

The Return To Reading Library



MEDIA BASICS COURSEWARE

The Return·To·Reading Library

A Day No Pigs Would Die

The Adventures of
Huckleberry Finn

The Adventures of
Tom Sawyer

A Farewell to Arms

All Quiet on the
Western Front

Animal Farm

A Raisin in the Sun

A Separate Peace

A Tale of Two Cities

Billy Budd

The Black Stallion

Born Free

Brave New World

Bridge to Terabithia

The Call of the Wild

Charlie and the Chocolate
Factory

Charlotte's Web

The Chocolate War

Cry, the Beloved Country

Diary of Anne Frank
Dracula

Fahrenheit 451

Flowers for Algernon

Giants in the Earth

The Gift of the Magi/
The Ransom of Red Chief

The Good Earth

The Great Brain

Great Expectations

The Heart is a Lonely
Hunter

The Hobbit

The Incredible Journey

Johnny Tremain

Julius Caesar

The Lion, the Witch and
the Wardrobe

The Little Prince

Lord of the Flies

The Martian Chronicles

The Miracle Worker
1984

The Odyssey

Of Human Bondage

One Day in the Life of
Ivan Denisovich

The Pearl

The Pigman

The Red Badge of Courage

The Red Pony

Romeo and Juliet

The Telltale Heart/The Cask
of Amontillado

To Kill a Mockingbird

Where the Red Fern Grows

White Fang/To Build a Fire

Wuthering Heights

Microcomputer Courseware for

- Reading Motivation
- Basic Literature
- Skills Development



MEDIA BASICS, INC.

LARCHMONT PLAZA
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CHARLOTTE'S WEB

THE SCORING SYSTEM

Point Value

There are 40 graded questions in this program. Each question is worth 2½ points if answered on the first try and 1 point if answered on the second try. Seven bonus questions worth 1 point each are distributed throughout the program. The student has one chance to answer bonus questions.

Using the ESCAPE Key

The student may use the ESCAPE key if he/she wishes to change an answer before proceeding to the next question or activity. Instructions appear on the screen for use of this key.

Random Access to the Program

The program may be run in its entirety or used in part by accessing any of the five separate sections of the menu. Instructions for accessing appear at the beginning of the program. Whether the program is used in whole or in part, the student is provided with an immediate report of his/her score after completing each section. A cumulative score is displayed at the end of the test.

Distribution of Points

Subsection	Percentage of Points	Bonus Score
Literary Appreciation	13%	1 pt.
Comprehension	20%	2 pts.
Critical Thinking	35%	2 pts.
Vocabulary Skills	32%	2 pts.

Storage and Retrieval of Scores

The program stores up to 20 scores on the diskette. If a student uses different sections of the program at different times, his/her scores will be stored in the same file provided the student's name is typed exactly the same way each time the program is used. **The student must use the official EXIT from the program in order to register his/her score in the file.**

Using the Password to Call Up the Scores

The teacher may retrieve the scores at any time by typing the word **SALUTATIONS** in the student name slot at the beginning of the program or by typing **RUN TEACHER** at the completion of all program material.

Deleting Scores

After using the password, the teacher may examine individual scores one at a time or learn how many scores are presently being stored on the diskette. Scores may be deleted at any time, or the teacher may save some scores and delete others. Instructions appear directly on the screen for this procedure. If printing capability is available, the scores may be printed at the teacher's discretion.

When score storage has reached the maximum of 20, attempts to use the program will be rejected and a direction to seek the aid of the teacher will appear on the screen. This procedure prevents accidental deletion of scores.

READING THE MENU FOR THE COURSEWARE PROGRAM

NOTE: The courseware program is no substitute for reading. It is designed to help students understand the books they have read. Return-To-Reading can be used only AFTER students have read the correlated book

Suggested User Time: 30-40 Minutes

I. RESPONDING TO THE BOOK

- A. Exploring Feelings
- B. Making Connections

II. UNDERSTANDING THE BOOK

- A. Reviewing the Story
(Literary Appreciation)
- B. Understanding the Story
(Comprehension)
 - 1-2 Finding Main Ideas
 - 3-4 Determining Sequences
 - 5-6 Analyzing Characters
 - 7-8 Recalling Details
- C. Thinking About the Story
(Critical Thinking)
 - 1- 2 Determining Mood and Emotion
 - 3- 4 Identifying Point of View
 - 5- 6 Establishing Cause/Effect
 - 7- 8 Making Comparisons
 - 9-10 Separating Fact from Opinion
 - 11-12 Making Predictions
 - 13-14 Drawing Conclusions
- D. Understanding the Author's Language
(Vocabulary Skills)
 - 1- 3 Selecting the Proper Word
 - 4- 7 Selecting the Best Meaning
 - 8-10 Finding Synonyms and Antonyms
 - 11-13 Understanding Figurative Language

III. GOING BEYOND THE BOOK

- A. Activities
- B. Enjoying Other Books
(Annotated Bibliography)

I—RESPONDING TO THE BOOK.

This section consists of five questions for which **there are no wrong answers**. These questions are ungraded and are not recorded in the cumulative scores. They provide an opportunity for students to explore their feelings about the book.

II—UNDERSTANDING THE BOOK.

This section consists of 40 questions in four main categories which measure **literary appreciation, critical thinking, comprehension, and reading skills**. Students receive 2½ points for a right answer on the first attempt and 1 point for a right answer on the second attempt. Further attempts are not offered nor are penalties exacted for wrong answers.

BONUS QUESTIONS.

Seven bonus questions are included in the program and are offered only to those students who correctly answer a majority of questions in each category on the first try. Each bonus question is worth 1 point.

III—GOING BEYOND THE BOOK.

This section consists of ungraded enrichment activities – puzzles and games which all learners may enjoy. It also provides detailed suggestions for further related reading.

RR1078

**Return to
Reading**

Charlotte's Web



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DISKETTE CARE AND HANDLING INFORMATION



Protect
Protéger

Proteger
Schützen

保護



No
Non

No
Falsch

注意



Insert Carefully
Inserer avec soin

Insertar
Sorgfältig Einsetzen

插入注意



Never
Jamais

Nunca
Nie

絶対禁止



10°C–52°C
50°F–125°F



Never
Jamais

Nunca
Nie

絶対禁止



USER'S GUIDE

LOADING INSTRUCTIONS FOR YOUR APPLE II, IIe DISK

1. Check the equipment for proper connections.
2. Be certain that the equipment is off.
3. Be certain that the disk drive is not loaded.
4. Turn off the monitor (television).
5. Insert the program diskette in the drive with the label up.
6. Close the drive flap.
7. Turn on the computer, a red light indicates the drive is on and loading the program.
8. Follow the directions which appear on the screen. The first request will be for your name and today's date.

NOTE: If you have any questions or problems with these instructions, or with the programs themselves, feel free to call us **COLLECT** at 914-834-2505.



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