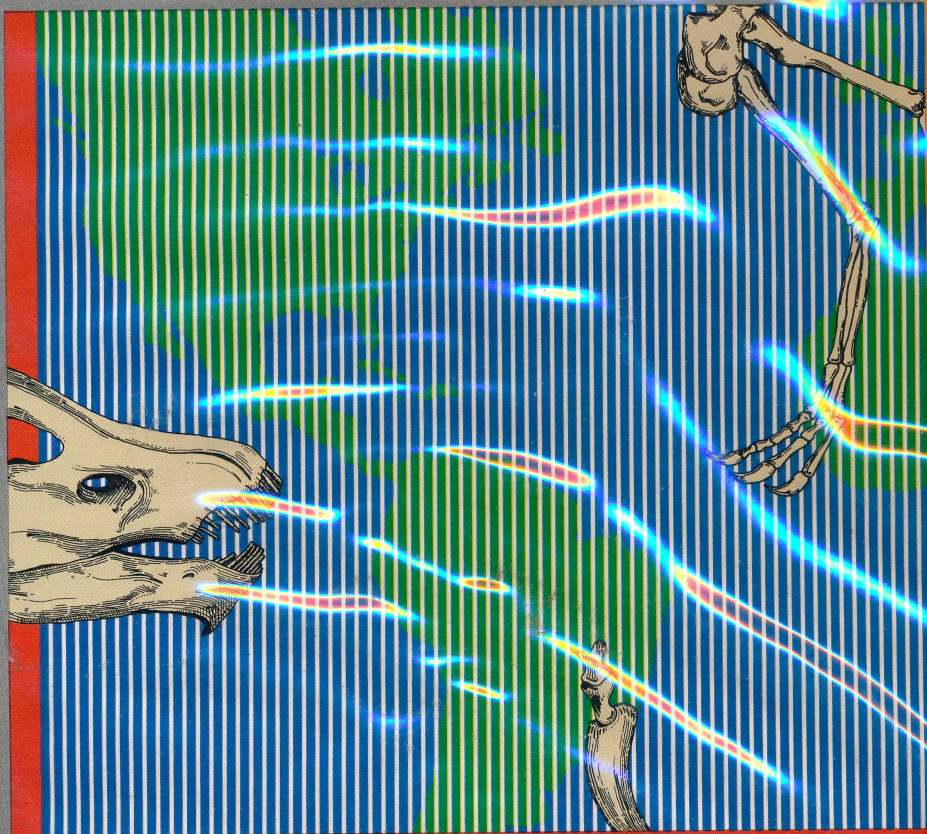




The Knowledge Explorer Series™

Seek It:

# Dr. Jessie's **Dinosaur**™



# Grolier Microcomputer Software The Knowledge Explorer Series™

## SeekIt: Dr. Jessie's Dinosaur™

Help Dr. Jessie, the world's youngest paleontologist, by finding answers in Volume D of The New Book of Knowledge encyclopedia. In the process, you will learn many interesting facts and improve your reading and research skills.

## *Other SeekIt Adventures in The Knowledge Explorer Series™*

### SeekIt: Max Dublin's Treasure™

An educational adventure that encourages young students to explore Volume A of The New Book of Knowledge encyclopedia.

### SeekIt: Isle of Mem™

An educational adventure for intermediate level students that motivates them to explore Volume M of The New Book of Knowledge encyclopedia.

### SeekIt: The Otters' Adventure™

An educational adventure that encourages students to explore Volume O of The New Book of Knowledge encyclopedia.

Designed to be used with the Apple II family of computers, with 64K\*.

The Knowledge Explorer Series, SeekIt: Max Dublin's Treasure, The Isle of Mem, Dr. Jessie's Dinosaur, and the Otters' Adventure are trademarks of Grolier Educational Corporation. Produced for Grolier by Intentional Educations, the co-developer of the Bank Street Writer™. Bank Street Writer is a trademark of Bank Street College.

\*Apple is a registered trademark of Apple Computer, Inc. ©1985 Grolier Educational Corporation

## The Knowledge Explorer Series™...

...designed for young students; usable through high school...designed to be used with *The New Book of Knowledge* encyclopedia, thus encouraging reading and the development of reference skills...designed to be used in the library as well as the classroom.



