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A Note to Parents and Teachers

Read-A-Rama is designed to help young children develop their reading, spelling and memory skills. Because of the diversity of activities included in Read-A-Rama, it will continue to be useful and interesting as the child's skills evolve. And the program is expandable too! We offer a variety of phonetic data disks that integrate with the Spell & Remember module.

Read-A-Rama **"TALKS"** without the use of any additional hardware so that very young children will have an electronic tutor to read all the words to them. The Word-A-Rama and Read & Remember modules can be used with the very young child to help build sight-word recognition, classification and memory skills. We suggest that the various categories of the Word-A-Rama module be viewed together by parents/teachers and children, before the other modules are attempted. Once the child is familiar with the words in the program's data base, he or she can work with Read-A-Rama and Spell-A-Rama independently. For very young learners, we suggest introducing one category at a time in the Word-A-Rama module and then practicing with these same words in the Read-A-Rama or Spell-A-Rama modules.

Children who bring weekly spelling lists home from school can be taught to enter the lists themselves in the Spell & Remember module. Good readers can even improve their skills by using this part of the program as a speed reading tool.

The variety of activities we have introduced in Read-A-Rama will help chil-

dren build important skills while they have fun learning.

An Important Note About the Use of Speech in Read-A-Rama

The speech and sound in Read-A-Rama can be turned off prior to the program's loading. Simply follow the on-screen instructions. In three of the activities, Read-A-Rama, Spell-A-Rama and Read & Remember, the speech can be turned off from within the activity. Parents and teachers may wish to do this once the child is ready to read independently. This way children will have to read the words they are required to spell or that match the pictures the computer asks them to find. **The TAB key toggles the speech on and off in these activities.**

Read-A-Rama

Apple II GS®

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple and Control keys simultaneously will access the desk accessories menu. Use the arrow key to select

CONTROL PANEL and press RETURN.

Control Panel Menu

SOUND - Selecting sound permits you to adjust the volume and pitch to your liking. FOR NO SPEECH OR SOUND AT ALL in Read-A-Rama, move the volume star all the way to the left. You will get another opportunity to set this option from within the program.

SYSTEM SPEED - We suggest your system speed be set at FAST.

SLOTS - If your 3 1/2" floppy drive is not already assigned as your start-up device, then change the start-up slot to 5 on the slot menu.

RAM DISK - This program requires 1 megabyte of memory to operate. If some of the memory is currently allocated for RAM disk, you must de-allocate it. Select RAM disk from the Control Panel menu. Set BOTH minimum and maximum on RAM disk sizes to 0K (zero K).

Category Menu, point and click on the “E” button on the screen’s bottom left. Word-A-Rama was designed to introduce the young child to many everyday words that he or she should recognize. As the child uses the mouse to move the arrow into one of the three picture boxes appearing on-screen, the clown will say and display the word.

There will be six pictures within each category, three per screen. To progress from screen to screen, use the mouse to point and click on the “N” or “Next” button appearing on the screen’s bottom left. To select another category and return to the Category Menu point and click on the “E” button on the screen’s bottom right. Remember, to return to the Main Menu, point and click on the “E” button on the Category Menu.

READ-A-RAMA

Select a category as in Word-A-Rama. The six pictures from that category will appear on the screen and will be shuffled around from box to box. Click the mouse button to stop the shuffling. The computer will then say the name of the object that the child must identify by pointing and clicking on its picture. (Because of memory limitations the program could not say the complete sentence, “Find the ...”.) The word corresponding to the picture that the child must identify will be printed in yellow. If the answer is incorrect, the child will be asked to try again. If the answer is incorrect after a second try, the word will appear on the bottom of the screen and a white box will flash around the cor-

rect picture. **Click the mouse to proceed.**

The TAB key toggles the speech on and off in this activity. As the child becomes familiar with the words in each category and has played this activity with the speech on, we suggest that the speech be turned off. This activity is more challenging without speech.

This module will continue using the same set of pictures from the selected category until you point and click on the “E” button. The Category Menu will then appear. Either select another category and play the same game, or click on the “E” button to quit.

Once you’ve quit, the score screen will be displayed. Click the mouse to return to the Main Menu.

