

# WORD LADDERS 

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This Hartley program requires a 48 K
*Apple II, II+, IIe, IIc, IIGS, or Franklin ACE 1000, one disk drive, and a monitor.
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## Just the Facts

1. Back-up disks: Back-ups are provided in some packages. If back-up disks are not included, they may be purchased by returning the red certificate enclosed in the package along with $\$ 10$ (plus $\$ 2$ shipping). Unless specified in the documentation, disks may NOT be copied without permission from the publisher.
2. Computer Center Paks (CCPaks): These provide multiple copies for use within a single school building. Disks from a computer center pak are not to be used in more than one building.
Customized CCPaks will be built for a school on request.
3. Multi-Load: Some programs are specifically designed to multiload. This is indicated in the respective teacher's manual. Many programs, however, require the master disk to be in the drive to load additional information or graphics when the programs require it. If it is possible to load all information into the computer memory at one time, and the program will run properly when the disk is removed, then you have Hartley's permission to use the program in this manner.
4. Networks: Programs may be licensed for hard disk networks (such as Corvus). You can't simply load a program onto your hard disk. Because of the student management, a special network version of the program is required. Since network technology changes rapidly, contact the Hartley office for the most recent information on networks and pricing. 1-800-247-1380 (in Michigan, 1-517-646-6458)
5. 3.5 inch disks are available for most Apple and IBM programs. The order blank in the Hartley catalog indicates present availability for specific titles. If you have a 5.25 inch disk and wish to exchange it for a 3.5 inch disk, you may do so at no charge within the 60 -day unconditional warranty period. After that time, there is a $\$ 10$ update charge.
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## Teacher's Guide for WORD LADDERS

1.0 Running the Program ..... 1
2.0 Teacher's MENU ..... 4
2.1 MODIFY PUZZLE ..... 4
2.2 PRINT PUZZLES ..... 6
2.3 CHECK STUDENT SCORES ..... 8
2.4 CHANGE PROGRAM OPTIONS ..... 9
2.5 RUN WORD LADDERS ..... 10
3.0 Instructional Notes ..... 10
4.0 Puzzles Presently on the Disk ..... 11

## PURPOSE \& DESCRIPTION

WORD LADDERS provides an enjoyable way for students to drill using a method which focuses on phonetic features of word families and uses word meanings as clues.

The ability to edit puzzles allows flexibilty and control of the difficulty level of the target words and the clues.

Recordkeeping is included.
The program also prints the puzzles in a worksheet format for written exercises.

### 1.0 RUNNING THE PROGRAM

This program will boot on a 3.3 Disk Operating System.
When running this program on the Apple IIc, Ile, or IIGS, you must keep the CAPS LOCK key down. Keep the LOCK key down on the Franklin ACE 1000.

Put the disk in Drive \#1; close the door. Turn on your computer. The disk will boot automatically when you turn on the computer.

There is an ESCape option on this program. Pressing <ESC> when a response is called for will terminate the program.

The credits will vanish and these frames will appear:


There are 100 puzzles on the disk. If your teacher has not assigned a puzzle, start with \#1.


The puzzle selected will appear, including the stimulus word and the first definition/clue. The common letters needed for each rung of the ladder will be supplied. (Sometimes the game may be set NOT to supply the common letters. You would need to type each letter of each word if the boxes appear empty.) Type the missing letter or letters needed to complete the word.

The left and right arrows move the cursor up and down the ladder if you wish to skip a word temporarily. (The puzzle will not be completed until all the words are entered!)

A correct answer will move GORB on his way to his treehouse. An incorrect answer will give you an appropriate message and allow you two more chances. After the third incorrect answer, the correct answer will be shown and the next clue displayed.

The program will record each completed puzzle and any errors made in the CHECK STUDENT SCORES section of the TEACHER'S MENU.

Puzzle 1
Tries 0
Melp Gorb get to his treehouse.


When the puzzle has been completed, you will see this short menu:

> <1> Play the same puzzle.
> <2> Play a different puzzie.
> <3> Let someone else play.
> Which ?
<1> will let you repeat the same puzzle just completed.
<2> will then ask "Which puzzle?"
$<3>$ will go to the "Name please" frame, ready for a new player.

### 2.0 TEACHER'S MENU

In addition to the puzzles, there are programs on the disk for the teacher. These programs allow access to the student recordkeeping files, and to the editing routines used to modify the content of the puzzles. To reach these programs, type MENU when the "Name please" frame appears. The TEACHER'S MENU will appear:

WELCOME TO THE TEACHER'S MENU
<1> MODIFY A PUZZLE
<Z PRINT PUZZLES
<3> CHECK STUDENT SCORES
s4> CHANGE PROGRAM OPTIONS
<5> RUN WORD LADDERS

WHICH ?

