

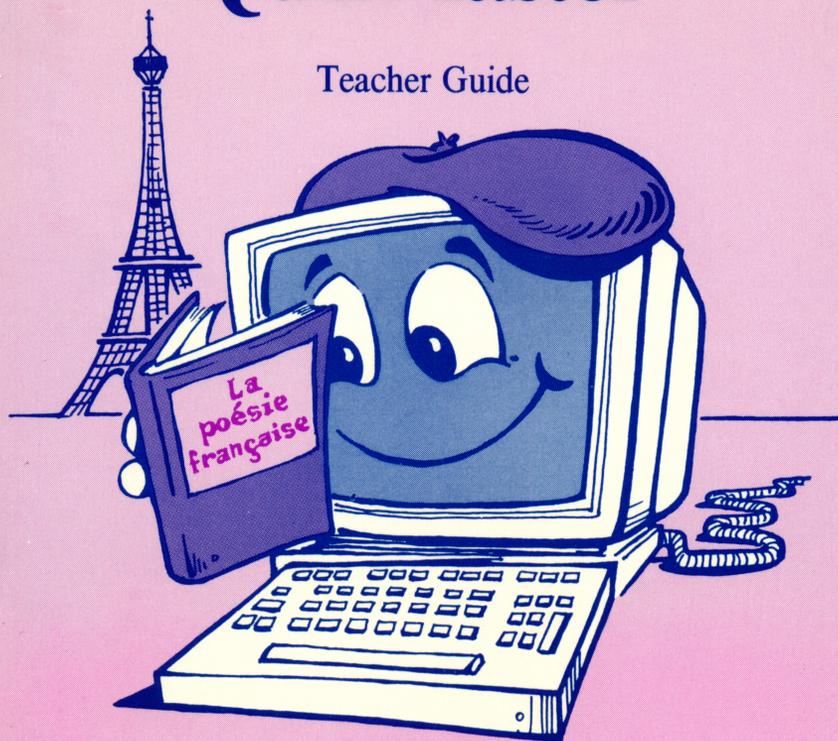


J. Weston Walch, Publisher

MICROWARE

French QuizMaster

Teacher Guide



Jerry L. Touchton
Paul Lanciaux



J. Weston Walch, Publisher



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Portland, Maine

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What Is French QuizMaster?

French QuizMaster uses a quiz-show format to test your students' knowledge of French language, history, and culture. **IMPORTANT NOTE:** All of the quizzes are in French, although directions and prompts are given in English.

The game is played by one or two players on a 25-square game board displayed on the computer screen. Each square on the board hides a question worth a certain number of points. Just as on a TV quiz show, the player picks a topic and a square on the game board and then tries to answer the question that appears. Points are added for correct answers and subtracted for incorrect answers. With one player, the game is entirely self-paced. With two players, the action becomes fast and furious as they race to be first to press their "buzzers" and answer the questions. If the first player gets an answer wrong, the other player gets a crack at it.

As well as being fun and a good self-testing mechanism, *French QuizMaster* works as a teaching tool, too. Players get immediate feedback from the program when they type in answers, with answers corrected when necessary. In addition, students' scores are displayed and recorded automatically, and they can quit a game at any time and come back to it later.

The teacher program, protected by a password, lets you display, print, and erase student records and quizzes; erase unfinished games; and change the password. *French QuizMaster* comes with a number of quizzes already made up. You can use these as they are, or you can customize the program to meet the unique needs of your students by editing existing quizzes and creating your own quizzes.

Student Program: Summary of Features

- Reading and answering questions in French provides excellent language training
- Easy-to-understand prompts and menus
- Fun, challenging quiz-show format
- One or two players
- Built-in quizzes provide wide variety of subjects and difficulty levels
- Quizzes can be customized for students at all levels
- Students can save games in progress, to finish later
- Scores are displayed and recorded automatically
- Student handout section provided for photocopying

Teacher Program: Summary of Features

- Protected by password known only to you
- Provides access to student records and quizzes
- Lets you customize student program by creating and editing quizzes

How Do I Use This Guide?

Organization

For clarity and convenience, the manual is divided into the following main sections:

- “What Is *French QuizMaster*?” outlines the general operation and special features of the program for students and teachers.
- “How Do I Use This Guide?” describes the manual’s main sections and gives a list of visual cues standard for all J. Weston Walch MicroWare Guides.
- “How Do I Make Copies?” tells you how to make copies of the original master disk for your own personal use with your classes.
- The “Student Program” contains a map for a visual overview of the student program, a “Quick Start” for an introductory run-through, and an “Operations Reference” section, designed to answer any questions you or your students might have about using *French QuizMaster*.
- The “Teacher Program” contains a map, a “Quick Start,” and an “Operations Reference” section to help you with questions you might have about using the teacher program.
- “How to Use *French QuizMaster* in Your Classroom” contains advice about incorporating the package into your teaching curriculum.
- “What to Do If You Have Trouble . . .” suggests solutions to problems you may encounter while using *French QuizMaster*.

Visual Cues

All J. Weston Walch MicroWare Guides use special words and print styles to show clearly which keys to press and what information to type in order to use the programs. **Bold print** makes it easier to see what you are supposed to do because it stands out from the rest of the text. The words below have special meanings:

Press= strike the key that is in bold print. The program will respond automatically.

Type= type the boldface characters, then press **RETURN**. The program will do nothing until **RETURN** is pressed.

If you are asked to press two or three keys simultaneously, the guide shows the keys printed in bold and connected by hyphens. For example:

Press **CONTROL-ALTERNATE-DELETE**.

When you are instructed to type specific information, the word *type* appears, followed by the information in bold. For example:

Type **LOAD "JWW"**.

You should type the boldface characters and any spaces exactly as they are printed in the guide. When you finish typing them, you should press **RETURN**.

The guide also uses special print to identify any computer code and to illustrate samples of menus, displays, prompts, and messages that appear on your screen during the program. For example:

Press any key to continue. Press **Q** to quit.

All computer keys are also printed in this special type and in boldface, as previously described. For example:

CONTROL
RETURN
ESCAPE

Finally, the following names are used for major keys regardless of the various spelling conventions used on specific computers:

RETURN
ESCAPE
DELETE

CONTROL
BACKSPACE
SPACE BAR

ALTERNATE
SHIFT
INSERT

How Do I Make Copies?

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Introduction

As the purchaser of *French QuizMaster*, you are entitled and encouraged to make as many copies of the disk as you require for your own personal use with all your own classes. Before using *French QuizMaster* for the first time, make at least one copy of the original master disk. Store the original disk in a safe place and use the first copy to make all of your subsequent working disk copies. Use only copies as your working disks. Be sure to label each disk clearly. To make all copies, use the methods that follow that are appropriate for your type of computer.

Make backup copies of your data disks as well if you will be using the files on them for an extended period of time. Again, be sure to label each disk clearly. To make backup copies and initialize or format data disks, use the methods appropriate for your computer.

The *French QuizMaster* disk is double-sided; that means there is information on both sides of the disk. IBM computers: You do not have to make separate copies of each side of the disk to run it on a computer with a double-sided disk drive. To make copies, insert the disk in the drive with the label side up. Apple computers: You need to make copies of both sides of the disk. To copy the front side, insert the disk in the drive with the label side up. To copy the back side, insert the disk in the drive label side down. Be sure to make copies of both sides, using a separate blank disk for each side.

APPLE DOS 3.3

Making Copies

One Disk Drive

To make a copy with one disk drive on an Apple computer using DOS 3.3, follow these steps.

1. Have a DOS 3.3 system master disk and a blank disk ready.
2. Start the computer with the DOS 3.3 disk in the drive. When the red light on the disk drive goes off, type **RUN COPYA**.
3. Take the DOS 3.3 disk out of the disk drive. Press **6** for the slot number; then press **1** for the original drive number. Next, press **6** for the slot number; then press **1** for the duplicate drive number.
4. When prompted for the original disk, put the original *French QuizMaster* disk in the drive and press **RETURN**. When prompted for the duplicate disk, put the blank disk in the drive and press **RETURN**. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Two Disk Drives

To make a copy with two disk drives on an Apple computer using DOS 3.3, follow these steps.

1. Have a DOS 3.3 system master disk and a blank disk ready.

2. Start the computer with the DOS 3.3 disk in drive 1. When the red light on the disk drive goes off, type **RUN COPYA**.
3. Take the DOS 3.3 disk out of the disk drive. Press **6** for the slot number; then press **1** for the original drive number. Next, press **6** for the slot number; then press **2** for the duplicate drive number.
4. Put the original *French QuizMaster* disk in drive 1. Put the blank disk, the one that will become the duplicate, in drive 2. Press **RETURN** to begin copying. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Initializing a Data Disk

Initializing prepares a disk to save files made with *French QuizMaster*. You must initialize brand-new disks before you can use them. You may also “recycle” old disks that have something on them but that you want to use again. Initializing erases everything on the disk, so be sure the old data aren’t needed. Follow these steps to initialize a data disk.

1. Have a DOS 3.3 system master disk and a blank or old disk ready.
2. Start the computer with the DOS 3.3 disk in drive 1. When the red light on the disk drive goes off, take the DOS 3.3 disk out of the drive.
3. Put the blank/old disk in the drive. Type **10 PRINT**.
4. Type **INIT HELLO**. When the cursor (the blinking square) reappears on the screen, the disk is initialized and ready for use.

APPLE ProDOS

Making Copies

One Disk Drive

To make a copy with one disk drive on an Apple computer using ProDOS, follow these steps.

1. Have a ProDOS user's disk and a blank disk ready.
2. Start the computer with the ProDOS user's disk in the drive. When the red light on the disk drive goes off, press **F** for ProDOS Filer, then **V** for volume commands, and then **C** to copy a volume.
3. Take the ProDOS user's disk out of the drive. Press **6** for the slot number; then press **1** for the original drive number. Next, press **6** for the slot number; then press **1** for the duplicate drive number.
4. When prompted to insert the source disk, put the original *French QuizMaster* disk in the drive and press **RETURN**. When prompted for the destination disk, put the blank disk in the drive and press **RETURN**. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Two Disk Drives

To make a copy with two disk drives on an Apple computer using ProDOS, follow these steps.

1. Have a ProDOS user's disk and a blank disk ready.

2. Start the computer with the ProDOS user's disk in drive 1. When the red light on the disk drive goes off, press **F** for ProDOS Filer, then **V** for volume commands, and then **C** to copy a volume.
3. Take the ProDOS user's disk out of the drive. Press **6** for the slot number; then press **2** for the original drive number. Next, press **6** for the slot number; then press **2** for the duplicate drive number.
4. Put the original *French QuizMaster* disk in drive 1. Put the blank disk, the one that will become the duplicate, in drive 2. Press **RETURN** to begin copying. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Initializing a Data Disk

1. Have a ProDOS user's disk and a blank disk ready.
2. Start the computer with the ProDOS user's disk in drive 1. When the red light on the disk drive goes off, press **F** for ProDOS Filer, then **V** for volume commands, and then **F** to format a volume.
3. Take the ProDOS user's disk out of the drive.
4. Put the blank/old disk in the drive.
5. Press **6** for the slot number; then press **1** for the drive number. Press **RETURN**. When the cursor (blinking square) reappears on the screen, the disk is initialized and ready for use.

IBM

French QuizMaster was prepared for use with PC DOS 2.1. If you have an earlier or later version of DOS, the program may have some difficulty functioning properly.

If you plan to put *French QuizMaster* on a hard disk drive, first follow the directions for making copies of the disk. Then use *French QuizMaster* on the floppy disk. It's a good idea to see how it works from the floppy disk first. Once you have a feel for how it works, try the following: Create a directory to contain *French QuizMaster* files. Copy the files from the *French QuizMaster* disk to the directory you created on the hard disk. To start the program, be sure you're in the directory containing the program you want to run and type **AUTOEXEC**.

