



EDUCATING MINDS ONE MIND AT A TIME™
A Division of Unconditional Fear Group
A Wilson Education Company

Education Reviewer's Guide to **READING SEARCH: In Search of Lost Folktales®**

For grades 2 through 6

Travel back in time with SEARCH – *the Society to Explore and Archive Really Cool History*. As SEARCH Field Agents, students participate in exciting missions as they interact with people in faraway places and bring back authentic folktales and cultural treasures from the past. To succeed, they use a variety of reading and language arts skills while exploring three cultures: A Mayan city in Central America, a Tlingit village in Alaska, and an Imperial Palace in China during the Tang Dynasty.

Reading SEARCH provides the following features:

- ◆ Students can be signed on for activities appropriate to their level of reading
- ◆ On-screen help is always available
- ◆ Skills activities are preceded by tutorials. Pre- and post-mastery assessments are tracked for each student
- ◆ Individual student learning levels automatically adjust to their skill needs
- ◆ Students are given positive reinforcement by on-screen characters and collect an artifact for each folktale they find
- ◆ Custom SEARCH allows individual student or class modification of the curricula, and multiple class documents can be created

Below is a partial list of the skills taught with over 1100 activities:

Language arts and vocabulary development:

Pronunciation and definitions
Dictionary entries
Placing words in text
Parts of speech
Sensory words
Synonyms, antonyms,
and similes

Exploration of story plots:

Chronological order
Foreshadowing
Summarizing events
Predicting outcomes
Cause and effect

Understanding setting:

Inferences and assumptions
Props and cultural items
Time and place

Learning about characterization:

Point of view
Comparing characters
Predicting character actions
Character changes
Describing characters

Understanding meaning and key concepts:

Story morals
Conflict, solution and resolution
Use of symbols
Finding the main idea
Writing an outline paragraph
Types of conflict
Cultural ideas

This guide gives an overview of the features and activities with step by step instructions. Sign on as a Field Agent and begin your mission!

Installing READING SEARCH

For Macintosh Systems:

1. Insert the CD-ROM in your drive and double-click on the **READING SEARCH Installer** icon. Select the **Installer icon** and it will install everything you need to run the product.
2. A window will ask for the name of the folder in which to place READING SEARCH. Indicate the folder where you'd like to install the program.
3. The Installer will install Sound and Quicktime extensions into your system folder. After installing the product, it will restart your computer so it can use these extensions.
4. The Installer only installs small parts of the product on the hard disk. You need to have the CD-ROM in the drive to run READING SEARCH.

Requires 5MB RAM, 13" or larger color monitor, mouse, CD-ROM drive, System 7.0 and up

For Windows Systems:

1. If Windows is not already running, at the DOS prompt, type **WIN** and press **ENTER** to launch Windows. If Windows is already running, close all open applications.
2. Insert the READING SEARCH CD into the CD-ROM drive.

If you are using Windows 3.1, use the File Menu:

From the **File Menu**, choose **RUN** or hold down the **ALT** key, press the **F** key, then the **R** key.

On the **Command Line**, type **D:SETUP** and press **ENTER**. If the CD-ROM drive is not the D drive, replace D with the letter of that drive.

3. Follow the instructions given in the READING SEARCH **Setup Program**. During the Setup Program you may select options as follows:

Continue to proceed with the installation
Exit to terminate the installation
Help to get on-line help
Back to return to the previous setup window
Cancel to cancel the setup

Note: on Windows, the Setup Program creates a program group named "Great Wave Software" in which the READING SEARCH and CUSTOM SEARCH icons are placed.

4. The installer only installs small parts of the product on the hard disk. You need to have the CD-ROM in the drive to run READING SEARCH.

Requires Microsoft Windows 3.1 or better, 4 MB RAM, 13" or larger color monitor, mouse, CD-ROM drive, Windows compatible sound board.

Welcome, New SEARCH Field Agent!

Getting Started:

- ◆ Macintosh users double-click on the **READING SEARCH** icon, Windows users select **RS** from the **Start Menu**.
- ◆ After the credits, the door to SEARCH appears. Type in your name (the password is optional) in the Add Student dialog box. The next dialog box asks for your curriculum selection. Try Level 1 to start. Your mission will be automatically selected.
- ◆ After the orientation and mission assignment, you will be transported back in time. Your mission is to complete activities, locate cultural objects, and find the lost folktale. To make quicker progress through the game, click on the **OPTION menu** and select **Automatic Map Movement**.
- ◆ When you're in the field, click on the VideoLink to get suggestions and hints on what to do next.
- ◆ You'll progress through the game by following the hints given by the villagers and the VideoLink. Villagers and objects that animate will highlight in blue when you pass the mouse arrow over them. Click on them to activate the animation.
- ◆ Use the maps to move around to different areas by clicking on the highlighted arrows or areas.

