

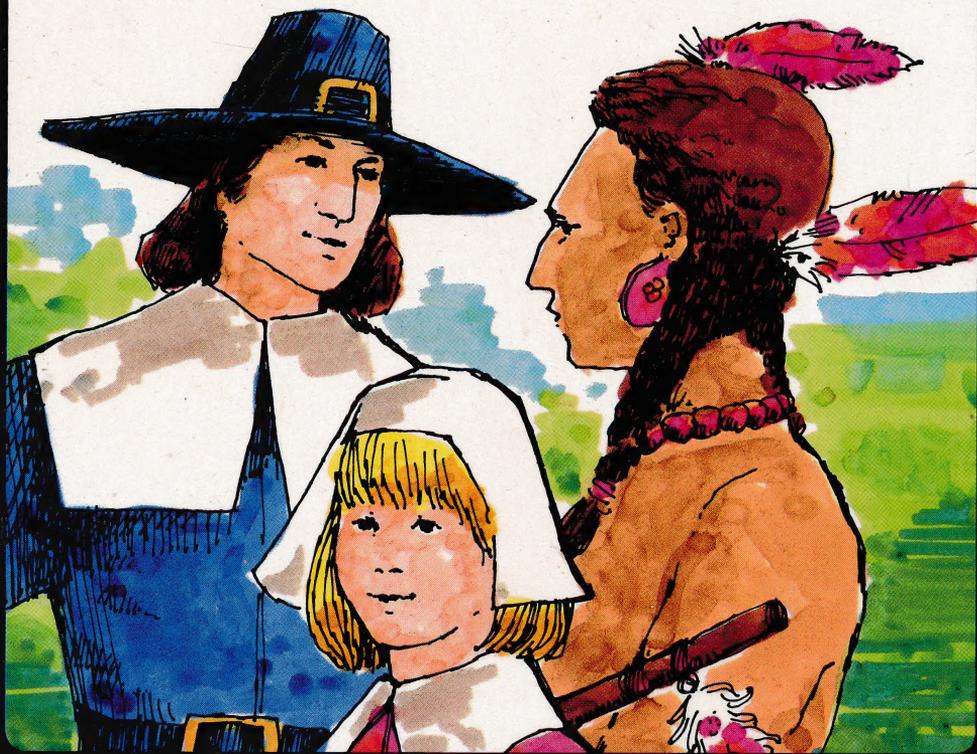
Troll

MICRO

COURSEWARE

APPLE DISK
Apple II/II+ /IIe/IIc
Applesoft, 48K

THE FIRST THANKSGIVING



A TROLL LEARNING CENTER

This unit contains: An "I CAN READ" Book
with matching READ-ALONG Cassette, Guide
and **MICRO-SOFTWARE Disk.**

Dennis Kehr

A TROLL LEARNING CENTER

Here's the perfect combination for helping children build strong reading and learning skills.

Children start with the I CAN READ book first, or follow along as they listen to the lively word-for-word cassette. Then they turn to the micro-software for fun-filled computer activities that focus on learning and language skills.

THIS UNIT CONTAINS:

- a 48-page "I CAN READ" Book
- matching READ-ALONG Cassette
- a User's Guide
- a MICRO-SOFTWARE Disk with 4 exciting learning games

TROLL ASSOCIATES

320 Rt. 17, Mahwah, N.J. 07430

D. Kehr

Troll

MICRO

COURSEWARE

USER'S GUIDE

THE FIRST THANKSGIVING



Troll Micro-Software

THANKSGIVING

USER'S GUIDE

How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the S key.* As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.*

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

- A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"
- B) In Game B, when the instruction appears, " READ THE SENTENCE, THEN PRESS SPACE BAR."
- C) In Game C, when the instruction appears, "PRESS A, B, OR C."
- D) In Game D, when the pointing arrow is on the screen.

Using The Games

GOBBLE, GOBBLE

(Reading Comprehension)

Can you move the turkey through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

WORD CATCHER

(Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

BUILD A VILLAGE

(Word Definitions)

Here's your chance to help the Pilgrims build a village. First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, three parts of the village appear and you win 3 points. With a correct answer on the second try, one part of the village appears and you win 1 point. After two wrong answers in a row, you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

NIMBLE

(Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.



System Requirements

1. Apple IIe, Apple II + , or Apple II (with Applesoft) and at least 48K of RAM.
2. One disk drive.
3. A TV set or video monitor (color is recommended).

Program Components

1. One micro-software program disk.
2. One copy of a paperback *I Can Read* book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

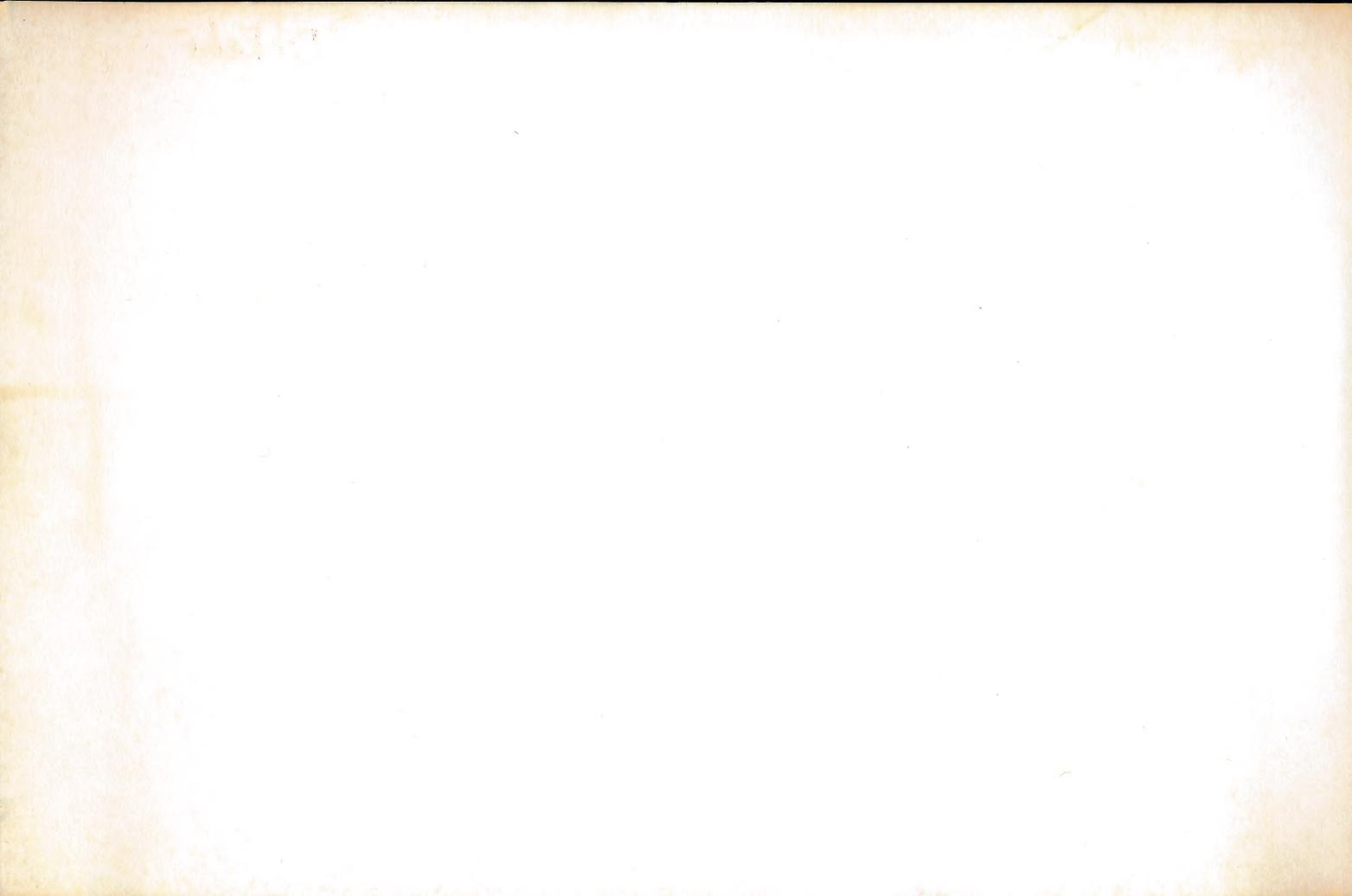
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Troll Associates
320 Rt. 17, Mahwah, N.J. 07430

I CAN READ ABOUT



**THE FIRST
THANKSGIVING**



D. Kehr



I CAN READ ABOUT

**THE FIRST
THANKSGIVING**

Written by J.I. Anderson

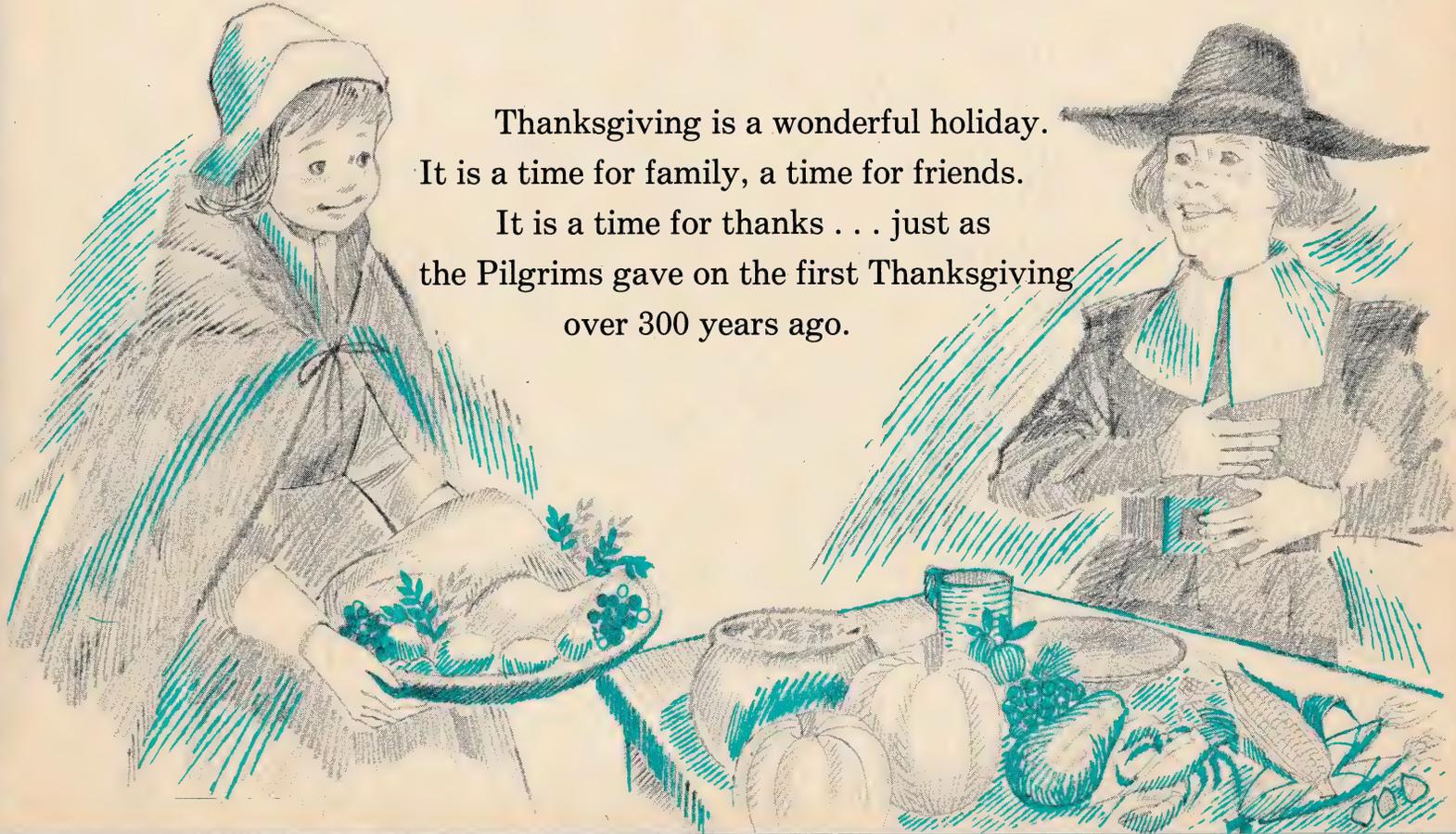
Illustrated by Gloria McKeown

Troll Associates



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Thanksgiving is a wonderful holiday.
It is a time for family, a time for friends.
It is a time for thanks . . . just as
the Pilgrims gave on the first Thanksgiving
over 300 years ago.