Grolier Educational Corporation

SHERMAN TURNPIKE, DANBURY, CONNECTICUT 06816

0-7172-7090-4



The Knowledge Explorer Series™

SeekIt:

# Dr. Jessie's **Dinosaur**™

To be used with Volume D of The New Book of Knowledge encyclopedia.  
Copy Protected Apple® 64K ©1985 Intentional Educations, Inc.





For extended media life —  
here's how to take care of your MINIDISKETTES



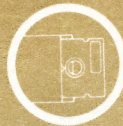
Do not touch  
exposed areas of  
the magnetic disk



Insert disk carefully



Keep away from  
magnetic fields



Return to envelope  
after use



Do not fold  
do not bend



Store disks at:  
50° F — 125° F  
10° C — 52° C

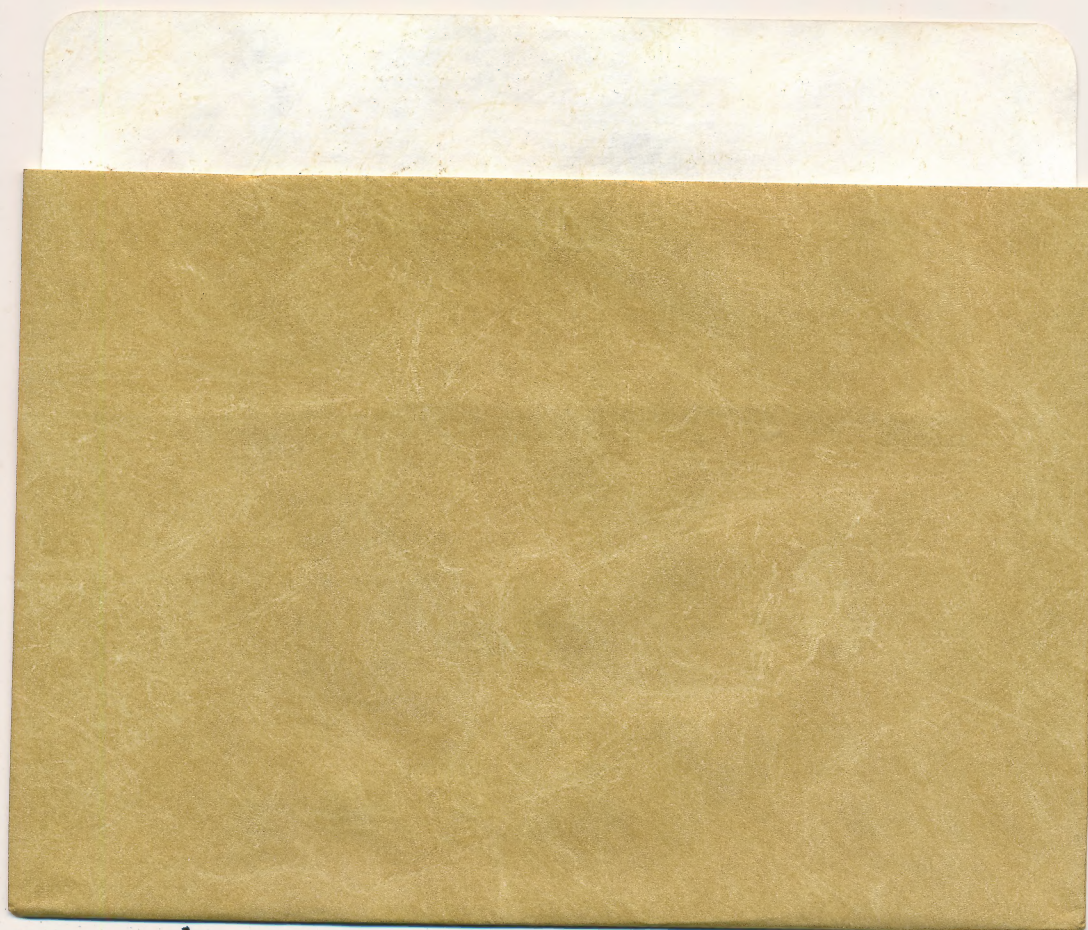
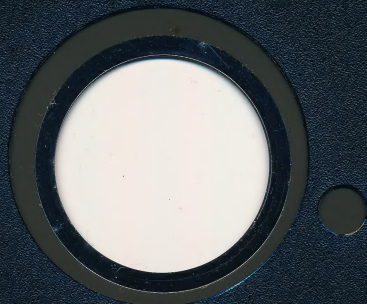


The Knowledge Explorer Series™

SeekIt:

# Dr. Jessie's **Dinosaur**™

To be used with Volume D of The New Book of Knowledge encyclopedia.  
Copy Protected Apple® 64K ©1985 Intentional Educations, Inc.





