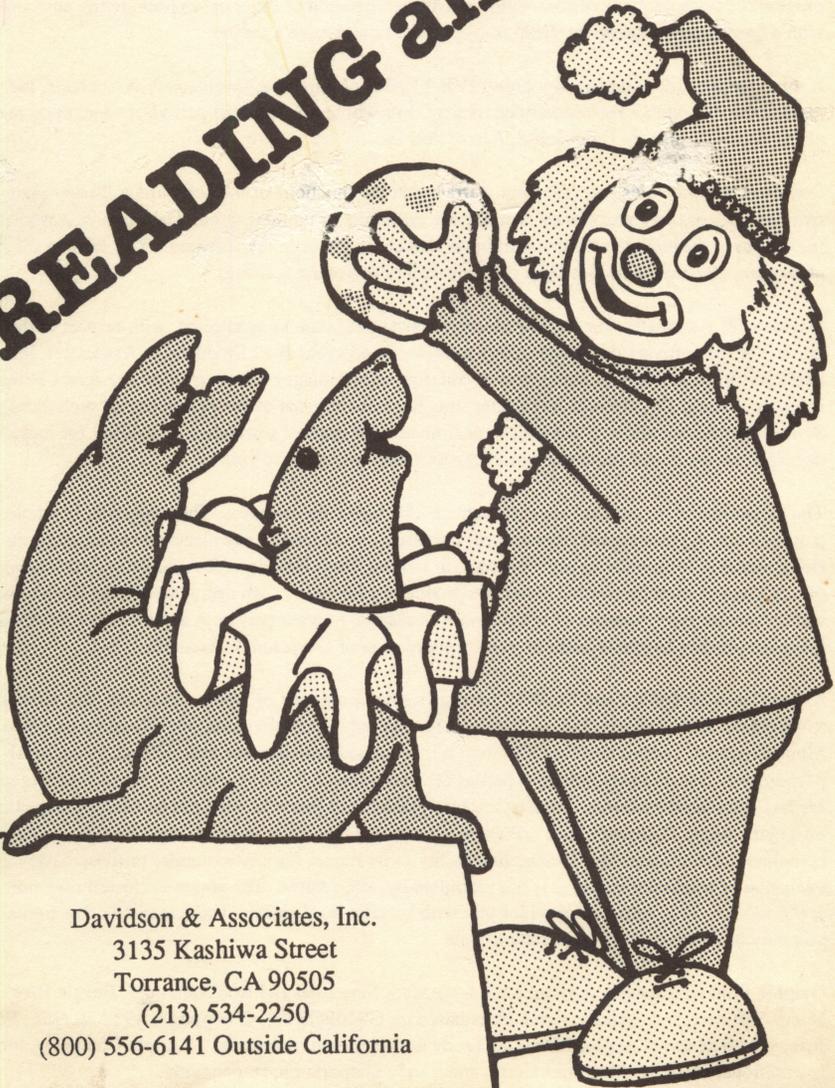


# READING and ME™



Davidson & Associates, Inc.  
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## QUICK START

### Start the Program

#### Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

#### IBM

- Boot DOS 2.1 or higher (Tandy 2.11.24 or higher).
- Insert program disk, label side up, in drive A.
- At the A>, type RM.

### Sign In

- Enter your name, then press <Return> or click the mouse.

### Select a Subject

#### Mouse

- Click on an icon.

#### Keyboard

- Use arrow keys to select an icon. Press <Space>.

### Select a Game

#### Mouse

- Click on an icon.

#### Keyboard

- Use arrow keys to select an icon. Press <Space>.

To stop a game at any time, press <Esc>.

## INTRODUCTION

Welcome to *Reading and Me!*

*Reading and Me* was designed by educators at Davidson who believe that young children can learn early reading skills in an interesting, exciting, and entertaining way. Our purpose is to provide a positive learning environment for children that will give them a sound foundation in reading, while making their first experiences both fun and challenging.



With *Reading and Me*, children learn by doing. They learn at their own pace and receive a lot of positive reinforcement as they progress. And, most importantly, they achieve success as they learn. This early success in reading gives children a head start and a positive attitude toward reading.

Children enjoy the challenges and positive feedback *Reading and Me* offers. Colorful graphics capture their attention and imagination. Reading becomes a fascinating activity which children quickly apply to their everyday lives. Learning is a positive experience; reading is fun!