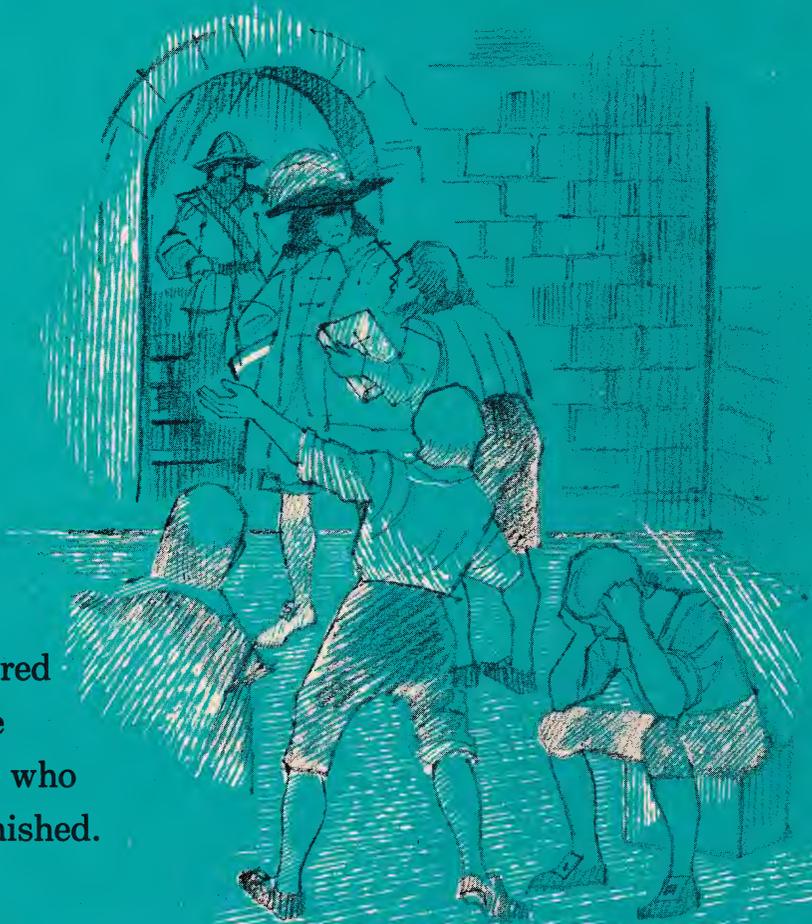




Before the
Pilgrims came to America,
they lived in England.
But they were not very happy there.

The Pilgrims wanted
their religious freedom.

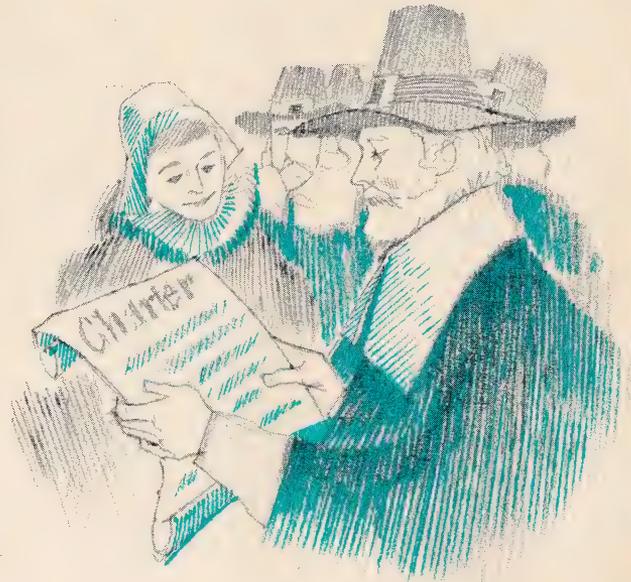
King James had ordered
everyone to worship in the
Church of England. Those who
did not obey him were punished.



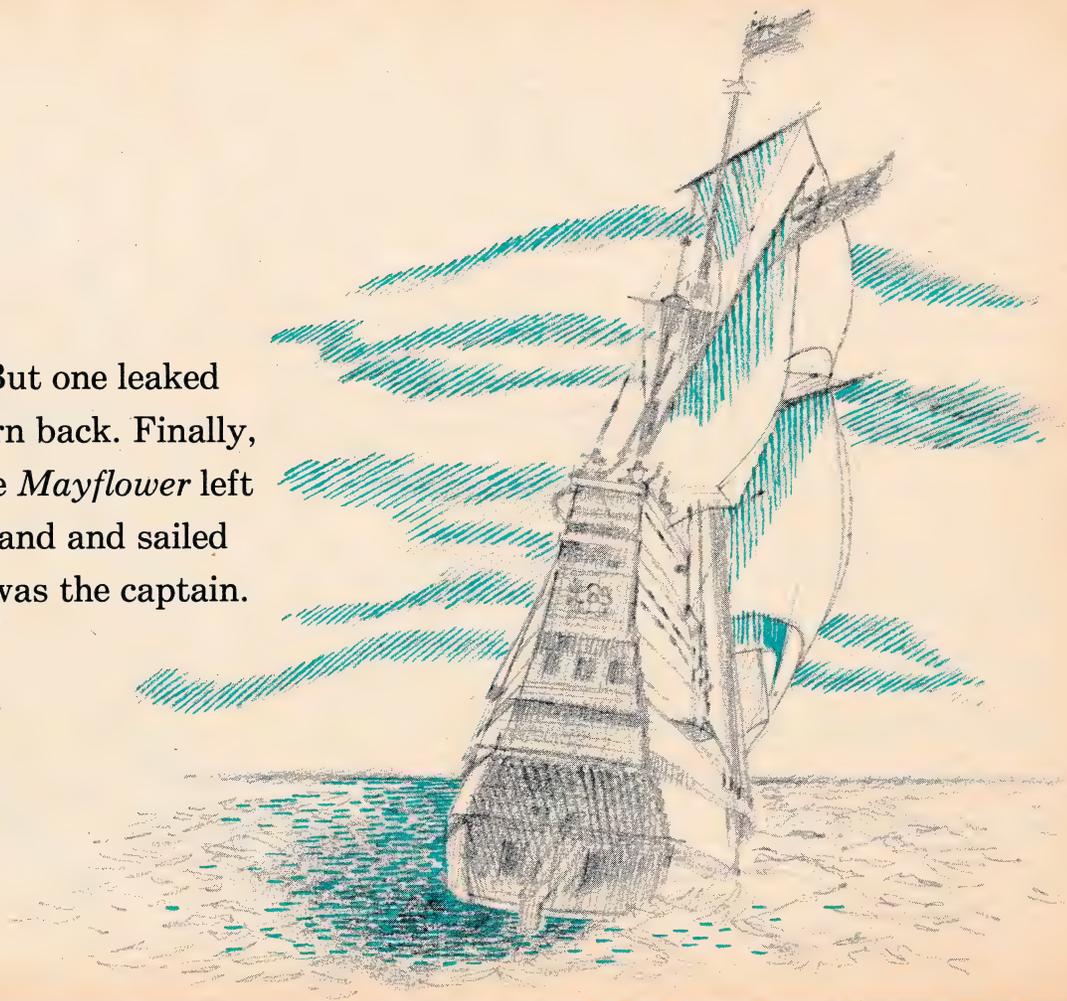


With the King's permission, the Pilgrims left England to seek their religious freedom.

They were given a charter to settle in Virginia, where Captain John Smith had founded the Jamestown colony in 1607.



Two ships set sail. But one leaked very badly and had to turn back. Finally, on September 6, 1620, the *Mayflower* left Plymouth harbor in England and sailed west. Christopher Jones was the captain.



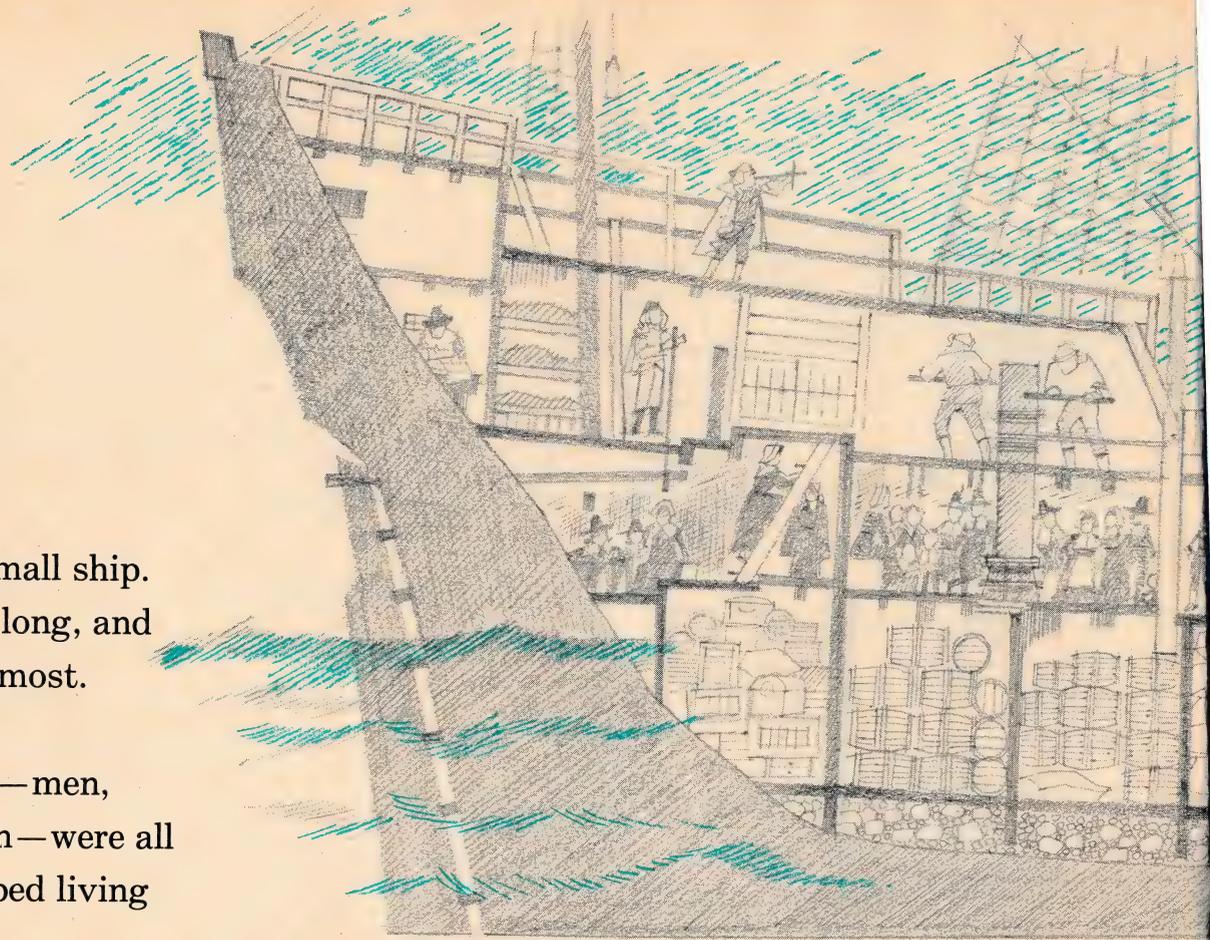
The *Mayflower* carried 102 passengers. Not all were going to America to seek religious freedom. Some, like John Alden, were workers and craftsmen. Others were looking for a chance to own land, and to better their lives.

