APPLE DISK
Apple II/II+/IIe/IIc
Applesoft, 48K

# Troll

MICRO

COURSEWARE

# ALLIGATORS & CROCODILES

## A TROLL LEARNING CENTER

**This unit contains:** An "I CAN READ" Book with matching READ-ALONG Cassette, Guide and **MICRO-SOFTWARE Disk.**

Dennis Kehr

# A TROLL LEARNING CENTER

Here's the perfect combination for helping children build strong reading and learning skills.

Children start with the I CAN READ book first, or follow along as they listen to the lively word-for-word cassette. Then they turn to the micro-software for fun-filled computer activities that focus on learning and language skills.

**THIS UNIT CONTAINS:**

- a 48-page "I CAN READ" Book
- matching READ-ALONG Cassette
- a User's Guide
- a MICRO-SOFTWARE Disk with 4 exciting learning games

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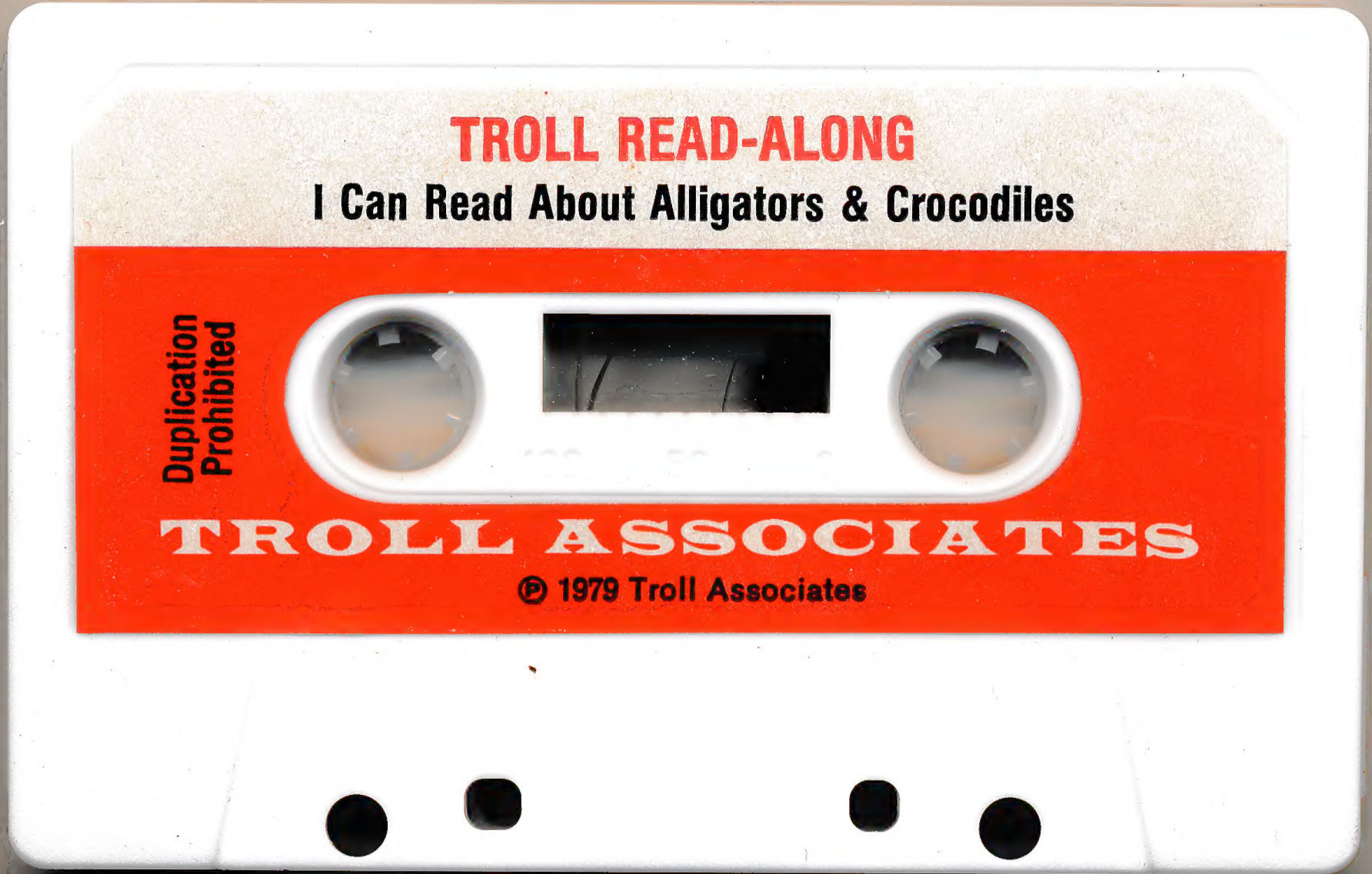
TROLL READ-ALONG
I Can Read About Alligators & Crocodiles
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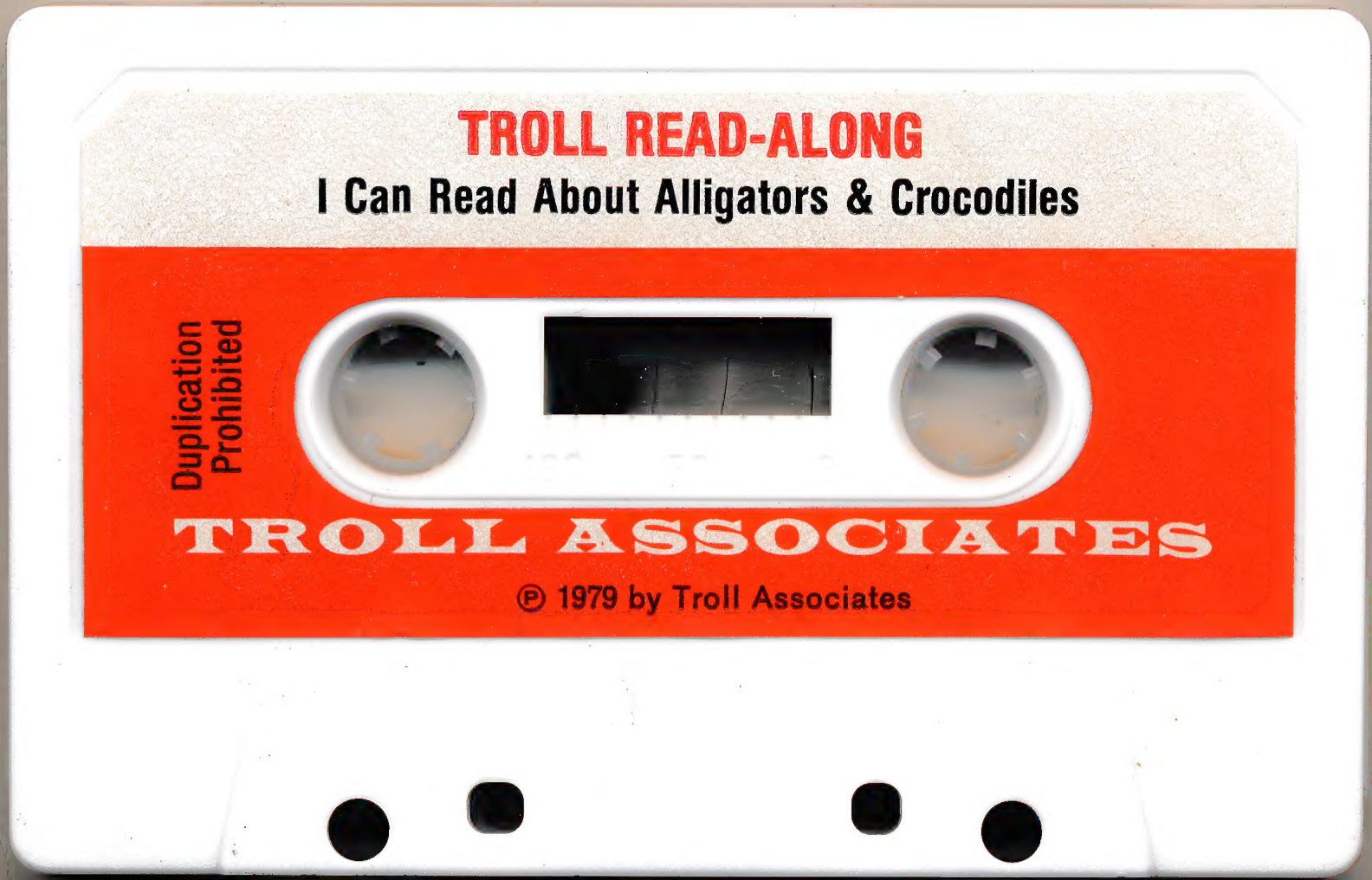
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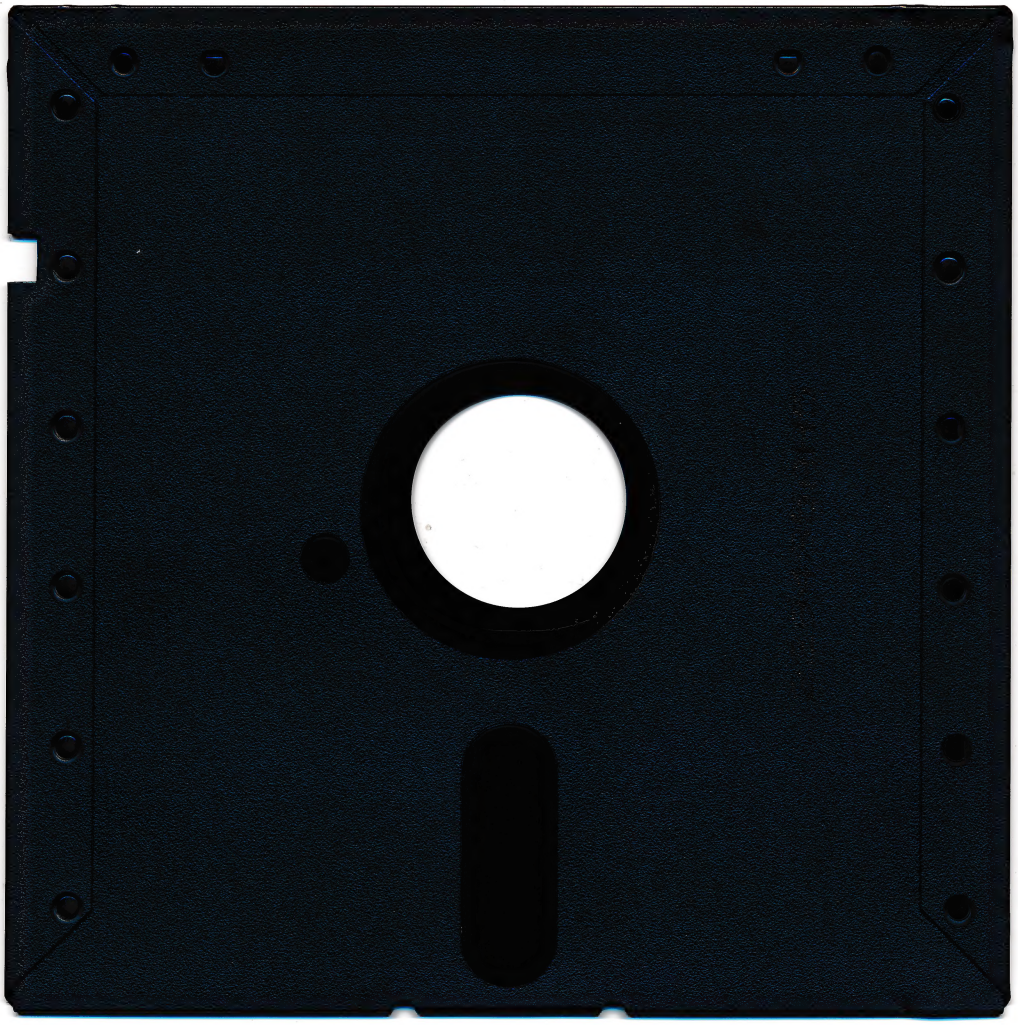
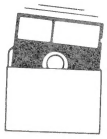