Making Copies

Before you make your first copy of *French QuizMaster*, you must run the **PREPARE** program. Once you have prepared a disk and added the system to it, you may then make copies of the prepared disk. The prepared disk is a "working" copy, meaning that it will run. The original *French QuizMaster* disk will not run, so be sure to use the working copy for making backup copies.

One Disk Drive

To make a copy with one disk drive on an IBM computer, follow these steps.

Prepare a disk.

1. Put a DOS system master disk in the drive. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.
2. At the **A>** prompt, take the DOS disk out of the drive. Put the original *French QuizMaster* disk in the drive.
3. Type **PREPARE ONE**. When prompted for a DOS system disk, put your DOS disk in the drive. When prompted for the drive B disk, put the blank disk in the drive, then press **RETURN**.
4. Press **N** when the program asks if you want to format another disk.
5. Now put the original *French QuizMaster* disk in the drive. When prompted for the drive B disk, insert the newly formatted disk in the drive. When the **A>** prompt appears on the screen, the prepared copy of the *French QuizMaster* disk is ready to accept the operating system.
6. When you add the operating system to the disk, be sure to use the prepared copy of *French QuizMaster*, not the original copy.

Add the IBM operating system to the disk.

1. Put a DOS system master disk in the drive. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.
2. At the **A>** prompt, take the DOS disk out of the drive. Put the prepared copy of *French QuizMaster* in the drive.

3. Type **ADD SYS ONE**. When prompted for the drive A disk, put the *French QuizMaster* disk in the drive and press **RETURN**. When prompted for the drive B disk, take the *French QuizMaster* disk out of the drive and insert the DOS disk in the drive, then press **RETURN**. When the system transfer is complete, you are ready to make copies of the *French QuizMaster* disk. Have a blank disk ready.

Make copies of the disk.

1. Put a DOS system master disk in the drive. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.
2. At the **A>** prompt, type **DISKCOPY**. When the red light goes out, take the DOS disk out of the drive.
3. When prompted for the source disk, insert the *French QuizMaster* disk and press **RETURN**. When prompted for the target disk, take out the *French QuizMaster* disk, insert the blank disk, and press **RETURN**. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Two Disk Drives

To make a copy with two disk drives on an IBM computer, follow these steps.

Prepare a disk.

1. Put a DOS system master disk in drive A. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.

2. At the **A>** prompt, take the DOS disk out of the drive. Put the original *French QuizMaster* disk in the drive.
3. Type **PREPARE TWO**. When prompted for a DOS system disk, put your DOS disk in drive A. When prompted for the drive B disk, put the blank disk in drive B, then press **RETURN**.
4. Press **N** when the program asks if you want to format another disk.
5. Now put the original *French QuizMaster* disk in drive A and press **RETURN**. When the **A>** prompt appears on the screen, the prepared copy of the *French QuizMaster* disk in drive B is ready to accept the operating system.
6. When you add the operating system to the disk, be sure to use the prepared copy of *French QuizMaster*, not the original copy.

Add the IBM operating system to the disk.

1. Put a DOS system master disk in drive A. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.
2. At the **A>** prompt, take the DOS disk out of the drive. Put the prepared copy of *French QuizMaster* in the drive.
3. Type **ADDSYS TWO**. When prompted for a DOS disk, put the DOS disk in drive B, then press **RETURN**. When the system transfer is complete, you are ready to make copies of the *French QuizMaster* disk. Have a blank disk ready.

Make copies of the disk.

1. Put a DOS system master disk in drive A. Turn the computer on, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running.

2. At the **A>** prompt, type **DISKCOPY A: B:**. When the red light goes out take the DOS disk out of the drive.
3. When prompted for the source disk, insert the *French QuizMaster* disk in drive A. When prompted for the target disk, insert the blank disk in drive B. Press **RETURN** to begin copying. When the red light goes out after the copying procedure, you will have a copy of *French QuizMaster*.

Formatting a Data Disk

Formatting prepares a disk to save files made with *French QuizMaster*. You must format brand-new disks before you can use them. You may also “recycle” old disks that have something on them but that you want to use again. Formatting erases everything on the disk, so be sure the old data aren’t needed. Follow these steps to format a data disk.

One Disk Drive

To format a data disk with one disk drive on an IBM or IBM-compatible computer, follow these steps.

1. Have a DOS system master disk and a blank or old disk ready.
2. Put the DOS disk in the drive. Turn on the computer, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running. At the **A>** prompt, type **FORMAT**.
3. Put the blank/old disk in the drive and press **RETURN** when the following message appears on the screen: **Insert new diskette for drive A: and strike any key when ready.**
4. After the disk is formatted, a message will appear asking whether you want to format another disk. If you do, press

Y, put in a different blank/old disk, and press **RETURN**. Otherwise, press **N** to return to the **A>** prompt.

Two Disk Drives

To format a data disk with two disk drives on an IBM or IBM-compatible computer, follow these steps.

1. Have a DOS system master disk and a blank or old disk ready.
2. Put the DOS disk in drive A. Turn on the computer, or press **CONTROL-ALTERNATE-DELETE** if the computer is already running. At the **A>** prompt, type **FORMAT B:**.
3. Put the blank/old disk in drive B and press **RETURN** when the following message appears on the screen: **Insert new diskette for drive B: and strike any key when ready.**
4. After the disk is formatted, a message will appear asking whether you want to format another data disk. If you do, press **Y**, put a different blank/old disk in drive B, and press **RETURN**. Otherwise, press **N** to return to the **A>** prompt.

IBM Compatibles

Making Copies

If you are working with an IBM-compatible computer (such as the Tandy 1000), you may find that you cannot add the system to *French QuizMaster* using the **ADDSYS** program described for IBM computers. If you cannot add the system to the *French QuizMaster* disk, follow these directions.

One Disk Drive

1. Have a blank disk and your DOS disk ready. Start the computer with your DOS disk in the drive.
2. Type **FORMAT B:/S**.
3. When prompted to put a blank disk in drive B, remove the DOS disk, insert a blank disk in the drive, and press **RETURN**.
4. After the disk is formatted and the system has been transferred to it, put the disk that contains your version of BASIC, usually your DOS disk, in the drive, then type:

COPY A:GW BASIC.COM B:BASIC.COM

(If your version of BASIC has a different name, type that name after **A:**.)

When prompted for the drive A disk, put the BASIC disk in the drive and press **RETURN**. When prompted for the drive B disk, put the newly formatted disk in the drive and press **RETURN**.

5. After BASIC has been copied to the formatted disk, put the original *French QuizMaster* disk in the drive.
6. Type **COPY A:*.* B:**. When prompted for the drive A disk, put the original *French QuizMaster* disk in the drive. When prompted for the drive B disk, put the formatted disk in the drive.
7. After all the files have been copied, be sure the copy you just made is in the drive. Press **CONTROL-ALTERNATE-DELETE**. If the copy has everything it needs to run, the *French QuizMaster* title screen should appear.

8. Now follow the directions for making copies of IBM disks to make copies of the disk you just prepared using your DOS before working any further with *French QuizMaster*.

Two Disk Drives

1. Have a blank disk and your DOS disk ready. Start the computer with your DOS disk in drive A.
2. Type **FORMAT B:/S**.
3. When prompted to put a blank disk in drive B, insert a blank disk in drive B and press **RETURN**.
4. After the disk is formatted and the system has been transferred to it, put the disk that contains your version of BASIC, usually your DOS disk, in drive A, then type:

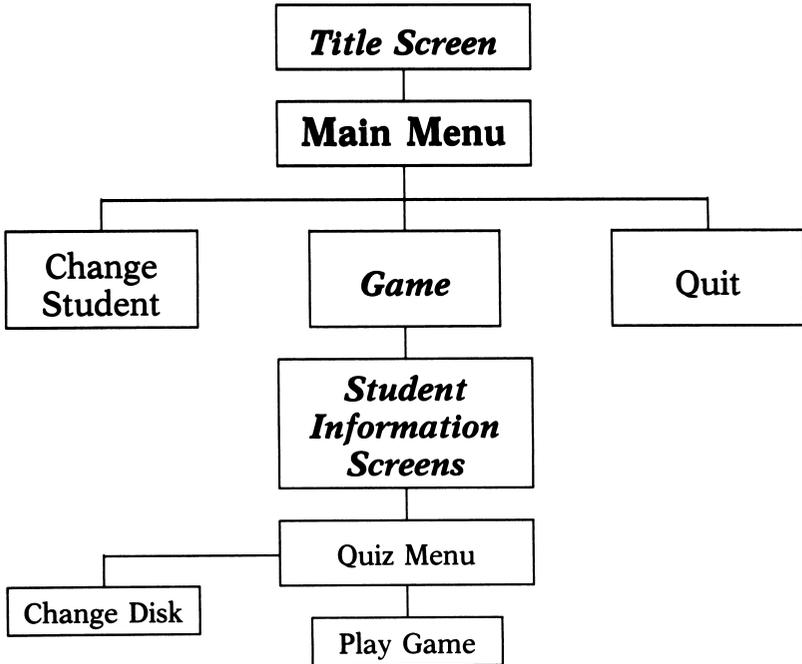
COPY A:GW BASIC.COM B:BASIC.COM

(If your version of BASIC has a different name, type that name after **A:**.)

5. After BASIC has been copied to the formatted disk, put the original *French QuizMaster* disk in drive A.
6. Type **COPY A:.* B:**.
7. After all the files have been copied, take the original *French QuizMaster* disk out of drive A. Insert the copy you just made in drive A. Press **CONTROL-ALTERNATE-DELETE**. If the copy has everything it needs to run, the *French QuizMaster* title screen should appear.
8. Now follow the directions for making copies of IBM disks to make copies of the disk you just prepared using your DOS before working any further with *French QuizMaster*.

Student Program

Program Map



Quick Start

The following gives you an introduction to the *French QuizMaster* student program.

If your computer is turned off, insert the program disk in the main drive—A (IBM) or 1 (Apple)—and turn the computer on. If your computer is already on, insert the disk in the main drive and press **CONTROL-⌘-RESET** (Apple) or **CONTROL-ALTERNATE-DELETE** (IBM or IBM compatible) to start the program. You see the *French QuizMaster* title screen.

Press **SPACE BAR** to continue. Press **1** or **2** for the number of disk drives. (If you're using two drives, the data disk should be in drive 2.)

Now you're at the Main Menu. If it's not already highlighted, highlight "Game," either by pressing **G** or by using the up-and-down arrow keys. Press **RETURN** to "select" that option.

At the next screen you must specify the number of players. Press **1**. Now the student information screens appear. Type in **QUICK** for last name and **START** for first name, pressing **RETURN** after each. Next enter today's date in the format requested (e.g., **09/15/90**, **03/20/91**) and any number from 1 to 99 for the class number, again pressing **RETURN** after each entry. The next screen asks you if the information has been entered correctly. Press **Y** if it's OK. (If you press **N**, you get a chance to retype anything that's wrong.)

Now you're asked if you want to play an old ("saved") game or start a new game. Press **N** for a new game.

You see the Quiz Menu, which displays a list of all the quizzes on the current data disk. Press **N** to see more of the list.

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Now try pressing **C** to see how to change data disks for more quizzes. Press **ESCAPE** to return to the Quiz Menu without changing disks. Now pick a quiz: use the up-and-down arrow keys to highlight its name in the list and press **RETURN**.

