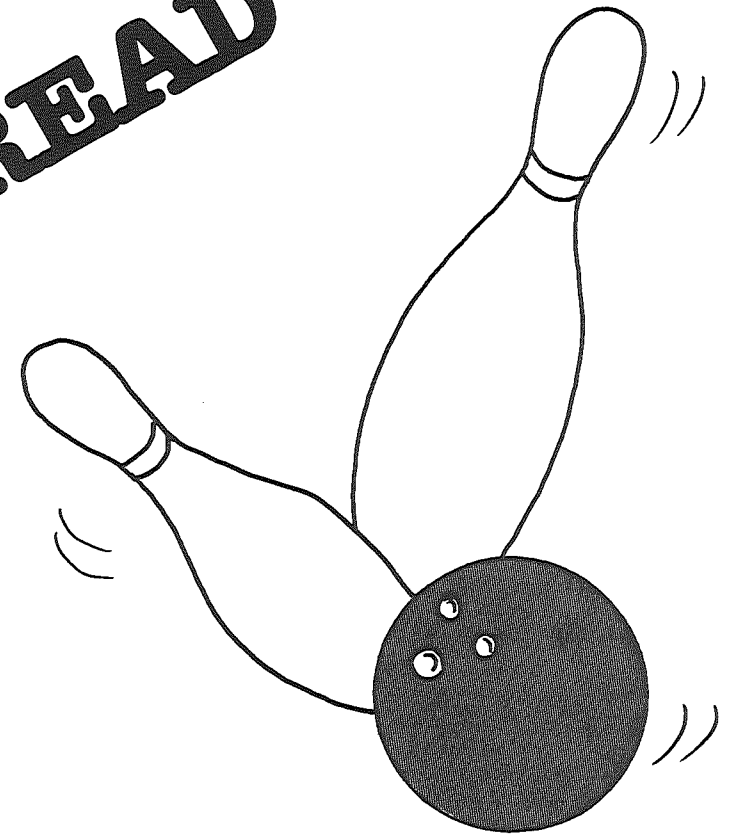


READ 'N ROLL™



Davidson & Associates, Inc.
3135 Kashiwa Street
Torrance, CA 90505
(213) 534-4070
(800) 556-6141 Outside California

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Reading is to the mind what exercise is to the body.

- Sir Richard Steele

Anyone who can read can learn how to read deeply and thus learn to live more fully.

- Norman Cousins

Every man who knows how to read has it in his power to magnify himself, to multiply the ways in which he exists, to make his life full, significant and interesting.

- Holbrook Jackson

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QUICK START

Start the Program

Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM

- Boot DOS (2.1 or more).
- Insert program disk, label side up, in drive A.
- At the A>, type RR.

Sign In

- Enter your name. Then press <Return> or click OK.
- Use the arrow keys or the mouse to enter the correct month. Press <Return> or click OK. Enter the date and year in the same way.

Select a Level

Mouse

- Pull down the Level menu and select a level.

Keyboard

- Press <Esc> to access the menu bar.
- Use the arrow keys to pull down the Level menu and select a level <Return>.

Select an Activity

Mouse

- Click one of the five icons on the Main screen.

Keyboard

- Use arrow keys to select an icon; press <Return>.
- To leave an activity, select Stop from the Activity menu.

INTRODUCTION

Welcome to *Read 'N Roll!* You are about to turn your computer into a powerful tool for developing essential skills in reading comprehension.

Read 'N Roll will help you or your students improve reading comprehension in the five main skill areas – recognizing the main idea, recalling facts, identifying the sequence of events, drawing inferences, and building vocabulary.

Students enjoy the motivating challenges and positive feedback this program offers. Colorful graphic presentations capture the students' interest and retain their attention. Reading becomes an interesting activity for students to enjoy as they learn. Learning is a positive experience; reading is fun!

Read 'N Roll takes full advantage of the unique benefits of computer instruction. Students work at their own pace, receive positive reinforcement as they progress, and strengthen their areas of weakness. Students develop, practice and apply reading comprehension skills. They achieve success as they learn; success builds upon success. Students are successful not only when they are using the software but in other reading activities as well.

Read 'N Roll can be used both at home and in the classroom. Teachers find it useful to help reinforce the material they've presented in class.

Read 'N Roll supplements reading instruction; it does not replace it. The program is most effective when it is used *after* a concept has been introduced in class. For example, after a student understands the concept of finding main ideas, *Read 'N Roll* becomes an effective tool for mastering that skill.

Read 'N Roll has many special features which enhance learning and motivate students:

Extensive Material

Read 'N Roll covers the five most important comprehension skills a student needs to master to be a good reader. There are 320 reading passages, 320 comprehension questions, and 320 vocabulary words that challenge students to develop strong reading skills.

Multiple Activities

Students develop reading comprehension skills utilizing any or all of five motivating activities designed by reading teachers to improve comprehension and retention.

Reading Hints

When students work on recalling specific facts or drawing inferences, *Read 'N Roll's* special hint feature is available to them. If a student refers back to the reading passage after one incorrect response, a hint is highlighted to help him choose the correct answer on his second try.

