CLOZEMASTER

English Language Version

by Christopher Jones

For the Apple II, Apple II Plus, Apple IIe

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Cloze is a well-established technique for testing reading skills and evaluating progress in a foreign language. A Cloze test consists of a text in which every nth word--usually every 7th or 8th--has been deleted and replaced by a number. The student's task is to fill in the missing words by using the contextual clues offered by the remaining parts of the text. A missing item may be anything--an article, preposition, adjective, adverb, noun, and so on. In a longish text there is likely to be a spread of different types of items, and to find them the student will have to draw on all of his or her language resources as and when they are needed.

Given feedback and the chance to "have another go" after a wrong guess, the Cloze technique can become an equally effective learning device--a framework for exploration rather than testing. Until now, however, relatively little use has been made of Cloze for this purpose. Cloze passages on paper are cumbersome and time-consuming to produce, and because the gap frequency is chosen in advance by the teacher, the passage cannot be reused by the same students. These constraints make Cloze particularly suitable for exploitation on the micro-computer.

Clozemaster is designed to facilitate widespread use of Cloze as a learning device. The Textwriter program allows the teacher to type in any suitable text and save it on a disk. The writing process is designed to be as simple as possible, and no programming skills are required.

Gaps are not specified by the teacher in advance. Instead, the student chooses the gap frequency (anywhere from every 5th to every 15th word) and the Student program automatically deletes the words as instructed and replaces them with numbers. This gap-selection feature means that a student can work with the same text more than once--deleting every 7th word will generate a different Cloze exercise than deleting every 5th or 6th word.

Two other features of Clozemaster are important to mention here. First, Cloze passages are usually quite long--longer than can be displayed on a single screen. Clozemaster can use texts up to 50 lines long, or up to about 300 words. In order to make the whole text available to the student, the text can be scrolled upwards. At any time, 17 lines are visible. When the student scrolls past the end of the text, it appears again from the beginning.

Second, for a Cloze exercise to be valid, the student should not be given any indication of the length of the missing word (except when asking for help)--a gap of one letter is not difficult to guess in an English text, nor would the student learn much from filling such a gap. For this reason, the numbered gaps in Clozemaster appear as a standard length that may be longer or shorter than the actual missing word. Each time a word is guessed correctly, the screen is rewritten with the word in place and the layout of the text is adjusted as necessary.

Although the computer gives feedback on answers (as well as providing some Help functions), this feedback is limited. There is a price to pay for the ease of text entry afforded the teacher and the flexibility of gap-frequency selection given the student: the program only recognizes one right answer for each gap--the word that the computer originally deleted from the text.

This serves to emphasize the difference between the Cloze test and the Cloze learning technique. In a test, it would be quite wrong to mark a student down for giving a "wrong" but acceptable answer. Used as a learning device, however, this limitation is less important. The student is playing a game--the game of trying to identify the deleted word--and in a game it is acceptable, even motivating, that luck should be involved. Students should therefore be encouraged to use the Help features and to "cheat" where necessary. They will get more out of each text, too, if they work not alone but in pairs or groups and discuss the various possibilities before typing in an answer.

A scoring facility is included in Clozemaster, but only for those who are interested. Students who wish to see their scores can call them up after they finish (or exit from) a text. Four points are available for each gap, and one is lost for each wrong attempt and for each call on a Help function. The score never goes below one, however, so it is always worth having another go.

USING CLOZEMASTER

Clozemaster is an authoring system. This means that teachers can put onto disk any texts (up to 50 lines of 39 characters) that they wish, and therefore tailor the content, structures, and vocabulary to their students' needs. A number of options are available. Texts can be taken directly from coursebooks, readers, newspapers, or magazines, or can be created by teachers themselves. Lyrics and poems involve interestingly different solving techniques because rhythm and rhyme become important clues in guessing words. Even advertisements can be used. Because it is a simply operated author system, Clozemaster can be used by students for putting up their own original composition material. A class involved in writing physical descriptions of their classmates in small groups, for instance, or writing about their daily routines, could write their corrected work onto a Clozemaster disk where it would become available to other members of the class as a reconstruction exercise.

HOW TO OPERATE CLOZEMASTER

Clozemaster can be used on the Apple II, the Apple IIE, and the Apple II+, each requiring 48K memory, one disk drive, and a television monitor.