Special features which enhance learning and motivate children include:

### Ease of Use

*Reading and Me* is very easy for young children to use. They can use the mouse or the keyboard to get around in the program. When

using the keyboard, children need to be familiar with only a few keys — the space bar, the arrow keys and the Escape key.

### **Clarity of Presentation**

Carefully chosen graphics enhance the learning process. The child is never confused or distracted by a busy, cluttered screen display.

### **Activities which Grow with your Child**

*Reading and Me* covers four subject areas: Readiness, Alphabet, Phonics, and Words. Within each subject area there are three sequential learning games — twelve games in all. The presentation of material is different each time the child plays each game. So there are endless hours of fun and enjoyment for each child in the family or each child in the classroom.

### **Colorful Clowns**

Colorful clowns appear throughout the program to graphically reinforce correct responses in a positive way. Children enjoy the antics of the clowns and learn from them as well.

### **Graphic Certificate**

When children complete at least one activity, they may print a graphic Certificate of Excellence. This award recognizes their achievement and reminds them of the fun they had learning.

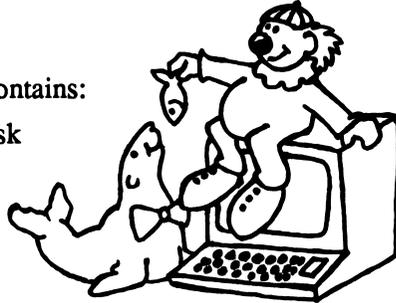
You'll find that *Reading and Me* is one of the most comprehensive pieces of early learning educational software your child can use. The benefits obtained will last a lifetime.

# STARTING *READING AND ME*

## Included in this Package

Your *Reading and Me* package contains:

- the *Reading and Me* disk
- this manual
- a registration card



## Hardware Requirements

*Reading and Me* runs on Apple, IBM, and MS DOS computers:

### Apple IIe, IIc, IIgs

- 128K, 1 or 2 drives
- extended 80 column card
- printer, mouse (optional)
- compos. monitor for color

### IBM (and MS DOS computers)

- 256K, 1 or 2 drives
- color/graphics adapter
- printer, mouse (optional)

## Starting the Program

To start *Reading and Me*, follow the steps for your computer.

### Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

### IBM

- Boot DOS 2.1 or higher (Tandy 2.11.24 or higher).
- Put program disk in drive A.
- Run graphics.com (for certif.)
- At the A>, type RM.

## Self-booting Instructions

To make the IBM version self-booting (on a two-drive system):

- Boot the DOS disk in drive A.

- Insert the *Reading and Me* program disk in drive B.
  - Type `sys b: <Return>`. Follow the screen prompts. (For one drive, insert the program disk when prompted for the disk for drive B; insert DOS when prompted for the disk for drive A.)
  - At the next `A>`, type `copy command.com b: <Return>`.
  - At the next `A>`, type `copy graphics.com b: <Return>`.
- (If you wish to copy the program to a hard disk, see Appendix C.)

### Signing In

On the opening screen, you will see a dialog box.

- Have your child enter his name in the dialog box `<Return>`.

<p>Your name:</p> <p>Kelly</p>
--------------------------------

### Registering Your Five-year Warranty

Davidson & Associates, Inc. provides a five-year warranty on *Reading and Me* and will replace, free of charge, any damaged or malfunctioning disk. Complete and return the enclosed registration card. This ensures that you will receive information about the latest updates and new programs.



### Purchasing a Back-up Copy

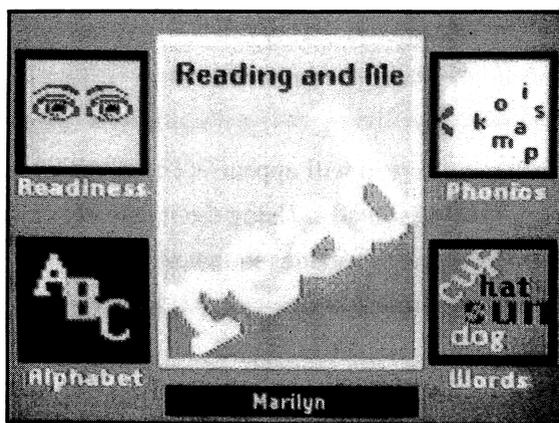
Program files are copy-protected. You may purchase a back-up for \$10.00 (3.5" or 5.25"). Back-ups are not available for lab packs.

