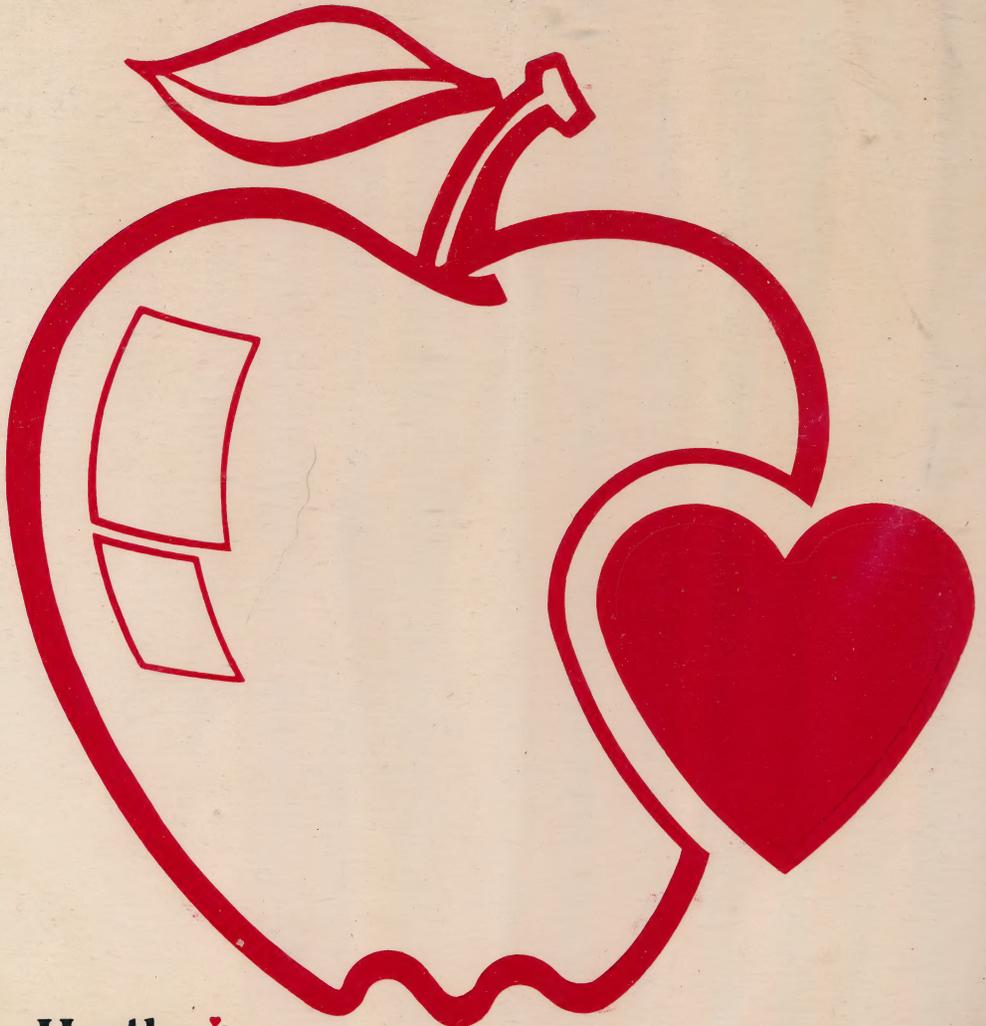


PRINT YOUR OWN
BINGO
PLUS



Hartley Courseware, Inc.



