READING TRAIL

Ages 8-10

Scott, Foresman

For use with the
TI 99/4A microcomputer.
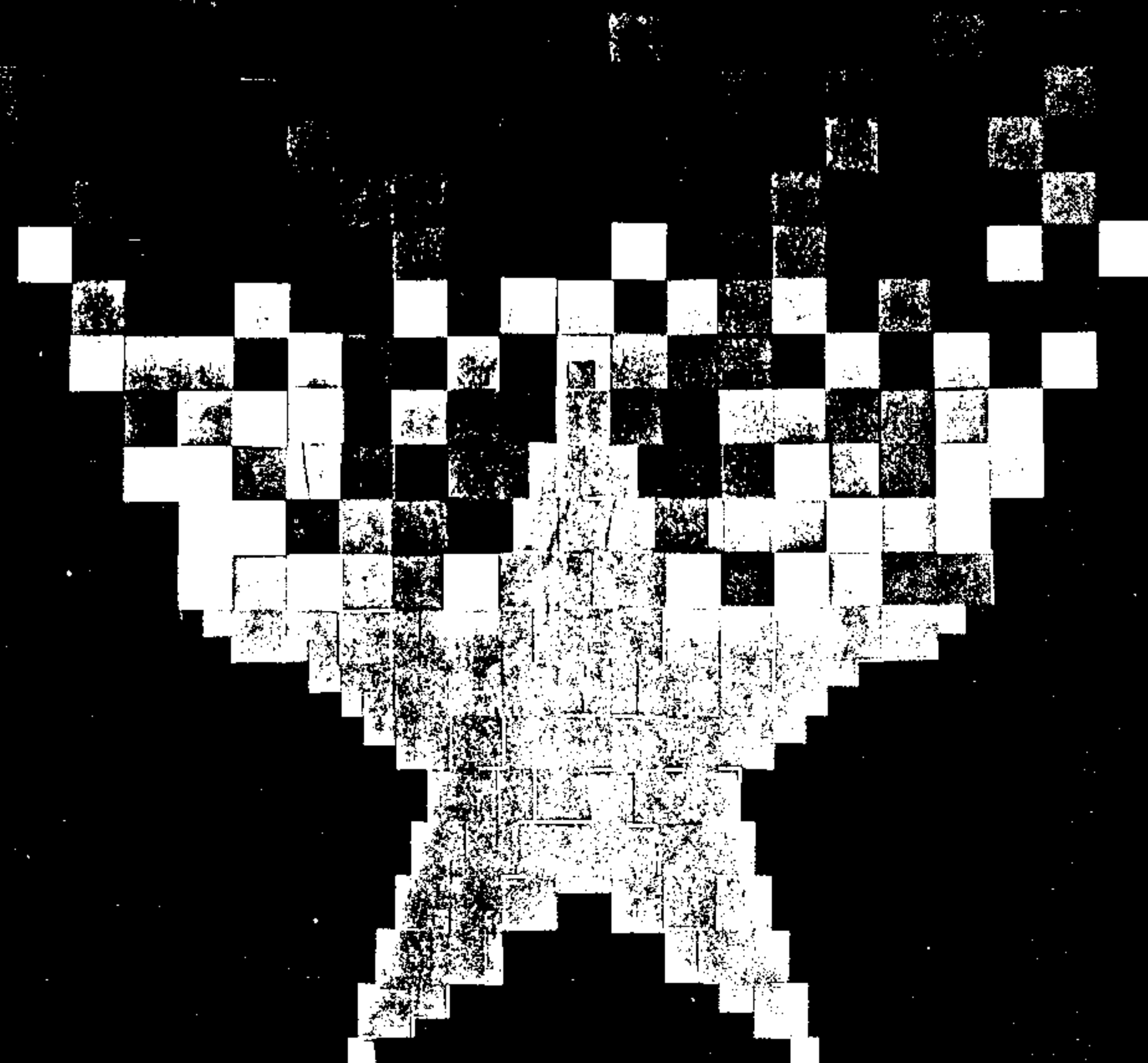
KEYBOARD GUIDE FOR THE TI 99/4A

| Press	To
ENTER	pass through title screens quickly.
	have the computer accept an answer.
Space Bar	move the cursor or a designated object on the screen.
	indicate choice of item on screen.
FCTN 3 (ERASE)	erase input before ENTER is pressed.
FCTN 4 (CLEAR)	erase input before ENTER is pressed.
FCTN 5 (BEGIN)	return to the main list of activities at the beginning of the module.
FCTN 7 (AID)	get available help.
FCTN 8 (REDO)	begin an activity again.
FCTN = (QUIT)	leave the program.

CARE OF THE MODULE

1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.
4. If the module is accidentally removed from the slot while the module contents are being used, and the computer behaves erratically, turn the computer off, wait a few seconds, reinsert the module, and then turn the computer on again.

READING TRAIL

Reader-Consultant:
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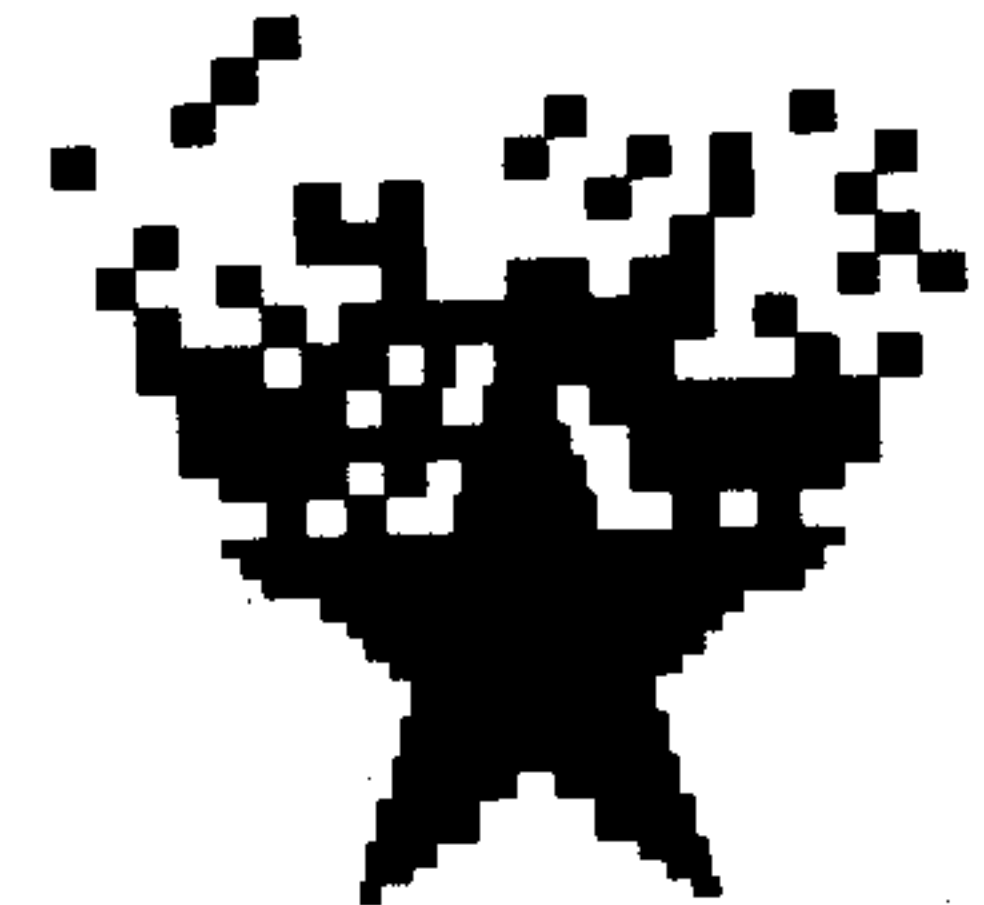
This module includes the following literary understanding and appreciation skills: recognizing characters, setting, and point of view.