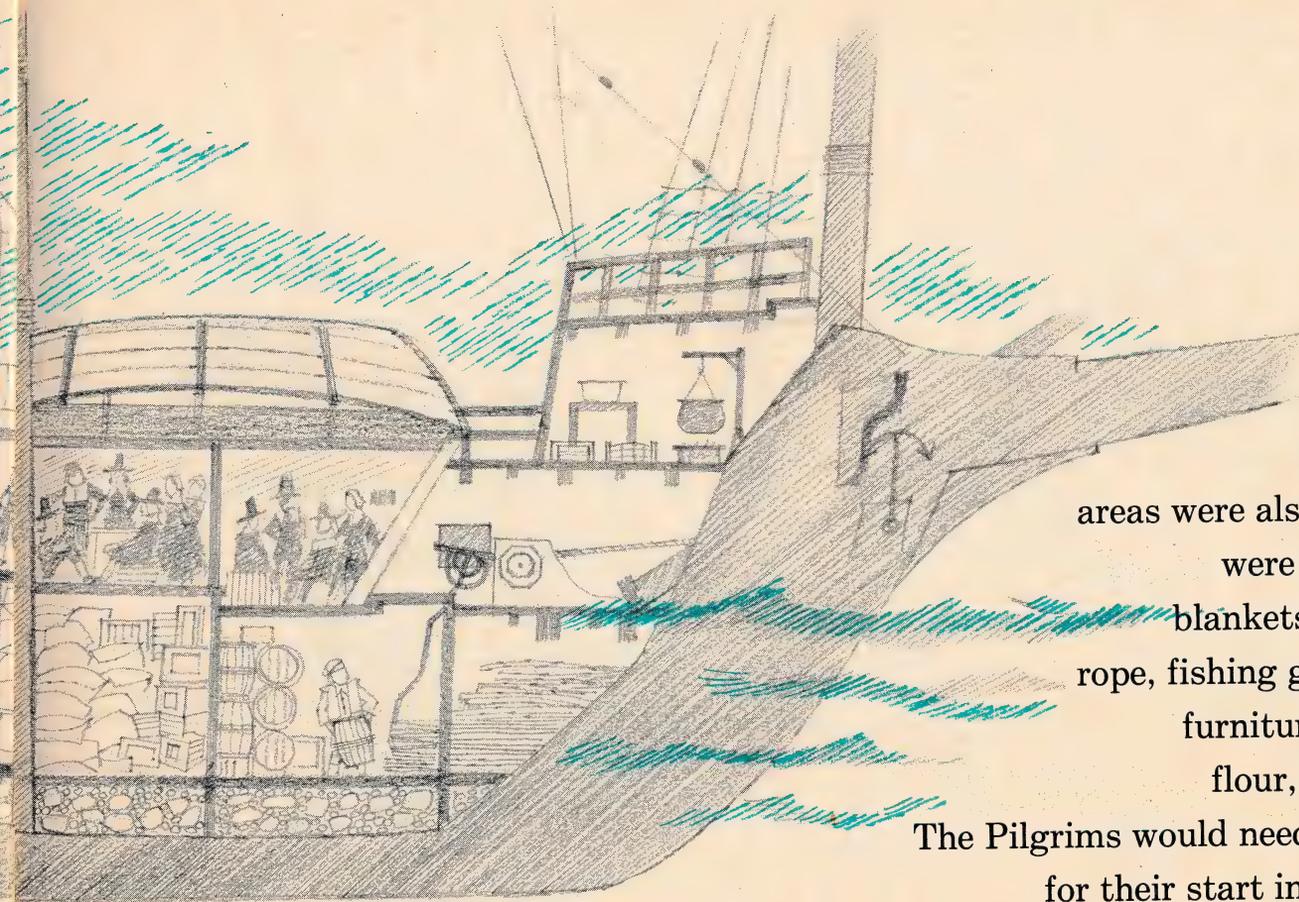




Captain Miles Standish was there to protect them. The Pilgrims knew they would be facing danger in the New World.

The voyage was not pleasant. The *Mayflower* was a small ship. It was only 90 feet long, and 25 feet wide . . . at most. Below the deck, the 102 passengers—men, women and children—were all crowded into cramped living quarters.





The ship's cargo areas were also crowded. They were filled with tools, blankets, pots and pans, rope, fishing gear, gunpowder, furniture, and barrels of flour, seeds and grain.

The Pilgrims would need all these things for their start in the New World.



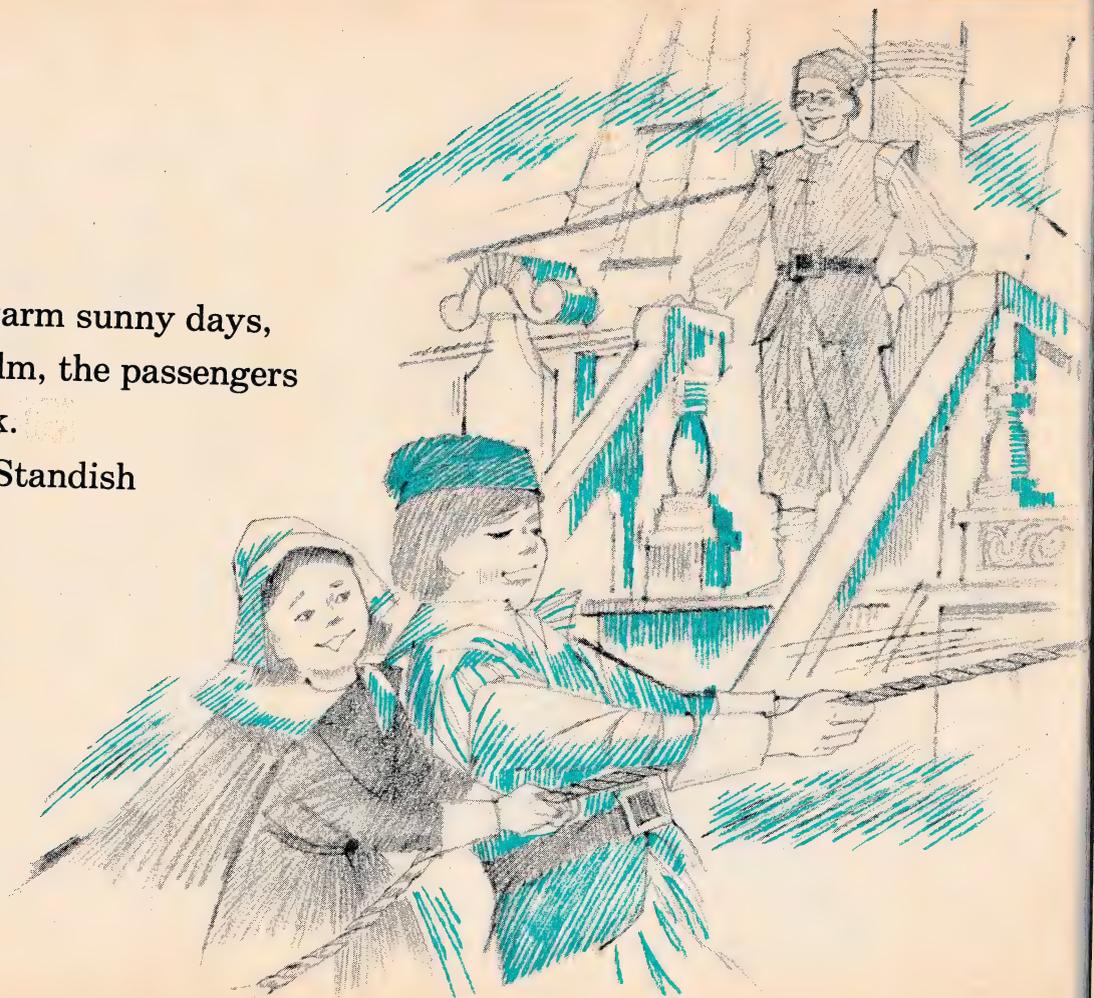
The voyage across
was often rough and stormy.
High winds rocked and tossed
the ship about. Icy water
seeped into the leaky ship,
soaking the passengers and
making them sick. To keep warm,
they often had to light fires in
cooking pots and huddle together.



There were no beds to sleep on,
no extra water for bathing
or for washing clothes. There
were few hot meals.
Week after week, they
ate cold biscuits, salted
or dried beef, oatmeal
with molasses,
and sometimes—
cheese.

But sometimes on warm sunny days,
when the sea was calm, the passengers
were allowed on deck.

And, while Captain Standish
trained his men,
the children played.



