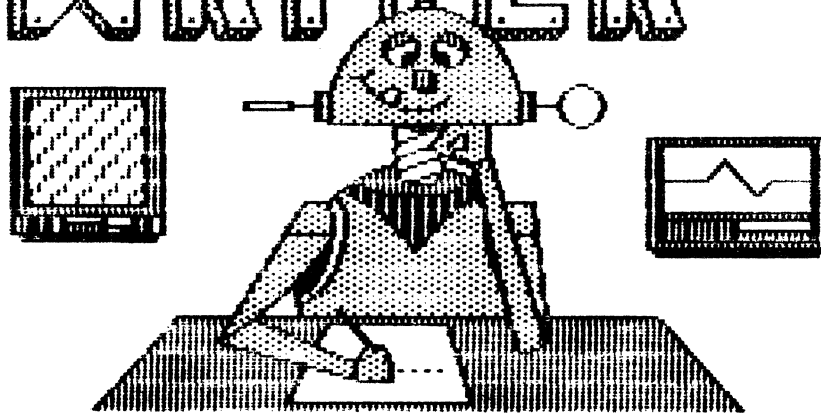


ROBOT WRITER



This Program Speaks for Itself*

Tons of learning fun with or without the speech feature!

Created by the following Pelicans:

**Joel Fried
Ken Grey
Susan Swanson
Herb Perez**

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***Optional speech feature requires
Echo Board or Cricket Speech Synthesizer**

Pelican Software, a division of Queue, Inc., 338 Commerce Drive, Fairfield, CT 06430
(800) 232-2224 • (203) 335-0906

ROBOT WRITER

Developer and Publisher	Pelican Software, Inc.
Editor-In-Chief	Joel Fried
Programming and Design	Kenneth Grey
Art Director, Original Design Concept	Susan Swanson
Artist	Herb Perez

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GETTING STARTED

Pelican's *Robot Writer* will provide great learning opportunities and hours of fun for your kids. Whether your children are of Kindergarten, primary, intermediate or junior high age, this program has something to offer. Take a look at the many exciting features in the program.

- Colorful graphics that children can manipulate to create an endless variety of unique scenes;
- Speech bubbles that children can use to create dialogue between the robots they create;
- Word processing in a variety of font styles and sizes so children can write stories describing the scenes they create;
- A wide variety of print sizes ranging from miniature to Big Book; and
- Speech synthesis that allows the program to "speak" any text a child has typed. (You will need an Echo Board or Cricket Speech Synthesizer to use this feature.)

In this Getting Started section, you'll find a list of equipment you need, loading instructions, directions for installing the Speech Synthesizer, and information on how to use this handbook. If you don't have an Echo Board, skip the Installation Instructions and move ahead to Loading the Program.

What You'll Need

- Apple IIe with 128K, IIc, or IIGS
- *Robot Writer* program and graphics disk
- Monitor (color recommended)
- Printer (recommended)
- Apple Mouse (optional)
- Blank Disks (optional)
- Echo Board or Cricket Speech Synthesizer (optional)

Disk Configuration

Your *Robot Writer* disk is set up as follows.

Side 1: Program

Side 2: Backgrounds and Clip Art

Installing the Speech Synthesizer

Robot Writer works fine with or without the speech feature. However, if you do have an Echo (Ile) or Cricket (Ilc) Speech Synthesizer, your children have the added advantage of being able to hear what they type. Follow the appropriate procedure below to install the speech synthesizer in your computer.

If you don't have a speech synthesizer, simply skip ahead to the loading instructions.

Installing the Echo Board

To install the Echo Board in your Apple Ile computer, make sure you *begin with the computer OFF*. Follow these steps:

1. To avoid electric shock make sure your computer is OFF.
2. Remove the cover from your computer.
3. Using a gentle rocking motion, insert the ECHO card into any slot except slot #3. Make sure the board is firmly in place.
4. Insert the speaker cable into the jack labeled "mono" on the ECHO card. If you have headphones or stereo speakers, you can connect them to the jack marked "stereo."

NOTE: The two grey knobs near the speaker jacks control the volume of the left and right channels.

5. Replace the cover of your computer.

Installing the Cricket in the Apple Ilc

To install the Cricket Speech synthesizer in your Apple Ilc, follow these steps.

1. Begin with the computer OFF and the power transformer unplugged.
2. Plug the Cricket cable into the modem port (marked with a telephone icon) on the back of your Ilc.
3. Connect the cable from the power transformer to the jack on the back of the Cricket.
4. Plug the transformer into a power outlet.

Loading the Program

To load the *Robot Writer* program:

1. Insert the *Robot Writer* program, label facing up, in Drive 1.
2. Turn on your monitor and computer. If the computer is already on, press the Control, Apple and Reset keys at the same time.
3. In a few seconds the title screen will appear followed by a screen with information on the Speech feature. Press any key to continue.

When the Main Menu appears, you're ready to begin.



Refer to the Reference Guide for step-by-step instructions on how to use each of the Main Menu options.

How to Use This Handbook

This handbook provides something for everyone. There are three main sections: For Kids Only, Reference Guide, and Teaching Guide. Each section is described below.

For Kids Only

This brief guide is designed and written for the child who uses the *Robot Writer* program. This guide takes students through the basic steps involved in building a robot and writing a story. You might want to copy the last page, Important Keys, and let your child post this near the computer.

Reference Guide

This guide provides step-by-step instructions for using each feature in *Robot Writer*. Refer to the Reference Guide when you have specific questions about a particular feature.

Teaching Guide

This guide provides information on the learning opportunities provided by *Robot Writer* graphics, word processing and speech synthesis tools. Finally, the guide provides individual and small group activities as well as cooperative learning projects which involve the entire class.

FOR KIDS ONLY

Welcome to Robot Writer!

Are you ready to blast off into the future? Imagine! You can build your own robots and science fiction scenes using robot parts and props. You can even mix and combine graphics --robot heads, bodies, arms, legs, and more-- to create crazy scenes from the future. Then you can write your own stories about what life will be like. You can print your creations in different sizes. We'll tell you how.

This part of the Robot Writer Handbook is written just for you. Read it to learn how the program works and to get ideas for exciting projects that are sure to impress your teachers and friends. Let's get started.

HINT: If you're not sure what to do in any part of the program, ask an adult for help.

Disk Setup

One double-sided disk is included in this package. It is setup as follows:

- Side 1: Robot Writer Program
- Side 2: Backgrounds and Clip Art

Load the Program

The first thing you need to do is load the program.

1. Insert the Robot Writer program, label facing up, in Drive 1.
2. Turn on your monitor and computer. If the computer is already on, press the Control, Apple and Reset keys at the same time.
3. In a few seconds the title screen will appear followed by a screen with information on the Speech feature. Press any key to continue.

When the Main Menu appears, you're ready to begin.

What's on the Menu Today?

This is a MENU. Just like a menu in a restaurant, this menu shows you what you can choose.



This happens to be the MAIN MENU. It shows you what you can do with the Robot Writer program. These are your choices:

Build a Robot

Choose a background and then build a robot using clip art parts from the Body Shop. Or, create a terrific scene from the future.

Write a Robot Report

Write a story about your picture.

Your Robot Room

See one of the pictures or stories that you have already saved on a data disk.

Print

Print any of the pictures or stories you've created in these different sizes:

MINIATURE, STANDARD, TALL, SHORT, SKINNY, BOOK, or **BIG BOOK**.

Utilities

Make a data disk for saving your pictures and stories. This choice lets you do many other things. . . but let an adult help you.

Quit

You're not a quitter, but everyone has to take a break sometime.

How Do You Choose From a Menu?

Choosing from a menu is easy. It takes just two steps:

1. Press the arrow keys to move the Black Menu Bar to the item you want to choose.
2. Press Return.

That's all there is to it!