Davidson Student Desktop Interface

This specially designed learning environment with pull-down menus allows students to view and select all of the options from one screen. The colorful icons on the Main screen represent the five *Read 'N Roll* learning activities.

Certificate of Excellence

As students develop comprehension skills and earn a perfect score, they may print a graphic certificate of excellence which recognizes their achievement and reminds them of the fun they had learning.

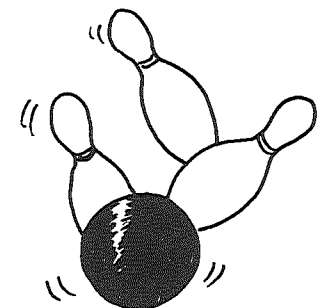
Record Keeping

Students, as well as their parents and teachers, can keep track of their progress with the *Read 'N Roll* record keeping system. Records can be saved to the disk and printed out for further reference.

Editor

To further extend the life of the product, the *Read 'N Roll* easy-to-use editor allows you to enter your own reading passages and vocabulary words for use with the five *Read 'N Roll* activities.

You'll find *Read 'N Roll* one of the most comprehensive pieces of educational software you'll ever use, and one of the most creative examples of what a powerful learning tool your computer can be. Learn and enjoy!



STARTING READ 'N ROLL

Included in this Package

Your *Read 'N Roll* package contains

- the *Read 'N Roll* disks
- this manual
- a registration card

Hardware Requirements

Read 'N Roll runs on these Apple, IBM, and MS DOS computers:

Apple IIe, IIc, IIGs	IBM (and MS DOS computers)
<ul style="list-style-type: none">• 128K, 1 or 2 drives• extended 80 column card• printer (optional)• mouse (optional)	<ul style="list-style-type: none">• 256K, 1 or 2 drives• color/graphics adapter• printer (optional)• mouse (optional)

Starting the Program

To start *Read 'N Roll*, follow the steps for your computer.

Apple	IBM
<ul style="list-style-type: none">• Insert program disk, label side up, in drive 1.• Turn on computer.	<ul style="list-style-type: none">• Boot DOS (2.1 or more).• Insert program disk, label side up, in drive A.• At the A>, type RR.

Self-booting Instructions

To make the IBM version self-booting (on a two drive system):

- Boot the DOS disk (2.1 or higher) in drive A.
- If you have 2 drives, insert the *Read 'N Roll* program disk in drive B.
- Type `sys b: <Return>`. Follow the screen prompts. (If you have only one drive, insert the program disk when prompted for the disk for drive B; insert DOS when prompted for the disk for drive A.)
- When the A> reappears, type `copy command.com b: <Return>`.
- When the A> reappears, type `copy graphics.com b: <Return>`.

For instructions on how to copy the IBM version onto a hard disk, see Appendix D.

Signing In

On the opening screen, you will see a dialog box.

- Enter your name in the dialog box <Return>.

Enter your name.

- Enter the month. Use the arrow keys on the keyboard or use the mouse to click on the screen arrows. When the correct month shows in the box, press <Return> or click OK.

Select the month. <-- -->

January

OK

- Enter the date and year in the same way.

Select the date. <-- -->

8

OK January

Select the year. <-- -->

1988

OK January 8,

Registering Your Five-year Warranty

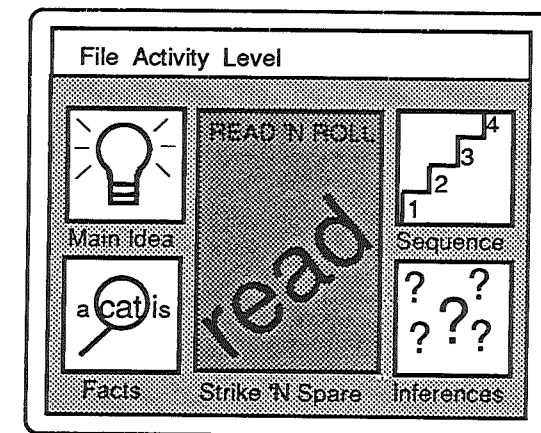
Davidson & Associates, Inc. provides a five-year warranty on this product and will replace, free of charge, any malfunctioning or damaged disk. Complete and return the enclosed registration card to ensure that you will receive information about the latest updates and new programs.

Purchasing a Back-up Copy

The program files are copy-protected. You may purchase a back-up copy for \$10.00 when you send in your registration card. Back-ups are available on 3 1/2" or 5 1/4" disks. Be sure to specify the disk size you wish to purchase.

USING THE DAVIDSON STUDENT DESKTOP INTERFACE

Read 'N Roll utilizes the new Davidson Student Desktop Interface which allows you to move from one part of the program to another with ease.



The Pull-down Menus

At the top of the *Read 'N Roll* Main screen is a menu bar. You may access the menu bar with either the mouse or the keyboard.

Mouse

- To pull down a menu, point to an item on the menu bar and hold down the mouse button.
- Drag the pointer to a subject and release the button to select.

Keyboard

- Press <Esc> to access the menu bar.
- Use the right and left arrow keys to pull down a menu.
- Use the down arrow key to highlight an item <Return>.

