



RANDOM HOUSE MEDIA SOFTWARE

Reading & Writing!

with The Boars



R E A D I N G & W R I T I N G S E R I E S

Random House Media

EARLY LEARNING

Reading & Writing! with the Boars™

For the Apple ® II series of microcomputers

Created by Pelican Software

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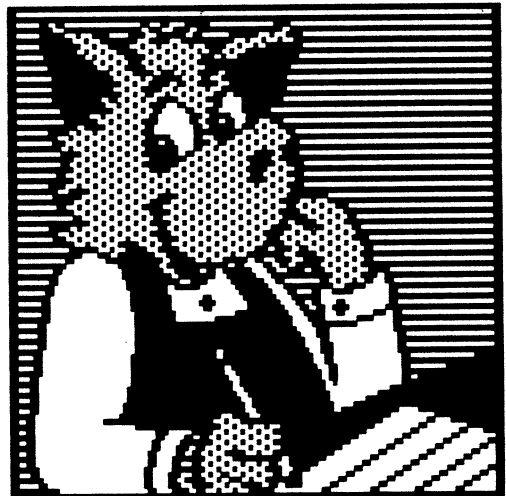
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Introduction

Reading & Writing! with the Boars offers children an early reading and writing experience. The answers given to a series of questions are transferred into fun stories which children can read, change and print out into their own books.

Drawing from the language experience approach to teaching reading, the questions pertain to things children know about their own lives, how they feel, how they think of themselves, and what they would like to be. The resulting stories, formed from the child's responses, are often amusing and compelling. And by seeing how their own answers to questions can lead to a story, children are not only encouraged to read, but are also learning the first step in the writing process — thinking about what they want to say.

Using the Program

Equipment Needed

- An Apple IIe, IIc, or IIGS with at least 128K
- One disk drive
- A monitor (color or monochrome)
- A blank disk

NOTE: The program comes with two double-sided disks: a Program Disk and a Reading & Writing Disk. In order to save the stories, you'll also need a blank disk to create a Story Disk. Each child using the program should have his or her own Story Disk.

You can create a Story Disk in two ways: select the option from the Main Menu or create the disk when you want to save the first story. Just follow the directions on the screen.

To Begin *Reading & Writing! with the Boars*:

- Make sure the computer is off and the monitor is on
- Insert the Program Disk with Side 1 facing up
- Close the disk drive door
- Turn on the computer and the program will load

Special Keys

The following keys are used throughout the program:

- **ARROW KEYS**—to indicate a graphic or word to change
- **RETURN** — to finalize a selection; to go to the next screen
- **ESC**— to go back to the previous screen
- **SPACEBAR**— to view graphics; to select menu choices
- **CONTROL-S**—to turn sound off and on
- **OPEN-APPLE-M**—to go to the Main Menu
- **OPEN-APPLE-?**—to get help

Main Menu

WRITE MY STORY: To begin, students must first answer 7 to 12 questions. Some questions are fill-ins, others are multiple choice. Students type the answers to the fill-ins directly on the screen. The answers must be no more than 15 characters (letters and spaces). The multiple choice questions have four possible answers, each accompanied by a graphic. To see the graphic choices, press the **SPACEBAR**; to select a graphic answer press **RETURN**.

READ MY STORY: After students answer the questions, they go directly to reading their story. While reading, they may change their answers. To change a graphic answer, press an arrow key and then **SPACEBAR** to see the other choices. To select a new choice, press an arrow key again. Press **RETURN** to go on to the next page.

To change a fill-in answer, press an arrow key and type in the new answer. Press an arrow key again to save the new answer. Press **RETURN** to go on to the next page.

SAVE MY STORY: Each student may save one version of each story on a Story disk. Further saves of the story on the same disk will result in the earlier version being replaced. However, the story can be saved again on a different story disk.

PRINT MY STORY: Stories can be printed only after students have written and read their stories. Blank stories will not print out. After choosing the print option, select the story to print. Stories may be printed in three different formats. Mini Books print three screens to a page; Regular books print one screen per page; and Big Books are double the size of Regular books.

NOTE: The first time you use the program you must set up the printer. Select the **CHANGE SETUP** option from the Printer Menu and pick the appropriate setup for your printer and interface card. Be sure to save the setup when you're finished.

In addition to the three book sizes, you can also print out a Shape Book pattern that students can cut out and use as front and back covers of their books.

Change Skill Levels

Reading & Writing! with the Boars works on two different levels. Story questions and multiple choice graphics are the same on Levels 1 and 2. On Level 2, however, the program will ask the child to type the name or phrase relating to the graphic chosen, providing spelling and typing practice. On Level 1, the child simply presses RETURN to select the graphic. If you don't select a level, the program will automatically work on Level 1.

