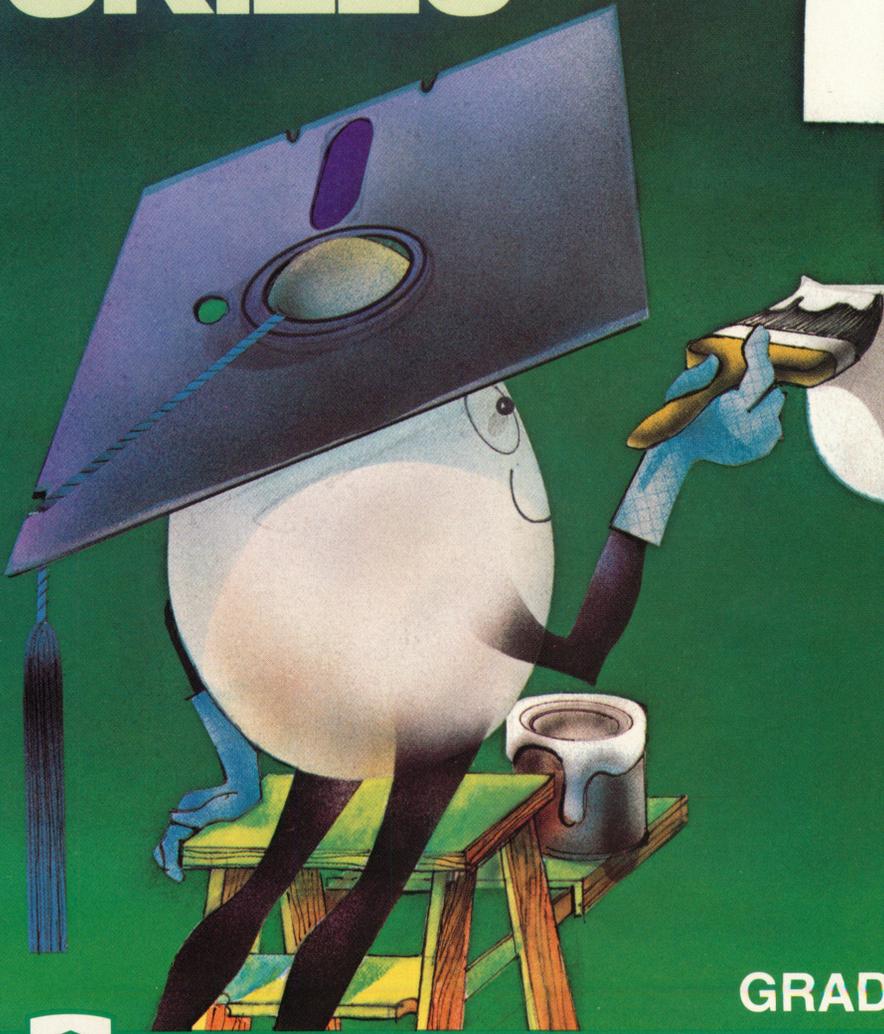


EasyReader[™]

READING COMPREHENSION SKILLS

3



GRADES 7-8



American Educational Computer

User's Guide

DESCRIPTION

EASYREADER is an exciting new series of computer programs to be used *at home* to practice and develop basic reading skills. The programs have been carefully designed by classroom teachers to help students improve skills that are necessary for good reading and better grades.

EASYREADER programs have been developed to coincide with grade-level reading content, from kindergarten through eighth grade. The unique features of each program are described on the following pages.

EASYREADER lessons are individualized to move you along at your own best pace. You can move slowly when exploring a new skill, or more rapidly when reviewing familiar material. Every disk keeps track of users by name, providing immediate feedback after each response. Correct answers are rewarded. Wrong answers are corrected to assure understanding before you proceed. You can return to earlier lessons whenever you like to keep your skills sharp.