The Icons

The five *Read 'N Roll* activities are represented by colorful icons on the Main screen. Select an icon with either the mouse or keyboard.

Mouse

- Double-click one of the five activity icons on the Main screen.

Keyboard

- Use arrow keys to select an icon; press <Return>.

You can also access an activity by highlighting the activity icon and selecting **Start** from the Activity menu.

To leave an activity, press ⌘ S (Apple version) or <Ctrl> S (IBM version) or select **Stop** from the Activity menu.

Message and Dialog Boxes

Read 'N Roll will prompt you with a message if there is a choice for you to make, or information you need to enter. A dialog box will appear on the screen.

Save on disk:/RECORDS	
Press space to	<input type="button" value="continue"/>
Press D to change	<input type="button" value="drive"/>
Press C to	<input type="button" value="cancel"/>

You will find that the new Davidson Student Desktop Interface allows you maximum freedom to move from one part of the program to another quickly and efficiently. It makes using the computer easier than ever before and allows you to focus your attention completely on learning.

USING READ 'N ROLL

Now that you are familiar with the Davidson Student Desktop Interface which *Read 'N Roll* utilizes, you are ready to focus on developing some important reading comprehension skills.

Choosing a Level

Before you start one of the *Read 'N Roll* activities, you should select a level of reading material. *Read 'N Roll* offers 320 reading passages at four grade levels (80 passages at each level). The authors of the stories used the Fry Reading Index, various reading textbook series, and their own professional judgement to determine the appropriate grade level of the reading material. Although the stories were written for students in grades 3, 4, 5, and 6, students of any age who need practice in reading comprehension can benefit from the five reading activities.

Level 1	--	Grade 3
Level 2	--	Grade 4
Level 3	--	Grade 5
Level 4	--	Grade 6

- From the Level menu, select a level: 1, 2, 3, 4, or Your File (original passages you create using the *Read 'N Roll* Editor). A check mark will appear in front of your selection, and the level will be indicated on the Main screen.

Learning with the Five Read 'N Roll Activities

Read 'N Roll improves reading comprehension by offering activities for practice in five reading skill areas. The activities are represented by icons on the Main screen. Each activity is designed to develop these individual reading skills; you may do the activities in any order you wish. You may use the mouse or the arrow keys to make your selection.

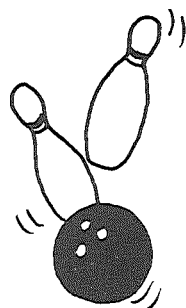
Note to Teachers

Read 'N Roll was designed to focus on one specific comprehension skill at a time. Therefore, it will be easy for you to assess a student's strengths and weaknesses.

Follow these steps to work with the first four reading activities (Main Idea, Facts, Sequence, and Inferences):

- Select the desired activity and level.
- Read the passage.

File	Activity	Level
1.	Main Idea	Level 1
Jaime's class was going on a trip to the aquarium. All week long, his teacher had been talking about what they would see. Now the day had finally come. First they saw the kelp forest ...		
Press space for <input type="text" value="question"/>		

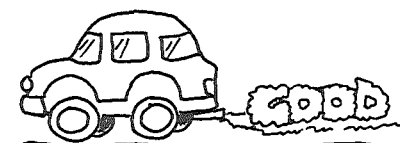


- Press <Space> to read the question.

File	Activity	Level
1.	Main Idea	Level 1
This story tells mainly about		
<input type="checkbox"/> A. a field trip to the aquarium.		
<input type="checkbox"/> B. watching sea otters being fed.		
<input type="checkbox"/> C. the aquarium's touch pool.		
<input type="checkbox"/> D. life in a kelp forest.		
Press space for <input type="text" value="story"/>		

- Choose the correct answer by using the mouse, the arrow keys and <Return>, or typing the corresponding letter. You may press <Space> to refer back to the passage.

If the answer is correct, you will be rewarded with positive graphic reinforcement and sound. If the answer is incorrect, you get a chance to "Try again." Refer back to the passage after one incorrect response in Facts or Inferences; a hint will be highlighted to help you answer correctly. At the end of the lesson, a scoreboard will show the percentage of correct answers. Retries – questions answered correctly on the second try – are worth only half as much as questions answered correctly on the first try. The number of correct responses includes retries.



Scoreboard	
Name	Faye
Date	May 6, 1988
Activity	Facts
Level	3
Time Elapsed	16:11
Correct	18
Retries	2
Total	20
Stories Completed	1-20
Score	85%

The following options are available from the Activity menu when you work with the first four activities:

- **Review**
When this is checked, you may refer back to the passage after reading the questions.
- **Sound**
When checked, sound is used for positive reinforcement.
- **Show Timer**
When this is checked, a timer appears in the upper right corner of the screen.
- **Invert Text**
When this is selected, the screen background toggles between light and dark.

Note: To achieve the clearest possible resolution of text on the screen, you may need to adjust the color level on your monitor. In some cases it might be necessary to set your monitor for monochrome display.

Main Idea

In this activity, you will be asked to recognize the main idea of a reading passage.