## USING THE DAVIDSON EARLY-LEARNER INTERFACE

Children learn best by doing things on their own. *Reading and Me* was designed so that even a young child can move from one part of the program to another with ease. Your child has the option to use either the mouse or the keyboard to make selections. If the keyboard is used, the child only needs to learn a few keys – the Escape key, the arrow keys and the space bar. After some initial help, your child can probably work independently with *Reading and Me*.

### Selecting a Subject and Game

The four *Reading and Me* subjects are represented by colorful icons (pictures) on the Main screen.



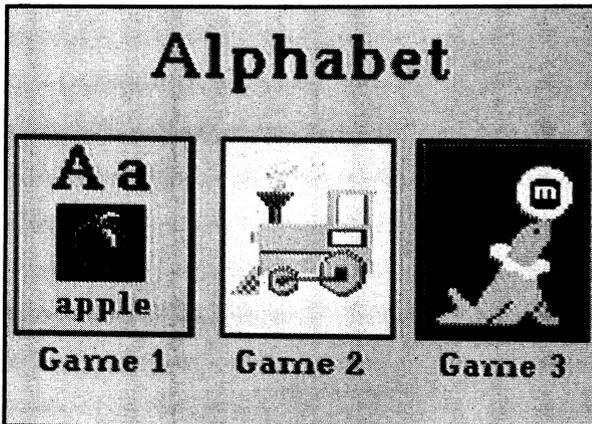
Your child may access a subject by selecting an icon with either the mouse or keyboard.

**Mouse**

- Click on the desired icon.

**Keyboard**

- Use arrow keys to select an icon; press <Space>.



Next, the game selection screen will appear. (There are three games for each subject – twelve games in all.) Using the mouse or keyboard, the child may select one of the three games in that subject area.

**Sound**

The sound can be turned on or off at any time during the program by pressing ⌘S (Apple) or <Ctrl>S (IBM).

## **Selecting an Answer**

In most of the *Reading and Me* games, your child will select an answer from three or four choices using either the mouse or the keyboard.

### **Mouse**

- Click on the desired icon.

### **Keyboard**

- Use arrow keys to select an icon; press <Space>.

If the child responds incorrectly, a “Try again” message will appear on the screen. If there is a second incorrect response, the correct answer will be supplied.

## **Stopping a Game**

To stop playing a game or choose another game, press the Escape key.

- If the child presses <Esc> *during a game*, the game selection screen will appear. At this point he or she can choose to play any of the three games in the same subject area.
- If the child presses <Esc> *from a game selection screen*, the Main screen will appear and a new subject may be chosen.

## **USING *READING AND ME***

Now that you are familiar with the Davidson Early-Learner Interface which *Reading and Me* utilizes, you can help your child begin building a sound foundation in phonics and reading skills.

### **Learning with the *Reading and Me* Games**

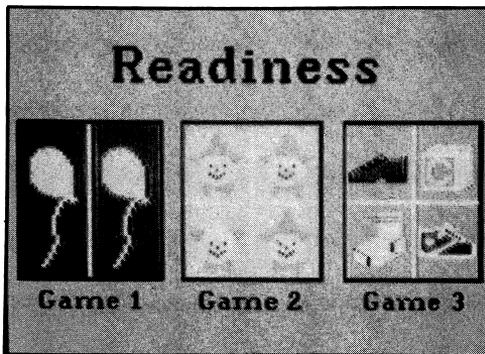
*Reading and Me* builds readiness and early reading skills with twelve motivating learning games in four areas: Readiness, Alphabet, Phonics, and Words. These four subject areas are represented by icons on the Main screen.

Within each subject are three learning games. Each learning game is designed to build on the previous one, but your child may play the games in any order. In general, the Readiness and Alphabet games are less difficult than the Phonics games, and the Phonics games are less difficult than the games in the Words subject area. Within each of the four subject areas, Game 1 is less difficult than Game 3.

Each game presents a specific number of questions for the child to answer. Game lengths vary but have been designed to fit within the attention span of the young child. When the child has answered all of the questions in a game, the game selection screen will reappear.

