Reading Flight

SOLID STATE SOFTWARE™ *COMMAND MODULE*

Improves your child's ability to classify information, summarize information, and outline information.
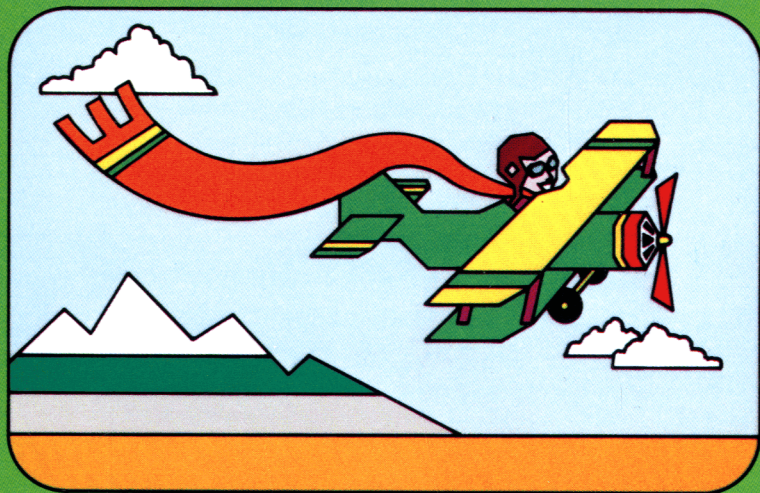
Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. If you're using the TI-99/4 console, hold down the **SHIFT** key while pressing the appropriate letter key. If you're using the TI-99/4A console, hold down the **FCTN** key while pressing the number or punctuation key. 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 Flight 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 in the story.
SHIFT T (ERASE) or **SHIFT C** (CLEAR)	**FCTN 3** (ERASE) or **FCTN 4** (CLEAR)	Moves the cursor to the beginning of the fill-in-the-blank feature in Activities 1, 3, and 7, erasing previously typed characters.
SPACE BAR	**SPACE BAR**	Moves from one line to the next as you prepare outlines in Activities 5 and 7.
SHIFT Q (QUIT)	**FCTN =** (QUIT)	Returns to the master title screen.

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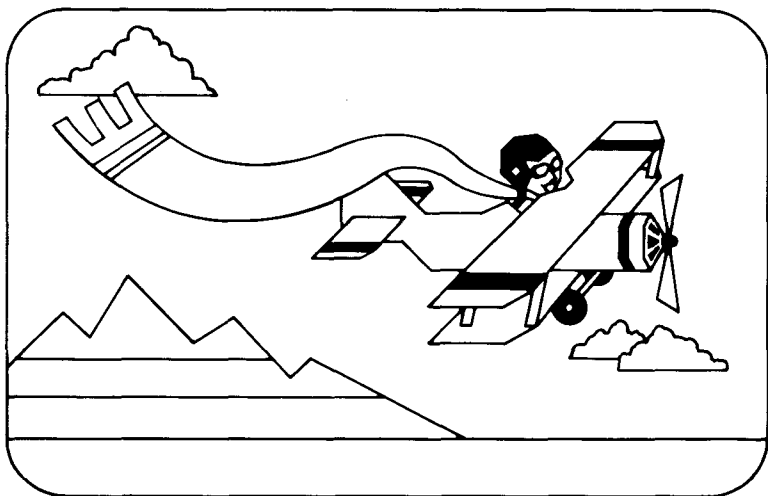
This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

Designed by: Scott, Foresman Electronic Publishing
Programmed by: Janet Srimushnam
Book developed and written by: Staff members of the Texas Instruments Education and Communications Center

TEXAS INSTRUMENTS
HOME COMPUTER

A NOTE TO PARENTS

As your child improves his or her expertise in reading, he or she will learn the versatility and applicability of the skills involved. Three skills imperative in reading comprehension and writing are classifying information, summarizing information, and outlining information.