SPELL-A-RAMA

First select a category. Each picture from that category will be displayed individually. The child must spell the picture’s name. The program will only allow the child to type as many letters as are in the correct answer. To erase letters before pressing RETURN, use the DELETE key. Remember to press RETURN after typing the answer. **If you would like the computer to say the picture’s name once more, point and click on the “T” or “Talk” button. Remember, if you want to turn the speech off from within this activity press the TAB key. Pressing TAB once again will turn the speech back on.** If an answer is incorrect, the computer will print the correct one on the bottom of the

LOADING PROCEDURES

Please read all prior instructions concerning the Control Panel. Place Read-A-Rama Boot disk into drive 1 and boot your computer (turn your Apple GS on). The program will automatically load.

The program will ask if you want speech and sound effects. Use the mouse to point and click on either "Yes" or "No" and then on the OK button to proceed. A "Please Wait" screen will appear while the program loads into memory. This will be a long wait as the program uses a megabyte of RAM and is very large.

Next, enter your name and press RETURN. Select either Level 1 or Level 2 or Quit (to leave the program), and then click on OK. If you have selected Level 1 or Level 2 you will be instructed to insert the corresponding disk. Click on OK. If you have selected "Quit", you will be returned to a blank blue screen, not to the Apple DOS or Control Panel. The program then does a lot of internal housekeeping and you must re-boot your machine to use another program.

THE MAIN MENU

Read-A-Rama consists of five learning activities:

Word-A-Rama - An electronic picture and word display divided into 14 categories of 6 pictures each. The words and pictures on the Level 2 disk are more difficult than those on the Level 1 disk.

Read-A-Rama - An early reading exercise in which the child is shown 6 pictures and is asked to identify them individually.

Spell-A-Rama - A spelling skill builder in which the child must spell the names of the 6 pictures in the selected category.

Read & Remember - A 1 to 4 player memory game.

Spell & Remember - Another spelling and reading game in which you enter your own words. Phonetic Data disks can be purchased from Unicorn to further expand the life of this program.

Move the mouse's arrow icon to the program module of your choice. That module will highlight in red. Then click the mouse button. **The "E" button appearing on the bottom right of the screen is the exit button.** Pointing and clicking on this will permit you to exit the program. Follow the on-screen instructions for disk swapping.

WORD-A-RAMA

Select one of the 14 categories by moving the mouse's arrow icon to that category and clicking the mouse button. To return to the Main Menu from the

screen. Clicking on the “E” or exit button will return you to the Category Menu. You will also be returned to the Category Menu after all 6 pictures have been shown. Either select another category or click on “E” to see your score. Click again to return to the Main Menu.

READ & REMEMBER

Point and click on the number of players and then on OK. Enter the name(s) and press RETURN. Six pictures selected at random from the program’s data base will appear on the screen. Once all players have had enough time to study the pictures, click the mouse. The pictures will be hidden behind curtains. The computer will then ask the players to find a specific picture. Use the mouse to move the arrow icon to the curtain that you think is covering the picture that the computer has asked you to find, and click the mouse button. A player continues to have control until he misses. Game play continues until someone clicks on the “E” button. Scores will then be displayed. Click the mouse to return to the Main Menu.

SPELL & REMEMBER

First, the computer will ask you to select the timer value. This value will determine the number of seconds that the word will be flashed on the screen. Each count of 6 corresponds to 1 second. Therefore, the default option of 20 is

a little bit longer than 3 seconds. You can click on +5, +10 or -5,-10 to make the time longer or shorter, respectively. A timer setting of zero will flash the word for a period of time equivalent to the time the operating system requires to print the word on-screen.

A timer setting of 100 is a good point at which to begin. Monitor the child's progress and reduce the time accordingly.

Next, select whether you wish to make a new list, use a previous list, or quit. Click on OK once you've made your selection.

Make a New List

Enter your list of ten words, pressing RETURN after each word. Words are limited to a length of 12 characters. Use the DELETE key to make any changes in the words before pressing RETURN. Once you have entered all the words, you can make changes by using the mouse to click on the box containing the word you wish to change. The box will be highlighted in yellow. You can then use the DELETE key to erase the word in that box and enter a new one. You must enter lists of TEN words. If you leave a box blank, the clown will flash an empty sign during the program activity and the child will be confused.

After you have entered your list, click on either the USE box or the SAVE box on the right of the screen. Clicking on the QUIT box will permit you to leave this activity and return to the Main Menu.