◆ Select a new mission or curriculum: For Macintosh, press both the **COMMAND** key and the **OPTION** key while selecting **Auto-Review** in the **OPTION Menu**. For Windows, press both the **CTRL (CONTROL)** and **ALT** keys while selecting the name of the Current Mission in the **OPTION Menu**. Quit or Exit the program, and you'll be in the new curriculum level at the start of your next mission.

- ◆ When you exit the program, the record of your mission will be saved and you'll start at that point the next time you begin Reading SEARCH.
- ◆ At the end of your mission, you'll return to SEARCH headquarters with an authentic folktale and an artifact for the archives.

Tools You'll Be Using (these icons are at the lower right corner of the screen):



VideoLink: provides help during the mission. If you are having difficulty, the VideoLink will give you suggestions on how to proceed.



SEARCH Backpack: you can transport cultural artifacts in the backpack. The objects move into and out of the backpack automatically.



Maps: these appear when you change location as you explore. An icon marks your movements. Travel between scenes by clicking on highlighted arrows or areas on the map.



On your office desk at SEARCH, you'll find the SEARCH CHiP (Cool History Processor): this tool is for printing the folktales you've found.

What to Look For in your READING SEARCH

Reading SEARCH is a fun and exciting program that will inspire students to read. The guided activities increase abilities in critical reading skills that will carry over to all other subject areas. There are 60 authentic folktales retold for appropriate reading levels in grades 2 through 6 and the accompanying curriculum includes more than 1100 activities designed for a range of learning styles and abilities. Reading SEARCH will support and enrich a language arts program at school or home. The cultural settings that students explore increase their knowledge of people, places and issues beyond their own world.

EXPLORE THE CURRICULUM: By clicking on different grade levels in the Reading SEARCH dialog box, you can preview the curriculum concepts and activities.



Select a Reading SEARCH™ Mission

Mission	Reading Level	Area
1: Intro/Practice #1	[L1 Plot]	
2: Intro/Practice #2	[L1 Plot]	
3: Intro/Practice #3	[L1 Character]	
4: Intro/Practice #4	[L1 Character]	
5: Intro/Practice #5	[L1 Meaning]	
6: Intro/Practice #6	[L1 Meaning]	
7: Intro/Practice #7	[L1 Setting]	
8: Intro/Practice #8	[L1 Setting]	
9: Intro/Practice #9	[L1 Character]	
10: Intro/Practice #10	[L1 Meaning]	
11: Intro/Practice #11	[L1 Setting]	
12: Mastery #1	[L1 Plot]	
13: Mastery #2	[L1 Character]	
14: Mastery # 3	[L1 Meaning]	
15: Mastery #4	[L1 Setting]	

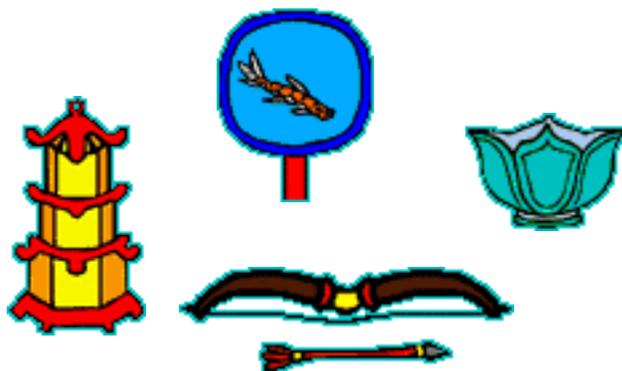
Grade 2 Curriculum
 Grade 3 Curriculum
 Grade 4 Curriculum
 Grade 5 Curriculum
 Grade 6 Curriculum
 Empty Curriculum
 Empty Curriculum
 Empty Curriculum
 Empty Curriculum
 Empty Curriculum

Mission Description	Curriculum Description
Introduction to elements of plot, focusing on sequential and chronological organization of events.	2nd grade curriculum introduces story elements: plot, character, meaning, and setting.

Cancel OK

VILLAGERS give cultural information about their lives and village. They also offer clues about who is the storyteller. When you find a storyteller, he or she will ask you to find and bring one or more objects in your backpack before they will tell the tale.

CULTURAL ARTIFACTS are found by looking around the village. Click on an object which has been requested and a tutorial will introduce a reading concept or vocabulary words. When you complete the activity, the artifact moves into your SEARCH backpack. You might be asked to go out again to collect a different object before the story will be told!