This learning module is one of the Reading Skills Courseware Series designed to be used with the Texas Instruments 99/4A microcomputer.

CONTENTS

ABOUT THE MODULE

Reading Trail appeals to a child's fantasy world with descriptions of some of the characters and settings from the Wizard of Oz. These imaginary characters plus three participants in a fishing expedition will help children learn some important literary skills that can be applied to all their reading.

This module offers activities that will help children understand story elements generally taught in grade four. They are character, setting, and point of view in stories. Children may choose an activity to study a skill, practice it, or apply what they have studied or practiced as they determine the course of a story in "The Journey."

Here are some features your child will enjoy when using Reading Trail:

- participation in make-believe
- adventurelike simulation
- sound educational activities based on interests appropriate to children
- choice-making from activity lists
- instant feedback to answers
- practice activities that are scored visually
- numbered responses whose order is randomized to encourage thoughtfulness
- durable hardware and software components with useful keyboard functions programmed into the module

GETTING STARTED

1. Turn switches on.
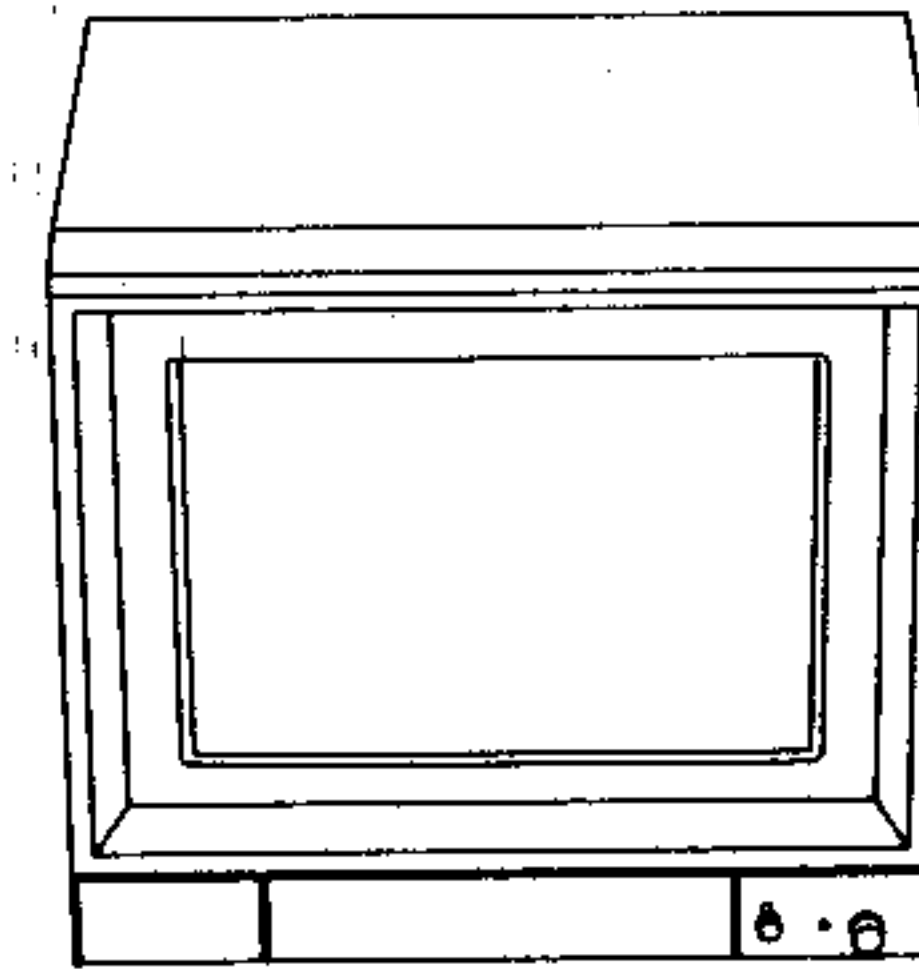
MONITOR   ON/OFF

COMPUTER KEYBOARD

ON/OFF

2. Insert module.

3. Wait for this screen to appear.

```
TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN


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```
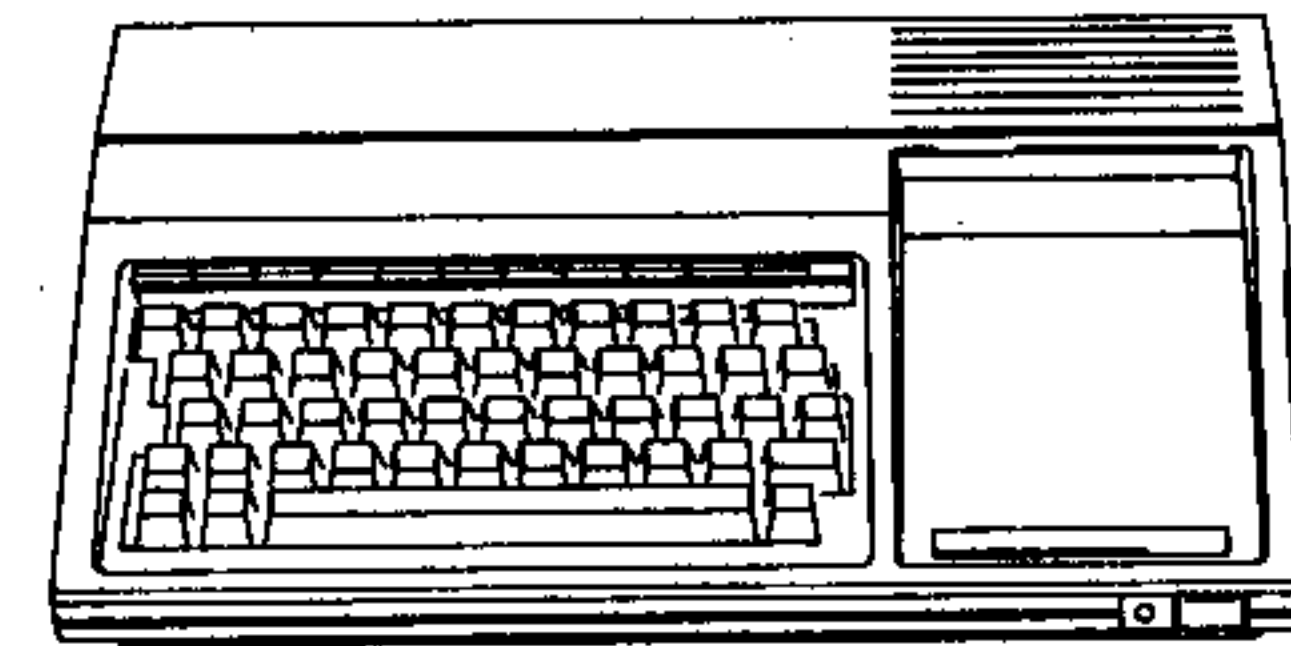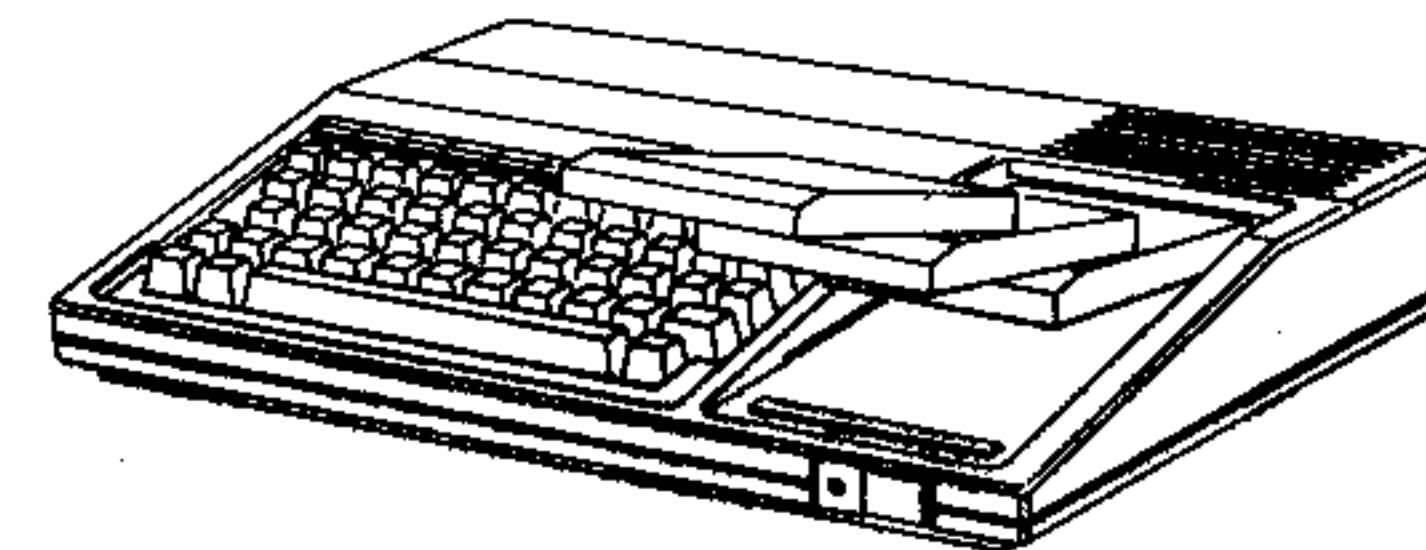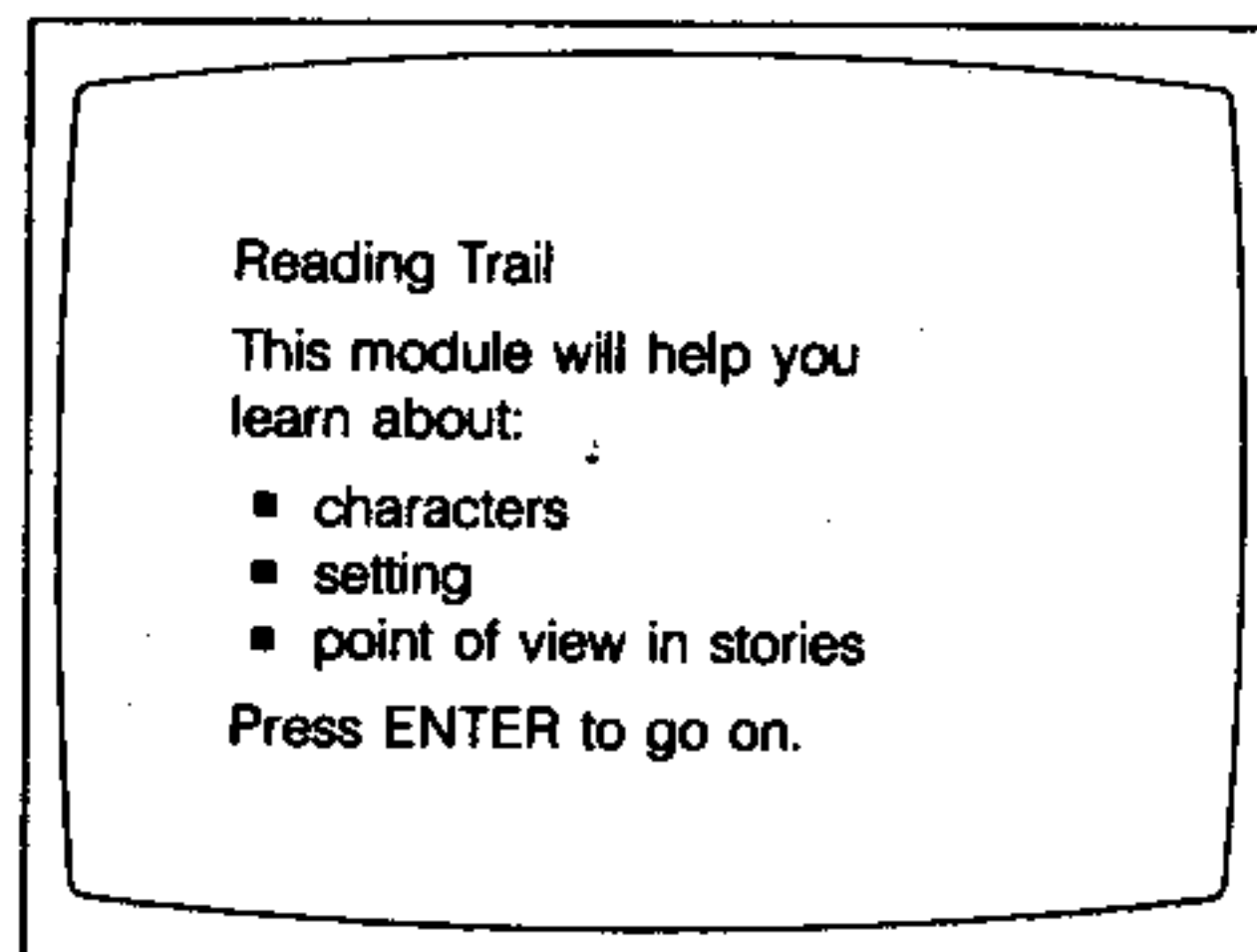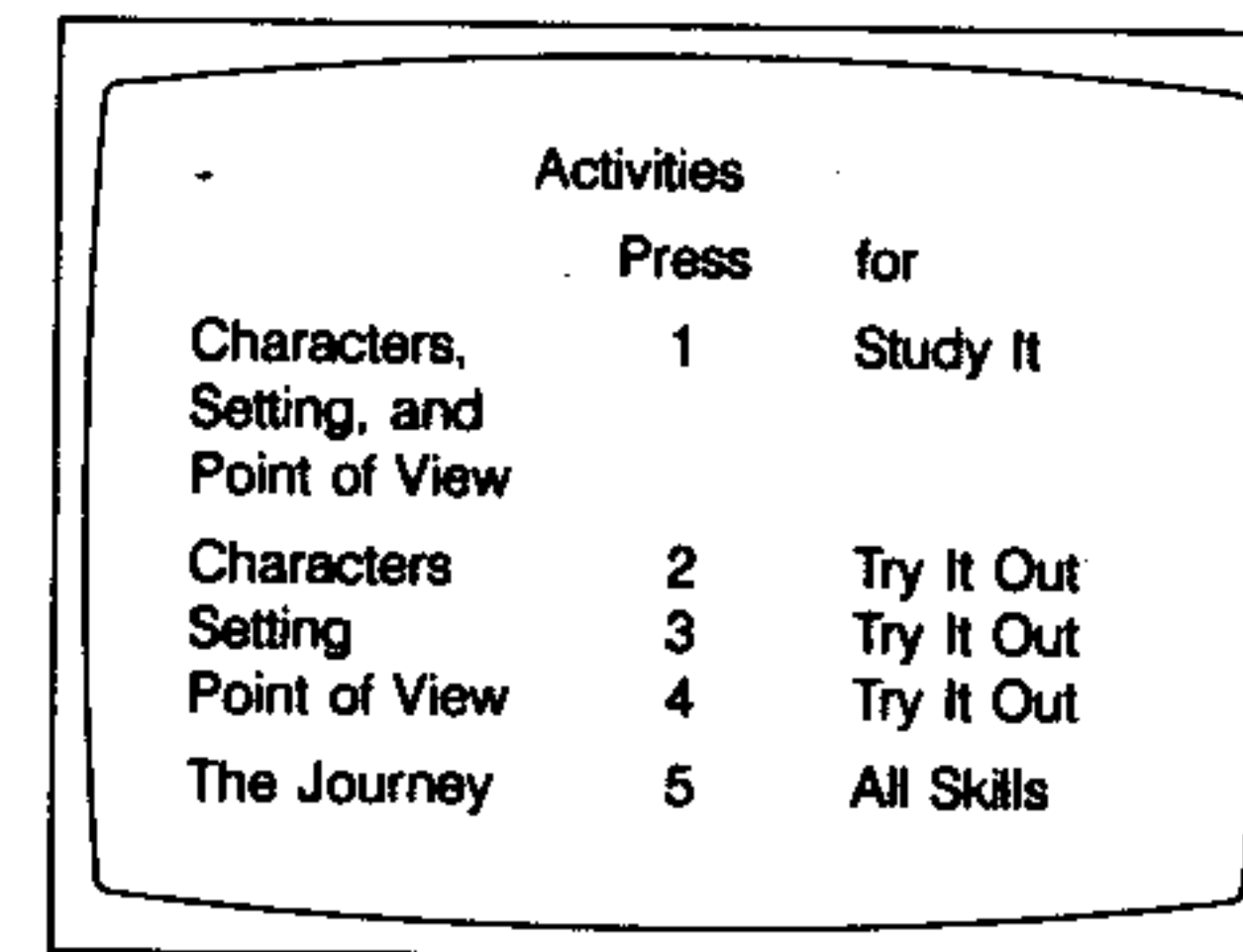
4. If you do not see the Texas Instruments title screen, check to see if:

- the computer keyboard and monitor are plugged in.
- the cable connecting the keyboard and monitor is properly connected.
- both the computer and monitor are turned on.
- the module is properly inserted.

Press any key. The Scott, Foresman title screen will appear, followed by the Reading Trail title screen. This is accompanied by music and a reminder to press ENTER to go on. The next screen tells what you will learn from the module.

