DLM®
Educational Software

LANGUAGE CARNIVAL

USER'S GUIDE
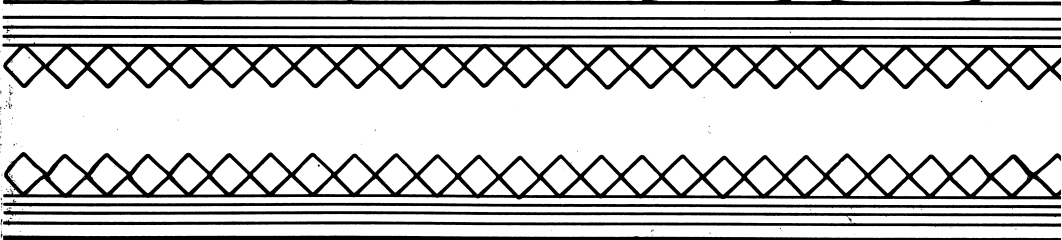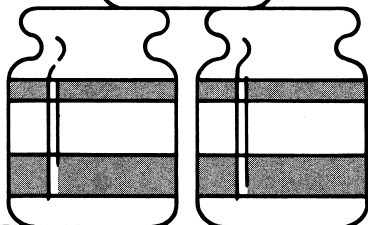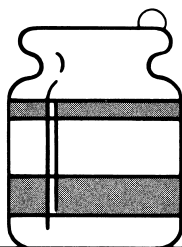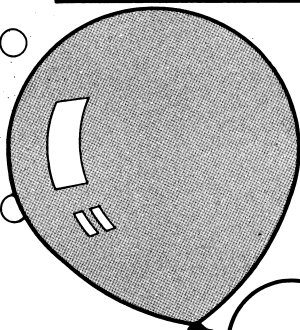
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INTRODUCTION

Language Carnival 1 and *Language Carnival 2* use humor to make learning about language fun and exciting. Four games are contained in each program. Each game contains jokes and riddles that represent the most common forms of humor based on language. These delightful games motivate students to explore, understand, explain, and practice language and thinking skills.

With *LANGUAGE CARNIVAL* students

- solve and explain jokes in which key words have more than one meaning
- select and correct punch lines containing a key word with altered spelling
- answer riddles by thinking of real objects in uncommon ways
- select and explain answers to jokes containing idioms
- identify the likely results when attributes of two different objects are combined
- sequence different parts of a story to make it funny.

The User's Guide

This User's Guide contains information for owners of either *Language Carnival 1* or *Language Carnival 2*. General instructions on how to load the programs, keychart, and scoring can be found in the first half of the Guide. Descriptions of the four games found in each program appear in the second half of the Guide.

GETTING STARTED

Both programs require an Apple* II+, IIe, IIc, or IIGS computer, 64K of memory, one 5¼" disk drive, and a monitor. To load the program, place the disk in the disk drive (label up) and close the door. Next, turn on the computer and monitor. The program loads automatically.

The programs are designed with simple on-screen instructions to guide students through each step of the games. A few easy-to-use keys are used to select program options and play the games.

Keychart

| SPACEBAR |

● Highlights selections on menu and game screens
● Moves to next screen

| RETURN |

● Registers selection on menu screens
● Registers answer on game screen

| ESC |

● Ends game and returns to main menu

*Apple is the trademark of Apple Computer, Inc.

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PLAYING THE GAMES

All games in both *Language Carnival 1* and *Language Carnival 2* are enjoyable and easy-to-play. The main menus list the four game choices included in each program. To select a game, press the SPACEBAR to highlight the choice, then press RETURN.

Before beginning each game, students receive a brief description and an example of the type of humor contained in the game. This introduction helps students focus on the skills involved in each game.

Instructions on how to play the game appear after the game description. In each game, students receive two tries to answer the questions correctly. After two tries, the answer is displayed. The score screen appears after students complete five riddles in all games except Ferris Wheel. At the score screen, students can choose to continue playing the game and adding points to their score by selecting Play Again. The games end when the final score screen appears.

Game Scores

The score screen appears after five riddles are completed in most games. It displays the accumulative game score, the number of tries, and a percentage correct score. In all games, students receive one point for each correct answer.

LANGUAGE CARNIVAL 1 GAMES

Shooting Gallery

Game Students identify key words that have more than one meaning. Each game riddle consists of three steps. Students answer the riddle by finding the multimeaning key word, and then they type it. Finally, they select a phrase that is not a definition of the word after eliminating the two phrases that are definitions.

A shooting gallery duck is hit for each correct answer. One point is awarded for answering each part of the question correctly for a maximum of three points per riddle.
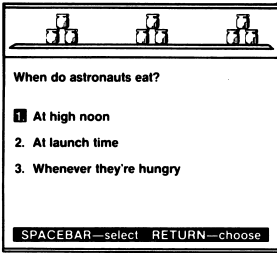
To Play First, read the question and select the appropriate answer. Next, identify the multi-meaning word and type it at the site of the flashing cursor. Then, choose a statement that is not a definition of the multimeaning word after eliminating the two that define the word.

Dart Throw

Game The riddles and jokes make sense in this mind-teasing game. Each one challenges students to find new meaning for common objects. A dart pops a balloon and one point is earned for each correct answer.

To Play Students simply read the riddle and select an answer.

Which word has the most letters?

1 Mailbox
2. Ant
3. Elephant

SPACEBAR—select   RETURN—choose

Which has many sharp teeth, but cannot bite?