The Reading Flight *Solid State Software*™ Command Module was designed to help your child improve these skills which are traditionally covered in grades 5 through 7. The module was developed by the educational staff of Scott, Foresman and Company in cooperation 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 Flight 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: learning how to classify, summarize, and outline information. Each of the reading skills is reinforced in an instructive format called Try It Out, which features a game, "Balloon Smash," as a learning incentive.

With the use of engaging graphics, imaginative activities, the module makes the learning process a positive, rewarding experience. Reading Flight is more than an instructional vehicle — it is a learning adventure in which your child is an active participant.

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.

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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).

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READY-PRESS ANY KEY TO BEGIN

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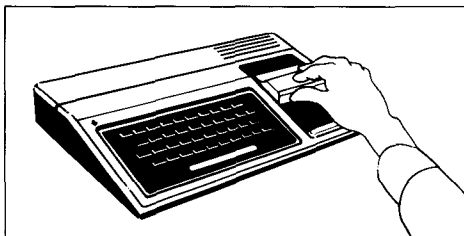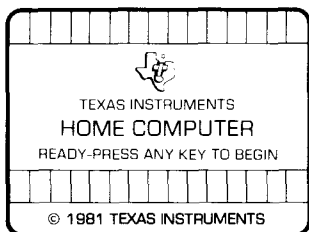
1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key and the READING SKILLS COURSEWARE SERIES title screen appears. Next, the Reading Flight title sequence begins. To go to a display that explains the purpose of the module, press any key within two seconds after the title sequence begins, or wait for the title sequence to end. The display 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.

