

**Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.**

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website <https://blunham.com/Radar>, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: <https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin>

**You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (<https://blunham.com/Radar>). Please do not point them at the file itself as it may move or the site may be updated.**

It should be noted that most of the pages are identifiable as having been processed by me.

---

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

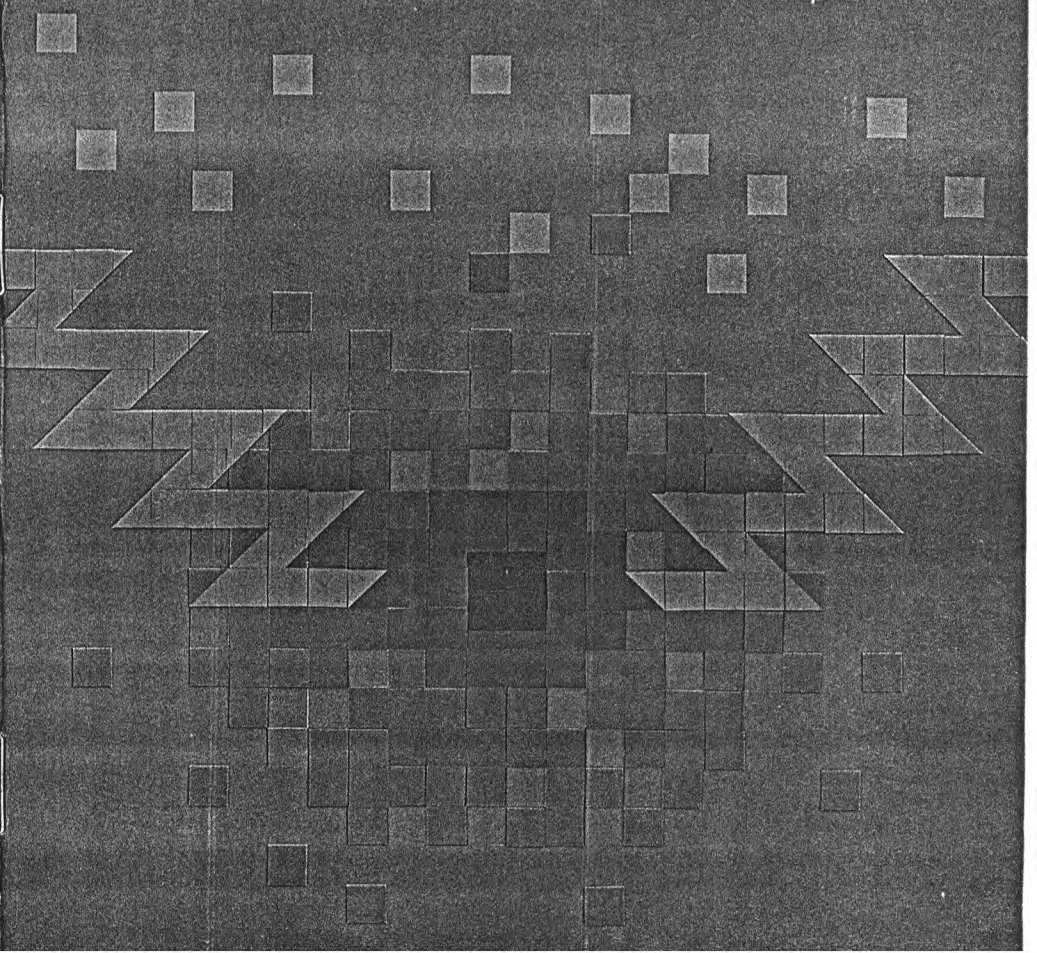
In the village of Blunham, Bedfordshire.

# READING POWER

Ages 9-11

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 9 (BACK)	return to the last menu you saw.
FCTN = (QUIT)	leave the program.

---

#### CARE OF THE MODULE

---

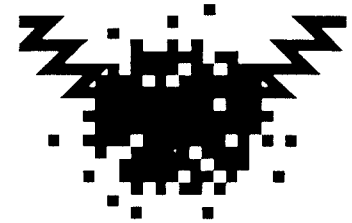
1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.
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  
POWER

---

#### Reader-Consultant:

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



This module includes the following study and research skills: locating and using information in the dictionary, encyclopedia, and card catalog.