PRINT YOUR OWN BINGO PLUS

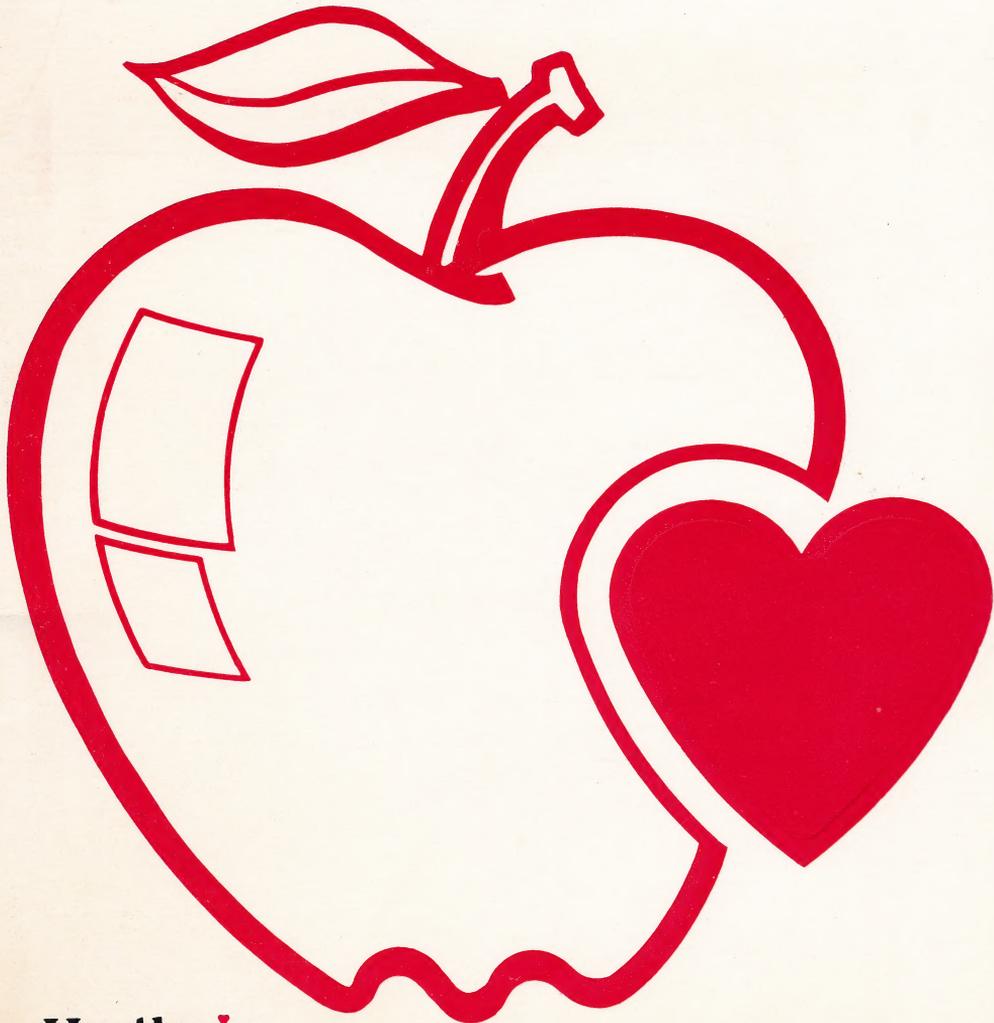
Teachers have been using BINGO to review content and concepts for years! Now it's easy to set up your own cards.

This program allows you to create and print your own individualized BINGO cards for classroom use. Use Print Your Own Bingo for vocabulary words or customize the cards to fit special categories, such as science, math, history, foreign languages and more. Each printed BINGO card will be different. There is a master list automatically printed for your convenience. There's even a special feature which helps you avoid duplicate combinations.

It's great for any grade level... even high school.



PRINT YOUR OWN BINGO PLUS



Hartley Courseware, Inc.



PRINT YOUR OWN BINGO PLUS

Programmer: Phil Mansour

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For more information or a free catalog, write to
Hartley Courseware, Inc.
133 Bridge Street
Dimondale, MI 48821

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(in Mich) 1-517-646-6458
FAX 1-517-646-8451

Hardware Requirements: 48K Apple II, II+, IIe, IIc, IIc+, IIGS or Franklin ACE 1000, a monitor, and one disk drive.

Apple II, II+, IIe, IIc, IIc+, and IIGS are registered trademarks of APPLE COMPUTER, INC. Apple Computer makes no warranties, either express or implied, regarding the enclosed software package, its merchantability or its fitness for any particular purpose.

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1.0 PURPOSE

The primary purpose of this program is to save the teacher time. The program will allow the user to easily create individualized BINGO cards for classroom or home use. All of the cards will be composed of a random selection of items from a file; they will all be unique. A master list of the items in each file will be automatically printed as well, to assist the teacher with recordkeeping.

The user can focus on the recognition and meaning of vocabulary words, historical facts, mathematical equations, science terms, literature, Spanish, French, geography, and many other topics. This program is a tool which will make your work a little easier.