For extended media life —  
here's how to take care of your MINIDISKETTES



Do not touch  
exposed areas of  
the magnetic disk



Insert disk carefully



Keep away from  
magnetic fields



Return to envelope  
after use



Do not fold  
do not bend



Store disks at:  
50° F — 125° F  
10° C — 52° C



The Knowledge Explorer Series™

SeekIt:

Dr. Jessie's  
**Dinosaur™**

User's Guide

## **SeekIt: Dr. Jessie's Dinosaur™**

---

Created by Intentional Educations, Inc.  
for Grolier Educational Corporation  
Written by Ira Wood, Susan Christie Thomas and  
Norma Arnow  
Programmed by Alex F. Rose and James Austin  
Graphics by Jeanne Williamson  
Documentation by Norma Arnow and  
Kathleen DeBoer

Software © Copyright 1985  
Intentional Educations, Inc.  
User's Guide © Copyright 1985  
Grolier Educational Corporation  
ALL RIGHTS RESERVED  
Printed in the United States of America

The software accompanying this User's Guide is copy  
protected. Neither the software nor the User's Guide may be  
reproduced or transmitted in any form or by any means  
without prior express written permission of Grolier  
Educational Corporation.

The software accompanying this User's Guide is designed to  
be used on Apple® personal computers as described. Apple  
is a registered trademark of Apple Computer, Inc.

SeekIt: Dr. Jessie's Dinosaur™, The Knowledge Explorer  
Series™ are trademarks of Grolier Educational Corporation.



## **Table of Contents**

---

|    |   |
|----|---|
| 2  | Quick Reference Page  |
| 3  | About <i>Dr. Jessie's Dinosaur</i>  |
| 3  | What Can I Learn From <i>Dr. Jessie's Dinosaur</i> ?                            |
| 4  | How Can This Help With School Work?   |
| 4  | What Materials Do I Need To Get Started?  |
| 4  | How Much Help Will I Need With <i>Dr. Jessie's Dinosaur</i> ?                   |
| 4  | How Do I Get Started?   |
| 5  | How Do I Sign In?   |
| 6  | What If The Computer Can't Find My Record?                                      |
| 7  | How To Play <i>Dr. Jessie's Dinosaur</i>  |
| 10 | How Many People Can Use <i>Dr. Jessie's Dinosaur</i> Disk?                      |
| 10 | What Happens To My Record When I Sign Off?                                      |
| 11 | What If I Get Partway Through The Game, Go Away, And Don't Come Back For Weeks? |
| 12 | Note To Teachers And Librarians   |
| 14 | Planning: How Many Students; How Much Time?                                     |
| 15 | Integrating The "SeekIt Adventures" Into The Curriculum                         |

## Quick Reference Page

---

### *What are the Computer Keys I'll Use?*

- Use the keys like a typewriter when you sign in, and when you type the answers to questions.
- Use ← to erase. (On the //e and //c, you can use the DELETE key also.)
- Use the SPACE BAR to get questions, or when the program instructs you to use SPACE BAR to get to the next part of the program.
- Use RETURN when you have typed a response, and want it to be entered.
- Type Y for 'yes;' type N for 'no;' type Q for 'quit.'
- Use I, J, K, M (or arrow keys on the //e and //c) for up, left, right, down to move on the map of the world, and to 'walk' through the corridors of the museum. When you type in a number, use the numbers in the top row of the keyboard.
- When you press a number to choose the answer to a question, you do not need to press RETURN.

If you type anything other than the commands the computer is programmed to accept, nothing will happen.

## **About Dr. Jessie's Dinosaur**

---

*Dr. Jessie's Dinosaur* is a challenging adventure in which you are asked to travel around the world in search of the missing dinosaur bones, and then search the rooms of a museum for parts of a missing dinosaur skeleton plan. If you complete these missions successfully, Dr. Jessie, the world's youngest dinosaur expert, will be able to exhibit her dinosaur, and outsmart Mr. Hide, her devious ex-assistant.

*Dr. Jessie's Dinosaur* is designed to be used with Volume D of *The New Book of Knowledge* encyclopedia. Because the questions come up in random order, the adventure is different each time it is played.