# DISKETTE CARE AND HANDLING INFORMATION



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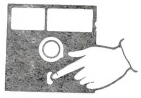

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Jamais
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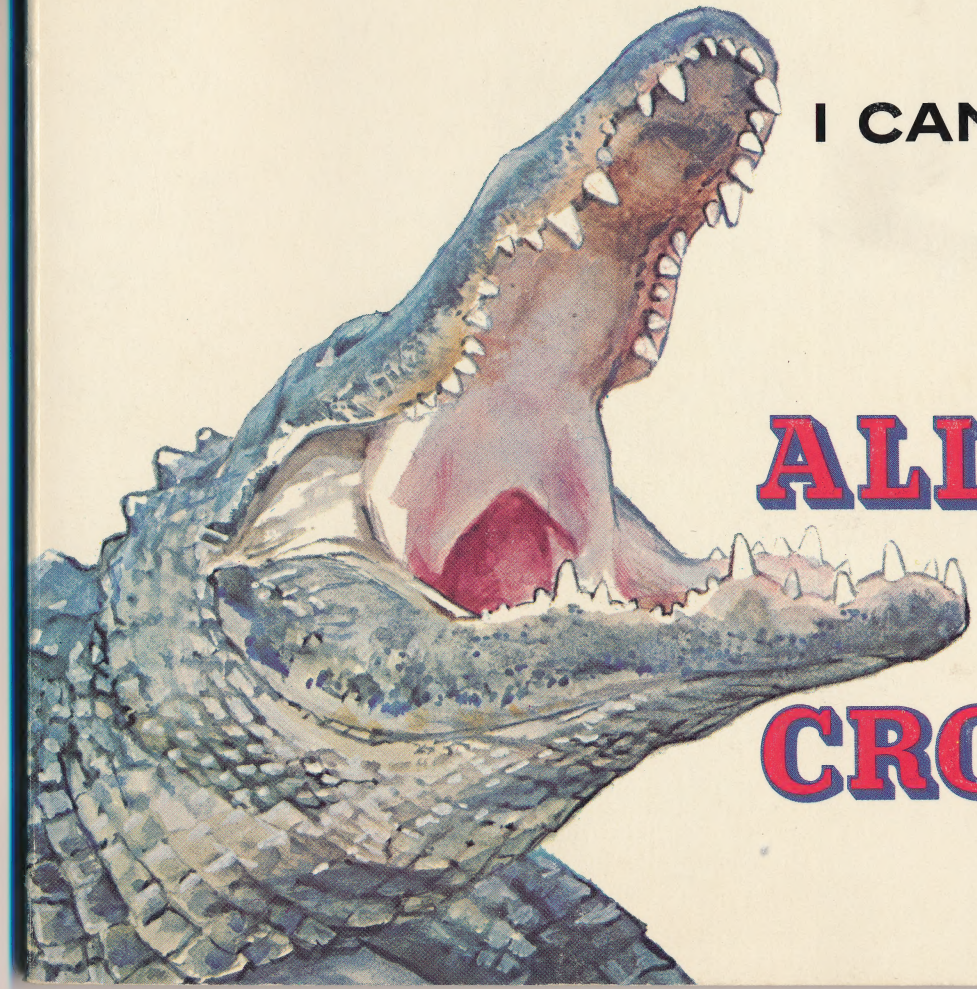
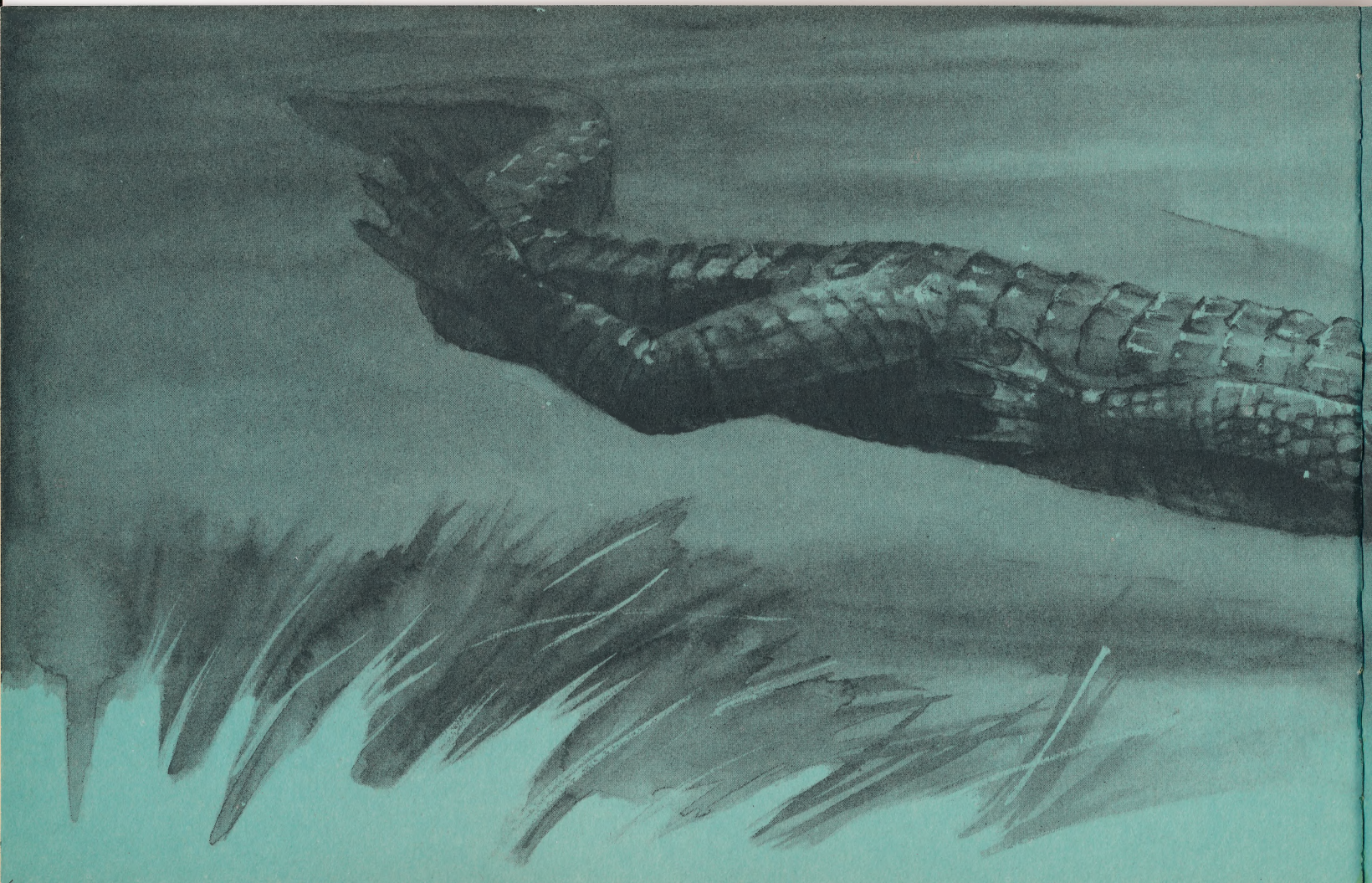


