

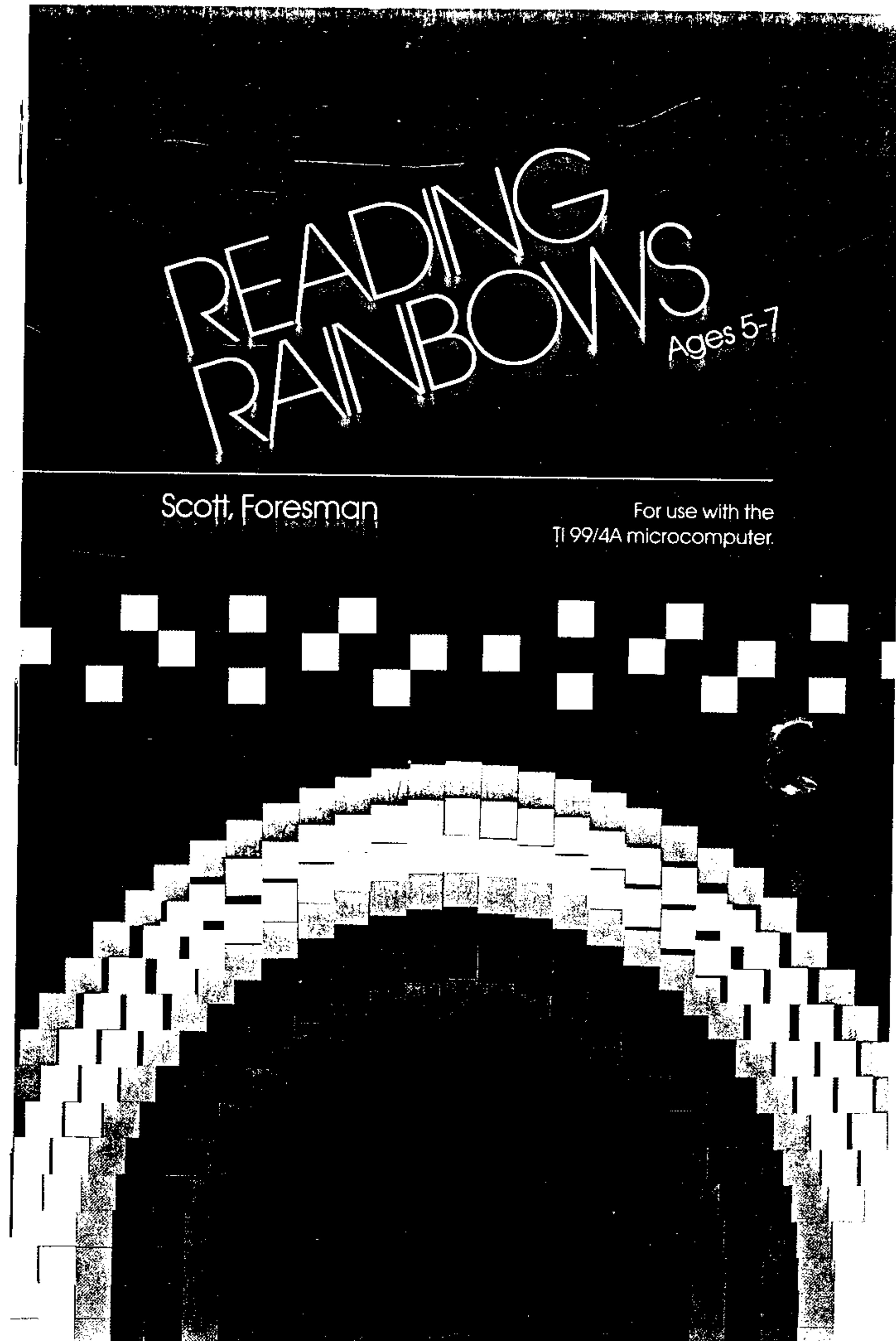
 Scott, Foresman and Company
Electronic Publishing

READING RAINBOWS

Ages 5-7

Scott, Foresman

For use with the
TI 99/4A microcomputer.



KEYBOARD GUIDE FOR THE TI 99/4A

Press	To
ENTER	pass through title screens quickly. have the computer accept an answer.
Space Bar	move the cursor or a designated object on the screen. indicate choice of item on screen.
FCTN 3 (ERASE)	erase input before ENTER is pressed.
FCTN 4 (CLEAR)	erase input before ENTER is pressed.
FCTN 5 (BEGIN)	return to the main list of activities at the beginning of the module.
FCTN 7 (AID)	get available help.
FCTN 8 (REDO)	begin an activity again.
FCTN = (QUIT)	leave the program.

CARE OF THE MODULE

1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.
4. If the module is accidentally removed from the slot while the module contents are being used, and the computer behaves erratically, turn the computer off, wait a few seconds, reinsert the module, and then turn the computer on again.

READING RAINBOWS

Reader-Consultant:

Jane Hansen
Assistant Professor, Department
of Education
University of New Hampshire
Durham, New Hampshire



This module includes the following comprehension skills: recognizing part-whole, size, and class relationships.

This learning module is one of the Reading Skills Courseware Series designed to be used with the Texas Instruments 99/4A microcomputer. The Texas Instruments Solid State Speech[™] Synthesizer must be attached to the computer while the module is in use.

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1 2 3 4 5 6-MAL-87 86 85 84 83

ABOUT THE MODULE

Reading Rainbows captures a child's imagination with dragons and dinosaurs, then uses these magical creatures to provide solid instruction in basic reading skills.

This module offers seven activities in three comprehension skills generally taught in grades one and two. They are recognizing part-whole, size, and class relationships. Children may choose an activity to study a skill, practice it, or apply what they have studied and practiced as they read an interactive story about Clyde the Dragon's search for a rainbow. Each activity utilizes the computer capabilities of color graphics, music, animation, lively reward/reinforcement tones, and speech.

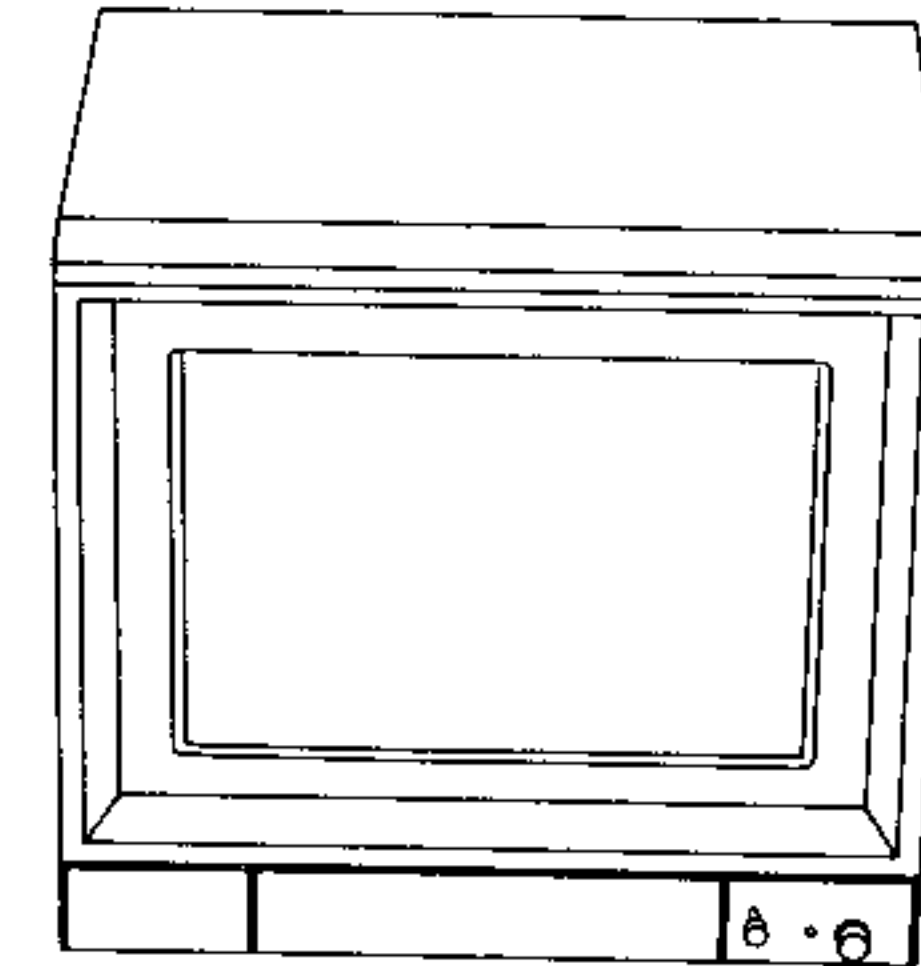
Here are some features your child will enjoy when using Reading Rainbows:

