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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.

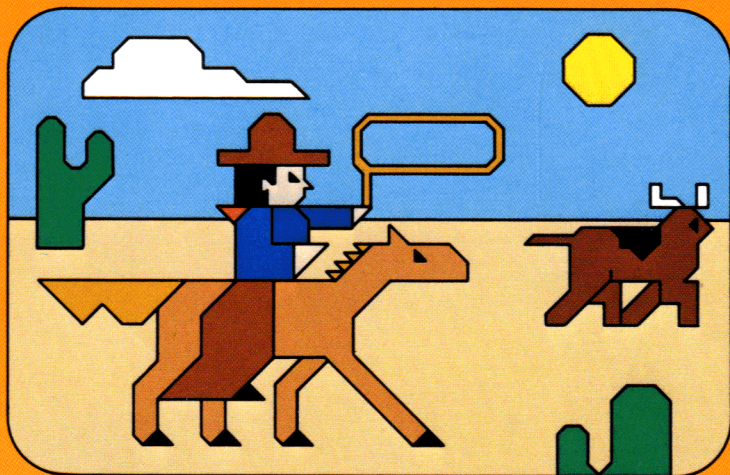


Reading Roundup

SOLID STATE
SOFTWARE™

COMMAND MODULE

Increases your child's reading skills through the understanding of figures of speech, word meanings, and idioms.



Quick 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 Roundup selection list.

**SHIFT R
(REDO)**

**FCTN 8
(REDO)**

Returns to the beginning of the activity in progress.

**SHIFT A
(AID)**

**FCTN 7
(AID)**

Returns to a display which helps you answer the question asked in the story.

**SHIFT T
(ERASE)**

**FCTN 3
(ERASE)**

Moves the cursor to the beginning of the fill-in-the-blank question, erasing previously typed characters.

or
**SHIFT C
(CLEAR)**

or
**FCTN 4
(CLEAR)**

**SHIFT Q
(QUIT)**

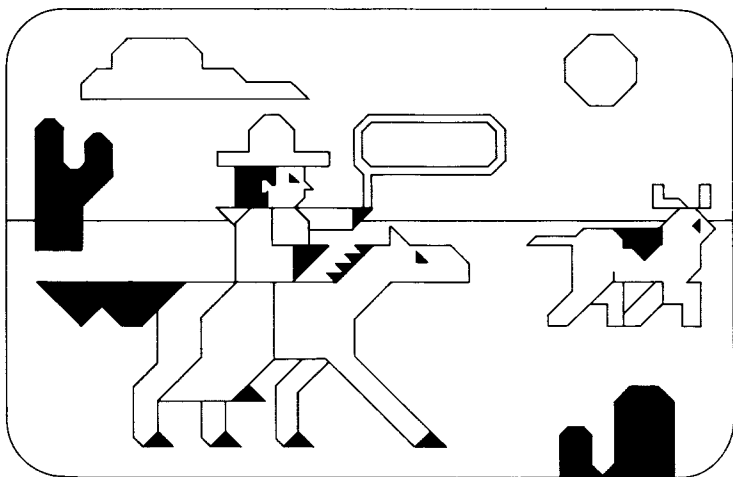
**FCTN =
(QUIT)**

Returns to the master title screen.



TEXAS INSTRUMENTS
HOME COMPUTER

Reading Roundup



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.

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Command Module program and data base contents
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See important warranty information at back of book.

TEXAS INSTRUMENTS HOME COMPUTER

A NOTE TO PARENTS

Knowing how to read—with comprehension and speed—is integral to a child becoming a successful student. A grasp of reading skills is fundamental in almost every aspect of the academic world, while a handle on these skills affords your child an opportunity to explore the infinite areas where reading is essential.

The Reading Roundup *Solid State Software*TM Command Module has been carefully designed to help your child improve his or her knowledge of figures of speech, word meanings, and idioms, subject matter which is traditionally covered in grades 3 through 5. 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 Roundup 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: utilizing figures of speech, identifying word meanings, and understanding idioms. Each of the reading skills is also reinforced with short drills in a format called Try It Out.

