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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.



TEXAS INSTRUMENTS HOME COMPUTER

SCOTT FORESMAN

READING-ON

EDUCATION

SOLID STATE CARTRIDGE

Helps develop your child's ability to read and understand
maps, graphs, and schedules. Suitable for
grades 2 through 4.



Quick Reference Guide

Note that the key sequences required to access special key 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 screen. Makes answers permanent when "Press Enter" is displayed.
SHIFT W (BEGIN)	FCTN 5 (BEGIN)	Returns to the activities selection list.
SHIFT R (REDO)	FCTN 8 (REDO)	Returns to each activity's title screen.
SHIFT I (ERASE)	FCTN 3 (ERASE)	Erases all previously typed characters.
or	or	
SHIFT C (CLEAR)	FCTN 4 (CLEAR)	
SHIFT A (AID)	FCTN 7 (AID)	Helps you find answers to questions when "Press AID for help" is displayed.
SPACE BAR	SPACE BAR	Moves the cursor to select answers.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to the master title screen.

Reading On

This Solid State Cartridge 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.

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A NOTE TO PARENTS

Improving and refining basic reading skills is necessary for your child's reading comprehension and reading enjoyment. The ability to follow a map, to interpret graphs, and to utilize schedules are essential logical and verbal skills that are applied in everyday life.

The Reading On Solid State Cartridge is designed to help your child develop these skills traditionally taught in grades two through four. The program was developed by the educational staff of Scott, Foresman and Company (a leading educational publisher) in cooperation with the staff of Texas Instruments Incorporated.

The Reading On program contains four stories and three practice drills. The stories appear in a format called Study It. The first story involves reading maps. The second story focuses on the use of graphs. The third story concentrates upon the importance of schedules. The fourth story provides a summary of skills covered in stories one, two, and three. The practice drills appear in a format called Try It Out and reinforce principles presented in the Study It activities.

With its graphics and activities, the program makes the learning process a positive and rewarding experience.



YOUR CHILD AND THE COMPUTER

The Texas Instruments Home 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 you 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 cartridge contacts. These are recessed in the cartridge 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 home 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 cartridge and select the activities. This brief "tour" of the computer will help reinforce correct procedures and instill confidence as your child enters a new world of computers.

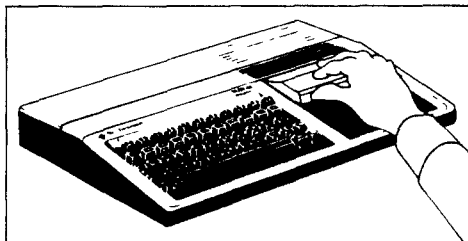
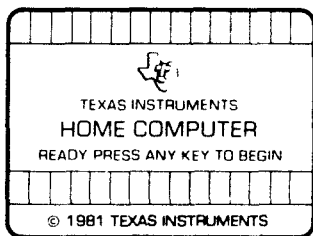
Today computers are involved in almost every aspect of life. Working with this cartridge can help your child become familiar with computers and their operation. Since computer-aided instruction is more common in the classroom every year, this knowledge can give your child an important advantage.

TEXAS INSTRUMENTS HOME COMPUTER

USING THE SOLID STATE CARTRIDGE

An automatic reset feature is built into the computer. When a cartridge 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 cartridge is free of static electricity before inserting it into the computer (see page 9).



1. Turn the computer ON, and wait for the master title screen to appear. Then slide the cartridge into the slot on the console.
2. Press any key and the **READING SKILLS COURSEWARE SERIES** title screen appears. Next, the **READING ON** title sequence begins automatically. To go on to the **READING ON** selection list, press **ENTER** after the title sequence begins, or wait for the title sequence to end and the selection list appears automatically.

Note: To remove the cartridge, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the cartridge from the slot. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 10.



A SAMPLE ACTIVITY

When the title sequence ends, a selection list of the seven activities in the READING ON cartridge appears. For this example, press 5 for the Study It activity about schedules.

ACTIVITIES		
Maps	Press 1	for Study It
	2	Try It Out
Graphs	3	Study It
	4	Try It Out
Schedules	5	Study It
	6	Try It Out
	7	All Skills
Press a number		

The computer presents the title sequence for the story "The Right Place at the Right Time." Then an introduction to the story appears. Press **ENTER** to continue to the next screen. To proceed from one display to another, press **ENTER** unless the computer tells you to do otherwise.