The game board appears. The name of the quiz you picked appears at the top of the screen, with different topics heading the five columns on the board. Each topic has five questions associated with it, hidden inside the numbered boxes. (The numbers on the boxes refer to the point value of the questions hidden inside, so questions in the boxes labeled “10” (the easiest ones) earn only 10 points, while questions in the “50” boxes (the hardest) earn 50 points. The object of the game is to answer correctly as many of the questions as you can—although you won’t have to answer all 25 questions during this Quick Start. Your name appears at the bottom of the screen, with a starting score of 0.

Use the arrow keys to highlight a “10” box in any category, and then press **RETURN**.

The next screen displays the first question. Type in the answer, using the keys shown to enter accented letters (ⓐ1 for é, ⓐ2 for è, ⓐ3 for ê, etc.), and press **RETURN**. Now you learn whether your answer was right or wrong. Press **SPACE BAR** to continue. You return to the game board (unless you had the wrong answer, in which case you see the correct answer displayed first).

Back at the game board, notice that your updated score is displayed at the bottom of the screen (points are added for a correct answer and subtracted for an incorrect answer). Also, the number on the box whose question you just answered has disappeared. Follow the same procedures to pick a few more questions, including one worth 30 points and one worth 50 points.

Now watch what happens when you press **ESCAPE** to abandon the game (a warning should appear telling you to save the game). Press **ESCAPE** to go back to the game board. Press

CONTROL-S to save the game so you can come back to it later. When you're asked to name the game, type in a short name that will be easy to remember, and press **RETURN**.

You're back at the Quiz Menu. If you want to try another quiz, follow the same procedures; otherwise, press **ESCAPE** to go back to the Main Menu.

Select "Game" again. Press **1** again for one player, and enter your name the same way you did before (**QUICK** for last and **START** for first), along with date and class number. When you're asked if you want to play a saved game, press **Y**. The Directory appears, listing the names of all saved games (the game you just saved may be the only one on the list). Use the arrow keys to highlight the name of your game, and press **RETURN**. You go straight to the game board. Try a few more questions. If you want to save the game and come back later, press **CONTROL-S** as before. Otherwise, press **ESCAPE** and then press **SPACE BAR** at the next screen. You're back at the Quiz Menu. Press **ESCAPE** to return to the Main Menu.

This time select "Change Student." At the next screen press **2**, for two players. Type in **QUICK** (last name) and **START** (first name) for Player 1, and **START** (last name) and **QUICK** (first name) for Player 2. Enter today's date and a number from 1 to 99 for the class number. Press **Y** at the next screen, and then press **N** to begin a new game. Pick a quiz at the Quiz Menu.

Here's the game board again. The game works a little differently with two players, as they compete to be first to answer the question. Notice that both names ("Quick" and "Start") are shown at the bottom of the screen, with starting scores of 0 each. The player whose name is highlighted gets to choose the first question. (In this practice run, of course, you may need to be both players.) Use the keyboard arrows to select a box.

When the question is displayed on the screen during an actual game, the first player who knows the answer presses his "buzzer" key (**Q** for Player 1 and **P** for Player 2). So press either

8 *French QuizMaster*

P or **Q** , and then type in the answer to the first question, using the special keys for accented letters as needed. The next screen tells you whether or not your answer was correct; press **SPACE BAR** to return to the game board. If you want to try a few more questions, go ahead. Otherwise, press **ESCAPE** to quit the game without saving it. At the next screen, press **SPACE BAR** to go back to the Quiz Menu.

Take as long as you want to explore the different categories. When you're ready to quit, select "Quit" at the Main Menu (just keep pressing **ESCAPE** to get back there). If you change your mind and want to go back to *French QuizMaster*, press **ESCAPE**. Otherwise, press **SPACE BAR**, to quit the program.

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Student Information Screens

The student information screens in *French QuizMaster* appear whenever you select “Game” or “Change Student” at the Main Menu, after you’ve specified the number of players.

Entering Information

First you’re asked to enter your name. You see the following screen:

Student Information

Player 1

Last Name: _____

Type: Last Name

Press: RETURN to accept

ESCAPE to abandon

Type in your last name (use **BACKSPACE** to correct if you need to), and press **RETURN**. Enter your first name in the same way. If two of you are playing, Player 2 is asked to enter his or her name as well.

When prompted, type in today’s date, remembering to enter it in the format requested (e.g., **01/15/90**). Enter the class number, which must be a number between 1 to 99. **FOR STUDENTS:** Your teacher will tell you which number to enter as your class number.

Confirming That What You Have Entered Is Correct

You're asked to confirm that the information has been entered correctly:

Student Information

Player 1
Last Name: Bilodeau
First Name: Marie

Player 2
Last Name: DuPuy
First Name: Charles

Date (mm/dd/yy): 11/03/90
Class (1-99): 4

Is this information correct?

Press: **Y** for yes
N for no
ESCAPE to abandon

If everything on the screen is OK, press **Y**. Otherwise, press **N** and retype whatever needs to be changed.

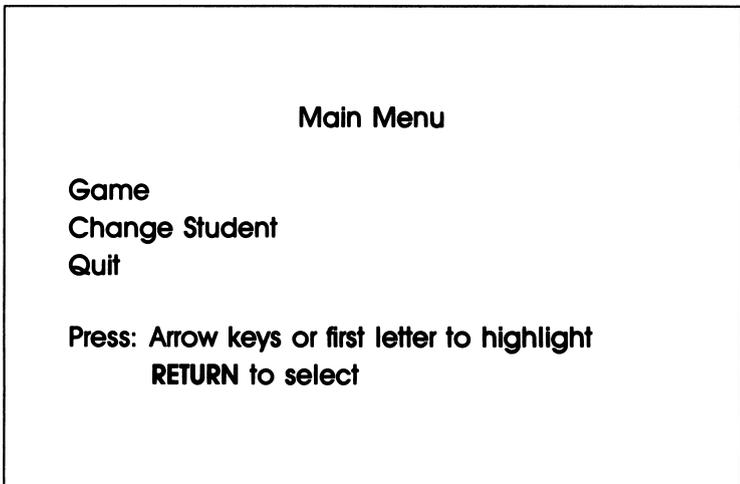
Menus and Directories

Menus and directories are simply lists for you to pick from. The difference between them is that a menu may list actions or names, while a directory usually just lists names.

The *French QuizMaster* student program has two menus, the Main Menu and the Quiz Menu, and one directory, the list of saved games. These all work the same way: You highlight the option or name you want in the list and then press **RETURN** to “select” that item.

Main Menu

The Main Menu, shown below, is the first menu you come to in the student program.

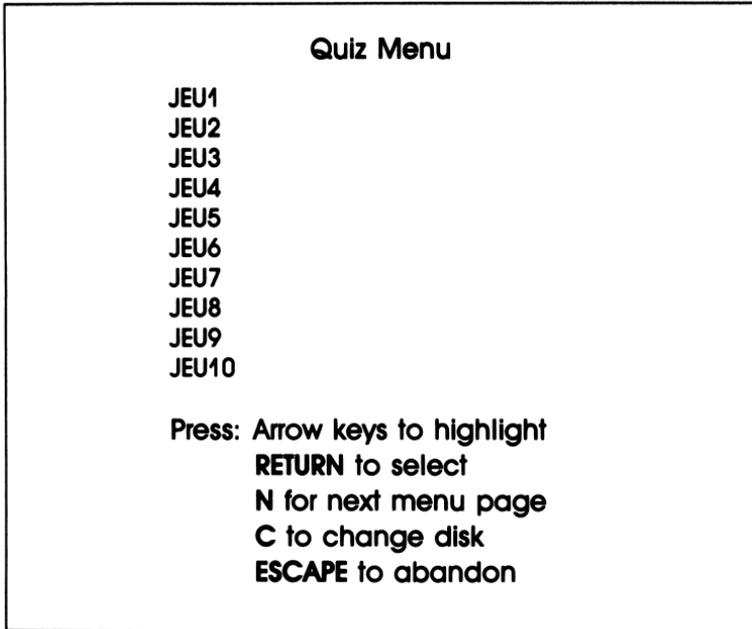


You highlight an option on the Main Menu by using the arrow keys to move the highlighting up or down, or by pressing the first letter of the option. Press **RETURN** when you have the highlight where you want it.

The Main Menu appears when you start up *French QuizMaster*, after you specify the number of drives you're using. You return to this menu when you want to quit or change players. (HINT: To get back to the Main Menu from any other place in the program, just keep pressing **ESCAPE**.)

Quiz Menu

The Quiz Menu lists quizzes on the current data disk. This menu, shown below, appears whenever you indicate that you want to play a new game rather than a saved game.



To highlight the quiz you want on this menu, you must use the up-and-down arrow keys. When the highlight is where you want it, press **RETURN**.

For more quizzes, press **N** to get to the next page. To see the quizzes on another data disk, press **C** and follow instructions for changing disks.

Directory of Saved Games

The directory of saved games, shown on the next page, appears whenever you indicate that you want to play a saved game rather than a new game.

French QuizMaster		
What is the name of the game?		
DIRECTORY		
Julia1	Claire	Renee
Jean	Pierre2	Marcel
Stefan8	Jacques	Marie3
Press: Arrow keys to highlight		
RETURN to select		
ESCAPE to abandon		

Use the arrow keys to highlight the name you want, then press **RETURN**.

Quizzes

First, some terminology: a *quiz* has a title and consists of five specific topics with five questions each. A *game* is a session with a particular quiz. A *saved game* is an unfinished game that has been saved under a particular name so you can come back to it later.

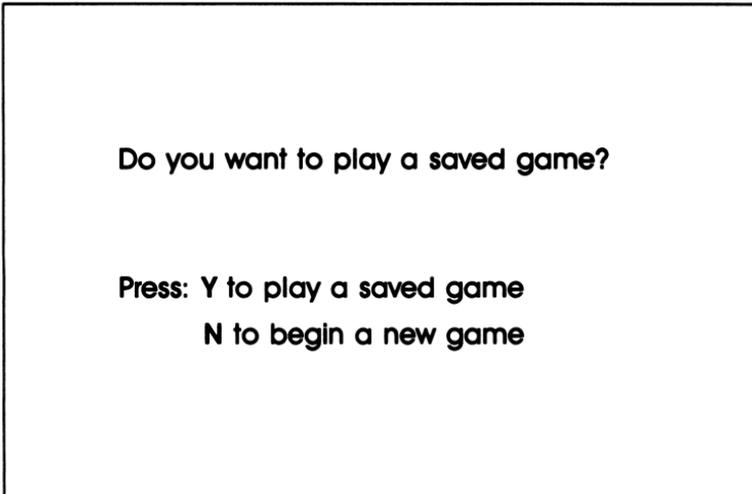
The object of a game in *French QuizMaster* is to answer correctly as many of the 25 questions on the game board as possible. All games work the same way: you select a general category, pick a topic on the game board, choose a box under that topic, and answer the question hidden inside the box. (If two people are playing, it's a race to see who'll be first to answer the question.) Scores are recorded automatically, and you can quit any time, even in the middle of a game.

Choosing

French QuizMaster lets you choose between playing an old game or a new game; if it's a new game, you can choose the quiz category as well.

New or Saved Game

The following screen appears after the student information screens:



Press **N** for a new game. Press **Y** if you want to play an unfinished game that you saved earlier.

Choosing a Game

If you indicated a new game, you pick a quiz at the Quiz Menu. If you chose to play an unfinished game that you saved earlier, you pick a game at the Directory of Saved Games. Both take you directly to the game board.

To choose a topic on the game board, see the next page under "Using the Game Board."

Playing

Playing a game involves using the game board to pick questions, one at a time, and then answering the questions.

Using the Game Board

The game board screen appears as soon as you've picked a quiz category at the Quiz Menu.

One Player. An example of a game board for one player is shown below.