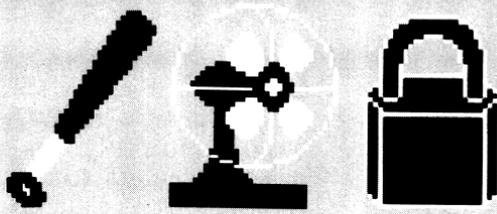


**LEARN ABOUT
SOUNDS
IN READING**

Grades K-3

This program introduces Phonics, the sounds of vowels and consonants in reading: Short Vowels, Long Vowels and Initial Consonants.

BAT **FAN** **LOCK**



Y

GOOD 1
YOU HAVE

GOAL — 6 RIGHT IN A ROW.

IF YOU HEAR THE /A/ SOUND, AS IN CAN,
PRESS Y FOR YES. IF YOU DON'T, PRESS
N FOR NO.

**LEARN ABOUT
WORDS
IN READING 1**

Grades 1-3

Program provides beginning work with word skills: compound Words, Contractions, Prefixes, Suffixes, Antonyms, Synonyms, etc.

BASE
BED
BIRD
BUTTER

FLY
BALL
ROOM
BATH

BASEBALL

GOOD 1
YOU HAVE

GOAL — 6 RIGHT IN A ROW.

COMBINE THE WORD FROM BOX 1 WITH
A WORD FROM BOX 2. TYPE EACH
COMPOUND WORD. HIT RETURN TO
GO ON.

**LEARN ABOUT
WORDS
IN READING 2**
Grades 2-4

Continuing work with words, covering most of the basic structural skills required for progress in reading.

Y DISAPPEAR

GOAL — 6 RIGHT IN A ROW.

GOOD 1
YOU HAVE

READ EACH WORD. IF IT HAS THE PREFIX
'DIS-', TYPE Y FOR YES. OTHERWISE, TYPE
N FOR NO. HIT RETURN TO GO ON.

**READING
COMPREHENSION
SKILLS 1**
Grades 1-3

Presents beginning exercises in reading with understanding: Introductory concepts and work with Cause and Effect, Similarities and Differences, Predicting Outcomes, Main Ideas, and more.

THE BIG FROG SAT ON A ROCK.
IT DID NOT SEE THE GREEN POND.
BUT IT DID SEE THE LITTLE BUG.
WHAT DID THE FROG DO?
A. IT JUMPED INTO THE POND.
B. IT TRIED TO GET THE BUG.

B

GOAL — 3 RIGHT IN A ROW.

GOOD 1
YOU HAVE

PRESS A OR B TO SHOW THE OUTCOME.
HIT RETURN TO GO ON.

**READING
COMPREHENSION
SKILLS 2**

Grades 4-6

Provides continuing work in reading comprehension with an emphasis on application of concepts and skills in uses of Analogy, Comparison and Contrast, Fact and Opinion, Sequence of Events, etc.

SEABIRD WAS THE SHIP'S NAME.

D

A STRANGE SHIP GROUNDED IN THE HARBOR.

M

IT WAS SUNDAY MORNING.

D

GOOD 1
YOU HAVE

GOAL — 3 RIGHT IN A ROW.

READ STORY 1. THEN READ THE GROUPS OF SENTENCES. TYPE M AFTER THE MAIN IDEAS. TYPE D AFTER THE DETAILS. HIT RETURN TO GO ON.

**READING
COMPREHENSION
SKILLS 3**

Grades 7-8

Develops more advanced skills in reading with understanding, emphasizing the integration and application of learning materials.

BECAUSE IT RAINED ALL DAY SATURDAY,
WE COULDN'T GO INTO TOWN.

A. IT RAINED ALL DAY SATURDAY.

CAUSE

B. WE COULDN'T GO INTO TOWN.

EFFECT

GOAL — 6 RIGHT IN A ROW.

GOOD 1
YOU HAVE

IF A STATES A CAUSE, TYPE CAUSE. IF
A STATES AN EFFECT, TYPE EFFECT. DO
THE SAME FOR B. HIT RETURN TO GO ON.

