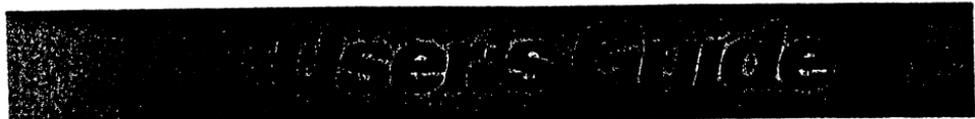


match maker



Description

MATCHMAKER is a new way to sharpen academic skills and to provide an enriching learning experience at home. Matchmaker goes beyond traditional 'pencil and paper' learning. Matchmaker gives instant feedback, personalized attention, and motivating computer graphics — things no schoolbook can provide. It's like having a friendly private tutor at home who really makes learning fun.

With Matchmaker, learning is no longer confined to the classroom. Basic skills in eleven subject areas can now be learned at home using Matchmaker programs. Each program is based on the principle of matching words and phrases. There is a lot of variety and the game approach really keeps the learner involved. The unique features of each program are described on the following page.

Each program contains 35 to 38 lessons which can be selected in any order. And every Matchmaker program has space for the user to create new learning activities. No previous computer experience is necessary — all you need is your imagination.

The Matchmaker Series

The thirteen programs in the Matchmaker series provide an exciting new way to learn facts and skills in a broad range of subjects.

Matchmaker GRAMMAR sharpens skills that can help to undo bad habits. Covering sentence structure, punctuation, parts of speech, comparisons, tenses, and more, it reinforces and expands good usage.

Matchmaker VOCABULARY stresses word meaning and recognition in context, improving vocabulary for speaking, writing, reading, and spelling. Subjects covered include homonyms, synonyms, homographs, prefixes, suffixes, similes, metaphors, and words often confused.

Two other Matchmaker programs develop vocabulary skills in other languages: Matchmaker FRENCH and SPANISH strengthen usage and understanding, covering words and phrases, basic vocabulary, sentences, idioms, and more.

Knowledge of the United States and the rest of the world is expanded by Matchmaker social studies programs. Matchmaker U.S. GEOGRAPHY and WORLD GEOGRAPHY provide facts about nations and states, oceans and continents, cities, capitals, mountains, rivers, and more. Matchmaker U.S. HISTORY and WORLD HISTORY improve understanding of historical events by reinforcing facts about famous leaders, battles, treaties, and other important factors that shaped present-day civilization. Our country's democratic institutions are covered in Matchmaker U.S. GOVERNMENT FACTS, including the executive, legislative, and judiciary branches and other civics subjects.

Matchmaker ELEMENTARY SCIENCE programs are available for three grade levels: 3-4, 5-6, and 7-8. Each one treats a wide range of scientific facts in the same enjoyable but challenging format. Finally, Matchmaker BIOLOGY FACTS provides a unique study approach to basic material in the life sciences. Examples of many of these fascinating Matchmaker programs are shown on the facing page.

How to Play Matchmaker

The Matchmaker programs have been designed for easy use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive.

(You may have noticed that your Matchmaker disk does not have a "Write Protection" tab covering the notch on the disk envelope. Please DO NOT add any write protection devices, as the program will not function properly if it is write protected.)

Grammar and Vocabulary

WORDS REMAINING: 0
CHOICE: W GUESSES: 1

FLEW
PAST TENSE

WHAT IS THE PAST TENSE OF WORD:
THE BIRDS (FLY) FROM THEIR NEST.

HINT: DESCRIBES ACTION ALREADY DONE.

GRAMMAR WORD SKILLS

WORDS REMAINING: 2
CHOICE: S GUESSES: 2

A M I G O S
SPANISH

F R I E N D S
ENGLISH

GOOD, JUANITA!

SPANISH VOCABULARY SKILLS

ITEMS REMAINING: 2

B

THE EARLIEST CITIES APPEARED NEAR

- A. MOUNTAINS
- B. RIVERS
- C. FORESTS
- D. OCEANS

GOOD, TIFFANY!

WORLD HISTORY FACTS

WORDS REMAINING: 5
CHOICE: GUESSES: 1

DEFINITION:
ARRANGEMENT OF THE SECTIONS OF A DNA
MOLECULE THAT DETERMINES THE
CHARACTERISTICS OF AN ORGANISM.

BIOLOGY FACTS

ITEMS REMAINING: 4
CHOICE: E GUESSES: 3

W I N
WORD

L O S E
ANTONYM

GOOD, ALICE!