JEU1				
Verbes	Habits	Auto	Argot	Coulrns
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
40	40	40	40	40
50	50	50	50	50

Claire: (SCORE)

Press: Arrow keys to highlight
RETURN to select
CONTROL-S to save
ESCAPE to abandon

The quiz category you chose appears at the top of the screen, with five different topics heading the columns across the board. Each topic has five questions associated with it,

hidden inside the boxes numbered from 10 to 50. (The numbers refer to the point value of the question hidden inside, with the easiest questions earning only 10 points and the hardest earning 50.)

To display a question, select one of the boxes and press **RETURN**. When you've answered the question, the number on its box disappears. The game is over when you've answered all 25 questions; at that point you can quit or play another game.

Pressing **CONTROL-S** at the game board screen saves a game in progress that you want to come back to later, whereas pressing **ESCAPE** abandons the game without saving it.

Two Players. The game board for two players looks the same as the one shown above, with names and scores for both players displayed at the bottom of the screen. The player whose name is highlighted gets to pick the first question.

Which name gets highlighted is determined in the following way. At the beginning of a game the computer randomly selects the player who will pick the first question. After that, whoever answered the last question correctly gets to choose the next question. (If both players were wrong on the last round, the last player to pick goes again.)

Answering Questions

As soon as a box has been selected on the game board, the question hidden in that box appears. The question display screen varies in appearance and function depending on the number of players.

One Player. Following is an example of a question display screen for one player:

VERBES for 10			
<hr/>			
The question is: Quel est l'antonyme du verbe VIVRE?			
<hr/>			
Claire			
Your answer is:			
<hr/>			
🍏 1=é	🍏 3=ê	🍏 6=ù	🍏 9=ô
🍏 2=è	🍏 4=ç	🍏 7=û	🍏 0=â
	🍏 5=à	🍏 8=î	
(Player name): (SCORE)			
Type: Answer			
Press: RETURN to accept			

This screen not only displays the question but also lets you enter the answer. Type in your answer, using the special keys indicated for accented vowels if needed, and press **RETURN**.

Two Players. With two players, each tries to be first to answer the question. The first player who knows the answer presses his or her "buzzer" key: **Q** for Player 1 and **P** for Player 2. At that point the answer entry screen appears, which is identical to the question/answer screen for one player, shown above. The player who was first to press the buzzer key now types in the answer.

Right or Wrong Answer?

When you type in an answer and press **RETURN**, you get immediate feedback from the program as to whether your answer is right or wrong. If you're right, you get a congratulatory message; if you're wrong you'll see the correct answer displayed on the screen. (With two players, if the first

person gets the answer wrong, the other player gets a crack at the same question.) Press **SPACE BAR** to go back to the game board to choose another question. If all the questions have been answered, pressing **SPACE BAR** takes you to the screen displaying your final score.

Saving a Game in Progress

If you have to quit in the middle of a game but want to come back and finish the game later, you can save it. To do that, press **CONTROL-S** at the game board. You see the following screen:

Game: _____

Type: Name of game to save

Press: **RETURN** to accept
ESCAPE to abandon

Type in a name for your game—something easy to remember but distinctive. The next time you play *French QuizMaster*, you can ask for this game again by selecting its name from the directory of saved games.

Pressing **RETURN** at the game-naming screen takes you back to the Quiz Menu, where you can either choose another quiz or press **ESCAPE** to quit or change students.

Keeping Score

French QuizMaster keeps track of your score, updating and displaying the score automatically whenever you answer a question. When the game is over, your final score (the percentage of correct answers out of total attempts) is displayed and recorded.

How Points Are Won (and Lost!)

Every answer you get right earns you the number of points (10–50) assigned to that question. For a wrong answer, the same amount is subtracted from your total. Thus the highest possible score for a game is 750 points (with all 25 questions answered correctly)—and the lowest is –750 points!

Displaying the Score

During a Game. Your score is always displayed at the bottom of the game board screen. Whenever you answer a question, the appropriate number of points is added to or subtracted from your total.

Final Score. When all 25 questions on the board have been answered, your final score is displayed on the screen as shown on the next page:

(Player 1 NAME)
Number Attempted:
Number Correct:
Score:

(Player 2 NAME)
Number Attempted:
Number Correct:
Score:

Press: **SPACE BAR** to continue

When you press **SPACE BAR** you have to wait for a short time, while the computer records the scores, before you can quit or play another game.

How to Quit

Quitting in the Middle of a Game

If you want to quit in the middle of a game, you have two choices. If you won't be coming back to the game, press **ESCAPE** at the game board screen. If you want to save the game so you can come back later, press **CONTROL-S** at the game board screen and then give your game a name. Next time you start up *French QuizMaster*, you can call up your unfinished game by using this name.

Changing Players

To change players, go back to the Main Menu and select "Change Student." The number of students and student information screens appear, ready for the next player or pair of players.

Quitting the Program

To quit *French QuizMaster*, go back to the Main Menu and choose "Quit." (HINT: To get back to the Main Menu from anywhere else in the program, just keep pressing **ESCAPE**.) If you change your mind at this point, press **ESCAPE** to return to the Main Menu. To go ahead and quit, press **SPACE BAR**.

To restart the program after you've quit, press **CONTROL-⌘ -RESET** (Apple) or **CONTROL-ALTERNATE-DELETE** (IBM or IBM compatible). This takes you to the title screen.

Keys and Commands

The following keys and commands are used in the *French QuizMaster* student program:

CONTROL-⌘ -RESET:	Starts program (Apple).
CONTROL-ALTERNATE-DELETE:	Starts program (IBM).
CONTROL-S:	Saves game in progress.
ESCAPE:	Abandons an operation or quits.
RETURN:	Signals the computer that you've finished typing in information or changing disks; "selects" menu or directory item.

SPACE BAR:	Continues an operation or goes to the next screen.
↑↓:	Used to move highlighting up and down screen.
←→:	Used to move highlighting across screen.
C:	Indicates that you want to change data disks.
N:	Says no; goes to next screen at Quiz Menu.
P:	Buzzer key for Player 2 at game board.
Q:	Buzzer key for Player 1 at game board.
Y:	Says yes.

Type the following keys on Apples/IBMs and IBM compatibles to get accented letters:

⌘ 1/F1: é
⌘ 2/F2: è
⌘ 3/F3: ê
⌘ 4/F4: ç
⌘ 5/F5: à

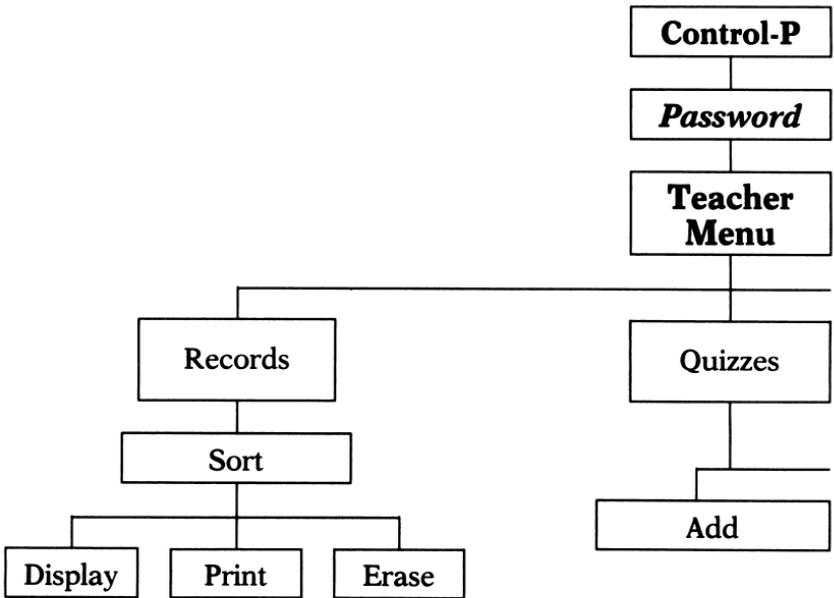
⌘ 6/F6: ù
⌘ 7/F7: û
⌘ 8/F8: î
⌘ 9/F9: ô
⌘ 0/F10: â

Teacher Program

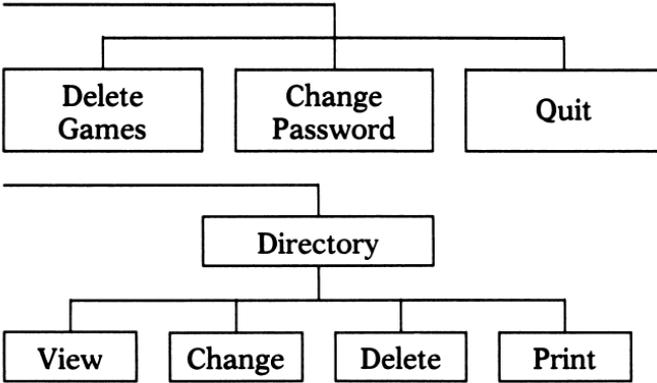
The teacher program gives you access to student records and quizzes. You can display and print student records, arranged in the way you specify. You can create your own quizzes and edit, delete, and print your quizzes and those that came with the program. The teacher program also lets you erase unfinished games and change the password.

NOTE: Before getting into the teacher program, you should understand how the *French QuizMaster* student program works first, by going through the student “Quick Start” and reading the “Student Program” guide. Make sure you assign a number to each of your classes (using any one- or two-digit number, perhaps the period number) and tell your students what these numbers are, so their records will be maintained correctly by class.

Program



Map



Quick Start

The following introduces you to the *French QuizMaster* teacher program.

First, press **CONTROL-T** at the *French QuizMaster* title screen, for information concerning the program. Press **SPACE BAR** to return to the title screen.

Now press **CONTROL-P** to get to the teacher program. At the password screen, type in the default password (**PASSWORD**), then press **RETURN**. (If you make a mistake you can try again.)

You're at the Teacher Menu. Select "Maintain Records" by using the arrow keys or by pressing **M** and then pressing **RETURN**. You see the Sort Menu. This is where you specify how you want student records sorted (arranged). Choose one of the first four options. At the next screen, press **RETURN** without typing anything (this is a shortcut to specify "all records").

The Records Menu appears. Highlight "Display" if it's not already highlighted, and press **RETURN**. Now you see student records displayed on the screen, sorted according to the category you chose. (At this point you may only see the "student records" entered during the student program Quick Start.) Pressing **SPACE BAR** at the last screen of records takes you back to the Records Menu. Press **ESCAPE** to get back to the Sort Menu, and choose "Percent." Now you can ask to see just the records of students with scores at or below a certain figure. For example, to see the records of all students who are failing, you'd type in **50** as the cutoff figure; to see all records, you'd type in **100**. Type in any number and press **RETURN**. You see all the records displayed with scores at or below the figure you entered. Press **ESCAPE** to get back to the Records Menu.

Choose "Print." If you want to make a trial printout at this point, follow the directions on the print screen; otherwise press **Q** to go back to the Records Menu. This time choose "Erase": you'll see that the program has a built-in reminder to ask if you're sure you want to permanently erase the records you have chosen. Press **N** to say that you don't want to erase the records at this time. You're back at the Records Menu. Press **ESCAPE** to get to the Sort Menu, and then press **ESCAPE** again to get to the Teacher Menu.

Now choose "Edit Quiz." (This option allows you to make up your own quizzes and review, edit, delete, or print your own and built-in quizzes.)

You see the Quiz Menu. Select "Add," to create a quiz. At the next screen type in any name and press **RETURN**. (If that name has already been used for a quiz, you will see a message to that effect.) Now you're prompted to enter the name of the first topic (the topic that will be in the first column of the game board). Enter any name, using the special keys for accented letters if necessary. Next you're prompted for the first question under that topic (the one worth 10 points). Type in a question and press **RETURN**. Now enter the answer. Press **Y** at the next screen to confirm that the information is correct. You're prompted to enter the 20-point question for that topic. Press **ESCAPE** instead, unless you want more practice in building a quiz. When you're asked if you want to save this quiz, press **Y**. You return to the Quiz Menu, after a short wait while the program stores your quiz.