## Readiness

Many children have experimented with some of the reading readiness skills by the time they are three or four years old. While playing, they've sorted and identified things that are the "same," "different," and those that "do not belong." *Reading and Me* builds on these concrete experiences by challenging children to use these discrimination skills to classify familiar objects on the screen. These readiness skills will be essential as children learn to discriminate letters, sounds, and words.



### Readiness - Game 1

In this learning game, children are asked to identify the object that is the same as the one presented on the screen. The word "Same" appears at the top of the screen so that your child will begin to associate this matching activity with the word, and eventually the concept of "Same." Even the youngest children can experience success and become familiar with many of the colorful objects used throughout the program.

- Select Readiness from the Main screen.
- Select Game 1 from the Readiness screen.

## **Readiness - Game 2**

In this challenging game, children will use and develop their visual discrimination skills as they select the clown that is "different." The differences in the clowns will seem quite subtle to young children, but they may look at the pictures for an unlimited time. When your child selects the correct clown, the key part of the picture will animate to positively reinforce this response. When children are asked to recognize the very subtle differences in letters and words, they will be better prepared because of their experience with this game.

- Select **Readiness** from the Main screen.
- Select **Game 2** from the Readiness screen.
- Instruct the child to select the clown that is different from the other three.

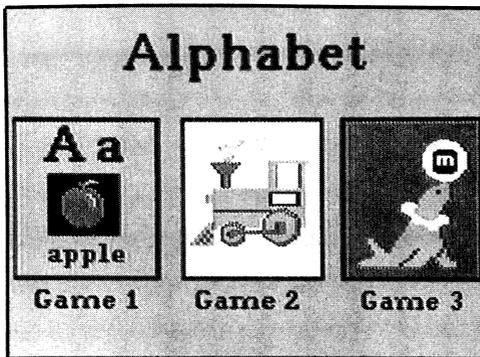
## **Readiness - Game 3**

This learning game gives children practice using the important skill of classification. In play, children compare and categorize things visually by size or color. This activity encourages children to recognize and draw conclusions about familiar categories like toys, places to live, clothing, animals, furniture, and eating utensils. A clown will appear to reward correct responses. Success with this game will lead to success in the sorting and classifying necessary as the child learns to read.

- Select **Readiness** from the Main screen.
- Select **Game 3** from the Readiness screen.
- Instruct the child to look closely at the pictures and select the one that "does not belong" with the others.

## Alphabet

Young children are fascinated with letters. They enjoy singing the alphabet song and identifying the letters in their own name. Before children can read, they need to learn to recognize all of the letters of the alphabet. *Reading and Me* introduces the letters of the alphabet in an exciting way. Colorful clowns and familiar objects help children learn to recognize both upper and lower case letters and learn the sequence of the alphabet.



### Alphabet - Game 1

In this interactive tutorial activity, the letters of the alphabet are presented along with representative pictures and words. When the letters at the top of the screen disappear, the child is given the opportunity to practice letter recognition. Some children might choose to enter the letter on the keyboard; others might use the mouse or the arrow keys to select the letter from the choices given on the screen. A clown pops up to surprise your child and reinforce his correct response.

- Select Alphabet from the Main screen, then Game 1.

## **Alphabet - Game 2**

In this motivating game, children are asked to match upper case letters to lower case letters. A lower case letter is presented on the car of a colorful train, and when the child selects its upper case "partner," the clown conductor waves and toots the train's whistle. Children will enjoy the sound and animation in this game as they continue to build skills in letter recognition and matching. These skills will help them as they learn to read and write.

- Select **Alphabet** from the Main screen.
- Select **Game 2** from the Alphabet screen.
- Instruct the child to enter or select the corresponding upper case letter.