Help menus for moving around in READING SEARCH, and using tools and maps:

Macintosh: **Help**

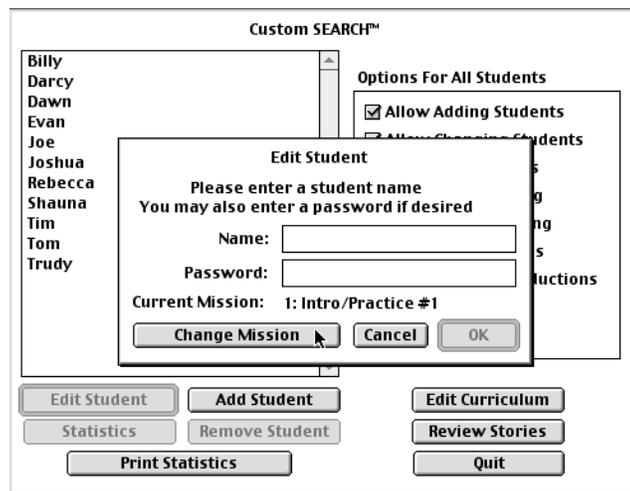
Windows: **Quick Tips**

The Program Sequence

Tutorials and activities appear when a student clicks on objects requested by villagers. The order of the activities is as follows:

- ◆ **Tutorials** explain specific skills while using cultural information as text.
- ◆ **Vocabulary activities** introduce students to the story, give background information, and present unique cultural words and names. Pronunciations are spoken.
- ◆ **Pre-activities** show the first part of the folktale and students are introduced to concepts of plot, characterization, setting and meaning.
- ◆ **The storyteller gives the folktale** after the last object has been collected. It is displayed on a screen that the student scrolls down. Stories in Level 1 have voice-overs so students can read along.
- ◆ **Post-activities** help students think about story elements, and develop and demonstrate understanding about the folktale.

In the **READING SEARCH OPTIONS** menu item "**Show Statistics**," student progress can be viewed. A dialog box will display a list of the mission names with the folktale title and the date completed. When the mission is selected, the pre- and post-activities are listed and labeled "Successfully completed," "Needs review," or "Not completed."



CUSTOM SEARCH:

This is the **READING SEARCH** management tool. You may enter and delete student names, select missions, select options, track student progress and print individual records. Multiple class documents can be created for classes of up to 50 students each. The **Review Stories** button allows you to view and print folktales and their introductions.

This feature allows for custom creation of curricula by adding, deleting, and editing activities and folktales. The **Audit Curriculum** tool will evaluate your custom curricula for balance and variety.

Open **CUSTOM SEARCH** using its icon and select the class document (**SEARCH Students** for Macintosh and **SEARCH.SCL** for Windows).

Thanks for Going on a READING SEARCH Mission!

Great Wave Software surveyed teachers and parents on their needs and interests in curriculum based software. An overwhelming majority asked for a new reading comprehension program for grades 2 through 6. We developed Reading SEARCH based on national and state Language Arts Frameworks and curriculum guides. A panel of educators refined the list of skills and built activities to teach these skills. After many months of fine-tuning, Great Wave commissioned researchers and writers to collect authentic folktales. Teams of artists and programmers expanded this research to the art, characters and "Really Cool History." We combined 60 folktales with over 1100 activities to make this a truly comprehensive reading program. These stories will help any 2nd to 6th grader find true enjoyment and mastery in reading.

Reading SEARCH has received the following awards:

★★★★ Children's Software Revue

★★★ (out of 3) Canadian Toy Testing Council

ComputED Best Children's Educational Software Award: Upper Elementary Language Arts

For more information ...

Call 1-800-253-5469

E-mail: Info@greatwave.com

Web: www.greatwave.com

Other Great Wave Products You Will Enjoy:

Great Wave Software was founded in 1984 – one of the first educational software companies in North America! We continue to develop and publish award-winning programs that combine high quality with rich basic skills content. They are educationally sound, easy for teachers and parents to use, and high in student interactivity and fun!

Reading Mansion™ (grades Pre-K - 2): Students travel through 50 3-dimensional mansions to explore phonics, word skills and sentence mastery.

ReadingMaze™ (grades Pre-K - 2): Students are introduced to eleven essential reading skills while searching for objects in an intriguing house. There are 350 activities using 300 vocabulary words.

NumberMaze® and **NumberMaze® Challenge™**, (grades K – 6); **Decimal & Fraction Maze™** (grades 3 – 8 and Adult Education): these math programs are based on national standards to build skills in mathematics as animated characters guide students through 3-dimensional mazes.

CustomMaze™ 3 customizes NumberMaze Challenge to address individual learning needs.

World Discovery™ Deluxe [CD-ROM] and **World Discovery™** [disk] (grades 3 – 12): Puzzles and games provide hours of learning using 75 maps, native greetings, national anthems, flags, currencies and historic people, places and events.

DaisyQuest™ and **Daisy's Castle™** (grades Pre-K – 3): Pre- and beginning reading skills are presented using phonological awareness activities.

KidsTime® Deluxe and **KidsMath™** (grades Pre-K – 3): multiple activities for early learning skills including letter recognition, creating stories with pictures and words, and basic math concepts.