Select "View." Now you see the Quiz Directory, listing all quizzes on the current disk. Select any quiz on the list. Now you see the name of the first topic, along with the first question and answer. Use **RETURN** to scroll through more questions and topics. When you have seen enough, press **ESCAPE**. You're back at the directory. If you want to see another quiz, follow the same procedures; otherwise, press **ESCAPE** to go back to the Quiz Menu.

This time select “Change,” which lets you edit your own and other quizzes. Again you see the Quiz Directory. Select the name of the quiz that you created but that is still incomplete. When you see the first topic displayed, type in a different topic and press **RETURN**. Press **RETURN** again to leave the question as it is, and the same for the answer. Scroll through the questions and topics until you get to one that is still blank. Type in a new topic or question and press **RETURN**. Now press **ESCAPE** to leave the quiz. Press **Y** to save the quiz with the changes and additions you made. After a short wait you return to the Quiz Menu.

Now select “Delete.” Pick the quiz you created at the directory. When you’re asked if you’re sure you want to delete the quiz, press **Y** (unless you want to work with your quiz some more). The quiz is deleted and you return to the Quiz Menu. If you want to make a trial printout of one of the quizzes, select “Print” and follow directions for printing. Otherwise, press **ESCAPE** to go back to the Teacher Menu.

This time choose “Delete Games.” This option lets you erase saved games that are no longer needed in the student program. The Directory of Saved Games appears. If you see the name of the game that you saved during the student program Quick Start and you no longer need that game, select it and press **Y**. Otherwise, press **ESCAPE** at the directory to return to the Teacher Menu without erasing.

Select “Change Password” at the Teacher Menu. You’re asked to enter the current password (which is the default password, **PASSWORD**, if it hasn’t yet been changed). Type it in and press **RETURN**. If you make a mistake, retype the password and press **RETURN** again. Now type in a new password, using any combination of upper- and lower-case characters, with a maximum length of eight characters. You can make the new password whatever you want—just make sure you use something you will remember, because the program has no way of telling you the password if you forget it later! If the new password has been entered the way you want it, press **Y** at the

next screen. If not, press **N** and retype. Now student records are fully protected, because only *you* know the password.

You're back at the Teacher Menu. If you want to look around the teacher program some more, go ahead. When you're finished, choose "Quit" at the Teacher Menu to quit the program entirely; then press **SPACE BAR** at the next screen. If you want to go back to the student program instead of quitting the whole program, press **ESCAPE** at the Teacher Menu; this takes you to the title screen of the student program, where you can do some more exploring.

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How to Get In and Out of the Teacher Program

Getting In

Pressing **CONTROL-P** at any of the first three screens of the student program—title screen through Main Menu—takes you to the password-entry screen. Enter the password to get to the Teacher Menu (see “Password”).

Getting Out

To quit the program entirely, choose “Quit” at the Teacher Menu (keep pressing **ESCAPE** until you get there), and press **SPACE BAR** at the next screen.

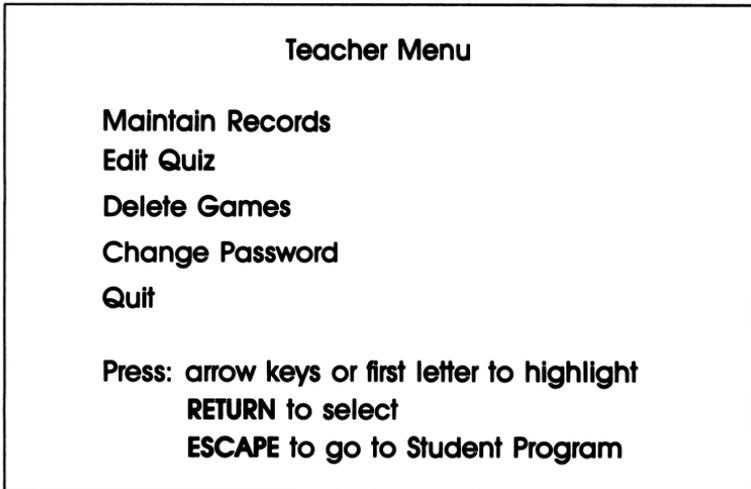
To go back to the student program from the teacher program, press **ESCAPE** at the Teacher Menu. This takes you to the title screen.

Menus and Directories

The central menu in the teacher program is the Teacher Menu. Others are the Sort Menu, the Records Menu, and the Quiz Menu. There are two directories in the teacher program: the Quiz Directory and the Directory of Saved Games. All the menus and directories work in the same way: you highlight the option or name you want and press **RETURN**.

Teacher Menu

The Teacher Menu, shown below, appears when you start up the teacher program.



"Maintain Records" gives you access to student records, which you can display, print, and erase. "Edit Quiz" allows you to create quizzes and view, edit, delete, and print your own or built-in quizzes. "Delete Games" is for deleting students' saved games from the student program. "Change Password" lets you pick a new password to protect access to the teacher program. (See later sections for more information on each of these options.) Choose "Quit" if you want to quit *French QuizMaster* entirely.

Pressing **ESCAPE** at the Teacher Menu takes you to the title screen of the student program.

HINT: To get back to the Teacher Menu from any other place in the teacher program, just keep pressing **ESCAPE**.

Sort Menu

The Sort Menu, shown below, appears when you choose "Maintain Records" at the Teacher Menu.

Sort Menu

Name
Date
Class
Quiz
Percent

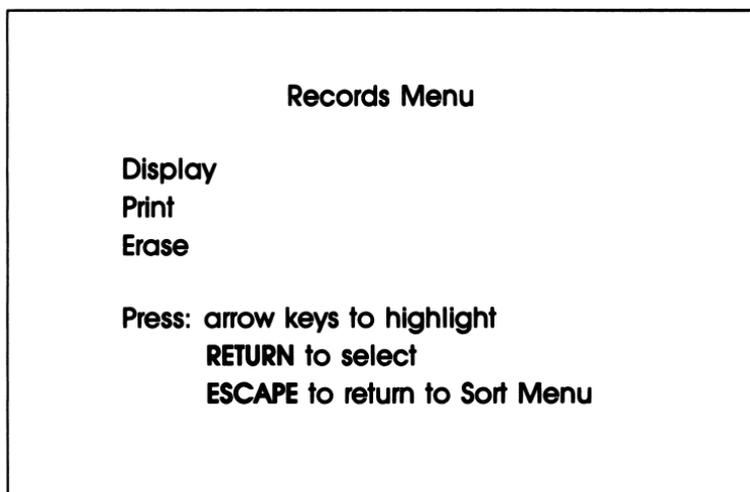
Press: arrow keys to highlight
RETURN to select
ESCAPE to abandon

Whichever category is chosen at the Sort Menu determines how student records will be sorted and arranged. If you pick "Name," all the student records you select will simply be arranged alphabetically according to last name. For the other categories, records are sorted according to the category chosen and then listed alphabetically by last name within groups. Choosing "Percent" lets you specify a cutoff figure, so only scores at or below a certain percentage appear.

(See under "Student Records: Sorting" for more information.)

Records Menu

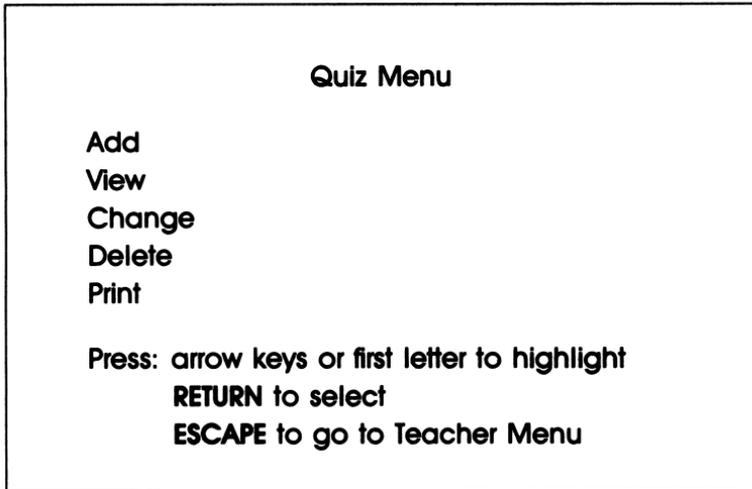
The Records Menu, shown below, appears after the sort has been specified at the Sort Menu.



Choose "Display" for an on-screen display of selected student records, "Print" to have records printed out, and "Erase" to delete records that are no longer needed. (See "Student Records" section for more information.)

Quiz Menu

The Quiz Menu appears when you pick "Edit Quiz" at the Teacher Menu.



Choose "Add" to create a quiz of your own, "View" to take a look at the questions and topics contained in any quiz, "Change" to add items to an unfinished quiz or make changes to any quiz (one of your own or one that came with the program), "Delete" to delete any quiz, and "Print" to print a quiz. (For more information, see section entitled "Quizzes.")

Quiz Directory

The Quiz Directory is a list of all quizzes on the current disk. It appears whenever you choose "View," "Change," "Delete," or "Print" at the Quiz Menu. An example is shown on the next page.

What is the name of the quiz to be viewed?

Directory

JEU1	JEU4	JEU7
JEU2	JEU5	JEU8
JEU3	JEU6	JEU9

Press: arrow keys to highlight
RETURN to select
ESCAPE to abandon

Directory of Saved Games

The Directory of Saved Games is a list of all unfinished games saved by students. It appears when you select "Delete Games" at the Teacher Menu.

What is the name of the saved game to be deleted?

Directory

Julia1	Claire	Renee
Jean	Pierre2	Marcel
Stefan8	Jacques	Marie3

Press: arrow keys to highlight
RETURN to select
A to erase all saved games
ESCAPE to abandon

Student Records

Every time a student finishes a game in *French QuizMaster*, his or her score is automatically recorded by the program. You can call up these student records, sorted and arranged as you specify, to view or print them or erase those no longer needed. The following information appears on student records: student's name, date, class, title of quiz, number of questions attempted, and final score. (The final score is figured as the percentage of correct answers out of total attempts; the game-board score is not recorded, but is intended only as a motivational tool.)

Sorting Records

Sorting records means arranging selected records in order alphabetically or numerically according to different categories. In *French QuizMaster* you can sort records by name, date, class, title of quiz, and percent (score). To see how records look when sorted, see "Displaying Records," below.

By Name

Sorting by name means that student records you select will be arranged alphabetically according to last name. When you choose this option, the following screen appears:

Sort by Name

Beginning name: _____

Type: Beginning name

Press: RETURN to accept

ESCAPE to abandon

Type in the beginning—and then ending—last name for the records you want, pressing **RETURN** after each. (Pressing **RETURN** without typing anything is a quick way to get records for all names.) Pressing **ESCAPE** returns you to the Sort Menu.

NOTE: Using Sort by Name is the only way you can call up records for just one student (by typing in that student's name as beginning and ending name). You might want to do this, for example, if you have a student drop out in the middle of the year and you no longer need his or her records.

By Date

Sorting by date gives you records listed alphabetically by name, within chronological groupings. When prompted, type in the beginning and ending dates in the format requested (e.g., **09/15/90**, **03/20/90**), pressing **RETURN** after each entry. Press **RETURN** without typing anything to get all dates.

By Class

Sorting records by class gives you a list of students' records listed alphabetically by name, within class groupings

listed by class number. When prompted, type in the beginning and ending numbers of the classes whose records you want to see, and press **RETURN**. (Press **RETURN** without entering any numbers to see records for all classes.)