2.0 GETTING STARTED

This disk requires an Apple II+, IIe, IIc, IIc+, or IIGS with a 5.25 inch drive. It will boot on a 3.3 Disk Operating System. A printer is also required.

When running the program on the Apple IIe, IIc, IIc+, or IIGS, you do not need to keep the CAPS LOCK key down. The program will take advantage of the upper/lower case keyboard for those machines where it is available.

Put the disk in Drive #1 and close the door. Turn on the computer. The disk will boot automatically.

The credit screen will appear:

PRINT Your Own BINGO
© 1987 Hartley Courseware, Inc.

				O
			G	
		N		
	I			
B				

Programmer: Phil Mansour
Press <RETURN> to continue

Press <RETURN> to continue to this frame:

Remove the PRINT Your Own BINGO + disk from the drive and insert a data disk.

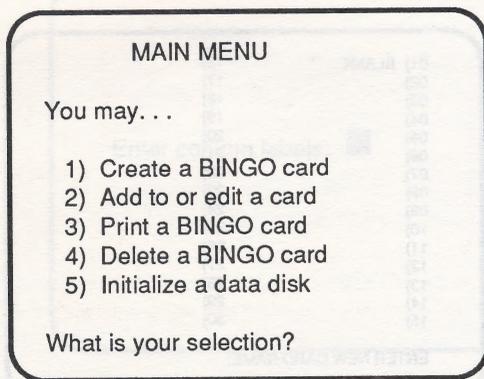
If you have not created a data disk, insert a blank disk in Drive 1 and press a key. From the MAIN MENU, select option 5.

Press any key to continue.

IF YOU HAVE A DATA DISK READY TO USE: Remove the *PRINT Your Own BINGO* + disk from the drive, insert the data disk, and press <RETURN> to continue to the MAIN MENU.

IF YOU NEED TO CREATE A DATA DISK: Press any key to go to the MAIN MENU; then select option 5.

The following screen shows the MAIN MENU.



If you do need to initialize a data disk, select option:

- 5) Initialize a data disk

Follow the instructions. If you need more information, turn to page 15.

3.0 THE MAIN MENU

The MAIN MENU gives you five options from which to choose. After you have initialized your data disk, select option 1 and begin entering the information you want on your cards.

3.1 Create a BINGO card

To select this option, type 1 and press <RETURN>. This screen will appear:

01) BLANK *	16)
02)	17)
03)	18)
04)	19)
05)	20)
06)	21)
07)	22)
08)	23)
09)	24)
10)	25)
11)	26)
12)	27)
13)	28)
14)	29)
15)	30)

ENTER NEW CARD NAME:

You can create up to 29 different files for BINGO cards on each data disk. Card #01 will always be a "blank card." As the name implies, it will print out a blank card with the column headings you request. You or your students can then fill in the squares with words as you wish.

You can delete the "blank card" from your list. However, once deleted, the "blank card" can not be re-entered on that data disk. (If you delete the blank card and then need one, simply initialize a new data disk.)

The "blank card" option is handy to use from time to time, but you'll probably be creating complete cards more often. To begin, decide on a name for your card. It's a good idea to use a name that will help you remember the contents, such as ADJECTIVES or HISTORY. Names can be up to 10 characters (no spaces) long.

After you type in a name, press **<RETURN>**. You'll see a screen similar to this one:

Enter column labels: ■

This allows you to label the top columns of your BINGO card with five letters or numbers of your choice. Type in your labels and press **<RETURN>**.

The next screen will allow you to begin entering items!

Card name: ANIMALS
Column labels: TEETH
Number of answers -
ANSWER #

CTRL-S - SWITCH LINE SIZE
CTRL-N - NEXT ANSWER
CTRL-P - PREVIOUS ANSWER
CTRL-D - DELETE ANSWER
CTRL-Q - QUIT AND SAVE

You may enter up to 40 answers in each file. You must enter at least 24 for the card to print. Here, "answers" are the words as they appear on the cards. (NOTE: If you do not want a free space, you'll need to enter at least 25 for the card to print.)

The top of the screen will list your card name, column labels, and number of answers currently entered. You may change the labels at this point by retyping, if you wish. If they do not need changing, press **<RETURN>**.

The cursor will appear inside the rectangle in the middle of the screen, ready for you to begin typing.