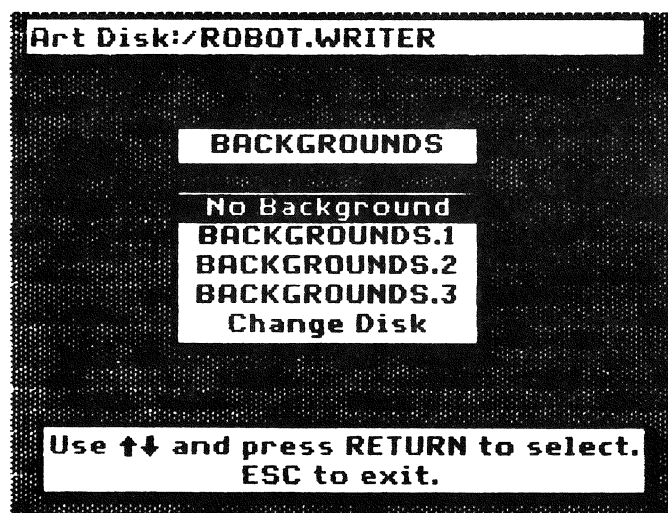
OK! BUILD A ROBOT!

Building a robot is easy. First you choose a background for the picture. Then you build the robot using clip art parts from the Body Shop. Follow these steps to build a robot.

Choose a Background

Backgrounds are colorful scenes. You will place clip art characters and props on the background to create your picture. Backgrounds are on Side 2 of your program disk.

1. Insert the Backgrounds (Side 2) in the drive.
2. Choose Build a Robot from the Main Menu.
3. Choose No Background if you want to build your robot on a white screen. Or, choose a file from the Backgrounds Menu. Each file contains two or more background scenes. You might want to take a few minutes to look through the various files.



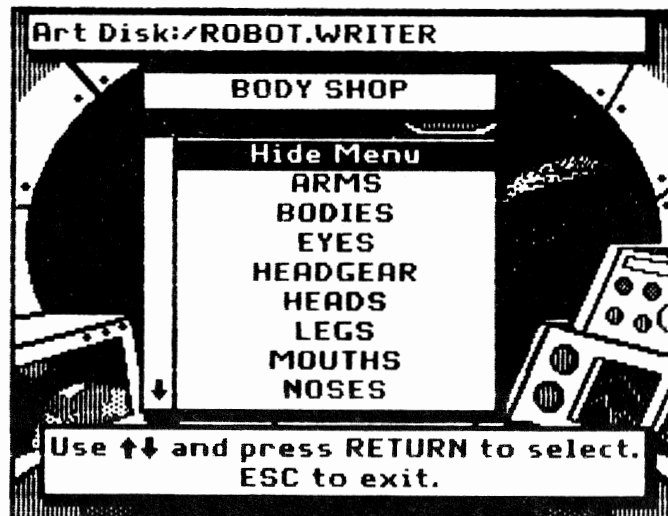
4. When the first background appears it will be covered by a Help Screen. The Help Screen shows important keys you might want to use. Press any key to remove the Help Screen.

5. Press the Space Bar or the arrow keys to see the next background picture.
6. When you find the picture you want to use, press Return. In a moment, the Body Shop Menu will appear.

Choose Clip Art In The Body Shop

Now you are ready to build your robot. The Body Shop Menu lists files of clip art robot parts that you can use when you build your robot. Clip art is also located on Side 2 of the program disk. You should already have this side of the disk in the drive.

1. Choose a clip art file from the Body Shop Menu. You can use clip art heads, arms, legs and bodies to create your robot. Press any key to remove the Help Screen that covers the first piece of clip art.



2. Press the Space Bar to see the different pieces of clip art in the file. Stop when you find the one you want to use.
3. Press the arrow keys or use the mouse to move the clip art around the screen.

Moving Graphics: You can change the distance a graphic moves by pressing the number keys. To center a character or prop exactly where you want it, press 1. Then when you press the arrow key, the graphic will move a small distance. To move a graphic a larger distance, press 9 (or any number up to 9). Now it will move much faster.

Flipping Clip Art: You can flip clip art upside down by pressing V when the graphic is on the screen. You can flip clip art sideways by pressing H.

4. When the clip art graphic is just where you want it, press Return. This "stamps" the graphic in place. If you change your mind and want to move the graphic to a different place, press Delete and return to Step 3. If you want to choose another graphic, press Delete and return to Step 2.

WARNING: *Once you press Esc to exit to the Body Shop Menu, you cannot return to your picture and delete graphics you've already stamped.*

5. Press Esc to exit to the Body Shop Menu. If you like, you can choose another clip art file and place more graphics.

Keep building your picture using these same five steps.

6. If you want to use speech bubbles, read the next section. If you're happy with your picture just the way it is, you can save it and print now. Press Esc to exit from the Body Shop Menu.

How to Use Speech Bubbles

This Body Shop item is **very special**. Just like in the comics you read, speech and thought bubbles can be placed next to a character who is speaking or thinking. Let's see how the Robot Writer speech bubbles work.

1. Select Speech.Bubbles from the Body Shop Menu. Choose and place the speech bubble clip art just as you did the other graphics from the Body Shop. The entire speech bubble must show on the screen. (Press any key to remove the Help Screen.)
2. Now you're ready to type. Look at the clip art bubble or shape that is now on the screen. Inside you'll see a little line. This is called a cursor. It tells you where the letters will appear when you type.
3. Type a short message inside the bubble.
4. Press Esc when you finish typing.
5. Now you have a few choices.
 - If you want to change what you have typed, choose Change Text.
 - If you want to remove the entire bubble and start again, choose Delete Bubble.
 - If you want to add another bubble, choose Add New Bubble.
 - If you like what you have typed, press Esc to exit to the Body Shop.

SPECIAL FEATURE: If you have an Echo Board connected to your computer, you can even hear what your clip art character is saying. Press Apple-P or Apple-T, to hear what you typed inside the bubbles. Check with an adult to see if your computer has an Echo Board.

Save Your Robot

Now you're ready to save the robot.

1. Press Esc to leave the Body Shop.
2. Insert a data disk in a drive. If you don't have a data disk, you can make one now. Ask an adult for help or look in the Reference Guide for instructions.
3. Choose Save Robot from the Utilities Menu that now appears on the screen.
4. Type a name for your robot picture and press Return.

That's all there is to it. Now you can print your picture or write a robot report or story. If you want to print, choose Print Robot from the Utilities Menu and watch the screen for instructions.

WRITE A ROBOT REPORT

Writing a robot report is as easy as 1, 2, 3. Begin with the program disk (label facing up) in a drive.

1. Choose Write a Robot Report from the Main Menu.
2. Choose a Font. A font is the style of the letters that show up on the screen when you type.
3. A Help Screen will appear on top of your story writing screen. Press any key to remove it. Write away! Begin typing your story. If you make a mistake, press Delete to erase it. Then continue typing.
4. When you finish your story, press Esc.

SPECIAL FEATURE: If your computer has an Echo Board, you can even hear your story. Press Apple-P or Apple-T to hear what you typed. Check with an adult to see if you have an Echo Board.

Save Your Robot Report

Now you're ready to save your robot report.

1. Insert a data disk in a drive. If you don't have a data disk, you can make one now. Ask an adult for help.
2. Choose Save Report from the Menu that now appears on the screen.
3. Type a name for the story and press Return.

That's all there is to it. Now you're ready to print. Choose Print Report from the Utilities Menu and watch the screen for instructions.

ROBOT WRITER DESIGN IDEAS

There's a lot more you can do with Robot Writer. You can add borders to your robot pictures, print pictures and stories in many sizes, print pictures in coloring book form, make a data disk, and delete files from a data disk. You can even visit Your Robot Room. Your Robot Room is actually a list of all the robot pictures and reports you've saved on a data disk. If you have an Echo Board, you can listen to any text you've typed and even change the way a word is pronounced. For help in doing any of these things, ask an adult. All of these options are explained in the Reference Guide.

With Robot Writer, you can make. . .

storybooks,
 coloring books,
 posters,
 bulletin board displays,
 dioramas,
 comic books,
 big books,
 puzzles,
 games,
 mobiles,
 puppets,
 . . . and more!

Read the next few pages to find out how. Then, it's up to you and your imagination!

HINT: If you want to turn your printouts into coloring book pages, choose the **OUTLINE** print style.

Robot Puppets

Making puppets is easy and fun. Here's a list of the materials you'll need and instructions for making the puppets.