### 2.1 MODIFY A PUZZLE



## FILE: 8

Enter Stimulus Word: bet

FILE: 8
Enter Stimulus Word: bet

Display the Stimulus Letters on each line? ( $y / n$ ) y

## FILE: 8

Enter Stimulus Word: bet
Display the Stimulus Letters on each line? ( $\mathbf{y} / \mathrm{n}$ ) y Enter Stimulus Letters.
(Note: this will only work for letters at the end of the words.)
ss> et

1.

Enter up to 6 lines of definition:
A tame animal, kept for fun.

Notice that the stimulus letters will be displayed for each rung of the ladder ONLY if the stimulus letters are at the END of the word. Of course you would use this feature only if the same stimulus letters are used in each word. Puzzles \#1-93 now use the same letters in each word. Puzzles you create could be like \#94-\#100. DON"T enter stimulus letters in this type of puzzle!

PUZZLE 97: ANSWER KEY

| 1. | $b a!t$ |
| :--- | :--- |
| 1. | $b e l t$ |
| 2. | $b e l t$ |
| 3. | $f e l t$ |
| 4. | $f e \theta t$ |
| 5. | $m e \theta t$ |

1. Hear the church $\qquad$ ring.
2. Worn around the waist.
3. Past of FEEL.
4. Stand on your own two $\qquad$ -.
5. To come together.

You may use up to 6 lines of 20 characters each to enter the definition/clue.

To create a blank in the sentence, use the @ symbol.
The RETURN key moves the cursor from line to line, and from a finished clue to display the next stimulus word and clue.

Use the ^ symbol before a letter to produce a capital of that letter.
The last entry and a RETURN saves the words and clues for that puzzle, and places the program back at the TEACHER'S MENU.

### 2.2 PRINT PUZZLES

This option allows you to print the puzzles from the disk in a worksheet format appropriate for student work. (The program also prints answer sheets, if requested!) Printouts are especially helpful if you have modified the content of the puzzles and would like a hard copy for editing, or if you need to change old puzzles to make room for new ones. (The old puzzles can be quickly reentered if you have saved a printout!)


PUZZLE 1

NAME $\qquad$ DATE $\qquad$


1. A small, furry animal often kept for a pet.
2. A wooden stick used to hit a ball.
3. A small rug or table covering.

PUZZLE 1: ANSWER KEY
4. Past of SIT.
5. Something you wear on your head.

| 1. | $c$ | $a$ | $t$ |
| :--- | :--- | :--- | :--- |
| 2. | $b$ | $a$ | $t$ |
| 3. | $m$ | $a$ | $t$ |
| 4. | $s$ | $a$ | $t$ |
| 5. | $h$ | $a$ | $t$ |

1. A small, furry animal often kept for a pet.
2. A wooden stick used to hit a ball.
3. A small rug or table covering.
4. Past of SIT.
5. Something you wear on your head.

### 2.3 CHECK STUDENT SCORES

<1> LOOK AT SCORES ON SCREEN
<2> SEND SCORES TO PRINTER
<3> DELETE ALL SCORES
<4> RETURN TO TEACHER'S MENU

WHICH?

1 - LOOK AT SCORES ON SCREEN


2 - SEND SCORES TO PRINTER
This will allow you to make a printout of the information in the same format shown above.

## 3 - DELETE ALL SCORES

Be sure about this one! It does exactly as it suggests! (View and record the scores from the screen or print the scores BEFORE you DELETE them.)

## 4 - RETURN TO THE TEACHER'S MENU

When you are done checking student scores, use this option to return to the TEACHER'S MENU.

### 2.4 CHANGE PROGRAM OPTIONS

There are four guidelines that the teacher can establish that will influence the game as it is run by the students.

HOW MANY TIMES (1-9) WILL THE PROGRAM ALLOW THE PLAYER TO MISS AN ANSWER BEFORE THE ANSWER IS GIVEN? (TYPE OIF YOU DO NOT WISH THE ANSWER TO BE GIVEN.)
==> 3

DO YOU WISH TO ALLOW THE STUDENT TO 'GIVE UP,' IF HE OR SHE CANNNOT THINK OF THE ANSWER?

DO YOU WSH TO DISPLAY THE INSTRUCTION SCREEN?
<1> YES
<Os NO

```
WHCH? }
```

WHICH SLOT IS THE PRINTER IN? (1-7) 1

### 2.5 RUN WORD LADDERS

This option returns the program to the "Name please" frame ready for you or the student to enter a name and select a puzzle.