All stories and drills are designed to allow your child to feel like an active participant, not only through the use of questions and answers, but also by visual and musical reinforcement when the right answer is chosen. In addition, your child is asked to give a name to the principal character in four of the activities. To make the exercises as diversified and interesting as possible, the computer randomizes words and clues, as well as the order of questions and answers.

The Reading Roundup module continuously challenges your child to make decisions that are followed with appropriate rewards, corrections, and learning aids, thereby creating an environment conducive to a positive learning situation.



YOUR CHILD AND THE COMPUTER

The Texas Instruments Home Computer is a rugged, durable device designed for easy use and care. 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 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 your 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 module and select the activities. This brief "tour" of the computer will help reinforce correct procedures and instill confidence as your child starts out in a new world of computers.

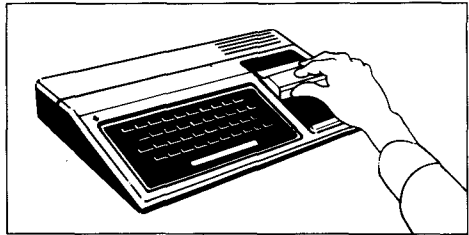
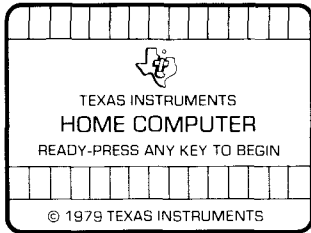
Today, computers are involved in almost every aspect of life. Working with this module can help your child become familiar with computers and their operation. Since computer-enhanced instruction is more common in the classroom every year, this knowledge can give your child an important advantage.

TEXAS INSTRUMENTS HOME COMPUTER

USING THE **SOLID STATE SOFTWARE™** COMMAND MODULE

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).



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 Roundup title sequence begins. To go to the Reading Roundup selection list, press any 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

Wait for the title sequence to end. Now a display appears explaining the purpose of the module. Press **ENTER** to go to the next display. This display lists the seven activities from which you can choose. For this example, press **5** for the Study It activity for idioms.

ACTIVITIES		
	PRESS	FOR
FIGURES OF	1	STUDY IT
SPEECH	2	TRY IT OUT
WORD	3	STUDY IT
MEANINGS	4	TRY IT OUT
IDIOMS	5	STUDY IT
	6	TRY IT OUT
	7	ALL SKILLS

Then the computer presents the title sequence for the story, "A Special Rock." After the introduction ends, a display appears explaining idioms and how to read the story. Press **ENTER** and you are shown an example of an idiom. Press **ENTER** to see this idiom in a sentence. The computer presents three meanings from which to choose. For this example, press the number next to the word "nervous." (Note: The computer displays "Press a number" if a number is not pressed within 10 seconds.) The computer flashes the word "RIGHT!" and plays a short tune.

Press **ENTER** again. You are now asked to name the pet turtle in the story. Type a name with no more than seven letters, and then press **ENTER**. Now the first text display of the story appears. Unless otherwise told, press **ENTER** after reading each display to continue.

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Shortly into the story, you are asked to identify an idiom. Press the correct number key. If you choose the right answer, the display flashes the word "RIGHT!" and plays a short tune.

If you select the wrong answer, the computer gives you an "uh-oh" sound. It also tells you "If you want help, press **AID**." Now you can choose another answer or press **AID**.

If you press **AID**, you return to the part of the story which helps you answer this question. Press **ENTER** to return to the question. If you select a wrong answer twice, the computer displays the right one. Press **ENTER** to continue.

As you read the story, you are asked the meanings of two more idioms. To answer, follow the same instructions. When "A Special Rock" is over, you are given three choices. You can do this activity again, do another activity, or leave the program. For this example, press **2** for *another activity*. Then the program returns to the Activities selection list.



SPECIAL FEATURES

Naming the Characters

In Activities 2, 4, 5, and 6, you name the principal character in the activity.

Rewards

Each time you give a correct answer on the first try in the Try It Out activities, the computer displays one of three rewards and plays a short tune. (If you answer correctly on the second try, the computer only plays the tune.) At the end of the activity, the computer tells the number of correct answers.

Error Signals

If you press an incorrect answer, you get an “uh-oh” sound. The computer also tells you to “Try Again.” If you miss two times when you press a number, the computer displays the correct answer. If you make two mistakes with the same letter when you fill in the blanks, the correct answer is also shown.