What You'll Need to Get Started:

- Construction paper, oaktag or cardboard for mounting your robot
- Fabrics, yarn, ribbon, felt, foil, glitter, cotton, chopsticks or popsicle sticks... anything that can be used to decorate your character
- Crayons, colored markers or pencils
- Scissors and glue

Choose "No Background" and build a robot. Then add props to the blank page. Print it in the Standard print size. Mount the robots onto cardboard, color and decorate. Maybe you want to add yarn for hair or foil or felt for clothing. Next, cut the character out and attach it to a chopstick or popsicle stick. Use printouts

of the backgrounds for stage backdrops. You can even use the word processor to write your own scripts!

Robot Posters

This is simple fun! Create a marvelously funny picture. Select one of the speech bubbles and stamp it next to a robot in your picture. Think of an interesting caption. Here are some examples:

Keep out! This room protected by... (a gigantic robot?)
Keep your room clean!
What's the password?

Print the picture in Big Book size, tape it together and color it. Hang it on a wall or door.

Mobiles

Create a fabulous mobile and have dozens of robots whirring around your head all day.

What You'll Need to Get Started:

- Crayons, markers or colored pencils
- Oaktag or cardboard for mounting
- Scissors and glue
- Colored yarn
- Clothes hanger or wooden dowels

Build a few robots on white backgrounds. Print each picture *twice* in the Standard print size. Mount one of each printout onto cardboard. Now color or decorate the characters. Cut out all the characters and glue the matching characters together. Punch a hole in the top of all four of the characters. Loop different colored yarn through each hole, allowing it to be long enough to hang the character from a dowel or hanger. You can wrap yarn around the hanger first so it's fuzzy. Hang the characters at varying lengths to make an exciting mobile.

Stationery

Creating your very own stationery is fun and easy. Choose "No Background" from the backgrounds menu. Next, decide which kind of stationery you want to create. Try a design with a robot head in each corner or check out the funny pictures in the props files. Now add a speech bubble and type your name and address in it. Experiment!

Coloring Books

First, design a robot picture and save it. Can you write one sentence about the picture? Great! Save that too. Next, stamp three robots on one screen. (This might work best on a white background.) Can you write a simple poem about the robots? Save this too. Now let's design a robot picture with two characters. Stamp speech bubbles next to each one. What do you want them to say to each other? Let's save these also. Now that you have all of your "pages" saved, go to the print menu and call up each file. Select the Standard print size and choose Outline. Print all of the pages that you have saved. Stack your printouts, punch holes and use yarn or fasteners to hold the pages together. Have fun coloring your masterpiece. Share it with your family, teachers and friends.

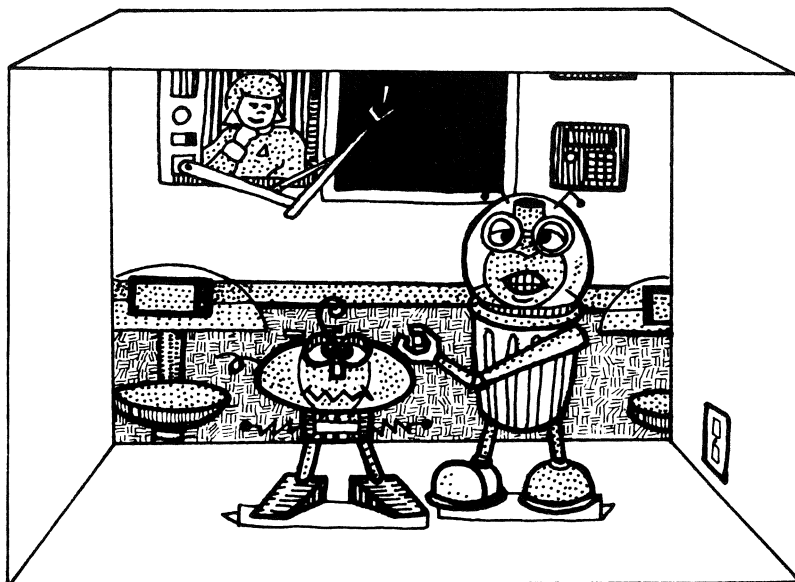
Robot Dioramas

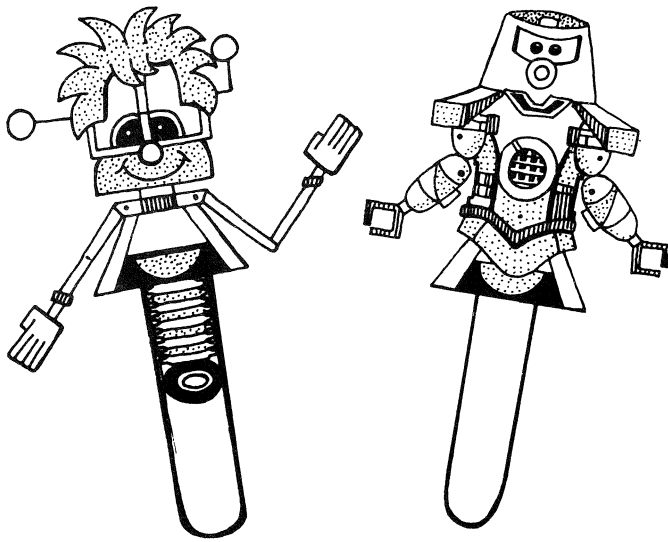
Create a fabulous diorama depicting life in the future.

What You'll Need to Get Started:

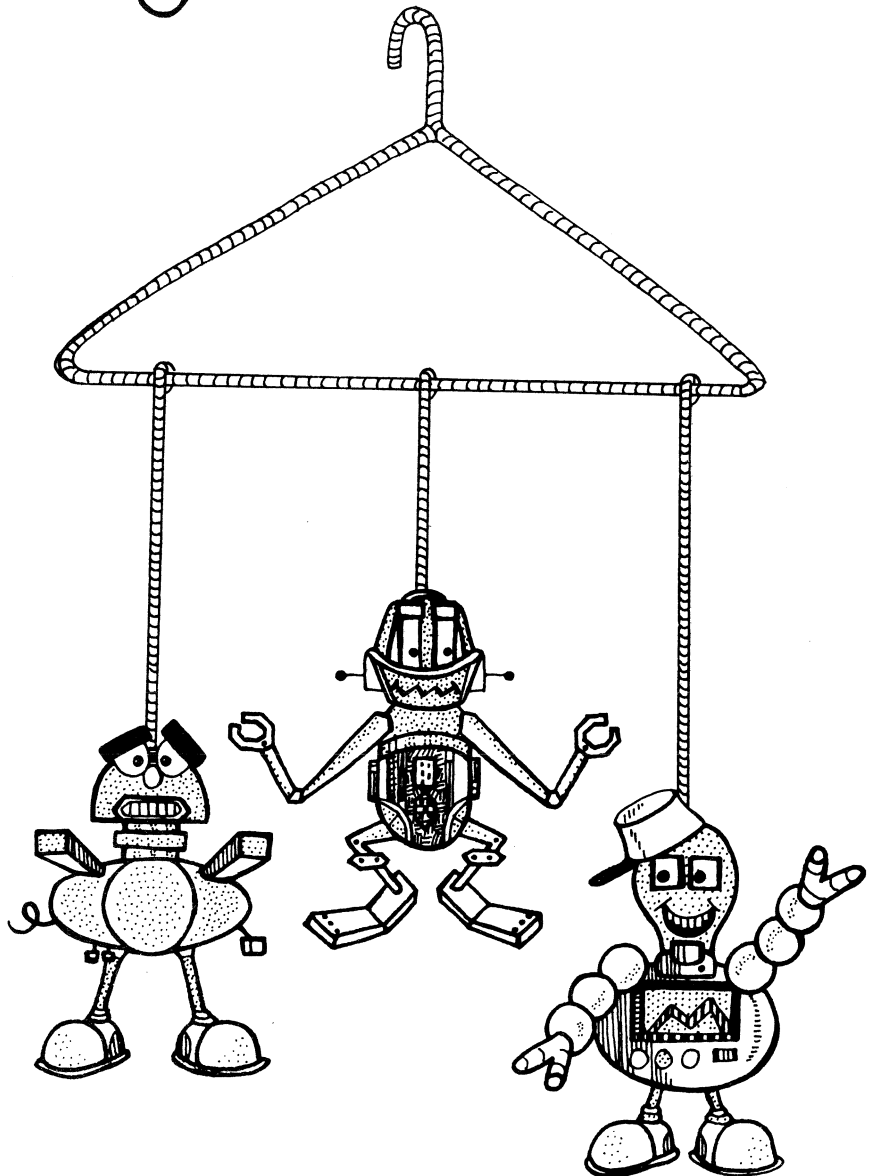
- Crayons, markers or colored pencils
- Oaktag or construction paper
- Scissors and glue or tape
- Shoe box or other container

Select one or more backgrounds and print them. Standard or miniature sizes should fit most containers. Color the backgrounds and use them to line the bottom and sides of the container. Create and print clip art robots and futuristic props to decorate the container. Print the clip art in the same size as the background. Cut out the clip art and color it. Cut strips of oaktag or construction paper for clip art supports. Glue them to the back of the clip art, allowing about an inch to extend below the bottom of the clip art. Fold this extension back, making a stand. Create a picture by gluing the clip art robots and props in the diorama. If you like, add other materials such as foil, cotton, and felt to decorate the diorama.