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

## CONTENTS

---

- 4 ABOUT THE MODULE
- 5 GETTING STARTED
- 9 ABOUT THE ACTIVITIES
- 12 MODULES IN THE SERIES
- 14 RECORD FORM
- 15 WARRANTY

ISBN 0-673-30924-X

Copyright © 1983

Scott, Foresman and Company, Glenview, Illinois.

All Rights Reserved.

Printed in the United States of America.

1 2 3 4 5 6 -MAL- 87 86 85 84 83

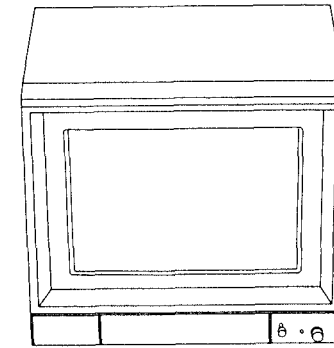
Reading Power appeals to the maturing child's eagerness for independence by teaching the use of reference sources to which he or she can go for information. The rapid rate at which information is becoming available today makes the use of research and study skills most important to any student's progress. As a child learns to use reference tools, he will be better able to pursue a personal interest or information required in a particular subject.

This module offers activities that will help children understand study skills generally taught in grade 5. These are: how to locate words and their definitions in a dictionary, how to locate a topic and information about it in an encyclopedia, and how to find information in the card catalog. Children may choose an activity to study a skill, practice it, or apply what they have learned to help them solve the mystery of "The Lion's Charm."

Here are some features your child will enjoy when using Reading Power.

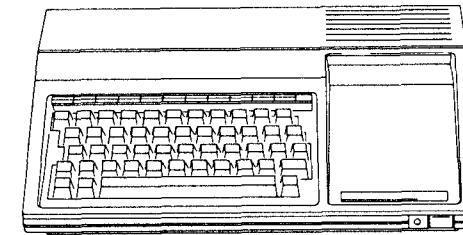
- participation in a detective story
- research-oriented simulation
- sound educational activities based on interests appropriate to children
- choice-making from activity lists
- instant feedback to answers
- practice activities that are scored visually
- numbered responses whose order is randomized to encourage thoughtfulness
- durable hardware and software components with useful keyboard functions programmed into the module

1. Turn switches on.



**MONITOR**

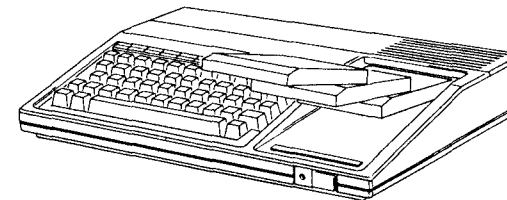
ON/OFF



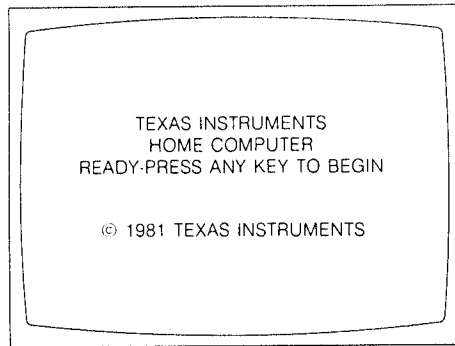
**COMPUTER KEYBOARD**

ON/OFF

2. Insert module.



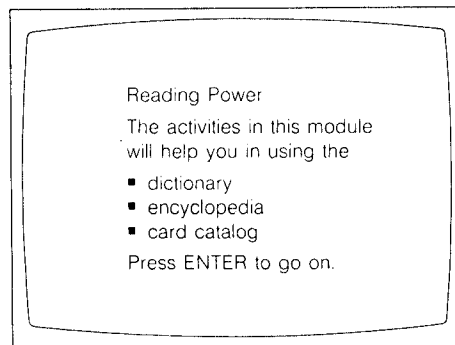
3. Wait for this screen to appear.



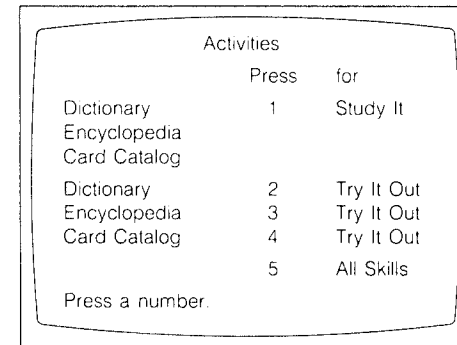
4. If you do not see the Texas Instruments title screen, check to see if:

- 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 Power title screen. This is accompanied by music and a reminder to press ENTER to go on. The next screen tells what you will learn from the module.