Create a Story Disk

In order to save the stories, you need a blank disk to create a Story Disk. Each child using the program should have his or her own Story Disk.

You can create a Story Disk in two ways: select the option from the Main Menu or create the disk when you want to save the first story. Just follow the directions on the screen.

In the Classroom

Reading & Writing! with the Boars can be used in several ways in the classroom, depending on the number of students, their reading abilities, and how many computers you have.

Question Sheets

In order to complete a story, students must first answer 7 to 12 questions. Some questions are fill-ins, others are multiple choice. Multiple choice questions have four possible answers, each accompanied by a graphic. The answers students give to all of these questions are then incorporated into the story.

For your convenience, these questions are reproduced on black-line masters in this Teacher's Resources Guide. You may want to copy and distribute these pages to your students; then help them read and answer the questions so that they are fully prepared when they go to the computer.

Fill-in questions require a written answer and are followed by lines. Multiple-choice questions are indicated by small boar icons and do not require written answers. Since these questions appear on the screen with graphic answer choices, it would be best to review them for content and vocabulary only. Do not have students answer these questions until they go to the computer.

Keep in mind that fill-in answers must be no more than 15 characters (letters and spaces).

Vocabulary Lists

This Teacher's Resources Guide also contains a vocabulary list for each story. These lists include all words used in the story which are three letters or longer. Words depicted by graphics are indicated by a bullet (•). You may want to review these words with your class before they write their stories.

The Stories

The stories were written in various styles to offer different possibilities to the teacher and different experiences for the student. *Wild Winter Day* and *Super Summer Day* encourage children to explore their feelings. *About My Life* asks a child to consider his or her everyday life, while *If I Were . . .* and *When I Grow Up* ask the child to fantasize or project the future.

Preview the stories before assigning them. You may want to use some of the stories in unusual ways. For example, *Crazy Cooking* and *Funny Farm* ask students to set matters straight in a restaurant and farm, respectively, but you may prefer to have students answer the questions incorrectly, to create a funny story.

Printing The Stories

As described in the Instructions, stories may be printed out in three sizes. The stories range from six to ten screens in length. As a starter, try printing the shorter stories in the Regular Book or even Big Book sizes, and print the longer stories in Mini Book size.

At the end of this Teacher's Resources Guide, you will find several pages of graphics that you can duplicate. Your students will have fun putting the finishing touches on their stories by cutting out the front and back shapes as covers. The "heads" and "feet" will make delightful bulletin board displays for your students' stories.

VOCABULARY

Story vocabulary lists include all words which appear in the story. Names of multiple choice graphics are indicated by a bullet (•). The lists do not include words used in the questions preceding each story. The questions appear on pages 10-19 in this Guide.

Funny Farm

all	• cats	• donkeys	live	• skunks	• whales
and	• chickens	farmer	• mice	stay	why
animals	coop	• fish	obey	strange	will
are	cried	fly	pet	sty	• wolves
• beavers	dams	jobs	• pigs	their	won't
• birds	• dinosaurs	know	put	they	wrong
build	• dogs	• lambs	said	they'll	you
• camels	don't	• lions	say	try	your

When I Grow Up

adventures	• brave	famous	• kind	say	• town
again	• cat	farm	live	• silly	• trailer
and	• city	• farmhouse	• Mars	• smart	wake
• apartment	• country	• fish	our	• strong	way
are	daydreaming	• generous	people	the	yesterday
been	• dog	have	pet	they	you
• bird	explored	house	said	today	you've

If I Were. . .

after	• cake	• fairy	• kind	• queen	• softball
and	can	for	• king	• raincoats	• step
are	cheers	• game	lived	• read	• strong
• bake	• cocoa	happily	• pajamas	• rollerskating	three
• book	• costumes	hip	people	sad	• tomatoes
• bow ties	• drink	• hot	• pizza	say	wear
• brave	eat	hurrah	• play	• silly	what
• broccoli	ever	• ice cream	• puddles	• sing	• wizard

Hair-Raising Halloween

and	• dungeon	• house	our	• snakes	trick
bag	• forest	it's	over	soft	was
• bats	• Frankenstein	• jelly	• popcorn	some	welcome
• cave	• ghost	joking	• princess	• spiders	were
• cloudy	• gumdrops	look	• rainy	squishy	• Werewolf
• cowboy	Halloween	lost	• raspberries	• stormy	whew
• dark	hate	moved	• robot	there	• windy
• donuts	• haunted	• Mummy	said	things	• witch
• Dracula	have	opened	screamed	treat	• worms