File	Activity	Level
6. Main Idea - Level 4		
This paragraph is mainly about		
<input type="radio"/>	A James Smithson.	
<input type="radio"/>	B the <i>Spirit of St. Louis</i> .	
<input type="radio"/>	C the Smithsonian Institution	
<input type="radio"/>	D the "Star-Spangled Banner."	
Press space for <input type="text" value="story"/>		



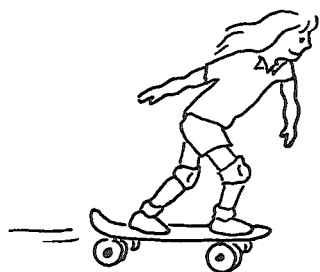
The main idea of a reading passage is *what the passage is all about*. You need to know the difference between *general* and *specific* ideas when you work on this activity. For example, if a passage contains information about robins, cardinals, and sparrows, it is probably about birds. Birds is a *general* category in which *specific* birds like robins, cardinals, and sparrows belong. As you answer the questions in this activity, keep in mind that you are looking for a *general* idea.

Note to Teachers

Mastery of this skill is a key to comprehension, not only in reading, but in writing and listening as well. If students learn how to recognize a main idea, they will tend to write with a main idea in mind, and grasp a speaker's main point more easily.

Facts

Practice recalling specific facts from a reading passage.



File	Activity	Level
3.	Facts	Level 2
Randy's family lived		
<input type="radio"/> A.	next door to his cousins.	
<input type="radio"/> B.	in Wisconsin.	
<input type="radio"/> C.	in a cold climate.	
<input type="radio"/> D.	in a warm climate.	
Press space for <input type="text" value="story"/>		

As you read, pay close attention to key details. Look carefully at your answer choices before selecting one. In the beginning, you may want to refer back to the passage once or twice before answering the question. If you answer incorrectly once, a helpful hint will be highlighted when you refer back to the passage. After some practice with this activity, you will learn to recall specific facts without having to look back at the passage each time.

Note to Teachers

If a student has trouble recalling facts from a reading passage, suggest that he try reading more slowly and carefully. Read 'N Roll has a timing feature that will help you monitor a student's reading speed.

Sequence

Learn to identify the sequence of events in a reading passage.



File	Activity	Level
13.	Sequence	Level 2
After the pencil is painted		
<input type="radio"/> A.	the lead is made.	
<input type="radio"/> B.	the eraser is attached.	
<input type="radio"/> C.	wood is glued around the lead.	
<input type="radio"/> D.	the wood is cut into sticks.	
Press space for <input type="text" value="story"/>		

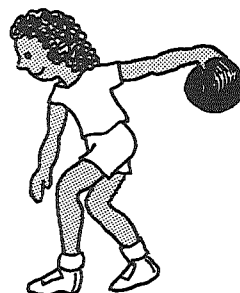
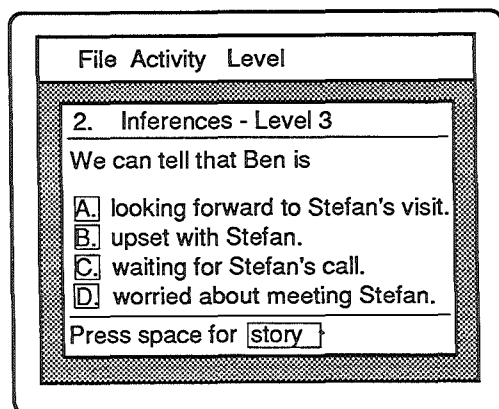
After reading a passage, you will be asked a question like "What happened first, next, or last?" Pay close attention to key words such as "then," "before," "after," "first," "next," and "last" as you read. Sometimes it is easy to tell what logically would happen first, next, or last by looking at the answer choices. If you can't remember the exact order, you may refer back to the passage. Eventually, you should be able to answer the question without referring back to the passage.

Note to Teachers

Read 'N Roll is designed to make reading a positive experience. Correct responses are rewarded with encouraging messages and animated graphics. An incorrect answer prompts a message which encourages students to "Try again." There is never any negative feedback to scold or embarrass a student for making an incorrect response.

Inferences

You will be asked to “read between the lines” or draw inferences.



Drawing inferences is something you do every day. Every time you ask a friend “Do you think she meant this or that?” you are drawing an inference. When you listen, you base your inferences on a speaker’s tone of voice and facial expression. When you read, your inferences should be based on the author’s word choice and purpose. Remember that an inference is more than a guess. An inference is a logical conclusion based on hints that are stated or implied. If you refer back to the passage after one incorrect response, these hints will be highlighted.

Note to Teachers

Read ‘N Roll’s hint feature is especially helpful in this activity. The highlighted hint does not give the answer, but points out a key phrase or sentence to help the student respond correctly on the second try. Hints help students look beyond surface meanings.

Strike ‘N Spare: A Vocabulary Game

In this arcade-style bowling game, you will be asked to define words in context.



One of the story sentences will be presented with one word highlighted. Use the context of the sentence to help you define the highlighted word. Eliminate the choices that are obviously wrong and choose the best answer. Correct answers in this game are rewarded with the opportunity to direct the animated bowler.

Note to Teachers

These words are taken from the reading passages. Students can either play the game to become familiar with the vocabulary and then read the passages, or read the passages and then test their knowledge of the vocabulary by playing the game.