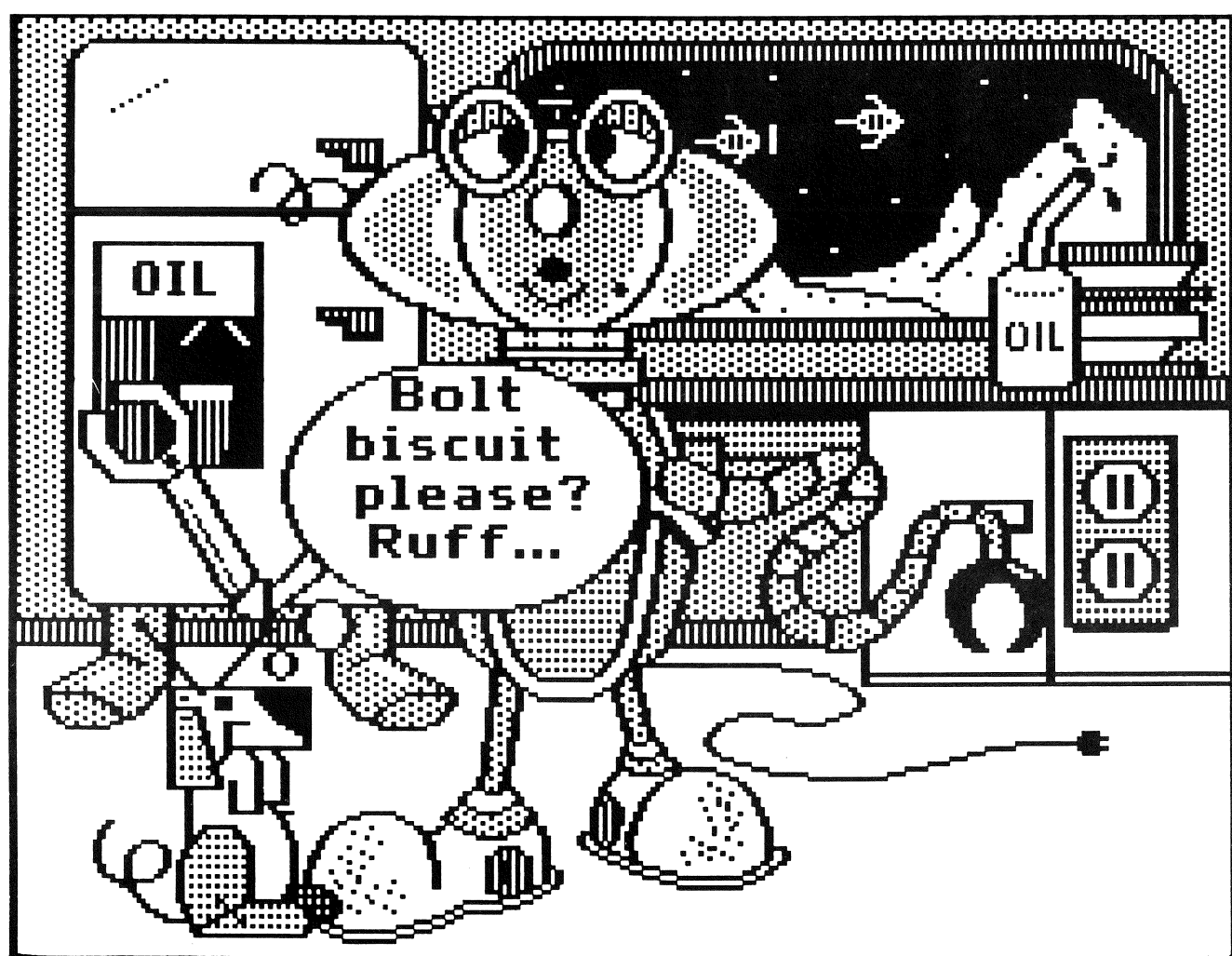


STICK PUPPETS



ROBOT
MOBILES

Robot Writer
Sample Art



ROBOT WRITER IMPORTANT KEYS

Press	When you want to . . .
Space Bar	see the next picture
B	see the previous picture
Arrow keys, or mouse	move the menu bar, and move graphics around the screen
Return, or click mouse button	choose from a menu, and to stamp a graphic on the screen
Delete	undo a graphic you've stamped, or erase letters you've typed
H and V	flip graphics from the Body Shop
Esc	exit from a Menu or show that you're finished typing
Apple-?	see a Help Screen
Apple-P or Apple-T*	hear everything you've typed on a page
Apple-W*	hear a word (You must move the cursor to that word first.)
Apple-S*	spell a word (You must move the cursor to that word first.)
Apple-C*	change the way a word is spoken
Space Bar*	hear menu spoken
Apple-V	view finished picture while writing a story

*These features work only if you have an Echo Board or Cricket Speech Synthesizer connected to your computer.

REFERENCE GUIDE

This section of the handbook contains detailed information about all the features in the *Robot Writer* program. If you want to familiarize yourself with the program quickly, go through the For Kids Only Guide with the program at your computer. Then read through this Reference Guide for complete step-by-step instructions for using all features in the program. Use the Table of Contents to locate the information you need.

Refer to the Getting Started section at the beginning of this handbook for instructions for installing your Echo Board or Cricket Speech Synthesizer and for loading instructions.

The Main Menu

Load the program. When the *Robot Writer* Main Menu appears, you're ready to begin. The Main Menu lists the basic options you can choose.



Selecting a Menu Item

This is the Main Menu. To select an item from this or any menu, simply press the arrow keys to move the black menu bar. When the menu bar is on the option you want, press Return. That's all there is to it. From now on this process of moving the menu bar to an option and pressing Return will be called *selecting*.

Creating a Data Disk

If you want to save the robot pictures and stories you create, you'll need a ProDOS formatted data disk. To format a disk, select the Utilities Option. Next, select Format Disk. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name:," followed by a blinking cursor, type a name for your data disk. Press Return. When the Utilities Menu reappears, you're ready to begin. Press Esc to exit to the Main Menu.

BUILD A ROBOT

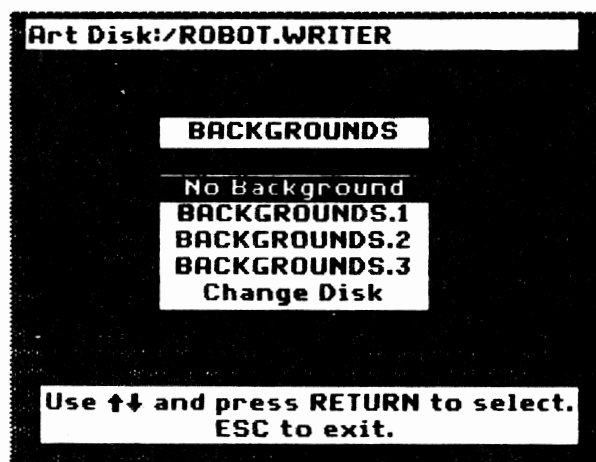
Select this Main Menu option when you're ready to create your robot. Building a robot is simple. First you decide on a background (or no background), then you build the robot choosing from a variety of robot parts --heads, bodies, arms, legs, and props-- in the Body Shop. Follow the steps below.