### 3.0 INSTRUCTIONAL NOTES

Use this format to drill with your students on familiar word families. To stress consonant substitution, change only the first letter in each word. Likewise, you may want to write (or have your students write) puzzles that concentrate on vowel sounds. The skills might be combined within each puzzle to increase the difficulty level.

Customize some puzzles to introduce or practice any vocabulary related to studies in the classroom.

Involve the students in creating the puzzles and/or the clues. (A worksheet with appropriate blank spaces might be helpful.) The most challenging might begin and end with antonyms. Words must change only one letter at a time, but end up with the target word.

Some students may benefit from extra focus on the definition/clue element of the puzzles. Discuss different approaches to defining words - description, function, example, context sentences, etc. Challenge the students to develop unambiguous, complete clues.

Don't forget the print options. Students can write their own puzzles and exchange with other groups or classes, or take them home to challenge their parents.

### 4.0 PUZZLES PRESENTLY ON THE DISK

## PUZZLE 1

fat

1. cat
2. bat
3. mat
4. sat
5. hat

## PUZZLE 2

> van

1. can
2. $m a n$
3. fan
4. $p a n$
5. tan

PUZZLE 3

|  | I a p |  |
| :--- | :--- | :--- |
| 1. | s a p | Carries food inside plants and trees. |
| 2. | n a p | A short sleep. |
| 3. | c a p | A hat with a bill. |
| 4. | map | A drawing that helps you get from one <br> place to another. |
| 5. | t a p | To knock lightly. |

PUZZLE 4

|  | h a m |  |
| :--- | :--- | :--- |
| 1. | ra m | A male sheep. |
| 2. | d a m | A wall to hold back water. |
| 3. | j a m | Something sweet that goes on bread. |
| 4. | s l a m | To shut with a loud noise. |
| 5. | s w a m | The past of SWIM. |

## PUZZLE 5

|  | b ad |  |
| :--- | :--- | :--- |
| 1. | mad | Angry. |
| 2. | s a d | Unhappy. |
| 3. | h ad | Past of HAVE. |
| 4. | l a d | A boy or young man. |
| 5. | pad | A small pillow or mat. |

## PUZZLE 6

|  | rag |  |
| :--- | :--- | :--- |
| 1. | wag | Most dogs can ___ their tails. |
| 2. | tag | A running game. |
| 3. | drag | To pull behind you. |
| 4. | bag | A sack. |
| 5. | s a g | To fall or hang down part way. |

PUZZLE 7

|  | $c a b$ |
| :--- | :--- |
| 1. | stab |
| 2. | crab |
| 3. | grab |
| 4. | dab |
| 5. | lab |

To hurt someone with something sharp or pointed.
A sea animal with a hard shell and claws. To take hold of something suddenly. A little bit.
The short name for a place where a scientist works.

PUZZLE 8

|  | bet |
| :--- | :--- |
| 1. | pet |
| 2. | wet |
| 3. | net |
| 4. | jet |
| 5. | get |

A tame animal, kept for fun.
Not DRY.
Can be used to catch fish.
A kind of airplane.
I can't ___ the answer to the last question!

|  | den |  |
| :---: | :---: | :---: |
| 1. | hen | A female chicken. |
| 2. | men | Boys grow up to be |
| 3. | ten | The counting number after nine. |
| 4. | pen | A tool for writing. |
| 5. | wren | A little brown bird. |
| PUZZLE 10 |  |  |
|  | kit |  |
| 1. | hit | To strike something with the hand, or with a bat. |
| 2. | pit | A deep hole. |
| 3. | sit | You may __ in this chair. |
| 4. | fit | Something that is the right size will |
| 5. | bit | A small piece. |
| PUZZLE 11 |  |  |
|  | fin |  |
| 1. | bin | Keep all the vegetables in the new |
| 2. | kin | People in your family are your |
| 3. | pin | A very small tool for holding two pieces together. |
| 4. | tin | Used to make cans. |
| 5. | win | If you beat the other team, you $\qquad$ the game. |
| PUZZLE 12 |  |  |
|  | bid |  |
| 1. | did | _ you get your homework done? |
| 2. | hid | I could not find my little brother. He $\qquad$ in a big box. |
| 3. | rid | How can we get ___ of all this junk? |
| 4. | lid | When you are done, put the $\qquad$ back on the jar of paint. |
| 5. | kid | The mother goat took good care of her |


|  | fig |  |
| :--- | :--- | :--- |
| 1. | big | Large, important. <br> 2. |
| pig | We get good meat to eat from this farm <br> animal. |  |
| 3. | wig | Not real hair. |
| 4. | dig | To make a hole in the ground. |
| 5. | twig | A small stick. |