Follow these steps to play the game:

- Select a level; then select the Strike 'N Spare icon.
- Select a file from which you'll study vocabulary. (If you choose "All," you'll work with vocabulary from all four categories.)
- Choose a bowler.
- Choose the best meaning for the highlighted word by using the mouse, the arrow keys and <Return>, or typing the corresponding letter.

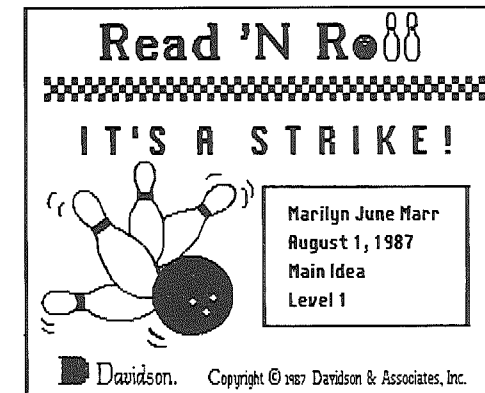
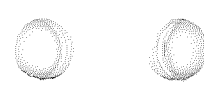
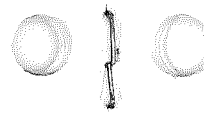
If the answer is correct, a ten-frame scoreboard will appear. (You may press <Space> to make the scoreboard appear more quickly.) A ball will come out of the chute and the bowler will walk over to pick it up. Then the bowler will move back and forth across the alley.

- When you think the bowler is in a good position, press <Space> to make him bowl.

The number of pins knocked down will appear in the first frame of the scoreboard. For more detailed information about *Read 'N Roll's* scoring system, see Appendix C.

Printing a Certificate of Excellence

The Main Idea, Facts, Sequence, and Inferences activities offer students a certificate of excellence for a perfect score of five or more. The printed certificate of excellence is a special feature which rewards students and reinforces a positive feeling about reading. This tangible graphic reward can be given to the student, posted in the classroom, or sent home to parents.



To print your graphic certificate, follow the screen prompts.

Note to Apple users: See Appendix B for a list of printers and directions for Printer Setup. If your printer is not compatible with the graphics used in this special certificate, you may print out a text certificate.

Note to IBM users: You must run **graphics.com** prior to *Read 'N Roll* if you wish to print a graphics certificate. This file is on your DOS disk.

Keeping Records

The Record Keeping feature makes it possible to save a student's scores on a special Records Disk. These cumulative records may be printed out or viewed on the screen. Both parents and teachers will find this information helpful in evaluating progress and diagnosing a student's needs for further practice.

Before you create student files, format a blank disk to use as a Records Disk on which to store all students' records.

Apple

- Format a blank disk using ProDOS.
- Name the disk, i.e., /RECORDS.

IBM

- Format a disk using DOS 2.1 or higher.
- Name the disk.

To create a Student Record file:

- Type the student's name into the sign-in box at the beginning of the program.
- Access the File menu and select **Record Keeping**. (This feature is activated when a check mark appears at its left on the menu.)
- When the student chooses **Quit**, **See Record**, **New Student** or **Strike 'N Spare** after working with **Main Idea**, **Facts**, **Sequence**, or **Inferences**, the program will ask for the Records Disk.
- Insert the formatted Records Disk (or press **C** to cancel).

The program will look on that disk for the student's name as it was typed in at the beginning of the program. If it finds the name, the score(s) will be saved in the student's file. If it does not find the name on the disk, you will be given the opportunity to create a new file.

Note: If you wish to keep records, you must remember to select **Quit** when you have finished using the program. If you turn off the computer without selecting **Quit**, your most recent records will not be saved.

To turn off the record-keeping function, access the File menu and select **Record Keeping** to make the check mark disappear.

To view a student's record on the screen:

- Type the student's name into the sign-in box on the opening screen.
- Select **See Record** from the File menu.

You will be asked to insert the Records Disk. The student's record will appear on the screen. Press <Space> to page through the record file.

Note: If you get a "FILE NOT FOUND" message, catalog the Records Disk (using your DOS disk or System Utilities disk) to see a list of the student record files on that disk.

To print a record:

- Type the student's name into the sign-in box.
- Select See Record from the File menu.
- Press P to print or C to cancel. Printing will begin with the record displayed on the screen.

Tom's record:								Page 1
No.	Date	Activity/Level	Time	Correct	Retries	Total	Stories	Score
1	May 1, 1988	Main Idea/1	10:00	9	2	10	1-10	80%
2	May 2, 1988	Facts/1	10:00	10	0	10	1-10	100%
3	May 3, 1988	Inferences/2	15:12	14	2	16	1-16	81%
4	May 5, 1988	Sequence/1	6:00	5	1	5	1-5	90%
5	May 6, 1988	Facts/2	9:27	9	2	9	1-9	88%

The five *Read 'N Roll* activities offer you a powerful tool for developing reading comprehension skills. In the next section, you will learn how to use the *Read 'N Roll* Editor to create more reading passages and include additional vocabulary words to be used with the game.