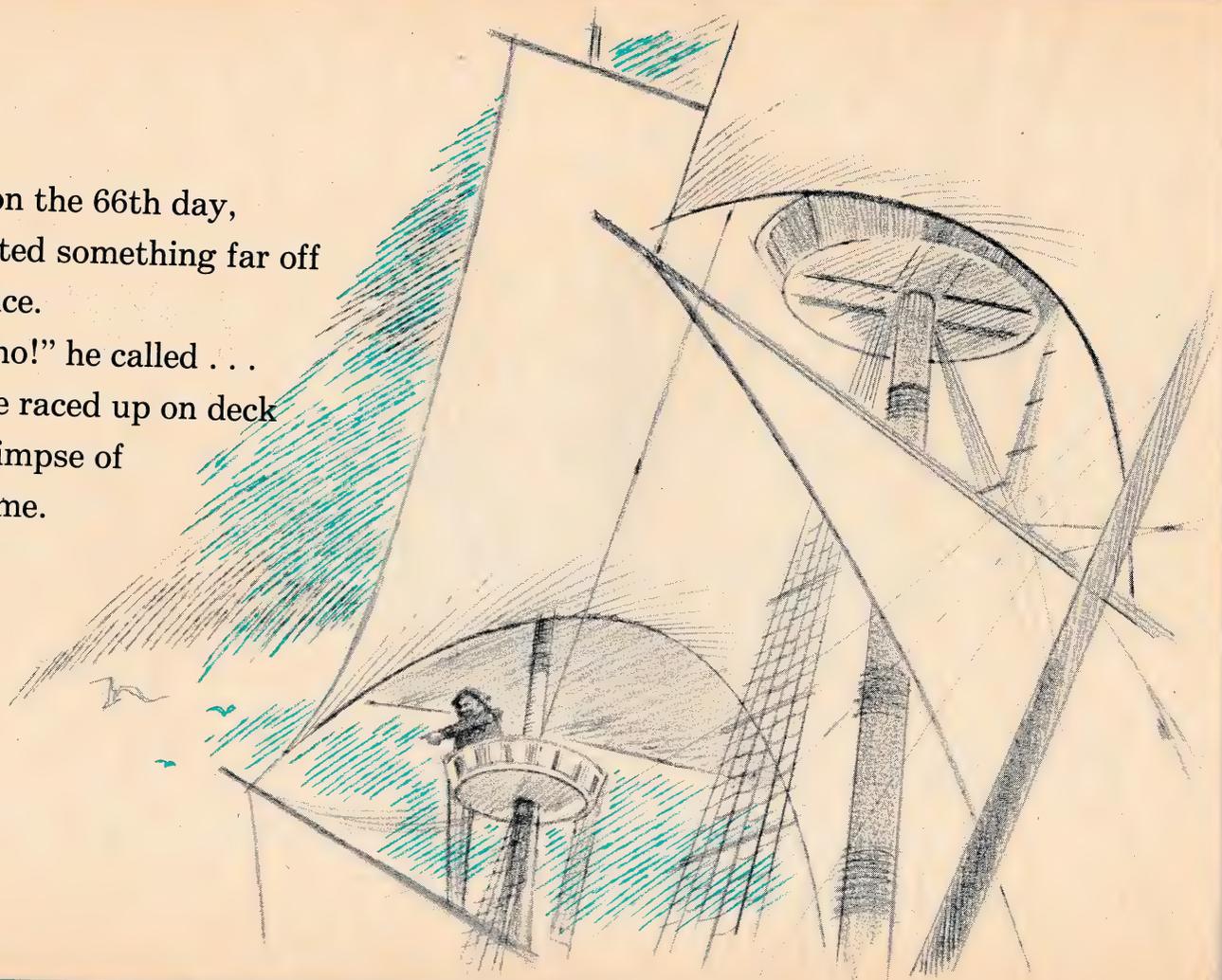


Would it ever end?

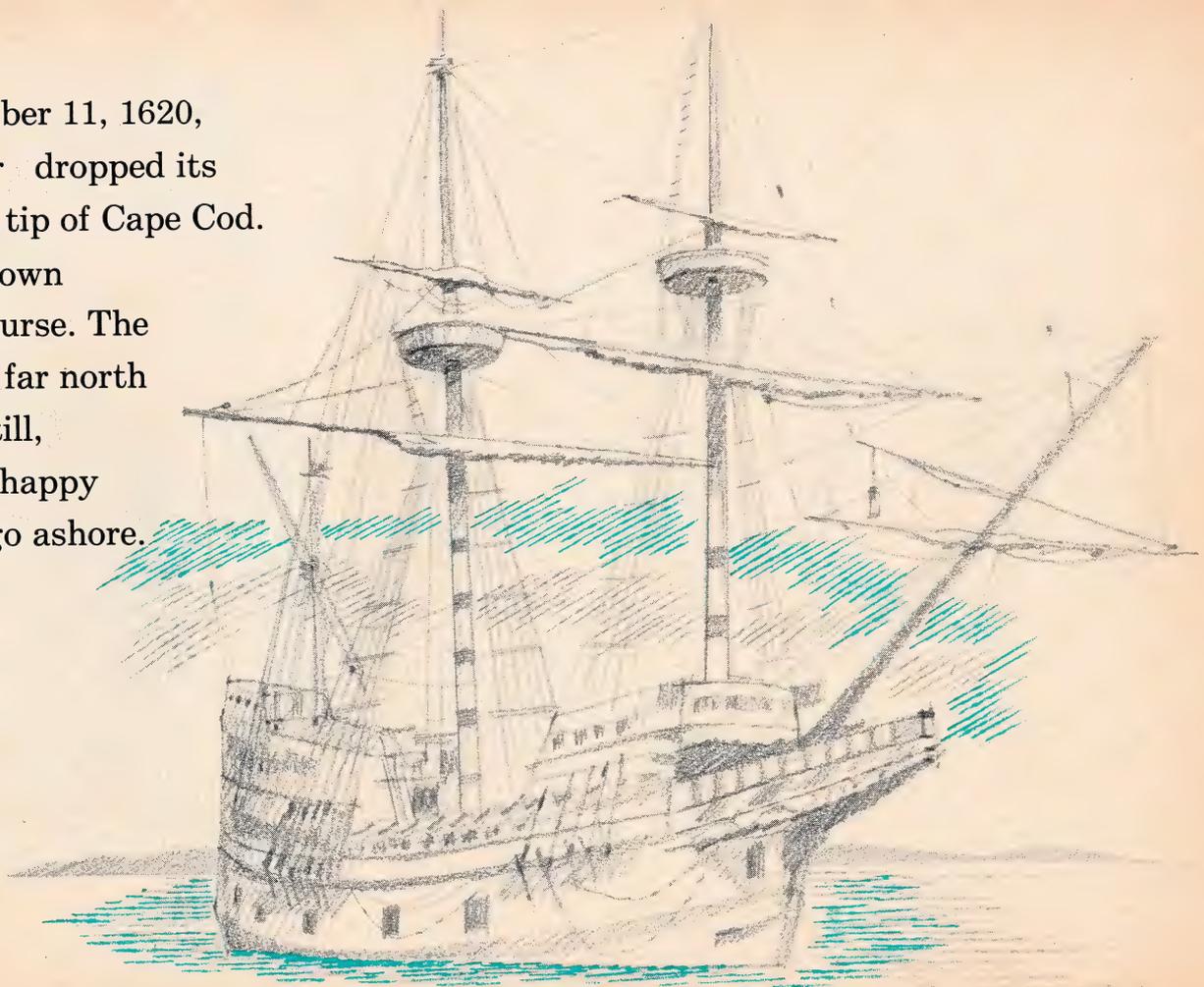
After spending over 60 days at sea, many wondered if they would ever see land again.

Then, on the 66th day,
a sailor spotted something far off
in the distance.

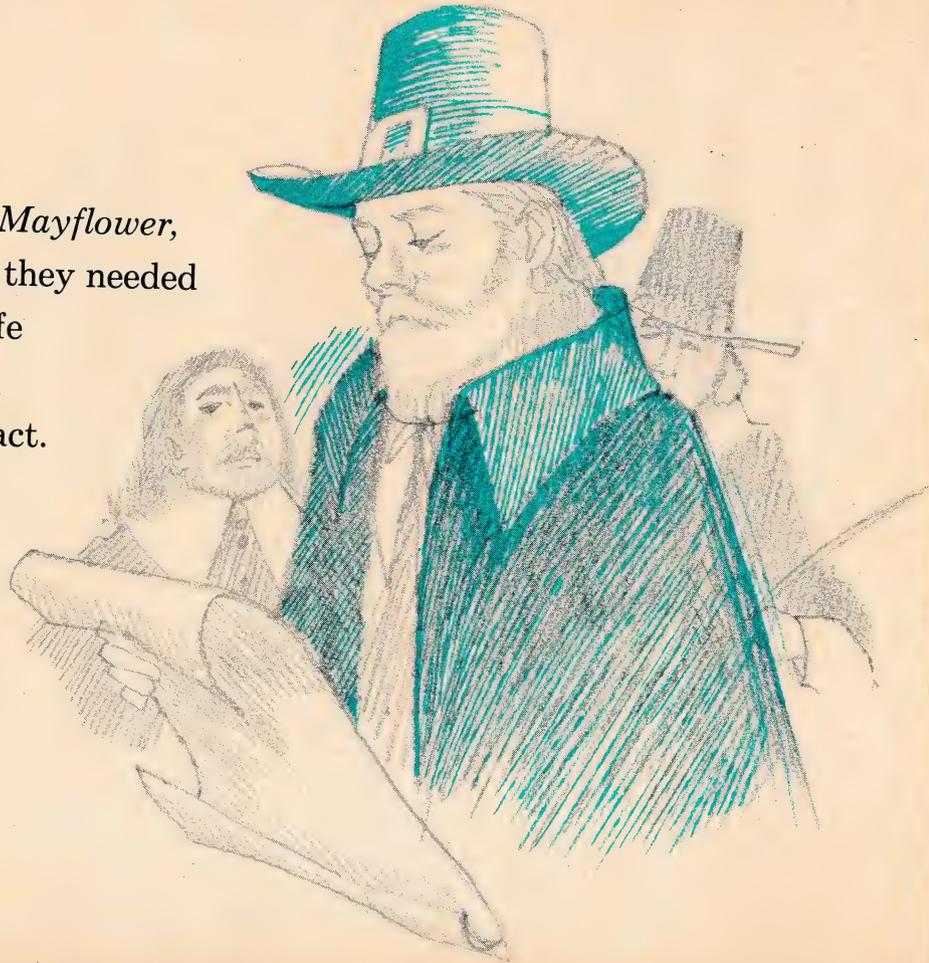
“Land ho!” he called . . .
and everyone raced up on deck
to catch a glimpse of
their new home.



On November 11, 1620,
the *Mayflower* dropped its
anchor off the tip of Cape Cod.
Storms had blown
the ship off course. The
Pilgrims were far north
of Virginia. Still,
everyone was happy
and eager to go ashore.



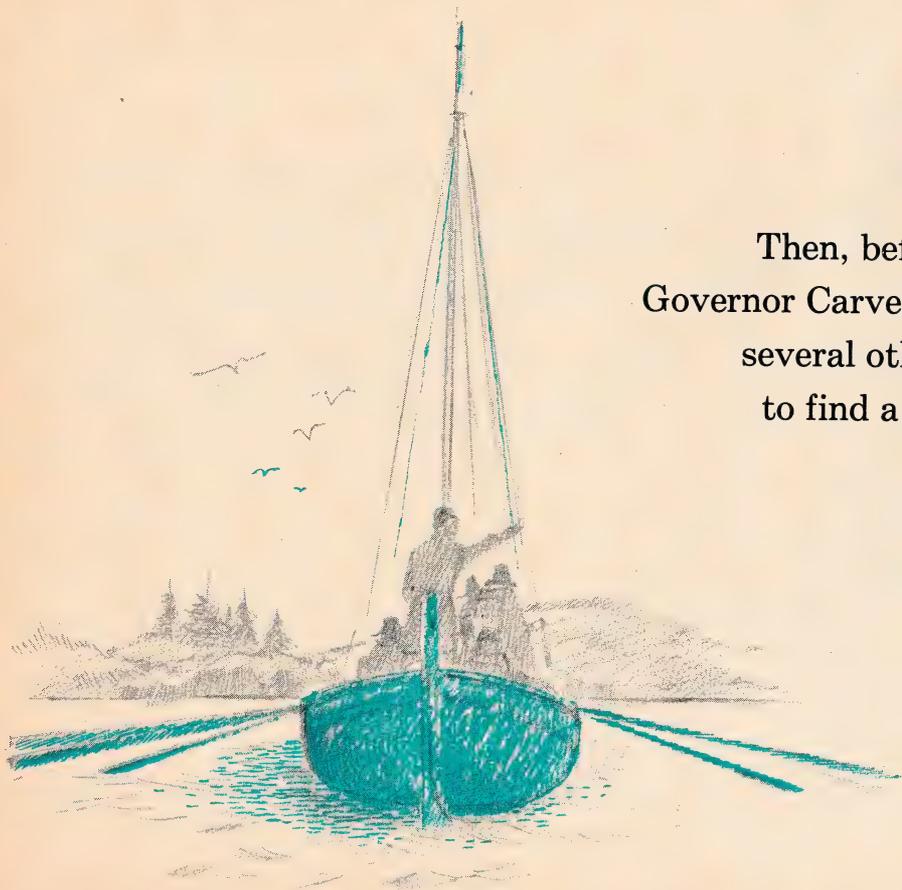
But, before they left the *Mayflower*,
the Pilgrim leaders knew that they needed
a set of laws to govern their life
in the New World. So they
drew up the Mayflower Compact.