Super Summer Day

also	• draw	• game	• outer	• sad	• step
and	• dress	get	• picture	see	summer
• bicycle	• eat	• grumpy	• play	• skateboard	sunny
• bake	• explore	• happy	• puddles	• soaking	super
• book	feel	• ice cream	raining	• softball	• swim
• cake	feels	• lazy	rainy	sometimes	the
• dance	• float	likes	• read	• space	• wet
days	fun	movie	• rollerskate	stay	

About My Life

after	can	from	• mountains	• sing	• trees
and	• city	• game	name	• skateboard	• walk
• apartment	• country	• get	old	• take	• water
• bake	• draw	home	• play	teacher	• write
• bicycle	each	• house	• read	the	years
• buildings	• farm	like	• ride	thing	
• bus	• farmhouse	live	school	• town	
• cake	favorite	morning	see	• trailer	

Baxter Boar

and	• dance	• hamburgers	lifts	run	sweet
• apple pie	• donuts	he'll	like	• salad	the
ask	door	hear	looking	say	then
away	double	him	lunch	says	trouble
Baxter	dreams	his	more	shout	TV
begins	• dress	• hot dogs	munch	• sing	• watch
Boar	eat	• ice cream	now	• skateboard	while
bring	eating	I'd	out	snore	will
• broccoli	• fish	I'm	• pizza	snout	you
• cheese	for	inside	pout	something	you're
• chocolate	galore	let	right	• spaghetti	your
• clean	give	let's	• rollerskate	• splash	

Magic Moon

and	day	made	• rocket	• splash	• walk
ask	• explore	man	• rollerskate	• take	we'll
• astronauts	• fairies	meet	say	that	will
• bicycle	• fly	moon	• sing	the	with
• bus	hurray	• play	• skateboard	then	
• dance	• kings	• robot	• softball	trusty	

Crazy Cooking

again	• chicken	fit	• jelly donuts	said	• tomatoes
and	• chocolate	for	kitchen	• salad	want
• apple pie	come	give	laughed	saved	what's
• bake	crazy	gone	oven	serve	with
• bread	cried	• hamburgers	people	• spaghetti	won't
• broccoli	dessert	has	• pizza	thanks	wrong
chef	don't	• hot dogs	• popcorn	the	you
• cheese	• fish	• ice cream	put	toaster	your

Wild Winter Day

and	drank	• hot	met	• sad	the
• angels	• draw	inside	named	said	too
• bake	• dress	later	• near	• sit	went
• cake	felt	• lazy	one	• skating	winter
• cocoa	• fire	let's	oops	• sledding	with
come	• grumpy	• make	outside	• snowman	
day	• happy	melted	• picture	snowy	

Funny Farm

1. What is your name? _____

2. Make up a farmer's name. _____



3. Which animal lives in a coop?



4. Which animal builds a dam?



5. Which animal can fly?



6. Which animal makes a good pet?



7. Which animal eats anything and lives in a sty?



8. Which animal does NOT live in a coop?



9. Which animal does NOT build dams?



10. Which animal CAN'T fly?



11. Which animal does NOT make a good pet?



12. Which animal does NOT live in a sty?





When I Grow Up

1. What is your name? _____

2. What is your teacher's name? _____



3. Where would you like to live when you grow up?



4. Where would your home be?

5. What do you want to be when you grow up? _____



6. What will people like best about you?



7. What else will people like about you?

8. When you grow up, where will you want to go on vacation?



9. What kind of pet will you have?

10. What will your pet's name be? _____

If I Were. . .

1. What is your first name? _____

2. What is the name of your kingdom? _____



3. What is your title?



4. What do people like about you?



5. What do you tell the people of your kingdom to wear?



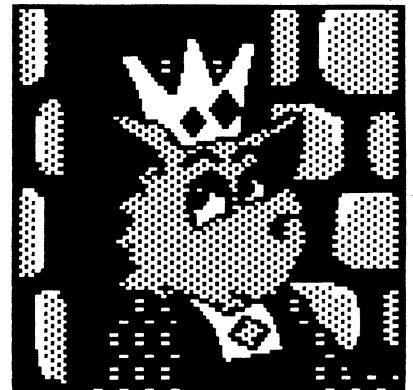
6. What do you tell the people of your kingdom to eat?



7. What do you tell the people of your kingdom to do?



8. What else do you tell the people of your kingdom to do?



Hair-Raising Halloween

1. What is your name? _____

2. Who is your best friend? _____



3. What is your favorite dessert?



4. Which place is the scariest?



5. What kind of weather is scary?



6. Which costume would you wear on Halloween?



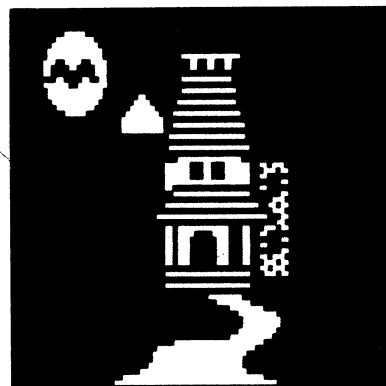
7. Which costume would your best friend wear on Halloween?



