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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

## READING RALLY

EDUCATION

### SOLID STATE CARTRIDGE

Increases your child's reading skills through the understanding of fact and opinion, author's purpose, and bias and connotations of words.  
Suitable for grades 4 through 6.

OPINIONS



INFORM?  
ENTERTAIN?



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# Quick Reference Guide

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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*

<b>ENTER</b>	<b>ENTER</b>	Proceeds to the next display.
<b>SHIFT W</b> <b>(BEGIN)</b>	<b>FCTN 5</b> <b>(BEGIN)</b>	Returns to the Reading Rally selection list.
<b>SHIFT R</b> <b>(REDO)</b>	<b>FCTN</b> <b>(REDO)</b>	Returns to the beginning of the activity in progress.
<b>SHIFT A</b> <b>(AID)</b>	<b>FCTN 7</b> <b>(AID)</b>	Returns to a display which helps you answer the question asked in the story.
<b>SHIFT T</b> <b>(ERASE)</b> or	<b>FCTN 3</b> <b>(ERASE)</b> or	Moves the cursor to the beginning of the fill-in-blank question, erasing characters.
<b>SHIFT C</b> <b>(CLEAR)</b>	<b>FCTN 4</b> <b>(CLEAR)</b>	
<b>SHIFT Q</b> <b>(QUIT)</b>	<b>FCTN =</b> <b>(QUIT)</b>	Returns to the master title screen.



# ***READING RALLY***

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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Program and data base contents

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See important warranty information at back of book.

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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 distinguish between fact and opinion, to identify the author's purpose when writing, and to recognize connotations of words and the bias those connotations create are critical elements of reading.

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

The Reading Rally program contains four stories and three practice drills. The stories appear in a format entitled Study It. The first story concentrates on fact and opinion. The second story discusses an author's purpose. The third story explores bias and connotations of words. 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 the 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 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 he or she would give a television set, record player, 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.

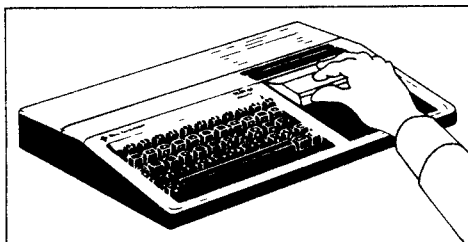
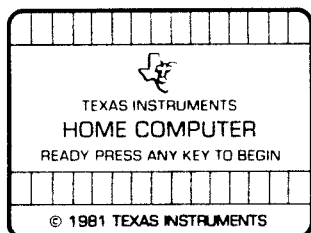
The letters and numbers on the keyboard are arranged in the same order found on standard typewriter keyboards. If your child is not familiar with a typewriter or has not used the computer before, take a few minutes to acquaint him or her with the keyboard. Point out the row of number keys at the top 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 the correct procedures for your child and instill confidence as he or she starts out in 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.

## 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, press **ENTER** and the READING RALLY title sequence begins. There are two ways to go to the display that explains the purpose of this cartridge. You can stop the title sequence by pressing **ENTER** within two seconds after it begins, or you can wait for the title sequence to end by itself. In either case, the display 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.

**SAMPLE ACTIVITY**

Wait for the title sequence to end. A display appears explaining the purpose of the program. Press **ENTER** to move to the next display. This display lists the seven activities from which you can choose. For this example, press 3 for the Study It activity for author's purpose.

**ACTIVITIES**

	Press	for
Fact and Opinion	1 2	Study It Try It Out
Author's Purpose	3 4	Study It Try It Out
Bias and Connotations of Words	5 6	Study It Try It Out

The computer presents the title screen and accompanying music for the story, "A Visit on Pilo." Press **ENTER** and a display appears explaining what you need to know about the author's purpose. To proceed from one display to another, press **ENTER** unless the computer tells you to do otherwise.

Next, a display gives the three possible choices for the author's purpose: to inform, to persuade, and to entertain. An explanation of the **AID** key appears and the story begins.

Shortly into the story you are asked to answer the first question. Press the number key that is the number of your answer. 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 the correct answer is automatically displayed. Regardless of your answer, you must press **ENTER** to continue.

As you read the story, you answer two more questions about the author's purpose. Again, press the number key that is the number of your answer. When "A Visit on Pilo" 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**

In Activities 2, 4, and 6 you receive a reward graphic and hear 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**

Reading Rally uses several signals to indicate errors and to encourage improvement. Incorrect answers result in an "uh-oh" sound. The computer provides the correct answer. With those questions in beginning activities which have several answers, the computer encourages you first to "Try again." If the question is missed again, the computer then provides the answer.

### **Learning Aids**

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



## READING RALLY ACTIVITIES

The Reading Rally program contains seven activities to help you understand the difference between fact and opinion, determine an author's purpose in writing, and recognize bias and word connotation. Each concept has its own story and practice drill. Then there is a story and a practice drill that use all three concepts.

Since it is usually easy to distinguish between fact and opinion, you should begin with Activity 1. 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 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 for that 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: Fact and Opinion—Study It

This activity helps you learn how to tell facts from opinions. You read a story called "The Race." Cass and Sam have a bicycle race while their friends Allen, Cali, and Sid watch. Allen, Cali, and Sid talk about the race. Some of the things they say are facts, and some are opinions. You must decide which is which.

### Activity 2: Fact and Opinion—Try It Out

What is a unicycle? When was it invented? Where is the best place to store a unicycle? You read a lot of interesting things about unicycles. Then you decide if something you have read is a fact or an opinion. Each time you get the answer right, Cass rides her unicycle from the center of the screen to the right side of the screen.

### Activity 3: Author's Purpose—Study It

"A Visit On Pilo" is the story that helps you learn about an author's purpose. Two robots from the spaceship Pilo take you to their spaceship library. There you help them file their books by determining the author's purpose in writing each book. Is the author's purpose to inform, to persuade, or to entertain? You and the robots must choose which one.

### **Activity 4: Author's Purpose—Try It Out**

Do you ever read billboards while you are riding in the car? In this activity, you get to read some billboards and choose the author's purpose in writing them. Some of the billboards inform you of special events or places you can go. Others try to persuade you to buy something. And some billboards are entertaining and make you laugh. When you decide what the author's purpose was, type the number of the correct answer. If you are right, a flag appears and the computer plays a short tune.

### **Activity 5: Bias and Connotations of Words—Study It**

If you were on the "No-Wins" soccer team, would you try to change the team name? Mr. Ruiz, the new coach of the No-Wins, thinks the team needs a different name. In this activity, you learn about bias and connotations of words as Jody, Becky, Kim, and their fellow soccer players help Mr. Ruiz choose a new team name.

### **Activity 6: Bias and Connotations of Words—Try It Out**

When you call a bicycle "weird," does that mean you like it? Or when you see a bicycle you like, do you call it "great"? Words like weird and great give you an opinion (a connotation) about the words they describe. These words try to get you to feel the same way (bias you) about what they are describing. In this activity you read different advertisements and find the words that try to bias you toward liking or not liking something. Each time you get the right answer, a flashing dot appears on the screen.

### **Activity 7: All Skills**

Why would people disguise themselves as Indians and throw tea leaves into Boston Harbor? In this activity, there are three eye-witness stories about the Boston Tea Party. One is told by ten-year-old Ben, one by his friend Edward, and one by Ben's father who is named Simon. What purpose does each one have in telling his story? Is he giving you a fact or an opinion? How is he trying to bias you toward the people and events in the story? You will need all the skills you have learned in the first six Activities to help you get 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 RALLY** 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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