

# **READ 'N ROLL**

## **New Information on Using the Editor**

**To highlight a hint in a reading passage: (p.24)**

- Type a tilde (~) before the first and after the last word of the hint. (He ~played soccer~ on Saturday mornings.)

**To highlight the key vocabulary word during the game: (p.26)**

- Type a tilde (~) before and after the word in the sentence. (Ted ~convinced~ him to go with us.)

**To edit a specific reading passage:**

- Use **↶** and **up** or **down** arrow to choose story number.
- Press **↷** and a **right** or **left** arrow key to display that story on the screen.

**To delete an entry from a custom data file:**

- Select **Open** from the Editor's File menu. Insert your custom data disk.
- Select the type of file. (Reading Passage or Game Data)
- Select skill area. (Main Idea, Facts, Sequence, Inference)
- Choose a story and display it on the screen.
- Select **Delete entry** from the Editor's File menu.

**To print a test from a custom data file:**

- Select **Open** from the Editor's File menu. Insert your custom data disk.
- Select **Reading Passage**. (You cannot use game data.)
- Select skill area. (Main Idea, Facts, Sequence, Inference)
- Choose a story and display it on the screen.
- Select **Print test** from the menu. Printing will begin with the story displayed and continue to the end of the file.

**Note:** After printing a graphic certificate, you may need to reinitialize (turn off, and then on) your Imagewriter printer.