NOTE: You must tell your students which class numbers to use when they play *French QuizMaster*. (A class number can be any one- or two-digit number.) You can to use period numbers if your classes aren't numbered.

By Quiz

Sorting records by quiz means that records will be listed according to the title of the quiz. When prompted, type in the title of the quiz and press **RETURN**. For all quizzes, press **RETURN** without typing anything.

By Percent

Sorting records by percent gives you records with students listed by score, using the score you specify as the cutoff point. When prompted, type in the figure you want to use as the cutoff percent: type in **50** to see scores at and below 50%, **75** for scores at and below 75%, and so forth. To see all scores, type in **100**.

Displaying Records

To display records on the screen, select "Display" at the Records Menu. On the next page is an example of a records display showing records sorted by class:

Name	Date	Class	Quiz File	Number Attempted	Percent Correct
Ferris, Sarah	02/01/90	56	JEU7	10	70
Dutton, Doug	12/23/89	62	JEU3	25	60
Hendrick, Susan	11/30/89	62	JEU15	2	100
Fagerquist, Lauri	03/01/90	62	JEU2	10	80
Koke, Christi	02/14/90	75	JEU20	15	100
Scanlon, Teri	03/13/90	76	JEU10	20	75

Press: SPACE BAR to continue
ESCAPE to return to Records Menu

Pressing **SPACE BAR** will take you to the next screen, if there are more records than can be displayed on one screen.

Printing Records

To print student records, choose "Print" at the Records Menu; this prints out the records you specify without displaying them first. Records are printed out in a format identical to the on-screen display.

Print Screen

When you choose "Print" at the Records Menu, you see the following screen:

Make sure the printer is ready.

Press: C for continuous paper

S for single sheets

Q to go back to menu

ESCAPE to stop during printing

To print, press the appropriate letter for the type of paper you're using; when printing has finished, you'll return to the Records Menu.

If you change your mind about printing before you start, press **Q**. If you want to stop printing once the printer has started, press **ESCAPE**; the printer will stop printing, and you'll go back to the Records Menu.

Problems with Printing

If the printer isn't responding, the following screen will be displayed:

Is the printer ready?

Press: **SPACE BAR** to continue printing

ESCAPE to abandon

If you're still having problems, you should check your printer to make sure it's plugged in, switched on, and on-line—and that the printer cable is securely fastened at both ends. Try to print again by pressing **SPACE BAR**. If the printer still doesn't work, press **ESCAPE** to return to the Records Menu and start over.

Erasing Records

French QuizMaster also lets you erase student records, sorted according to the choice you made at the Sort Menu. When you choose "Erase" at the Records Menu, you see a screen asking to confirm your choice of records. This is a safeguard to prevent accidental erasure.

HINT: To erase records for individual students, sort by name and enter the student's name for both beginning and ending names.

Quizzes

French QuizMaster comes with built-in quizzes ready for use. The teacher program allows you to view, edit, delete, and print these quizzes as well as create and edit quizzes of your own.

For any work with quizzes, select “Edit Quiz” at the Teacher Menu, and then pick the option you want at the Quiz Menu. (NOTE: Don’t choose “Edit Quiz” to delete students’ saved games; for that you must select “Delete Games” at the Teacher Menu.)

Creating (Adding) Quizzes

To create a quiz, first select “Add” at the Quiz Menu. Next you need to name your quiz, and then enter the individual items making up the quiz. NOTE: Since you have to enter the quiz name first, before adding a new quiz it’s a good idea to check the Quiz Directory to make sure a quiz of that name doesn’t already exist. (See under “Viewing Quizzes” below.)

Naming

To give your quiz a title, type in the name when prompted and press **RETURN**. The only rules here are that the name must start with a letter and must be eight characters or less in length. You should pick a name that comes as close as possible to describing the contents of your quiz—or, if the quiz contains widely varied topics, choose a distinctive name that will be easy to remember.

If the name is already being used for another quiz, you get a message to that effect. You can take a look at the other quiz if you want or simply enter a different name for your quiz.

When you save the quiz, its name will appear in the Quiz Directory along with the names of all the other quizzes on the current disk.

Entering Information

After naming your quiz, you must enter the topics, questions, and answers that make up the quiz. Each quiz must have five topics with five questions and answers per topic.

The program begins by prompting you for the name of the first topic, then the first (10-point) question with its answer, the second (20-point) question with its answer, and so forth through all five questions. Next you're prompted to enter the second topic and its questions and answers, and you continue in this way until all five topics and associated questions and answers have been entered. (You don't have to enter all the information at once. *French QuizMaster* lets you save an unfinished quiz and come back to it later to fill in the missing information.)

Below is a sample entry screen.

French QuizMaster

Topic 1: BETES

Question for 10:

1=é	3=ê	5=à	7=û	9=ô
2=è	4=ç	6=ù	8=î	0=â

Type: Question

Press: ESCAPE to abandon

Type in the information requested and press **RETURN**. See under the individual headings below for helpful hints and guidelines.

Topics. When entering the name of a topic, keep in mind that only the first six letters of a topic will be displayed on the game board. Therefore, for example, topics entered as **COULEURS** and **PROVERBES** would appear as **COULEU** and **PROVER** on the game board. It would be better to enter these as **COULRS** and **PROVRB**.

Also, of course, the name chosen should relate to the questions associated with that topic.

Questions. Questions may not exceed three screen lines in length; no line can be longer than 40 characters. Don't insert carriage returns or single spaces to prevent word-wrapping at the end of screen lines; the program corrects for this automatically when the question is displayed during a game. However, remember to allow for this adjustment so your question won't be longer than three lines.

A missing word may be indicated by leaving a blank. To make a blank, press the caret (^) to print the underscore character.

Answers. Answers may not be longer than one line of 40 characters.

In order to formulate the answers to your questions, you need to know how the computer judges the correctness of a player's response. A player's response is considered correct if it matches the stored answer exactly—or if it contains the stored answer anywhere within it. Therefore, if the stored answer is **LOUIS XIV**, responses such as **LOUIS** or even **LOUIS 14** are judged incorrect because neither matches the original exactly. (If, on the other hand, the stored answer were simply **LOUIS**, then both responses would be judged correct—along with **LOUIS IX**, **LOUIS PHILIPPE**, and even **LOUIS ARMSTRONG**!)

To increase your students' chances of entering correct responses, follow the guidelines below, and make sure you hand out copies of the guidelines to your students before they begin *French QuizMaster*. (You will find the students' version of the guidelines repeated in the student handout section at the back of this manual.)

General Guidelines.

●Spelling/format:

Use the minimum acceptable response. (Limit answers to a single word if possible.) For names of people, use only last names.

NOTE: If you don't expect your students to spell "Montesquieu" correctly, you could enter the correct answer as "Mont." However, the drawback of entering partial words is that it's difficult to anticipate how a student might spell a word. Moreover, if the student doesn't know the answer at all, he or she will then think the correct answer is "Mont."

●Singular/Plural:

Since the answer must be spelled correctly, check the question carefully to make sure it clearly indicates whether the answer should be singular or plural.

●Articles:

Omit all definite and indefinite articles unless the article is part of a proper name; e.g., La Joconde, Le Havre.

●Capitalization:

All proper names, first or last names, must be capitalized.

●Numbers:

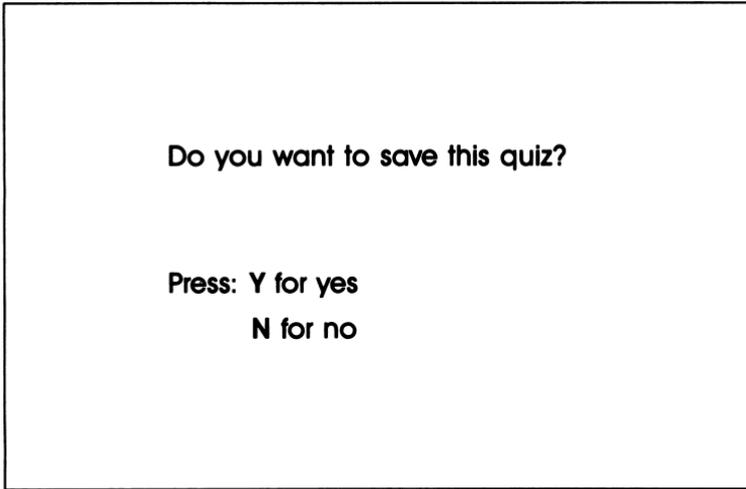
All numbers should be entered as numerals (1, 2, 3) and not spelled out. Historical names with Roman numerals (e.g., Louis XIV, Henri II) must be entered with Roman numerals.

●Abbreviation:

Do not abbreviate any answers. For example, "1 km." must be entered as "1 kilometre"; "Pont St. Bén  zet" as "Pont Saint B  nezet."

Saving Quizzes

To store the quiz you have created, you must save it. You're prompted to save a quiz in two situations: when you have entered all the topics and questions that will fit in one quiz, and when you press **ESCAPE** at a quiz entry screen. This is the screen that appears:



Pressing **Y** saves the quiz under the name you chose, adds it to lists of quizzes in both the student and teacher programs, and takes you back to the Quiz Menu. Pressing **N** returns you to the Quiz Menu without saving any of the information you entered.

HINT: You should save your quiz even if it's incomplete or not exactly the way you want it—that is, unless you've decided not to use any of what you've entered. You can always come back later and add the missing items or change what you've entered (for directions see under "Changing Quizzes" below). If you *don't* tell the program to save your quiz, everything you've entered disappears and can never be recovered!

Viewing Quizzes

To view a quiz without changing anything, choose “View” at the Quiz Menu, then select the name of the quiz at the Quiz Directory.

You’ll see the name of the first topic displayed. Use **RETURN** to scroll through the questions and answers for that topic and subsequent topics. Pressing **ESCAPE** at any of the viewing screens will take you back to the Quiz Directory, where you can pick another quiz to view or press **ESCAPE** again to return to the Quiz Menu.

Changing Quizzes

To change items in any quiz or add items to an incomplete quiz of your own, pick “Change” at the Quiz Menu. Now select the name of the quiz at the Quiz Directory.

The procedure for changing or adding to quizzes is similar to that used for creating quizzes, the difference being that the items requested may already be filled in on the screen. Use **RETURN** to scroll to the topic, question, or answer that you want to change or fill in. Type in the new entry and press **RETURN**. Repeat this procedure for any other items you want to change.

When you’ve finished changing or filling in items, press **ESCAPE**. You’ll be asked if you want to save the quiz. If you want to save the quiz with the changes you’ve made, press **Y**. If you don’t want to save the changes, press **N**: the quiz will remain as it was when you called it up from the directory.

Pressing **Y** or **N** returns you to the Quiz Menu.

Deleting Quizzes

To delete an entire quiz, choose “Delete” at the Quiz Menu. (If you just want to delete or change an item in a quiz, you should choose “Change” instead.) Now select the name of the quiz you want to delete at the Quiz Directory. When you’re asked if you’re sure you want permanently to delete the quiz you have chosen, press **Y**; the quiz is deleted and you return to the Quiz Menu. If you change your mind about deleting the quiz, press **N** at the delete-confirmation screen; this takes you back to the Quiz Directory, where you can choose another quiz to delete or press **ESCAPE** to go back to the Quiz Menu.

Printing Quizzes

To print a quiz, choose “Print” at the Quiz Menu, and then select the name of the quiz at the Quiz Directory. Follow directions at the print screen. (For more information about printing, see the earlier section on printing under “Student Records.”)