VOCABULARY WORD BUILDER

PHRASES REMAINING: 2
CHOICE: S GUESSES: 1

QUELLE HEURE ES
FRENCH

WHAT TIME IS IT?
ENGLISH

FRENCH VOCABULARY SKILLS

ITEMS REMAINING: 2

THE DECLARATION OF INDEPENDENCE
EMBODIES THE IDEA OF

- A. FEDERATION
- B. DIVINE RIGHT
- C. THE SOCIAL CONTRACT
- D. LAW

U.S. GOVERNMENT FACTS

ITEMS REMAINING: 3
CHOICE: R GUESSES: 2

SAHARA
ANSWER

THE LARGEST DESERT
IN THE WORLD

GOOD, JOHNNY!

WORLD GEOGRAPHY FACTS

Languages

History and Government

Science and Geography

Apple II, Apple II+, and Apple IIe

1. Insert the Matchmaker disk into the drive.
2. Turn on the monitor and computer

Atari 800

1. Turn on the monitor and disk drive.
2. After the "busy" light on your disk drive has gone out, place the Matchmaker disk into the disk drive.
3. Turn the computer on.

Commodore 64

1. Place the Matchmaker disk into the disk drive.
2. Turn on the computer, monitor, and disk drive.
3. When *READY* appears on the screen, type *LOAD "MM", 8*
4. When *READY* appears on the screen, type *RUN*

IBM-PC and IBM-XT

(See special instructions on page 8 for the procedure to prepare your Matchmaker disk before using it for the first time. After it has been prepared, follow these instructions for regular use.)

1. Load your IBM System DOS disk into the disk drive (Drive A on a two drive system), and reboot by simultaneously pressing the *CTRL-ALT-DEL* keys.
2. Remove the DOS disk, insert the Matchmaker disk, and type *MATCH*

TRS-80 Color Computer

1. Turn on the TV, Disk Drive, and Computer.
 2. Place the Matchmaker disk in the drive.
 3. Type *PCLEAR6* and press the *ENTER* key.
 4. When *OK* appears on the screen, type *RUN "BOOT* and press the *ENTER* key.
2. After the screen displays the program title, you will be asked your name. Type your first name and press the *RETURN* key.
 3. A list of numbered titles will appear. This is the program menu. Type the lesson number you want and press the *RETURN* key.
 4. The first lesson item will be displayed. Select your answer and type the first letter. If your choice is correct, the letter will appear in the appropriate answer space. If your choice is incorrect, the number of "guesses" remaining will decrease by one, and you may try again.

5. Continue selecting letters until all the answer spaces are filled or the answer is complete. Once you've correctly identified the answer, the next lesson item will appear on the screen and the bar graph on the right will record your score.

If you can't identify the answer and your guesses have run out, the computer will display the correct answer. Press the *RETURN* key to move on.

6. If you want to leave a lesson before it is completed, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the appropriate key for your computer:

APPLE II: ESC key
ATARI: RETURN key
COMMODORE: f1 key
IBM: ← key
TRS-80: CLEAR key

7. When you have completed all 10 items in a lesson, your total score will be displayed. If you have scored fewer than 7 correct answers, the same lesson will start again. You can try again to reach the mastery level of at least 7 questions correct.

How to Play the Reward Game

When you have scored at least 7 correct answers on two lessons in a row, you can play a lively game as a reward. You will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed. The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls.

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive bonus points. The number of points added and subtracted are listed at the bottom of the maze.

You will notice that you already have a number of points when you start the game. These are points that you earned by doing the Matchmaker lessons — the more correct answers you gave in the lessons, the more game points you will have.

If your computer has a joystick, play the game by connecting the joystick to port #1. (Use port #2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer:

To move	UP	DOWN	RIGHT	LEFT
Apple II	A	Z	→	←
Atari	↑	↓	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←
TRS-80	↑	↓	→	←

How to Make or Edit Your Own Lessons

For all computers except the IBM, each Matchmaker disk has room for the user to create up to ten new lessons using material of your choice. IBM Matchmaker programs come with a separate disk for up to 35 user-created lessons. The lessons will operate just like the ones already on your disk — the student will even get the reward game when two user-created lessons have been passed at the mastery level you set.

To access the Matchmaker "Editor," used for creating and changing your own lessons, begin by loading your Matchmaker disk as usual. (IBM users load the "user programmable disk.") When asked for your name, *press RETURN instead of typing your name*. A menu will be displayed to guide your choices.

CREATE/EDIT Option

The CREATE/EDIT option will permit you to create new lessons or modify those lessons you have already entered.

For most computers, the Matchmaker disk has helpful information already stored in the user-programmable lessons. In the spaces where you will enter your lesson material, there are "helpers," like "*TYPE YOUR FIRST QUESTION HERE,*" and "*TYPE YOUR FIRST ANSWER HERE.*" You will make your first home lessons by *editing* these sample lessons. Your lesson material will take the place of the sample information.