- sound educational activities based on interests appropriate to young children
- choice-making from activity lists
- oral directions and instruction provided by the speech synthesizer
- instant feedback to answers
- practice activities that are scored visually and aurally
- numbered responses whose order is randomized to encourage thoughtfulness
- durable hardware and software components with useful keyboard functions programmed into the module

Since this module is intended for children reading at a first-grade level, the instructions on the following pages should be read aloud to them.

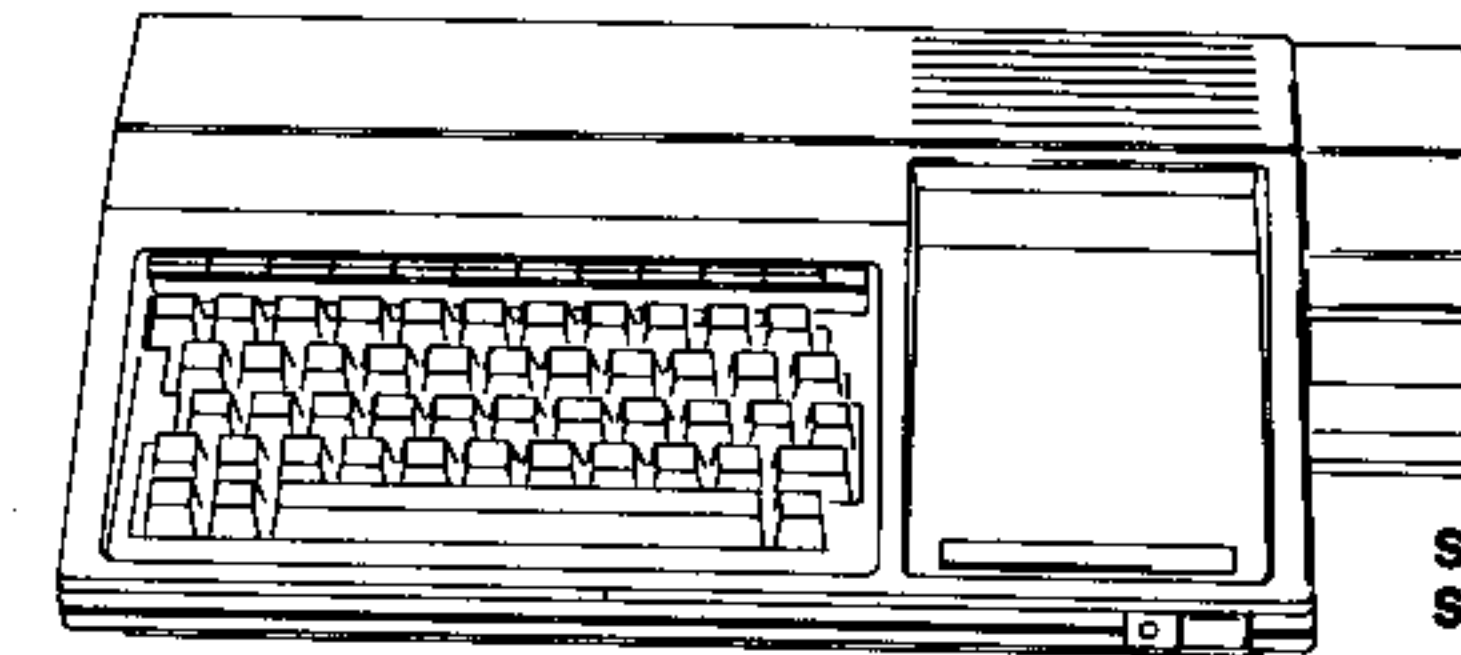
GETTING STARTED

1. Turn switches on.



MONITOR

ON/OFF

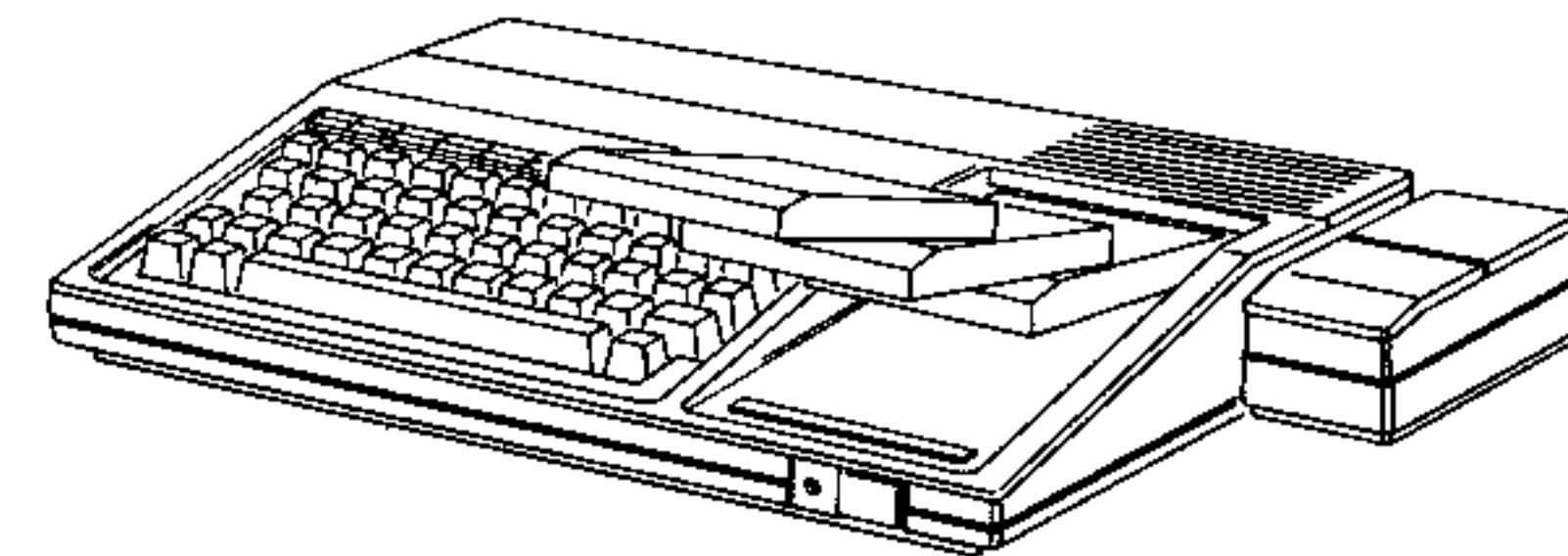


COMPUTER KEYBOARD

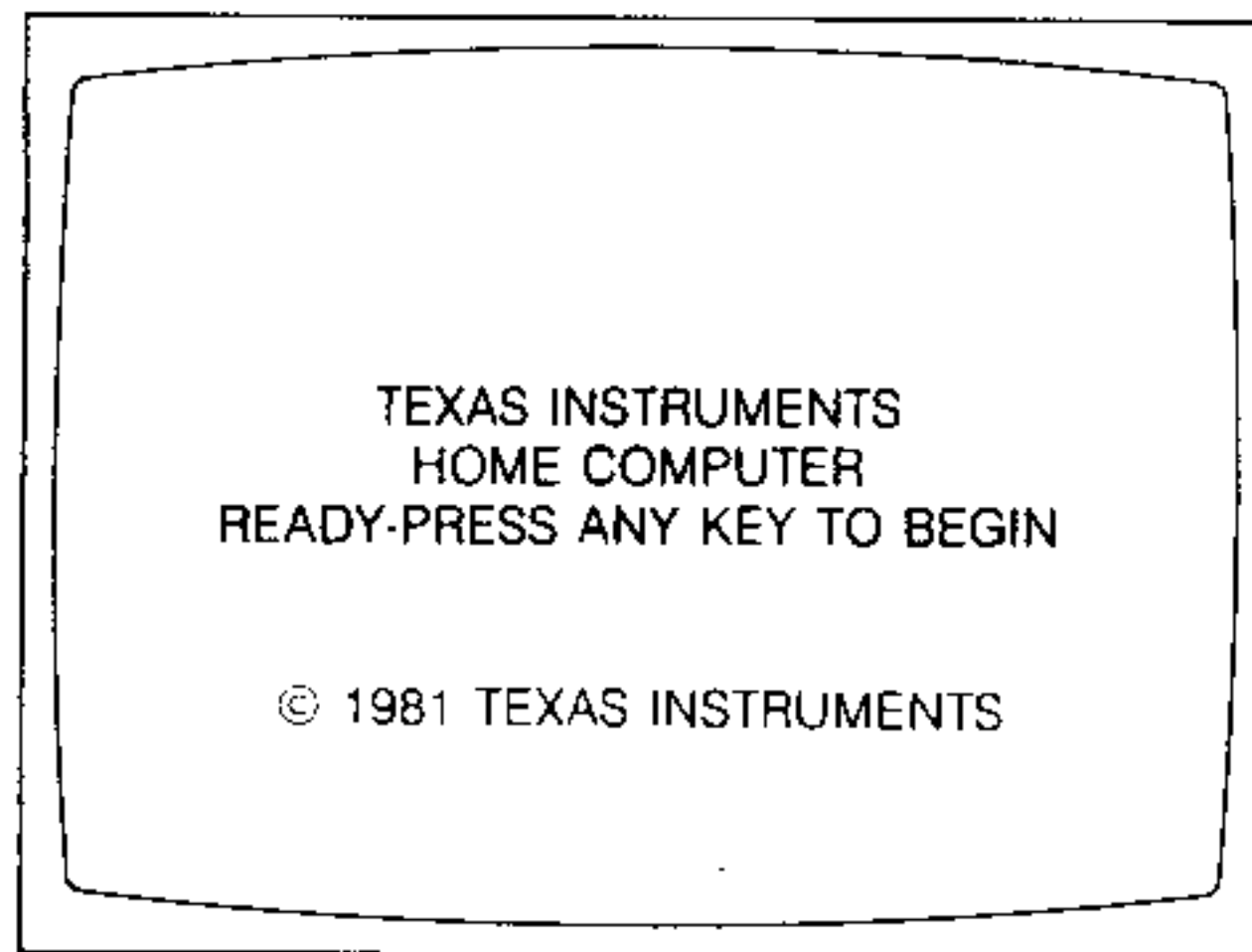
**SPEECH
SYNTHESIZER**

ON/OFF

2. Insert module.



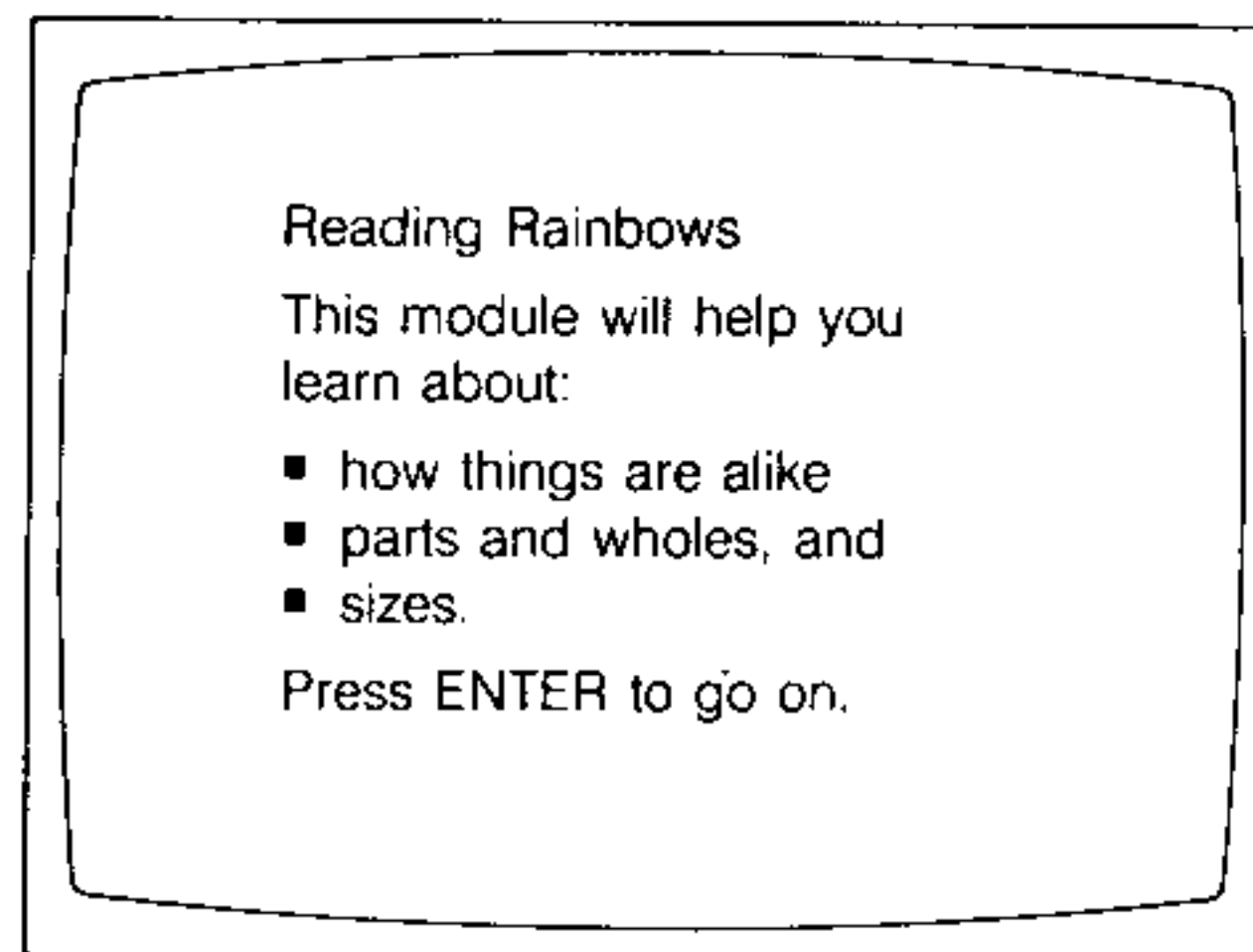
3. Wait for this screen to appear.



