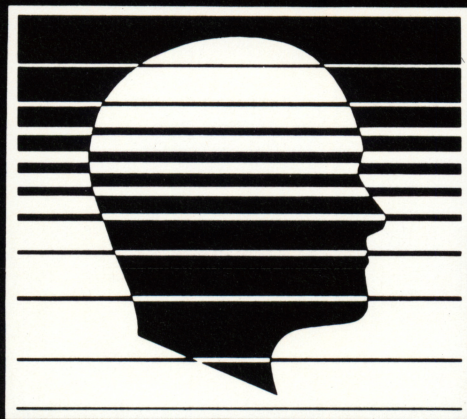


The Return To Reading Library



MEDIA BASICS COURSEWARE

THE HOBBIT

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 **TROLL** 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.



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.**

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
LARCHMONT, NEW YORK 10538

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