The rest of this documentation will be concerned with the operation of

the Clozemaster program on the Student Disk, and of the associated writer program and other utility programs on the Teacher Disk.

THE STUDENT PROGRAM

The Student Disk contains the Clozemaster program, any texts that have been written on the disk, and an index of text titles (called CZ INDEX). On booting up, a Hello display appears, the Clozemaster program is loaded up, and the student is invited to choose the text he or she wishes to work with.

```
                    CLOZEMASTER


     You can choose from these texts:

     SKILLS

     SUPERSTITION

     Deserts




     Use arrows to select. Then press RETURN
```

The method of text choice is simple. Using the left and right arrows, the student can move the "bar of light" from one title to another. (The right arrow moves it down; the left moves it up.) When the desired text is indicated, the student presses RETURN. The chosen text is then loaded into memory, and the student is asked how often he or she wants a word deleted.

```
                    CLOZEMASTER

     How often do you want a word deleted
     from the text?

     Maximum  --  every 5th word
     Minimum  --  every 15th word

     Type a number between 5 and 15, and then
     press RETURN:
```

The student types a number from 5 to 15 and presses RETURN. The program will take a few seconds to delete the words at the interval requested.

The first 17 lines are then printed on the screen, including the number-
ed gaps, and at the bottom of the screen "Which number:" will appear.
If the text is more than 14 lines long, a line reading "PRESS SPACE BAR
TO SCROLL TEXT" will be permanently displayed at the bottom of the
screen. Pressing the space bar will scroll the text up one line.

```
┌──────────────────────────────────────────────────┐
│                     ┌────────┐                     │
│                     │ SKILLS │                     │
│                     └────────┘                     │
│    ──────────────────────────────────────────     │
│                                                    │
│    'Of course,' he continued, taking a             │
│    │--1--│ of steak, 'I've always been             │
│    good │--2--│ sports. I'm a brilliant            │
│    footballer, you │--3--│ - in fact, I'd          │
│    say I was │--4--│ good at ball games            │
│    in general. │--5--│ not bad at skiing,          │
│    either. The │--6--│ thing is, my                │
│    brother's completely different.                 │
│    │--7--│  -  I say, I'm not boring you,          │
│    │--8--│ I?'                                      │
│                                                    │
│    She covered the yawn with │ --9-- │             │
│    hand. 'Oh no,' she managed to                   │
│    │--10--│, I'm fascinated. Do go on.'            │
│                                                    │
│    'Yes, │--11--│, My brother...' he               │
│    washed the steak │--12--│ with some             │
│    ┌──────────────────────────────────────┐        │
│    │ PRESS SPACE BAR TO SCROLL TEXT │               │
│    └──────────────────────────────────────┘        │
│      Which number?        (Ø = Exit)               │
└──────────────────────────────────────────────────┘
```

The student then enters the number of the gap he or she wants to fill
and presses RETURN. Now a new instruction appears at the bottom of the
screen: "Enter answer X:". At the same time, two Help functions
become available to the student.

```
┌─────────────────────────────────────────────┐
│                  ┌────────┐                   │
│                  │ SKILLS │                   │
│                  └────────┘                   │
│  ─────────────────────────────────────────    │
│                                               │
│   'Of course,' he continued, taking a         │
│   ┌──1──┐ of steak, 'I've always been         │
│   good ┌──2──┐ sports. I'm a brilliant        │
│   footballer, you ┌──3──┐ - in fact, I'd      │
│   say I was ┌──4──┐ good at ball games        │
│   in general. ┌──5──┐ not bad at skiing,      │
│   either. The ┌──6──┐ thing is, my            │
│   brother's completely different.             │
│   ┌──7──┐ - I say, I'm not boring you,        │
│   ┌──8──┐ I?'                                 │
│                                               │
│   She covered the yawn with ┌──9──┐           │
│   hand. 'Oh no,' she managed to               │
│   ┌──10──┐, I'm fascinated. Do go on.'        │
│                                               │
│   'Yes, ┌──11──┐, my brother...' he           │
│   washed the steak ┌──12──┐ with some         │
│  ┌──────────────────────────────────────────┐ │
│  │ + = Help   * = Cheat   RET = Give up      │ │
│  └──────────────────────────────────────────┘ │
│                                               │
│     Enter answer 1:                           │
│                                               │
└─────────────────────────────────────────────┘
```

The student can:

1. Enter the answer by typing in the word and pressing RETURN.
   Typing errors can be corrected by using the left arrow and
   retyping before pressing RETURN. It does not matter if the
   answer is typed in upper or lower case or a mixture of
   both. (Directions for using upper and lower case appear on
   page 9.)