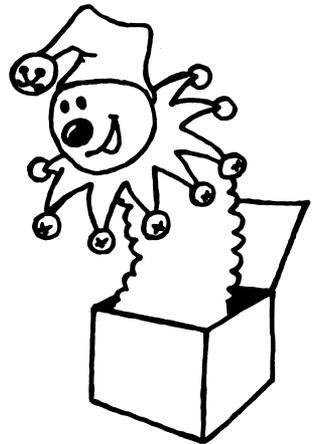
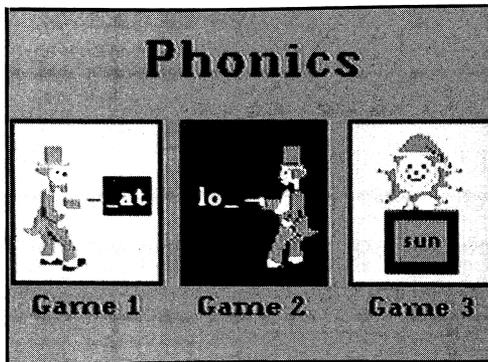
## **Alphabet - Game 3**

This entertaining game gives children practice in sequencing the letters of the alphabet. Children who enjoy reciting the alphabet will use their skill to fill in the missing letter on the screen. The letters appear in balls which colorful seals balance on their noses. When the child supplies the correct missing letter, a clown directs the seals to bounce the balls sequentially. This game will reinforce your child's knowledge of the letters in the alphabet and help to develop alphabetizing skills that will be needed in the future.

- Select **Alphabet** from the Main screen.
- Select **Game 3** from the Alphabet screen.
- Instruct the child to look closely at the letters that appear in the balls and enter or select the missing letter.

## Phonics

There are many methods that can be used to help children learn to read. Teaching children to "sound out" unfamiliar words is one method many teachers find to be successful. There are three games in *Reading and Me* which help them to learn to recognize the relationships between sounds and letters. When the examples appear on the screen, encourage your child to make the sounds and say the words aloud so he or she can hear them. Familiar objects and fun-loving clowns will help your child learn about consonants and rhyming word endings.



### Phonics - Game 1

In this learning game, children practice supplying initial consonants. A picture and the corresponding word will appear on the screen. The initial consonant will be missing from the word. Your child should say the name of the picture and choose the consonant that correctly completes the word. When your child gives the correct response, a clown magician waves his magic wand and completes the word.

## **Phonics - Game 2**

This challenging game gives children practice in supplying ending consonants. A picture and the corresponding word will appear on the screen. The final consonant will be missing from the word. The child should look at the picture and say its name, listening carefully to the ending sound of the word. When the child selects the correct final consonant for the word, the letter will magically appear out of a hat.

- Select **Phonics** from the Main screen.
- Select **Game 2** from the Phonics screen.

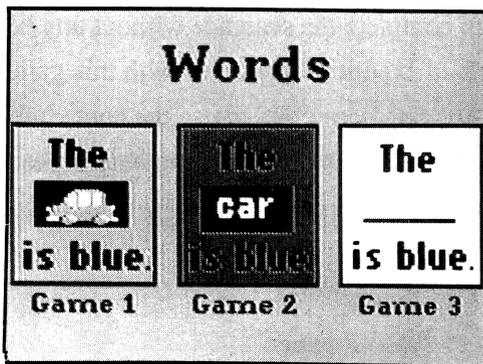
## **Phonics - Game 3**

In this motivating game, children will match rhyming words. This activity challenges children to use the skills they have developed in the previous phonics games. This game also encourages children to begin listening for differences in vowel sounds. A picture and its name will appear in the center of the screen. Your child should say the name of the picture aloud and select the word that rhymes. A jack-in-the-box clown will pop up when the correct rhyming word is chosen.

- Select **Phonics** from the Main screen.
- Select **Game 3** from the Phonics screen.

## Words

When children have developed letter recognition skills and have experimented with sounding out words, they may be ready for the last three *Reading and Me* games. In order to become good readers, children need to be able to move from recognizing individual letters and sounds to reading words and sentences. *Reading and Me* helps them to accomplish this gradually. Using pictures and the context of other familiar words, they will learn to read and complete short sentences. Animated clowns and encouraging messages reward their correct responses. Children will be delighted to see their own names used in the messages.



### Words - Game 1

In this activity, your child will see a sentence with a picture in it and must choose the correct word to replace the picture. Your child will develop important word recognition skills and gain experience with choosing words that fit the context of the sentence. When a correct response is made, a positive message using your child's name will encourage him or her to continue to play and learn.

## **Words - Game 2**

In this learning game, children match an underlined word in a sentence with its corresponding picture. To respond correctly, your child will not have to read the other words in the sentence, but do encourage him or her to try using the skills developed in the previous games. A correct response brings a playful clown to reward the accomplishment.