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┌─────────────────────────────────────┐
│            ACTIVITIES               │
│                                     │
│              PRESS   FOR            │
│   CLASSIFYING   1     STUDY IT      │
│   INFORMATION   2     TRY IT OUT    │
│                                     │
│   SUMMARIZING   3     STUDY IT      │
│   INFORMATION   4     TRY IT OUT    │
│                                     │
│   OUTLINING     5     STUDY IT      │
│   INFORMATION   6     TRY IT OUT    │
│                 7     ALL SKILLS    │
│                                     │
└─────────────────────────────────────┘
```

For this example, press **5** for the Study It activity for outlining information. Now the computer presents the title sequence for the story, "A Curious Undersea Species." Then the first display in the story appears. After reading the text, press **ENTER** to continue to the next display. (Unless otherwise instructed, press **ENTER** to go from one display to the next.) Soon into the activity, a display appears that says, "I need your help in organizing information for my report. But first you must learn how to prepare an *outline*."

The module now explains what an outline is and how to prepare one. Then you are given the form of an outline in which you identify main topics, subtopics, and details. The cursor (a flashing box) appears beside a line of the outline. To answer, press **1** if the line is where a main topic goes, **2** if the line is where a subtopic goes, or **3** if the line is where a detail goes. To begin, press **1** to indicate that the line should be occupied by a main topic. (*Note*: If a number is not pressed within 30 seconds, the computer displays "Press a number.") Since "main topic" is the correct answer, the cursor automatically moves to the next line of the outline.

Continue outlining by pressing **1**, **2**, or **3**. If you answer incorrectly the first time, the computer gives you an "uh-oh" sound and tells you to "Try again." If you select an incorrect answer twice, the computer displays the correct one, and the cursor automatically goes to the next line in the outline. When the outline is complete with all lines identified, press **ENTER**. Soon you are asked if you need to review any of the information you have read so far. For this example, press **N** for "no," and a display appears giving instructions for the next outline.

To complete the outline, press the **SPACE BAR** to move the fish beside the correct line in the outline. Then press **ENTER**. If your answer is correct, the computer plays a short tune and the fish returns to the top of the display. If your answer is incorrect on the first try, the computer displays "If you want help, press AID." Now you can choose another answer or press **AID**. If you press **AID**, the computer takes you to a review display. If your answer is incorrect twice, the computer displays the correct one. When you complete the outline, press **ENTER**.

When "A Curious Undersea Species" 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

Rewards

Each time you give a correct answer in the Try It Out activities, you get a dart to play the "Balloon Smash" game. Each time this happens, the computer displays the dart and plays a short tune. You need at least seven darts to play the game. In the game you get to choose a speed for the balloons, decide if you want to race the clock to complete the game, and choose how many seconds you'll have to play. At the end of "Balloon Smash," the computer tells you how many questions you answered correctly out of 10, how many balloons you "smashed," and how many seconds it took you to complete the game.

Error Signals

If you give an incorrect answer in Activities 1, 3, 5, and 7, you get an "uh-oh" sound. The computer also tells you to "Try again." If you miss two times, the computer displays the correct answer. If you give an incorrect answer in Activities 2, 4, and 6, the correct answer is displayed on the first try.

Learning Aids

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.

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READING FLIGHT ACTIVITIES

The Reading Flight module contains seven activities to help you understand how to classify information, summarize information, and outline information. 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 tells you to practice your skill. Unless otherwise told, you continue from one display to the next by pressing **ENTER**.

In all three Try It Out activities, Rembrandt, the invisible ruler of the game "Balloon Smash," challenges you to play his dart game. For each correct answer you give, you get one dart to use in "Balloon Smash." In each of the three Try It Outs, you can get as many as 10 darts, but you must get at least seven darts in order to play the game.

Activity 1: Classifying Information — Study It

This activity challenges you to go on a "Space Adventure." To make your adventure a success, you must learn how to classify information and how to identify and handle dangers in space. To take your spaceship safely to its destination, you learn that to classify means to put things that are related, or alike, in groups. You have seven seconds for your exciting mission!

Activity 2: Classifying Information — Try It Out

In this Try It Out activity you must show Rembrandt that you understand how to classify information. First you read a passage describing what Rembrandt needs. Then you choose the entry where you would look in a classified directory to find the needed item. A total of 10 passages are presented. If you get at least seven correct answers, you get to play "Balloon Smash."

Activity 3: Summarizing Information — Study It

This story, "A Traitor Among the Trolls," helps you learn how to summarize information by showing you how to give the main idea of what is presented and not just a detail. You participate in this activity by choosing a troll name and entering it into the computer, as well as answering numerous questions about the fabled people who live in Troll Mountain.

Activity 4: Summarizing Information — Try It Out

To play the "Balloon Smash" game, you must summarize information by reading a passage and then selecting the sentence that best summarizes the passage. There are 10 passages from which you try to get at least seven correct answers.

Activity 5: Outlining Information — Study It

After reading a story entitled "A Curious Undersea Species," you are asked to help organize a report about a scuba diver. To accomplish this you are shown how to prepare an outline in which you identify main topics, subtopics, and details. By pressing the **SPACE BAR**, you move a fish to the position in an outline where the item should be entered.

Activity 6: Outlining Information — Try It Out

In this Try It Out activity you must decide which word in a set of words should be the main topic, subtopic, and detail of an outline that includes all the words. If you choose all three correctly, you get a dart to use in "Balloon Smash."

Activity 7: All Skills

This activity, a story called "The Secrets of Bolo," lets you practice all three of the reading skills in this module while you go on an archaeological dig. You read about the island of Bolo in the South Seas and you learn about three tribes that lived there ages ago: pyramid climbers, sun lovers, and brick makers. First you classify information about the tribes, then you select a sentence that best summarizes each tribe, and finally you prepare an outline from this information.

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 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 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 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 FLIGHT 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*.

As your child improves his or her expertise in reading, he or she learns the versatility and applicability of the skills involved. The Reading Flight Command Module helps a child learn three of these skills: classifying information, summarizing information, and outlining information. The subject matter in the module corresponds to material traditionally covered in grades 5 through 7.

Reading Flight module activities include these stories:

- "Space Adventure" — deals with classifying information.
- "A Traitor Among the Trolls" — concentrates on summarizing information.
- "A Curious Underwater Species" — focuses on outlining information.
- "The Secrets of Bolo" — 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.

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

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