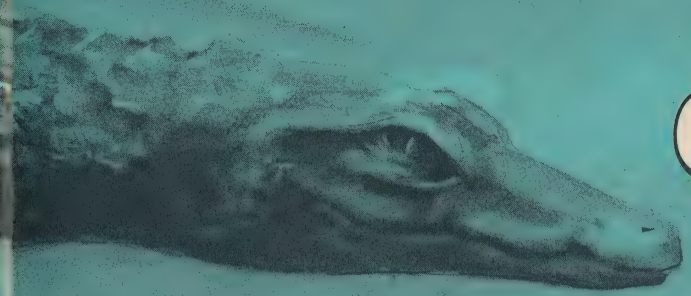
I CAN READ ABOUT

# ALLIGATORS & CROCODILES



I CAN READ ABOUT

# ALLIGATORS & CROCODILES



Written by David Knight
Illustrated by Virginia McWilliams

Troll Associates

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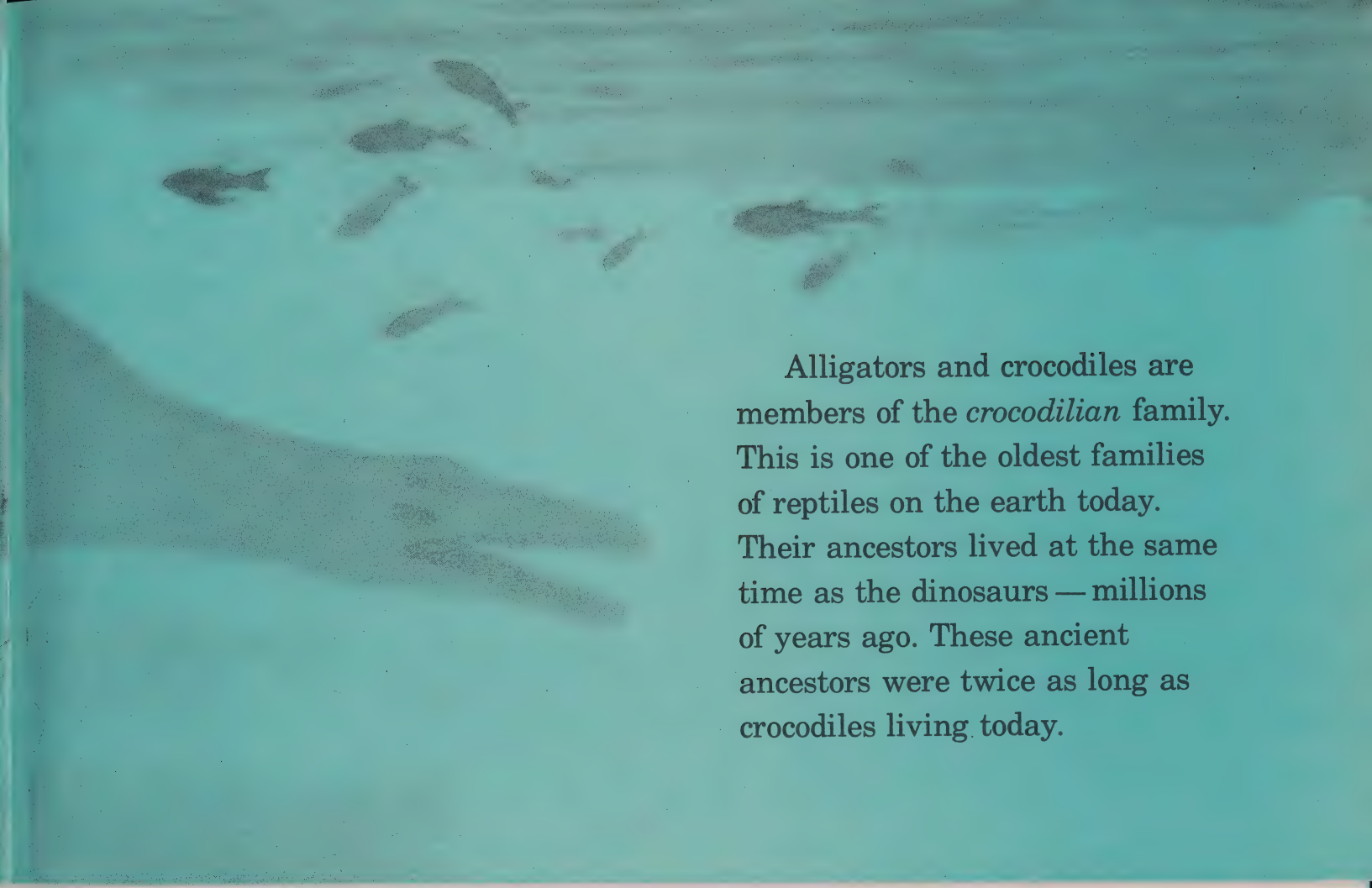
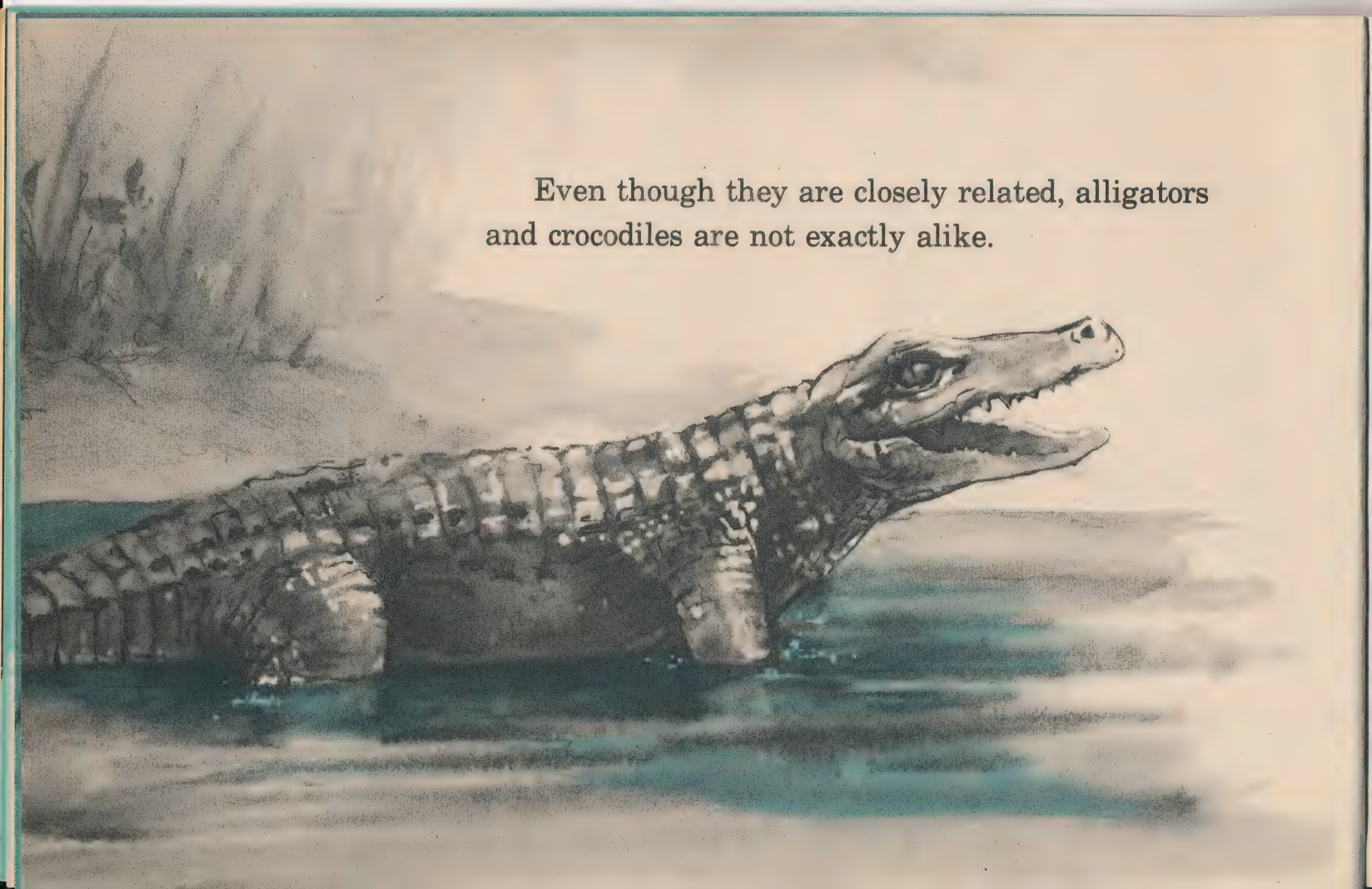
If you saw an
alligator and a crocodile
side by side, could you tell them apart?
Alligators and crocodiles are alike in many
ways. But in some ways they are different.

Alligators and crocodiles are reptiles.

Other reptiles include
snakes, lizards, and turtles.
Like all other reptiles, alligators
and crocodiles are cold-blooded.
This means their bodies are the same
temperature as their surroundings.



Alligators and crocodiles are members of the *crocodilian* family. This is one of the oldest families of reptiles on the earth today. Their ancestors lived at the same time as the dinosaurs — millions of years ago. These ancient ancestors were twice as long as crocodiles living today.

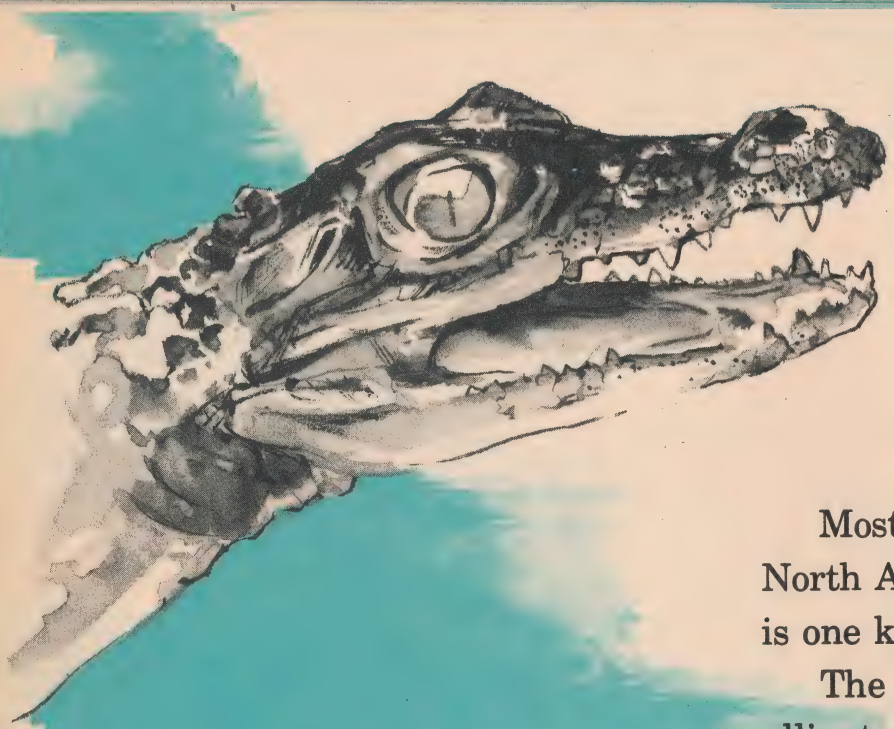


Even though they are closely related, alligators and crocodiles are not exactly alike.

How can you tell?
Both have tough, scaly skin.
Both have webbed feet and are
good swimmers. And both can move
about on land, too.

Alligators and crocodiles have strong jaws that are filled with sharp teeth. But a full-grown alligator's snout is broad, while a crocodile's snout is thin and pointed.

When a crocodile closes its jaws, you can still see some of its teeth. In fact, it looks almost as if it is grinning! But don't let that fool you. Crocodiles have nasty tempers. They are even meaner than alligators.

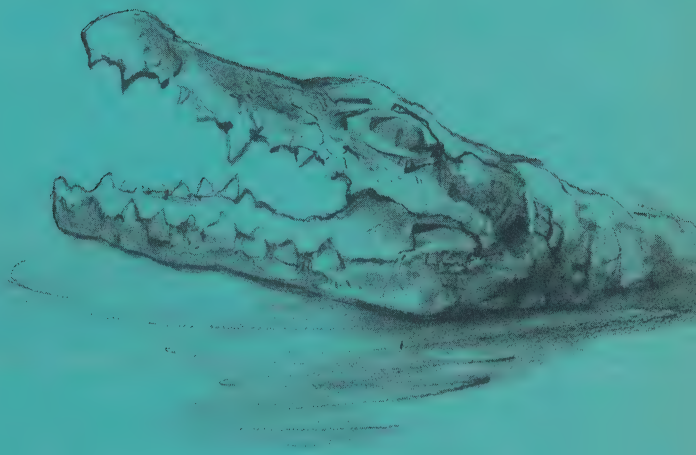


Most alligators live in North America, although there is one kind that lives in China.