Selecting a Background

A background is a colorful graphic scene. Backgrounds are located on Side 2 of your program disk.

1. Insert the Backgrounds (label facing down) in the drive.
2. Press Return to select Build a Robot from the Main Menu.
3. In a moment, the Backgrounds Menu will appear listing the Background files that are available. Each file contains two or more backgrounds from which you can choose. Select a Background file.

If you want to build a robot on a white background, select No Background. Then skip ahead to Using Clip Art Robot Parts to Build Your Robot.



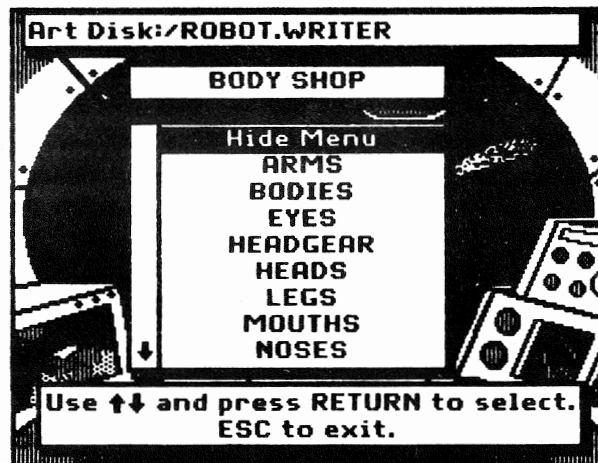
4. When you select a Background file, such as BACKGROUNDS.1, the first background will appear on the screen covered by a Help Screen. Press any key to remove the Help Screen. Then press the Space Bar or the right and left arrow keys to view the graphics in that file.
5. When you find the Background graphic you want to use, press Return. In a moment, The Body Shop Menu will appear.

Using Clip Art Robot Parts to Build Your Robot

Now you're ready to put your robot together. The Body Shop Menu lists files of clip art robot parts that you can use to build a robot. Clip art is located on Side 2 of the program disk. You should have this side of the disk in the drive already .

1. Choose a clip art file from the Body Shop Menu. You can select robot parts and props from some or all of these categories and put them together to build your robot.

In a moment, a Help Screen will appear with all the information you need to know for moving, placing, deleting and flipping the clip art graphics. Press any key to remove the Help Screen. If you'd like to see the Help Screen again, press Apple-?.



2. Press the Space Bar to see the different pieces of clip art in the file. Press B to back up and view the previous one. Stop when you find the one you want to use.
3. Press the arrow keys or use the mouse to move the graphic around the screen.

Moving Graphics: You can change the distance a graphic moves by pressing the number keys. To center a character or prop exactly where you want it, press 1. Then when you press the arrow key, the graphic will move a small distance. To move a graphic a larger distance, press 9 (or any number up to 9). Now it will move much faster.

Flipping Clip Art: You can flip clip art upside down by pressing V when the graphic is on the screen. You can flip clip art sideways by pressing H. To return the clip art to its original position, simply press the H or V key again.

4. When you've positioned the graphic exactly where you want it, press Return or click the mouse to "stamp" it in place.

If you change your mind and want to reposition it, press Delete and return to Step 3. If you want to choose another graphic from the same category, press Delete and return to Step 2.

<i>WARNING: Once you press Esc to exit to the Body Shop Menu, you cannot return to your scene and delete graphics you've already stamped.</i>
--

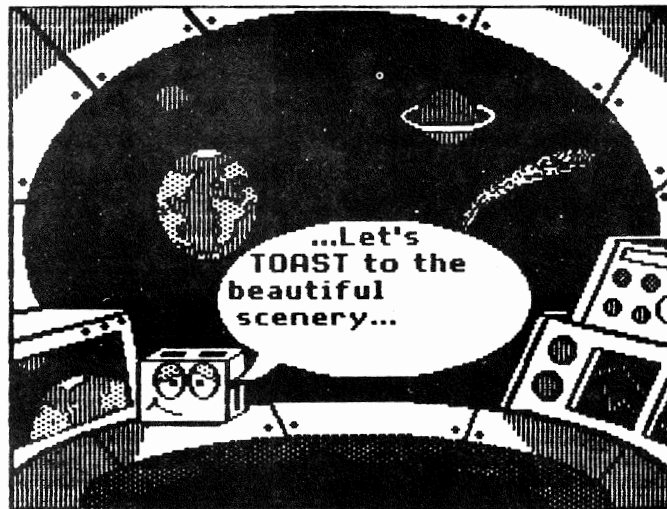
5. Once you've stamped your graphic, press Esc to exit to the Body Shop Menu.
6. Now you're ready to add the next graphic to your scene. To do this simply repeat from Step 1.

If you want to add speech bubbles to your scene, read the next section, Using Speech Bubbles. When you finish creating your scene, press Esc to exit to the Utilities Menu. At this point, you might want to save your scene on a data disk or print it. For saving and printing instructions, refer to the sections, Saving Your Robot and Printing Your Robot.

Using Speech Bubbles

Speech bubbles are clip art graphics with a twist. You can place up to four speech bubbles on a screen. Place a speech bubble next to your clip art characters when you want to show dialogue. You can type in these when you want to add dialogue, a title or label to your robot scene. *Robot Writer* speech bubbles are very special because once you position them on the screen, they turn into tiny word processors. And that's not all. These speech bubbles even speak! *

**You must have an Echo or Cricket Speech Synthesizer installed in your computer to hear the speech.*



Placing Speech Bubbles and Typing Text

Follow these steps to create speech bubbles.

1. Press the down arrow key to scroll down the list of items on the Body Shop Menu until you reach Speech.Bubbles. Select Speech.Bubbles from the Body Shop Menu.
2. A Help Screen will appear with all the information you need for placing a speech bubble. Press any key to remove the Help Screen.
3. Select and stamp a speech bubble just as you would any of the clip art in the Body Shop. You must place the speech bubble so that it fits completely on the screen.

Remember to press H if you want to flip the speech bubble so that it is coming from a character on the right side of the screen. Press V if you want to turn the bubble upside-down.

4. Once you've pressed Return to stamp the bubble, a Help Screen will appear with all the information you need for writing in a speech bubble. Press any key to remove the Help Screen. To see the screen again, simply press Apple-?.
5. A tiny line will appear inside the bubble. This is the cursor. Type your message and you'll see that the bubble turns into a mini word processor. You can type your text, delete characters, and even take advantage of wordwrap. Press Esc when you finish typing.
6. The Bubbles Menu will appear with a few choices.
 - If you want to change what you've typed, select Change Text and return to Step 5.
 - If you want to remove the bubble and start again, choose Delete Bubble and return to Step 2.

- If you want to add another bubble, choose Add New Bubble and return to Step 2.
 - If you like what you've typed, press Esc to exit to the Body Shop.
7. The Body Shop Menu will reappear on the screen. At this point, you can add to your scene, select more clip art or speech bubbles (up to four per screen), or press Esc to exit to the Utilities Menu.

For saving and printing instructions, refer to the sections, Saving Your Robot and Printing Your Robot.

Hearing Your Robots Speak

If you have an Echo Board or Cricket Speech Synthesizer installed in your computer, you can hear the characters in your scene speak. Begin with your graphic (complete with speech bubbles) on the screen. If the Body Shop Menu is showing, select Hide Menu. When you're ready to hear the dialogue you've written, press Apple-P or Apple-T and voila! The characters in your stories come to life.

Special Features in the Body Shop

The Body Shop contains a few special features that you should know about. These features allow you to make the most of all your *Robot Writer* graphics.

Flipping Clip Art

Anytime you have a graphic from the Body Shop on the screen, you can flip it. Press V to flip a graphic vertically (upside down) and H to flip it horizontally (side to side). If you don't like how the graphic looks, simply press the same key to reverse it to its original state. Experiment flipping the Body Shop graphics for the wackiest scenes ever. You'll find that the horizontal and vertical flip features will come in handy when you're placing speech bubbles.

Changing Disks

Select this option when you want to load Backgrounds or graphic (clip art) from another disk. This option allows you to mix graphics stored on different disks.

NOTE: Pressing Tab performs the same function as selecting Change Disk. If you press Tab, the program will move from one drive to the other.

