Reading Fun

SOLID STATE SOFTWARE™ COMMAND MODULE

Involves your child in a variety of reading activities — exploring the exciting "world of words."
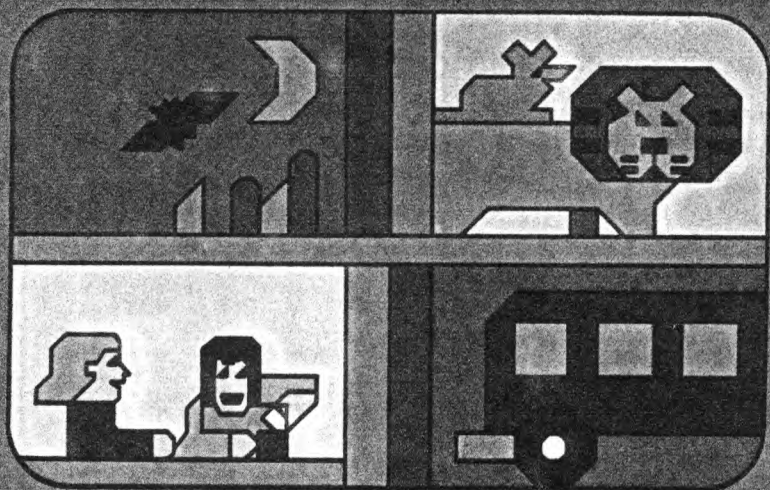
Qu..ck Reference Guide

Note that the key sequences required to access special functions depend
on the type of computer console you have. Important keystroke
sequences are summarized here for your "quick reference."

TI-99/4	TI-99/4A	
ENTER	**ENTER**	Proceeds to the next display.
SHIFT W (BEGIN)	**FCTN 5** (BEGIN)	Returns to the initial Reading Fun selection list.
SHIFT R (REDO)	**FCTN 8** (REDO)	Returns to the beginning of the activity in progress.
SHIFT Z (BACK)	**FCTN 9** (BACK)	Returns to the last selection list of the activity in progress.
SHIFT V (PROC'D)	**FCTN 6** (PROC'D)	Returns to the display with the vocabulary word when pressed during a display in which the word appears.
SHIFT A (AID)	**FCTN 7** (AID)	Returns to the display which helps your child answer the question asked in the story.
SPACE BAR	**SPACE BAR**	Moves the line to select the vocabulary word in the sentence.
X	**X**	Allows your child to identify a specific problem in "Almost Too Late" and a certain feeling in "The Lion and the Mouse."
SHIFT Q (QUIT)	**FCTN =** (QUIT)	Returns to the master title screen.

Reading Fun
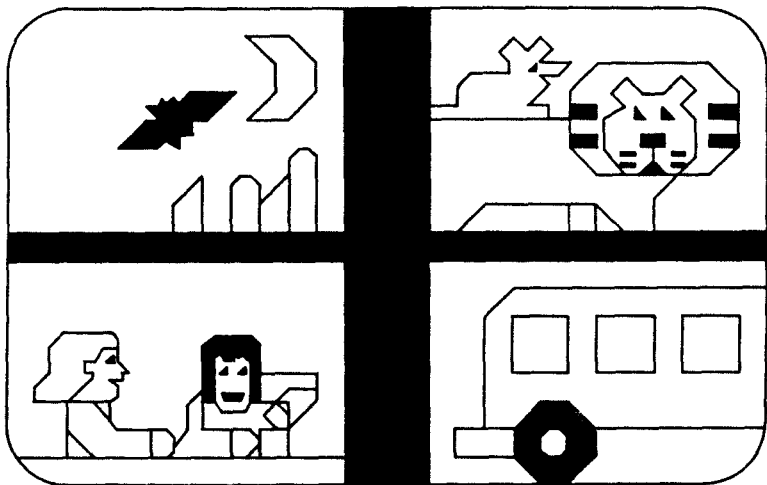
This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

A NOTE TO PARENTS

Reading opens exciting new worlds in a child's life. Learning vocabulary words and reading skills is an essential ingredient in his or her maturation process. These skills become a child's link to academic success, as well as his or her key to the sheer pleasure that comes from reading itself.