8. Who is the scariest monster?



9. Which animal is the creepiest?



Super Summer Day

1. What is your name? _____



2. How do you feel on sunny days?



3. What do you like to do on a sunny summer day?



4. What else do you like to do on a sunny summer day?



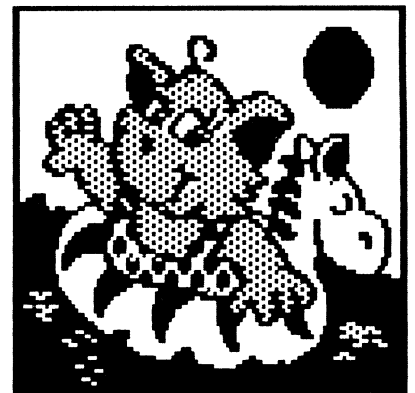
5. How do you feel on rainy days?

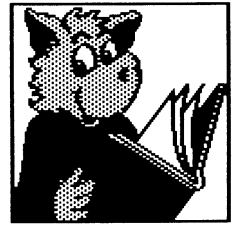


6. What do you like to do on a rainy summer day?



7. What do you like to do indoors on a rainy summer day?





About My Life

1. What is your name? _____

2. How old are you? _____



3. Where do you live?



4. Where is your home?



5. What do you see from your window at home?



6. How do you go to school each morning?

7. What is the name of your school? _____

8. What is your teacher's name? _____



9. What is your favorite thing to do at school?



10. How do you come home each afternoon?



11. What do you like to do after school?

Baxter Boar

1. What is your name? _____



2. What do you NOT like to do?



3. What else do you NOT like to do?

4. What food do you like? _____



5. What is another food that you like?

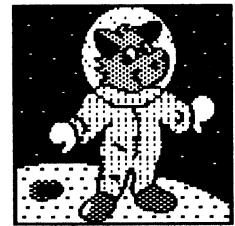


6. What is one more food that you like?



7. What is a dessert you like?





Magic Moon

1. What is your name? _____



2. How do you go to school?

3. What is your favorite food? _____



4. What do you like to do?



5. What else do you like to do?

6. What is the name of one of your friends? _____



7. What kind of people would you like to meet?

8. What is a silly word? _____

Crazy Cooking

1. What is your first name? _____

2. Make up a chef's name. _____

3. What is the name of your favorite restaurant?



4. What goes into a toaster?



5. What goes into an oven?



6. What does NOT go into an oven?



7. What does NOT go into a toaster?



8. What makes a good dessert?



9. What does NOT make a good dessert?



10. What goes into a salad?



11. What does NOT go into a salad?



Wild Winter Day

1. What is your name? _____

2. What is your friend's name? _____



3. How do you feel on snowy winter days?



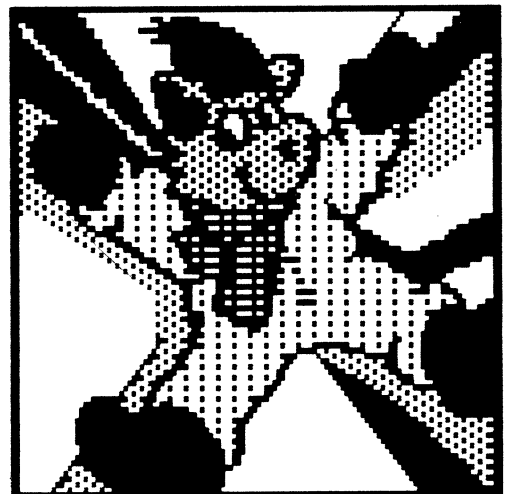
4. What do you like to do on snowy winter days?