Saving Your Robot

If you want to save your robot, follow these steps. Begin with the Utilities Menu on the screen. (Press Esc if the Body Shop Menu is still on the screen.)

1. Insert a data disk in a drive and press Return to select Save Robot from the Utilities Menu.
2. Type a name for the robot picture and press Return.

That's all there is to it. Now your picture is saved on your data disk. You can come back and add to it at any time. Simply choose Your Robot Room from the Main Menu, select Robot Picture, and load this file.

Printing Your Robot

If you want to print your robot, follow these steps.

1. Select Print Robot from the Utilities Menu.
2. In a moment, the Borders Menu will appear.



3. Select a Border Option.
 - Select No Border to print your design without a border.
 - Select Borders.1 and press the Space Bar to view the different borders in the file. Press Return to select a border, or Esc to exit to the Borders Menu.
 - Select Change Disk to choose a Border from another Art disk.
4. Follow the instructions on the screen to insert the program, Side 1 of the *Robot Writer* disk, in any drive and press Return.

5. In a moment, the Print Menu will appear listing the various print sizes. At the bottom of the screen, you'll see the current setup. Make sure the Current Setup lists the printer and interface cards you are using, and that the appropriate Print Quality (Draft or High) is set. If you want to change the program's Current Setup, select the Change Setup option. (See Change Setup for more information.)

NOTE: Print in Draft quality when you want a quick printout (and when you want to spare your printer ribbon). Print in High quality when you want a final, professional looking printout.



6. Select a print size.

NOTE: If you select the Book print size, your graphic and story will print to fit exactly on an 8 1/2 by 11-inch sheet of paper. It will not print a border even if you've selected one.

7. Select a Print Style, Normal or Outline. Normal will print what appears on the screen. Outline will print an outline of your creation.

WARNING: The program will freeze if your printer setup does not match its Current Setup.

8. Check one last time to make sure your printer setup matches the Current Setup. Press Return to begin printing.

WRITE A ROBOT REPORT

Before you begin writing your report or story, make sure you have a formatted data disk for saving your creation. Read the section Creating a Data Disk if you want instructions for formatting a data disk.

Now you're ready to write your story. Begin with the program disk (label facing up) in a drive and follow these steps:

1. Select Write a Robot Report from the Main Menu.
2. When the Fonts Menu appears, select the font you want to use.
3. In a moment, the diary or writing screen will appear along with a Help Screen. This screen provides you with all the information you'll need for writing your story, deleting letters, and hearing what you've written. You can see the Help Screen at any time by pressing Apple-?. For now, press any key to remove the Help Screen.
4. The cursor appears in the upper left-hand corner of the diary screen. The cursor is a marker that lets you know where the text you type will appear. Begin typing your story . . . Write away!
5. When you finish writing your story, press Esc to exit to the Utilities Menu. At this point, you might want to save your robot report on a data disk or print it. For saving and printing instructions, refer to the sections Saving Your Robot Report and Printing Your Robot Report.

Hearing Your Story

You can hear what you've written at any point during or after typing. Press Apple-P or Apple-T to hear your story page read back one word at a time. Press Apple-C to change the way a word is pronounced (or to change the pitch and volume levels). For more details on changing the way the computer pronounces a word, refer to The Speech Feature.

Saving Your Robot Report

If you want to save your story, follow these steps.

1. Insert a data disk in a drive and press Return to select Save Report from the Utilities Menu.
2. Type a name for your story and press Return.

That's all there is to it. Now your story is saved on your data disk. For printing instructions, read on.

Printing Your Robot Report

If you want to print your robot report, follow these steps.

1. Select Print Report from the Utilities Menu.
2. In a moment, the Print Menu will appear listing the various print sizes available to you. At the bottom of the screen, you'll also see the Current Setup. Make sure Current Setup lists the printer and interface cards you are using. If it doesn't, select the Change Setup option to select the setup which matches yours. (See the Change Setup section for more information.)



3. Select a print size.
4. Check one last time to make sure your printer setup matches the Current Setup. Press Return to begin printing.

The Speech Feature

Robot Writer has a speech feature that allows you to hear what you have typed. You may want to hear your text while you are writing your story. Or, you might want to write the entire story (or speech bubbles on a scene), save it, load the file later, and let the program tell it to a friend.

NOTE: To take advantage of the Speech feature, your computer must be equipped with an Echo Board or Cricket Speech Synthesizer.

Begin with the text you want to hear on the screen. If you need to load a file you've already created, select Your Robot Room from the Main Menu. When your text is on the screen, use the following commands to hear it.

Press . . .	When you want. . .
Apple-P or Apple-T	to hear the entire p age of your story or all the text you've typed within speech bubbles on your scene.
Apple-W	to say a w ord. (You must move the cursor to the word you want to hear <i>before</i> you press Apple-W.)
Apple-S	to s pell a word. (You must move the cursor to the word you want to hear <i>before</i> you press Apple-S.)
Space Bar	to stop the speech.
Apple-C	to go to the Speech C ontrol Menu. Here you can change the delay between words, pitch, volume level, and speech pronunciations. (See Speech Control below for more details.)
Apple-V	to v iew the last graphic you worked on. (If you are writing your story about a scene you've created, this feature helps remind you of the scene.)

Speech Control

The Speech Control option gives you control over certain speech features such as: delay between words, pitch, volume and the way a word is pronounced. Press Apple-C to see the Speech Control Menu.

NOTE: The Speech Control option is also available when you select Change Setup from the Utilities option on the Main Menu.

Delay Between Words

Select this option if you want to change the length of silence between words as they are spoken. Young and learning impaired children, for example, may prefer a longer delay between words. Press the arrow keys to adjust the length of delay.

Pitch

Select this option and press the arrow keys to adjust the pitch.

Volume

Select this option and press the arrow keys to adjust the volume.

Edit Speech

The computer pronounces some words incorrectly. Why?

Many words have similar spellings, but are pronounced quite differently (heart, hear, heard; thought, though). Some words are spelled differently and pronounced the same (hear, here; two, to, too). A person learning English as a second language has difficulty mastering these pronunciations. The computer needs a little help too. That's where the Edit Speech option comes in handy.

Here are a few words you might want to listen to and then fix using the Edit Speech option on the Speech Control Menu.

<u>WORD</u>	<u>CORRECTION</u>
baseball	base-ball*
heart	hart
listen	lissen

*Sometimes, the only way to correct the pronunciation of a word, is to divide it into two words for the computer to pronounce. When you do this, insert a hyphen between the words.

When you're ready to change the way a word is pronounced, select Edit Speech from the Speech Control Menu. In a moment, the Edit Speech screen appears. Here are your choices.

- Press A to add a word to this list.
- Press the arrow keys and then Return to edit a word that's already on this list.
- Press R to remove a word from the list.
- Press Esc when you've finished making corrections.

Adding a Word

Follow these steps to add a word to the list.

1. Press A to add a word to the list.
2. At the prompt, **Say this:**, a blinking cursor appears. Type the word that is currently mispronounced, for example, baseball. Then press Return.
3. The cursor will move to the bottom prompt, **As this:**. Spell the word in the way you think the computer will pronounce it correctly. In this example, you would type base-ball. Then press Return.

Say this:

baseball

as this:

base-ball

4. Now you have a few more choices.
 - Press Return to move the cursor to the line you want to hear.
 - Press Apple-T to hear how the word sounds. If you don't like the way the word sounds, try another spelling combination.
 - Press Esc when you're finished
5. When you press Esc, you'll notice that your edited word has been added to the Edit Speech screen. If you want to add more words, repeat from Step 1.

If you've finished adding words, press Esc to return to the Speech Control Menu. The program will ask you if you want to save the speech changes you made with your story. It's a good idea to save your changes. That way, each time you load your work from the data disk, all words will be pronounced as you have specified.

YOUR ROBOT ROOM

Select this Main Menu option when you want to retrieve one of your robot pictures or reports from a data disk. Begin with your program disk in one drive and your data disk in the other. If you have a one-drive system, the program will tell you when to insert your data disk. Just watch the screen for instructions.