```
Reading Trail
This module will help you
learn about:
  • characters
  • setting
  • point of view in stories
Press ENTER to go on.
```

This is followed by an activities list from which to choose.

```
                 Activities
                     Press      for
Characters,            1        Study It
Setting, and
Point of View

Characters             2        Try It Out
Setting                3        Try It Out
Point of View          4        Try It Out

The Journey            5        All Skills
```

The first time you go through the module, you should choose the activities in the order listed, since the story elements should be studied and practiced individually before they are assessed together.

Once you have chosen to study a skill, you will see screens that help you understand how the three skills are related. Then you will see another list of activities that allows you to choose a story element to study.

```
Press      for
  1        Characters
  2        Setting
  3        Point of View
  4        another activity
  5        leave the program
Press a number.
```
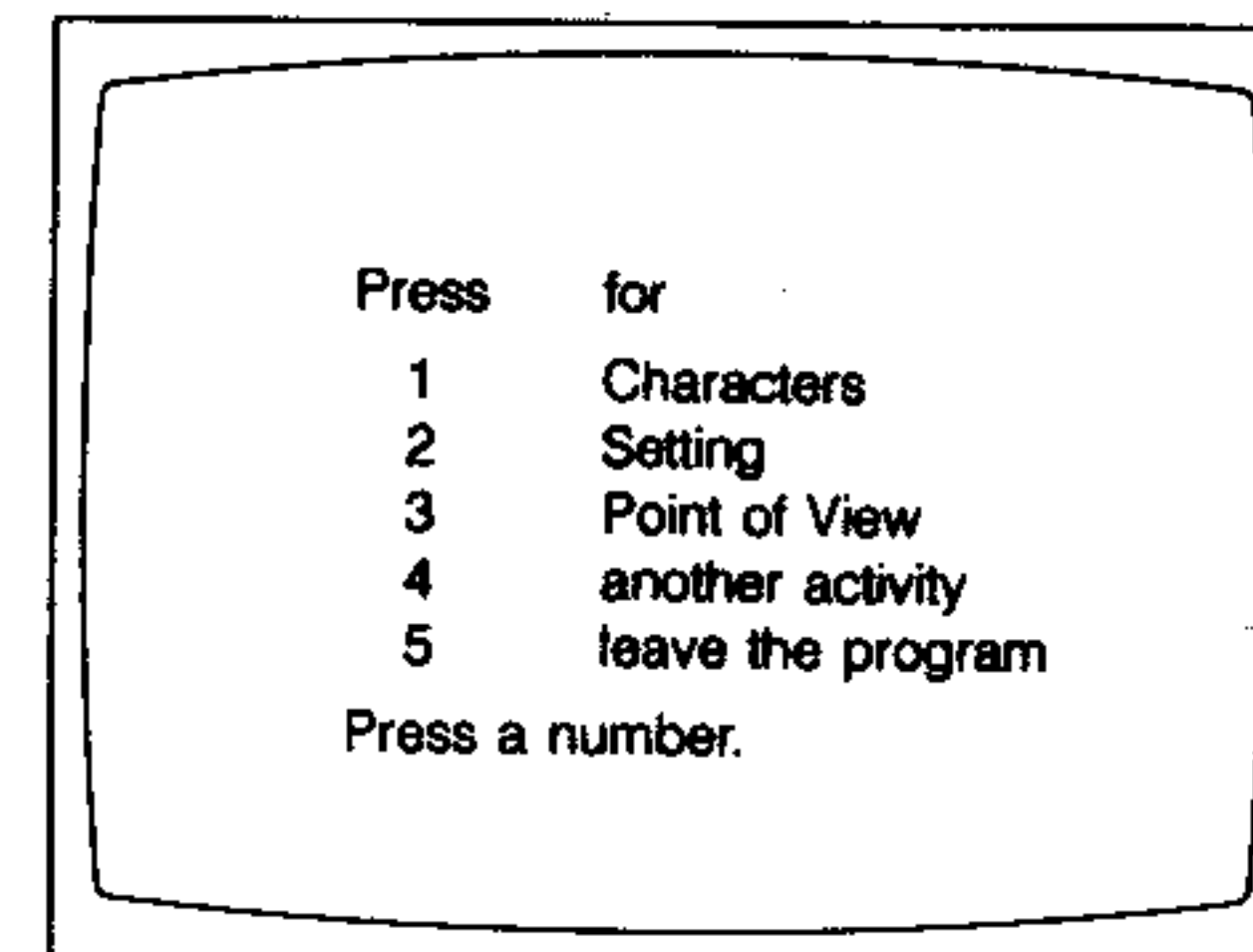
When you have finished working on the module, press FCTN = (QUIT). The Texas Instruments title screen will reappear and you may safely remove the module.

Using the Reader

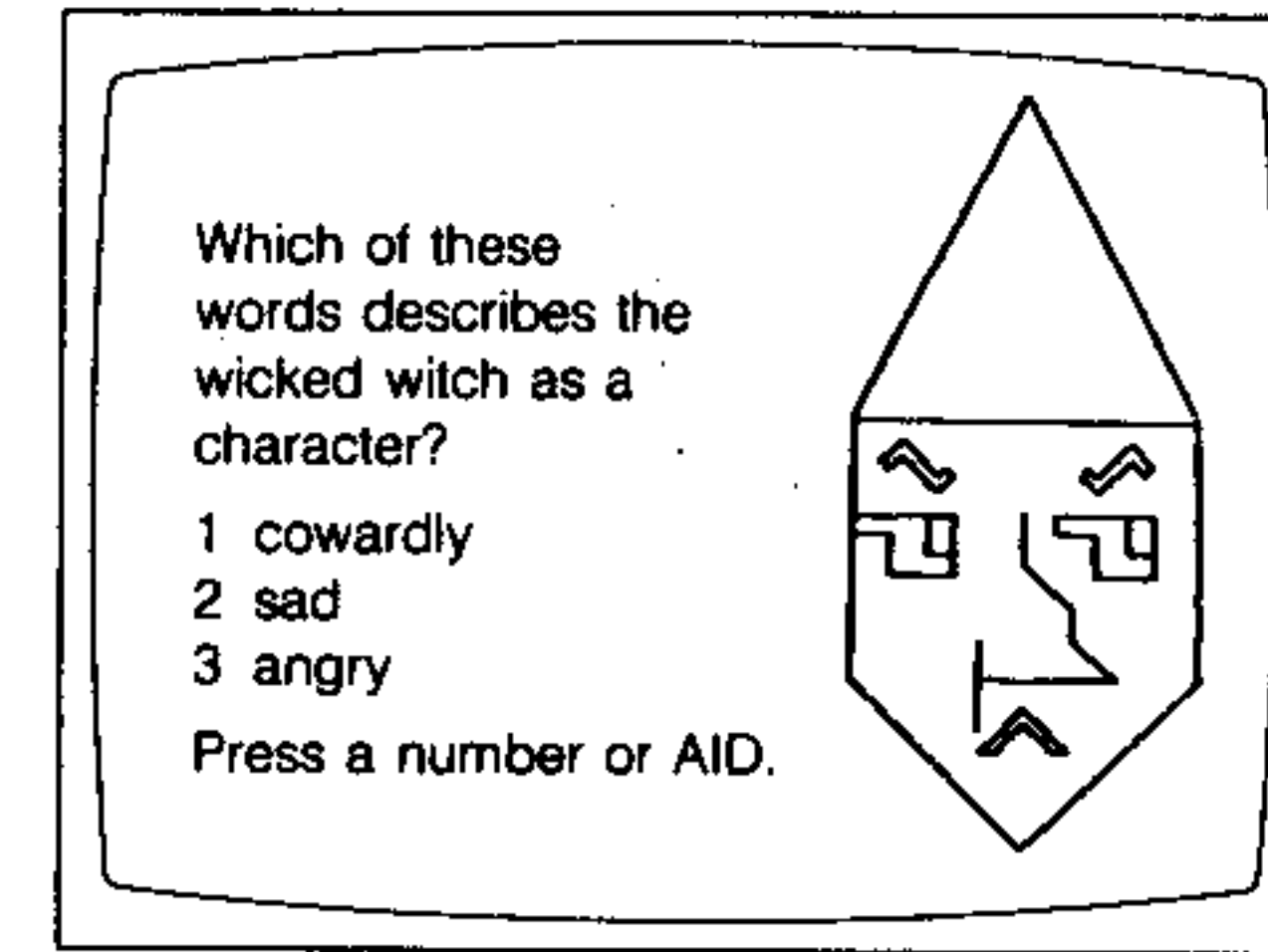The Reading Trail Reader that comes with your module contains selections for you to read when you have finished an activity on the computer. Each of the selections is related to a module activity by skill.