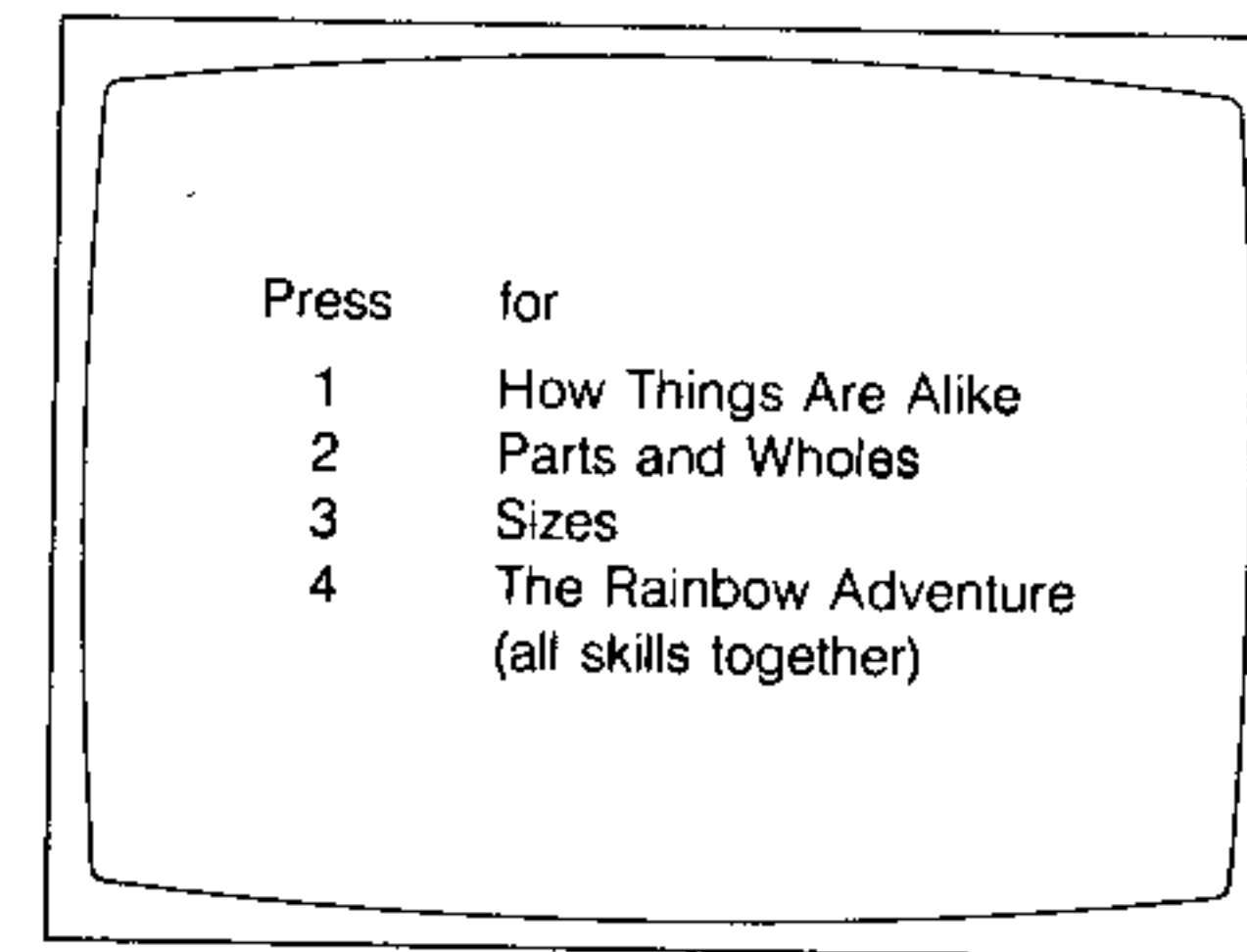
4. If you do not see the Texas Instruments title screen, check to see if:

- the computer keyboard and monitor are plugged in.
- the cable connecting the keyboard and monitor is properly connected.
- both the computer and monitor are turned on.
- the module is properly inserted.

Press any key. The Scott, Foresman title screen will appear, followed by the Reading Rainbows title screen. This is accompanied by music and a reminder to press ENTER to go on. The next screen tells what you will learn from the module.

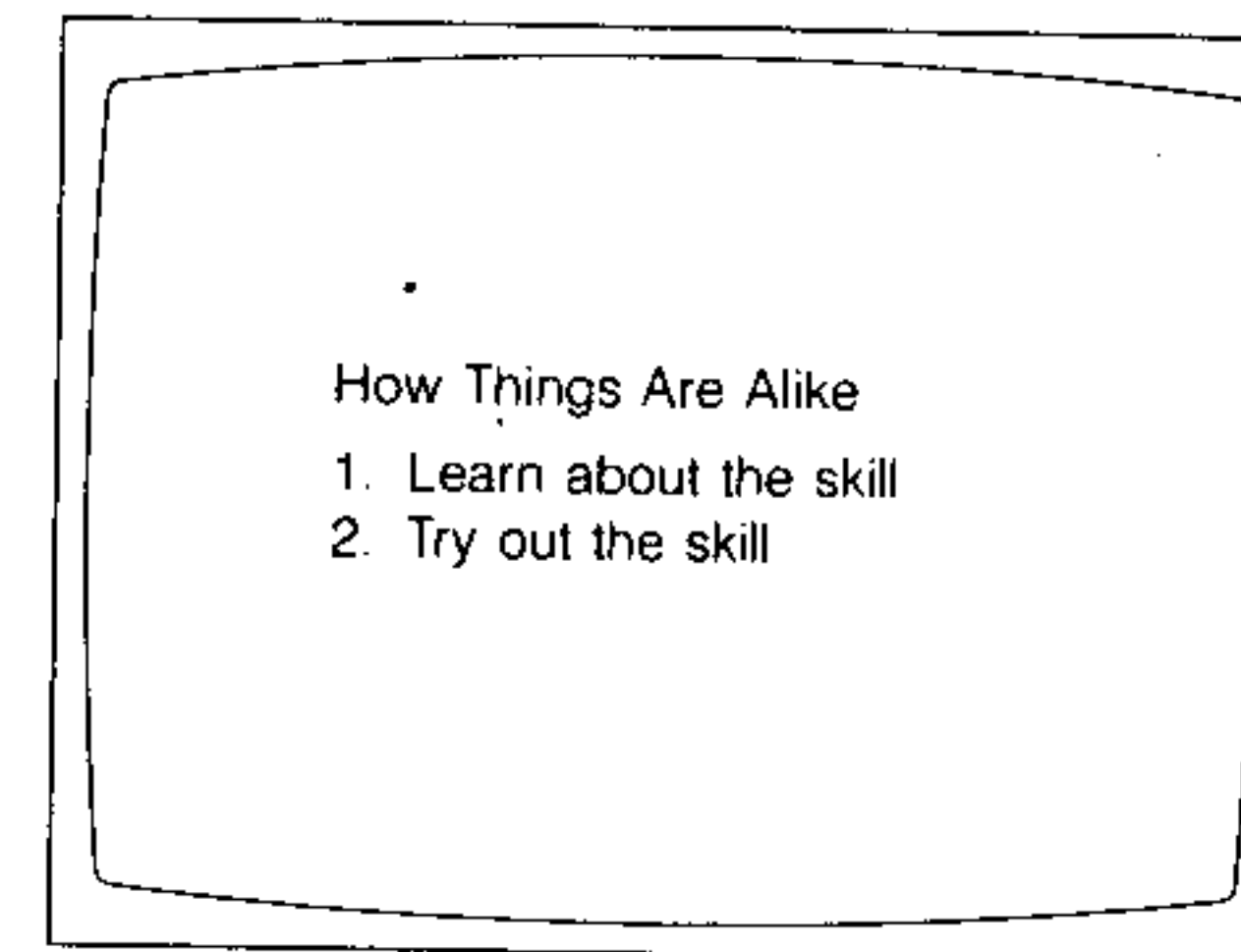


This is followed by an activities list from which to choose.