1. Select Your Robot Room from the Main Menu.
2. In a moment, the Robot Room Menu will appear.
3. Now, your choices are obvious.
 - If you want to load a scene you've created, select Load a Robot Picture.
 - If you want to load a story you've written, select Load a Robot Report.
4. In a moment, a screen will appear listing all the pictures or stories available on your data disk.
5. Select the file you want to load.
6. In a moment, your creation will appear on the screen. You may continue working on your scene or story, listen to any text you've typed, or exit to the Utilities Menu to print your creation.

PRINT

The Print option on the Main Menu works in the same way as selecting Print from the Build a Robot or Write a Robot Report Utilities Menu. Simply select this option from the Main Menu and then decide if you want to print a robot picture or a story that you've already created. Insert the data disk on which you've saved your picture or story and select the file you want to print. For specific printing instructions, see Printing Your Robot or Printing Your Robot Report in this guide.

UTILITIES

This option is provided on the Main Menu so that you can format a data disk before you begin creating your robots or writing your reports and stories. When you select Utilities from the Main Menu, you can perform the following operations.

Change Setup

Once you select Change Setup, you have the following options.

Printers

Printers

Select this option to tell the program which printer you have connected to your computer. Use the arrow keys to scroll through the list and press Return to select the printer you're using.

Interfaces

Select this option to tell the program which printer interface card you're using. Use the arrow keys to scroll through the list and press Return to select the interface you're using.

Linefeed

Select this option to turn Linefeed on or off. For example, if you print a scene and the entire design is printed on one line, you should turn Linefeed on. If your printout skips lines, turn Linefeed off.

Interface Slot

Select this to indicate in which Slot your printer interface card is inserted.

Speech Control

This option works the same way here as it does when you press Apple-C to change speech features. When using the Speech feature, it allows you to increase or decrease the delay between words, change the pitch or volume, or edit speech exceptions (change the way words are pronounced).

Format Disk

This option allows you to create a ProDOS formatted data disk for saving your robot pictures and stories. To format a disk, select Utilities. Next, select Format Disk. Select the location of the drive containing the disk to be formatted and insert a blank disk (or one that contains information you no longer need) in that drive. When you see "Volume Name:," followed by a blinking cursor, type a name for your data disk. Press Return.

Delete File

This option allows you to delete a file from your data disk. For example, if you run out of room on a data disk, you can delete files you no longer need and make room for your current creation.

NOTE: Make sure you no longer need the file you're deleting. Once you delete it, you cannot get it back.

QUIT

Select this option from the Main Menu when you want to exit to ProDOS.

TEACHING GUIDE

Robot Writer was designed with classroom use in mind. Whether you work with primary, intermediate or junior high students, with one computer or many, *Robot Writer* challenges your students to expand their intellectual and creative potential. The program also engages students in creative writing with a Science curriculum focus.

Since *Robot Writer* includes flexible tools for writing, reading, listening, and graphic design, it supports a wide range of learning styles and ability levels. This guide provides information on the learning opportunities *Robot Writer* offers, as well as practical suggestions for using the program to engage students in writing projects for the Science curriculum.

Using *Robot Writer* as a Learning Tool

Robot Writer includes an easy-to-use word processor, complete with a selection of font styles and sizes, wordwrap, and delete capabilities. If you have an Echo or Cricket Speech Synthesizer installed in your computer, you can also take advantage of the speech feature.

Word processing and speech synthesis are powerful learning tools for students at various stages in literacy development. Young and primary beginners, learning disabled and handicapped students, and non-native English language beginners can benefit from using *Robot Writer*. These students share a variety of learning difficulties which can be addressed by the program. *Robot Writer* graphics, word processing and speech features can provide students with support in the following areas.

Visually Tracking Words

Some students have difficulty learning the left-to-right and top-to-bottom visual patterns used during reading. The speech feature helps children practice visually tracking words within text. When the student presses Apple-P or Apple-T, all the words on a page are read one at a time. Each word is highlighted as it is read, thus guiding the student's eyes in the correct pattern across the screen. You can even control the rate at which the words are read by adjusting the delay between words on the Speech Control Menu.

Reducing the Physical Burden of Writing

Writing is a physical as well as cognitive and social act. Many young and handicapped students have important things to say, but are frustrated because they lack the fine motor skills required to write by hand. Word processing allows students to form letters at the press of a key, thus reducing the physical burden involved in writing by hand. This provides them with a powerful tool for self expression.

Improving Spelling

If a child is unsure how to spell a word, she can have the program spell and pronounce the word she has typed. If she hears what she expects, her understanding is confirmed. If she hears something different, she can make changes and try again. In other words, the auditory feedback helps children in their spelling and decoding efforts by allowing students to verify spelling rules and exceptions to those rules.

NOTE: Robot Writer has an option (Edit Exceptions) that lets teachers or students correct the sound of words that are mispronounced due to irregularities in the English language. The process of correcting pronunciations is another learning opportunity for students. It allows them to gain a sense of the patterns and irregularities of English spelling.

Writing a Complete Sentence

Children often have difficulty writing a complete sentence. With *Robot Writer*, children can write a sentence and have the program read it back. The Speech feature provides instant auditory feedback. Upon hearing his sentence or text read aloud, the child will recognize many problems that he might not identify when reading the written page (e.g., missing verb, no punctuation between sentences, even subject-verb agreement errors).

Motivating Students to Read and Write Across the Curriculum

Students of all ages will enjoy the combination of graphics and text offered by *Robot Writer*. The pictures provide great motivation for learning more about science. Furthermore, students, who might not otherwise have much to say about what they're studying, will love combining graphics and speech on the scenes they create. They might begin by writing a small amount of text in a speech bubble and eventually expand to writing a story to describe their pictures.

Improving Comprehension

Students reading a passage in a book have to struggle with unknown words. Their ability to decipher these words determines the level of meaning they grasp from the text. They may try to "sound out" the word, but this often ends in failure and frustration. Since the speech feature allows students to hear any unknown word in a passage, students are less likely to get "hung up" on one word and are freer to concentrate on the overall meaning of the text. The speech feature provides students with a new tool for identifying words and unlocking the meaning in a sentence or passage. The pictures also aid comprehension and help bring the subject matter to life.

Taking Risks in Reading and Writing

Students who write with a word processor are more likely to take risks in their writing. The fear of failure is reduced since mistakes are so easy to correct. With the added benefit of the speech feature, students will be even more inclined to take risks. When a student can hear what he writes, he'll be able to identify and correct mistakes even easier. Also, students who read text from the

screen, have the added support of being able to hear any word in the text that they might not know.

Drafting and Editing Text

Word processing can enhance the entire writing process -- Prewriting, Drafting, Editing, Revising, and of course, Publishing. Students will enjoy using the *Robot Writer* word processor since it allows them to manipulate their words more easily than would a pencil and paper. They are also more likely to experiment with their text since making changes and corrections is so easy. When the student is ready to edit or revise, she will not have to painstakingly recopy each word. The word processor allows her to edit quickly and easily. The essential task of rereading is also simplified since computer printouts are much neater than handwritten text.

Publishing and Sharing Work

Robot Writer fits perfectly into the publishing stage of the writing process. It is a perfect publishing tool because it allows students to produce a clean, professional looking final product. Students can even accompany the work with a scene for illustrative purposes. Publishing this work by sharing it with an audience or displaying it in the classroom is a perfect way to provide students with this important sense of audience. Also, sharing and displaying work helps students demonstrate their knowledge of the content.

Collaborative Writing

Writing at the computer reinforces and enhances the dynamic, social nature of writing. Walk into any computer lab and you'll find students huddled around the computer, discussing what is on the screen. Students who work together learn from each other. They also have the rare opportunity to talk about language (e.g., which word to use, how to phrase a sentence, etc.). There is also great value in discussing and sharing the content material. Students may be motivated to experiment with different styles of writing, research the topic in greater detail, and take even more risks when working with a partner.

Classroom Activities

The following activities offer specific ways for using *Robot Writer* in the classroom. These activities take advantage of all the exciting features of *Robot Writer* -- wonderful graphics, sophisticated word processing, and printing in a variety of sizes. Some activities also take advantage of the speech feature although it is not an essential component.

Many of the activities are designed as cooperative writing projects. Students are encouraged to work together, discuss their writing and produce a final product to be shared or published. Other activities may be completed as individual or small group projects. Activities can easily be adapted to fit your needs in terms of student age and ability levels and computer availability.