After	Read
Study It: Characters	The Man Who Made Oz (pages 2-7) The Earliest Paintings (pages 12-15)
Study It: Setting	A Great Discovery (pages 8-11) A Cave in a Computer (pages 16-21)
Study It: Point of View	A Magic Week (pages 22-27)

At the end of each reading selection are questions that you may answer aloud to a friend, someone in your family or put into writing.

ABOUT THE ACTIVITIES

1 Characters, Setting, Point of View
Study the skill (characters). As you go through this activity, you will learn that story characters feel and act in certain ways. You may read about a witch, a lion, and a scarecrow from a story you may know, *The Wizard of Oz*. You will decide how these characters feel based upon what they say or do.

Which of these words describes the wicked witch as a character?

1 cowardly
2 sad
3 angry

Press a number or AID.

Study the skill (setting). The setting of a story tells when and where a story takes place. With each story passage that is shown on the screen, you have a chance to select the word which best describes the setting.

Which word best describes the setting?

1 bleak
2 dazzling
3 frightening

Press a number.
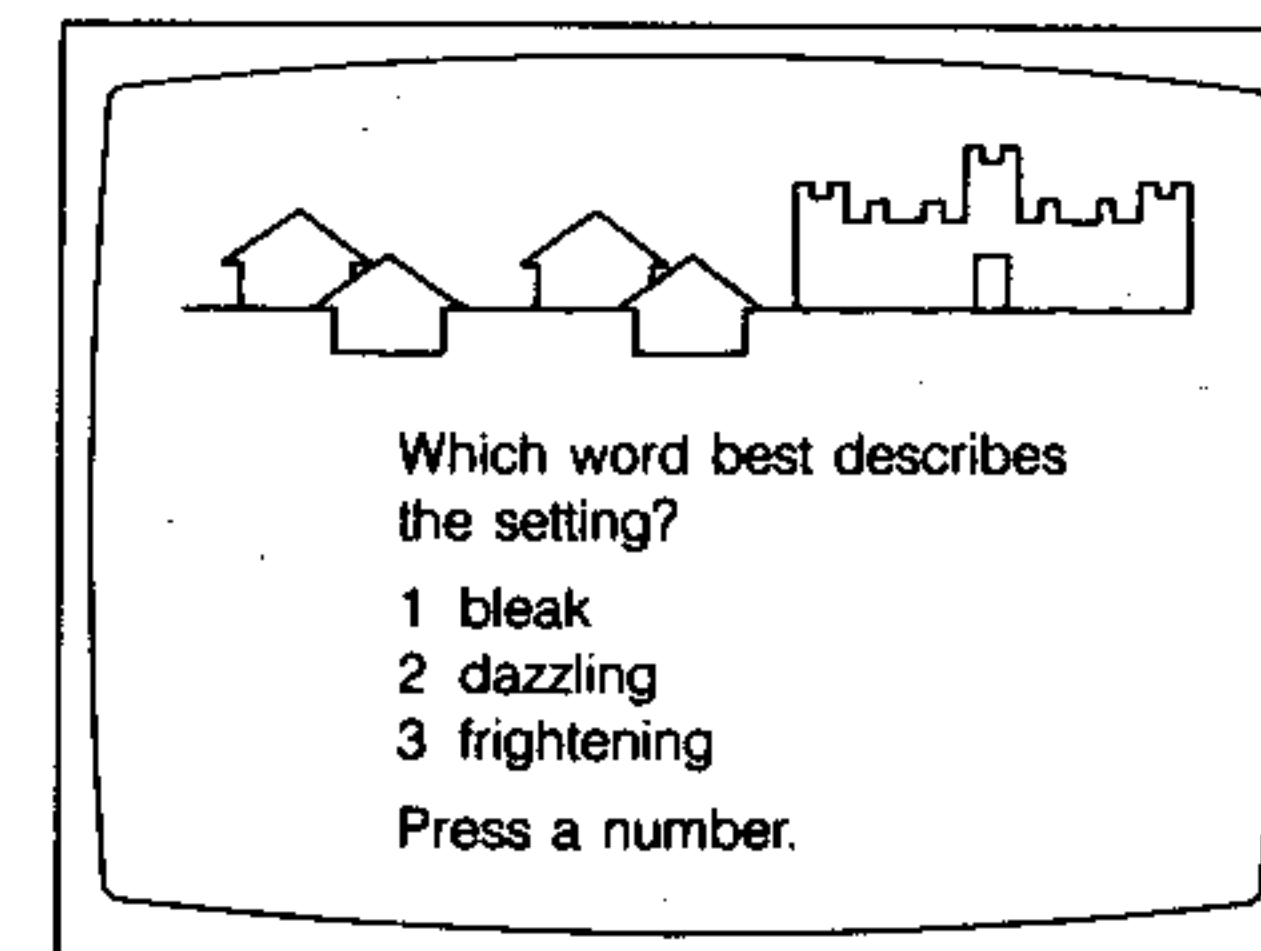
Study the skill (point of view). The point of view of a story depends upon who is telling the story. Passages from a fishing story are retold by a worm, a fish, and a girl fishing. Each passage is written from a different point of view. You will decide whose point of view each passage represents.