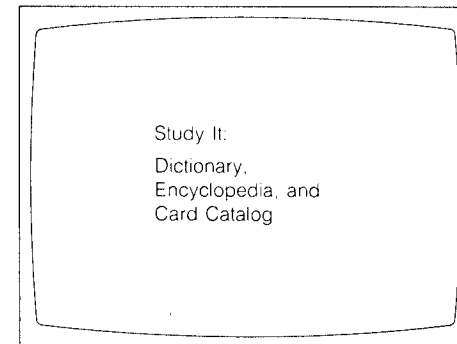


This is followed by a list of activities from which to choose.



The first time you go through the module, you should choose the activities in the order listed, since the story elements should be studied and practiced individually before they are assessed together.

Then you will see another list of activities that allows you to choose a research/study skill.



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 Power 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.

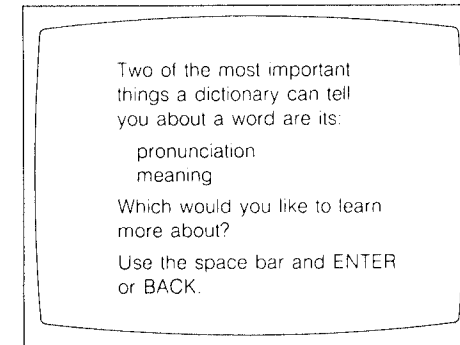
After	Read
Study It: Dictionary	The Port of Call (pages 2-8)
Study It: Encyclopedia	Jazz (pages 9-13)
Study It: Card Catalog	Take the 'A' Train (pages 14-20) Gold (pages 21-25) Getting Smart (pages 26-30)

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.

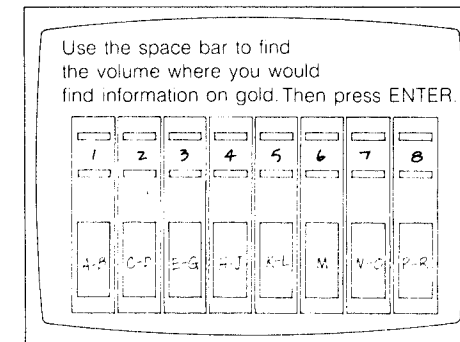
## ABOUT THE ACTIVITIES

### 1 Dictionary, Encyclopedia, Card Catalog

Study the skill. (dictionary). As you go through this activity, you will learn how to find a word quickly in the dictionary by using guide words. After you have found the word, you will discover that the dictionary explains how the word is pronounced and what the word means.



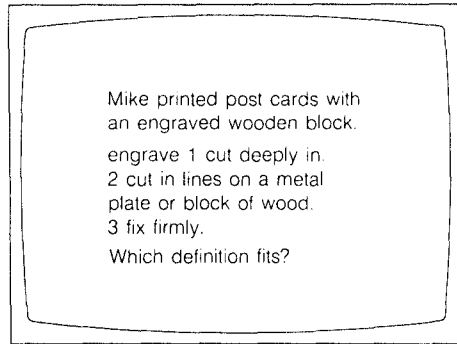
Study the skill. (encyclopedia). This activity will teach you how to locate the volume which is likely to include information about your topic. You will then learn how to use guide words to locate the article about that topic.



Study the skill. (card catalog). When you do this activity, you will learn how to use a very important library tool. You will learn how to locate the card for a book about a topic, then to recognize and understand the information on the card: the subject of the book, its title, author, call number, number of pages, and whether or not it is illustrated.

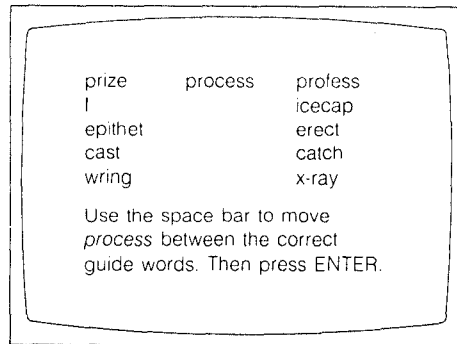
## 2 Dictionary

Try out the skill. You will be given two lists of guide words from a dictionary. You will be asked to place a word between the correct guide words. Then the word will be used in a sentence. You will be given three definitions of the word and then be asked to choose the best definition of the word as it is used in the sentence. If your answer is incorrect, you will be allowed to try again. You may want to record your total score on the record form on page 14 of this guide.