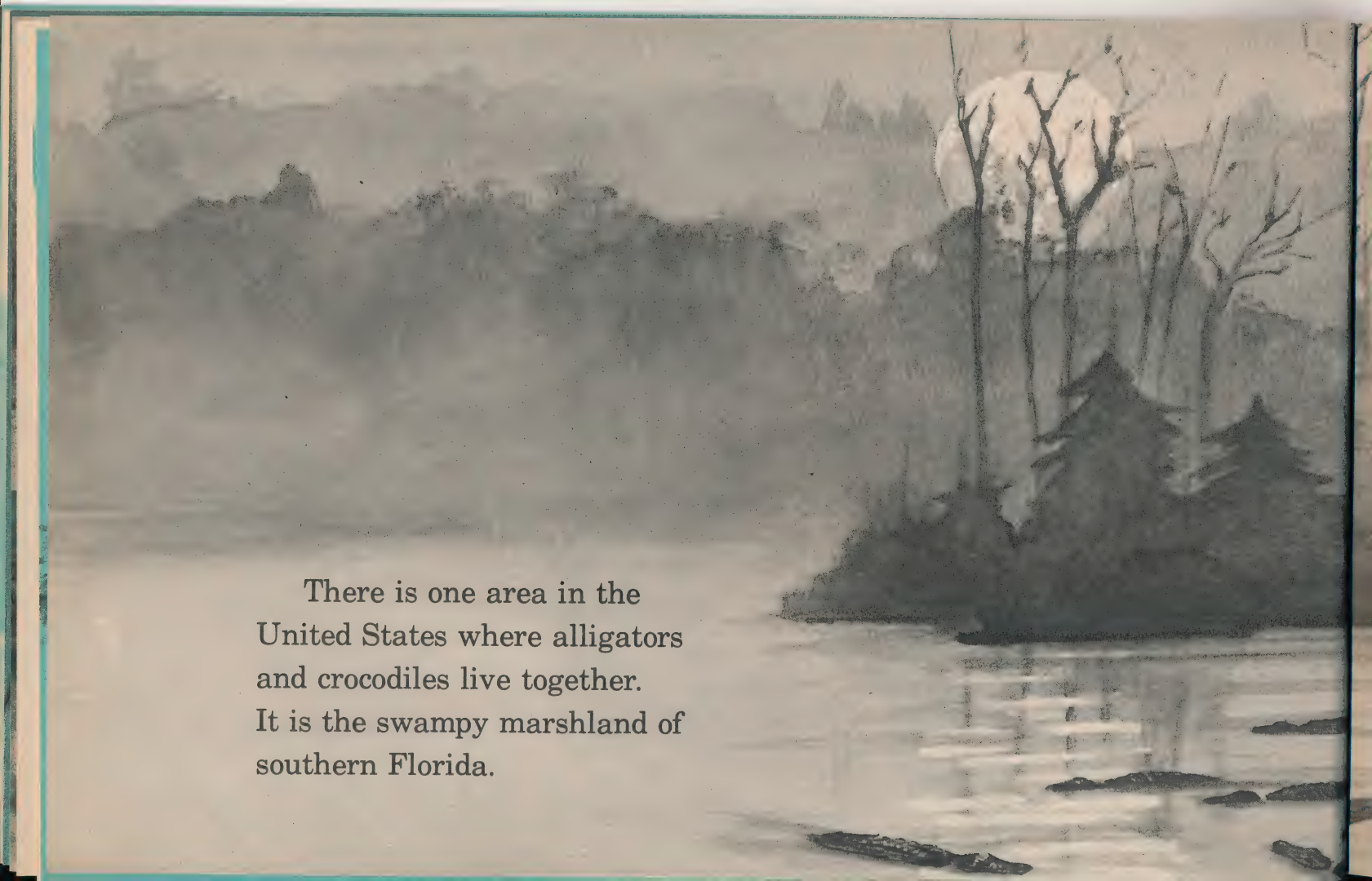
The cayman is a member of the alligator family that lives in Central and South America.

Some caymans have huge, shiny eyes,
and look as if they are wearing eyeglasses.

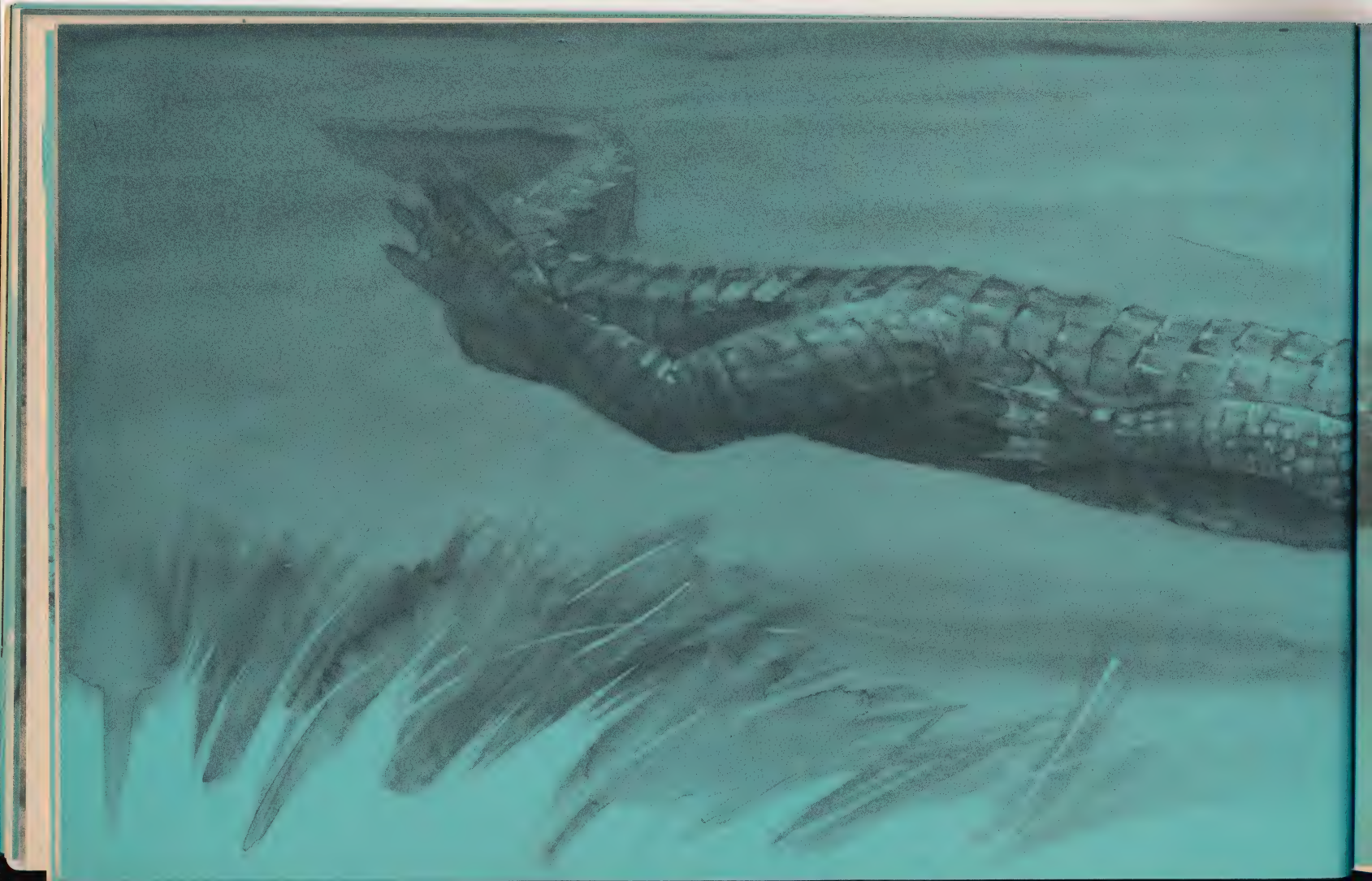
ALLIGATORS

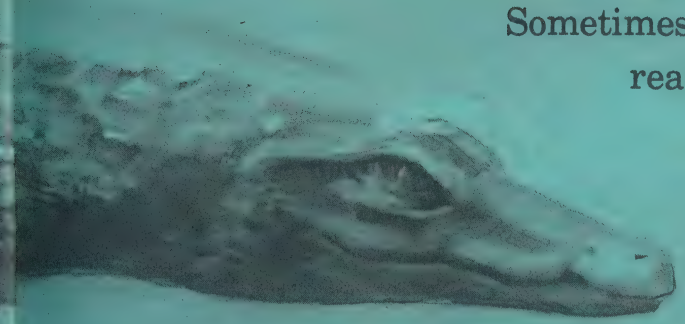


Crocodiles are more widespread than alligators. Most of them live in tropical places, like Africa, India, Malaya, and Australia.



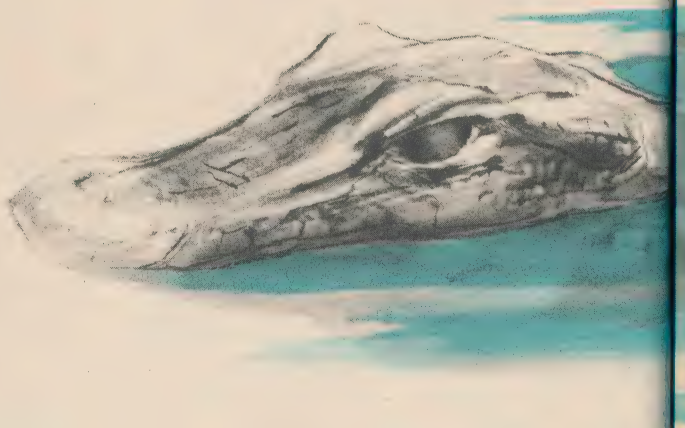
There is one area in the United States where alligators and crocodiles live together. It is the swampy marshland of southern Florida.