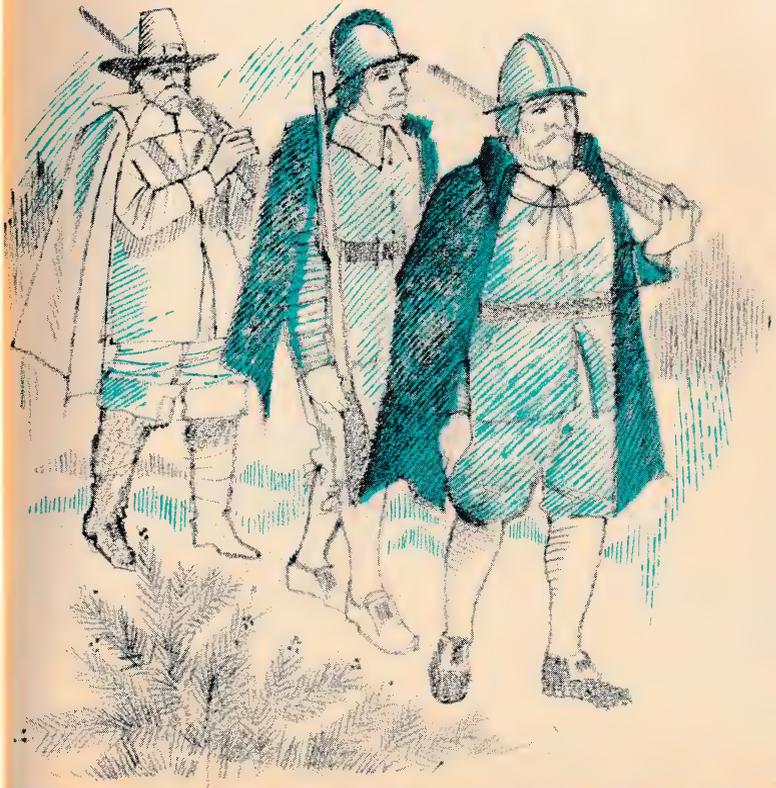




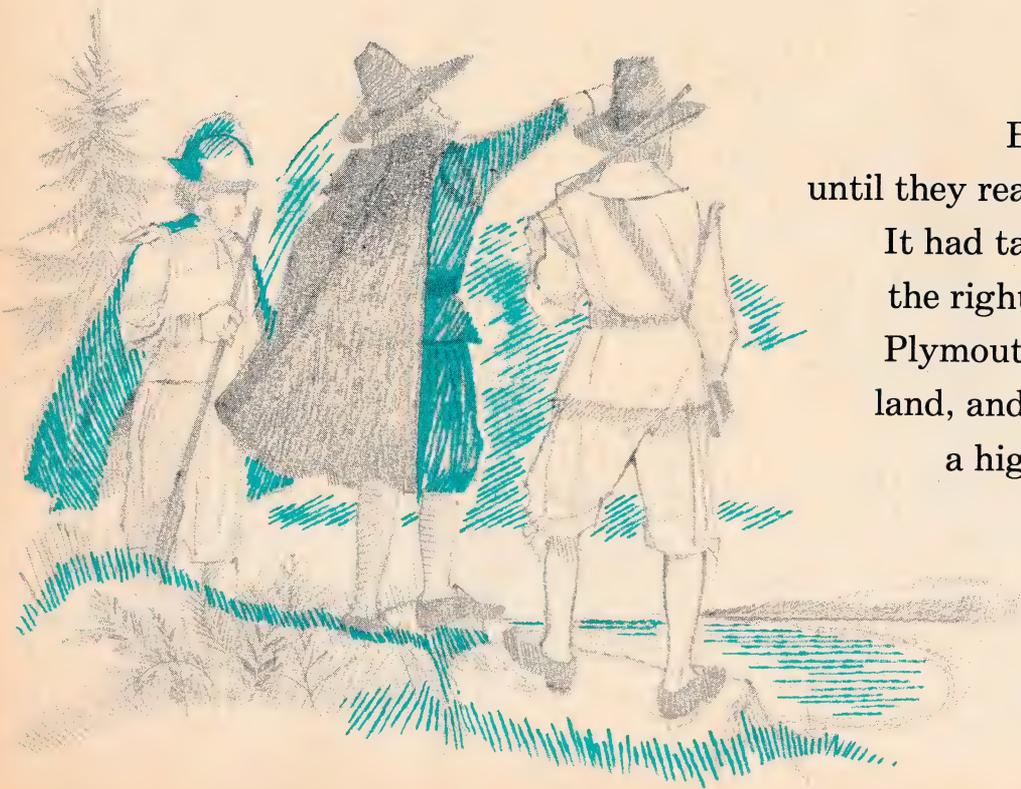
The Mayflower Compact was an agreement signed by every man on the ship. They all promised to obey the new laws, and they elected John Carver their first governor.

Then, before anyone could go ashore,
Governor Carver sent Captain Standish and
several other men to explore the coast
to find a good place for a settlement.

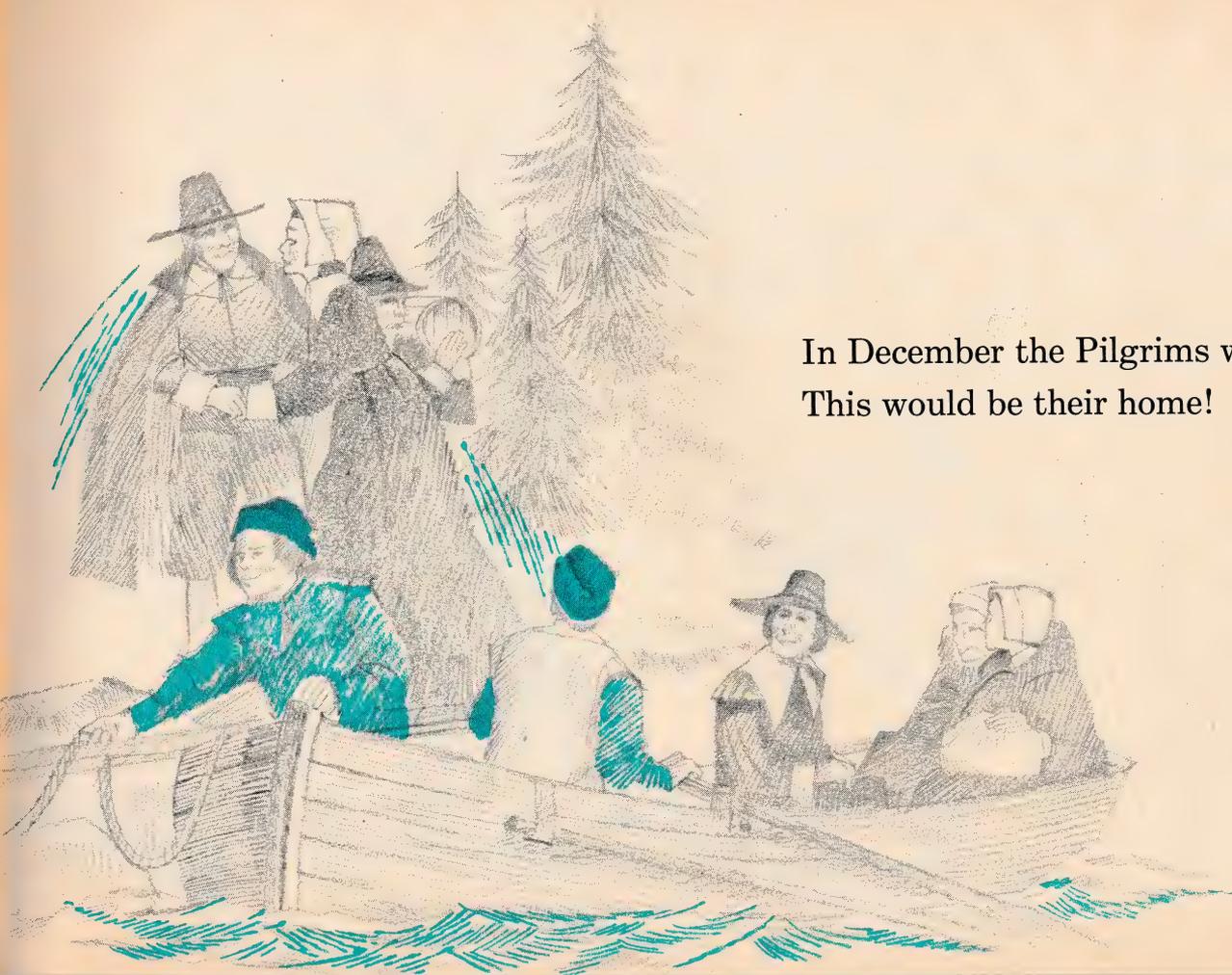




The group went ashore and explored the sandy beaches. They discovered good water for drinking, small evergreen trees, and buried Indian corn.



But they sailed still further,
until they reached the bay at Plymouth.
It had taken nearly a month to find
the right place for their settlement.
Plymouth seemed safe. It had good
land, and a good harbor. It also had
a high hill where a fort could be
built for protection.



In December the Pilgrims went ashore.
This would be their home!

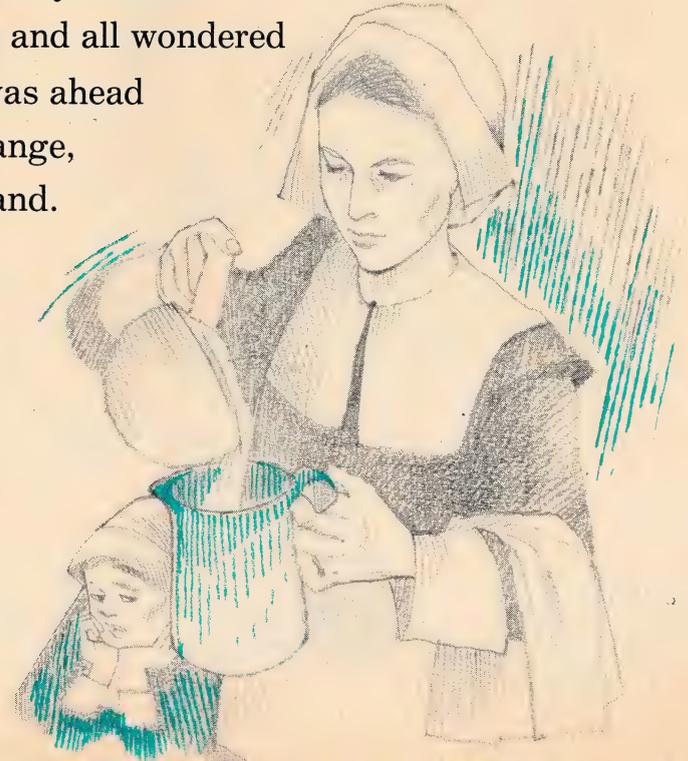
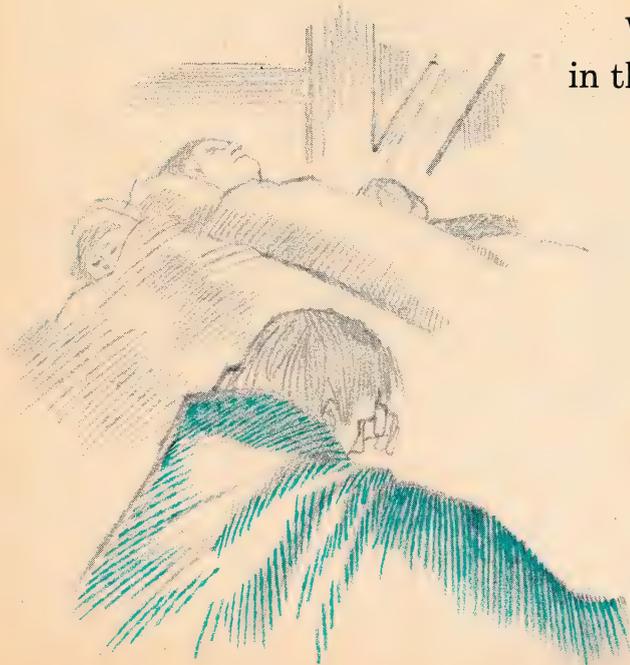
Now there was work to be done. It was winter and they wanted to build their houses quickly. They would live on the *Mayflower* until their houses were ready.