## **What Can I Learn From Dr. Jessie's Dinosaur?**

---

- You'll pick up all kinds of information (big ideas and trivia as well) as you look in the articles in *The New Book of Knowledge* encyclopedia (called NBK for short).
- You'll discover many things in the encyclopedia that interest you. You'll probably start browsing in other parts of Volume D of the NBK as you look for answers to the questions.
- You'll also learn more about using encyclopedias — what kinds of information are in them, and how information is displayed in different forms and in different places in an encyclopedia.
- You'll get practice in reading comprehension and logical thinking as you figure out the clues in each question, and where to look for the answers.

- Because *Dr. Jessie's Dinosaur* is a computer program, you will become familiar with the computer and the keyboard.

### ***How Can This Help With School Work?***

---

While you're enjoying the adventure of looking for dinosaur bones and plans and defeating Mr. Hide, you're also learning how to use the encyclopedia to find information you want. The next time you need to look things up for a school assignment, it will be easier for you, because you've had practice with *Dr. Jessie's Dinosaur*.

### ***What Materials Do I Need To Get Started?***

---

All you need to begin is *Dr. Jessie's Dinosaur* disk, an Apple //e, //c, or an Apple II or II+ with 64K of RAM, and Volume D of *The New Book of Knowledge* encyclopedia (NBK).

### ***How Much Help Will I Need With Dr. Jessie's Dinosaur?***

---

If you can't find a game you have started (See *How Do I Sign In?*), or if Volume D of the NBK isn't where you expected to find it, ask your teacher or librarian for help.

### ***How Do I Get Started?***

---

You don't need this guide to start *Dr. Jessie's Dinosaur*. All you need to do is to "boot up" the disk (load the program into the computer), and you can begin.

Here's how to "boot up" any disk on an Apple Computer.

To insert the disk:

- 1 Before turning the computer on, remove the disk from its protective sleeve, holding it by the end with the label. *Do not touch the exposed plastic parts of the disk.*
- 2 Hold the disk with the label side up; insert it gently into the disk drive and close the door.
- 3 Turn on the computer. Soon the disk drive's red light will go on and you will hear a whirring sound as the program is loaded into the computer. When the light goes off, the program will begin on the screen.

**Treat disks with care!**

They can be damaged if:

- something spills on them.
- they are bent.
- you soil the exposed plastic areas.
- they are exposed to extreme heat, cold, humidity, or a powerful magnet.

---

## ***How Do I Sign In?***

The program asks you to type in both your first *and* last name, and tell whether you have played before. The program keeps a record of your game. This means that if you turn off the machine and go away for a while you can come back and pick up where you left off in the adventure. Be sure to remember exactly how you entered your name. If you do not enter it the

same way every time you come back, the program will not be able to find the record of your game.

Each time you complete a quest the program updates your record. If you have to quit for a while, when you come back and sign in you will return to your place in the game. The program does not save partial quests; if you don't answer both halves of a quest, your score won't change.

### ***What If The Computer Can't Find My Record?***

---

It's important to enter your name exactly the same way every time. If you change anything about the way you type your name, you will see this on the screen:

No adventure exists for this name.

You can . . .

- 1 Begin a new adventure
- 2 Ask a teacher or librarian for help
- 3 Quit

If you press 1, you'll begin the adventure again, from the beginning, and a new record will be kept under the name you just typed in. If you press 2, the program waits while you get help from a teacher or librarian, who will get the program to display the names of all players on the screen. (See *Note To Teachers And Librarians.*) You can then check to see if your name is on the list, and how you spelled it when you first played *Dr. Jessie's Dinosaur*. Then enter the number beside your name to resume play.

### ***How To Play Dr. Jessie's Dinosaur***

---

Although she is still a very young member of the profession, Dr. Jessie has become famous as a paleontologist and dinosaur expert. She has spent years digging up bones of these massive prehistoric beasts, and with the help of her assistant, Mr. Hide, has assembled a complete set of bones. Following the plan she has meticulously kept in her notebook, she has assembled the dinosaur on a pedestal in the museum. Museum publicity promises that this will be an extraordinary exhibit—scientists and other dinosaur fanciers will come to admire the dinosaur and to give Dr. Jessie the praise she has earned!

But, wait! Mr. Hide, her long-time assistant, has grown tired of playing a backstage role to Dr. Jessie's brilliance. He wants to be the star of the occasion; if he can't earn fame as a scientist, he will make his place in history as a scoundrel.