PUZZLE 14

|  | nip |  |
| :--- | :--- | :--- |
| 1. | dip | Put something into water and out again. |
| 2. | hip | Where the leg joins the body. |
| 3. | lip | The edge of the mouth. |
| 4. | sip | To take a small drink. |
| 5. | rip | To tear something. |

## PUZZLE 15

|  | g ot |  |
| :--- | :--- | :--- |
| 1. | d ot | Small spot or point |
| 2. | cot | A small bed. |
| 3. | hot | Not COLD. |
| 4. | pot | Plant the flower in this |
| 5. | rot | To go bad, or become spoiled. |

## PUZZLE 16

|  | j o b |  |
| :--- | :--- | :--- |
| 1. | cob | The center part of an ear of corn. |
| 2. | g 0 b | A lot, quite a few (slang). |
| 3. | m 0 b | Many people together making noise. |
| 4. | rob | Take something not yours. |
| 5. | s o b | To cry with loud noises. |


|  | hop |  |
| :--- | :--- | :--- |
| 1. | mop | Used to clean a floor. |
| 2. | s hop | A small store. |
| 3. | drop | Let something fall. |
| 4. | pop | A soft drink. |
| 5. | stop | Not GO. |

PUZZLE 18

|  | bog |
| :--- | :--- |
| 1. | dog |
| 2. | frog |
| 3. | fog |

Often a pet.
An animal that lives near ponds and lakes.
Clouds close to the ground, hard to see through.
4. $\quad \mathrm{hog}$

A large pig.
5. $\quad \log$

Part of a tree that has been cut down.
PUZZLE 19

|  | rub |
| :--- | :--- |
| 1. | tub |
| 2. | hub |
| 3. | sub |
| 4. | grub |
| 5. | stub |

Holds water for a bath. The center part of the wheel.
Your teacher just for a day or two. The worm-like stage of an insect. A short piece left after the main part has been used.

PUZZLE 20
hand

1. band
2. Iand
3. $s$ and
4. stand
5. grand

People that make music together.
The part of the earth that is not water.
The pieces of this make a beach.
If you $\qquad$ on this stepladder, you can reach it.
Very large, important.

|  | $t a c k$ |  |
| :--- | :--- | :--- |
| 1. | pack | To get things ready for a trip. |
| 2. | lack | Missing something, to be without. |
| 3. | rack | A stand on which things are placed to dry |
| 4. | back. |  |
| 5. | sack | Not FRONT. |

PUZZLE 22
stack

1. snack
2. track
3. back
4. shack
5. black

Something to eat, but not much. The train runs on the $\qquad$ . Not FRONT.
A small, poor house. A very dark color.

PUZZLE 23

| 1. | scamp |  |
| :--- | :--- | :--- |
| tramp | A person without a home who wanders <br> from place to place. |  |
| 2. | clamp | A brace for holding something in place. |
| 3. | cramp | A sudden pain. |
| 4. | stamp | Put this on a letter before you mail it. |

## PUZZLE 24

|  | fast |  |
| :---: | :---: | :---: |
| 1. | cast | Something the doctor puts on a broken arm or leg. |
| 2. | last | After all the others. |
| 3. | past | A time before now. |
| 4. | vast | Very large in size. |
| 5 | mast | A pole that holds a ship's sails. |


|  | bang |  |
| :---: | :---: | :---: |
| 1. | rang | The bell ____ for school to start. |
| 2. | hang | Help me $\qquad$ this picture on that wall, please. |
| 3. | gang | Our whole ___ is going to the movies. |
| 4. | sang | We ___ that song last year. |
| 5. | fang | Sometimes a snake's ___ holds poison. |

PUZZLE 26
bank

1. thank
2. crank
3. drank
4. tank
5. prank

## PUZZLE 27

catch

1. latch
2. match
3. batch
4. $h a t c h$
5. patch

PUZZLE 28

|  | $t e l l$ |  |
| :--- | :--- | :--- |
| 1. | bell | Ring this to make a musical sound. |
| 2. | well | Not SICK. |
| 3. | fell | Past of FALL. |
| 4. | yell | Scream. |
| 5. | sell | To give something and get money for it. |

smell

1. well
2. spell
3. $s h e l l$
4. swell
5. dwell

PUZZLE 30
bend

1. mend
2. send
3. Iend
4. $\operatorname{spend}$
5. blend

PUZZLE 31
went

1. bent
2. sent
3. tent
4. spent
5. dent

PUZZLE 32

> fest

1. best
2. test
3. pest
4. west
5. rest

Place to get water.
To show the letters of a word in the right order.
Hard outside covering of some animals.
To get bigger in size.
To live somewhere.