   If the answer is correct, the computer will say so and
   rewrite the text on the screen, replacing the gap with the
   correct word. It will also adjust the space if the word is
   longer or shorter than the gap left for it.

   If the answer is wrong, the computer will revert to "Enter
   answer X:". Incidentally, apostrophes within words (he's,
   we've, etc.) are considered part of the words, and must be
   typed in.

2. Ask for help by pressing "+" (shifted ";") and pressing
   RETURN. The help consists of the first letter of the answer
   followed by dashes for the remaining letters (e.g., if the
   answer is "guess," the help would be "g----," and "we've"
   would appear as "w-'--." This stays on the screen for a
   few seconds, and then the student is asked to enter the

5

answer.

3. Get the answer by pressing "*" (shifted ":") plus RETURN. The computer will act as if the student entered the answer, but, of course, will award no points.

4. Skip that particular gap by pressing RETURN. The student can then choose a different number.

To exit before the exercise is completed, type 0 (zero) when the computer asks "Which number:."

When the student has filled all of the gaps (or exited), the computer offers several options: choose another text, see the score, see the answers, or exit. The second and third choices need some explanation.

```
Do you want to:

1. Choose another text?

2. See your rating?

3. See the answers?

4. Exit?
```

Scoring

Four points are available for each gap. This diminishes by one if the student asks for help, and also by one for each incorrect attempt. The score cannot however, go below one unless the student asks for the answer.

It is important in Cloze exercises not to be too concerned with numerical scores. Often the difficulty of an item is a question of luck--"Her dress was $\boxed{\text{--12--}}$ ", for example. Well, the actual answer is "yellow," but it might have been blue or green or old or new. In general, then, the score should be used only to satisfy curiosity, 50% or 60% being good, and anything over 70% just plain lucky.

Seeing the Answers

The answers will scroll up from the botton of the screen. If there are more than twenty answers, use the space bar to stop and start the scroll.

Correctly guessed answers are printed in inverse; others are in normal print.

The Teacher Disk contains the Textwriter program and several file maintenance programs. When the disk is booted, a menu of options is displayed.

```
┌─────────────────────────────────────────────────────────┐
│        ┌──────────────────────────────┐                  │
│        │ Clozemaster Options Menu │                      │
│        └──────────────────────────────┘                  │
│           1.  Type a new text                            │
│           2.  Run Clozemaster                            │
│           3.  Edit a text                                │
│           4.  Rename a text                              │
│           5.  Transfer a text                            │
│           6.  Delete a text                              │
│           7.  Delete all texts                           │
│           8.  Print a text                               │
│           9.  End                                        │
│                                                          │
│           Press 1, 2, 3, 4, 5, 6, 7, 8 or 9.             │
└─────────────────────────────────────────────────────────┘
```

Option 2, "Run Clozemaster," is a teacher's copy of the student prgram contained on the Student Disk. It is included to enable you to use the student program without having to change disks. This option is discussed under "The Student Disk" above. The programs on the Teacher Disk have been made simple by the use of explicit on-screen instructions. These, together with the detailed descriptions below, will help you to use each program without problem.

OPTION 1: TYPE A NEW TEXT

Preliminaries

If you choose Option 1, the Textwriter program will be loaded into memory. Since you will be writing your text onto the Student Disk, you are first asked to place the Student Disk in the disk drive (Drive 1, if you have more than one) and press RETURN. The computer will check that the Student Disk does not already have the maximum 24 texts (it will tell you if it does), and you will be ready to write your text.