BINGO card answers can be as simple as one word or can include up to three short lines with a maximum of 14 characters each (42 characters total). Use the arrow keys to move the cursor for exact placement of words or characters within the rectangle. NOTE: Apple II+ users should use the shift key and ^ to capitalize. Press the shift key and ^ before and after the letter to be capitalized.

The **CTRL-S** command allows you to use a larger letter set. Before typing in a new answer, place the cursor on the line in which you wish to begin typing. Press **<CONTROL> S**. A (+) sign will appear. Anything you type in that line will appear double-spaced and will be printed with the large letter set! If you wish to have all the characters of an answer large, you must press **<CONTROL> S** on each of the lines in which you enter content.

Card name: ANIMALS
Column labels: TEETH
Number of answers -02
ANSWER # 02

+ lions ■

CTRL-S - SWITCH LINE SIZE
CTRL-N - NEXT ANSWER
CTRL-P - PREVIOUS ANSWER
CTRL-D - DELETE ANSWER

When you have finished entering your answer, press the **<CONTROL>** key and **N** to move on to the next frame.

Repeat this procedure until the desired number of answers has been typed. To go back to a previous frame, press the **<CONTROL>** key and **P**.

To delete an answer, press the **<CONTROL>** key and **D**.

To stop creating and save what you have typed, press the **<CONTROL>** key and **Q**. The computer will ask if you wish to save the card you have been working on. Type **N**, and the card will be erased. If you type **Y**, the card will be saved and you will return to the MAIN MENU.

3.2 Add to or edit a card

To edit an existing card, type 2 and press <RETURN>. This screen will appear (though it will contain your own card names):

01) BLANK *	16)
02) ANIMALS *	17)
03) ADDITION	18)
04) SUBTRACT	19)
05) DOLCH/WORD	20)
06) CITIES *	21)
07)	22)
08)	23)
09)	24)
10)	25)
11)	26)
12)	27)
13)	28)
14)	29)
15)	30)

Enter number of card to edit: 6 ■

NOTE: An asterisk appears next to the cards that contain enough answers to print.

Enter the number representing the card you wish to edit and press <RETURN>. The following screen will be displayed:

Card name: CITIES
Column labels: SUPER
Number of answers -27
ANSWER # 27
+ ■ ROME

CTRL-S - SWITCH LINE SIZE
CTRL-N - NEXT ANSWER
CTRL-P - PREVIOUS ANSWER
CTRL-D - DELETE ANSWER

Press **<RETURN>** and the cursor will appear inside the first rectangle, ready for you to begin. There are several edit options.

3.2.1 Edit an existing answer

Press the **<CONTROL>** key and **N** to move on to the frame you wish to change. You can now edit the answer as you see fit. Repeat this process as many times as you wish.

NOTE: If you wish to switch to an expanded letter set when editing, be aware that any existing print on a line will be erased by pressing **<CONTROL> S**. It then must be retyped.)

When you are finished, press the **<CONTROL>** key and **Q** to save the new card. The program will ask:

Do you want to save to a new card? (Y/N)

If you do not, type **N**; you will be returned to the MAIN MENU. The new card will be erased.

If you do want to save, type **Y**; you will be asked if you wish to save the card with a different name. If you do type **Y** and select a new name, the two cards will then be saved—the original and the latest version with your additions.

If you don't want to give it a new name, type **N**. The program will erase your old card, replacing it with the latest version under the same name. You will then be returned to the MAIN MENU.

3.2.2 Delete an existing answer

To delete an answer, move to the frame you wish to eliminate. Press the <CONTROL> key and D to delete that frame. NOTE: *There is no confirming or double-checking here! Be sure you want to delete!*

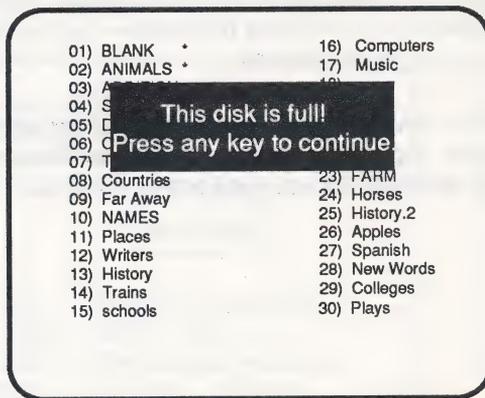
3.2.3 Enter additional answers

To enter additional answers, press the <CONTROL> key and N to move to the first empty rectangle presented. Type in your new answer. Repeat this process to make multiple additions. Remember, the maximum number of answers allowed is 40 per card.

