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Colin Hinson

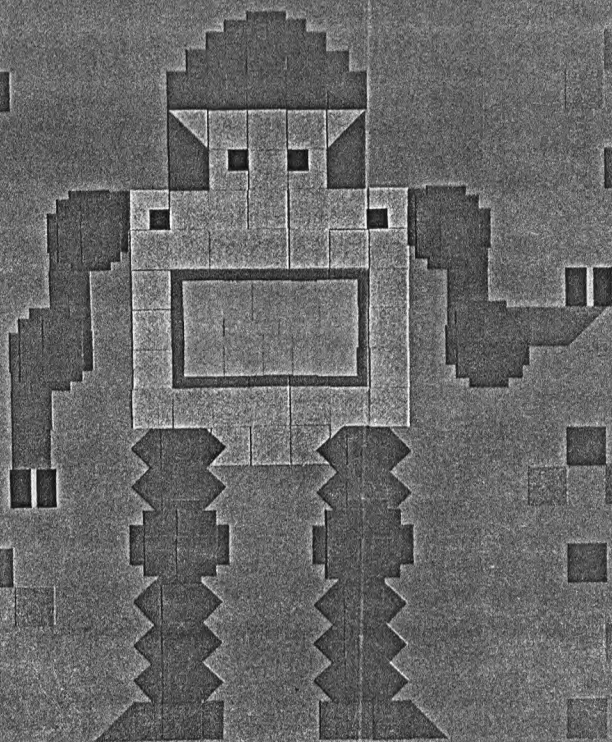
In the village of Blunham, Bedfordshire.

# READING WONDERS

Ages 10-12

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.

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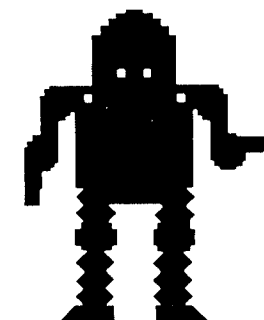
#### CARE OF THE MODULE

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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 WONDERS

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**Reader-Consultant:**

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

This module includes the following literary understanding and appreciation skills: recognizing historical fiction, modern realistic fiction, science fiction, biography, autobiography, and informational articles.

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

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

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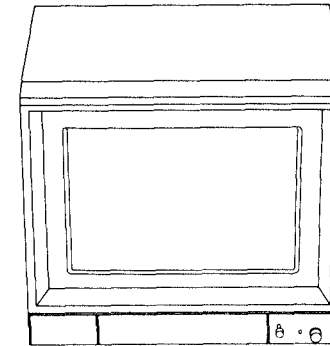
Reading Wonders compels a child to discover the various aspects of fiction and nonfiction. Zeron, the time machine, spins the child through past, present, and future then teaches him to identify different types of fiction. With the help of "Data Dig," an archaeological exploration, a child learns the different classifications of nonfiction.

This module offers activities that will help children understand literary skills generally taught in grade 6. These skills are: understanding historical fiction, modern realistic fiction, science fiction, biography, autobiography, and informational articles. Children may choose an activity to study a skill, practice it, or apply what they have learned to help them complete "Your Choice," which compiles sentences into a short, short story or an informational article.

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

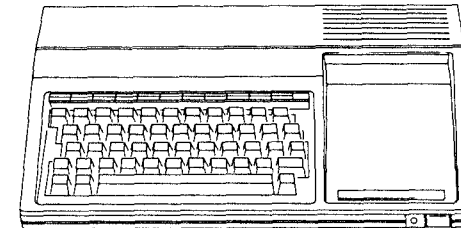
- participation in developing a story
- archaeological simulation
- sound educational activities based on interests appropriate to children
- choice-making from activity lists
- instant feedback to answers
- practice activities that are scored visually
- numbered responses whose order is randomized to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