Saving Your List

If you wish to SAVE your list you will need to have a previously formatted data disk. Please familiarize yourself with the Apple IIGS Utilities Disk so that you will know how to do this. Also, please read your Apple IIGS User's Guide so that you will know how to Open, Close, and Read Data Files. See the chapter on the Program Launcher.

After you've clicked on SAVE, the program will prompt you to insert the Read-A-Rama Boot disk. Then a file selection screen will appear. **Remove the Boot disk and insert your data disk. Click on the Disk button. Enter the name that you wish to give this file. Then click on the SAVE button appearing on the file selection menu or press RETURN.** You will then be asked to insert the Read-A-Rama Level 1 disk or Level 2 disk.

Use a Previous List

If you select this option you will be instructed to insert the Read-A-Rama Boot disk. Click on OK. A file selection menu will appear. Remove the Boot disk and insert the data disk that contains the words you wish to use. (This disk may be one of your own or one of the Phonetic lists that can be purchased from Unicom.) Next click on the Disk button on the file selection menu. Either double-click on the file name that you wish to load or highlight the filename

and click on the Open button. The program will then prompt you to insert the Read-A-Rama Level 1 or 2 disk. The word list will now appear so that the child can have a chance to study the words.

Playing Spell & Remember

Click on the USE option to play the spelling game. The word will be displayed on the clown's sign for the preset amount of time. The child must type the word that was displayed, pressing RETURN after each answer. Use the DELETE key to erase any letters before pressing RETURN. If an answer is incorrect, the computer will tell the child that he missed that word and the correct spelling will be printed on-screen. Click the mouse to proceed to the next word. **While the word is being displayed, you will notice that a "G" or "GO" button appears on the screen's bottom left. Clicking on this button will permit the child to begin typing in his or her answer if the display time seems too long.**

There are two more buttons that you and the child should be familiar with. When the computer is waiting for the child to type in the answer there will be a **"T" or "Timer"** button and a **"?" or "Help"** button on the screen's bottom left. You will also see the **"E" or "Exit"** button on the screen's bottom right. Clicking on the **"T"** button will access the Timer Option Menu and permit you to adjust the display time if it proves to be too long or too short. Clicking on the **"?"** button will display the word one more time. Once help has been given, the **"?"**

Phonics Disk 2 - Order Number RamaP2GS \$14.95

Hard and Soft C
Variant S
Vowel Digraphs ai, ay, ie, oa, oe, ey
3-Letter initial consonant blends
More initial and final consonant blends
Silent letters kn, wr, gu, mb, gh
Variant sounds for ch
More Vowel Digraphs
Compound words
Polysyllabic words
Suffixes



**Order BOTH phonics disks
for \$25.00**

Order Number - RamaGSET

button will disappear.

After each set of ten words is played (or if the "E" button has been accessed), the score screen will appear. The child will get one clown "Happy face", for each word he/she has spelled correctly. Words that have either been spelled incorrectly or skipped (because the Exit button was accessed) will appear on the lower portion of the screen.

You will notice an **"R" or Review** button on the lower left of the screen. Clicking on this button will enable the child to play again with the same word set.

Unicorn's Phonetic Data Disks

To further expand the effectiveness of this program we have designed a set of phonics disks that can be integrated with the Spell & Remember activity. Please see the ordering information in the back of this manual for details.