A summary of the main operating instructions is then displayed. Note that you can access this information at any time during the text-writing process by pressing "=." You then press the SPACE BAR to

begin writing.

```
┌─────────────────────────────────────────────────────────┐
│                    ┌─────────────┐                       │
│                    │ Writing Key │                       │
│                    └─────────────┘                       │
│         For full instructions see documentation.         │
│                                                          │
│         Use  ┌─────┐  for upper/lower case.              │
│              │ ESC │                                      │
│              └─────┘                                      │
│         Press ┌───┐ for new paragraph or blank line.     │
│               │ * │                                       │
│               └───┘                                       │
│         Press ┌────────┐  when you finish your text.     │
│               │ RETURN │                                  │
│               └────────┘                                  │
│         Use arrows to delete/restore text.               │
│         You can edit line by line after you have         │
│         finished typing your text.                       │
│                                                          │
│         Maximum lines: ┌────┐ Maximum words: ┌─────┐     │
│                        │ 50 │                │ 300 │      │
│                        └────┘                └─────┘      │
│         You can recall this key any time by typing ┌───┐ .│
│                                                    │ = │  │
│                                                    └───┘  │
│              PRESS SPACE BAR TO TYPE TEXT                 │
│                 (OR TYPE E TO EXIT)                       │
└─────────────────────────────────────────────────────────┘
```

Typing Your Text

The text entry resembles that of a simple word-processor. Automatic
"wraparound" is provided: if a word you are typing is too long for
a particular line, the whole word is brought down to the next line. Do
not press RETURN between the lines.

```
┌─────────────────────────────────────────────────────┐
│                                                      │
│      'Of course,' he continued, taking a             │
│      mouthful of steak, 'I've always been            │
│      good at sports. I'm a brilliant                 │
│      footballer, you know - in fact, I'd             │
│      say I was very good at ball games in            │
│      general. I'm not bad at skiing,                 │
│      either. The funny thing is, my                  │
│      brother's completely different. He - I          │
│      say, I'm not boring you, am I?'                 │
│                                                      │
│      She covered the yawn with her hand.             │
│      'Oh no,' she managed to say, 'I'm               │
│      fascinated. Do go on.'                          │
│                                                      │
│      'Yes, well, my                                  │
│      ┌──────────────────┐                            │
│      │ Writing line 15  │                            │
│      └──────────────────┘                            │
│                                                      │
└─────────────────────────────────────────────────────┘
```

Correcting Your Text

If you notice a mistake while you are typing, you can backspace to it using the left arrow key and correct it. If your correction was a simple spelling error requiring the change of only one letter (for instance, if you typed "cut instead of "cat"), you can restore the text you have lost, up to 250 characters, by pressing the right arrow key and the REPEAT key together. However, if you notice an error several lines back, there is no need to backspace all the way--you can correct it later using the line-by-line editor.

Upper and Lower Case

An initial capital is accessed by pressing the ESC key once; sub-sequent characters will appear in lower case. Pressing ESC twice will produce all upper case letters. To return to lower case, press ESC again. Other "upper case" characters (such as !, &, and *) are accessed by using the SHIFT key in the normal way. Summary:

> If you are in lower case,
> Press ESC once: next letter capital, then back to lower case.
> Press ESC twice: upper case lock.
> Press ESC once more: back to lower case.

Some Special Keys

You can type up to 50 lines of text (including blank lines, which you should use between paragraphs to avoid an overcrowded screen). As you type, the text will scroll upwards, so that you will even-tually lose sight of the early lines. If you want to reread your text from the beginning, press "+." This will clear the screen, and your text will scroll up from the beginning. You can stop and start the scroll by pressing the SPACE BAR.

If you want to see the instructions at any time, type "=." When you have finished with them, the text will again scroll up from the beginning. You can control the scroll with the SPACE BAR.

To start a new line (e.g., to begin a new paragraph or line of verse), press "*." This will move the cursor to the beginning of the next line. If you want to leave that line blank, simply press "*" again.

Maximum 50 Lines or 300 Words

It is, of course, possible to type more than 300 words in 50 39-column lines. The 50 lines are provided to enable you to lay out your text attractively. If you do happen to type more than 300 words in your 50 lines, only the first 300 words will be saved on the disk, and your text will be unfinished when loaded up on the Student program, so

it's best not to cram in too many words.