```
RIGHT!
This is what the worm sees.
```
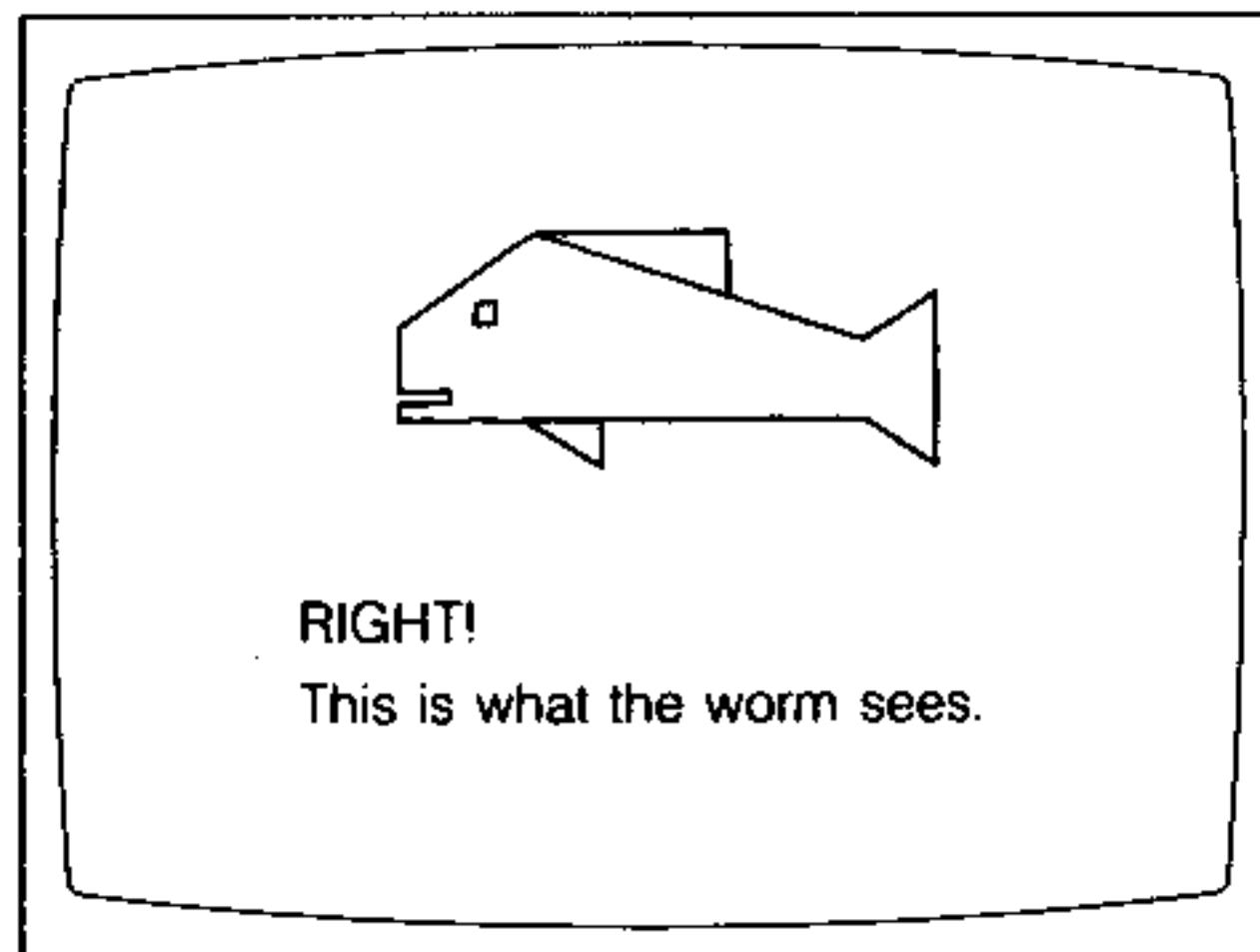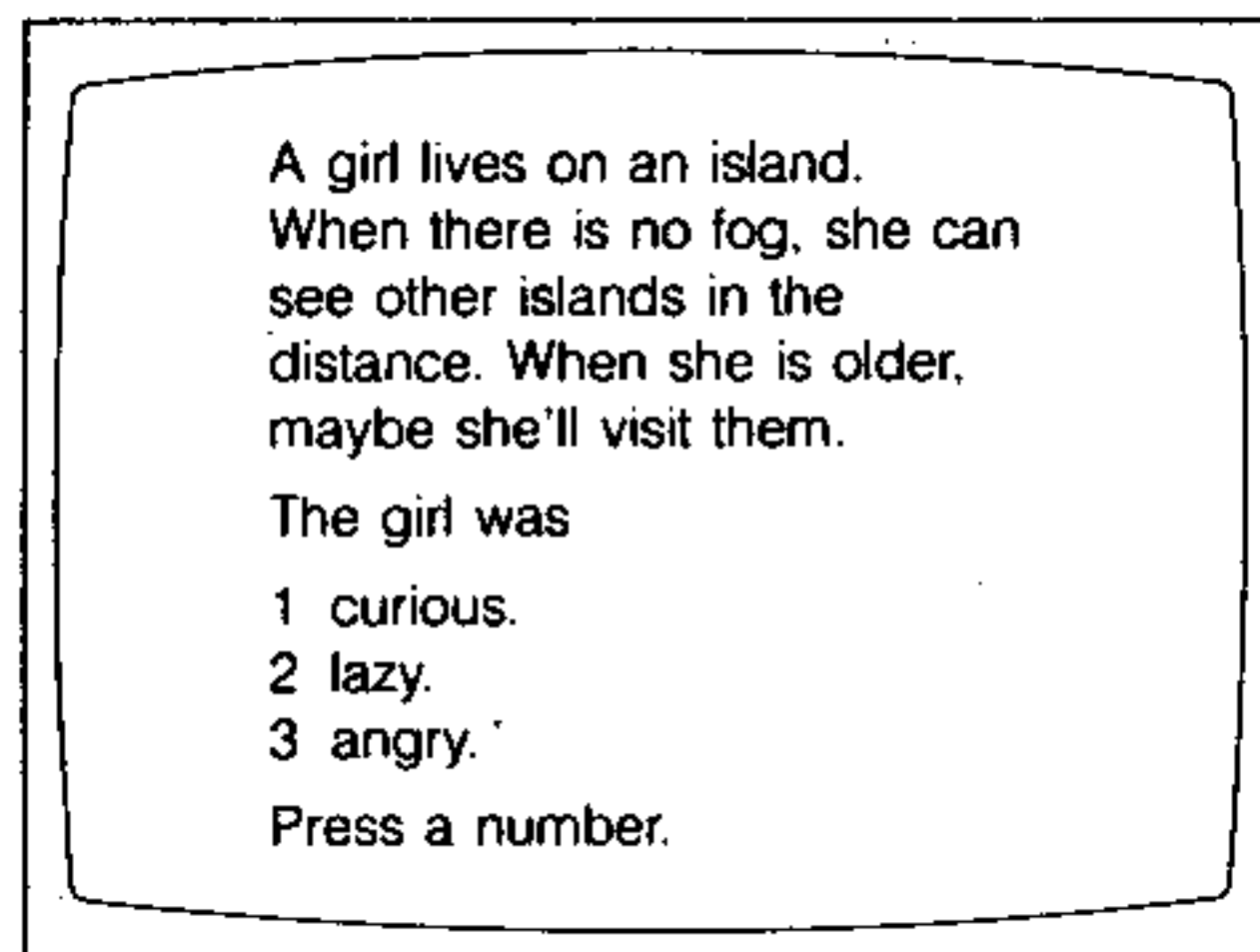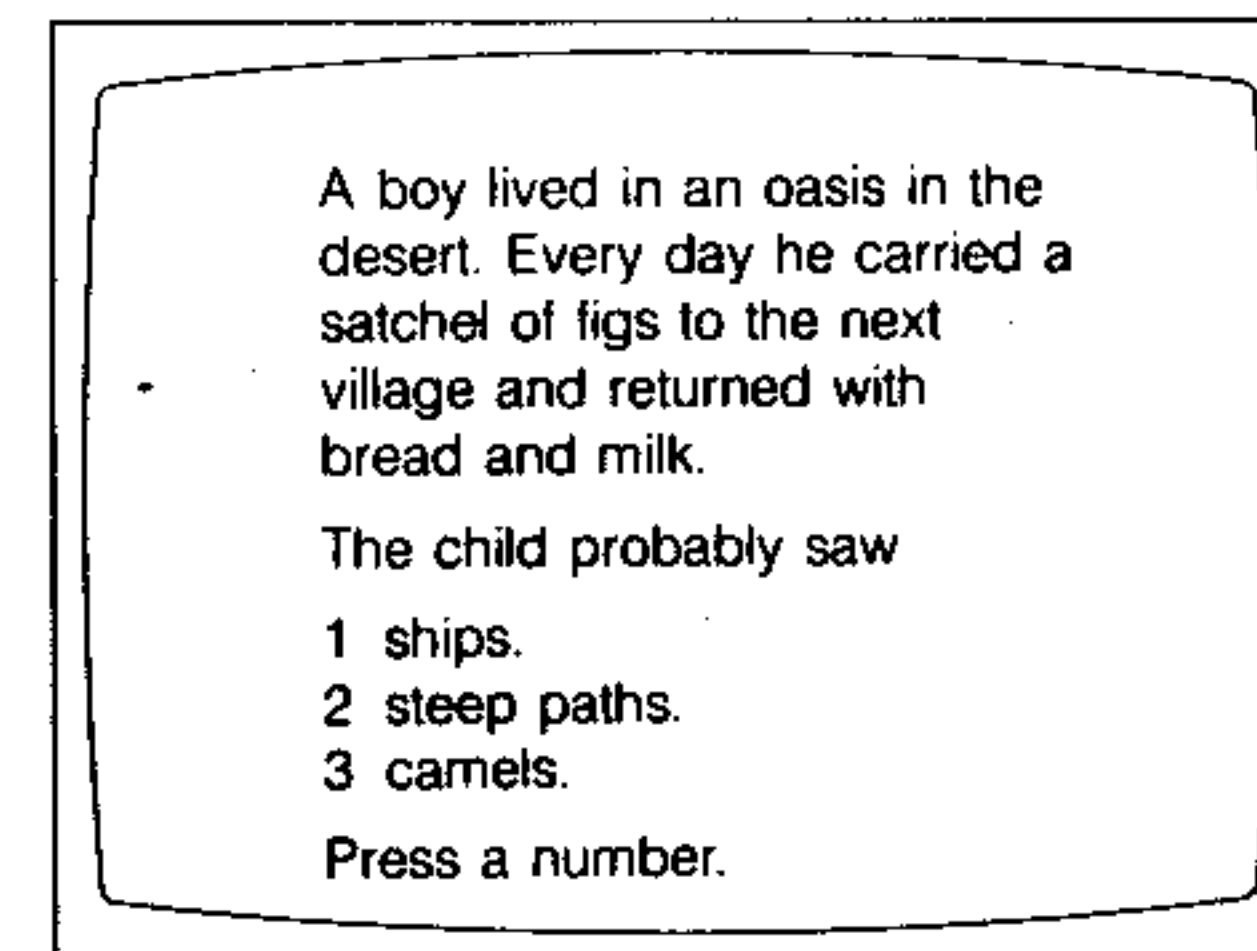
2 Characters

Try out the skill. The wizard will tell you eight stories. For each story, you will be asked to tell something about the character in the story. Each time your answer is correct, the wizard will flash the star on his wand for you. If your answer is incorrect, you will be allowed to try again. You may want to record your score on the record form on page 14 of this guide.