Erasing Students’ Saved Games

To erase students’ saved games, choose “Delete Games” at the Teacher Menu. When the Directory of Saved Games appears, select the name of the game you want to delete, pressing **A** to delete all saved games on the disk. At the delete-confirmation screen, press **Y** to delete the games and return to the Teacher Menu; press **N** if you change your mind, so you can go back to the directory to make a different selection.

You may be wondering why this option is necessary. When a student returns to an unfinished game that was previously saved and then goes ahead and finishes the game, the program

doesn't delete the unfinished version of the game from the disk. Therefore, the disk will eventually become cluttered with partially finished games, even though the games have actually been completed.

Use "Delete Games" at any time to delete the saved games that you know are no longer needed, or use it at the end of the semester or the end of the year to clear out all saved games. **NOTE:** This option is only for deleting saved *games*. To delete a *quiz* that you created, or that came with the program, you need to choose "Edit Quiz" at the Teacher Menu and then select "Delete."

Password

Use of a password protects access to the teacher program. This keeps both student records and quizzes safe.

Using

You're asked to enter the password every time you press **CONTROL-P** to get into the teacher program:

Current Password: _____

Type: Current Password

Press: **RETURN** to accept

ESCAPE to abandon

If you haven't yet changed the default password (**PASS-WORD**), type it in and press **RETURN**. If you've already changed the password, enter the new one. If you get the password wrong the first time, you're given two more chances to type it in correctly; after three incorrect tries, the computer assumes you're a student and dumps you unceremoniously back at the title screen of the student program.

Changing

It's very important to change the password when you first get the program, to keep student records safe and secure right from the beginning. (If you've gone through the teacher program Quick Start you may already have done so.) To change the password, select "Change Password" at the Teacher Menu.

When you select "Change Password," you're asked to enter the current password first (just as described above) and then enter the new password.

<p>Current Password: PASSWORD</p> <p>New Password: _____</p> <p>Type: New Password</p> <p>Press: RETURN to accept</p> <p>ESCAPE to abandon</p>

If you change your mind about changing the password, press **ESCAPE** to go back to the Teacher Menu with the old password left untouched.

The password you enter can be any combination of lower- or upper-case characters up to eight characters in length. **HINT:** Pick a password that will be easy for you to remember but difficult for someone else to guess—for example, your mother's maiden name. Just remember that the program has no way of telling you the password if you forget it later!

When you enter a new password, you're asked to verify that what you've typed in is correct. If the new password is correct, press **Y** at the confirmation screen, and you'll return to the Teacher Menu with the new password in place. If the new password was entered incorrectly, press **N** and retype it.

Keys and Commands

The following keys and commands are used in the *French QuizMaster* teacher program:

- CONTROL-P:** Provides access to the teacher program from any of the first three screens (title screen through Main Menu) of the student program.
- CONTROL-T:** Displays additional information about *French QuizMaster* at the title screen.
- ESCAPE:** Abandons an operation and takes you back to the previous menu or screen; takes you to title screen of student program from Teacher Menu.
- RETURN:** Signals the computer that you've finished typing in information; "selects" menu or directory item; indicates "all records"; scrolls through quiz screens.
- SPACE BAR:** Continues an operation; goes to the next screen.
- A:** Indicates "all games" when you're erasing saved games.
- C:** Indicates that continuous paper is being used for printing.
- N:** Says no.
- Q:** Returns you to the previous menu from the print screen.

- S:** Indicates that single sheets of paper are being used for printing.
- Y:** Says yes.
- ↑↓:** Used to move highlighting up and down screen.
- ←:** Used to move highlighting across screen.

Use the following keys on Apples/IBMs and IBM compatibles to get accented letters:

⌘ 1/F1: é

⌘ 6/F6: ù

⌘ 2/F2: è

⌘ 7/F7: û

⌘ 3/F3: ê

⌘ 8/F8: î

⌘ 4/F4: ç

⌘ 9/F9: ô

⌘ 5/F5: à

⌘ 0/F10: â

How to Use French QuizMaster in Your Classroom

Before you use the program in your classes, it's a good idea to explore the quizzes yourself. (The student program Quick Start leads you through all the steps, but the more experimenting you do on your own, the easier it will be to answer student questions under fire!) You should also familiarize yourself with the different sections of this guide, especially the "Student Program" guide and the "Teacher Program" guide. Make sure you assign a number to each of your classes (using any one- or two-digit number, perhaps the period number) and tell your students what these numbers are, so their records will be maintained correctly by class.

To get your students started with *French QuizMaster*, pass out copies of the student handout material (provided in reproducible format at the back of this manual), which includes the student program Quick Start and guidelines for answering quiz questions. Once your students get started, the on-screen menus and prompts should keep them on track. If they have questions while using *French QuizMaster* that you can't answer, you can help them look up the answers in the Student Program Operations Reference section.

As for using *French QuizMaster* in the curriculum, the program can be used by students at all levels of French language instruction, as well as by students in intermediate or advanced French culture and civilization classes. *French QuizMaster* is designed to test what students already know. Therefore, you should present material as you usually do, and then let your students use the program for self-testing, while you use the record-keeping system to track performance and diagnose problem areas. When you get the program, you

should print out all the quizzes, so you know what each contains. If a quiz contains material you normally don't cover, you can either edit the questions involved or incorporate the material into your lesson plans. Of course you can also create your own custom-made quizzes to cover exactly what you teach.

You will find that the challenging game-show format keeps your students interested, motivated, and eager to play. In two-player mode, the program is a natural for contests and playoffs, while one-player mode lets a student work at his or her own pace. As well as being fun and a good self-testing mechanism, *French QuizMaster* works as a teaching tool, too. Players get positive reinforcement through immediate feedback from the program when they type in answers, with answers corrected when necessary.

Here are some suggested uses for *French QuizMaster*.

1. Two players: If enough computers are available, this is the best way to have students play *French QuizMaster*.
2. Two-team play: A class can be divided into two whole teams, each of which can confer on an answer, then enter it into the computer.
3. Tournament: Each student can compete against another class member chosen at random; first-heat winners can go on until the four top winners play in a semifinal. The final competition can be held between the two best students in the class.
4. Whole class: Any student in the class who knows the answer can collect individual points. For this type of activity, it is suggested that a video monitor be interfaced with the computer.
5. Mini-lessons: Since some of the material may not have been covered in conjunction with your classroom textbook, you may prepare a series of mini-lessons for each game topic (5 questions) before actually playing a full game (25 questions) with your students.

6. Homework assignments: You could provide students with either the questions or the answers to be researched and prepared before actual play.
7. Bonus credit: Students who complete all 25 questions correctly before playing the game on the computer could earn extra credit.
8. Inter-school competition: You may even want to consider a team trivia competition with another French class of the same level in a different school in your area.

You may want to allow students to sign out copies of program disks and data disks to use on other computers, either at school or at home. (Follow instructions in the section entitled "How Do I Make Copies?") For added interest, let students make up their own quizzes to challenge classmates. (Making up a quiz about a subject, like teaching, is an excellent way to learn the material covered!) To do this you will need to copy the teacher program for students as well as the student program and data disks. Just make sure you copy from the master disks, so existing student records don't get copied along with everything else. Also, of course, you will want to check students' quizzes to make sure questions and answers have been entered correctly.

Of course, the uses of any teaching tool are as varied as the styles of different teachers; you will find your own applications for *French QuizMaster*. Share them with your colleagues and pass them along to the publisher, so we can include them in future printings of this guide.

What to Do If You Have Trouble Using French QuizMaster

While you probably won't have difficulty using *French QuizMaster*, here are some suggestions for solving problems that might arise.

Starting

If the program doesn't start when you turn on the computer, check to be sure that the monitor is turned on, that the correct disk is in the main drive, and that the drive door is closed. Then try opening the drive door, pulling the disk part of the way out, reinserting it, and shutting the drive door. If the program still doesn't work, try loading a totally different program that you've used recently, to establish that the problem doesn't lie with the drive or with the computer.

Menu Options

If you're at all unsure about what a particular menu option does, turn to the appropriate part of the Student or Teacher Operations Reference sections in this guide.

Escape

If you become lost or confused, look at the bottom of the screen for a key or key combination that allows you to cancel or go to another part of the program. In most cases, **ESCAPE** takes you back to the preceding screen or menu and cancels the current operation. (At most points in the program, **ESCAPE** is the “panic button”—and in the places where it doesn’t take you somewhere else, pressing it will *not* have negative consequences!)

If You Get No Response When You Press a Key

Make sure you are following directions. After you type something in, make sure you press **RETURN** to enter the information. Make sure you have entered names correctly.

Printing

If you attempt to print and the program freezes, check to be sure that your printer is plugged in, turned on, and on-line and that the printer cable is securely fastened at both ends. (You may have to restart the program to get it to work once it has frozen for one of the preceding reasons.)

If the printouts you get are double-spaced or strangely formatted, check your printer manual for settings of the DIP switches, and adjust them accordingly.

Student Program

Terminology

In case your students get confused about the terms used in *French QuizMaster* :

- Each *quiz* consists of five specific topics with five questions each. Quizzes are listed by name on the Quiz Menu.
- A *game* is a session with a particular quiz.
- A *saved game* is an unfinished game that has been saved under a particular name so a student can come back to it later. Saved games are listed by name on the Directory of Saved Games.

Spelling

When entering the answer to a question, correct spelling is very important, including accented letters (à, é, ê, etc.). Consult the guidelines for more information on entering answers correctly.

Teacher Program

CONTROL-T and CONTROL-P

If you press **CONTROL-T** or **CONTROL-P** and nothing happens, make sure you are at one of the first three screens, from the title screen through the Main Menu, in the student program.

Deleting Quizzes/Erasing Games

These are two different activities. To delete a quiz, choose "Edit Quiz" at the Teacher Menu, and then choose "Delete." To delete a student's saved game, choose "Delete Games" at the Teacher Menu.

If All Else Fails . . .

If you continue to have a problem, give us a call on our toll-free Help line: 1-800-341-6094 (U.S.) or 1-800-221-5537 (Can.); in Maine call 772-2846.

Reproducible Student Material

Name: _____ Date: _____

Quick Start

The following gives you an introduction to the *French QuizMaster* student program.

If your computer is turned off, insert the program disk in the main drive—A (IBM) or 1 (Apple)—and turn the computer on. If your computer is already on, insert the disk in the main drive and press **CONTROL- ⌘ -RESET** (Apple) or **CONTROL-ALTERNATE-DELETE** (IBM or IBM compatible) to start the program. You see the *French QuizMaster* title screen.

Press **SPACE BAR** to continue. Press **1** or **2** for the number of disk drives. (If you're using two drives, the data disk should be in drive 2.)

Now you're at the Main Menu. If it's not already highlighted, highlight "Game," either by pressing **G** or by using the up-and-down arrow keys. Press **RETURN** to "select" that option.

At the next screen you must specify the number of players. Press **1**. Now the student information screens appear. Type in **QUICK** for last name and **START** for first name, pressing **RETURN** after each. Next enter today's date in the format requested (e.g., **09/15/90**, **03/20/91**) and any number from 1 to 99 for the class number, again pressing **RETURN** after each entry. The next screen asks you if the information has been entered correctly. Press **Y** if it's OK. (If you press **N**, you get a chance to retype anything that's wrong.)

Now you're asked if you want to play an old ("saved") game or start a new game. Press **N** for a new game.

You see the Quiz Menu, which displays a list of all the quizzes on the current data disk. Press **N** to see more of the list. Now try pressing **C** to see how to change data disks for more quizzes. Press **ESCAPE** to return to the Quiz Menu without changing disks. Now pick a quiz: use the up-and-down arrow keys to highlight its name in the list and press **RETURN**.