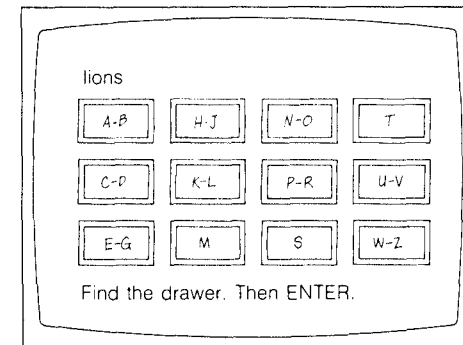
## 3 Encyclopedia

Try out the skill. You will be given a topic and asked to locate which volume of the encyclopedia holds the information. Then you will choose the guide words that might help you find the topic in that volume. If your answer is incorrect, you will be allowed to try again. You may want to record your score on the record form on page 14 of this guide.



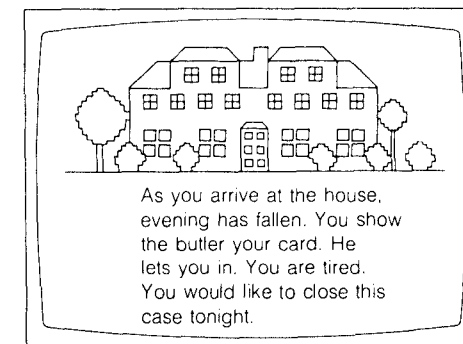
## 4 Card Catalog

Try out the skill. You will see a picture of the drawers of a card catalog. You will be given a subject and asked to find the drawer in which you would find books on the subject given. Once you are inside the card catalog, you will see a card for a book. You will be asked to identify one of the following: the author's first or last name, the title or call number of the book, or the number of pages in the book. If your answer is incorrect, you may try again. You may want to record your score on the record form on page 14.



## 5 "The Lion's Charm" (all skills together)

After you have learned how to find information in the dictionary, encyclopedia, and card catalog, and practiced these skills, you are ready to try "The Lion's Charm." In this activity you will take the role of a detective, but you will need the study skills you have learned to help crack the case of "The Lion's Charm." A "notebook" has been provided, and you may look in it at any time.





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 *Try It Out* activities.

Dictionary	Encyclopedia
Study It Module Activity <input type="checkbox"/>	Study It Module Activity <input type="checkbox"/>
Try It Out 1st Time: _____ out of 12 2nd Time: _____ out of 12 3rd Time: _____ out of 12	Try It Out 1st Time: _____ out of 10 2nd Time: _____ out of 10 3rd Time: _____ out of 10
Reader Pages 2-8 <input type="checkbox"/>	Reader Pages 9-13 <input type="checkbox"/>
Card Catalog	All Skills Activity
Study It Module Activity <input type="checkbox"/>	"The Lion's Charm" Put an X in the box each time you solve the mystery of the lion's charm.
Try It Out 1st Time: _____ out of 10 2nd Time: _____ out of 10 3rd Time: _____ out of 10	1st Time: <input type="checkbox"/> 2nd Time: <input type="checkbox"/> 3rd Time: <input type="checkbox"/>
Reader Pages 14-20 <input type="checkbox"/> Pages 21-25 <input type="checkbox"/>	Reader Pages 26-30 <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 of 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**

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

**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.

**Important Notice of Disclaimer Regarding the Programs**

The following should be read and understood before purchasing and/or using the software media.

Scott, Foresman and Company does not warrant the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**Scott, Foresman and Company makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the Programs and makes all Programs available solely on an "as is" basis.**

**In no event shall Scott, Foresman and Company be liable to anyone for special collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs, and the sole and exclusive liability of Scott, Foresman and Company, regardless of the form of action, shall not exceed the purchase price of the software media. Moreover, Scott, Foresman and Company shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.**



Scott, Foresman and Company  
Electronic Publishing