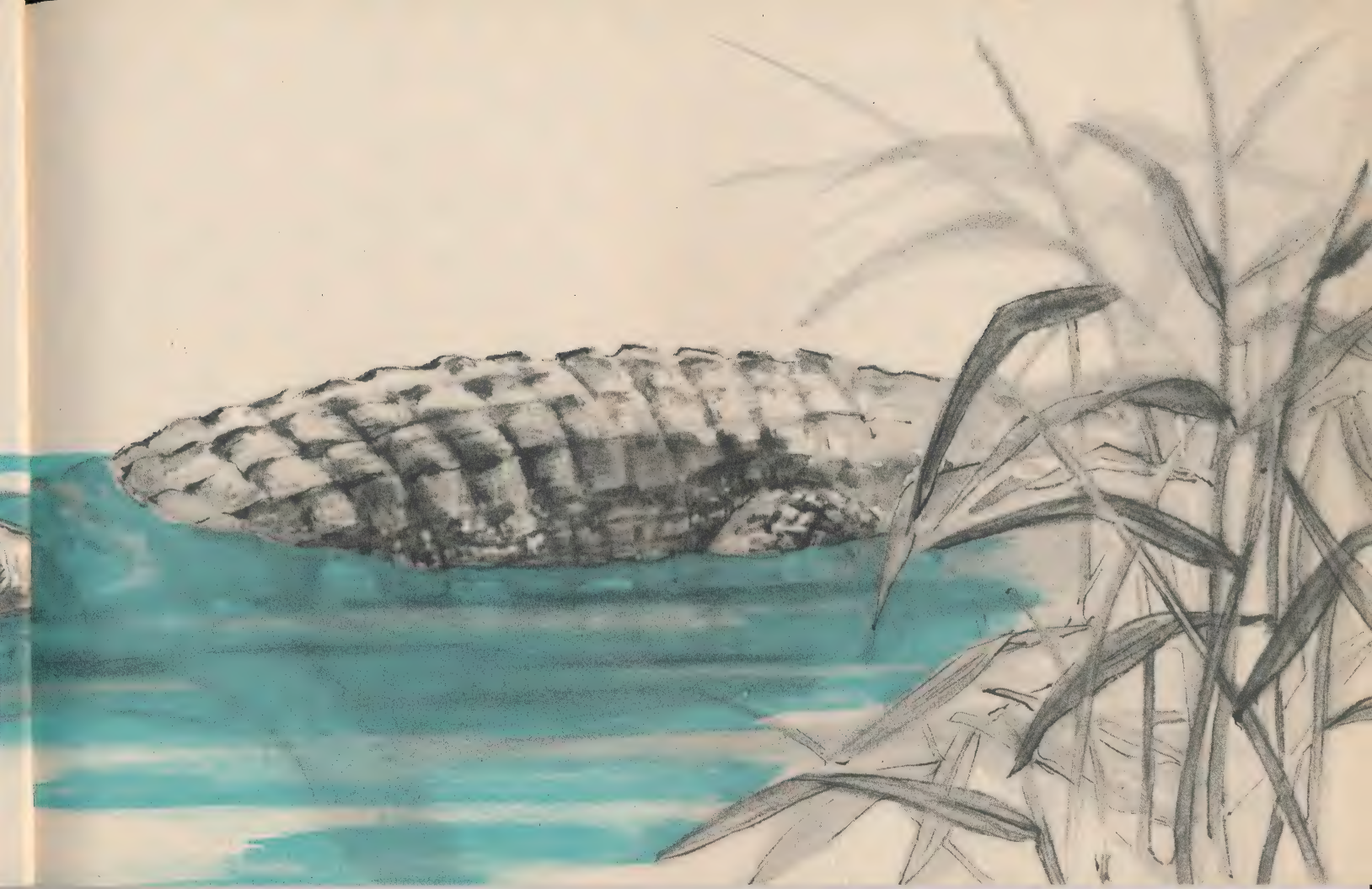




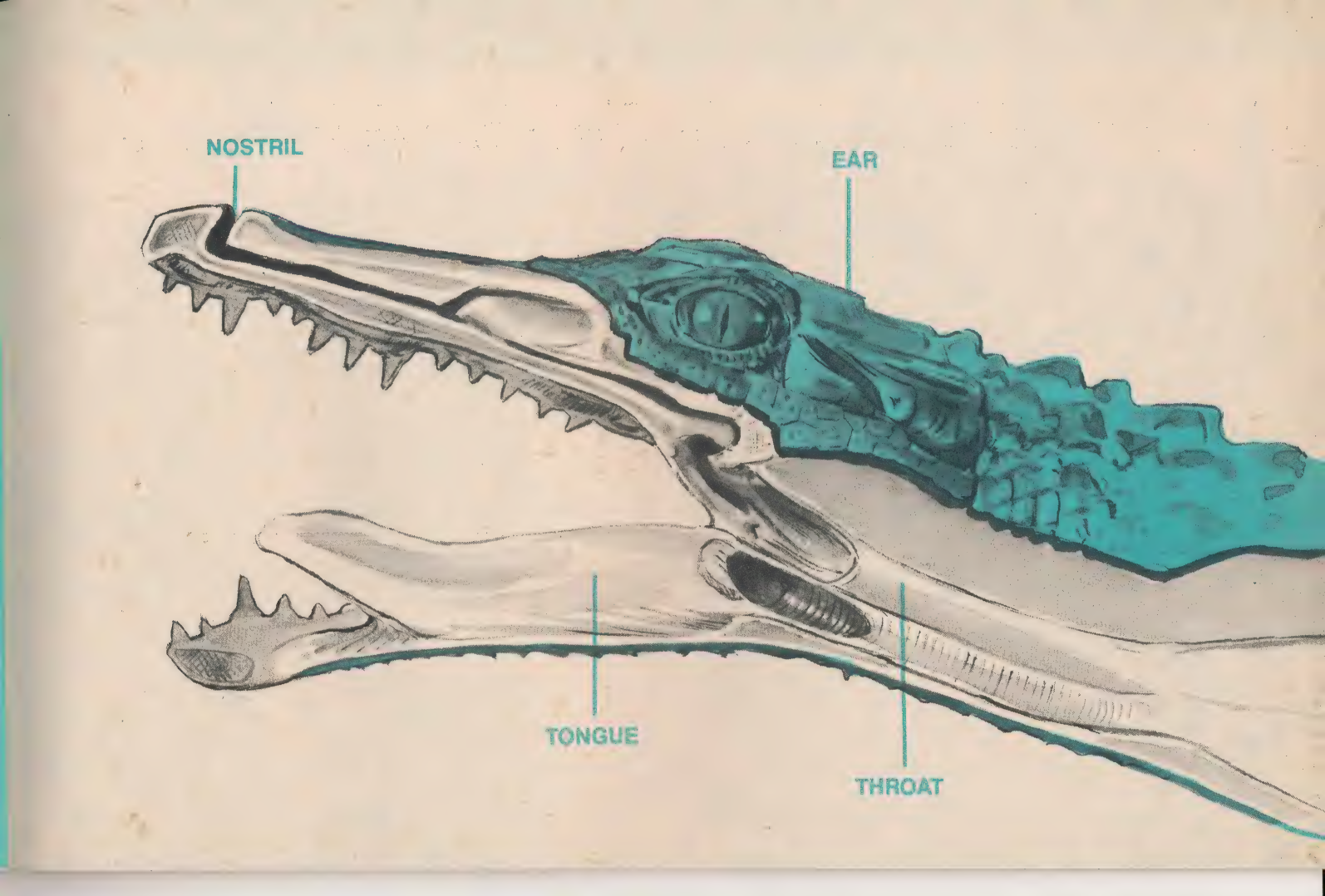
On land, both alligators and crocodiles use their strong legs to run for short distances. Sometimes, they run surprisingly fast. But they really prefer the water. They swish their powerful tails from side to side when they swim.

Alligators and crocodiles look like dead tree trunks floating in the water. Their eyes and nostrils stick up above the water. This way, they can easily see and surprise their enemies...
or catch their meals.





Crocodiles can stay under water for a long time. Special flaps close off a crocodile's nose, throat, and ears, so water stays out.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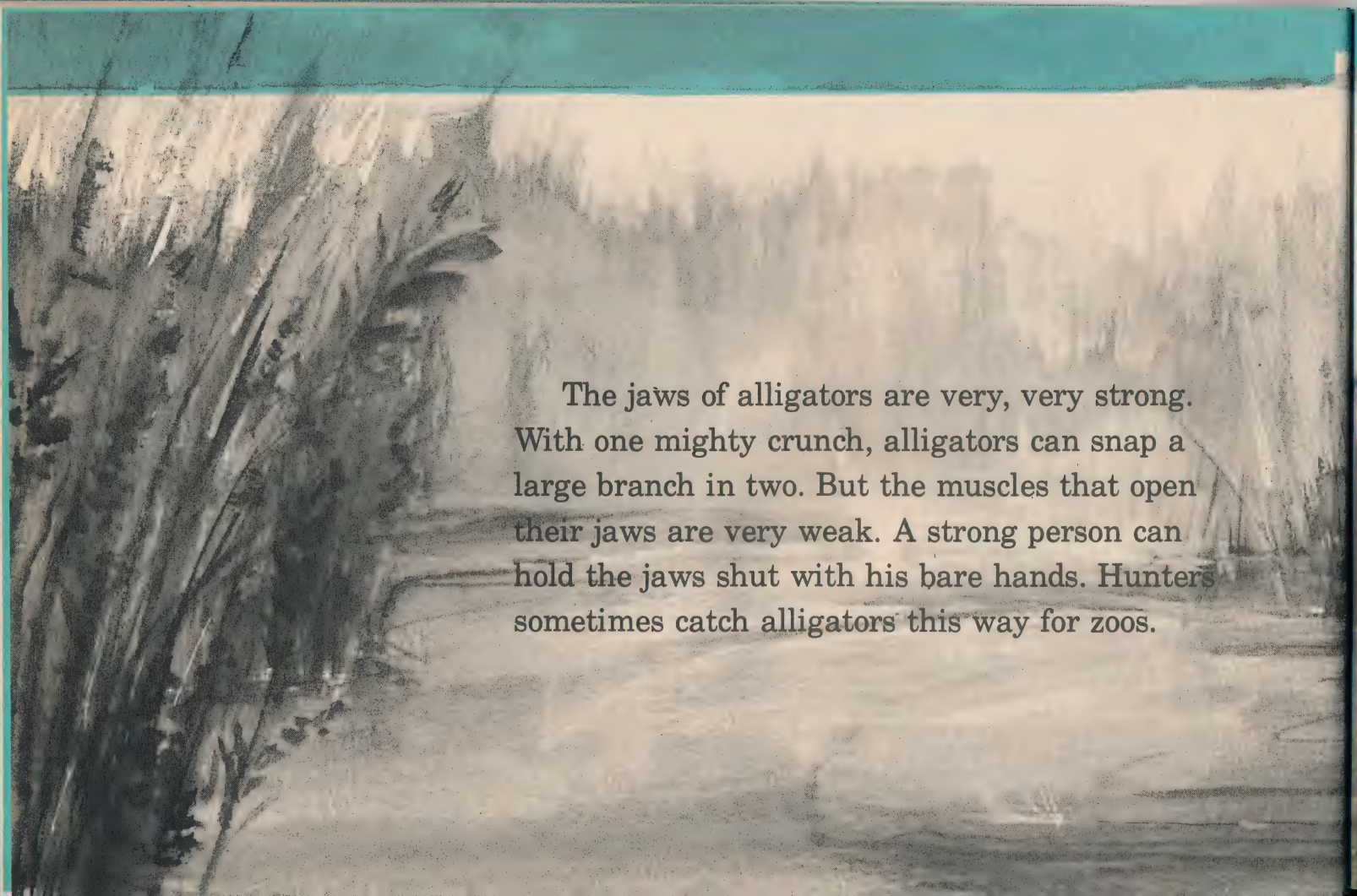
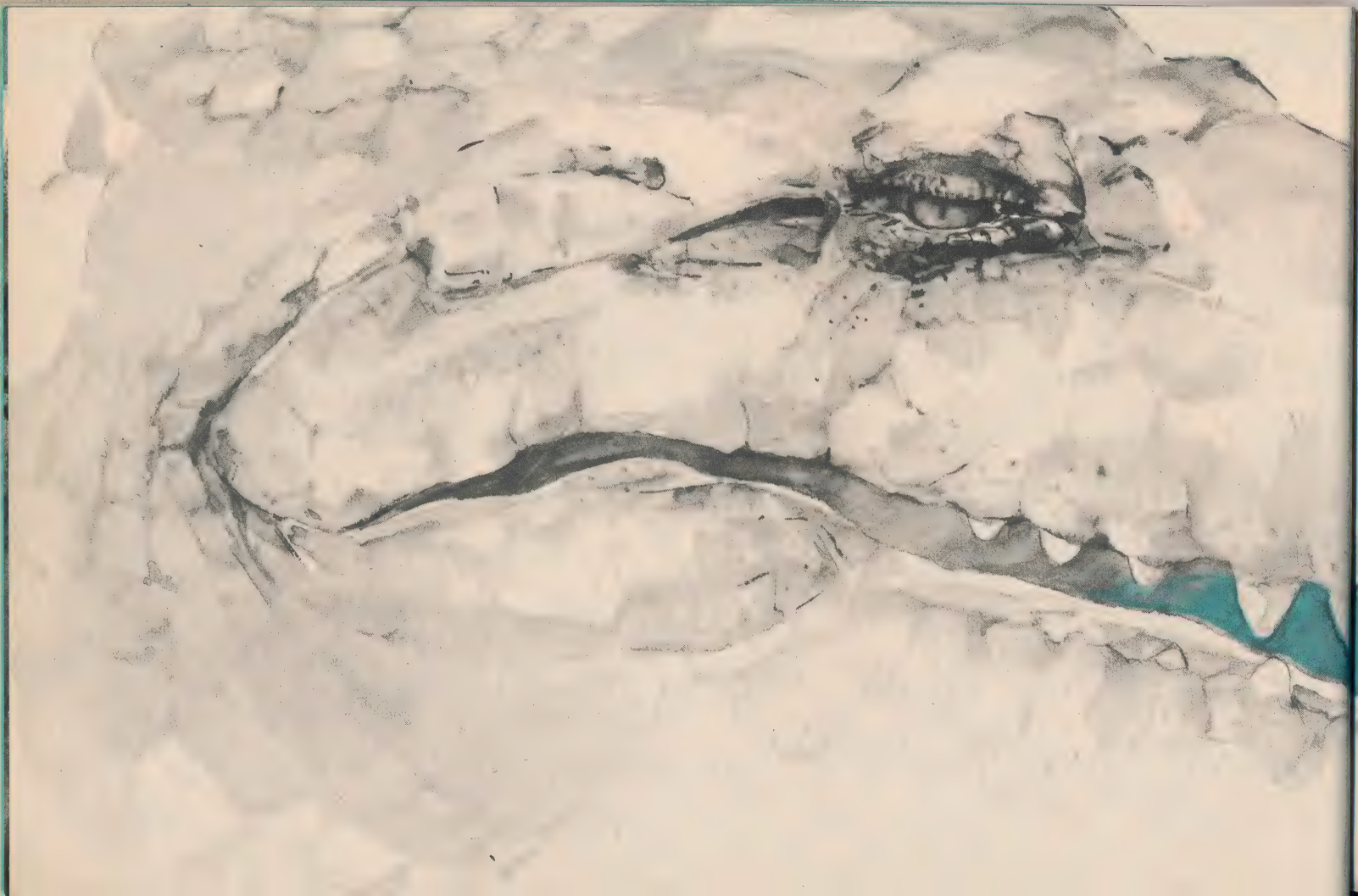
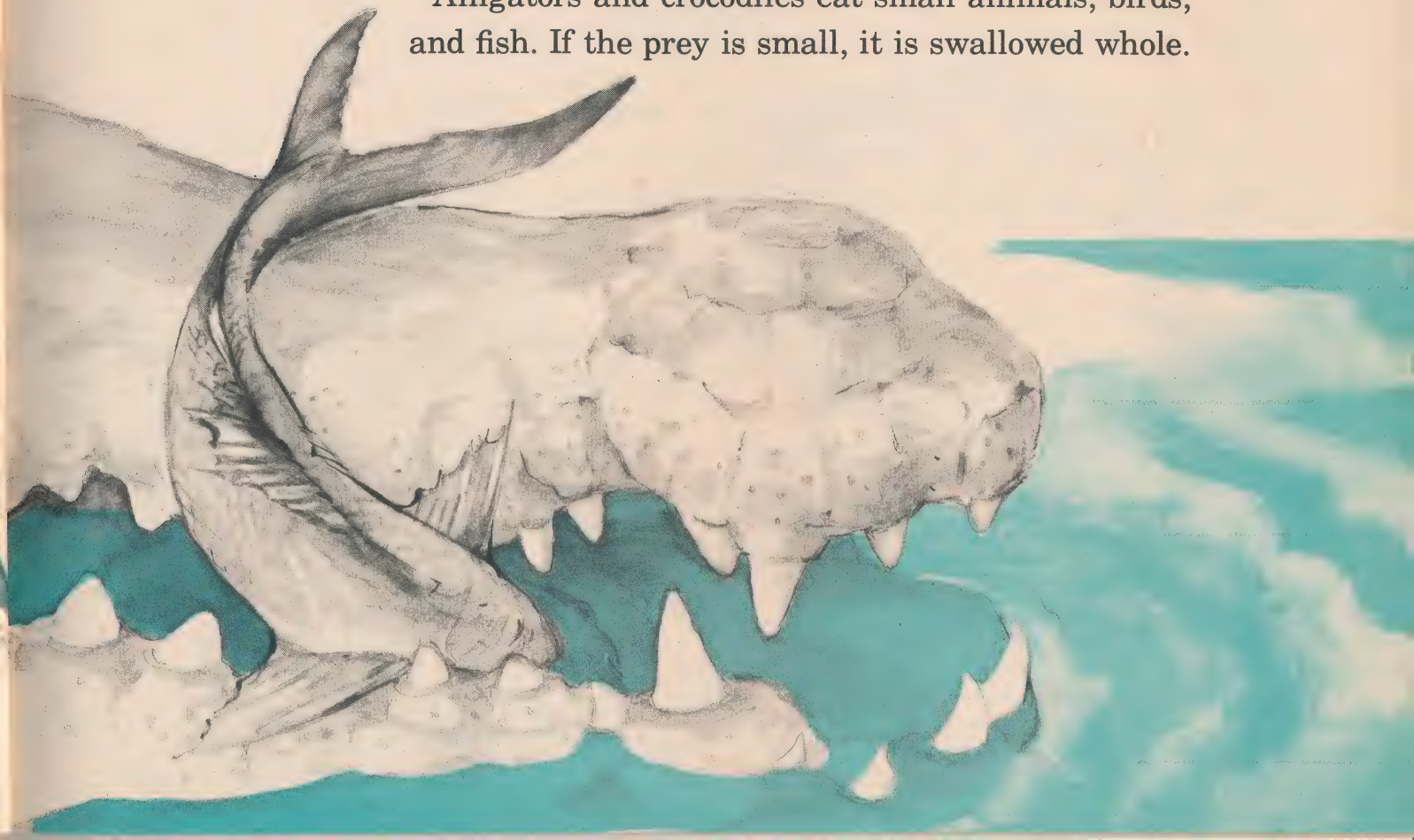