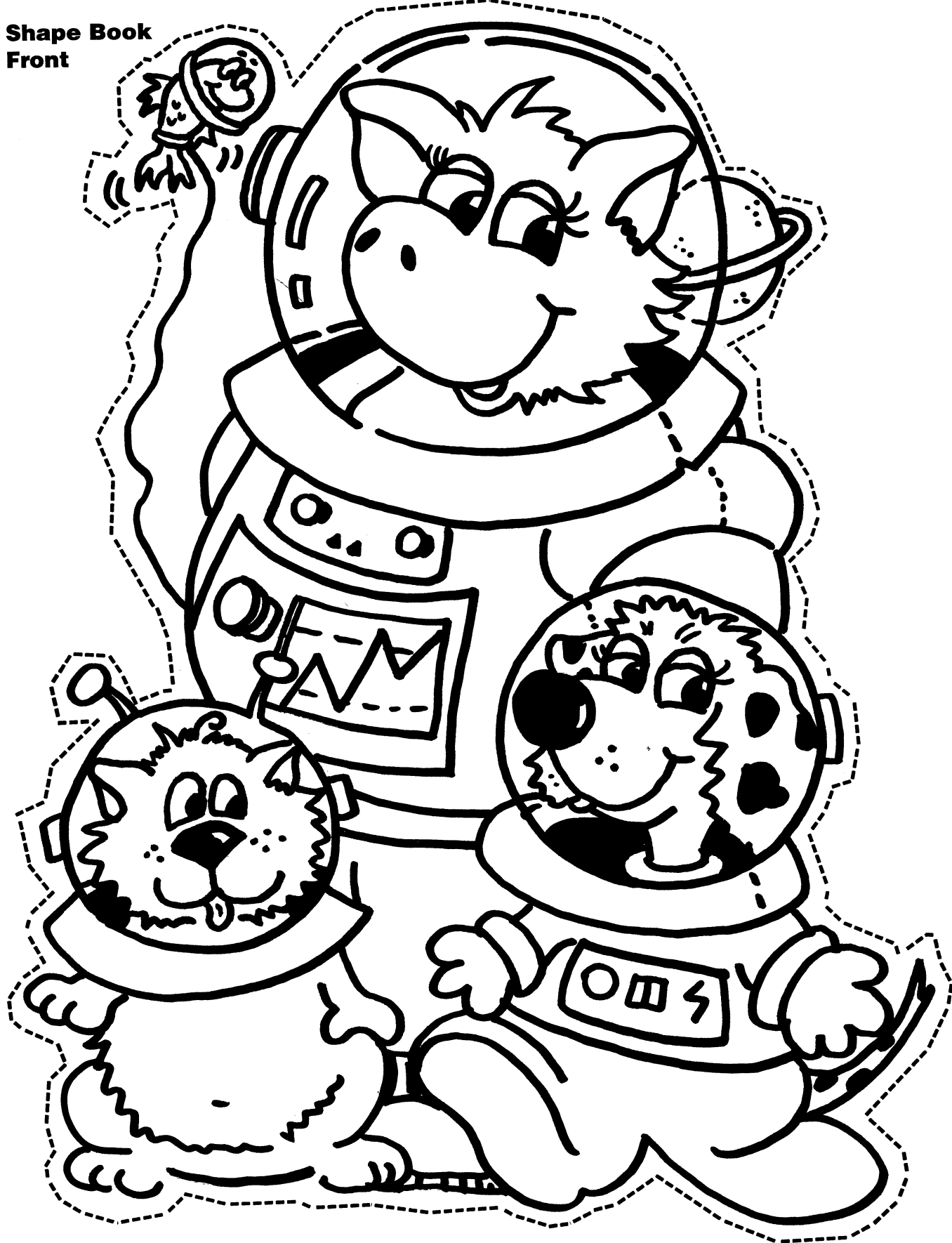


5. What else do you like to do on snowy winter days?