Part I begins on the day before the dinosaur exhibit opening. Dr. Jessie enters the exhibit hall to admire her completed dinosaur skeleton, and finds nothing there—except a note from Hide! He has stolen the dinosaur bones, divided them into twelve sets, and has hidden each set in a different part of the world.

As a token gesture of fairness, Mr. Hide leaves clues to the whereabouts of each set of bones. Your mission is to help Dr. Jessie retrieve all twelve sets of bones so she can reassemble the skeleton. All you have to help you is Volume D of *The New Book of Knowledge* encyclopedia; the answers to Hide's questions can be found there.

There are twelve sets of bones, and there are twelve two-part questions. In the first half Hide gives a clue to where the bones are hidden. Answer correctly, and you will see a map of the world. Use I, J, K, M (or the arrow keys on //e and //c) to move Dr. Jessie's plane to the spot that is flashing. There, you will receive the second half of the question. Answer it correctly, and you will retrieve a set of bones. You will see this set of bones added to the pile. Each time you succeed, your score in this struggle with Hide increases by one, and Hide's decreases by one.

*Beware!* Be sure you answer carefully! Hide gives you three chances to get an answer right; after that, you have to start again. (However, if you have finished Part I you will start again at the beginning of Part II.)



In Part II of the adventure, Dr. Jessie finds herself in trouble again! Her remaining job, now that you have helped her get back all the bones, is to reassemble the skeleton. That should be an easy task, since she can follow the plan she made in her notebook. It's night, the museum is quiet, and she knows she can get the job done easily. But Hide isn't finished with his mischief yet! He has stolen her notebook, and hides one page in each of the twelve rooms of the museum. Again, Dr. Jessie needs your help. She must rely on you and your ability to find answers in Volume D of the NBK to save the day!

Use I, J, K, M (or the arrow keys on //e and //c) to move Dr. Jessie from room to room in the dark halls of the museum. There are six rooms on each floor; use the staircase to go from floor to floor. When you turn into a room, the light goes on, and you get two new questions from the nasty Mr. Hide. Don't let Hide trick you; you only get three chances to get the answer to each question. Fail, and you must begin Part II over again. (Remember that you must answer two parts to complete each question.)

Each time you complete a question, you regain one page of the notebook of plans, and the scorecard at the bottom of the screen changes to show your new score and Hide's. When you have regained all twelve missing pages of the plans by completing twelve quests, Dr. Jessie will reassemble her dinosaur for you (and all the world) to see.

## ***How Many People Can Use Dr. Jessie's Dinosaur Disk?***

---

The disk will save the records of 30 different players. What if you're player #31? Don't worry, you can still play. The disk will check through its files to see which of the 30 players hasn't played for the longest time. That player's record will be removed to make room for you. Your teacher or librarian could also check the disk from time to time to delete games that have been abandoned.

## ***What Happens To My Record When I Sign Off?***

---

Every time you complete a question, the program updates your record. When you return and sign in again, the program takes you back to your place in the game. In Part I, you see the pedestal with the sets of bones you have already earned; your tally and Hide's will also appear. In Part II, you see the notebook of plans; look at the page number and the tally at the bottom of the screen. From this, you can figure how many more quests remain.

## ***What If I Get Partway Through The Game, Go Away, And Don't Come Back For Weeks?***

---

If many other students have been playing, your name may be removed, because 30 players have played since you stopped. You will have to start at the beginning again. Even though the questions come up in random order, you may get some that you've had before and remember the answers. Even if you do not remember, it shouldn't take long to find the answers in the NBK. If you quit, the computer can be turned off. When you come back to pick up your adventure, all you need to do is to "boot up" the disk and sign in correctly to resume play. The program will take you back to the place in the adventure where you left off. Another way to quit if you did not finish a question is to press Q at the beginning or end of a question.

## **Note To Teachers And Librarians**

---

*Dr. Jessie's Dinosaur* has a utility program that enables you to:

- help students when the program cannot recognize their name,
- delete games that no one wants anymore, and
- check the scores of all users.

To get to the utility, press CTRL U, either from the "Grolier presents" message at the beginning of the program or from the message, "Waiting for teacher input." You will see a screen similar to this one:

Adventures in progress on this disk:

| NAME             | CORRECT | TRIES: |
|------------------|---------|--------|
| 1. Suzy Smith    | 6       | 8      |
| 2. Peter Jones   | 2       | 4      |
| 3. Archie White  | 6       | 10     |
| 4. Nina Cleary   | 0       | 2      |
| 5. None of these |         |        |

Type correct number; then press RETURN.