As a guide to the number lines, the number of the line being typed is constantly displayed as you type. In addition, after line 45 a bell will sound at the start of each new line. If you type too much (more than 50 lines), you will be offered the option of (1) starting again; (2) continuing from any line; or (3) exiting. If you choose option 2, you will be asked the line number from which you want to continue typing, and you will be returned to the start of that line to continue typing. This option is useful if you think you can economize in the last few lines.

```
┌──────────────────────────────────────────────┐
│          ┌─────────────────────┐             │
│          │ YOU TYPED TOO MUCH! │             │
│          └─────────────────────┘             │
│      So you want to:                         │
│      1. begin again?                         │
│      2. retype from a particular line no.?   │
│      3. exit from the program?               │
│      Choose 1, 2 or 3.                       │
└──────────────────────────────────────────────┘
```

Ending Your Text

When you have finished your text, press RETURN. The computer will check to see that you have really finished, and then take you to the Checking stage.

```
Not very good at tennis, either.

'But he's brilliant at chess. Very
good at using his brain, you know. Of
course, I don't know one end of a
chess board from the other. I think I
take after my father - he's fantastic
at football, you know, and he's quite
a good tennis player, too. But then
he's not bad at chess, either...'

He stopped, obviously puzzled that his
father was good at doing so many
things. She was silent.

'Well,' he said at last, 'that's
enough about me. Tell me, what are you
good at?'

She smiled. 'Well,' she said, 'people
tell me that I'm a very good
listener.'


Have you finished your text? (y/n)
```

Checking Your Text

After you confirm that you have finished your text, you will be
asked if you want to check for errors. You are strongly advised to
take this option, because errors are easily corrected at this stage.
You can either reply "y" for "yes" or "n" for "no," but three other
options are available to you:

1. Typing "+" takes you back to the end of the text, in case
   you wish to add to it.

2. Typing "&" takes you to the "continue from any line"
   option. Type in the line number, and the computer will
   move to it.

3. Typing "=" enables you to exit from the program without
   recording your text on the disk.

If you answer "y," you will be taken through your text line by line
and asked if you want to change each line. The line displayed will
include any "*"s you have typed. If you ask to change a line, you are
asked to retype that line (don't forget to include the "*" if there
is one). The left arrow key can again be used to correct errors.

```
say I was very good at ball games in
general. I'm not bad at skiing,
either. The funny thing is, my
brother's completely different. He - I
say, I'm not boring you, am I?'*
*
She covered the yawn with her hand.
'Oh no,' she managed to say, 'I'm
```
┌───┐
│ '*' shows paragraph end or blank line │
└───┘

Do you want to change line 12? (y/n)

After checking the text line by line, you are asked if you want to
check it again. (Well, you never know!) The same options are
available as the first time.

Naming Your Text

After checking your text, you give it a title. The name can be up to
16 characters long, and can be in upper or lower case, but the first
letter of the title should be in upper case.

After checking that you are satisfied with the name you have typed, the
computer will pause for a while to process your text before writing
it on the disk. A short text will take only a few seconds, while a
300-word text can take up to two minutes. The text will then be
saved on the disk, and the index of texts updated.

```
        What do you want to call your text?

        (maximum 16 characters including spaces)

        Enter name and press ┌────────┐
                             │ RETURN │
                             └────────┘

              Name:




        (or type 'X' to exit)
```

You then have the option of trying your text out with Clozemaster,
typing another text, or exiting. If you exit, you will be asked to

replace the Teacher Disk in the drive and press RETURN. This will bring up the Teacher Disk Option Menu once again.

Summary

To summarize, writing a new text involves the following:

1. Load up the writer program.

2. Place the Student Disk in the drive and press RETURN.

3. Write your text.

4. Correct any errors.

5. Name your text.

OPTION 3: EDIT A TEXT

You may find that a text on the Student Disk has an error that you failed to notice before. You can correct this using the Editor program, which is similar to the Textwriter program.

After you load up the program and place the Student Disk in the drive, tell the computer which text you want to edit, and it will load it into memory.

```
┌──────────────────────────────────────────────────┐
│                  CLOZE EDITOR                      │
│                                                    │
│     Which text do you want to edit?                │
│                                                    │
│     1. SKILLS                                      │
│     2. SUPERSTITION                                │
│     3. Deserts                                     │
│                                                    │
│                                                    │
│                                                    │
│                                                    │
│        Type text number and press │RETURN│ :   ?   │
└──────────────────────────────────────────────────┘
```

You can then choose from several options: editing line-by-line; going back to the end of the text (in case you want to add something); continuing from any line; or writing to disk.

```
Name of text:  | SKILLS |


You can:

1. edit line by line.

2. see/add to the text.

3. continue from any line.

4. write your edited text to disk.

5. edit another text.

6. exit.

Type 1, 2, 3, 4, 5 or 6.
```

After making any corrections, choose the "Write to disk" option,
which will replace the old text with your new version. If you find
that you didn't need to correct the text, however, don't bother to
write it to disk again; there's no point in replacing a text with
an identical text.