The jaws of alligators are very, very strong. With one mighty crunch, alligators can snap a large branch in two. But the muscles that open their jaws are very weak. A strong person can hold the jaws shut with his bare hands. Hunters sometimes catch alligators this way for zoos.

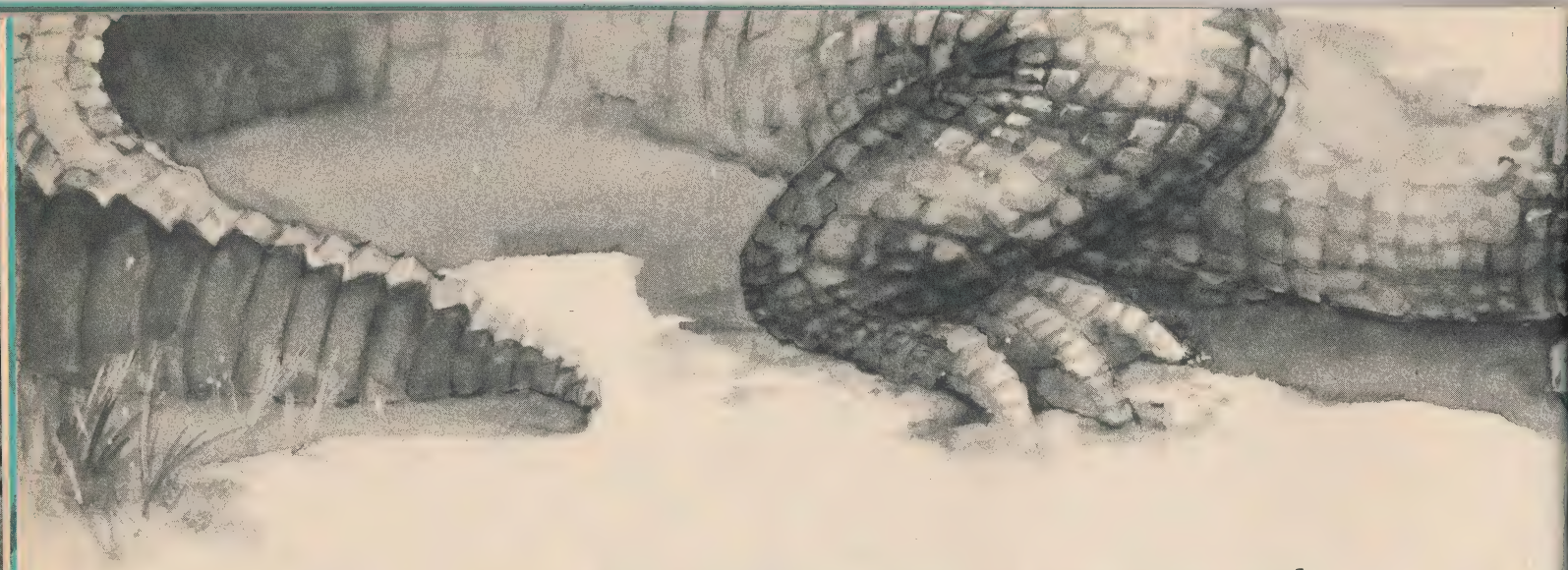


Alligators and crocodiles eat small animals, birds, and fish. If the prey is small, it is swallowed whole.



But sometimes, they attack larger animals.
They drag them into the water and drown them.
Then they tear the prey into pieces so
they are small enough to swallow.

Alligators and crocodiles are similar in another way. Like most reptiles, they lay eggs. A female alligator makes a large nest out of mud, leaves, and grass. Then she lays her eggs, covers them, and stands guard nearby.



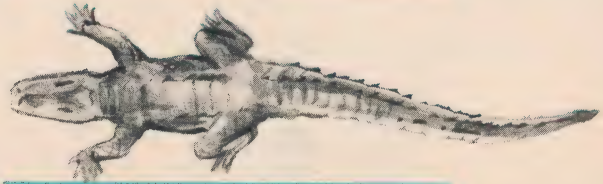
A mother crocodile deposits her eggs in the sand. Like the alligator, she guards them until she hears the babies. As they push out of their shells, they make a grunting sound ... and the mother quickly uncovers them.

Baby alligators and crocodiles are 9 inches, or 23 centimeters, long when they hatch. It takes several years for them to reach their full size.

Most alligators grow to be about 8 feet, or 2.5 meters, long.

But some alligators have grown as long as 13 feet, or 4 meters.