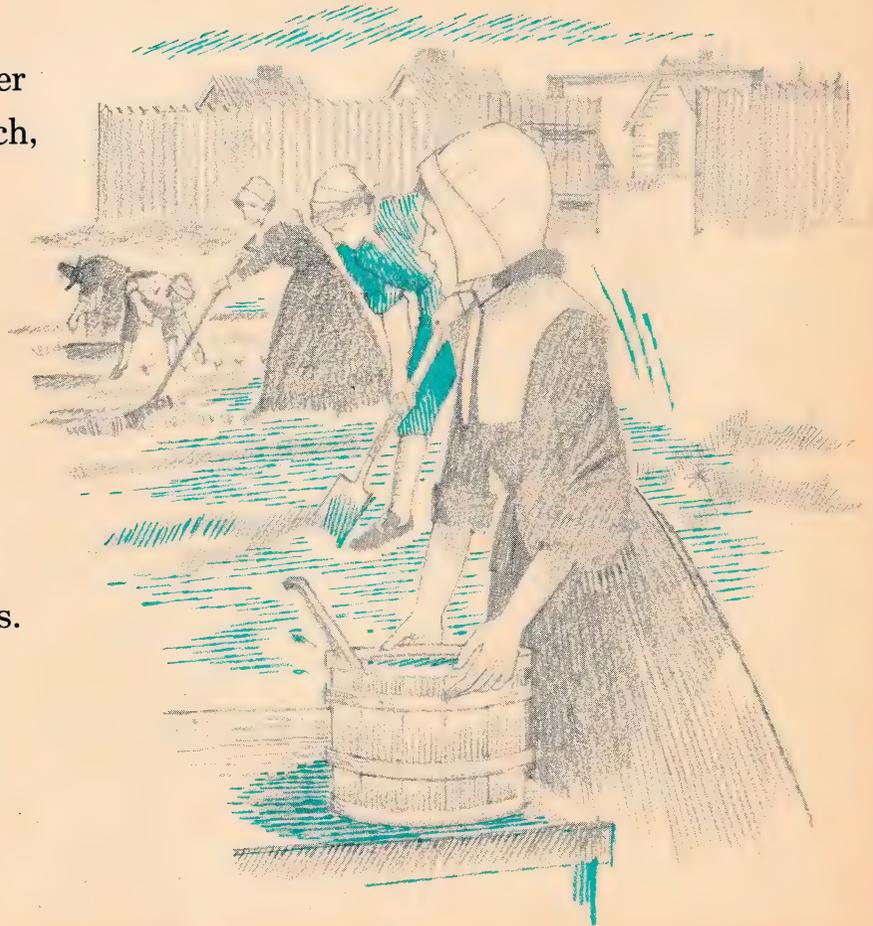


The first building to be built was the Common House. It was 20 feet long and 20 feet wide, and it was going to be a prayer and meeting house. But when the snows came, the Pilgrims huddled inside the Common House just to keep warm. Before long it would be used as a hospital.

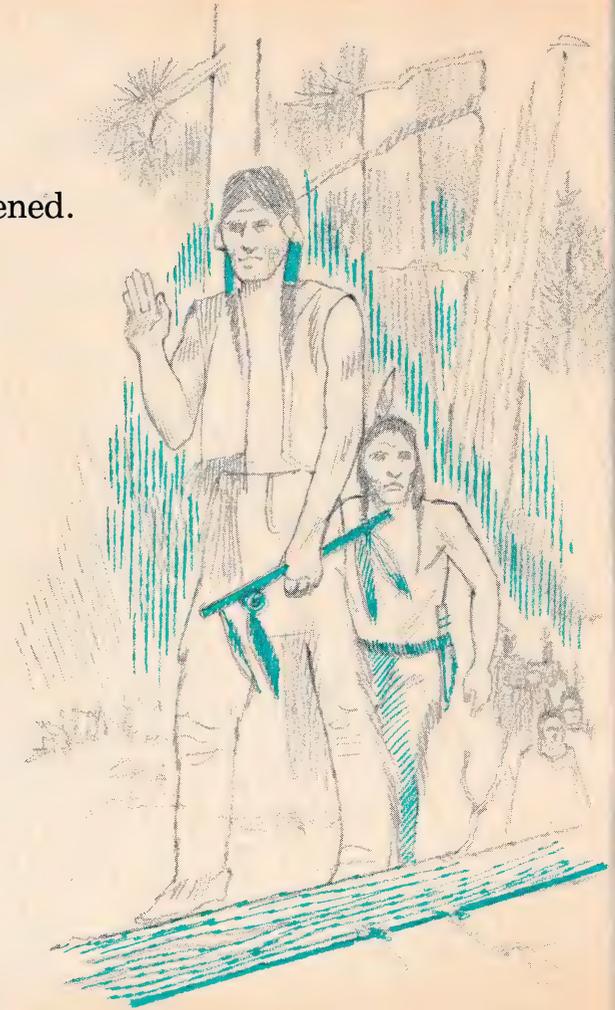
The first winter in Plymouth was hard. The Pilgrims had very little food. Sickness and disease spread quickly among them. By the time winter was over, half were dead. Many remained sick and weak, and all wondered what was ahead in this strange, new land.

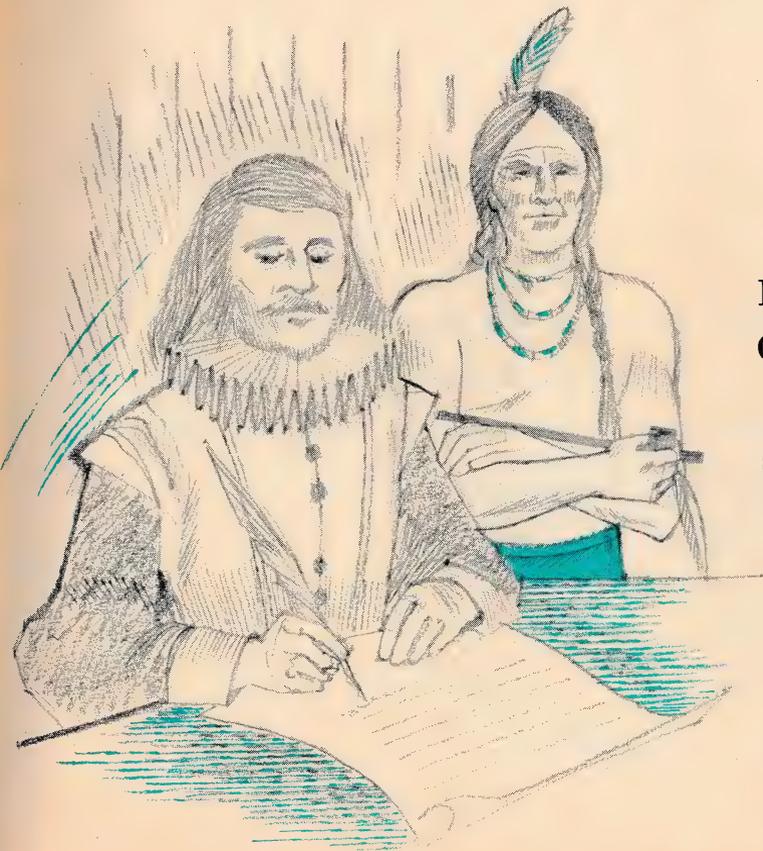


Then suddenly, winter turned to spring. By March, the sixth house had been built. The earth turned green, the sun was warm, and flowers seemed ready to bloom. There was a feeling of new life as the Pilgrims began planting their crops.



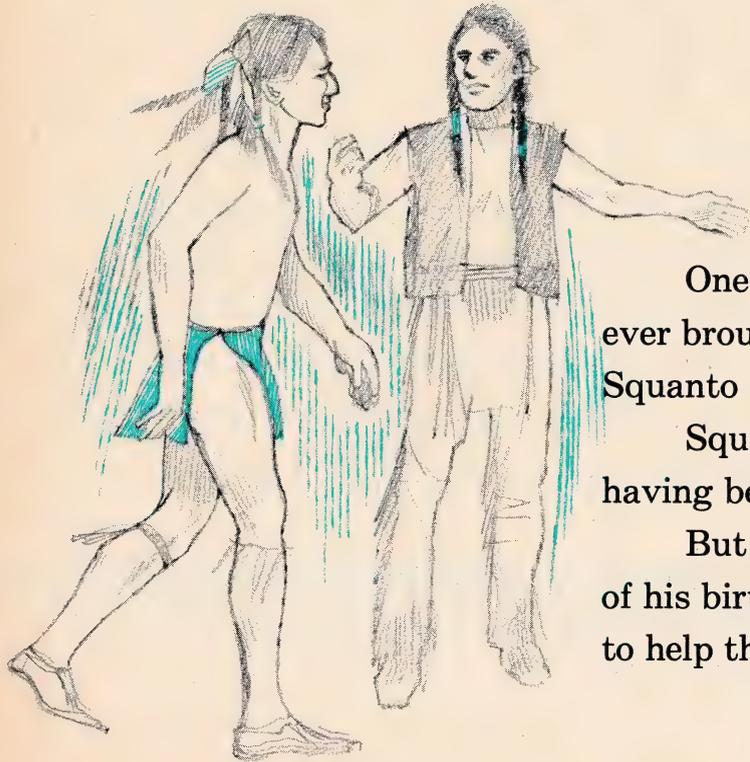
One spring day something strange happened.
An Indian walked into the village.
At first, the Pilgrims were frightened.
But the Indian raised his hand
in friendship and said in English,
“Welcome. I am Samoset.”
Later, he told the Pilgrims
many things about the land.
He told them how a tribe had once lived
where the Pilgrims were now living.
He also promised to return the
next day with Indian braves who would
trade with them.





Samoset belonged to the Wampanoag tribe. Eventually, Samoset brought his leader, Chief Massasoit, to meet the Pilgrims.

Chief Massasoit and Governor Carver signed a treaty. They agreed to live in peace, share the land, and to help each other.