USING THE EDITOR

You may create your own reading passages and choose vocabulary words to use with the five learning activities. Before you begin, format a blank disk on which to save the new data files you create.

Apple

- Format a blank disk using ProDOS.
- Name the disk, i.e., /RRDATA.

IBM

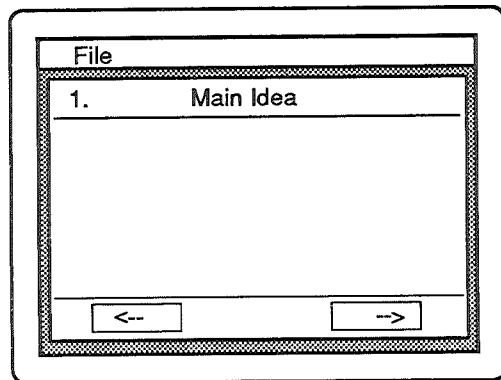
- Format a blank disk using DOS 2.1 or higher.
- Name the disk.

When you use the *Read 'N Roll* Editor, the files you create will be saved automatically as you create them. Because the program is set up to work on specific reading skills, your custom data disk must be organized in a similar manner. This means that you can have only *one file of each type* (Main Idea, Facts, Sequence, and Inferences) *on a single disk*. There may be many stories in each file. There is room for more than 200 stories and sentences on a disk.

Entering New Reading Passages

To enter your own reading passages to be used with Main Idea, Facts, Sequence, and Inferences, first access the Editor.

- Select Editor from the File menu on the Main screen.
- Select New from the Editor's File menu.
- At the dialog box, select Reading Passages; then select a skill area (Main Idea, Facts, Sequence, or Inferences).



Your reading passage must fit on this single screen. If you make errors as you type, use the Delete key to make corrections. Use the arrow keys or the mouse to position the cursor on the screen.

If you wish to include a hint (like those highlighted in the original *Read 'N Roll* Facts and Inferences files) you may do so.

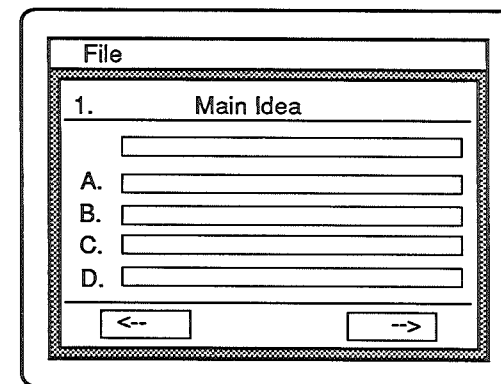
To indicate a hint in a reading passage:

- Type ⌘ H or <Ctrl> H (for highlight) before the first word of the hint. The entire passage after the control character will be highlighted.
- Move the cursor to the end of the hint and type ⌘ H or <Ctrl> H again. Only the hint will remain highlighted.

When a student looks back at the story after making an incorrect response, the phrase or sentence you have indicated will help the student answer correctly on the second try. You may indicate a hint while you are entering the story or after writing the question.

To enter your question and answer choices:

- Press ⌘ \rightarrow or <Ctrl> \rightarrow or use the mouse to go to the Editor's question screen.



- Enter the question. (You are allowed two lines.)
- Press <Return> or use the mouse to position the cursor at choice A.
- Enter the first answer choice. (You are allowed two lines for each answer choice.)
- After you have entered four answer choices, indicate the correct answer by typing ⌘ or <Ctrl> and the corresponding letter or clicking the letter with the mouse.
- Continue entering stories and questions in the same manner.

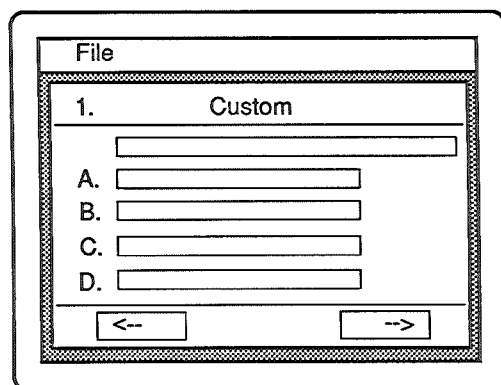
Creating New Game Data

To create your own sentences to be used with the *Read 'N Roll* vocabulary game, access the Editor from the Main screen.

- Select Editor from the File menu; Editor screen will appear.
- Select New from the Editor's File menu.
- At the dialog box, select Game Data; then select a skill area (Main Idea, Facts, Sequence, Inferences, or Custom).

Sentences and vocabulary words on the *Read 'N Roll* disk were taken from the stories. This was done so that students could study vocabulary from specific reading passages. If you *do not* wish to take sentences and vocabulary words from the stories you have created, select Custom from the dialog box.

Now you are ready to enter sentences for your own data file.



- Enter the first context sentence or phrase.
- Highlight the vocabulary word by typing ⌘ H or <Ctrl> H before and after it. It will be highlighted during the game.

- Press <Return> or use the mouse to move the cursor to choice A.
- Enter the first answer choice.
- After you have entered four answer choices, indicate the correct answer by typing ⌘ or <Ctrl> and the corresponding letter or clicking the letter with the mouse.
- Enter the remaining sentences and answer choices in the same manner.