WHEN YOUR DISK IS FULL, and you select:

- 1) Create a new card

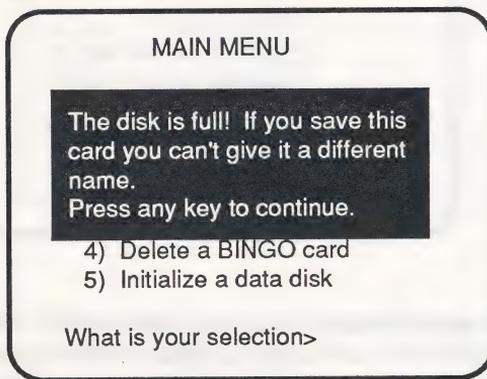
this message will appear:



If you see this message, you already have 30 files on the disk. It is time to initialize a new disk OR delete a card using 4) Delete a card (from the MAIN MENU). WHEN YOUR DISK IS FULL, and you select:

2) Add to or edit a card

the following message will appear. You will be able to edit and save "with the same file name". You will not be able to change the file name.



3.3 Print a BINGO card

To print your BINGO card, select option #3 at the MAIN MENU and press <RETURN>. This screen will appear:

PRINT MENU

You may . . .

- 1) Print a card
- 2) Print a master list
- 3) Return to main menu

What is your selection? ■

Type the appropriate number and press <RETURN>. When you choose option #1, a master list will be automatically printed along with the BINGO cards. If you want only a master list and no cards, choose option #2.

After selecting option 1, the next screen to appear is the catalog of files on the disk. An asterisk will appear next to the files that contain enough answers to print. Remember, there must be at least 24. However, you can print a master list even if there are less than 24 answers in a file. Enter the number of the file you wish to print.

01) BLANK *	16) Computers
02) ANIMALS *	17) Music
03) ADDITION	18) Latin
04) SUBTRACTION	19) Knights
05) DOLCHWORD	20) States
06) CITIES *	21) Bugs
07) Towns	22) Snakes
08) Countries	23) FARM
09) Far Away	24) Horses
10) NAMES	25) History.2
11) Places	26) Apples
12) Writers	27) Spanish
13) History	28) New Words
14) Trains	29) Colleges
15) Schools	30) Plays

Enter number of card to print: 6 ■

The computer will now ask you to type the number of your printer slot. Printer cards are generally found in slots 1 or 2. If you are not sure, take off the cover of your computer and check before answering.

You will now have to make a decision about whether to include a "free space" and where to place it. Type **Y** and press **<RETURN>** if you want to include one; type **N** and press **<RETURN>** if you do not.

If you indicated above that you are using a free space, type **C** if you want the free space centered and **R** if you want it randomly positioned. Press **<RETURN>** after your selection.

The computer will ask how many copies of the card you wish to print. You can print as few as one or as many as 99. Each card will be different.

A last YES/NO will allow you to confirm or change any entries.

Which slot is your printer in? 1
Do you want a free space? (Y/N) y
Centered or randomly placed? (C/R) c
How many copies do you wish? 35
Two cards on each page? (Y/N) y
Is this correct? (Y/N) ■

You will then be asked to turn on the printer and set the paper. Press any key to begin printing. You will be returned to the MAIN MENU when printing is completed.

3.4 Delete a BINGO card

To delete a BINGO card file, type **4** and press **<RETURN>** at the MAIN MENU. Select the number representing the file to be deleted. Enter your selection and press **<RETURN>**. The computer will ask if you are sure that you want to delete that file. After confirming your wish, the file will be deleted and you will be asked if you wish to delete another. If you type **Y**, you will begin the procedure again. Type **N** to return to the MAIN MENU.

3.5 Initialize a data disk

To initialize a data disk, type **5** and press **<RETURN>**. The screen will instruct you to place a blank disk in Drive 1. Press any key to continue. A warning will appear on the screen.

Place a blank disk in drive 1.
Press any key to continue.

**WARNING: ALL DATA ON THIS
DISK WILL BE ERASED. DO YOU
WISH TO CONTINUE? (Y/N)**

Be sure that the disk you have inserted in Drive 1 is the one intended to be used as your data disk, as all data currently on the disk will be erased when initialization occurs. If you do not wish to continue initialization, type **N** and you will be returned to the MAIN MENU. If you type **Y** and press **<RETURN>**, the disk will be initialized and then you will be returned to the MAIN MENU.