The Reading Fun *Solid State Software*™ Command Module is especially designed with speech capabilities and color graphics to help your child enjoy the fun and challenge of learning to read. The subject matter corresponds to material covered in grades 1 through 3. The module was developed by the educational staff of Scott, Foresman and Company in co-operation with the staff of the Texas Instruments Learning Center. Scott, Foresman and Company is a leading educational publisher, long associated with excellence in the field of reading.

The Reading Fun module contains four colorfully depicted stories and three practice drills. Three of the four stories concentrate on one reading skill each, in a format entitled Study It. The fourth story employs all three skills to facilitate finding problems in stories, learning why things happen, and understanding how characters feel. In addition, each of the reading skills is reinforced in an instructive format called Try It Out. By continuously involving the student in a variety of reading activities and keystroke sequences, the Reading Fun module makes the learning process a pleasurable and rewarding experience.

With this module, Texas Instruments continues its tradition of applying innovative *Solid State Speech*™ technology to educational activities. Reading Fun is designed to work with or without the Texas Instruments *Solid State Speech*™ Synthesizer (sold separately). However, the Speech Synthesizer must be attached to activate the voice of the computer. The voice gives directions, identifies wrong answers, and guides the child through the module in a thorough and attention-getting manner.

YOUR CHILD AND THE COMPUTER

The Texas Instruments computer is a rugged, durable device designed for easy use and care. Teach your child to give the computer the same good care and respect he or she would give a television set, record player, radio, or any piece of electronic equipment:

1. Keep snacks and beverages away from the console.
2. Don't hammer on the keyboard or place heavy objects on it.
3. Don't touch the module contacts. These are recessed in the module to help prevent accidental soiling and/or damage.

The letters and numbers on the keyboard are arranged in the same order found on standard typewriter keyboards. If your child is not familiar with a typewriter or has not used the computer before, take a few minutes to acquaint him or her with the keyboard. Point out the row of number keys at the top and the rows of letter keys below. Show your child how to insert the module and how to select the actitivies. The brief "tour" of the computer will help reinforce the correct procedures for your child and instill confidence as he or she starts out in a new world of computers.

Today, computers are involved in almost every aspect of life. Working with this module can help your child become familiar with computers and their operation. Since computer-aided instruction is more common in the classroom every year, this knowledge can give your child an important advantage.

USING THE *SOLID STATE SOFTWARE*™ COMMAND MODULE

To utilize the speech capability of the module, be sure to attach the Texas Instruments Speech Synthesizer to your computer when you use the Reading Fun module. (See the Speech Synthesizer owner's manual for complete information on handling, installing, and caring for the speech unit.)

An automatic reset feature is built into the computer. When a module is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 11).

TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN

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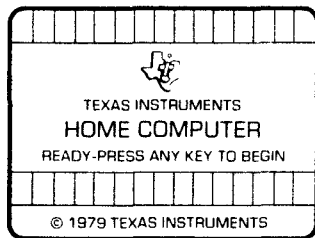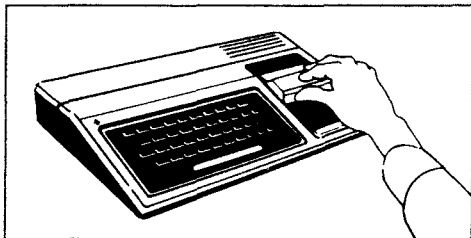
1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key and the READING SKILLS COURSEWARE SERIES title screen appears. Next, the Reading Fun title sequence begins. To go to the Reading Fun selection list, press the **ENTER** key within two seconds after the title sequence begins, or wait for the title sequence to end. The list then appears automatically.

NOTE: To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case Of Difficulty" on page 11.

