Reading On	Maps Graphs Schedules	2-4
Reading Adventures	Main idea and supporting details Conclusions Sequence relationships	2-4
Reading Roundup	Figures of speech Appropriate word meaning/unfamiliar words Idioms	3-5
Reading Trail	Characters Setting Point of view	3-5
Reading Rally	Fact and opinion Author's purpose Bias/connotations of words	4-6

Title	Skill	Grade
Reading Power	Dictionary/glossary Card catalog Encyclopedia	4-6
Reading Flight	Classifies information Summarizes information Outlines	5-7
Reading Wonders	Historical fiction Modern realistic fiction Science fiction Biography Autobiography Informational articles	5-7

Directions: Mark an X in the boxes to show you've done an activity. Mark a number on the lines to show your score for the Try It Out activities.

Root Words with Endings	Contractions
"In the Park"	"Where's the Cat?"
Study It	Study It
Activity <input type="checkbox"/>	Activity <input type="checkbox"/>
Try It Out	Try It Out
Activity Score	Activity Score
_____ out of 10	_____ out of 10
_____ out of 10	_____ out of 10
_____ out of 10	_____ out of 10
Reader	Reader
Pages 2-8 <input type="checkbox"/>	Pages 9-20 <input type="checkbox"/>
Compounds	All-Skills Activity
"Blueberry Pancakes"	Each time you read "The Sunlight's Hiding," mark an X to show whose answer to Spider's question you liked best.
Study It	
Activity <input type="checkbox"/>	
Try It Out	"The Sunlight's Hiding"
Activity Score	Mole <input type="checkbox"/>
_____ out of 10	Parrot <input type="checkbox"/>
_____ out of 10	Snake <input type="checkbox"/>
_____ out of 10	Monkey <input type="checkbox"/>
Reader	Sloth <input type="checkbox"/>
Pages 21-23 <input type="checkbox"/>	Huntress <input type="checkbox"/>
	Reader
	Pages 24-30 <input type="checkbox"/>

Scott, Foresman and Company extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or construction.**

Warranty Duration

The Hardware is warranted for a period of 90 days from the date of original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties or merchantability and fitness for a particular purpose, are limited in duration to the above 90 day period. Scott, Foresman and Company shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user. Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

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Performance by Scott, Foresman Under Warranty

During the 90 day warranty period, defective Hardware will be replaced when it is returned postage prepaid with proof and date of purchase to your Scott, Foresman Electronic Publishing dealer. The replacement Hardware will be warranted for a period of 90 days from date of replacement. Other than the postage requirement, no charge will be made for replacement. Scott, Foresman and Company strongly recommends that you insure the Hardware for value prior to mailing.

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