6. What do you like to do indoors?



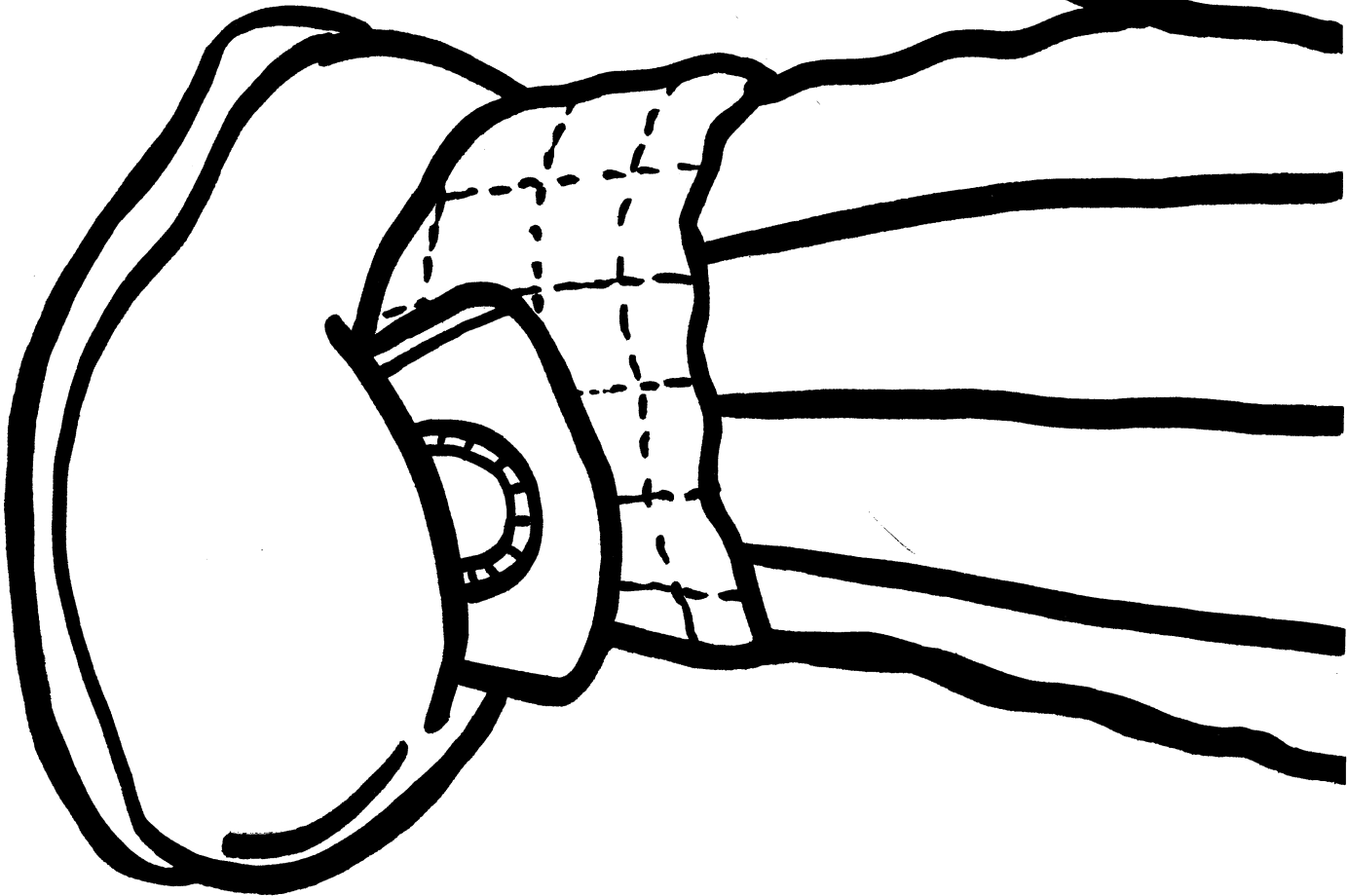
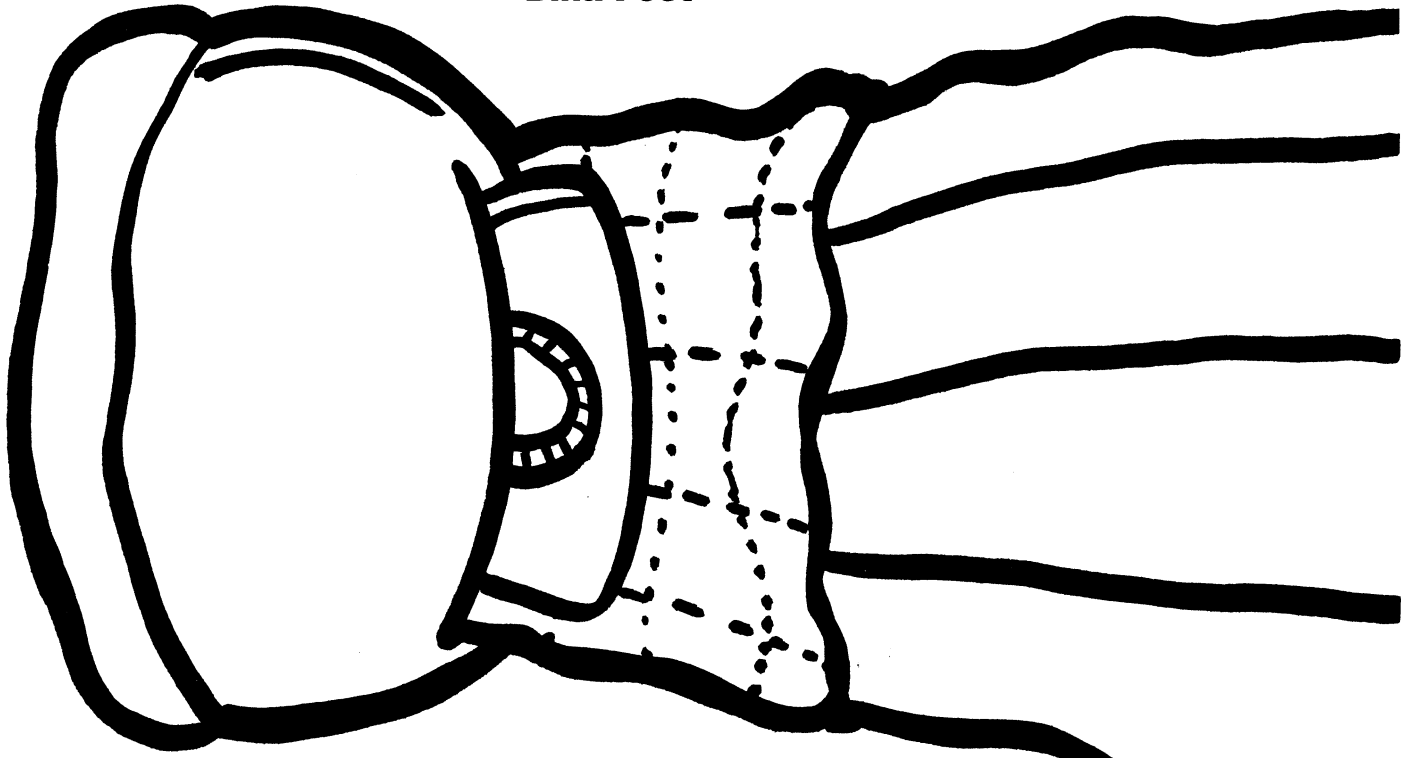