SAMPLE ACTIVITY

If you wait for the title sequence to end automatically, a display appears explaining the purpose of this module. Press **ENTER** to proceed to the next display, which asks your child if he or she wants to work with one reading skill or with all three skills together. For this example, press **1** to select one skill. When the next display shows the three skills available, press **3** for *How Characters Feel*. The child is now given the option of choosing Study It or Try It Out. Press **1** for *Study It*, and the computer presents the title screen for "The Lion and the Mouse."

After the title sequence ends, the computer automatically introduces your child to three vocabulary words. For this example, press **1** and then use the **SPACE BAR** to find the word "frightened" in the sentence. After you underline the word correctly, the computer returns to the vocabulary list. Next, press **ENTER** and the program tells your child: "If you ever want help with a word from the list while you are reading the story, press **PROC'D**."

Now press **ENTER** and a display appears describing "The Lion and the Mouse." Press **ENTER** again and the first display of the story appears. (After you finish reading the text on any reading display, press **ENTER** to continue.) The program now asks "How does the lion feel right now?" and displays three choices. Press the appropriate number key. If you choose the right answer, the display flashes one of three positive-response words: "GOOD," "YES," or "RIGHT." If you select the wrong answer, the computer gives you an "uh-oh" sound and also tells you "If you want help, press **AID**." Now you can choose another word or press **AID**. If you press **AID**, you return to the part of the story which helps you answer this question. If you select a wrong answer twice, the computer displays the right one.

Next, the display shows these instructions: "Press **X** when you think you know how the lion's feelings about the mouse change." If **X** is pressed at the wrong place, your child is told so, and he or she is instructed to read on.

Press **ENTER** and the story continues with your child being asked: "How do you think the mouse feels right now?" Press the appropriate key to select the answer. If your child doesn't press **X** as he or she continues reading, a display appears that says: "You haven't pressed **X**. Do you know how the lion is feeling now?" If you press **1** for "Yes," the program asks the child to identify that emotion. If you press **2** for "No," the program returns you to the display which helps you answer this question.

When "The Lion and the Mouse" is over, your child is asked if he or she wants to read the whole story again. For this example, press **2** for "No," and the program asks: "Would you like to do the Try It Out activity for this skill?" Press **1** for "Yes," and the Try It Out section for How Characters Feel begins. To return to the first selection list, press **BEGIN**.

SPECIAL FEATURES

Vocabulary Words

Each of the first three stories introduces your child to three new words. The child is instructed to use the **SPACE BAR** to move the underline to select the word in a sentence. If help is needed with a vocabulary word while reading the story, he or she can press **PROC'D** and the computer returns to the vocabulary list.

Rewards

Each time your child gives a correct answer on the first or second try in the Try It Out segments, the computer responds with one of three visual rewards accompanied by a short tune. At the end of the entire segment, the computer reports the number of correct answers. These rewards reinforce correct answers and help motivate a child to continue.

Error Signals

Special care has been taken to make the response to incorrect answers low-key and non-intimidating. If your child presses an incorrect answer, an "uh-oh" sound indicates that he or she has selected an incorrect response. In the Try It Out segments, the computer also instructs your child to "Try Again." If he or she misses a second time, the computer automatically displays the correct answer. If your child selects the wrong vocabulary word in a sentence, the computer responds with the "uh-oh" sound, and the underline returns to the first word in the sentence.

Remediation

If your child answers a question incorrectly in any of the four stories, the computer says "If you want help, press **AID**." If **AID** is pressed, the computer returns to the display to which the question refers.

If your child chooses the incorrect solution to a problem in "Almost Too Late," the computer explains why the answer is wrong and tells him or her to "Try another solution."

In "Almost Too Late" and "The Lion and the Mouse," your child is asked to press **X** when he or she has identified, respectively, a specific problem and a certain feeling. If **X** is pressed at the wrong time, he or she is told to continue reading and is questioned later on the subject.

