# 3 BRAINBANK LEARNING GUIDE 

(Social Studies U.S.A.)

## THE STATES GAME E PLURIBUS UNUM

For 1 to 4 players: Ages 8 and up

Five computer programs designed as games to let you learn facts about the fifty American states

Computer Graphics by Paul Kuhrman Program Edited by Mark Feldman
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## About this BRAINWARE ${ }^{\text {TM }}$

Learning about America means learning that each state is an individual entity. Students need to learn about each state's climate, land forms, history, economics, and government in order to gain an understanding of the nation as a whole.

THE STATES GAME will challenge students' knowledge and also help them learn interesting new information. The game teaches that each state has its own environment, "personality," and history. It provides an educational, informational, and motivational tool for learning.

BRAINBANK's microcomputer BRAINWARE ${ }^{\text {TM }}$ is designed to support and supplement classroom work. All instructions for playing are displayed step-by-step, on-screen. Students need only to load the program to understand what to do. Feedback to student responses is immediate and ongoing, assessing students as they work.

This BBI BRAINWARE ${ }^{\text {TM }}$ title contains five programs designed as games. The five games do not have a particular sequence and may be run in any order, but it should be noted that each game must be run from the beginning and cannot be started in the middle.

Be sure to allow each student ample time to run through each BBI lesson on the computer. Students run each program at their own pace. Games average about half an hour each to run, though this will vary from student to student.

Success is built in to every BBI BRAINWARE ${ }^{\text {TM }}$ program.
> **BE SURE TO REFER TO YOUR COMPUTER MANUAL FOR START-UP INSTRUCTIONS. IF YOU HAVE AN APPLE Ile, BE SURE THE "CAPS LOCK" IS DOWN.

## How To Play The States Game

One to four players learn the facts as they guess the states from descriptive clues.

ON-SCREEN INSTRUCTIONS are presented during the program; all a student has to do to find out how to play is load the program.

The RULES and the SCORING SYSTEM are presented and explained in an option listed on the Main Menu. Once learned, they can be skipped. These rules are printed here for your reference.

When the Main Menu appears, you will see that not only the five games but also the game rules are listed. If you are playing the game for the first time, or are not quite sure of the rules, choose this option before you play so that you know how to play and perhaps win the game.

## The Rules

-A clue will appear on the screen.
-Each player then has a turn either to enter the state that the clue describes or to PASS.
-To answer, type the POST OFFICE ABBREVIATION for the state described. For example: for New Jersey, type NJ; for North Carolina, type NC.

- To see a list of Post Office abbreviations, type PO.
—To skip a turn (to PASS), type PS.
(If you choose either of these options, it will not affect your total score.)
-All players may choose the same state for their answer, if they wish.
- Each player is given 50 points to start with, one for each of the fifty states.
-5 points are given for a right answer after the FIRST clue.
-4 points are given for a right answer after the SECOND clue.
-3 points are given for a right answer after the THIRD clue.
-To PASS is no score.
-Each wrong answer loses 2 points.
- The score is added up and is displayed at the end of each round.
- The next clue will appear if no player answers correctly.
-Three clues about a state of the union are given for each round.
- At the end of each round, the name and location of the state capital is displayed on the map of the United States.


## Playing Procedure

- Once the game rules are read and understood (they may be seen again if the students wish), the students can choose one of the five games.
-Each game is for one to four players; a student may play alone. Once a game is selected, the program will ask, "How many players?" The correct number should be entered.
- Each game has from four to eight rounds. Players should choose the length of game they wish and enter the number.
- Finally, players will be asked to enter their names (using no more than eight letters).
- The game is then ready to be played.


## Learning Guide

This Learning Guide is provided to augment the courseware with related information, exercises, and activities.

Each game in this series contains clues about ten states in the U.S.A. The five games together cover the fifty states.

Game One:
California, Georgia, Kentucky, Maine, Michigan, Mississippi, North Dakota, South Carolina, West Virginia, Wyoming.

Game Two:
Alaska, Delaware, Illinois, Iowa, Rhode Island, Texas, Utah, Virginia, Washington, Wisconsin.

Game Three:
Alabama, Colorado, Connecticut, Florida, Hawaii, Idaho, Massachusetts, Missouri, New Hampshire, New Jersey.

Game Four:
Arkansas, Louisiana, Maryland, Minnesota, Montana, New Mexico, Ohio, Pennsylvania, Vermont.

Game Five:
Arizona, Indiana, Nevada, New York, Nebraska, North Carolina, Oklahoma, Oregon, South Dakota, Tennessee.

## Brainware Facts

| State | Post <br> Office <br> Abbrev. | Capital | Admitted <br> to <br> Union | State <br> Bird |
| :--- | :---: | :--- | :--- | :--- |
| Alabama | AL | Montgomery | 1819 | Yellowhammer |
| Alaska | AK | Juneau | 1958 | Willow Ptarmigan |
| Arizona | AZ | Phoenix | 1912 | Cactus Wren |
| Arkansas | AR | Little Rock | 1836 | Mockingbird |
| California | CA | Sacramento | 1850 | Valley Quail |
| Colorado | CO | Denver | 1876 | Lark Bunting |
| Connecticut | CT | Hartford | 1788 | American Robin |
| Delaware | DE | Dover | 1787 | Blue Hen Chicken |
| Florida | FL | Tallahassee | 1845 | Mockingbird |
| Georgia | GA | Atlanta | 1788 | Brown Thrasher |


