

## CONTENTS

**WORDS ALIVE** is a set of three educational games:



See-N-Spell



Read-N-Match



Time-N-Spell

### **OPTIONS:**

Clue

Keyboard

Letter Match Order

Picture Title

Clock

Speech

Music

## See-N-Spell

This game is activated by clicking the top yellow button with a mouse or by selecting it from the Game option of the main menu.

The object of the game is to spell the word represented by a picture in the frame. This game is very flexible. Please set the options to match your child's skill level.

For beginners who are just learning to recognize letters, you can set the Picture Title option to display the correct spelling of the word in the lower part of the picture in either upper or lower case letters. Then coordinate it with the Keyboard option so that the child would simply match letters: upper to upper, upper to lower, lower to lower or lower to upper case. The Letter Match Order option is used to force matching from left to right or to allow random letter entry.

For older kids, you may set the Picture Title option not to show the spelling of the word in the lower part of the picture, so that the child would have to spell the word from memory. But you can make it easier by setting the Clue option so that the child would only fill in the missing letter(s). Or you can set it to provide no clues so that the child would have to spell the entire word.

There are no right or wrong combinations of option settings. Just experiment and use your own judgement as to what is appropriate for your child at any particular time.

## **Read-N-Match**

This game is activated by clicking the middle yellow button with a mouse or by selecting it from the Game option of the main menu.

It is a game of word recognition where the child has to select one correct picture to match the word written in the lower part of the picture frame. You may find that kids will like this game because of its simplicity and faster pace.

## **Time-N-Spell**

This game is activated by clicking the lower yellow button with a mouse or by selecting it from the Game option of the main menu.

The object of the game is to spell the mystery word by matching the time on the clock. A correct time selection is represented by a letter needed to spell a mystery word. Incorrect time selections are represented by letters that are not needed to spell this word. Use the Clock option to set the difficulty level by controlling where the minute hand stops: on the hour, half hour, quarter hour or every five minutes. It may be appropriate to start with the easy setting in the beginning and adjust it gradually.

A clue spells part of the word, and the child fills in the missing letter(s). This option can be set to display no clues, so the child would spell the entire word.

The keys under the picture can be set to Upper or Lower Case, as well as to Standard PC keyboard or ABC layout.

The Letter Match Order option is used to force spelling from left to right or to allow random letter entry.

Picture Title displays the correct spelling of the word in the lower part of the picture in either upper or lower case letters. Picture Title option can also be set not to show the spelling of the word, so that the child would have to spell from memory.

The Clock option may be used to adjust the difficulty level by controlling where the minute hand stops: on the hour, half hour, quarter hour or every five minutes.

Speech can be turned On or Off.

This Windows(tm) version of WORDS ALIVE requires a sound card to generate speech.

A DOS version of WORDS ALIVE produces speech using an internal PC speaker, and no sound card is required.

Music can be turned On or Off.

[Blank Page]

[Blank Page]

[Blank Page]