### **1** *Finding a Name.*

If Suzy Smith has played before, but this time enters her name as "Susan," she will be prompted to begin again, or ask for help. (See *What If The Computer Can't Find My Record?*) When you show her the list of players, she will see how she entered her name the last time she played. Type her number (in this case, 1) to take her directly to her place in the game. (The program will not save a record with the new spelling, "Susan Smith.")

If a player did not have a game in progress, select "None of these" and the program will begin a new game, with his or her name as entered.

### **2** *Deleting a Name.*

If you type CTRL D and then a player's number, you will delete that player's record. (Note: you do not need to do this in order to make space for new players; the program does this automatically. However, you might want to go to the utility to weed out inactive games, so that a game that has not been used for a long time, but that you want kept on the disk, will not be bumped by a 31st game. (See *How Many People Can Use Dr. Jessie's Dinosaur Disk?*)

### **3** *Checking a Score.*

The scores indicate how many questions have been answered correctly out of the total number of attempts the player has made; e.g., in the previous example, it took Peter Jones 4 tries to answer 2 questions correctly. The program records up to 99 tries. If a user has tried 100 or more times, and only completed, say, 10

questions, the program will display the score in this fashion: 10 OUT OF ###. When a player is finished with the game, his or her record is removed from the disk.

### ***Planning: How Many Students; How Much Time?***

---

The SeekIt Adventures were designed so that students could use them for as little as fifteen minutes at a time and still learn something and gain a sense of accomplishment. *Dr. Jessie's Dinosaur* will remember the playing locations of up to thirty students at a time. The entire program takes the average student 2 hours to complete. Using the fifteen minute module as a building block, plan student time with the computer in fifteen, thirty or forty-five minute blocks, depending on your school's class schedule. For example, it would take the average student 4 one-half hour periods to complete the entire program.

Remember that the program can store the locations of only thirty students. If a thirty-first student uses the program, the work of one of the original thirty students is lost. He or she has to start again from scratch. Therefore, to avoid frustration we recommend no more than thirty students playing at a time. As students complete both levels, new students can begin. It might be helpful to keep a list or to periodically check the computer's list by typing CONTROL U and checking the number of names on the program.

To use the program with more than thirty students, divide students into small groups or teams. Each group works together through each level of the program. Students take turns at the computer and looking things up in the NBK.

Encourage students to keep the ending of the program to themselves so the fun of discovering *Dr. Jessie's Dinosaur* is available for everyone.

### ***Integrating The "SeekIt Adventures" Into The Curriculum***

---

We have provided a sample lesson plan to help integrate the SeekIt Adventures into the curriculum. For additional ideas, consult the documentation accompanying other SeekIt Adventures.

*Lesson I:*

Review with students how to find information using the index, key words and cross-referencing.

*Lesson II:*

Students use the software individually or in small groups. As the students work through the program have them keep track of articles they find interesting.

*Lesson III:*

Using any article they have read each student chooses a topic for a report. Have them pick out key words in the article which they can use to locate additional information through the index or other reference materials. Have the students prepare a written report or oral presentation from the information they have gathered.

*Example Question:*

Speaking of swimming, I bet you don't know much about how dolphins swim.

A dolphin can cut through water at 20 miles an hour. To do that, it waves the fin-like attachments on its tail. What are those fins called?

*Answer:*

Flukes

To find the answer to this question students must refer to the article on Dolphins and Porpoises. While reading this article, students might become interested in echolocation, using sound to see. The student would then place the article on his list and come back to it later. The article will give the student enough information about echolocation to obtain key words to begin research on a paper.



## **Limited Warranty**

---

Grolier Educational Corporation warrants to the original purchaser that the magnetic diskette accompanying this User's Guide will be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If during this period a defect should occur, Grolier Educational Corporation will replace the diskette free of charge, provided that the diskette is returned to the Customer Service Department of Grolier Educational Corporation, Sherman Turnpike, Danbury, Connecticut 06816 by the original school, library, or other purchaser of the diskette within the aforesaid 90 day period.

Grolier shall not be responsible for incidental or consequential damages resulting from any breach of warranty. The above limited warranty constitutes the sole and exclusive remedy of the purchaser and is in lieu of all other warranties, express or implied. All implied warranties of merchantability or fitness for a particular purpose are hereby disclaimed.



**Grolier Educational Corporation**

SHERMAN TURNPIKE, DANBURY, CONNECTICUT 06816