- Select **Words** from the Main screen.
- Select **Game 2** from the Words screen.

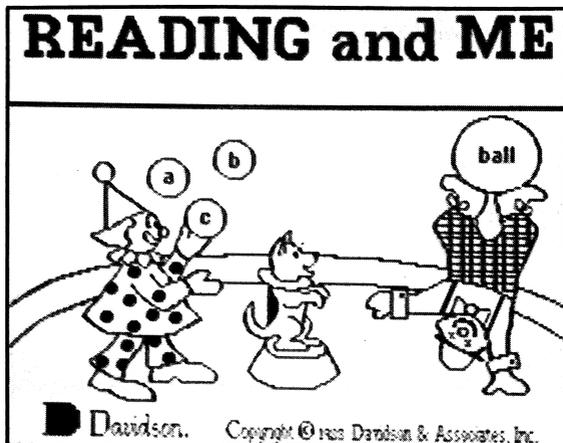
## **Words - Game 3**

The animated clowns appear in this most challenging game. Your child must choose the correct word to complete the sentence without any help from pictures. So when your child experiences success with this game, he or she is really reading! Encourage your child to use the context of the sentence and his or her ability to "sound out" words to help make an answer choice. Each correct response will be rewarded with animation, sound, and a congratulatory message.

- Select **Words** from the Main screen.
- Select **Game 3** from the Words screen.

## Printing a Graphic Certificate

The printed graphic certificate is a special feature which rewards children for completing an activity and reinforces a positive feeling about reading. This tangible graphic reward is designed so that children may color and display it.



When your child is ready to end the session, press  Q (<Ctrl>Q on an IBM) from the Main screen. If your child has completed at least one activity, he or she will have an opportunity to print a certificate. Follow the screen prompts.

**Note to Apple users:** See Appendix B for a list of printers and interface cards with directions for Printer Setup.

**Note to IBM users:** You must run *graphics.com* prior to starting the *Reading and Me* program if you wish to print a graphic certificate. This file is on your DOS disk.

## **Notes to Parents and Teachers**

*Reading and Me* was tested with children from 4 to 7 years old. We'd like to share some of our observations and experiences with you by offering suggestions for using the program.

1. Children notice and discuss many different things when they use *Reading and Me*: color, sound, music, horizontal movement, familiar objects, and animation. These observations indicate general school readiness and should be encouraged and praised even though the program's specific purpose is to build reading readiness skills.
2. If your child responds incorrectly to a question, a "Try again" message appears at the top of the screen. For children who are not yet reading, it may be helpful to call their attention to the *look* or *shape* of the message.
3. The vocabulary words used in this program are listed in Appendix A at the back of this manual. Some of the words are introduced with graphics. Others are used in the text of the sentences. You can supplement the child's practice by making flash cards for some of the harder words. Help the child make up his own short sentence using one of the words. Print the sentence on paper and let him read his own sentence aloud.
4. The activity involving the most reading is Words Game 3. If your child is not yet able to read all the words in the sentence, you may want to read the sentence aloud the first few

times, letting your child read aloud the answer choices before selecting the one which completes the sentence.

5. In many programs, the Return key is used to accept a choice. However, we observed that children seem to be able to find the space bar more easily on the keyboard. Children can use either <Space> or <Return> to accept a choice when using *Reading and Me*.
6. If your child has trouble finding any of the necessary keys on the keyboard, try putting colored stickers on or next to those keys. If you have a mouse for your computer, your child might feel more comfortable using it instead of the keyboard.
7. As your child learns to move around in the program, spend time explaining the function of the Escape key. Any time he wants to stop playing a game and choose a new one, he should press <Esc>. If he wants to play a game in a new subject area, he should press <Esc> again.
8. If the program runs too fast on your IBM or compatible computer, you may adjust the speed. Boot the DOS disk or your hard disk; then, at the prompt, type SLOWDOWN before running the program. (If you have made the disk self-booting, you may skip this step.) Then, from the program's Main screen, type <Ctrl> T. Use the arrow keys or the mouse to adjust the speed, then press <Space> or <Return>. Your change will be saved to the disk.

## ABOUT THE AUTHORS

*Reading and Me* was developed by a team of educators and programmers at Davidson & Associates, Inc. The team was directed by Dr. Jan Davidson, former teacher, founder and president of Davidson & Associates, Inc. and Mike Albanese, programming manager.