You should choose 1, 2, or 3 before 4, since the skills should be studied and practiced individually before they are assessed together.

Once you choose a skill, you are then given the choice of studying or practicing that skill. For example, the choice of 1 leads to this screen:



Choosing 1 will allow you to learn about the skill and show that you understand it. You can do this activity as many times as you want. You may then want to try out the skill or learn about another skill. A screen at the end of the activity will offer you that choice. If you choose to try out the skill, you will get examples on which you will be scored.

You can then choose to do the activity again, do another activity, or stop.

When you have finished working on the module, press FCTN = (QUIT). The Texas Instruments title screen will reappear and you may safely remove the module.

Using the Reader

The Reading Rainbows Reader that comes with your module contains selections for you to read when you have finished an activity on the computer. Each of the selections is related to a module activity by skill.

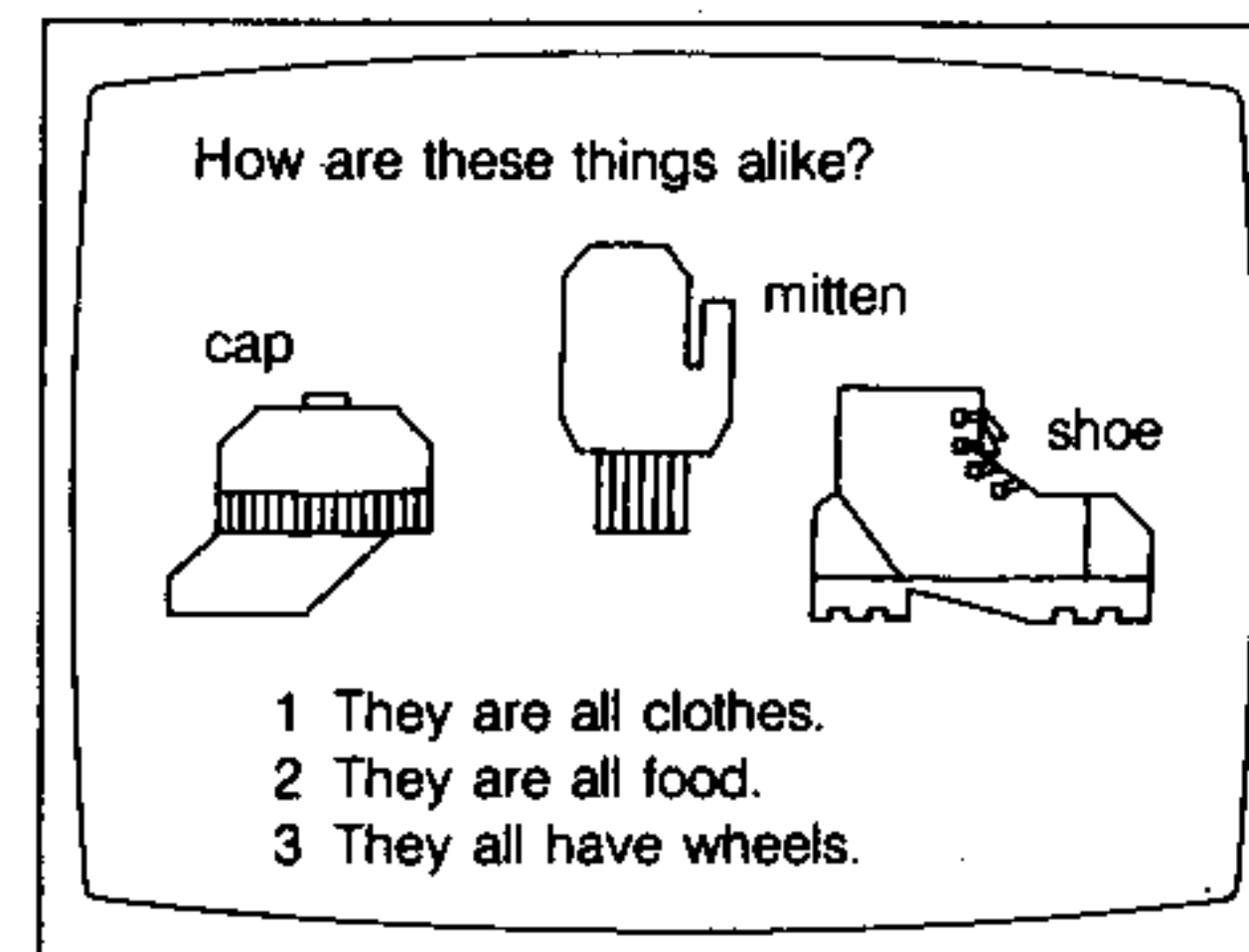
After	Read
How Things Are Alike	Allen Visits a Farm (pages 2-9) Animal Riddles (pages 10-12)
Parts and Wholes	A Little Adventure (pages 13-20)
Sizes	Make a Funny Clown (pages 21-24) What is Big? What is Small? (pages 25-30)

At the end of each reading selection are questions that you may answer aloud to someone older, or put into writing.