4.0 SUGGESTIONS FOR USE

4.1 How to Use Bingo

1. The teacher explains, with diagrams if necessary, how to play BINGO and how to win. Examples of ways to win are as follows: fill in five spaces horizontally, vertically, or diagonally; form a letter (X, T, H, C, etc.) on the game sheet; fill an entire game sheet.
2. If it's appropriate for your class, offer "Pseudo Prizes" or "Mythical Money," or even xeroxed play money: \$10 for five in a row; \$25 for forming a letter; \$100 for coverall. Occasionally use "real" prizes.
3. Put names of winners on the board. Split the "prizes" if there are multiple winners.
4. Bingo can be a small group or pair activity, with more advanced students helping beginners find the words.
5. Use the paper more than once: mark with a circle one time, use an X the next time, a check mark, etc. (You can also use markers like corn, beans, plastic game pieces, coins, etc.)
6. BINGO can be a perfect "reward" activity at the end of the day or on Fridays. The element of chance turns what could be a simple drill into an exciting game that students will love!

4.2 Variations in Context

1. Design your BINGO cards to feature the latest vocabulary words introduced in class. It's a great way for students to become familiar with the new words while having fun.
2. Customize BINGO cards to fit a particular subject. For example, a language teacher may wish to have the class play BINGO using only French, Spanish or German words. A history teacher may customize the cards to contain famous battles of the Civil War.
3. Use various titles for columns: LEARN, MYTHS, BOOKS, etc.
4. While simple matching games are fun, you may wish to present upper level students with a more complicated version of BINGO. Create cards that contain answers to questions you will ask. For example, math teachers may create cards that contain numbers and then ask questions related to those numbers. ("What is the product of 136×982 ?" Students must find the appropriate number on their cards.) You may even wish to turn this idea around—call out answers and ask students to find the appropriate questions on their cards.
5. In addition to "regular" matching (students find what is called), also consider having the students find:
 - A. an opposite, given a spoken word.
 - B. a past tense form of a verb, given the spoken present tense form.
 - C. a date, given an event.

- D. a state, given a city or vice versa.
 - E. a word, given a definition.
 - F. the name of an article, given a display of the real article (no spoken directions).
 - G. a word, given a photo or picture of the article.
6. Allow able students to take turns calling.
 7. Students can talk to each other for pronunciation and practice.
 8. Students can help make up 40-word lists and type them into the computer.

4.3 Especially for ESL

1. Use for any age level.
2. Use for vocabulary on any topic or in any category.
3. Use for spelling review.
4. Work with memorizing irregular verb forms.
5. Use to work with adjective or noun forms of words.
6. Use as matching tests.
7. Give the students a master "study" list or a game sheet. Student must then use each word in sentence for practice.

4.4 Possible Topics

titles/authors	sports
state/capital	vacations/leisure time
opposites	spending money
compound words	hobbies
feelings	any topic in either <i>Oxford Picture</i> or <i>Longman Photo Dictionary</i>
weather	kitchen items
age	occupations
family	math
TV	idioms
consumer topics	furniture
clothes	animals
birds	flowers
current events	
doctor's office	
cars/transportation	

5.0 SUMMARY OF COMMANDS

<CONTROL> N	Goes to the next answer
<CONTROL> P	Goes to the previous answer
<CONTROL> D	Deletes an answer
<CONTROL> S	Switches the line size of an answer
<CONTROL> Q	Quits and saves the card
<ESC>	Returns you to the MAIN MENU







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It's great for any grade level...even high school.



PLACE STAMP
HERE

Hartley Courseware, Inc.

Dimondale, MI 48821



OWNER REGISTRATION CARD



Fill out this card and mail it immediately. This card will be used to notify you of program updates. The version number is very important. It will appear on the first screen when you load your program into the computer.

NAME _____
ADDRESS _____
CITY _____
STATE _____ ZIP _____

IMPORTANT

PROGRAM NAME: _____

VERSION #: _____

(Boot your disk to see your version number.)

Hartley Courseware, Inc. Dimondale, MI 48821



13-15

PRINT your own BINGO Plus

Hartley

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BACK-UP
For Archival Use Only