To fix, or repair.
To make something go to another place.
Give something to someone for a time.
Use money to buy something.
To mix two or more things together.

He $\qquad$ down to pick up the money. I wonder who $\qquad$ that box to our house. Do you want to sleep outdoors in the $\qquad$ tonight?
I $\qquad$ all my money on presents for my family. When Dad hit the fence, it made a $\qquad$ on the side of car.

|  | pick |  |
| :--- | :--- | :--- |
| 1. | lick | To touch something with your tongue. |
| 2. | brick | A building block. |
| 3. | trick | A joke. |
| 4. | chick | A baby chicken. |
| 5. | wick | The string part of a candle. |

PUZZLE 34

1. dill
2. fill
3. mill
4. hill
5. thrill

PUZZLE 35

|  | sing |  |
| :--- | :--- | :--- |
| 1. | wing | The part of a bird used for flying. |
| 2. | ring | Jewelry worn on the finger. |
| 3. | sting | To hurt with a sharp, burning feeling. |
| 4. | $b$ ring | To carry something. |
| 5. | $\operatorname{sing}$ | A piece of cloth used to hold a hurt arm. |

PUZZLE 36
wink

1. sink
2. mink
3. pink
4. think
5. rink

A place to wash dishes.
An animal used for fur coats.
Light red color.
To use your mind.
A place for skating.

|  | sock |  |
| :---: | :---: | :---: |
| 1. | dock | A place for ships to take on or put off things. |
| 2. | lock | A ___ needs a key to open it. |
| 3. | rock | Large stone. |
| 4. | knock | To tap on a door. |
| 5. | clock | A machine for telling time. |

PUZZLE 38
bunk

1. chunk
2. dunk
3. sunk
4. skunk
5. trunk

PUZZLE 39

1. bump
2. dump
3. thump
4. pump
5. stump
the
6. plump

PUZZLE 40

> dust

1. trust
2. bust
3. just
4. rust
5. must

A large piece of something.
To put something into water and take it out quickly.
Past of SINK.
A sometimes smelly animal.
An elephant can pick things up with his
$\qquad$ .
made

1. $f a d e$
2. wade
3. shade
4. blade
5. grade

PUZZLE 42

|  | bake |
| :--- | :--- |
| 1. | lake |
| 2. $\quad$ cake |  |
| 3. rake |  |
| 4. | make |
| 5. fake |  |

PUZZLE 43

|  | gale |  |
| :--- | :---: | :--- |
| 1. | male | Men and boys. |
| 2. | stale | Not FRESH. |
| 3. | pale | Light in color. |
| 4. | tale | A story. |
| 5. | whale | A very large sea animal. |

PUZZLE 44
came

1. same
2. name
3. fame
4. lame
5. tame

To lose color.
To walk in water.
A place out of the sun.
The cutting part of a knife.
A mark on your schoolwork.

A large body of water.
A baked food.
A long-handled garden tool.
To build.
Not real or true.

Men and boys.
Not FRESH.
Light in color.
A story.
A very large sea animal.

|  | came |  |
| :---: | :---: | :---: |
| 1. | same | Just like something else. |
| 2. | name | A word used to call someone. |
| 3. | fame | Being well-known by everyone. |
| 4. | lame | Not able to walk because of a hurt foot or leg. |
| 5. | tame | An animal that is not wild, but is used to being with people. |


|  | game |
| :--- | ---: |
| 1. | blame |
| 2. | shame |
| 3. | flame |
| 4. | same |
| 5. | $f r a m e$ |

To say that someone else made trouble.
Feeling sorry for doing something wrong. Burning part of a fire.
Just like something else.
Holds a picture, or the outside part of a window.

PUZZLE 46
cane

1. $m a n e$
2. sane
3. pane
4. vane
5. plane

PUZZLE 47
rate

1. gate
2. late
3. plate
4. hate
5. date

PUZZLE 48
may

1. day
2. $h a y$
3. pay
4. way
5. say

Time from one night to the next night. Dried grass to feed animals. Money for doing a job.
A path.
Speak, tell.

|  | play |
| :--- | ---: |
| 1. | stay |
| 2. | stray |
| 3. | clay |
|  |  |
| 4. | gray |
| 5. | spray |

PUZZLE 50

| 1. | save |
| :--- | :---: |
| 2. | cave |
| 3. | gave |
| 4. | wave |
| 5. | rave |

## PUZZLE 51

> brain

1. main
2. pain
3. drain
4. stain
5. train

PUZZLE 52
rage

1. cage
2. page
3. wage
4. stage
5. sage
rage

Live somewhere for a time.
To wander from the main path.
The soft kind of earth that gets hard when dried.
The color between black and white.
Water moving through the air in very small pieces.