Most user-created lessons are designed to have questions or statements up to several lines long, with much shorter answers. When a lesson takes this form, it is called a "Dictionary" style lesson. For example, one Dictionary style question could be the following:

The longest river in the world, which flows through the African continent, is the _____

The program will tell you how long your question and answer may be, and give you instructions for how to enter them into the lesson. Letters and most symbols may be used in entering the questions and answers.

Matchmaker Grammar and Vocabulary programs also offer another kind of lesson, called a "Phrasebook" style lesson. It permits you to enter two short categories, one of which is hidden from the student. An example of a Phrasebook lesson would be matching present tense and past tense of verbs — the student would see the present tense of the word and give the past tense, or you could choose to let the student see the past tense of the word and name the present tense. When you are creating a new lesson, the program may ask you "Is this a Phrasebook Lesson?" If so, you have the option of creating a Phrasebook lesson if you choose to. Using present tense and past tense as an example, one question could look like this:

PRESENT TENSE: Bring

PAST TENSE: Brought (THIS CATEGORY HIDDEN)

For both Dictionary and Phrasebook lessons, just follow the instructions which are given on the screen — they make it simple to create and edit your own lessons!

EDIT DEFAULTS

The EDIT DEFAULTS option permits you to set the rules for how many guesses will be permitted for each question in your user-created lesson, and how many questions must be answered correctly for the student to pass the lesson.

You will be asked to make these decisions:

1. How many misses per word?
2. % correct to successfully complete lesson?

Follow the screen instructions to set or change these values.

The CHANGE LESSON NAME Option

The CHANGE LESSON NAME option will allow you to give your user-created lessons names which will appear in the lesson menu. This option can also be used to change a user-created lesson name.

The ERASE Option

The ERASE option is used to erase a user-created lesson. You will be asked to identify the number of the lesson you want to erase, then verify your choice.

Special Instructions for IBM Users

How to prepare your Matchmaker disks for use on the IBM PC or XT:

Equipment needed: IBM PC or XT with at least 64K memory, a color card, a color monitor, and DOS 1.1 or 2.0.

The *first* time you run a Matchmaker program, you must copy BASIC from your system DOS disk to the Matchmaker program disk.

1. Put the DOS disk in the disk drive (Drive A on a two-drive system).
2. Reboot the system by simultaneously pressing the *CTRL-ALT-DEL* keys. Wait for the *A* prompt.
3. FOR A TWO DRIVE SYSTEM:
Put your Matchmaker disk into drive B, type *COPY BASIC.COM B:* and press the ← key.
FOR A SINGLE DRIVE SYSTEM:
Type *COPY BASIC.COM B:* and press the ← key.
Follow instructions on the screen for swapping disks.
DISK A is DOS, DISK B is Matchmaker.
4. When the copying process is finished, put the Matchmaker disk into the drive (Drive A on a two-drive system) and type *MATCH*

Hereafter, you only need to boot DOS, remove the DOS disk, insert the Matchmaker disk and type *MATCH* to run the Matchmaker program.



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match maker vocabulary

WORD BUILDER

NEW FROM AMERICAN EDUCATIONAL COMPUTER, INC.

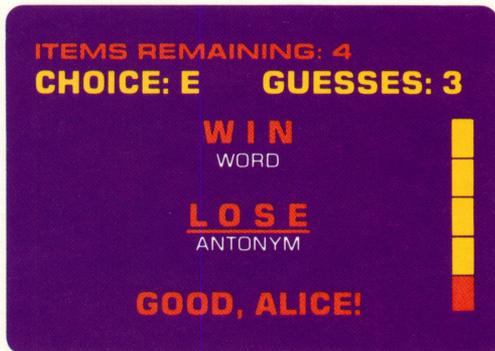
MATCHMAKER VOCABULARY is a new learning program that has been *teacher designed* to develop and strengthen basic vocabulary skills. The program is versatile and easy to use. It requires no previous computer background.

MATCHMAKER VOCABULARY works on the principle of matching words and phrases. It is excellent for expanding and reinforcing vocabulary and word use skills for *GRADES 4, 5 and 6*.

MATCHMAKER VOCABULARY also has a unique authoring feature which lets you create your own matching programs, quizzes and games by simply typing your entries on the computer keyboard.

In a challenging game format, with colorful graphics and positive feedback to reinforce learning and assure success, MATCHMAKER VOCABULARY is motivating, fun and educationally rewarding.

Five new MATCHMAKER programs are available in this innovative series from American Educational Computer, Inc. MATCHMAKER GRAMMAR, MATCHMAKER VOCABULARY, MATCHMAKER U.S. and WORLD GEOGRAPHY and MATCHMAKER SPANISH have all been especially developed to enhance the learning process *AT HOME*.



- **LEARN AT HOME**
- **A WIDE RANGE OF SUBJECTS**
- **CREATE YOUR OWN PROGRAMS**
- **MOTIVATING AND FUN**
- **TEACHER DESIGNED**
- **COLORFUL GRAPHICS**

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