HOW TO RUN EASYREADER

1. Load the disk into your computer as you normally do. If you are unsure of this procedure, consult the operating manual for your computer.

You should start each program with the first lesson on Disk 1, and continue in sequence through the balance of the program disks.

NOTE: Be careful when handling the disk. Handle the disk label only. Never insert or remove a disk when the drive light is on — the disk or drive may be damaged and the program will "crash." Always reinsert the disk in its envelope when a program has been completed.

Don't rush a program. The keyboard will only accept answers when there is a "cursor." Wait for each answer until you see it.

Do not leave program disks in direct sunlight, or atop a TV set or other appliance.

2. The title screen will appear. Press *R* to run the program. (If you need to adjust the color controls of your monitor or TV set, press *H* for *Help* and follow instructions.)

3. When you press *R*, the menu will appear listing the lessons. Type the number of the lesson you choose and press *RETURN*. After you have completed a lesson, just press *RETURN*, and the computer will take you to the next lesson.
4. Type your first name when the computer asks for it. Your name is needed so the computer can keep track of the lessons you do.
5. You will be asked if you want the sound turned on. Answer *Y* or *N* and press *RETURN*.
6. Follow the instructions that appear on each screen. Young children may need help — see the TUTORIAL APPROACH section.
7. Read each question, decide your answer, and respond as the screen instructions tell you. Early lessons ask only for *Y* or *N* answers; later you will type other letters or whole words; then *RETURN*.
8. To master a lesson, you must get 3 to 6 correct answers in a row. The computer counts your correct answers and gives you a sound and picture reward when you reach the mastery level.
9. If you miss a question, your score goes to zero, and you must start scoring again. Don't be discouraged, because the computer will patiently guide you through the review you need to get a passing score.
10. If you want to exit a disk before finishing it, press *ESC*. Also, press *ESC* when you finish a session, but before removing the disk from the drive. This records your progress. When you come back later, the computer will take you to the next lesson you should do.
11. In the **READING COMPREHENSION SKILLS** programs, you will read stories from a special **STORY BOOKLET** accompanying the disk. The computer screen will tell you which story to read before asking questions about it. You can refer to the booklet at any time you need to.

TUTORIAL APPROACH

Some students will need help in using EASYREADER. young children just learning to read or older children with certain learning disabilities benefit greatly from the tutorial approach. It's easy and fun for both the student and the tutor — especially if you follow the simple guidelines. A tutor can be anyone who can read the materials on the screen.

HOW TO TUTOR

1. As each lesson starts, read aloud the instructions at the bottom of the screen. Read and pronounce slowly, but as naturally as possible. Be sure the student knows which keys to press to select an answer. You may wish to apply pressure sensitive, color-coded labels to the appropriate keys. (The required keys appear in the screen instructions). *It's very important that the student actually make the responses.*
2. As each lesson appears, read the word that corresponds to the image. The student should respond only when the cursor appears.
3. Have the student select the answers and press the appropriate key. *Do not prompt the correct responses* – let the computer do its job.
4. Try as much as possible to observe the following suggestions:
Don't over exaggerate sounds.
For further reinforcement, let the student see your lips and mouth move.
Provide as much praise and encouragement as possible.
Try to be patient and friendly — like the computer!
In addition to the computer work do as much outside reading with the child as possible.
5. Have fun. You will truly enjoy the success you observe.



American Educational Computer, Inc.

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EASYREADER USERS' GUIDE ADDENDUM: APPLE II COMPUTER

Your Users' Guide is a general introduction and set of instructions for using the EasyReader programs. This addendum provides information specifically for your Apple II computer.