The next screen allows you to choose the name of the spaceship and the space station in the story. Type the names (up to six letters long) and press **ENTER**.

Shortly into the story you are asked to answer the first question. Press the **SPACE BAR** to select your answer, or press **AID** for help. When you have selected your answer, press **ENTER**. If you choose the correct answer, the computer plays a short tune. If you select an incorrect answer, the computer makes an "uh-oh" sound, and you are given another opportunity to answer correctly.

If two incorrect answers are chosen, you are given more questions that can help you find the solution to the first question. Once the first question is answered correctly, the story resumes.

As you read the story, you answer more questions about schedules. The key or keys used to answer each question are displayed on screens as questions occur. When "The Right Place at the Right Time" ends, you can repeat this activity, do another activity, or leave the program. For this example, press 2 to choose another activity. You are returned to the Activities Selection list.

SPECIAL FEATURES

Rewards

Correct answers are rewarded in several ways—by a congratulatory message, by a reward graphic, by a short tune, or by both a visual and musical reward. At the end of the Try It Out activities, the computer displays the number of questions answered correctly and awards a star for each correct answer.

Error Signals

Reading On uses several signals to indicate errors and to encourage improvement. With most questions, the computer makes an "uh-oh" sound, encourages you to "Try again," or gives the correct answer if a question is answered incorrectly. However, when other questions are answered incorrectly the first time, the computer tells you to "Press AID for help." If the same question is missed again, you are given additional questions which can help you answer the first question.

Learning Aids

At the end of the Try It Out activities, the computer displays the number of questions answered correctly and incorrectly. If you have missed more than three questions, the computer encourages you to return to the Study It activity for that skill.



READING ON ACTIVITIES

The Reading On program contains seven activities to help you understand maps, graphs, and schedules. Each skill—map reading, graph reading, and schedule reading—has its own story and practice drill. Then there is a story that reviews all three skills.

Always begin an Activity with Study It, then go to Try It Out. Activity 7, All Skills, is a review of Activities 1 through 6.

Every Try It Out activity starts by asking if you have worked with the concept before. If you press **N** for “no,” the computer tells you to do the Study It activity before doing Try It Out. If you press **Y** for “yes,” the word “Good” appears on the display, and the computer tells you to continue. You move from one display to the next by pressing **ENTER**, unless the computer directs you to do something else.

Activity 1: Maps—Study It

This activity helps you learn how to read and follow maps. In a story called “The House In The Lake,” you help Anna and her father find their way to Aunt Joan’s house by answering questions about the map you are following. Be ready for a surprise ending to the story!

Activity 2: Maps—Try It Out

Anna needs your help—she’s got to find her package! Direct her to the hidden package by following the map of Anna’s town.

Activity 3: Graphs—Study It

You’ll meet three little goblins named Boggle, Snoggle, and Glerp who don’t like to do their chores. Their mother sets up a graph to keep track of the tasks each little goblin performs, and you decide which goblin gets a reward for doing the most chores.

Activity 4: Graphs—Try It Out

Snoggle has gathered a lot of mushrooms, and he can’t keep track of how many he’s found. Help Snoggle by using a graph to record how many mushrooms he finds each day and the place in which he found them.

Activity 5: Schedules—Study It

The planet Tor is about to be destroyed, and only two people can stop the destruction—you and Zona. If Zona can't get a space shuttle bound for Tor, the planet is doomed. It's your ability to read schedules that will determine if Zona can reach Tor and warn the planet's rulers in time!

Activity 6: Schedules—Try It Out

Zona has made a flight schedule of the planets she must visit each day, but can you tell where she'll be on a particular day of the week? Read her schedule and see if you can keep up with her!

Activity 7: All Skills

"Clamming On Peak's Island" is a story about Linda, Eric, and Tanya. They decide to spend a day of their summer vacation digging for clams. Can you direct them to the beach? Will a schedule help you decide upon the best time of day to dig for clams? What would you use to find out who dug the most clams? It takes all the skills you have learned in the first six activities to help you find the right answers!



CARING FOR THE CARTRIDGE

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

CAUTION

The contents of a Solid State Cartridge can be damaged by static electricity discharges.

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 cartridge, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the cartridge.

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 cartridge activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and reinsert it carefully. Then press any key to make the **READING SKILLS COURSEWARE SERIES** 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 cartridge is accidentally removed from the slot while the cartridge 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 cartridge, and turn the computer on again.

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

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

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.



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