A large hole in the side of a hill or under the ground.
The past of GIVE.
Not AFRAID.
Signal to someone by moving your hand.
To talk wildly.

The most important part.
Hurt.
To let the water run out of something.
A dirty spot, hard to wash out.
A line of railroad cars.

|  | bee |  |
| :--- | :---: | :--- |
| 1. | wee | Very tiny. |
| 2. | see | To look with the eyes. |
| 3. | tree | One of the tallest and largest plants. |
| 4. | free | Not costing any money. |
| 5. | three | The counting number after two. |

## PUZZLE 54

weep

1. sleep
2. peep
3. deep
4. sweep
5. sheep

To rest, not hearing anything that goes on around you.
The sound a bird or chicken makes.
Going a long way down.
To clean with a brush or a broom.
Farm animal with a woolly coat.
PUZZLE 55
meat

1. beat
2. feat
3. seat

An act or job very hard to do.
A place to sit.
4. treat

A special food or surprise.
5. wheat

Most flour is made from $\qquad$ .

PUZZLE 56

|  | leak |
| :--- | :---: |
| 1. | beak |
| 2. | peak |
| 3. | weak |
| 4. | creak |
| 5. | squeak |

The hard outer part of a bird's mouth. Top of a mountain.
Not STRONG.
The sound an old door or floor makes.
A high noise like a mouse makes.

|  | dine |  |
| :--- | :--- | :--- |
| 1. | fine | Very thin, light or small. |
| 2. | line | A long thin mark. |
| 3. | nine | The counting number after eight. |
| 4. | mine | Belonging to me. |
| 5. | pine | An evergreen tree. |

PUZZLE 58

|  | like |  |
| :--- | ---: | :--- |
| 1. | hike | Go for a walk. |
| 2. | bike | He can ride his two-wheel ___ now. <br> 3. |
| s pike | A large headless nail. |  |
| 4. | dike | A wall to keep the sea from flooding the <br> 5. land. |
|  | strike | To hit hard. |

PUZZLE 59 mile

1. file
2. pile
3. tile
4. smile
5. while

To put papers in A-B-C order.
To put things on top of each other.
Used to cover a floor in squares.
A happy face!
You may listen to music $\qquad$ you do your work.

PUZZLE 60

|  | ride |  |
| :--- | :--- | :--- |
| 1. | hide | Put something where others can't find it. |
| 2. | tide | The rise and fall of the sea. |
| 3. | side | The edge or wall. |
| 4. | wide | Having sides far apart. |
| 5. | slide | To move smoothly over something. |


|  | rice |  |
| :--- | :--- | :--- |
| 1. | mice | More than one mouse. |
| 2. | nice | Good, pleasing. |
| 3. | slice | A thin piece cut from a whole, as with <br> bread. |
| 4. | price | The cost of something. |
| 5. | twice | Two times. |

PUZZLE 62

1. bite
2. white
3. quite
4. write
5. sprite

## PUZZLE 63

> sight

1. light
2. tight
3. right
4. fight
5. night

PUZZLE 64

|  | hind |  |
| :--- | :--- | :--- |
| 1. | find | To get back what is lost. |
| 2. | bind | Tie. |
| 3. | mind | Use your to think. <br> 4. |
| rind | Outside part of some fruits and vege- <br> tables. |  |
| 5. | wind | To turn the spring of a clock so it will work. |


| 1. | hole |
| :--- | :---: | :--- |
| mole |  |$\quad$| A small furry animal that lives under |
| :--- |
| ground. |
| A very tall piece of wood that holds up |

## PUZZLE 66

|  | bone |  |
| :--- | :--- | :--- |
| 1. | cone | A cookie-like holder for ice cream. |
| 2. | tone | A sound, as of music. |
| 3. | stone | A rock. |
| 4. | shone | Past of SHINE. |
| 5. | phone | Short for TELEPHONE. |

## PUZZLE 67

|  | co at |  |
| :--- | :--- | :--- |
| 1. | boa t | Used for traveling over water. |
| 2. | go a t | An animal with horns, like sheep. |
| 3. | mo at | A deep place for water, runs all around a <br> castle. |
| 4. | flo at | To be held up in the water. |
| 5. | throat | The part of your body right under your <br> chin. |