1. Turn switches on.



MONITOR

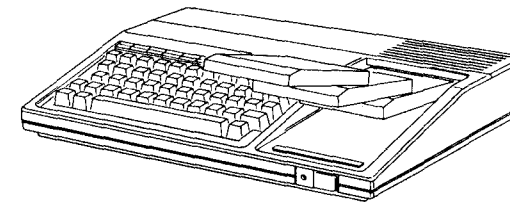
ON/OFF



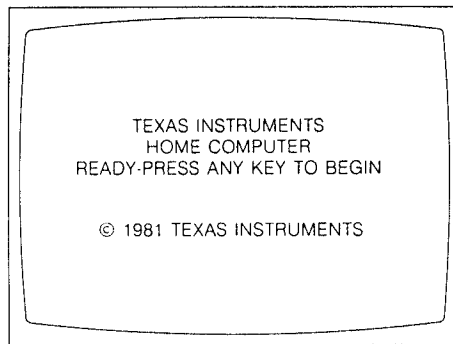
COMPUTER KEYBOARD

ON/OFF

2. Insert module.



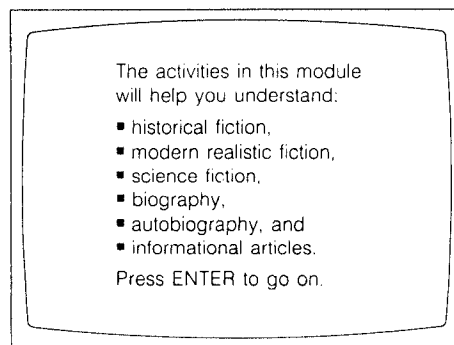
3. Wait for this screen to appear.



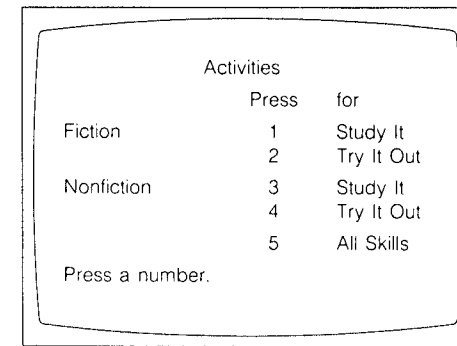
4. If you do not see the Texas Instruments title screen, check to see if:

- 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 Wonders 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.

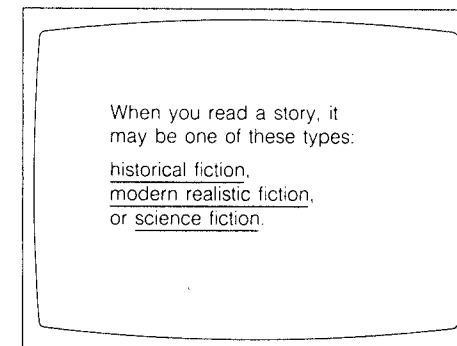


This is followed by a list of activities from which to choose.



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

Once you have chosen a story type, you will see screens that help you understand fiction or nonfiction. You will have an opportunity to study the literary classification and then try it out.



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 Wonders 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.

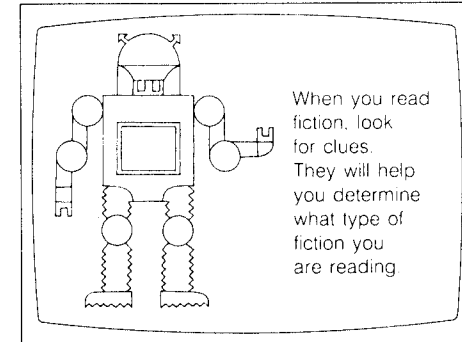
After	Read
Time Machine	Proving It (pages 2-6) Case of the Missing Room (pages 7-17) Mistaken Identity (pages 18-20)
Data Dig	The Story of Charlie Smith (pages 21-25) Who Is It? (pages 26-27) A Dream Come True (pages 28-30)

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.

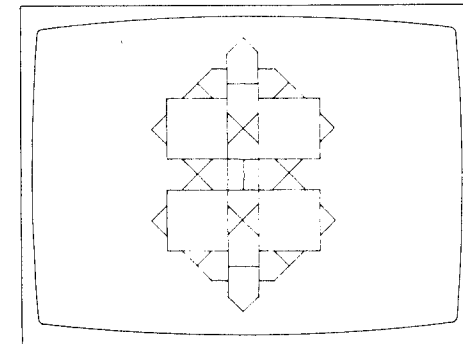
**ABOUT THE ACTIVITIES**

1-2 Fiction

Study the skill. As you choose a time period, Zeron will present paragraphs for you to read. Clues to the type of fiction represented will be identified for you. Then you will be given a chance to identify clues to literary types in other selections. You will need to find all the clues in one paragraph before you can go on to the next.