AT BIRTH



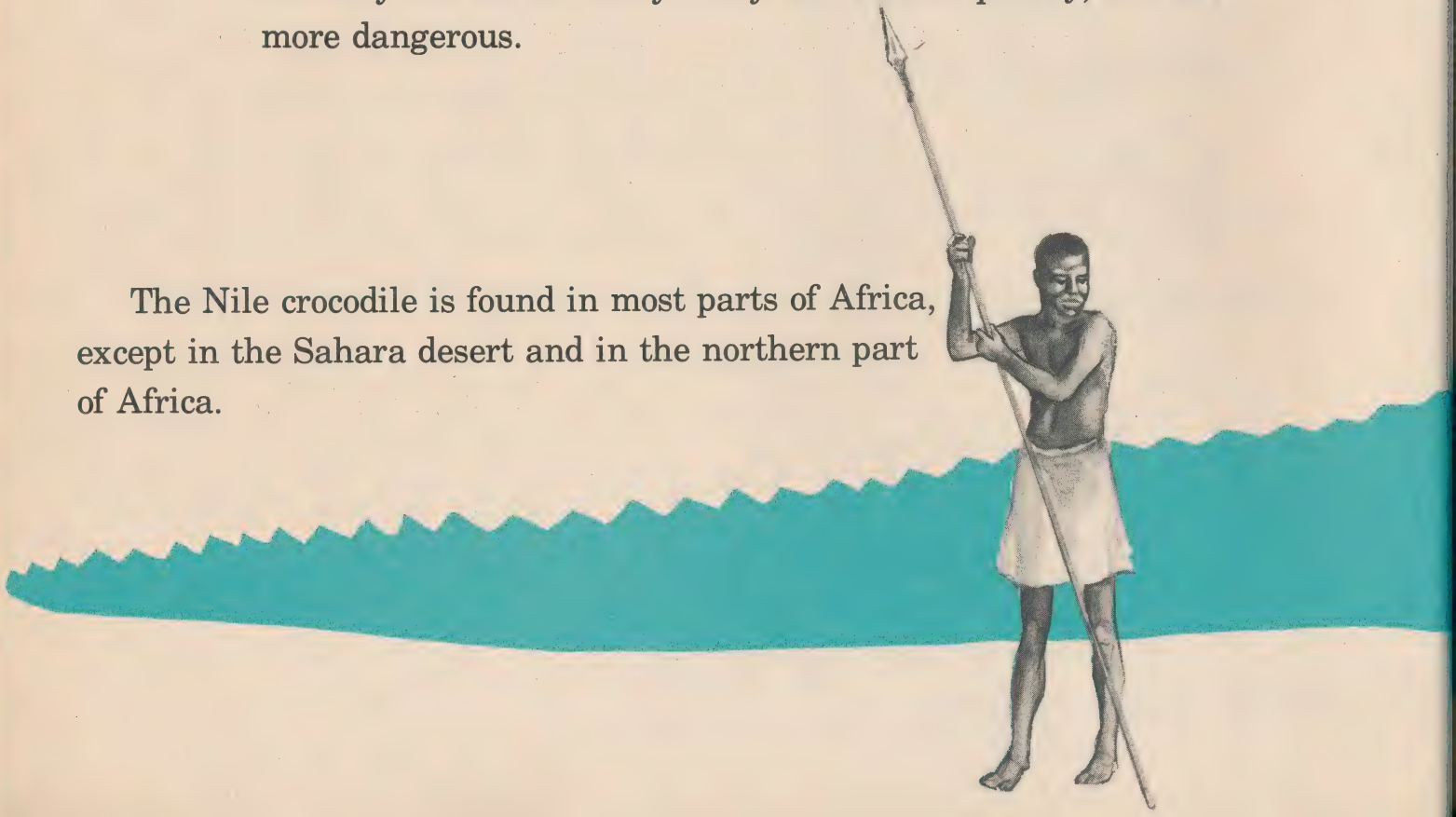
TWO AND A HALF YEARS

TEN YEARS

Alligators grow up to live a long life. They may live as long as 60 years ... a ripe old age.

American crocodiles are usually longer than alligators, but they are not as heavy. They move more quickly, and are more dangerous.

The Nile crocodile is found in most parts of Africa, except in the Sahara desert and in the northern part of Africa.

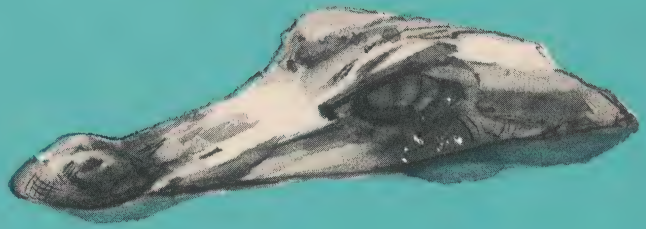


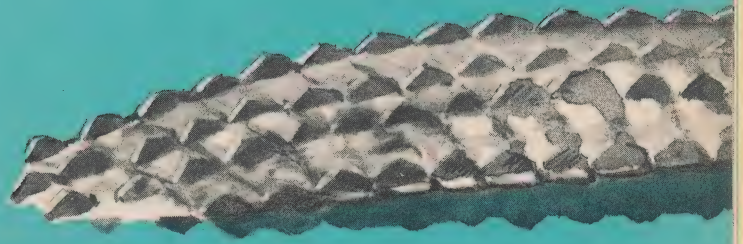
The longest crocodile ever found was from India. It was over 33 feet, or 10 meters, long.

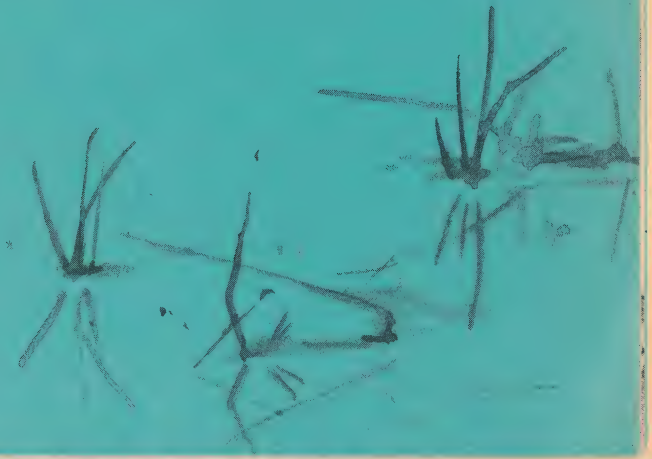
Crocodiles do not live as long as alligators — perhaps 20 to 30 years.

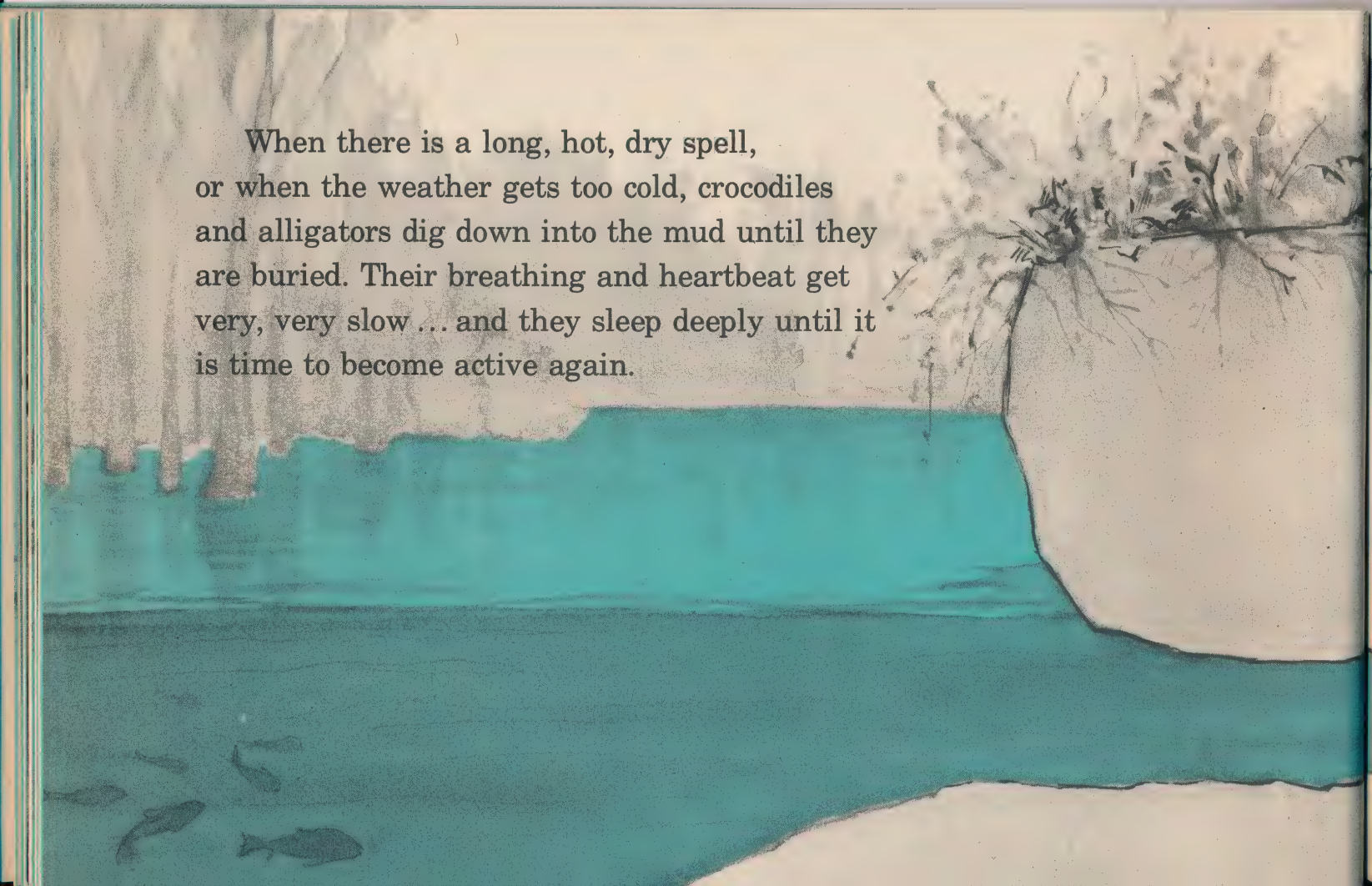
Alligators and crocodiles make all kinds of sounds. They bellow, grunt, and croak. But there are times when they remain silent.

One of these times is when they are lying in the water waiting for their next meal. An unsuspecting animal might think they are floating logs, until ... *SNAP!*