PUZZLE 68

|  | $d r y$ |  |
| :--- | :--- | :--- |
| 1. | $d r y$ | You can do it, if you |
| 2. | cry | A loud call. |
| 3. | cpry | Able to move quickly and easily. |
| 4. | fry | Cook food in fat or oil. |
| 5. | fly | Move through the air. |


|  | poke |  |
| :--- | :--- | :--- |
| 1. | joke | A funny story or remark. |
| 2. | woke | Past of WAKE. |
| 3. | stroke | To move your hand lightly over something. |
| 4. | s moke | Given off by a fire. |
| 5. | spoke | Past of SPEAK. |

PUZZLE 70
sold

1. bold
2. cold

3 gold
4. fold
5. hold

PUZZLE 71

|  | ball |
| :--- | :--- |
| 1. | tall |
| 2. | fall |
| 3. | call |
| 4. | mall |
| 5. | hall |

PUZZLE 72

|  | bar |
| :--- | :---: |
| 1. | car |
| 2. | far |
| 3. | mar |
| 4. | star |
| 5. | war |

Very high, going far up from the ground. Drop to the ground.
Shout, use the telephone.
A shopping center with all the stores inside.
A walk-way to go from room to room.
Showing no fear.
Not HOT.
Everything the king touched turned to this yellow metal.
Bend part of a thing back on itself. Hang onto something.

|  | care |  |
| :---: | :---: | :---: |
| 1. | bare | Not COVERED. |
| 2. | dare | To be brave enough to do something. |
| 3. | fare | The money paid for traveling on a bus or train. |
| 4. | stare | To look at for a long time. |
| 5. | mare | A mother horse. |
|  | ZLE 74 |  |
|  | mark |  |
| 1. | bark | The sharp noise made by a dog. |
| 2. | dark | Not LIGHT. |
| 3. | shark | Large scary fish, with a big mouth and sharp teeth. |
| 4. | park | A garden or place to play. |
| 5. | spark | A tiny bit of fire. |
|  | ZLE 75 |  |
|  | dart |  |
| 1. | cart | Has two wheels, pulled by an animal. |
| 2. | part | A piece of something, not the whole thing. |
| 3. | tart | A small pie. |
| 4. | start | Begin. |
| 5. | smart | Having a quick mind, bright. |
|  | ZLE 76 |  |
|  | push |  |
| 1. | bush | A plant, smaller than a tree. |
| 2. | rush | Hurry. |
| 3. | crush | Break into pieces. |
| 4. | brush | Tool for smoothing hair. |
| 5. | hush | Bequiet. |


|  | $\mathrm{bu} \\| \mathrm{l}$ |  |
| :--- | :--- | :--- |
| 1. | puli | Move something toward yourself. |
| 2. | full | Not EMPTY. |
| 3. | duli | Not BRIGHT, not SHARP. |
| 4. | gull | A large bird found near the seashore. |
| 5. | hull | The body of a ship. |

PUZZLE 78

|  | book |  |
| :--- | :--- | :--- |
| 1. | look | Use one's eyes to see. |
| 2. | cook | To get food ready to eat by using a stove. |
| 3. | took | Past of TAKE. |
| 4. | hook | Used to catch fish. |
| 5. | shook | Past of SHAKE. |

## PUZZLE 79

$\left.\begin{array}{llll} & p & 0 & 0\end{array}\right]$
3. fool
4. stool
5. school

PUZZLE 80
A little cold.
Something that helps you do work, such as a hammer.
A silly, senseless person.
A seat or a chair without arms.
A place of learning.

|  | boom |  |
| :---: | :---: | :---: |
| 1. | z 00 m | To move very fast. |
| 2. | bloom | A flower. |
| 3. | room | A space, part of a building. |
| 4. | doom | Something terrible will happen. |
| 5. | gloom | Dark, sad. |


| 1. | coon | A long-legged water bird that catches fish |
| :--- | :--- | :--- |
| b. | loon diving into the water. |  |

## PUZZLE 82

hoop

1. $\operatorname{coOp}$
2. 100 p
3. scoop
4. stoop
5. swOOp

PUZZLE 83

| 1. | boot |
| :--- | :--- |
| 2. | loot |
| 3. | root |
| 4. | toot |
| 5. | shoot |

PUZZLE 84

|  | bore |
| :--- | :--- |
| 1. | more |
| 2. | core |
| 3. | sore |
| 4. | wore |
| 5. | tore |

A small cage or pen in which chickens are kept.
A circle of wire, string or rope.
A large spoon, used with ice cream.
To bend the body to get closer to the ground.
To rush down.

The cry of an owl.
Goods and money the robber took.
The part of a plant that grows under the ground.
The short strong sound made by a horn or whistle.
To make a gun go off, or to take pictures.