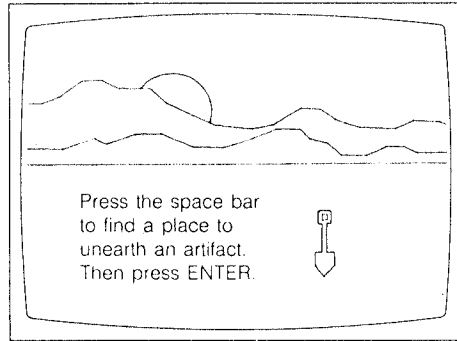


Try out the skill. This activity lets you practice the skill learned in Activity 1. There are six examples in this activity. You decide which story type each paragraph represents by pressing a number. Each time your answer is correct, you will add a part to a kaleidoscope. If your answer is incorrect, you will be allowed to try again. You may want to record your score on the record form on page 14 of this guide.

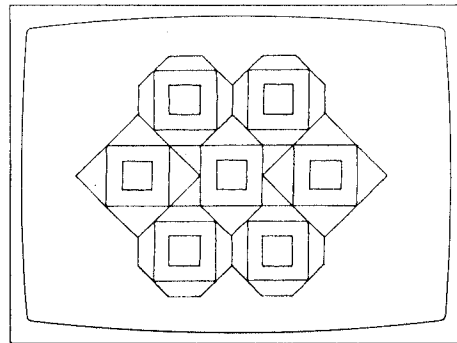


3-4 Nonfiction

Study the skill. Take part in an archaeological dig that will uncover Indian artifacts. You earn the right to choose new sites by correctly identifying the literary type of uncovered historical writings.

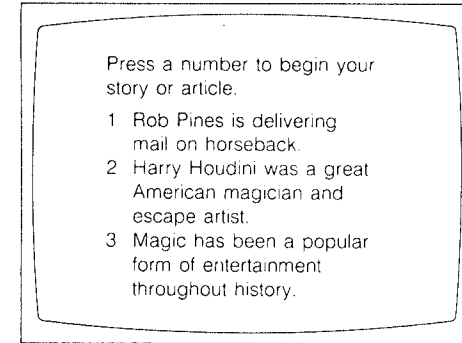


Try out the skill. You will read six paragraphs which are nonfiction and identify which type of nonfiction each represents. Each time your answer is correct, you will add a part to a kaleidoscope. If your answer is incorrect, you will be allowed to try again. You may want to record your score on the record form on page 14 of this guide.



5 "Your Choice" (all skills together)

After you have learned about fiction and nonfiction, you are ready to try "Your Choice." In this activity you will choose sentences that when put together form a short, short story or the basis of an informational article. You will build your story around Houdini, a Pony Express rider, or magic. If your sentence choice does not fit with the story, you will be allowed to try again.





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

**Fiction**

**Nonfiction**

"Time Machine"

"Data Dig"

Study It  
Module Activity

Study It  
Module Activity

Try It Out  
1st Time: \_\_\_\_\_ out of 6  
2nd Time: \_\_\_\_\_ out of 6  
3rd Time: \_\_\_\_\_ out of 6  
Number of clues \_\_\_\_\_

Try It Out  
1st Time: \_\_\_\_\_ out of 6  
2nd Time: \_\_\_\_\_ out of 6  
3rd Time: \_\_\_\_\_ out of 6  
Number of facts \_\_\_\_\_

Reader  
Pages 2-6   
Pages 7-17   
Pages 18-20

Reader  
Pages 21-25   
Pages 26-27   
Pages 28-30

**All-Skills Activity**

"Your Choice"

Each time you read "Your Choice," mark an X to show the subject you have read about.

- Houdini
- A Pony Express Rider
- Magic

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