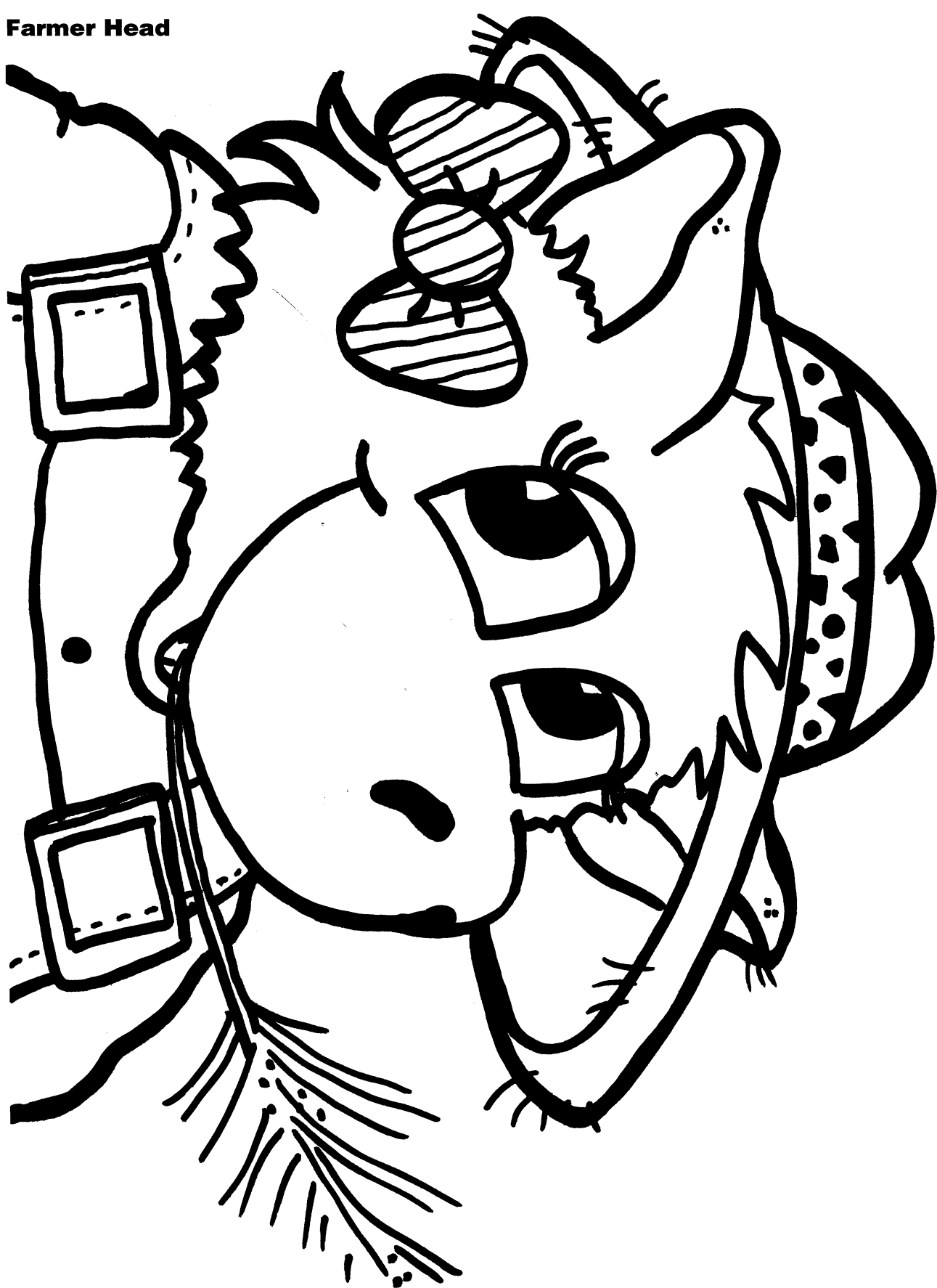
Bina Head



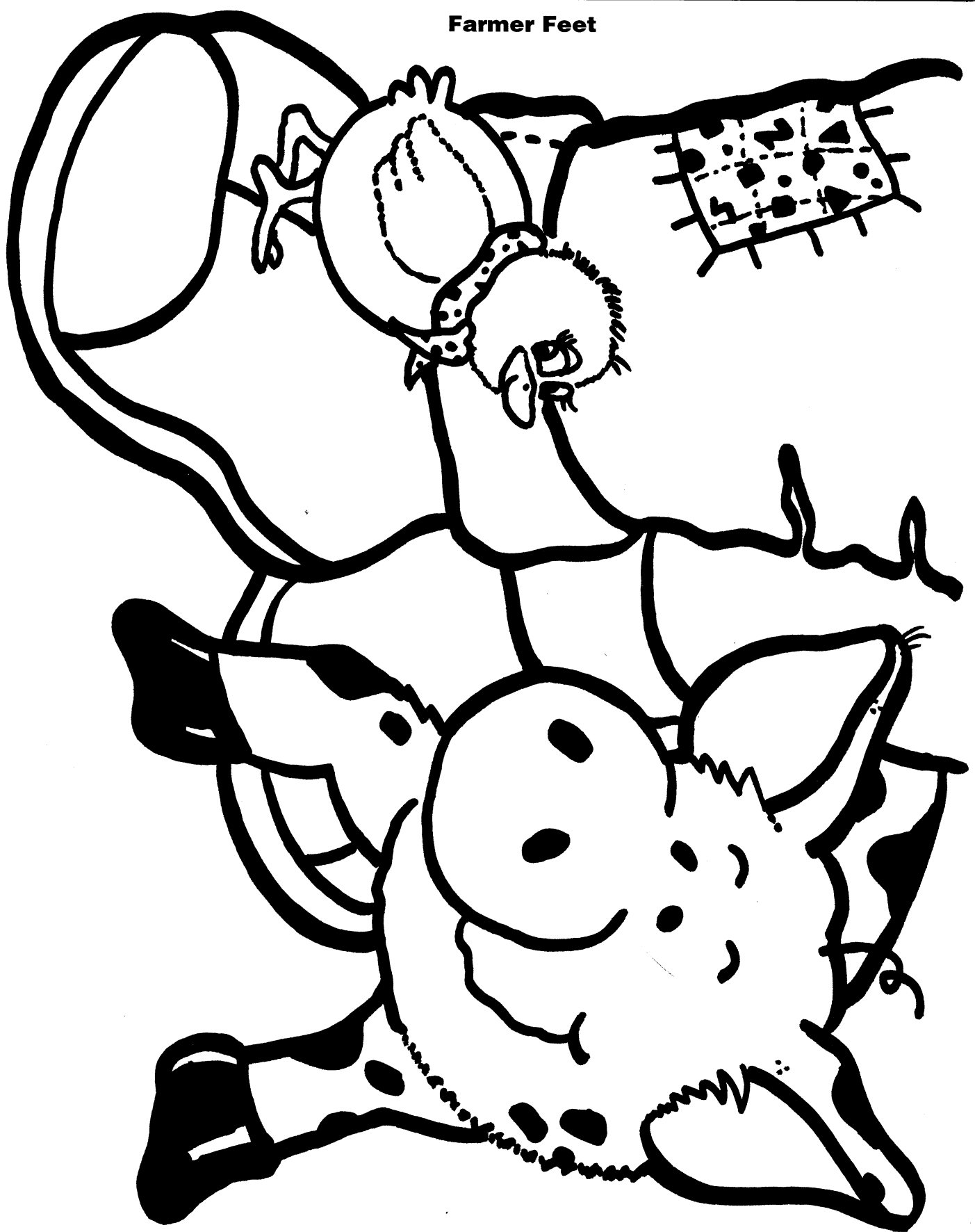
Bina Feet



Farmer Head



Farmer Feet



Chef Head



Chef Feet