The *Reading and Me* team:

**Larene Wade Spitler** programmed both the Apple and IBM versions; **Diane Savereide** assisted with the Apple version.

**Marilyn Marr** designed the graphics for the program;

**Julie Baumgartner** served as product manager and offered her educational expertise in the product's design;

**Cathy Johnson** edited the manual and coordinated the testing of the program;

**Faye Schwartz** assisted with product design and program sound.

The *Reading and Me* team received an abundance of enthusiastic support and assistance from all of the associates at Davidson. Drawings for the manual were created by Kelly McMahon.

## APPENDIX A: Vocabulary List

### Alphabet Words:

apple	egg	igloo	moon	queen	umbrella	yo-yo
bus	fan	jeep	nest	rope	violin	zebra
cat	goat	kite	octopus	sun	wagon	
dog	hat	lamp	pig	top	xylophone	

### Words Introduced with Graphics:

apartment	cane	duck	hen	pie	tie
bed	chair	fork	horn	pin	tree
bib	cup	flower	house	plant	uniform
boat	desk	gate	log	rake	vest
bone	doll	girl	man	sofa	wig
cake	drum	glass	mice	tepee	

### Words Used in Sentences:

a	eats	hear	me	school	turn
at	eggs	help	milk	see	two
away	fast	here	mom	she	up
baby	flat	high	my	shut	use
bark	find	hill	nap	sit	very
beat	fire	his	new	sits	walk
bird	fly	hot	oak	sky	want
blue	from	I	on	sleep	warm
can	funny	in	open	snow	water
cherry	get	is	pick	some	wear
climb	give	like	play	spin	wears
comes	go	likes	plays	swim	will
cuts	goes	little	please	table	with
dad	gone	live	pretty	take	yard
desk	grass	lives	pull	tall	you
door	green	long	put	the	your
down	happy	look	ran	this	zoo
drink	has	made	red	to	
drive	he	many	ride	tree	
eat	head	may	row	try	

## APPENDIX B: Apple Printer Setup

After indicating that you wish to print a Certificate of Excellence, press S for Setup or click the appropriate icon to answer these questions.

Printer category: A (A-U)  
Interface category: A (A-Y)  
Line feed: Y (Y-N)  
Slot Number: 1 (1-7)

- Scan the following list to find the category of the printer you are using; enter the appropriate letter.
- Find the category for the interface card your printer uses; enter its letter.
- Choose Y (Yes) for Line Feed. Print out a certificate to see if this choice is correct for your printer. (If there is a blank line between each line of graphics, change the Yes to No.)
- Enter the Slot Number for your printer card (usually slot 1).
- Save these choices to the disk. They may be changed and resaved if necessary.

On the following pages are listed the printers and printer interface cards supported by the Apple version of *Reading and Me*.

## PRINTERS

The *Reading and Me* graphic certificate may be printed if you have one of the following printers:

- A. Anadex DP-9000/9500 \*
- B. Anadex DP-9001/9501 \*  
Datsouth 180
- C. Apple Dot Matrix \*\*
- D. Apple Scribe
- E. Brother M-1009  
Epson FX-80  
Epson FX-85  
Epson JX-80  
Epson LX-80  
Panasonic KX-P1091/1092
- F. Epson MX-70
- G. Epson MX-100  
Epson MX-80 with Graftrax  
HP Thinkjet \*\*\*  
Panasonic KX-P1090
- H. Epson RX-80  
Epson LQ-800
- I. Apple Imagewriter  
Apple Imagewriter II  
Epson AP-80
- J. Malibu 200
- K. Mannesmann Tally 160/180
- L. Okidata Microline 82A/83A \*\*\*\*
- M. Okidata Microline 92/93  
Okidata Microline 84

- N. C. Itoh Prowriter  
C. Itoh Prowriter II  
C. Itoh 7500  
C. Itoh 8510  
NEC PC-8023/8025
- O. Smith Corona D100/200/300
- P. Blue Chip M120/10  
Mannesmann Tally Spirit 80
- Q. Star Delta 10/15  
Star Gemini 10/15  
Star Radix 10/15
- R. TRS-80 DMP-105  
TRS-80 DMP-400
- S. Transtar 315
- T. Okidata Microline 192/193
- U. Legend 1385  
IBM Compatibles

\* Option R (2K buffer expansion) is required for printing graphics.