EQUIPMENT NEEDED

- Apple II with at least 48K memory
- Color Monitor
- Disk Drive

HOW TO LOAD THE EASYREADER PROGRAM INTO YOUR APPLE II COMPUTER

1. Insert the EasyReader diskette into the drive.
2. Turn on the monitor and computer.

HOW TO EXIT A LESSON BEFORE ITS COMPLETION

To leave a lesson before its completion, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the ESC key. This will return you to the lesson menu.

HOW TO MANAGE STUDENT RECORD FILES

With extensive use, the program may build up a long list of users' names stored in the Student Record Files. You may want to delete some or all of these names. To do so, select menu item "STOP." The next screen will read "Insert next disk or Press RETURN to go on." At this point, you should press RETURN. When the title screen appears, select "H" and follow the instructions on the screen.

READING COMPREHENSION SKILLS 3

Storybook

Story 1

*Finding
main ideas
and details*

Faced with extreme temperatures, strong winds, and water shortages, desert plants have developed some clever features to assure their survival.

The night-blooming cereus, for example, stores water in a bulb of its root. Some plants, such as the prickly-pear cactus, have shallow but far-reaching roots. They catch any rain that soaks into the soil. Still other plants send roots deep into the soil — as much as 100 feet down — where they find the water table.

Cactuses can survive long dry spells. They store huge amounts of water in their tissues, causing their pleated sides to expand. After a rain, one saguaro cactus expanded from 31 to 47 inches! A barrel cactus can live on stored water more than a year.

Plants lose water through their leaves. Instead of leaves, many cactuses have spines, which lose less water to the air, create shade, discourage plant eaters, and cut down on the wind.

Annual plants, such as the desert primrose, wait out most of the year as seeds. Right after a heavy rain the seeds sprout. Soon the plant begins to flower and makes more seeds. Most seeds will sprout only after a heavy soaking. This assures that growth will begin only when there is enough moisture for the plant to mature.

Story 2*Making
judgements*

1. Elaine Jackson deserves your vote for class president. She has demonstrated over the last year that she has the leadership qualities a class president must have. She organized the drama festival, including all the necessary fund raising. She is the only class representative who has never missed a meeting. In addition to her class duties, she has held offices in three clubs.
2. Cast your vote for Tim Parkhurst for class president. Tim has the pep and personality that will make him shine as your president. He can think on his feet, and he always keeps his sense of humor when a problem faces him. We've had enough of drab, dull leadership. It's time to elect someone who can lead the class with a touch of class!

3. Jackson tools are on the job wherever being best is the name of the game. Jackson hammers are worthy of the mighty John Henry himself. Jackson power sanders smooth the rough spots in any job. All over America, people who care for the best build things with Jackson. When nothing but the very best will do, reach for Jackson!

4. Smith Tools are tested by carpenters before they go into production. Our hammers are made from tempered steel, with one-piece construction for safety and long life. We redesigned the handles of our screwdrivers to make them fit the hand comfortably. Our screwdrivers will surprise you with their durability. We're so certain of their strength that we guarantee each one for two years. If you break one, we'll replace it.

Story 3*Understanding
fact and
opinion*

1. 1. Surely everyone would love to visit the Far East. 2. As an adult I have often wanted to shop in Singapore and Hong Kong. 3. In these places a shopper can find silks and batik prints. 4. I'm sure no other markets in the world are as exciting and full of values! 5. The jade market alone is filled with green and white stones used in making jewelry. 6. I would make an excellent professional shopper — especially in the Far East.

2. 1. Bogota, Columbia, is an especially beautiful city. 2. It is located on a plateau in the Andes more than a mile and a half above sea level. 3. The view from the Andes is breathtaking. 4. The city is located where several little rivers meet to form the Bogota River. 5. Everyone should plan a trip to Bogota sometime in his or her life!