| State | Post Office Abbrev. | Capital | Admitted to Union | State <br> Bird |
| :---: | :---: | :---: | :---: | :---: |
| Hawaii | HI | Honolulu | 1959 | Nene (Hawaiian Goose) |
| Idaho | ID | Boise | 1890 | Mountain Bluebird |
| Illinois | IL | Springfield | 1818 | Cardinal |
| Indiana | IN | Indianapolis | 1816 | Cardinal |
| lowa | IA | Des Moines | 1846 | Eastern Goldfinch |
| Kansas | KS | Topeka | 1861 | Western Meadow Lark |
| Kentucky | KY | Frankfort | 1792 | Cardinal |
| Louisiana | LA | Baton Rouge | 1812 | Eastern Brown Pelican |
| Maine | ME | Augusta | 1820 | Chickadee |
| Maryland | MD | Annapolis | 1788 | Oriole |
| Massachusetts | MA | Boston | 1788 | Chickadee |
| Michigan | MI | Lansing | 1837 | Robin |
| Minnesota | MN | St. Paul | 1858 | Loon |
| Mississippi | MS | Jackson | 1817 | Mockingbird |
| Missouri | MO | Jefferson City | 1821 | Eastern Bluebird |
| Montana | MT | Helena | 1889 | Western Meadow Lark |
| Nebraska | NE | Lincoln | 1867 | Western Meadow Lark |
| Nevada | NV | Carson City | 1864 | Mountain Bluebird |
| New Hampshire | NH | Concord | 1788 | Purple Finch |
| New Jersey | NJ | Trenton | 1787 | Eastern Goldfinch |
| New Mexico | NM | Santa Fe | 1912 | Road Runner |
| New York | NY | Albany | 1788 | Eastern Bluebird |
| North Carolina | NC | Raleigh | 1789 | Cardinal |
| North Dakota | ND | Bismarck | 1889 | Western Meadow Lark |
| Ohio | OH | Columbus | 1803 | Cardinal |
| Oklahoma | OK | Oklahoma City | 1907 | Scissortailed Flycatcher |
| Oregon | OR | Salem | 1859 | Western Meadow Lark |
| Pennsylvania | PA | Harrisburg | 1787 | Ruffed Grouse |
| Rhode Island | RI | Providence | 1790 | Rhode Island Red |
| South Carolina | SC | Columbia | 1788 | Carolina Wren |
| South Dakota | SD | Pierre | 1889 | Ringnecked Pheasant |
| Tennessee | TN | Nashville | 1796 | Mockingbird |
| Texas | TX | Austin | 1845 | Mockingbird |
| Utah | UT | Salt Lake City | 1896 | California Gull |
| Vermont | VT | Montpelier | 1791 | Hermit Thrush |
| Virginia | VA | Richmond | 1788 | Cardinal |
| Washington | WA | Olympia | 1889 | Willow Goldfinch |
| West Virginia | WV | Charleston | 1863 | Cardinal |
| Wisconsin | WI | Madison | 1848 | Robin |
| Wyoming | WY | Cheyenne | 1890 | Meadow Lark |

## E PLURIBUS UNUM. OUT OF MANY - ONE.

On these pages the shapes of the fifty states are drawn in relative sizes. The location of the capital of each state is shown by a star. These maps may be copied and used for reference. They can be cut up and rearranged by students to fit together to form the true geographical map of the United States as we know it. The states may also be cut out and rearranged according to the groups of states in each game, or used in any other way which might be helpful.







## Brain Teasers

Facts presented in these two exercises are similar to the facts displayed as clues in THE STATES GAME. These exercises can be used as a "warm up" for playing THE STATES GAME on the microcomputer. Students can use their textbooks or an encyclopedia to help them answer the questions.

## Name the State

a) Which state has produced the most American cars since the early 1900 s ?
b) A Japanese attack on this state brought the United States into World War II.
c) In which state was the United States Constitution signed?
d) In which state did the movie industry make its mark?
e) Which state is located closest to Russia?
a) Michigan
b) Hawaii
c) Pennsylvania
d) California
e) Alaska

A Matching Game
a) The Civil War began here
d) Florida
b) Won in a war with Mexico
e) Louisiana
c) First "mass production" factory
c) Connecticut
d) Purchased from Spain in 1819
b) Texas
e) Battle of New Orleans
a) South Carolina

## The BRAINBANK INC., BRAINWARE ${ }^{\text {TM }}$ KIT CONTENTS

A BRAINWARE ${ }^{\text {TM }}$ KIT BOOKLET
Everything you need to know about BBI BRAINWARE ${ }^{\text {TM }}$ - BOOKLET CONTENTS

A table of contents with page numbers.

- THE BBI PRIMER

Instructions for interacting with our BRAINWARE ${ }^{\text {TM }}$.

- THE MICROCOMPUTER: An Overview

Parts of a microcomputer explained in simple terms.

- "SIGHT-SAYING"

A pronunciation guide.

- GLOSSARY

Definitions of commonly used computer terms.

- LEARNING GUIDE

Related information and activities.
BRAINWARE ${ }^{\text {TM }}$ CONTENTS
Listed on the package for quick reference.
THE BRAINWARE ${ }^{\text {TM }}$
BBI lessons on diskette in packages designed for careful storage.

"USER FRIENDLY SOFTWARE"


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