You will not be asked to name your text in the Editor program:
the new version of the text is saved under its original name. If
you want to alter the name of a text, choose the Rename option
(Option 4 on the Teacher Disk Menu).

OPTION 4: RENAME A TEXT

Choosing Option 4 enables you to rename a previously written text.
Load up the program from the Teacher Disk, insert the Student Disk
in the drive, and press RETURN. The names of the texts on the disk
will be displayed, and you will be asked to choose the text you want
to rename. Enter the new name, and the computer will change the
name of the text after checking that your new name is not the same
as any other text on the disk--you don't want two texts with the
same name.

```
You want to rename | SKILLS |
Is that right? (y/n)
```

OPTION 5: TRANSFER A TEXT

You may wish to copy a text onto another Student Disk.
Choose Option 5 and insert your "source disk" (the one that contains
the text you want to copy). Then select your text, and when the
computer has loaded it into memory, insert your destination disk
into the drive and press RETURN. After checking that your destination
disk does not already have the maximum 24 texts on it, and that
your text name is not the same as any other text on the destination
disk, your text will be saved on the disk.

OPTION 6: DELETE A TEXT

To delete a text, choose Option 6, insert the Student Disk, and
choose the text you want deleted. But make sure you really do want
to delete it--once deleted it cannot be recovered.

MAKING A NEW STUDENT DISK (OPTION 7: DELETE ALL TEXTS)

To make a new Student Disk, use the COPYA program on the Apple
System Master Disk and make a copy of your current Student Disk.
Then boot up the Teacher Disk and choose Option 7, "Delete all
texts." Insert your new Student Disk in the drive, and press the
required keys--the program will remind you not to continue unless
you really want to lose all of the texts.

```
┌────────────────────────────────────────────────┐
│                  ┌─────────────┐                 │
│                  │  DELETE 2   │                 │
│                  └─────────────┘                 │
│                                                  │
│      This program is intended as an aid to       │
│      starting a new Student Disk, with room      │
│      for 18 new texts.                           │
│                                                  │
│      First you should make a copy of the old     │
│      Student Disk using the COPYA program on     │
│      the Apple Master Disk.                      │
│                                                  │
│      Then use this program to delete the old     │
│      texts and index, and create a new, empty    │
│      index.                                      │
│                                                  │
│      If you want to  EXIT  the program, press  E │
│                                                  │
│      To  DELETE  the texts, press  D             │
│                                                  │
└────────────────────────────────────────────────┘
```

If you do continue, the program will delete all the texts and
create a new empty CZ INDEX with room for 24 texts.

OPTION 8: PRINT A TEXT

If you want to have a printed copy of a text for your records, or
if you would like Clozemaster to produce a printed Cloze exercise

for your students, choose Option 8. After loading the Printer program into memory, the computer will ask you to insert the Student Disk and press RETURN. You then choose the text you want to print, and, after a pause, you are asked whether you want to print the complete text or a "gapped" text. If you choose the latter,. you can delete every nth word as in the Student program. In either case, you have a choice about the layout: you can choose 40 or 80 columns and single or double spacing. Therefore, you can use the Printer program to produce a paper Cloze exercise, with a variable gap frequency, on a full-width page. The program is configured for an Epsom printer with a parallel interface, but you can alter the program if you have different requirements.

After you have specified your desired layout, the computer will ask you to press RETURN to start printing. (Make sure your printer is online first!) The screen is blank while the text is being printed, but after the text is complete, you are offered several options: print another text; return to the main menu; print the same text again; or exit.

Familiarizing Yourself

All of the processes described above are very simple to operate at the keyboard: the main options available to you at any time are clearly displayed, and you should be in no doubt as to how to proceed. However, it is advisable to begin with a dummy text to get the feel of the various utility programs. First, write a short text and save it on the disk. Then load the Editor program, change the text around a bit using the various options, and save the new version. Rename it. Print the text. Create a new Student Disk as described above, and transfer your text to it. Finally, delete the text using Option 6. You will then be ready to start filling up your Student Disk with serious texts.