To return to your file later to edit or correct it:

- Select Open from the Editor's file menu. You will be asked to insert your custom data disk.
- Select the type of file you wish to open (reading passages or game data).
- Select a skill area (Main Idea, Facts, Sequence, Inferences).
- Use ⌘ or <Ctrl> and arrow keys to scan the file for the desired screen.
- Make the necessary changes using the arrow keys and the Delete key.

To print your file:

- Select Open from the Editor's file menu. You will be asked to insert your custom data disk.
- Select the type of file you wish to print (reading passages or game data).
- Select the skill area (Main Idea, Facts, Sequence, Inferences).
- Select Print from the Editor's file menu.

Using Your New File with the *Read 'N Roll* Program

You may use your new file with the *Read 'N Roll* activities. To do this, follow the steps below.

- Exit the Editor by selecting **Read 'N Roll** from the File menu.
- From the Main screen, select **Your File** from the Level menu. You will be asked to insert your custom data disk.
- Select the desired activity. For example, if you have created a Main Idea story file, a student would select **Main Idea**.

Teaching Writing with the *Read 'N Roll* Editor

Reading and writing are skills that go hand in hand. As students read, they learn much about writing styles, effective use of vocabulary, and organization. When students write, they apply what they have learned from reading. Because the *Read 'N Roll* Editor is easy to use, students can compose original reading passages, questions, and context sentences to challenge their peers. Writing main idea stories and questions will help students understand more about recognizing main ideas when they read. It is very rewarding for students to see their own stories, as well as those written by their friends, appear on the screen.

ABOUT THE AUTHORS

Read 'N Roll was developed by a team of educators and programmers at Davidson & Associates, Inc. The team was directed by Dr. Jan Davidson, former teacher, founder and president of Davidson & Associates, Inc. and Mike Albanese, programming manager.

The *Read 'N Roll* team:

Thomas S. DeBry programmed the Apple version in FORTH and assembly languages;

Julie Baumgartner served as product manager, wrote many of the data files, and offered her educational expertise in the product's design.

The *Read 'N Roll* team received an abundance of enthusiastic support and assistance from all of the associates at Davidson. Faye Schwartz assisted in writing the data files, manual preparation, product design, and testing. Cathy Johnson assisted in editing the data files, manual preparation, and product testing. Game graphics were designed by Tim Nixon; drawings for the manual were created by Marilyn Marr.

APPENDIX A: MENUS

MAIN SCREEN MENUS

File

New Student
Record Keeping
See Record

Editor

Printer Setup . . .

Quit

File Menu

New Student - log on a new student
Record Keeping - check to record progress
See Record - view record on screen
Editor - access editor to create new files
Printer Setup - specify printer used
Quit - leave *Read 'N Roll*

Activity

Start
Start With . . .
Stop

Review
Sound
Show Timer
Invert Text

Activity Menu

Start - start an activity
Start With - choose specific story number
Stop - end an activity
Review - check to allow review of passages
Sound - toggle sound off and on
Show Timer - toggle time display
Invert Text - toggle background color

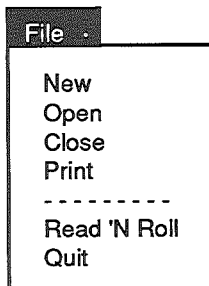
Level

Level 1
Level 2
Level 3
Level 4

Your File

Level Menu

Level 1 - Grade 3
Level 2 - Grade 4
Level 3 - Grade 5
Level 4 - Grade 6
Your File - access user-created files



EDITOR MENU

File Menu

- New** - create a new data file
Open - open a file
Close - close a file
Print - print out a file
Read 'N Roll - return to program
Quit - leave the Editor

APPENDIX B: PRINTER SETUP

(Apple Version)

Before printing the graphic Certificate of Excellence, access the File menu from the Main screen, select **Printer Setup**, and answer these questions.

Printer category:	A	(A-U)
Interface category:	A	(A-Y)
Line feed:	Y	(Y-N)
Slot Number:	1	(1-7)

- Scan the following lists to find the category of the printer you are using; enter the appropriate letter.
- Find the category for the interface card your printer uses; enter its letter.
- Choose Y(Yes) for Line Feed. Print out a sample certificate to see if this choice is correct for your printer. (If there is a blank line between each line of graphics, change the Yes to No.)
- Enter the Slot Number for your printer card (usually slot 1).
- Save these choices to the disk. They may be changed and resaved if necessary.

You may print out a sample graphics certificate if you wish. If your printer is unable to print the graphics, you can print out a text certificate when a student earns 100% on an activity. On the following pages are a list of printers and printer interface cards supported by the Apple version of *Read 'N Roll*.