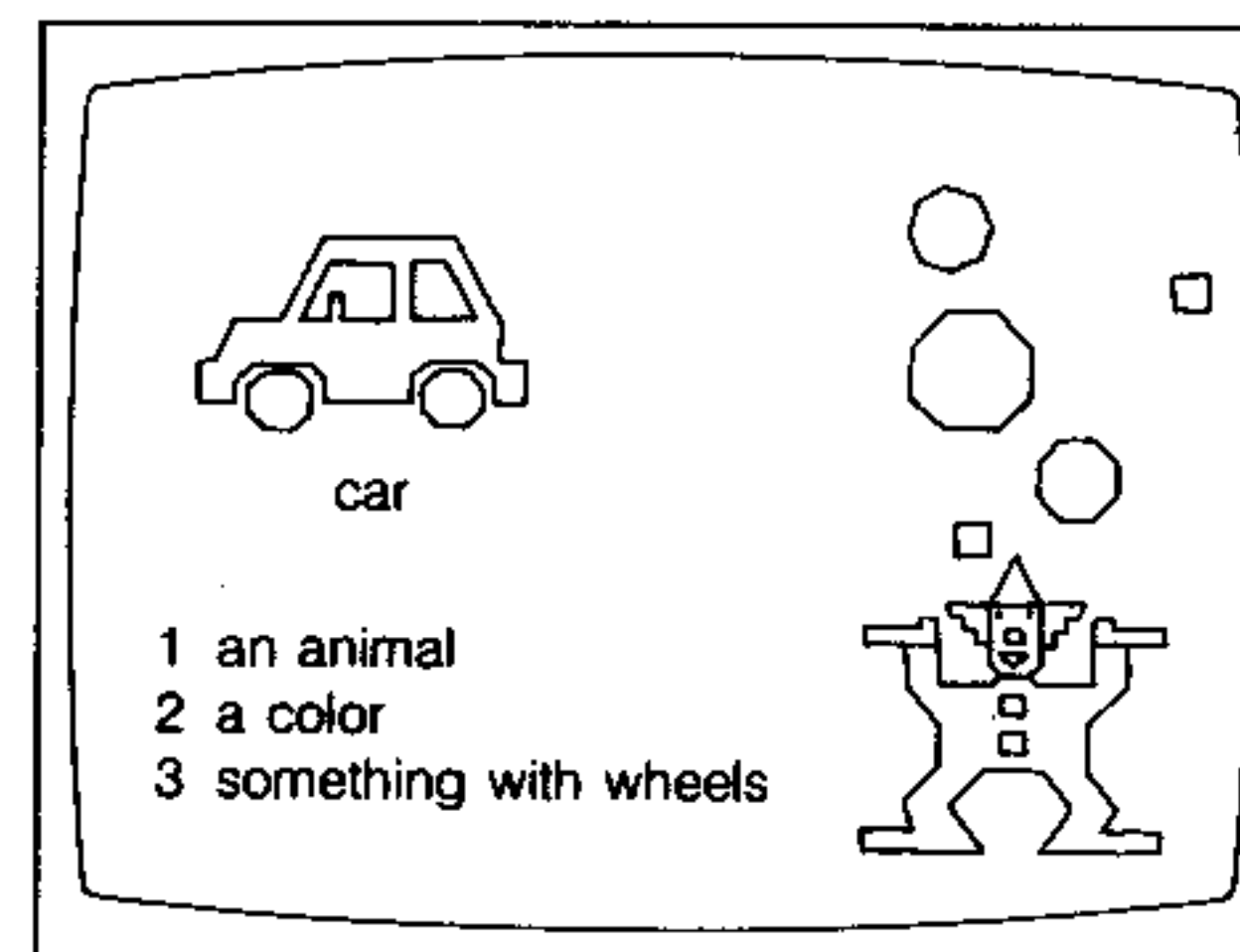
ABOUT THE ACTIVITIES

1 How Things Are Alike

Learn about the skill. As you go through this activity, you will learn how things can be grouped and why they go together. You will also be asked to tell how things in other groups are alike.

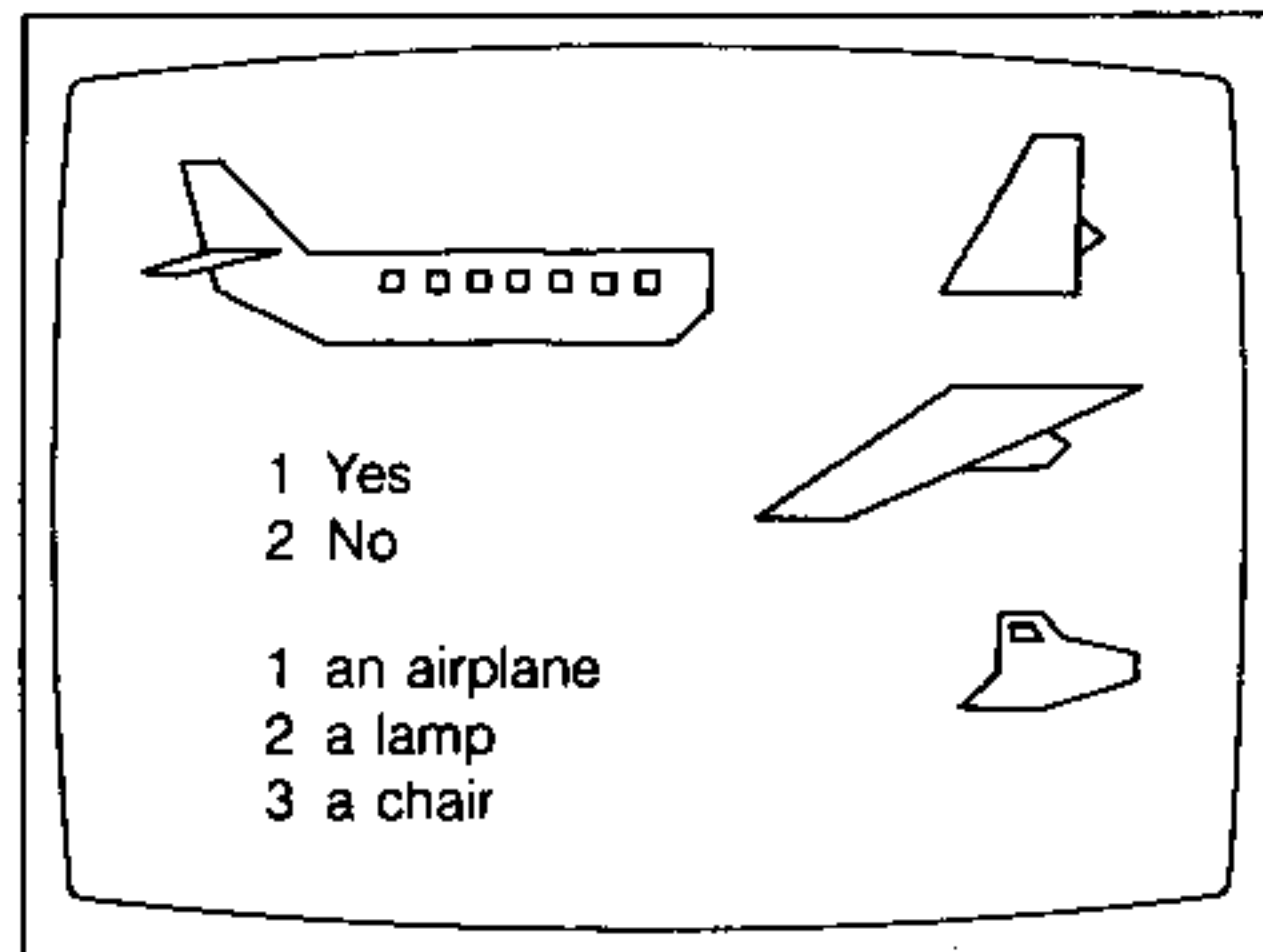


Try out the skill. This activity lets you practice the skill you learned in Activity 1. There are seven examples in this activity. For each, a word is shown. You choose the group in which it belongs. When you press the number of the right group, a picture of the named word is shown. A clown keeps score for you by adding a ball to the group he is juggling. If your final score is not high enough, you are told to work again with "How Things Are Alike."