READING FUN ACTIVITIES

The Reading Fun module activities are divided into two categories: three stories and practice activities which reinforce one skill each and a story which reinforces all three skills together.

One Skill

If you press **1** when the first selection list appears, the program shows the following reading skills that your child can study:

```
Press    For
  1      Problems in Stories
  2      Why Things Happen
  3      How Characters Feel
```

After one of the skills is selected, the following options appear: Press **1** for Study It or Press **2** for Try It Out. Study It allows your child to study the selected skill by reading the story whose title is shown and participating in several learning activities. In Try It Out, your child practices the reading skill selected previously in a set of five short stories followed by questions and answers.

Problems in Stories

By selecting Problems in Stories, your child reads the story "Almost Too Late." In this story, a girl is often late for school, causing a problem. Your child is asked to help the girl solve this problem. The story also introduces three new vocabulary words: promised, excited, and striking.

Why Things Happen

If your child selects Why Things Happen, he or she reads the story "Why Bats Fly at Night." This fable explains why there is darkness and why bats fly at night. Within the story, your child is asked why these two situations occurred. Three vocabulary words are also introduced: Africa, floated, and continued.

How Characters Feel

In the How Characters Feel selection, your child reads the story "The Lion and the Mouse." In this story, a lion and a mouse change in the way they feel about each other, and the reader is questioned about this change in feelings. The story also introduces three new vocabulary words: frightened, tighter, and gnawing.

If a child wants to read any of the stories without interruption, he or she is given this option at the end of the story. If your child selects not to reread the story, the program offers the option of proceeding to the Try It Out activity for the same skill.

All Three Skills

If you press **2** for *All Three Skills* when the first selection list is displayed, the story "Lunchtime," employing all three skills, is presented. The format for "Lunchtime" differs from the other three stories. Midway through its reading, the child is asked to choose from different solutions, thereby enabling him or her to create six versions for endings.

Additional Information

Since a one-skill story is the simplest and the Study It format the most instructive, it is best that your child start with the Study It option in any one of the first three stories: "Almost Too Late," "Why Bats Fly at Night," or "The Lion and the Mouse." We also recommend that the student first work the Study It sections before proceeding to the Try It Out segments. "Lunchtime" should be selected after your child is familiar with each individual skill.

Unless otherwise instructed, your child proceeds from one display to the next by pressing **ENTER**. If he or she does not press **ENTER** within 30 seconds and the Speech Synthesizer is attached, the computer reminds him or her to do so.

All stories and drills are carefully designed to allow your child to feel like an active participant. This is accomplished not only through the use of questions and answers, but also by visual and musical reinforcement when the right answer is chosen. In addition, visual rewards are given throughout the Try It Out segments.

To make the reading exercises as varied and interesting as possible, the computer randomizes words, as well as the order of answers to the questions. With this emphasis on diversity, involvement, and reinforcement, the Reading Fun module provides your child with a stimulating experience in the exciting "world of words."

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:
The contents of a Command Module can be
damaged by static electricity.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desklamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the module title screen appear. (*Note*: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn it on again.

If you have any difficulty with your computer or the READING FUN module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide.*

Reading opens exciting new worlds in a child's life. Learning vocabulary words and reading skills become a child's link to academic success. The Reading Fun Command Module is especially designed with speech capabilities and color graphics to help your child enjoy the fun and challenge of learning to read. The subject matter in the module corresponds to material covered in grades 1 through 3.

The optional Texas Instruments *Solid State Speech*™ Synthesizer (sold separately) adds the feature of speech to the activities, allowing your child to hear, as well as see, the instructions and problems in the module.

Reading Fun module activities include:

- "Almost Too Late" — a story that deals with finding problems in stories.
- "Why Bats Fly at Night" — a story that focuses on why things happen.
- "The Lion and the Mouse" — a story that concentrates on how characters feel.
- "Lunchtime" — a story which combines the skills covered in the other three stories.
- Try It Out — reinforcing practice drills.

Adds 30K bytes of active memory with stored program to your TI Computer.

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