PRINTERS

The *Read 'N Roll* graphic certificate may be printed if you have one of the following printers:

- A. Anadex DP-9000/9500 *
- B. Anadex DP-9001/9501 *
Datasouth 180
- C. Apple Dot Matrix **
- D. Apple Scribe
- E. Brother M-1009
Epson FX-80
Epson FX-85
Epson JX-80
Epson LX-80
Panasonic KX-P1091/1092
- F. Epson MX-70
- G. Epson MX-100
Epson MX-80 with Grafrax
HP Thinkjet ***
Panasonic KX-P1090
- H. Epson RX-80
- I. Apple Imagewriter
Apple Imagewriter II
Epson AP-80
- J. Malibu 200
- K. Mannesmann Tally 160/180
- L. Okidata Microline 82A/83A ****

- M. Okidata Microline 92/93
Okidata Microline 84
- N. C. Itoh Prowriter
C. Itoh Prowriter II
C. Itoh 7500
C. Itoh 8510
NEC PC-8023/8025
- O. Smith Corona D100/200/300
- P. Blue Chip M120/10
Mannesmann Tally Spirit 80
- Q. Star Delta 10/15
Star Gemini 10/15
Star Radix 10/15
- R. TRS-80 DMP-105
TRS-80 DMP-400
- S. Transtar 315
- T. Okidata Microline 192/193
- U. Legend 1385
IBM Compatibles

* Option R (2K buffer expansion) is required for printing graphics.

** Set dip switches as follows: O = Open C = Closed

SW1

SW2

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

O O O O O O O O

C O O O C C O

*** Switch 5 must be up to set the alternate mode (Epson compatible).

**** Must be equipped with the Okigraph graphics option.

PRINTER INTERFACE CARDS

The *Read 'N Roll* graphic certificate may be printed if you have one of the following printer interface cards:

- A. Apple Communications
 - SSM-AIO-II Serial
 - SSM-ASIO
 - Versacard Serial
- B. Apple II Serial Port
- C. Apple Centronics Parallel
 - Apple Parallel
 - Apricorn Parallel
 - Epson APL
 - Graphicard
 - Microsystems MSE 1022
 - Microtek RV-611C
 - MCP-AP-80
 - MCP-AP-Graph
 - Omnigraph
 - Printer Pro
 - Printerface
 - Printmax
 - SSM-Appic
 - Tymac
 - Versacard Parallel
 - Wizard-IPI
 - Wizard-BPO

- D. Apple Serial
- E. CCS 7720 Parallel
- F. CCS 7728 Parallel
- G. Dispatcher
 - Dual-Comm Plus
 - Franklin Dual Port
 - Printermate
- H. Dumpling 64
- I. Dumpling GX
- J. Fingerprint+ Parallel
 - Grappler+
- K. Grafstar
 - Grappler
 - Orange
 - Spies Niceprint/Super-MX
- L. Grappler Serial
 - Pretty Print
- M. Mountain Comp Parallel
- N. Mountain Comp Serial
- O. Micro Buffer II
- P. Apricorn Serial
 - MCP AP-SIO
 - MPC Graphwriter
- Q. PKASO or PKASO/U
- R. Quadram-Apic
- S. K-T Parallel
 - SSM-AIO-II Parallel
 - SSM-APIO

- T. Apple Super Serial
Fingerprint+ Serial
Microtek SV-622C
Videx PSIO Serial
- U. Videx Uniprint
- V. Fingerprint
- W. Transtar Pics
- X. MBI VIP
- Y. Apple Firmware (GS)

Note: If you do not have one of the printers or printer interface cards listed in this appendix, you may still print a text certificate; follow the prompts on the screen.

APPENDIX C: GAME SCORING

The *Read 'N Roll* bowling game is scored much like conventional bowling. Keeping score in a bowling game involves recording and adding the number of pins knocked down. When you use *Read 'N Roll*, the program keeps score for you. In conventional bowling and in *Read 'N Roll*, you are rewarded with extra points when you get a strike (ten pins knocked down with one ball) or a spare (ten pins knocked down with two balls).

- A strike is worth: 10 points + the number of pins knocked down with your next 2 balls.
- A spare is worth: 10 points + the number of pins knocked down with your next ball.

When you get a strike in conventional bowling you do not record your score until you bowl the next two balls. Similarly, after getting a spare, you do not record your score until after you roll the next ball. However, when you play the *Read 'N Roll* bowling game, your score will show immediately. Then it will adjust automatically when the next balls are rolled.

APPENDIX D: HARD DISK INSTALLATION (IBM Version)

The IBM version of *Read 'N Roll* may be installed onto a hard disk:

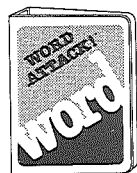
- Boot the hard disk as usual.
- Put the *Read 'N Roll* disk in drive A.
- At the C>, type `a: hdinstal c:` and press <Return>. (If your hard disk is not c, then type the correct designator in place of the c.)

A subdirectory named RR will be created and the necessary files will be copied into the subdirectory.

To run *Read 'N Roll* from your hard disk:

- Boot your computer as you normally would.
- If you plan to print the graphics certificate, at the appropriate prompt, type `graphics`. (You probably have this file on your hard disk in a DOS subdirectory; if not, use the file on your DOS disk.)
- At the C>, type `cd rr` and press <Return>. This will change to the *Read 'N Roll* directory.
- Type `rr`. (By using the path command, you may run *Read 'N Roll* from any directory. Refer to your DOS manual for instructions.)

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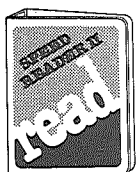


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