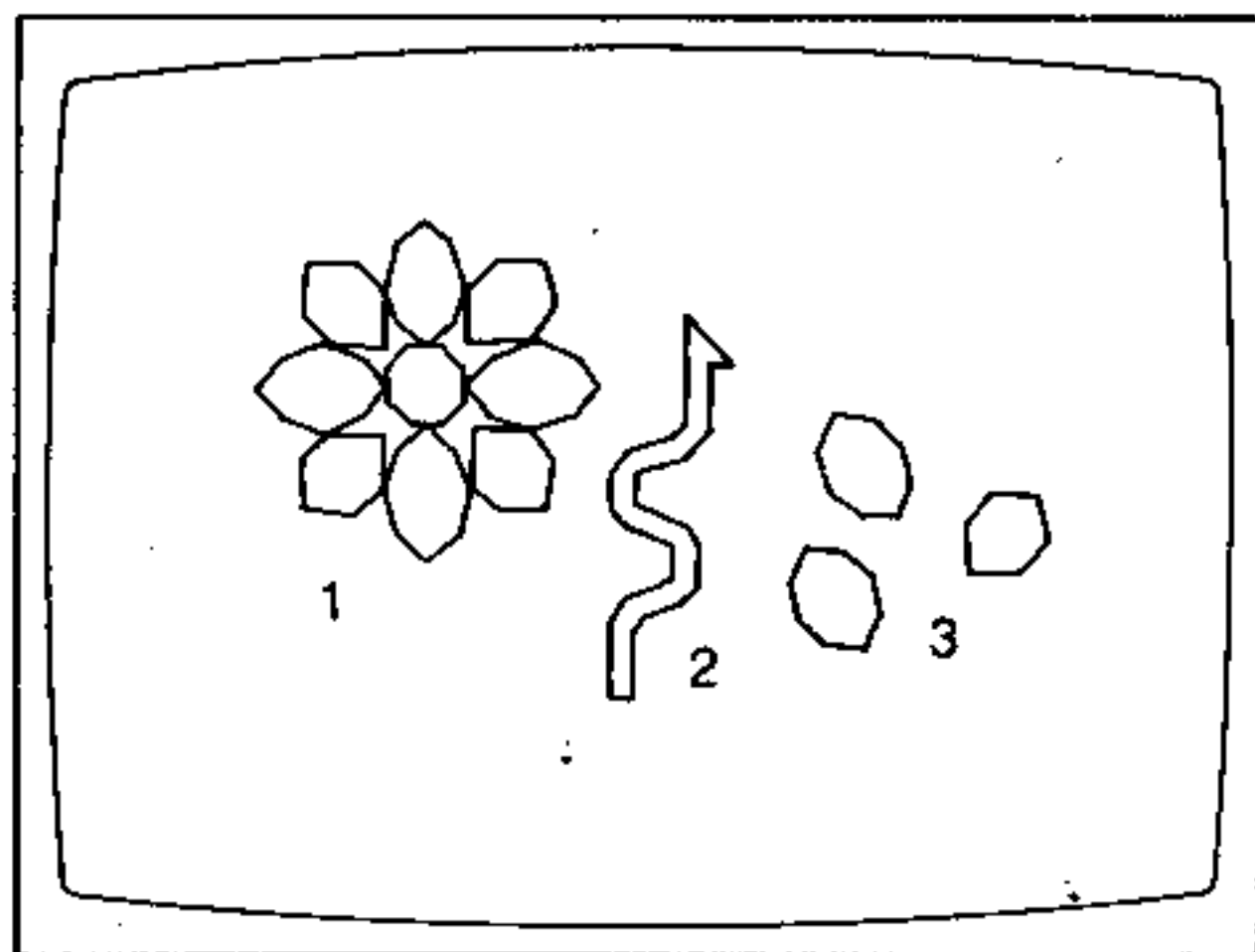


2 Parts and Wholes

Learn about the skill. Parts of objects are shown. The voice tells you they are parts of the same thing. With each part that is shown, you have a chance to tell what it is part of. When you correctly identify the whole, you see the picture of the whole. After correctly identifying all objects, you see them in a parade.

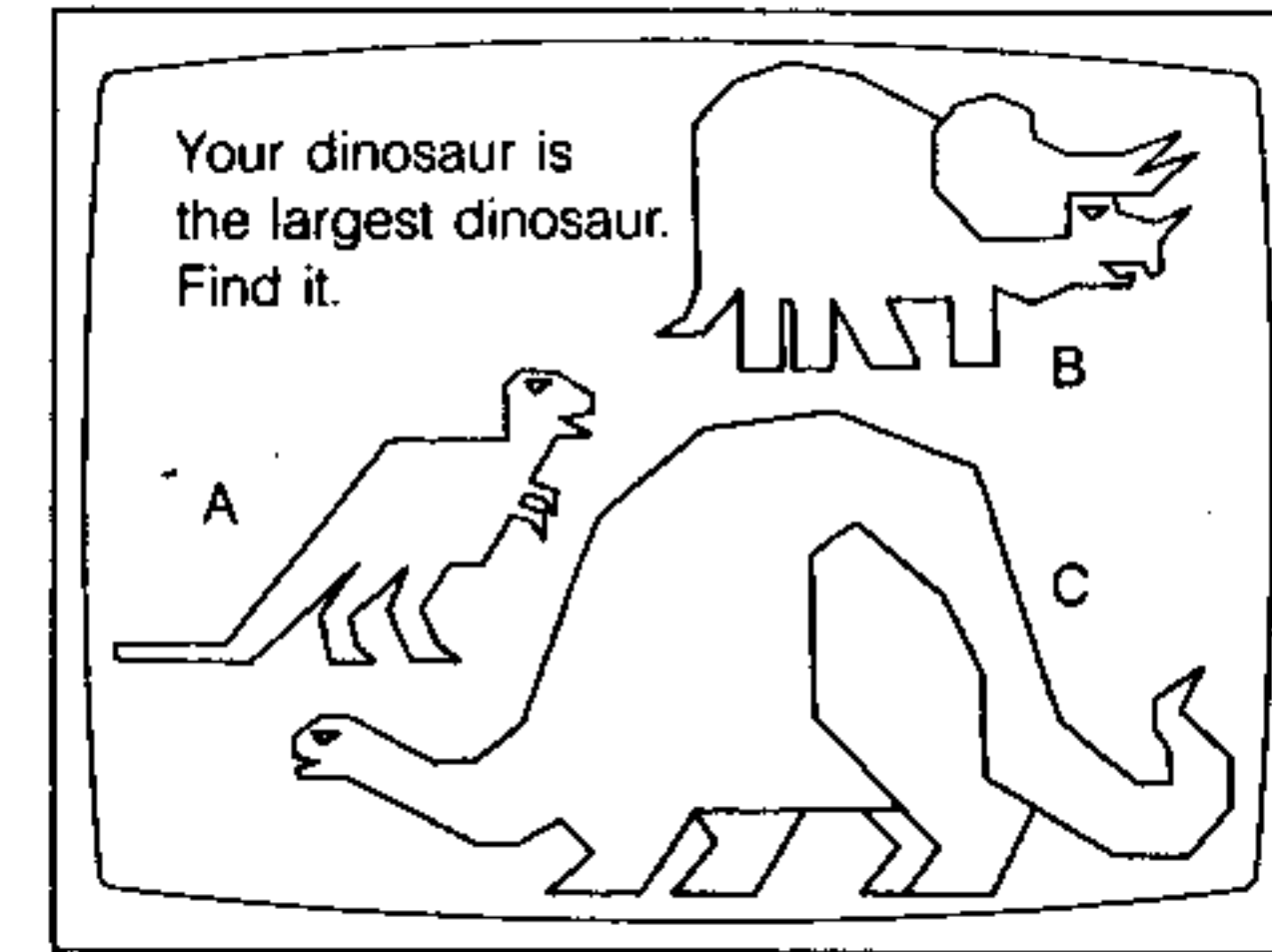


Try out the skill. Parts of seven different objects are shown. For each you must decide whether or not you can identify the object from seeing its part or parts. Once again, the juggling clown keeps score for you.