Learning Aids

If you answer 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 you answer less than seven questions correctly in the Try It Out activities, the computer tells you to repeat the Study It activity for that skill.

TEXAS INSTRUMENTS HOME COMPUTER

READING ROUNDUP ACTIVITIES

The Reading Roundup module contains seven activities to help you understand figures of speech, word meanings, and idioms. Three stories and three practice drills tell about one reading skill each. One story tells about all three skills together.

Since a one-skill story is the simplest and the Study It activity gives the most instructions, it is best that you start with Activity 1, 3, or 5. We also recommend that you first work the Study It sections before going to the Try It Out sections: Activities 2, 4, and 6. Activity 7, All Skills, should be selected after you have worked with each individual skill.

All three Try It Out sections begin by asking if you have worked before with that reading skill. If you press **N** for "no," it is suggested that you read the Study It story for that skill before going to the Try It Out activity. If you answer **Y** for "yes," the module flashes the word "GOOD" on the display. It also tells you to continue with the Try It Out activity. Unless otherwise told, you continue from one display to the next by pressing **ENTER**.



Activity 1: Figures of Speech—Study It

This activity allows you to increase your skill at identifying and understanding figures of speech. You read a story called “Big Joe” and answer several questions. This helps you discover how figures of speech can make reading and writing more descriptive and interesting. The story is told in the first person by the head cook at Paul Bunyan’s camp and describes life with the lumberjacks.

Activity 2: Figures of Speech—Try It Out

First, type a name to be used in this exercise. Then state whether this is a boy or a girl. In the next five paragraphs, you decide what is compared in the figure of speech by typing a word to fill in the blank. Then, you decide how the two things are alike by typing the number of the correct answer. For each correct answer, a star appears.

Activity 3: Word Meanings—Study It

This activity helps you figure out word meanings from context clues. The clues are given by the words in the rest of the sentence or paragraph. The story “On the Trail” tells about the cattle business and cowhands in the late 1800s. It has many context clues that let you answer questions about what the cowboys wore.

Activity 4: Word Meanings—Try It Out

First, you enter a name to be used in the 10 paragraphs in this drill. Then you show how well you use context clues to understand word meanings. Words which may be unfamiliar or might have more than one meaning are underlined. After using context clues, press the number that goes with the correct meaning. A boot and spur appear for each correct answer.

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Activity 5: Idioms—Study It

The activity begins with your being told that an idiom is an expression whose meaning cannot be understood from the ordinary meanings of the words in it. As you read the story, "A Special Rock," you identify what certain idioms mean by pressing the correct number. You also name the pet turtle in the story.

Activity 6: Idioms—Try It Out

This exercise lets you practice your understanding of idioms. You first enter a name to be used in the next 10 paragraphs. After reading each paragraph, you press the number of the word or the phrase which gives the meaning of the idiom. For each correct answer, a turtle appears on the display.

Activity 7: All Skills

This story, "The Hideout," lets you practice all three of the reading skills in this module: figures of speech, word meanings, and idioms. The activity deals with three youngsters who solve riddles as they try to find an old Indian hideout. As you read the story, you receive four clues. Each of the first three clues uses one of the three reading skills. The fourth clue uses all three reading skills. Because there is a variety of clues, you can read a different story each time.



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 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 module, just touch any metal object (a doorknob, a desk lamp, 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 master selection list 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 the computer on again.

If you have any difficulty with your computer or the **READING ROUNDUP** 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*.

Knowing how to read—with comprehension and speed—is integral to a child becoming a successful student. The Reading Roundup Command Module has been carefully designed to help your child improve his or her knowledge of figures of speech, word meanings, and idioms. The subject matter in the module corresponds to material traditionally covered in grades 3 through 5.

Reading Roundup module activities include these stories:

- “Big Joe”—deals with identifying figures of speech.
- “On the Trail”—concentrates on word meanings.
- “A Special Rock”—focuses on the understanding of idioms.
- “The Hideout”—combines the skills covered in the other three stories.
- Try It Out—reinforces concepts with three practice drills.

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

Command Module program and data base contents
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*Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.*



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