Story 4

Recognizing transitions

1. Behemoth, a 15-month-old elephant seal, was discovered on a California beach in 1981. When his rescuers found him, he was near death — underweight and suffering from cataracts, growths on his eyes which made him blind.
2. The rescuers brought the sick foundling to the Marine Mammal Center in Northern California, where they nursed him back to health. With their care, Behemoth grew from a 90-pound weakling into a 300-pound swollen torpedo! But with the cataracts on his eyes, there was no way he could survive if released. So the staff decided to operate.
3. That was easier said than done! No one had ever tried a cataract operation on an elephant seal. To make matters worse, an elephant seal can retract, or pull back, its eyes a couple of inches into its head to protect them during fights. Buried under its thick, blubbery eyelids, the seal's eyes are nearly impossible to reach during surgery.

4. Dr. Kelley McDonald, the attending eye surgeon, solved the problem by sewing back Behemoth's eyelids to get access to his eyes. The procedure was very difficult and time-consuming. After that part of the operation, removing the cataracts was easy.
5. Today, Behemoth is a seeing elephant seal. After a few months of observation, he will be returned to the wild. Meanwhile, Dr. McDonald has a new patient — a bobcat with an eye problem.

Story 5

Finding transitions

1. Three hundred years ago, people who wanted to cross the ocean had to sail. They had no choice. Every voyage was an adventure, and every one had its dangers. Perhaps storms presented the greatest danger. In a bad storm, a ship could lose its way and crash on unknown reefs. This could also happen in a bad fog, since early sailors had no way of navigating without the stars and sun to guide them.
2. Another danger was illness. Early boats were so crowded and dirty that diseases spread quickly. Also, on early trips, people were often weakened by poor food, so they were unable to overcome their illnesses.
3. Today, people sail across the ocean by choice. There are other ways to travel. Many people still sail, though, because every ocean crossing is an adventure. Storms still pose a threat, but modern equipment now keeps boats from getting lost. Filth and disease on boats are things of the past. However, sailors still face the challenges of the huge and ever-changing sea.

Story 6

Knowing the purpose of writing

1. If we want to save oil, we must do more than drive our cars less. Almost everything we buy uses electricity in its manufacture or its transportation, and oil is used to make electricity. If we waste anything — from food to newspapers — by failing to take it to the recycling center, we are wasting oil. Don't waste anything! Save oil!

2. The pilot's voice came over the loudspeaker of the four-engine plane.
"Nothing to worry about, folks, but we just lost an engine. We'll be about an hour late."
A few minutes later the passengers heard:
"We just lost another engine. There's nothing to worry about, but we'll be two hours late."
"There's nothing to worry about," he said a third time. "But we just lost another engine. We'll be three hours late."
Half an hour later, the pilot turned on the loudspeaker again.
"I sure hope he's not going to say we lost another engine," one of the passengers said.
"If we did, we'll be up here all day!"

3. Game wardens who worked among elephants thought they knew the elephants' sounds. One sound was a rumbling noise made when the herd moved peacefully together. A far different sound was the loud trumpeting of an angry elephant. But what did a third sound mean? Were the elephants sick?

Finally, the game wardens figured it out. The sound was a signal by a few elephants who were out of sight of the rest of the herd. This sound let the others know that the few elephants were safe.

4. Remember the king whose war horse began the battle with a loose horse shoe? Because the king had not made sure that there were enough nails in the shoe, the horse stumbled. The king fell off and the enemy killed him. Without the king to lead them, the soldiers lost the battle — all because of one small horseshoe nail.

Important events often depend on small details.

Story 7

*Understanding
the purpose
of writing*

1. What is a “skywalk?” Visitors to Minneapolis-St. Paul will know the answer to that question! A look at the map shows that the “Twin Cities” of Minnesota are far enough north to expect some very cold winters. City planners and architects designed skywalks to bring pedestrians in and out of the cold. Each skywalk is a glass-enclosed walkway above street level. You can make your way around twenty-eight blocks in the often sub-zero temperature outside. Just to make sure that you don’t get lost up there in the skywalks, the city provides maps of the skywalk system. Anyone for a stroll?