\*\* Set dip switches as follows: O = Open C = Closed

SW1								SW2							
1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
O	O	O	O	O	O	O	O	C	O	O	O	O	C	C	O

\*\*\* Switch 5 must be up to set the alternate mode (Epson compatible).

\*\*\*\* Must be equipped with the Okigraph graphics option.

## **PRINTER INTERFACE CARDS**

The *Reading and Me* graphic certificate may be printed if you have one of the following printer interface cards:

- A. **Apple Communications**
  - SSM-AIO-II Serial**
  - SSM-ASIO**
  - Versacard Serial**
- B. **Apple II Serial Port**
- C. **Apple Centronics Parallel**
  - Apple Parallel**
  - Apicorn Parallel**
  - Epson APL**
  - Graphicard**
  - Microsystems MSE 1022**
  - Microtek RV-611C**
  - MCP-AP-80**
  - MCP-AP-Graph**
  - Omnigraph**
  - Printer Pro**
  - Printerface**
  - Printmax**
  - SSM-Appic**
  - Tymac**
  - Versacard Parallel**
  - Wizard-IPI**
  - Wizard-BPO**
- D. **Apple Serial**
- E. **CCS 7720 Parallel**
- F. **CCS 7728 Parallel**
- G. **Dispatcher**
  - Dual-Comm Plus**
  - Franklin Dual Port**
  - Printermate**

- H. Dumpling 64
- I. Dumpling GX
- J. Fingerprint+ Parallel  
Grappler+
- K. Grafstar  
Grappler  
Orange  
Spies Niceprint/Super-MX
- L. Grappler Serial  
Pretty Print
- M. Mountain Comp Parallel
- N. Mountain Comp Serial
- O. Micro Buffer II
- F. Apricorn Serial  
MCP AP-SIO  
MPC Graphwriter
- Q. PKASO or PKASO/U
- R. Quadram-Apic
- S. K-T Parallel  
SSM-AIO-II Parallel  
SSM-APIO
- T. Apple Super Serial  
Fingerprint+ Serial  
Microtek SV-622C  
Videx PSIO Serial
- U. Videx Uniprint
- V. Fingerprint
- W. Transtar Pics
- X. MBI VIP
- Y. Apple Firmware (GS)

## APPENDIX C: IBM Hard Disk Installation

The IBM version of *Reading and Me* may be installed onto a hard disk:

- Boot the hard disk (drive C) as usual.
- Put the *Reading and Me* disk in drive A.
- At the C>, type A: and press <Enter>. (You must log on to the drive that the *Reading and Me* disk is in. If you put the disk in drive B, type B:)
- At the A> (or B>), type HDINSTAL C: press <Enter>. A subdirectory named RM will be created and the necessary files will be copied into it. (Note: Installation is limited to C:\RM)

To remove the program from your hard disk, follow the instructions above, but substitute UNINSTAL for HDINSTAL.

To run *Reading and Me* from your hard disk:

- Boot your computer as you normally would.
- If you plan to print the graphic certificate, at the prompt, type GRAPHICS and press <Enter>. (You probably have this file on your hard disk in a DOS subdirectory; if not, use the file on your DOS disk.)
- At the C>, type CD RM and press <Enter>. This will take you to the *Reading and Me* directory.
- At the C>, type RM and press <Enter>.

# Math and Me™



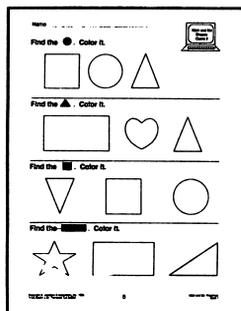
Mischievous monkeys and twelve captivating learning games make math fun! *Math and Me* introduces children to math-readiness concepts and builds beginning math skills in four key areas:

- Shapes
- Numbers
- Patterns
- Addition

Ages: 3 through 6  
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## Math and Me™ Supplementary Workbooks



To supplement the *Math and Me* software program, Davidson has developed a series of colorful, educational workbooks. They are reproducible for use in the classroom, and they can be used at home.

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Math and Me Grade 1 Book 1

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