One of the most interesting Indians Samoset ever brought to Plymouth was his friend Squanto. Squanto spoke even better English than Samoset.

Squanto had once lived in England, having been taken there by boat.

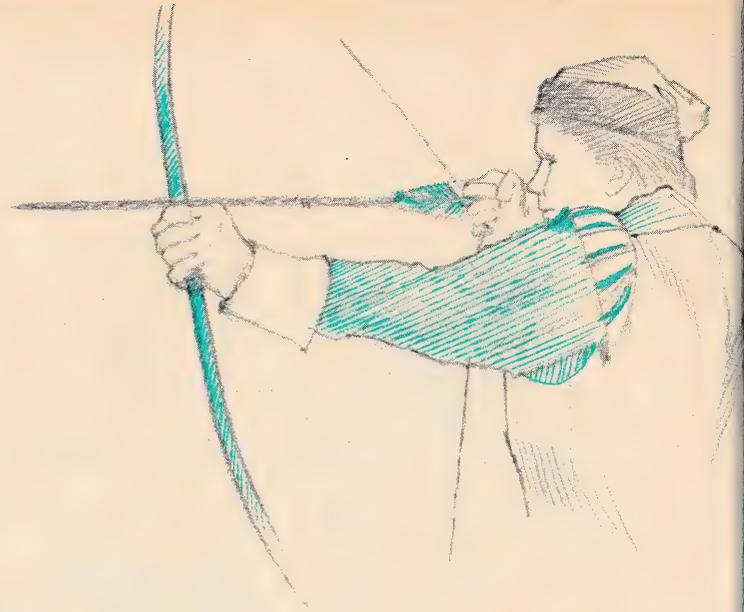
But Squanto was now back in the land of his birth and was willing to help the Pilgrims.



Squanto taught the Pilgrims many things. He showed them how to plant corn by using a dead fish for fertilizer. Corn was not grown in England, and it was still a strange, new plant to the Pilgrims.

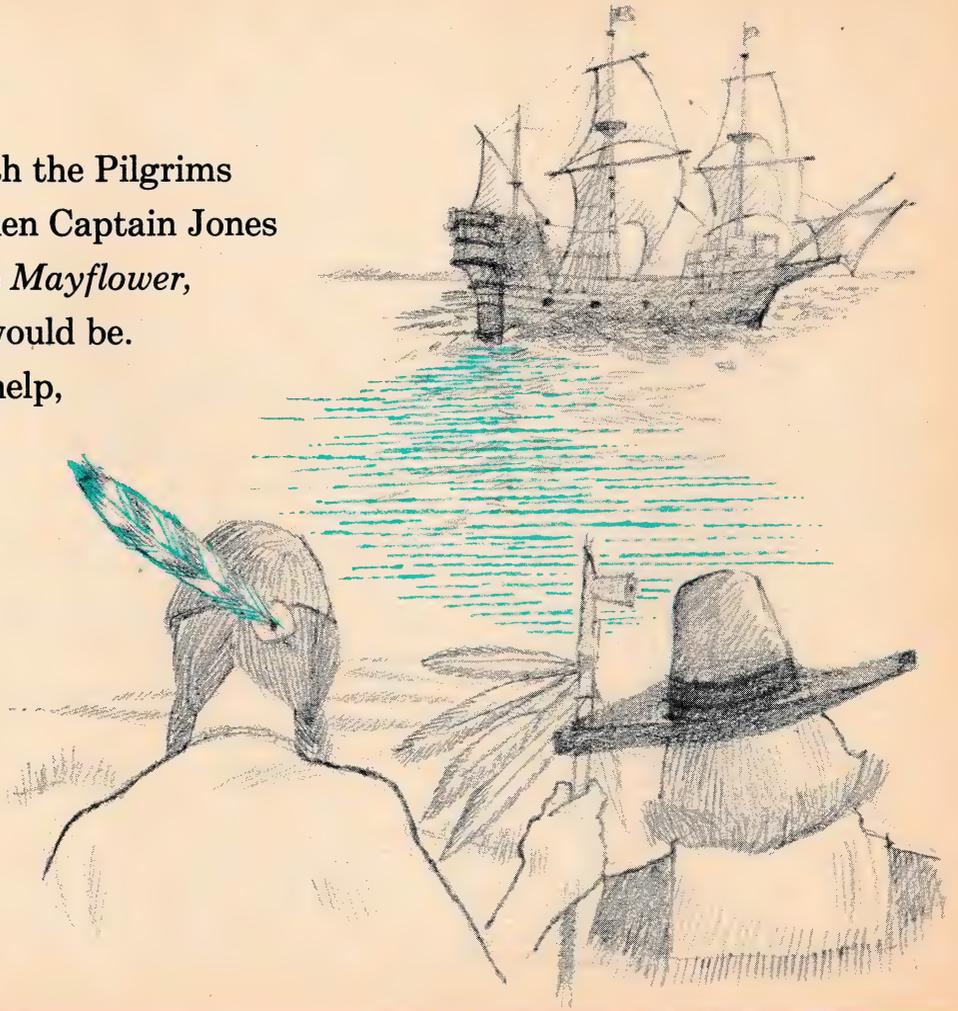
Squanto showed them how to grind corn to make flour, how to bake with it, and even how to make it pop!

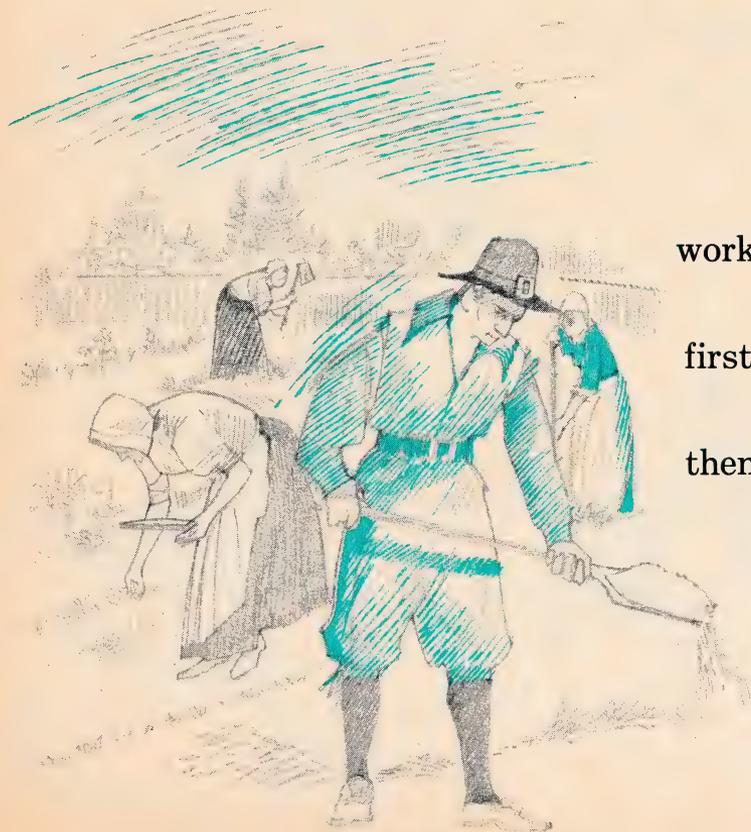
Squanto also showed the Pilgrims how to hunt with a bow and arrow. He showed them berries and nuts in the forest that were safe to eat.



He taught them where to dig for clams, where to catch lobster . . . and where to fish for cod, trout, and eels.

Squanto came to live with the Pilgrims at Plymouth. That spring, when Captain Jones sailed back to England on the *Mayflower*, he wondered what their fate would be. Fortunately, with Squanto's help, they would be able to survive in the New World.





All spring and all summer, the Pilgrims worked hard in the fields.

In the autumn of 1621, they harvested their first crops. It was a good harvest!

Now there would be plenty of food to help them survive the coming winter.



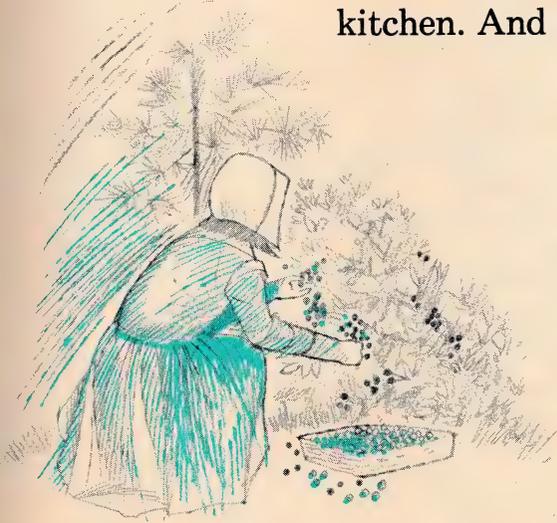
In October, William Bradford, the new governor, called everyone together. "God has been good to us," he said. "Let us give thanks!"



Everyone began to prepare for a big feast of thanksgiving. The women worked for days, baking and cooking. The men went into the forest to hunt wild turkeys. And the boys fished for trout in cool, clear streams.



Everyone had a job to do. Young children dug for clams on the beach. Others worked in the kitchen. And still others picked berries and nuts, or gathered firewood.





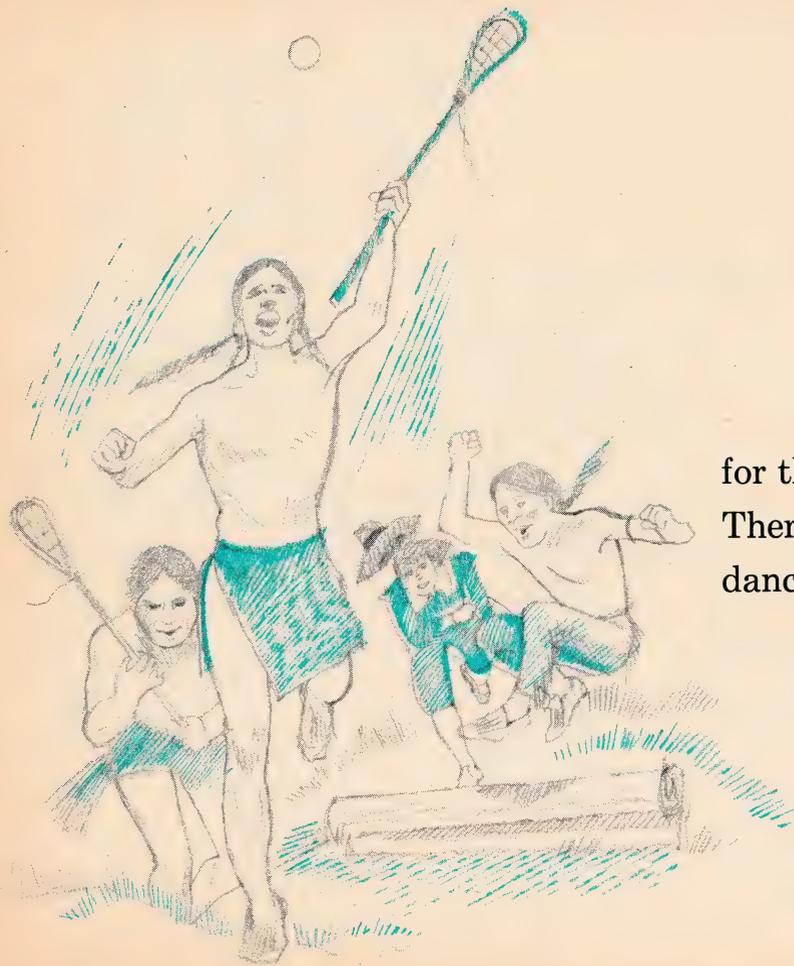
The Pilgrims did not forget to invite their friends the Indians. Squanto led Chief Massasoit, Samoset, and 90 Wampanoag braves to Plymouth. The Indians brought five deer to add to the feast.