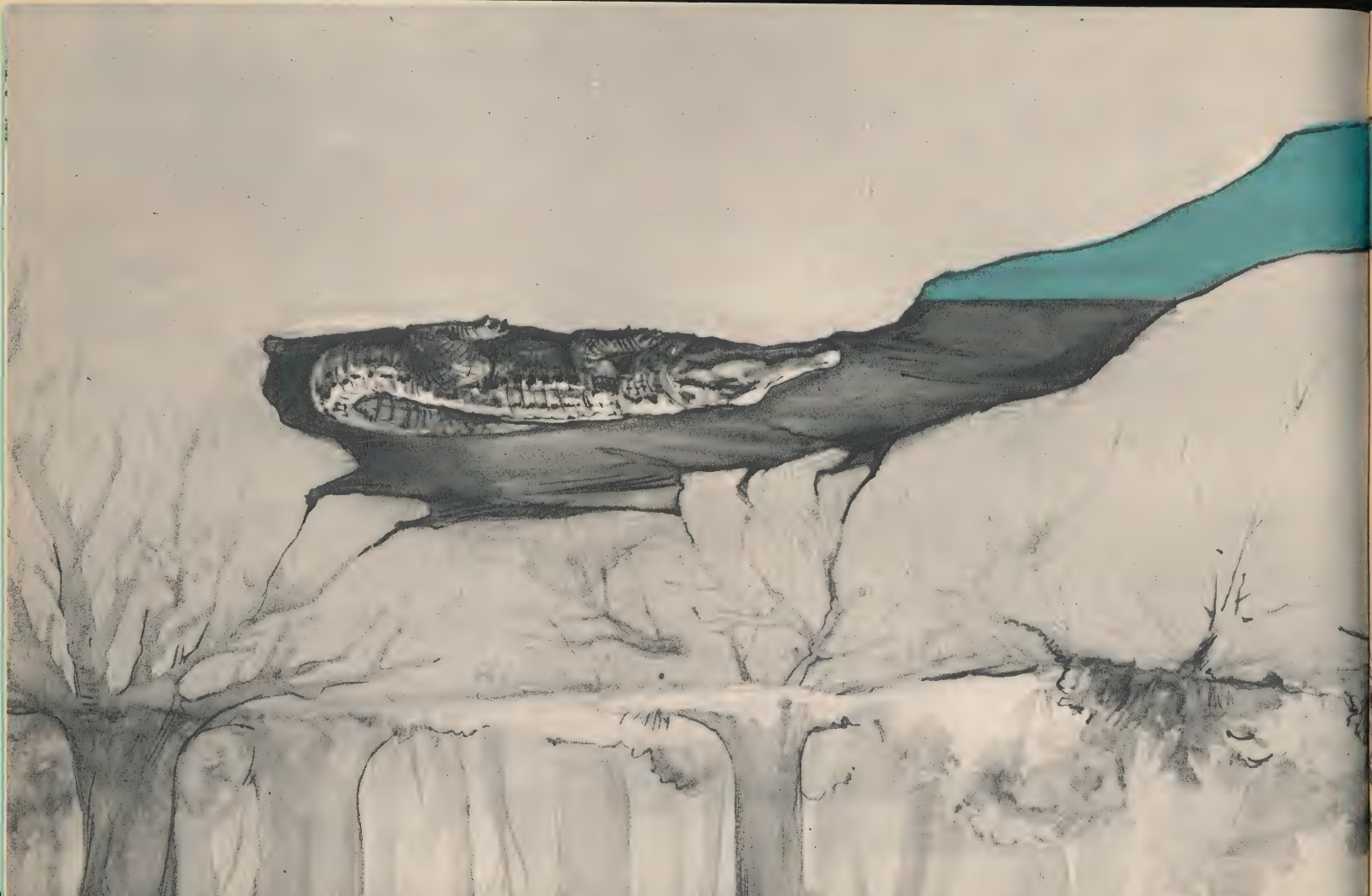


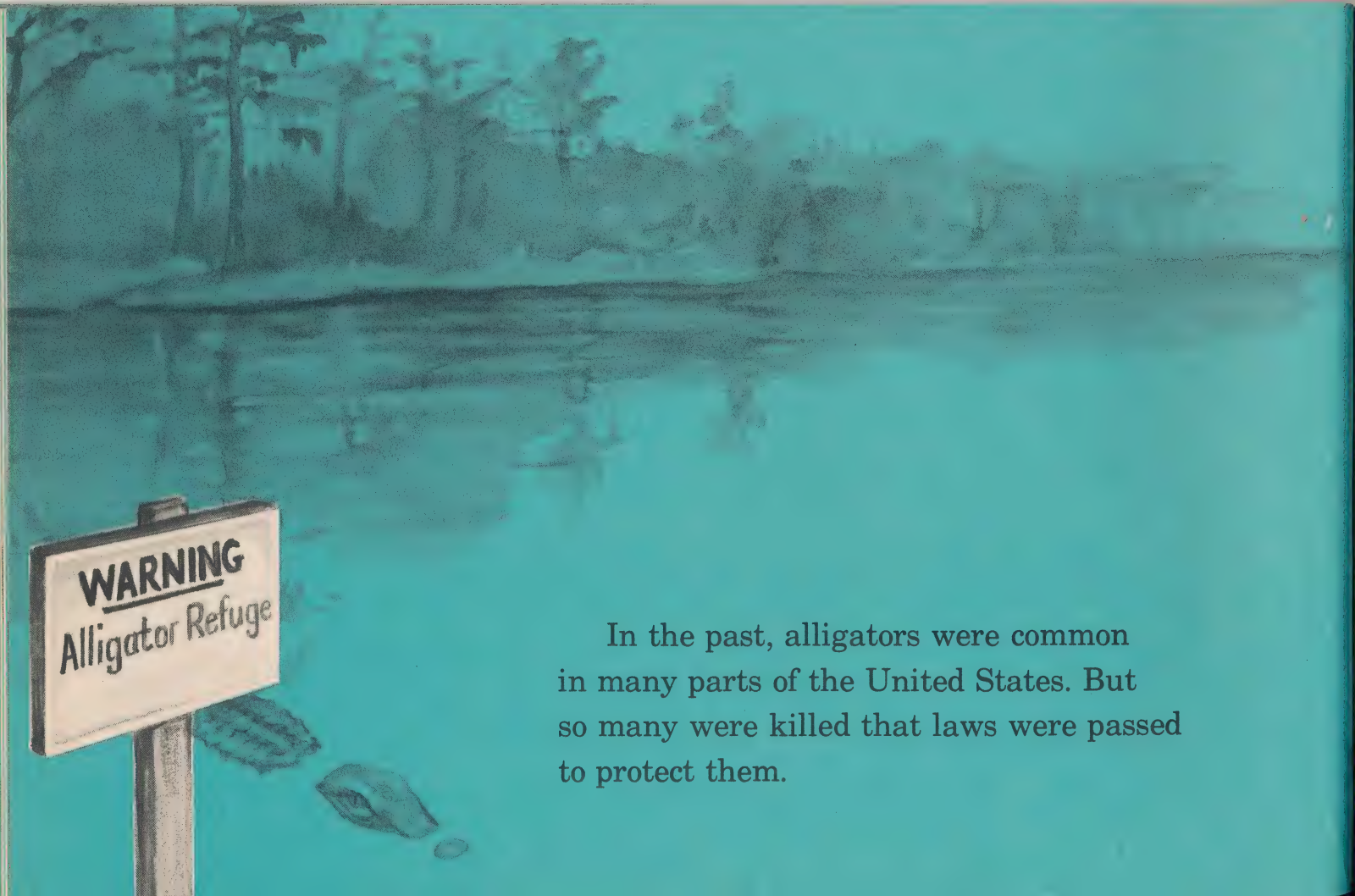






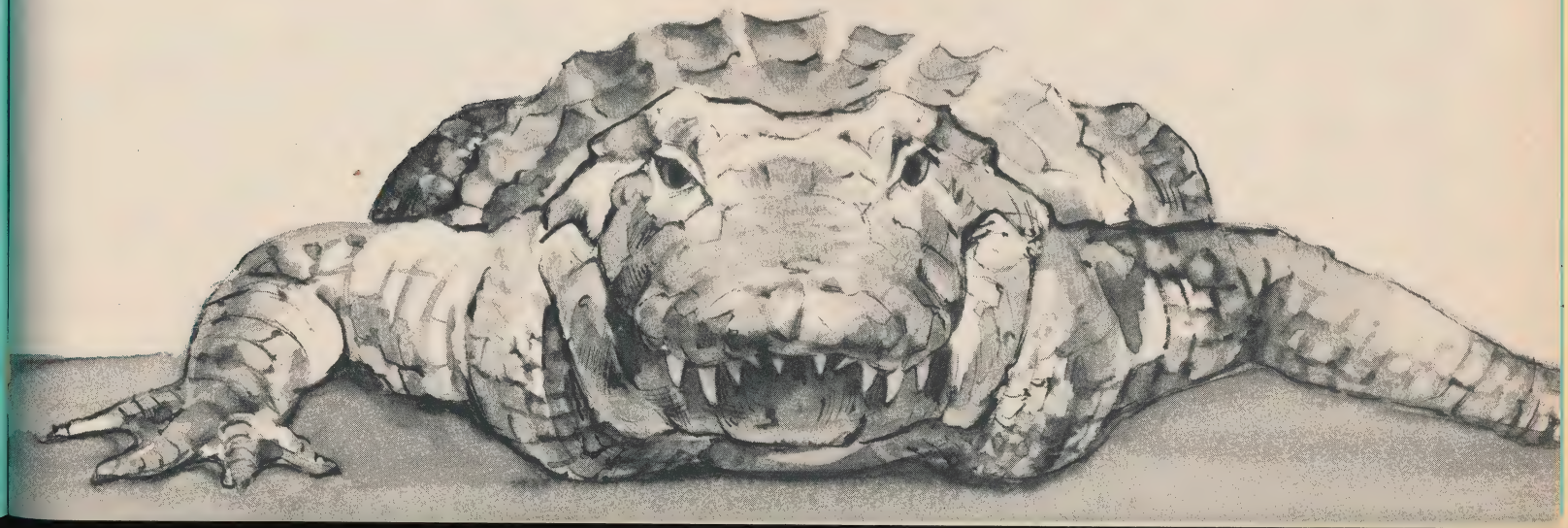
When there is a long, hot, dry spell, or when the weather gets too cold, crocodiles and alligators dig down into the mud until they are buried. Their breathing and heartbeat get very, very slow ... and they sleep deeply until it is time to become active again.






In the past, alligators were common in many parts of the United States. But so many were killed that laws were passed to protect them.

Alligators and crocodiles are unusual and fascinating animals. The next time you see one, try to discover if it is an alligator or a crocodile. Look closely. But don't get too close!



Troll Associates

Troll MICRO

COURSEWARE

# USER'S GUIDE

Troll Micro-Software

# ALLIGATORS AND CROCODILES

## USER'S GUIDE

### How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

### About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

### Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

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

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

**During the game, the sound may be turned off or on by pressing the S key.*** As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

**Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.***

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"

B) In Game B, when the instruction appears, " READ THE SENTENCE, THEN PRESS SPACE BAR."

C) In Game C, when the instruction appears, "PRESS A, B, OR C."

D) In Game D, when the pointing arrow is on the screen.

# Using The Games

## LATER 'GATOR

### (Reading Comprehension)

Can you move the alligator through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

## WORD CATCHER

### (Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

# WHAT A MOUTHFUL!

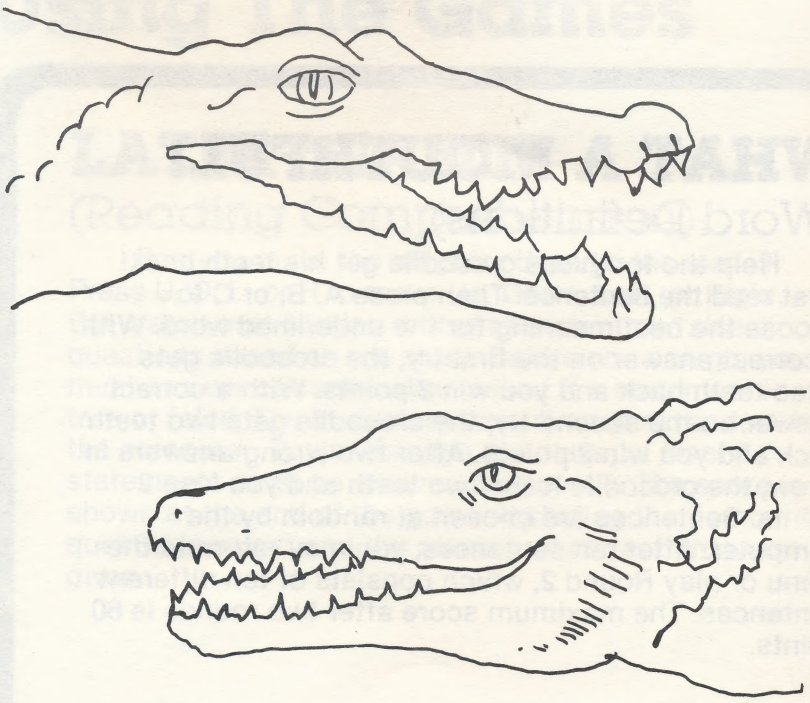
## (Word Definitions)

Help the toothless crocodile get his teeth back! First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, the crocodile gets three teeth back and you win 3 points. With a correct answer on the second try, the crocodile gets two teeth back and you win 2 points. After two wrong answers in a row, the crocodile loses two teeth and you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

# NIMBLE

## (Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.



## System Requirements

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

## Program Components

1. One micro-software program disk.
2. One copy of a paperback *I Can Read* book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

## 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 cut-out 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 this 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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