1 A gerbil
2. Jaws
3. A rake

SPACEBAR—select   RETURN—choose

When do astronauts eat?

1 At high noon
2. At launch time
3. Whenever they're hungry

SPACEBAR—select   RETURN—choose

Baseball Toss

Game Students select and correct punch lines that contain spelling changes for key words. There are two questions for each riddle. Students must select the riddle's punch line that contains a key word with altered spelling. Next, they identify the key word's original spelling. A baseball knocks down the milk bottles for each correct answer. One point is earned for answering each question correctly for a maximum of two points per riddle.

To Play First, read the riddle and choose the punch line. Next, identify the word the key word represents before the spelling was changed.

What do you get when you cross . . .

Two ducks and a cow?

1 Swimming trunks
2. Quackers and milk
3. A caterpillar
4. A feathered fish
5. A milkshake
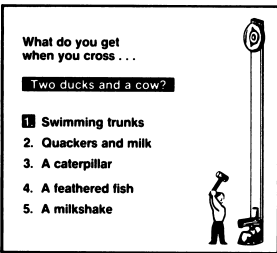
Muscle Power

Game Students test their word power with these "crazy cross" riddles. Each riddle contains a play on words. The object of the game is to identify the result when the characteristics of two different items are combined. The strong man swings the hammer and one point is earned for each correct answer. After four correct answers in a row, the strong man rings the bell.

To Play Students simply read the riddle, then select the answer.

LANGUAGE CARNIVAL 2 GAMES

Riddle Roller Coaster

What time is it when an elephant sits on your fence?

1 Early morning

2. Time to get a new fence

3. Eleven o'clock

SPACEBAR—select   RETURN—choose

Game The riddles presented in this game ask simple questions that require logical answers. Students explore the use of logic in humor as they select punch lines for the riddles. One point and a hair-raising ride on the roller coaster are earned for each correct answer.

To Play Students read the question, then select the most logical answer.

Fun House

What did the rug say to the floor?

1 "Hi, Dusty!"

2. "I hope they wipe their feet this time."

3. "Don't move, I've got you covered!"

SPACEBAR—select   RETURN—choose

Game The surprises of a carnival fun house are combined with the practice of using idioms in this rib-tickling game. This game involves two steps. First, students identify the answer that contains the proper idiom for the riddle, then, they must define the idiom. Students catch a friendly ghost for each correct answer. One point is earned for answering each part correctly for a maximum of two points per riddle.

To Play Read the question, then find the answer that contains the appropriate idiom. Next, select the idiom's definition.

```
1 scrambled
2. menu
3. served
4. looked

  🧍 🧍 🧍 🧍 🧍

A man walked into a cafe one bright
sunny morning. He sat down at a table
and _____ at the menu.

SPACEBAR—select   RETURN—choose
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1 Laura:  I don't know.

2. Mark:  Mistletoe!

3. Mark:  If athletes get athlete's
         foot, what do astronauts get?

              Which is FIRST?
SPACEBAR—select   RETURN—choose
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Ferris Wheel Fun

Game Students select vocabulary to complete a story and make it funny. There are five story selections with missing vocabulary ranging from four to eight words per story. Students select the appropriate vocabulary to complete the story. One point and a ride on the Ferris wheel are earned for each correct answer.

To Play Students first select a story. Next, they read a part of the story and choose a word from the vocabulary list to fill in the blank. Students continue making selections until all vocabulary words are placed in the story.

Balloon Launch

Game Students practice sequencing skills by organizing parts of a joke. Selections include three-, four-, or five-part jokes. The object of the game is to arrange the different parts of the joke in the proper sequence to make it funny. One point is earned for each correct answer. The hot air balloon is launched after the joke is completed.

To Play First, choose a three-, four-, or five-part joke to complete. Next, select the proper order for the different parts of the joke when prompted by the screen. Then, read the joke in its proper sequence.

LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials and construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

Back-Up and Replacement Copies

The program diskettes are protected to prevent duplication. You may purchase back-up copies or replacements for worn or damaged diskettes for $15 per copy, plus shipping and handling. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

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Language Carnival 1 & 2
Spelling Mastery
Boppie's Great Word Chase

Arcademic Skill Builders in Language Arts

Spelling Wiz
Word Invasion
Word Man
Word Master
Word Radar
Verb Viper

READING

Scoop Mahoney, Investigative Reader
Construct-A-Word I & II
Hint And Hunt I & II
Syllasearch I, II, III, IV
Word Wise I, II, III

WRITING

The Writing Adventure

GEOGRAPHY

U.S. Atlas Action
World Atlas Action

EARLY CHILDHOOD

Alphabet Circus
Animal Photo Fun
Comparison Kitchen
Fish Scales
Number Farm
Shape and Color Rodeo

MATH/PROBLEM SOLVING

MATH MASTERS Addition and Subtraction
MATH MASTERS Multiplication and Division
Fraction Fuel-Up
Freddy's Puzzling Adventures
Sailing Through Story Problems

Arcademic Skill Builders in Math

Alien Addition
Alligator Mix
Demolition Division
Dragon Mix
Meteor Multiplication
Minus Mission

Arcademic Intermediate Math

Decimal Discovery
Fast-track Fractions

CREATE YOUR OWN CONTENT

Arcademic Drill Builders

Alien Action
Alligator Alley
Idea Invasion
Make-A-Match
Meteor Mission
Wiz Works

CREATIVE ARTS

Create with GARFIELD!
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