```
A girl lives on an island.
When there is no fog, she can
see other islands in the
distance. When she is older,
maybe she'll visit them.

The girl was

1 curious.
2 lazy.
3 angry.

Press a number.
```
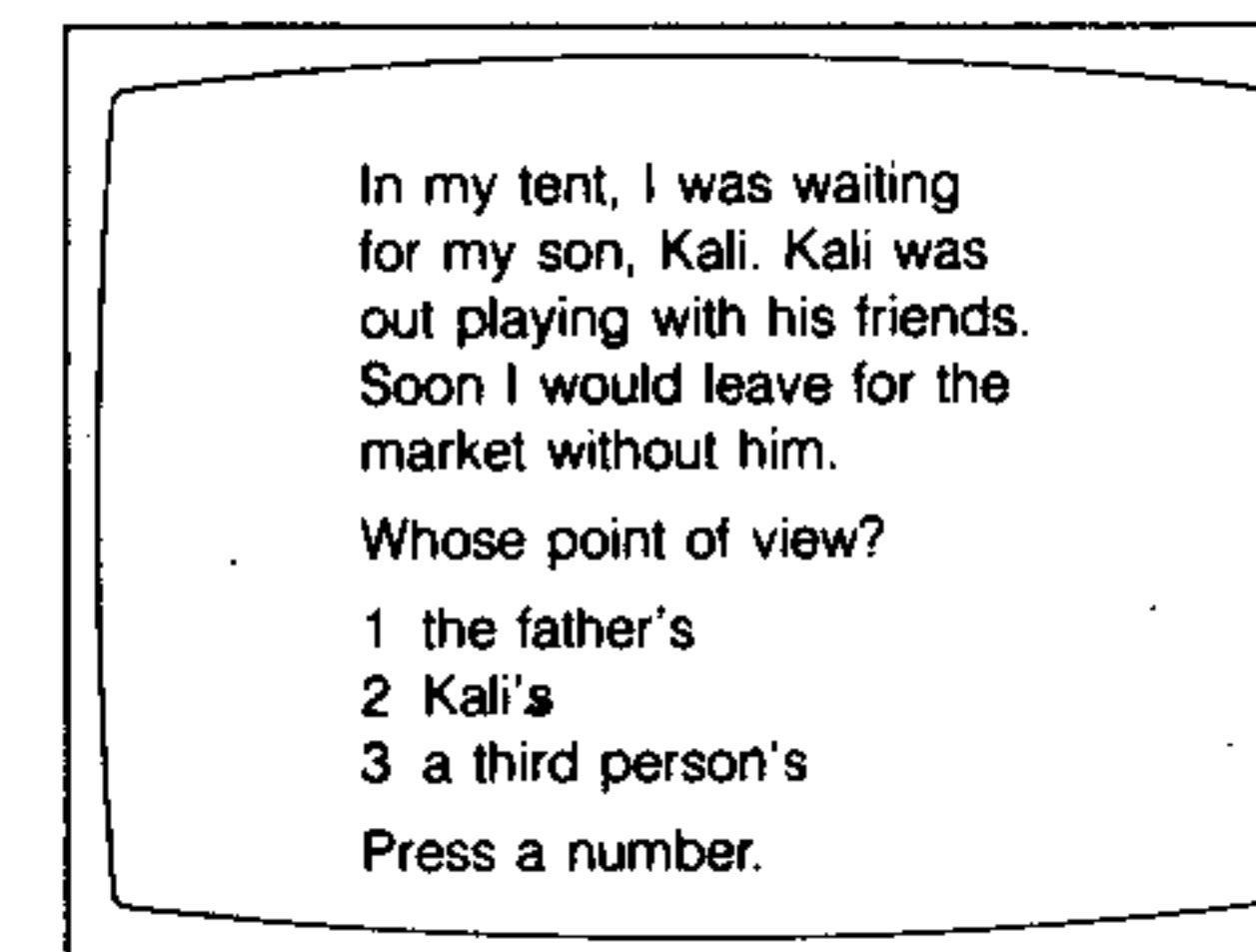
3 Setting

Try out the skill. The wizard will tell you eight stories. For each story, you will be asked to tell something about the setting in the story. Each time your answer is correct, the wizard will flash the star on his wand. If your answer is incorrect, you will be allowed to try again. You may want to record your score on the record form on page 14 of this guide.

```
A boy lived in an oasis in the
desert. Every day he carried a
satchel of figs to the next
village and returned with
bread and milk.

The child probably saw

1 ships.
2 steep paths.
3 camels.

Press a number.
```

4 Point of View

Try out the skill. The wizard will again tell you eight stories. You will be asked to tell who is telling the story. Each time your answer is correct, the wizard will flash the star on his wand for you. If your answer is incorrect, you may try again. You may record your score on the record form on page 14.

```
In my tent, I was waiting
for my son, Kali. Kali was
out playing with his friends.
Soon I would leave for the
market without him.

Whose point of view?

1 the father's
2 Kali's
3 a third person's

Press a number.
```

5 "The Journey" (all skills together)

After you have learned about characters, setting, and point of view in a story and practiced identifying these story elements, you are ready to try "The Journey." In this activity you will have the chance to choose which character you want to be. You may want to be a scientist, a wizard, or a musician. Whatever choice you make, you will discover that your character acts differently from the other two, finds himself in entirely different settings, and also has a different point of view. You will use the story elements to help decide the pathway for your story adventure. Happy Journey!

MODULES IN THE SERIES

Modules in the Scott, Foresman reading program series for the Texas Instruments Home Computer include:

Title	Skill	Grade
Early Reading	Picture clues Meaning and syntax clues	K-2
Reading Rainbows	Class relationships Part-whole relationships Size relationships	K-2
Reading Fun	Story problem and solution Cause-effect relationships Feelings of characters	1-3
Reading Cheers	Root words with spelling changes before endings and suffixes Contractions Compounds	1-3
Reading On	Maps Graphs Schedules	2-4
Reading Adventures	Main idea and supporting details Conclusions Sequence relationships	2-4
Reading Roundup	Figures of speech Appropriate word meaning/unfamiliar words Idioms	3-5
Reading Trail	Characters Setting Point of view	3-5
Reading Rally	Fact and opinion Author's purpose Bias/connotations of words	4-6

Title	Skill	Grade
Reading Power	Dictionary/glossary Card catalog Encyclopedia	4-6
Reading Flight	Classifies information Summarizes information Outlines	5-7
Reading Wonders	Historical fiction Modern realistic fiction Science fiction Biography Autobiography Informational articles	5-7

Directions: Mark an X in the boxes to show you've done an activity. Mark a number on the lines to show your score for the *Try It Out* activities.

Characters	**Setting**
Study It	Study It
Module Activity ☐	Module Activity ☐
Try It Out	Try It Out
1st Time: _____ out of 8	1st Time: _____ out of 8
2nd Time: _____ out of 8	2nd Time: _____ out of 8
3rd Time: _____ out of 8	3rd Time: _____ out of 8
Reader	Reader
Pages 2-7 ☐	Pages 8-11 ☐
Pages 12-15 ☐	Pages 16-21 ☐
Pages 16-21 ☐	Pages 22-27 ☐

Point of View

Study It

Module Activity ☐

Try It Out

1st Time: _____ out of 8

2nd Time: _____ out of 8

3rd Time: _____ out of 8

Reader

Pages 22-27 ☐

All-Skills Activity

"The Journey"
Each time you read "The Journey,"
mark an X to show which character's
part you decided to take.

scientist ☐

wizard ☐

musician ☐

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