Programming by Stan Brewster
Designed by June Stark

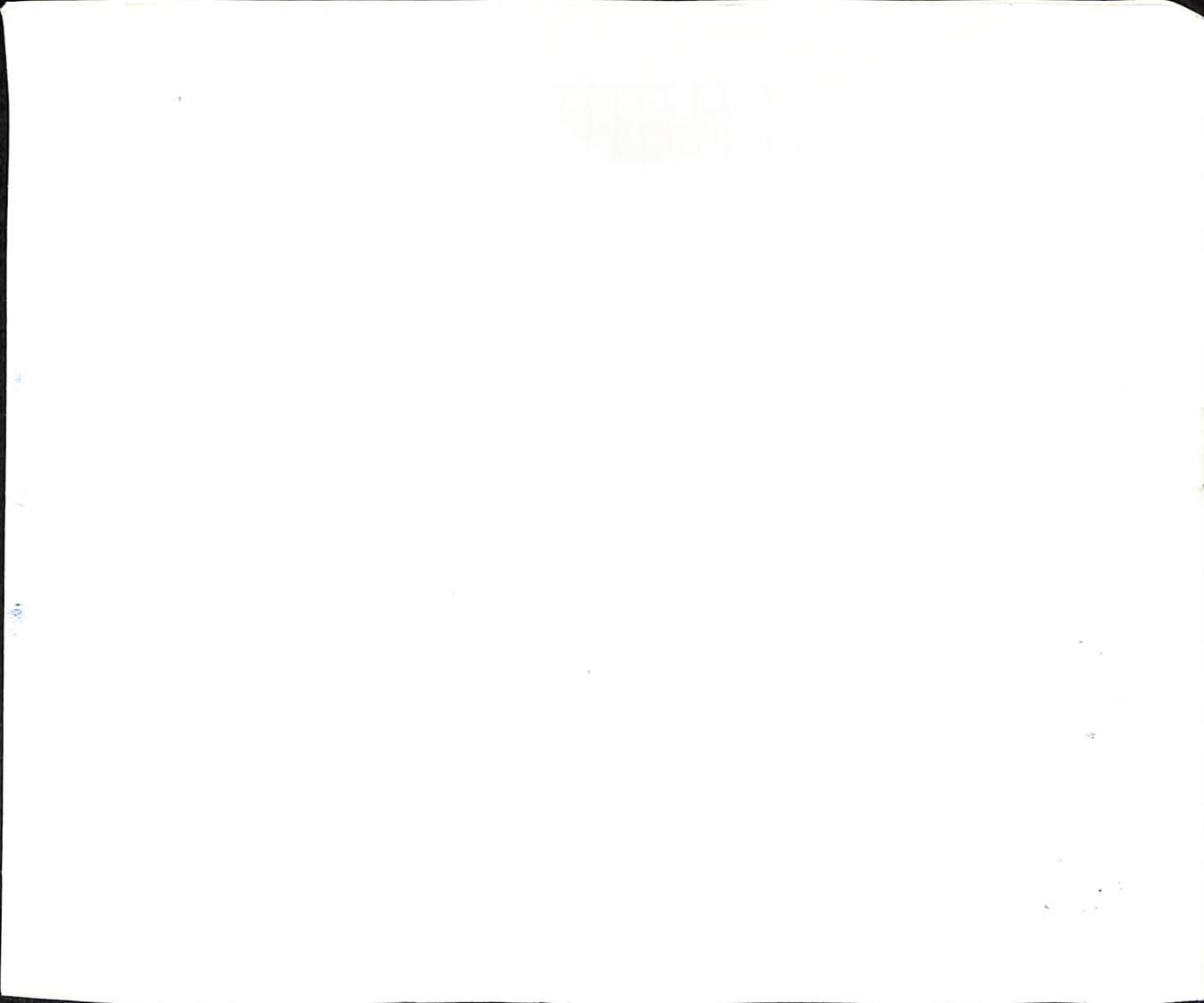
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Expand The Life Of Read-A-Rama with Phonics Disks!

Both disks contain carefully sequenced word lists that can be used with the Spell & Remember activity. The disks were designed to give each child the opportunity to increase his or her sight word vocabulary and develop an understanding of phonetic concepts. When mastered, these two skills will provide a solid foundation for important word attack abilities. The topics covered on each disk are detailed below.

Phonics Disk 1 ~ Order Number RamaPIGS \$14.95

Short and Long A, E, I, O,
Hard and Soft C and G
Digraphs ie, oa, oe, ai, ay
Variant S
Initial Consonant Blends with s, r, l, tw
Final Consonant Blends
Initial Consonant Digraphs - ch, sh, wh, th
Final Consonant Digraphs - ch, sh, th, ck, ng, nk, tch
Silent Letters wr, kn
Vowel digraphs ar, or, ea, ie, oo, iu, ue, au, aw, al, all, oy, oi, ow, ou
Y as a vowel
Plurals
Inflectional Endings
Suffixes
Compounds





Back-up Certificate

I would like to purchase the back-up disks for Read-A-Rama for the Apple IIGS for \$ 20.00.

Please ship my disks to:

Enclosed is my check or money order.

Enclosed is my school purchase order.

Bill my VISA/MASTERCARD

Card # _____ Exp. Date _____

Signature _____





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