Greater in number or size than you had before.
The center or middle part of an apple.
Something that hurts when touched. I'm glad you $\qquad$ your new coat today.
She $\qquad$ that dress on a nail when she climbed the ladder.

| 1. | born |
| :--- | :--- |
| 2. | born |
| 3. | horn |
| 4. | torn |
| 5. thorn |  |

My baby sister was $\qquad$ last week. A yellow vegetable. Blowing this makes music. She was sad to see the hole $\qquad$ in her new dress.
Sharp spike parts of some plants, such as the rose.

PUZZLE 86

|  | near |  |
| :--- | :--- | :--- |
| 1. | fear | Feel frightened or afraid. |
| 2. | dear | Greatly loved. |
| 3. | hear | To listen, to use your ears. |
| 4. | spear | A long pole with a sharp point on the end. |
| 5. | clear | Easy to see through. |

PUZZLE 87

|  | how |
| :--- | ---: |
| 1. | cow |
| 2. | brow |
| 3. | now |
| 4. | bow |

5. prow

PUZZLE 88

|  | s now |  |
| :--- | :---: | :--- |
| 1. | grow | To become larger or taller. |
| 2. | blow | To make the air move. |
| 3. | crow | A large black bird. |
| 4. | flow | To move along, as water does in a river. |
| 5. | tow | To pull one boat or car behind another. |


|  | raw |  |
| :--- | :---: | :--- |
| 1. | j a w | The bones of the mouth. |
| 2. | l a w | A rule. |
| 3. | draw | To make a picture. |
| 4. | p aw | Foot of some kinds of animals. |
| 5. | s a w | Sharp tool used for cutting wood. |

PUZZLE 90

| 1. | dawn <br> lawn | Grass that is cut around houses and <br> buildings. |
| :--- | :--- | :--- |
| 2. | fawn | A young deer. <br> To open your mouth wide when you are <br> sleepy. |
| 4. yawn | drawn | He has <br> his new pens. |
| 5. many beautiful pictures with |  |  |

PUZZLE 91

|  | boil |
| :--- | :--- |
| 1. | soil |
| 2. | coil |
| 3. | foil |
| 4. | toil |
| 5. | spoil |

PUZZLE 92

|  | pound |  |
| :--- | :--- | :--- |
| 1. | sound |  |
| 2. | boundthing you can hear. |  |
| 3. | round | Tied together. |
| 4. | found | Shaped like a circle or a ball. |
| 5. | hound what we were looking for. |  |


|  | house |  |
| :--- | :--- | :--- |
| 1. | mouse | A very small rodent. |
| 2. | blouse | A kind of loose shirt. |
| 3. | douse | To throw water over something. |
| 4. | grouse | A large game bird. |
| 5. | spouse | Person you are married to. |

## PUZZLE 94

| 1. | bake |  |
| :--- | :--- | :--- |
| lake | A large body of water. |  |
| 2. | like | To think well of someone or something. |
| ling | hike | To go for a long walk. |
| To go into a place where you cannot be |  |  |

PUZZLE 95

1. bean
2. near
3. neat
4. feat
5. seat

PUZZLE 96

|  | ball |  |
| :--- | :--- | :--- |
| 1. | bell | Ring this to make a sound. |
| 2. | tell | Say things to somebody. |
| 3. | tall | Not SHORT. |
| 4. | talk | Speak. |
| 5. | walk | To travel on foot. |


|  | b all |  |
| :--- | :--- | :--- |
| 1. | bell | Hear the church__ ring. |
| 2. | belt | Worn to keep pants up. |
| 3. | felt | Past of FEEL. |
| 4. feet | Stand on your own two |  |
| 5. | meet | To come together. |

PUZZLE 98

|  | heat |  |
| :--- | :--- | :--- |
| 1. | beat | To hit hard and often. |
| 2. | meat | Animals eaten as food. |
| 3. | mean | Won't share with others. |
| 4. | moan | To groan, grumble. |
| 5. | loan | Something given to you to use, but you will |
|  |  | give it back. |

PUZZLE 99

| bell | beil | A paper showing how much money you <br> must pay. |
| :--- | :--- | :--- |
| 2. | pill | The doctor tells you to take this when you |
| 3. | pile | are sick. <br> Lots of things on top of each other. |
| 4. | mile | I walk one to go to school. |
| 5. | mule | An animal, like a horse. |

PUZZLE 100

|  | pool |  |
| :--- | :--- | :--- |
| 1. | poor | Not RICH. |
| 2. | pour | Put into glasses. |
| 3. | sour | Not SWEET. |
| 4. | soup | A watery food. |
| 5. | soap | Used to make things clean. |

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