2. Let's face it: winters come every year, and they are not getting any warmer. Why not build a network of enclosed walkways in the business area of our city? Travel between businesses and services would be easier and faster. More shoppers would be attracted to the downtown area if they didn't have to fight traffic, cold, and icy sidewalks to get from store to store. Just think! No more icy puddles to send a chill up your spine! Minneapolis-St. Paul has an ultramodern "skywalk" network of glass walkways. At the University of Alaska, the entire campus is connected by underground tunnels. It's about time our city caught up with the times. Let's be smart enough to come in out of the cold.



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limited warranty

The following warranty applies only to the original purchaser of software from American Educational Computer, Inc. and its authorized dealers. The customer must have signed and returned the Warranty Registration Card to AEC. The customer indicated on this card will be considered the original purchaser for warranty purposes.

The warranty is limited to the free replacement of product which is determined by AEC to be defective in materials or workmanship within 90 days of the retail purchase date. Defective product under warranty should be returned with proof of purchase and an explanation of the defect to the place of purchase for replacement.

warranty registration card

Name _____ Purchase Date _____

Address _____

City, State & Zip _____

Product Name & Number _____

Computer Brand _____

Dealer _____

In order to help us serve you better, please provide the following information:

PURCHASER INFORMATION

Male Female Age: under 20 20-35 36-50 51 and above

USER INFORMATION Number of Users _____

Male Female Age: under 6 6-12 13-18 19 and above

HOW DID YOU HEAR ABOUT THIS SOFTWARE?

Recommended by friend Recommended by teacher

Recommended by dealer Read advertisement in _____

What other educational software would you like us to develop?

Customer Signature _____

customer agreement

In signing the Warranty Registration Card, the customer agrees to the following conditions:

The Program and all of its documentation are copyrighted. The customer agrees not to copy or otherwise reproduce any part of the Program or its documentation for any purpose without specific written permission from American Educational Computer, Inc. The customer agrees that this software Program will not be transferred electronically over a network or otherwise, without written permission from AEC. The customer further agrees not to transfer or distribute copies of the Program to others.

PLACE
STAMP
HERE

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A UNIQUE BASIC READING SKILLS PROGRAM FROM AMERICAN EDUCATIONAL COMPUTER, INC.

EASYREADER programs have been carefully developed to follow accepted learning principles; supporting, building upon and enriching the traditional school curriculum. The programs are easy to use and require no previous computer experience. Lessons progress at the learner's own pace, patiently reviewing and promptly rewarding performance.

The ultimate goal in reading instruction is to develop the ability to read with understanding. READING COMPREHENSION SKILLS helps to develop these abilities *at home* on a computer.

The EASYREADER approach has been used by teachers for years in the development of successful readers. The lessons in this program correlate to actual classroom work, contributing to good grades and success in reading.

The EASYREADER series features 6 new *teacher designed* programs: LEARN ABOUT SOUNDS IN READING; LEARN ABOUT WORDS IN READING 1 and 2; and READING COMPREHENSION SKILLS 1, 2 and 3. These programs begin at the kindergarten level and progress through grade 8. They are a sure pathway for growth and success in reading.

BECAUSE IT RAINED ALL DAY SATURDAY,
WE COULDN'T GO INTO TOWN.

A. IT RAINED ALL DAY SATURDAY.
CAUSE

B. WE COULDN'T GO INTO TOWN.
EFFECT

GOAL — 6 RIGHT IN A ROW. **GOOD 1**
YOU HAVE

IF A STATES A CAUSE, TYPE CAUSE. IF
A STATES AN EFFECT, TYPE EFFECT. DO
THE SAME FOR B. HIT RETURN TO GO ON.

- SUPPORTS SCHOOL CURRICULUM
- TEACHER DESIGNED
- INDIVIDUALIZED LESSONS
- LEARN AT HOME
- EASY TO USE
- STIMULATING ACTIVITIES
- PARENTS PARTICIPATE IN LEARNING

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