The game board appears. The name of the quiz you picked appears at the top of the screen, with different topics heading the five columns on the board. Each topic has five questions associated with it, hidden inside the numbered boxes. (The numbers on the boxes refer to the point value of the questions hidden inside, so that questions in the boxes labeled "10" (the easiest ones) earn only 10 points, while questions in the "50" boxes (the hardest) earn 50

Name: _____ Date: _____

points. The object of the game is to answer correctly as many of the questions as you can—although you won't have to answer all 25 questions during this Quick Start. Your name appears at the bottom of the screen, with a starting score of 0.

Use the arrow keys to highlight a “10” box in any category and then press **RETURN**.

The next screen displays the first question. Type in the answer, using the keys shown to enter accented letters (⌘1 for é, ⌘2 for è, ⌘3 for ê, etc.), and press **RETURN**. Now you learn whether your answer was right or wrong. Press **SPACE BAR** to continue. You return to the game board (unless you had the wrong answer, in which case you see the correct answer displayed first).

Back at the game board, notice that your updated score is displayed at the bottom of the screen (points are added for a correct answer and subtracted for an incorrect answer). Also, the number on the box whose question you just answered has disappeared. Follow the same procedures to pick a few more questions, including one worth 30 points and one worth 50 points.

Now watch what happens when you press **ESCAPE** to abandon the game (a warning should appear telling you to save the game). Press **ESCAPE** to go back

to the game board. Press **CONTROL-S** to save the game so you can come back to it later. When you're asked to name the game, type in a short name that will be easy to remember, and press **RETURN**.

You're back at the Quiz Menu. If you want to try another quiz, follow the same procedures; otherwise, press **ESCAPE** to go back to the Main Menu.

Select "Game" again. Press **1** again for one player, and enter your name the same way you did before (**QUICK** for last and **START** for first), along with date and class number. When you're asked if you want to play a saved game, press **Y**. The Directory appears, listing the names of all saved games (the game you just saved may be the only one on the list). Use the arrow keys to highlight the name of your game, and press **RETURN**. You go straight to the game board. Try a few more questions. If you want to save the game and come back later, press **CONTROL-S** as before. Otherwise, press **ESCAPE** and then press **SPACE BAR** at the next screen. You're back at the Quiz Menu. Press **ESCAPE** to return to the Main Menu.

This time select "Change Student." At the next screen press **2**, for two players. Type in **QUICK** (last name) and **START** (first name) for Player 1, and **START** (last name) and **QUICK** (first name) for Player 2. Enter today's date and a

Name: _____ Date: _____

number from 1 to 99 for the class number. Press **Y** at the next screen, and then press **N** to begin a new game. Pick a quiz at the Quiz Menu.

Here's the game board again. The game works a little differently with two players, as they compete to be first to answer the question. Notice that both names ("Quick" and "Start") are shown at the bottom of the screen, with starting scores of 0 each. The player whose name is highlighted gets to choose the first question. (In this practice run, of course, you may need to be both players.) Use the keyboard arrows to select a box.

When the question is displayed on the screen during an actual game, the first player who knows the answer presses his "buzzer" key (**Q** for Player 1 and **P** for Player 2). So press either **P** or **Q**, and then type in the answer to the first question, using the special keys for accented letters as needed. The next screen tells you whether your answer was correct; press **SPACE BAR** to return to the game board. If you want to try a few more questions, go ahead. Otherwise, press **ESCAPE** to quit the game without saving it. At the next screen, press **SPACE BAR** to go back to the Quiz Menu.

Take as long as you want to explore the different categories. When you're ready to quit, select "Quit" at the Main Menu (just keep pressing **ESCAPE** to get back there). If you change your mind and want to go back to *French QuizMaster*, press **ESCAPE**. Otherwise, press **SPACE BAR**, to quit the program.

Guidelines for Answering Quiz Questions

In order to enter your answers correctly, you need to know how the computer judges the correctness of a response. Your response is considered correct if it matches the stored answer exactly—or if it contains the stored answer anywhere within it. Therefore, if the stored answer is **LOUIS XIV**, responses such as **LOUIS** or even **LOUIS 14** are judged incorrect because neither matches the original exactly. If, on the other hand, the stored answer were simply **LOUIS**, then both responses would be judged correct—along with **LOUIS IX**, **LOUIS PHILIPPE**, and even **LOUIS ARMSTRONG**!

- General comments:

Use the minimum acceptable response. (Many answers will consist of a single word.) For names of people, use only last names. Check spelling very carefully, including accented letters (*à, é, ê*, etc.).

Name: _____ Date: _____

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●Singular/Plural:

Since the answer must be spelled correctly, check the question carefully to see whether the answer should be singular or plural.

●Articles:

Omit all definite and indefinite articles unless the article is part of a proper name, e.g., La Joconde, Le Havre.

●Capitalization:

All proper names, first or last names, must be capitalized.

●Numbers:

All numbers should be entered as numerals (1, 2, 3) and not spelled out. Historical names with Roman numerals (e.g., Louis XIV, Henri II) must be entered with Roman numerals.

●Abbreviation:

Do not abbreviate any answers. For example, "1 km." must be entered as "1 kilometre"; "Pont St. Bénézet" as "Pont Saint Bénézet."

Name: _____ Date: _____

Keys and Commands

The following keys and commands are used in the *French QuizMaster* student program:

- CONTROL-  -RESET:** Starts program (Apple).
- CONTROL-ALTERNATE-DELETE:** Starts program (IBM).
- CONTROL-S:** Saves game in progress.
- ESCAPE:** Abandons an operation or quits.
- RETURN:** Signals the computer that you've finished typing in information or changing disks; "selects" menu or directory item.
- SPACE BAR:** Continues an operation or goes to the next screen.

- ↑↓:** Used to move highlighting up and down screen.
- ←:** Used to move highlighting across screen.
- C:** Indicates that you want to change data disks.
- N:** Says no; goes to next screen at Quiz Menu.
- P:** Buzzer key for Player 2 at game board.
- Q:** Buzzer key for Player 1 at game board.
- Y:** Says yes.

Press the following keys on Apples/IBMs and IBM compatibles to get accented letters:

- | | |
|------------------|-------------------|
| ⌘ 1/F1: é | ⌘ 6/F6: ù |
| ⌘ 2/F2: è | ⌘ 7/F7: û |
| ⌘ 3/F3: ê | ⌘ 8/F8: î |
| ⌘ 4/F4: ç | ⌘ 9/F9: ô |
| ⌘ 5/F5: â | ⌘ 0/F10: â |

Name: _____ Date: _____

French QuizMaster *Disk Contents*

FILE NAME	TOPICS	Contents
JEU 1	VERBES HABITS AUTO ARGOT COULRS	Antonyms: give the opposites in French Nouns, people related to clothing Words related to the automobile Slang related to education Place names, nouns related to colors
JEU 2	BETES PARIS SOUPES SCULPT ABREVI	French animals, insects Monuments located in Paris Famous French soups French sculptures and sculptors Common abbreviations in French

JEU 3	RESTAU AUTEUR NUMERO VERBES FLEUVE	French foods, places, people French authors Numbers relating to France Stems, past participles, tenses Rivers in France
JEU 4	TRANSP COUPLE METRIQ FAIRE POT-PO	Transportation vocabulary Famous French twosomes Conversion problems Idioms with “faire” Variety of trivia questions
JEU 5	INVENT BONBON NOMS FETES GEOGR.	Famous French inventors French sweets Antonyms: relatives French holidays, holy days Geography of France

Name: _____ Date: _____

FILE NAME	TOPICS	Contents
JEU 6	DICTON CHPEAU PEINTR AVOIR POT-PO	Famous French historical sayings Variety of French hats French painters Idioms with "avoir" Variety of trivia questions
JEU 7	COULRS METIER INDUST ABREVI METRO	Nouns and names related to color Jobs and professions in French French industry Common abbreviations in French French subway system
JEU 8	DIPLOM MUSIQU VOYAGE FETES SITES	French words used in English diplomacy French music Travel to and in France French holidays and holy days Famous religious sites in Frances

JEU 9	FEMMES ILES BOISSO DATES LANGUE	Famous French women French islands Boissons: French drinks Famous dates in French history History of French language
JEU 10	LOUIS COMMUN EDUCAT SPORTS MOTS: 3	Famous kings by name of Louis Communications: variety of mass media Terms related to French education French sports Common three-letter words in French
JEU 11	PLACES CAPTAL CINEMA METRIQ LANGUE	Places de Paris: historical squares Capitales: francophones Film vocabulary and people Metric conversions French words used in English language

Name: _____ Date: _____

FILE NAME	TOPICS	Contents
JEU 12	FRANCO PORTS FEMMES NE . . . POT-PO	Francophonie: people and places Ports in France Famous French women Translating common negatives Variety of trivia questions
JEU 13	BOISSO ANTIQU DICTON THEATR MOTS: 4	Boisson: French drinks Antiquité: early France Famous French sayings Théâtre: French theater Common four-letter words in French
JEU 14	NOEL MONTS GASTRO SCIENT LANGUE	Christmas in France Montagnes: mountains in France Gastronomie: French foods Scientifiques: French scientists French words used in English language

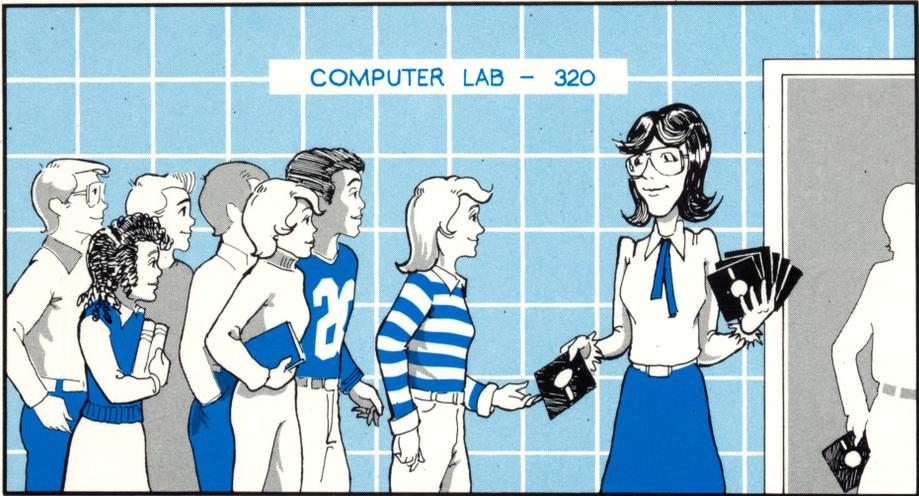
JEU 15	BETES MUSEES PROVNC HOROSC FAUX	Famous French animals, insects Museums in Paris Provinces in France Horoscope; dates Faux-amis: false cognates—English/French
JEU 16	LANGUE MYNAGE GASTRO ANTONM AUTEUR	French words used in English language Moyen Age: Middle Ages Gastronomie: French foods Antonymes: adjectives—French/French French authors
JEU 17	CANADA JEUX BETES FAUX POT-PO	French Canada Popular games in France Famous French animals, insects Faux-amis: verbs—English/French Variety of trivia questions
JEU 18	VILLES LANGUE TOURS ABREVI EDUCAT	Famous towns in France Langage: art expressions used in English All answers contain the word TOURS Abbreviations used in French Words relating to French school system

Name: _____ Date: _____

FILE NAME	TOPICS	Contents
JEU 19	2eGUER CAPITA LANGUE PARTIC PROVRB	2° Guerre: World War II US capitals with French names Nourriture: cooking terms used in Eng. Participes passés: irregular verbs Proverbes: French/English
JEU 20	LANGUE FR:USA PROVRB FROMAG GRAMMA	Langage: words in music, theater Famous French people in USA Proverbes: French/English French cheeses French grammar

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