And what a great thanksgiving feast it was!

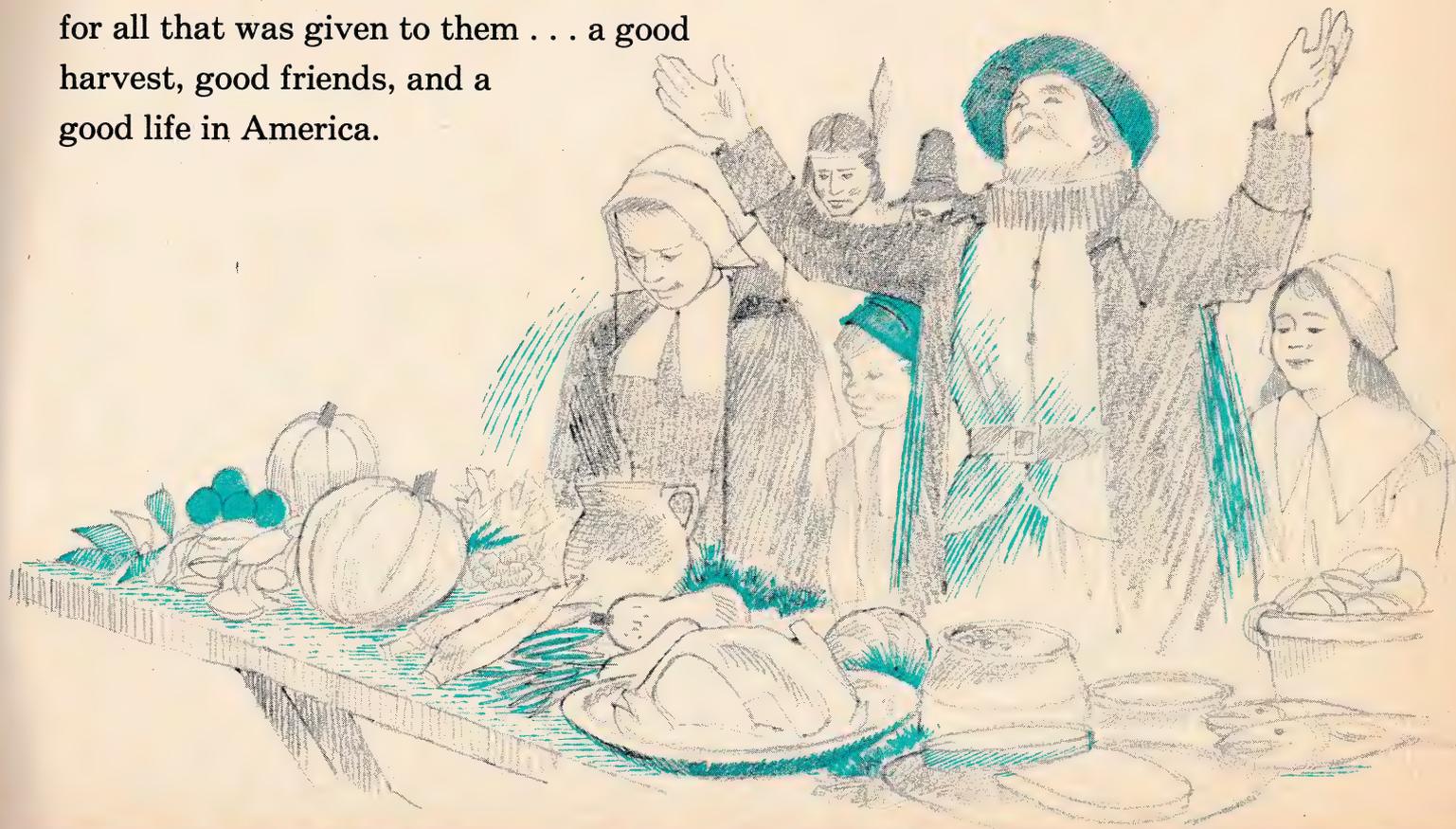
The Pilgrims wore their best clothes. All kinds of tasty foods were set on the long tables.

There was corn bread, cranberries, turkey, pumpkin, clams, eels, deer, peas, squash and fish . . . some of the foods that the Pilgrims had found in America.



The first Thanksgiving celebration lasted for three days. There was much fun and laughter. There were contests and games, dances and races.

The Pilgrims did not forget to give thanks on that first Thanksgiving. They thanked God for all that was given to them . . . a good harvest, good friends, and a good life in America.

















TROLL Associates

TROLL READ-ALONG

D. Kehr

I Can Read About The First Thanksgiving

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**THE FIRST
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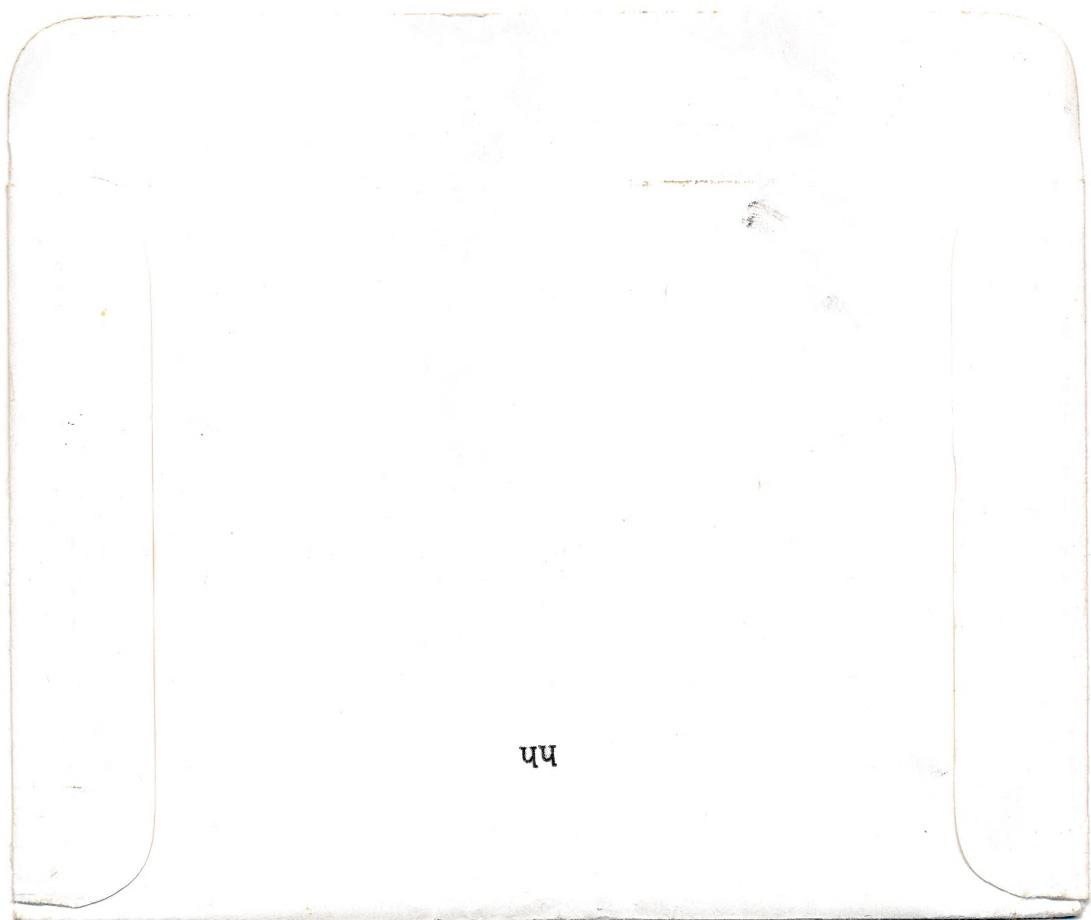
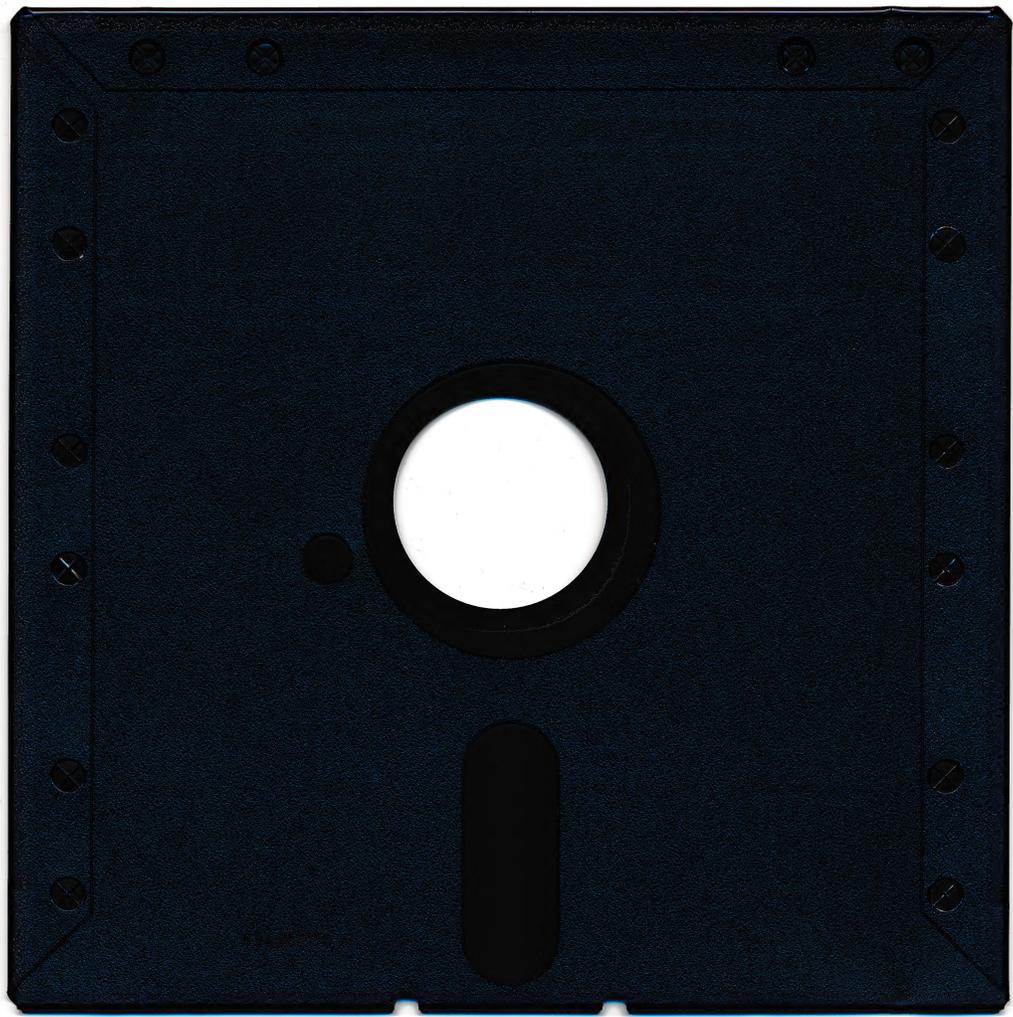
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