Troll

Micro Courseware

READ & SPELL:

In the Days of Knights and Castles

A TROLL LEARNING CENTER

This unit contains: a 2-disk micro-software program and a User's Guide.
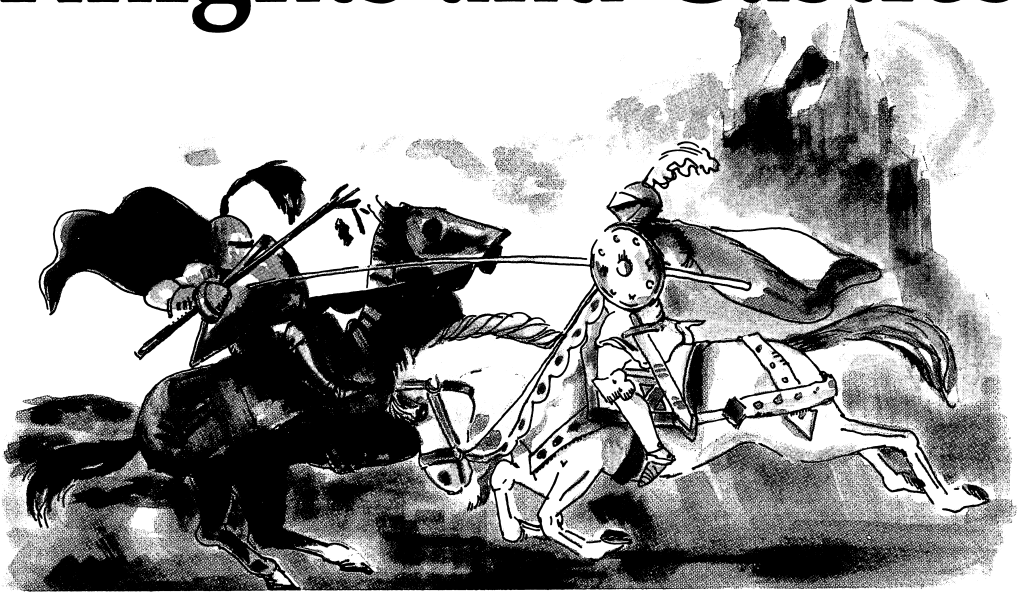
Troll MICRO

COURSEWARE

USER'S GUIDE
READ & SPELL:
In the Days of
Knights and Castles

Troll Micro-Software

READ AND SPELL:
In the Days of Knights and Castles
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One or two disk drives.
3. A TV set or video monitor (color is recommended).

How to Use This Program

READ AND SPELL: In the Days of Knights and Castles is designed to improve students' vocabulary skills through reading, spelling, and word usage activities.

Getting Started

Insert disk #1 into drive #1 with the label facing up and the oval cutout facing away from you. If you have two disk drives, insert disk #2 in drive #2. (If you have only one disk drive, you will be told when to insert disk #2.) Close the doors on the disk drives and turn on the monitor and computer. The red light on disk drive #1 will light up as the program loads.

> NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the menu appears.

> 1) Read & Spell
> 2) Round Table
> 3) Crossword

To choose an activity, simply press the number of your choice. The activity will load and run automatically.

Special Keys

H	Help
CONTROL X	Return to Lesson Menu
CONTROL O	Turn Sound On or Off

The Activities

Read & Spell

Objective: Students improve their vocabulary skills and spelling through the use of context clues and definitions.

Read & Spell
(continued)

Setting Up: Start by choosing one of the 4 chapters of the story. Each chapter has its own vocabulary list. (If disk #2 is not already present, you will be told to insert it now. After inserting disk #2 close the drive door and press **Return.**)

Procedure: An illustration appears, along with a paragraph. The paragraph contains a blank line to show where a word is missing. A definition for the missing word appears at the bottom of the screen. After reading the paragraph, use the context clues and the definition to decide what the missing word is. Type the word and press **Return.** Type carefully, because correct spelling counts. The first time you answer incorrectly, you will be given a hint. After the second incorrect response, the answer will be provided.

Round Table

Objective: Students discover and review the meaning of words through context clues.

Setting Up: Enter the number of players and their names. (If only one person is playing, the name entered when the program started will be used.) Then choose one of the 4 chapters of the story.

Procedure: The computer displays a sentence containing a blank. Read the sentence and use context clues to determine the missing word. Three of the vocabulary words appear in the lower right portion of the screen, with the center word highlighted. You can see the entire vocabulary list by using the arrow keys to scroll the words through the highlighted area. The top or bottom word will scroll off the screen and be replaced by a new word. After you see each word in the list, highlight the desired word and press **Return.** If you answer incorrectly, you are given a second chance. If you miss a second time, the answer is provided.

In the two player game, players alternate turns. One point is awarded for each correct answer.

Crossword

Objective: Students review the spelling and meaning of words as they accumulate points in a crossword puzzle activity.

Setting Up: Enter the number of players and their names. (If only one person is playing, the name entered when the program started will be used.) Then choose a crossword puzzle from one of the 4 chapters of the story.

Crossword
(continued)

Procedure: With the crossword puzzle on the screen, type a number followed by **A** for across or **D** for down. For example: if you want to fill in 11 down, type 11D. A flashing cursor will appear in the puzzle. Type the word and press **Return.** (To move over any letters already present, either use the arrow keys or re-type the letter.)

If you type the word correctly, you will receive 1 point for each blank you fill. If you don't know the answer, press **?** and **Return.** You will receive 1 point. One blank at a random location in the puzzle will be filled with a letter. (In the two player game, the blank will be filled with a letter at the start of your next turn.)

If you type the word incorrectly, you will receive no points. On your next turn, you may either choose a new puzzle word or choose the same word again. If you miss two times in a row (either on the same word or on two different words), a puzzle hint is given. (Two blanks at random locations in the puzzle will be filled with letters.)

Continue filling in words until the puzzle is complete. In the two player game, players alternate turns. The player who fills in the most letters is the winner.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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A TROLL LEARNING CENTER

READ AND SPELL: In the Days of Knights and Castles is an ideal way for youngsters to improve their vocabulary skills.

Children discover new vocabulary words as they read a colorfully illustrated and animated tale. One- and two-player activities review the spelling and meaning of vocabulary words in a variety of formats including an exciting crossword puzzle activity.

THIS LEARNING CENTER CONTAINS:

- a 2-disk MICRO-SOFTWARE program
- a User's Guide

TROLL ASSOCIATES

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