The Classroom Big Book

GRADE LEVELS: K - 3

Young students love reading and sharing Big Books. Many teachers integrate Big Books into their whole language program. In this activity, your students will write, illustrate and publish their own Big Books. Creating and sharing Big Books with you and with other students is a perfect way for students to develop an awareness of the relationships between speaking, reading and writing. It also lets them demonstrate their knowledge of the subject matter. Create a Classroom Collection of Poems or Short Stories. The final product provides a terrific way to showcase your students' work on Parent-Teacher Night.

Getting Started. Begin this activity by sharing a Big Book with the class. You might want to create one Big Book page with a poem or short story, print it in Big Book size, and share it with your students. Then divide the class into pairs and have each pair create one page of a Big Book.

Creating and Printing the Graphics. Depending on the age level of your students and their level of comfort using computers, you may want to make them responsible for designing and creating the graphics screens only. Of course, if your students are going to use the speech bubble feature, you'll want to help them enter the text. Select Big Book size from the Print Menu and then select a Print Style. The scene will print in two panels which you can tape together.

Writing and Printing the Story. Writing the story that goes along with the graphic is a valuable learning experience and a lot of fun. However, if you're working with very young students, or with students who are not familiar with the computer, you should type as they dictate the story. This is also a nice way to involve your students in a discussion about language -- describing the picture, choosing the best words to tell the story and even discussing how to spell certain words. When you're ready to print, select Big Book size from the Print Menu. The story will print in two panels which you tape together.

Putting the Big Book Together. Once you have both parts -- the story and the scene -- you should tape the story under the scene. This is one page of your Big Book. You might consider mounting the pages on oaktag or poster board for more durability.

NOTE: If you're working with older students, they might enjoy creating Big Books for younger students to read.

Coloring Books

GRADE LEVELS: 1 - 3

All children love coloring books. Now your students can create their own robot coloring books. Any scene your students create can be printed in the special Outline mode. The result is a printed picture that is perfect for coloring. Individual students can create their own coloring books or students can join together to create a classroom book. Here are a few easy steps for creating a Classroom Coloring Book.

Creating the Scene. Have each student create a scene using the wonderful graphics in *Robot Writer*. Depending on your students' age and ability levels, they can create a scene with graphics only or they can use speech bubbles and add text to each screen. They might enjoy creating a scene and using the labelling boxes and rectangles (in the Speech Bubbles file) to label the robots they create.

Printing the Picture. As the students finish their pictures, print them in Outline Style.

NOTE: If you'd like, you can print directly onto Ditto Masters so you can reproduce the pages easily.

Creating the Book. Make copies of all the pages. Bind the coloring books by punching holes in the paper and looping colorful yarn through it.

That's all there is to it.

Comic Strips

GRADE LEVELS: 2 - 8

Students enjoy reading comics and now they'll enjoy creating their own comic books. Have students begin by sharing their favorite comic strips. Ask them to look for repetitive elements. For example, the characters generally stay the same although their positions may change from frame to frame. Point out that their conversations are written within speech balloons or bubbles.

Now students will create their own comic strips. Each scene will be one frame of the comic. Students should begin by thinking and perhaps taking notes about their main character(s), props, and the general story line. Ask them to imagine what the characters might have said. What will happen in the beginning? In the middle? In the end?

Once students have planned their comic strip, they're ready to begin designing. Have them create the first frame complete with character(s), props, speech bubbles, and dialogue. Remind them to save and print each frame. (Print in miniature for small comics, or use a larger size for really big comics.) Have students continue in this fashion, changing props and dialogue, until they've finished their comic strip (three or four frames).

Students can paste the frames on colored paper sequentially. Or, for an interesting sequencing activity, have students trade their comic frames with classmates, whose job will be to determine the correct sequence.

Let students share their comics with classmates. Perhaps you can create an area to display their work on one of your bulletin boards.

Story Exchange

GRADE LEVELS: 4 - 8

Students will love using *Robot Writer* to write stories for their classmates and pen pals. Exchanging stories provides students with a sense of audience. They write, knowing that someone will read and respond to their text. This experience is enhanced by the fact that *Robot Writer*'s word processing, graphics and sound features create a motivating environment for writing.

Arrange for students to have pen pals -- either within the classroom, within the school, or at another school. If you are taking advantage of the speech feature, you might want to find another class with the same setup. That way, your students can ship their disks and have the added excitement of sending and receiving "talking mail." Students might want to create a scene with speech bubbles and dialogue only. Or, they may want to write letters and stories using the word processor.

Magazines

GRADE LEVELS: 4 - 8

Publishing a classroom magazine will provide students with a variety of learning opportunities and allow them to cooperate in a team effort. Students will also gain practice in writing for an audience with the purpose of communicating effectively, persuading and entertaining their readers. *Robot Writer* is a perfect tool for creating this classroom magazine or journal. Here are some steps you might follow to set up such a magazine. The following ideas should help your students begin their publishing careers.

Determine the Audience. Before you begin, you should decide who the intended audience will be. Since students are most comfortable communicating with their peers, you might want them to write for another class of the same grade level.

Name the Magazine. Once you've determined the target audience for the magazine, have students vote on a name. Here are a few suggestions: Robot Review, Future Times, Robotic News, Robots in Fact and Fiction.

Organize the Staff. Once you've decided on a name, set up the classroom news bureau. You'll want to organize the staff before students begin individual assignments. Here are a few of the possible positions your students may select.

- **Editor-in-Chief:** Supervises every phase in the production of the magazine. The editor has final say on the content of the news, magazine layout, and work assignments.
- **Managing Editor:** Assigns people to cover different stories and makes sure all assignments are completed on time.
- **Editorial Writers:** Write editorial opinion columns.
- **Reporters:** Write articles, cover news events, organize announcements.
- **Feature Writers:** Write feature articles to accompany the news.
- **Copy Editors:** Check all stories for accuracy, style and grammatical errors.
- **Advertising Group:** Develops all advertising material for magazine.
- **Art Staff:** Creates graphics for the entire magazine. Must work closely with writers.
- **Production Editors:** Assemble the "copy" and art for the entire magazine issue.

Once students have selected their roles, present them with the theme for the magazine. Ask students to select the area that interests them most. A few areas are outlined below, but, depending upon your students' age and interests, you might want to add other areas to this list.

Robots in Real Life- Students should be encouraged to write about current uses of robots. Have them submit interesting or unique facts that they've uncovered in their studies. You might even want to make a contest out of it. The student who comes up with the most interesting or bizarre use for robots is the one who gets published. Students can even create a scene which depicts

the fact or event. Since the job of the Art Staff is to create graphics which depict the story being told, teamwork is very important.

News - Students write article(s) describing how robots are used in science, industry and education, and how they might be used in the future. This is a job for the staff reporters, whose responsibility it is to inform the audience by communicating facts and details about a particular event. Research is an essential part of this job. Sample stories might be:

- Robots in Scientific Research
- Robots in Industry
- Robots that Help You Learn
- Robots of Tomorrow
- Are Robots Putting Us Out of Work?

Producing the Magazine. Don't forget about the important job of the production staff. These students will work on the organization and layout of the final product. For variety, the production group may want to print graphics in different print sizes. That way, they have more variety when laying out the final product.

Publishing the Magazine. When you have a final product, photocopy the magazine and distribute it to the target audience. Ask for feedback from the audience, perhaps in the form of letters to the editor. You might also want to mount the original copy, color and laminate it for display. Finally, to ensure students have a chance to try writing for a variety of purposes, rotate positions for each publication.

***NOTE:** Refer to Robot Writer Design Ideas in the For Kids Only Guide for more Robot Writer crafts and creations.*

SUPPORT

If you have any questions or problems, call Queue, Inc. at 1-800-232-2224 (in Connecticut, Alaska and Canada call 203-335-0908). Defective disks will be replaced free of charge up to 90 days after invoice date. Disks damaged after 90 days may be replaced at \$10.00 per disk. Mail the damaged disk and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06430, for a prompt replacement.

Backup disks are available for \$10.00 per disk. Customers are limited to one backup disk for each disk purchased. **Backup disks are for archival purposes only.**

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and finger prints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

Pelican Software, a division of Queue, Inc.
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