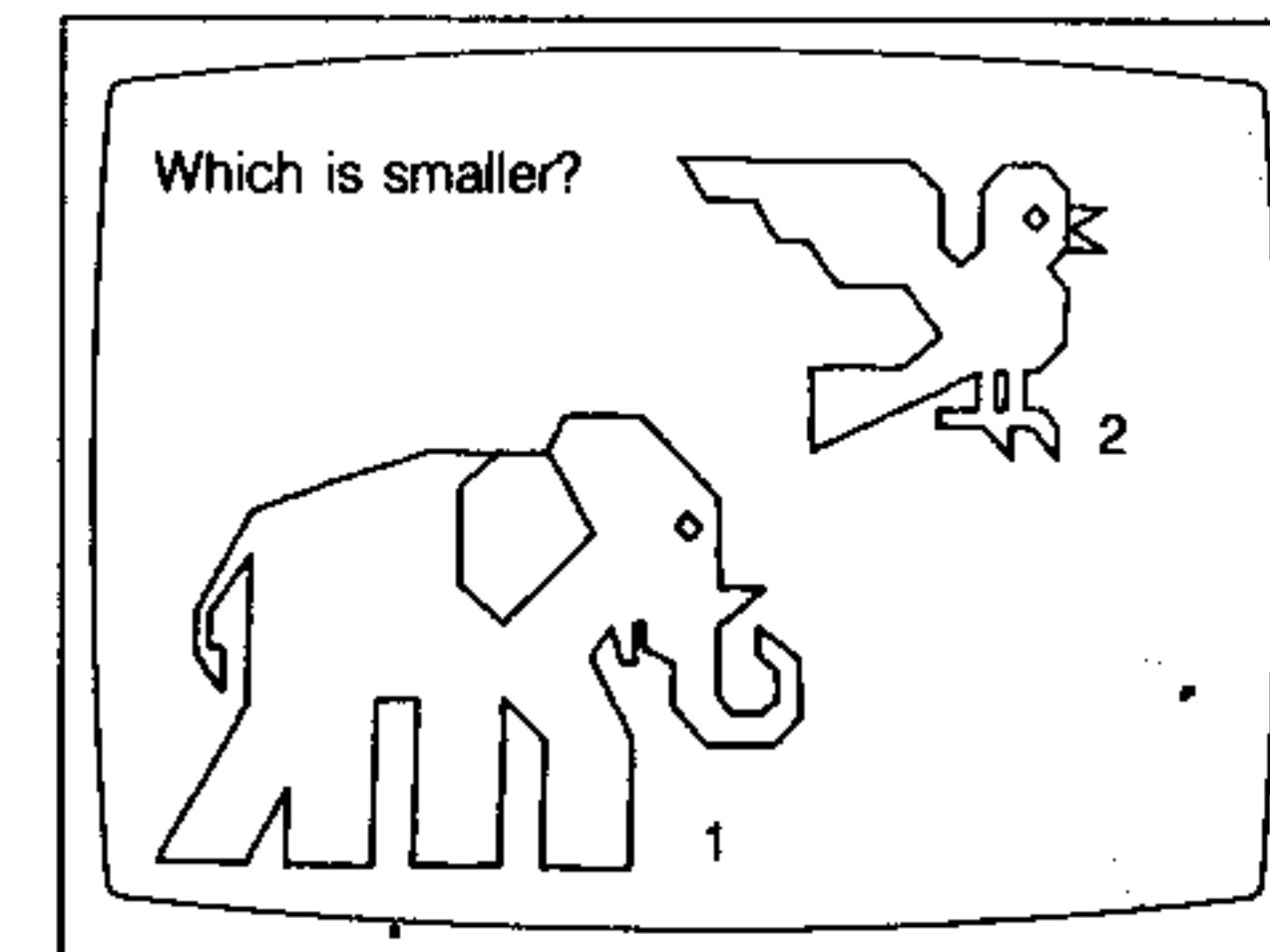


3 Sizes

Learn about the skill. Various sizes of the same object are shown. You are asked to choose objects of various sizes. These objects then become part of a story that tells what you know about sizes.

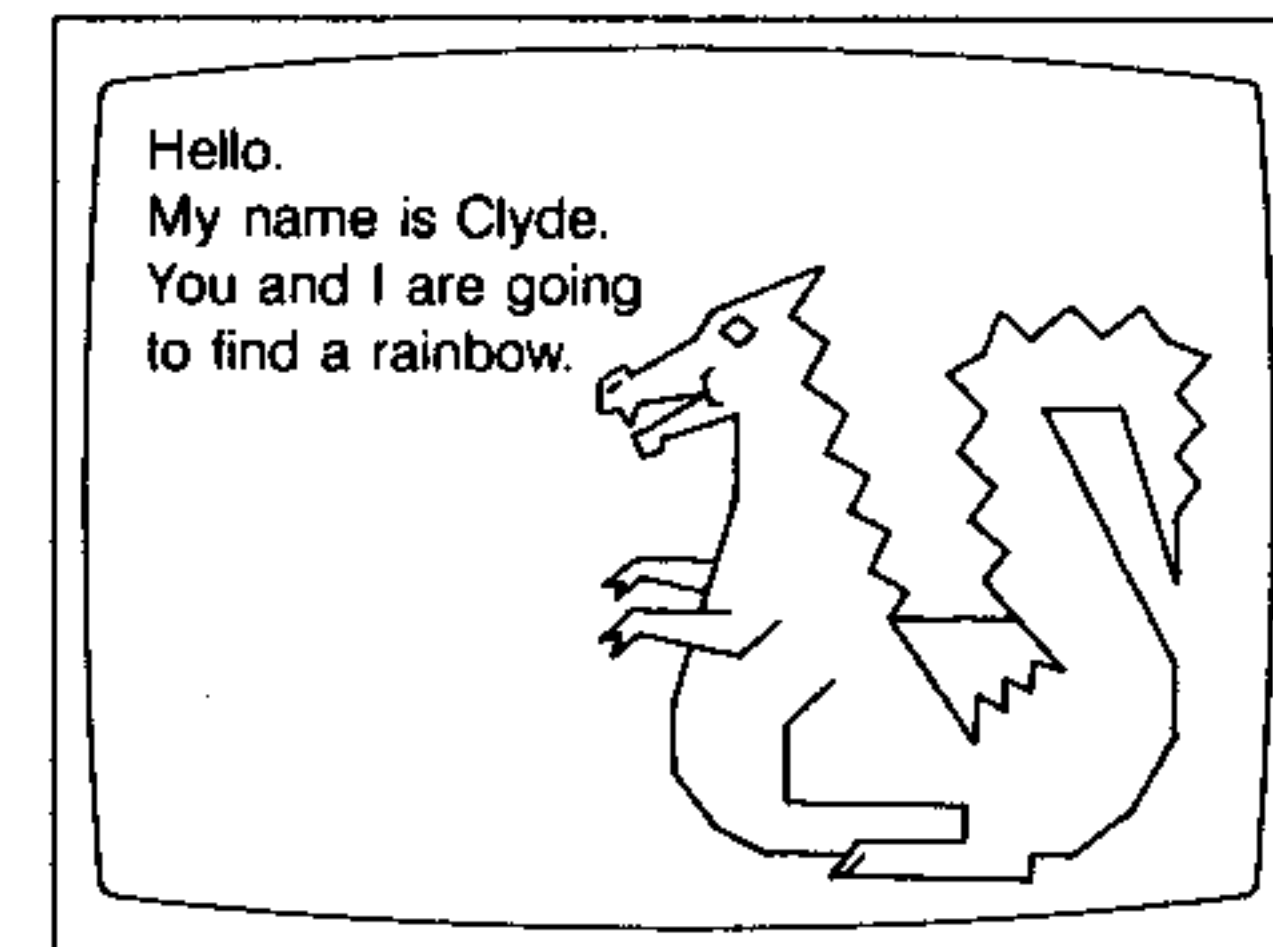


Try out the skill. In this activity, two objects are shown. You must decide which is the size called for.



4 The Rainbow Adventure (all skills together)

Use the skills you have learned about how things are alike, parts and wholes, and sizes to help Clyde the Dragon find a rainbow. Good hunting!



MODULES IN THE SERIES

Modules in the Scott, Foresman reading program series for the Texas Instruments Home Computer include:

Title	Skill	Grade
Early Reading	Picture clues Meaning and syntax clues	K-2
Reading Rainbows	Class relationships Part-whole relationships Size relationships	K-2
Reading Fun	Story problem and solution Cause-effect relationships Feelings of characters	1-3
Reading Cheers	Root words with spelling changes before endings and suffixes Contractions Compounds	1-3
Reading On	Maps Graphs Schedules	2-4
Reading Adventures	Main idea and supporting details Conclusions Sequence relationships	2-4
Reading Roundup	Figures of speech Appropriate word meaning/unfamiliar words Idioms	3-5
Reading Trail	Characters Setting Point of view	3-5
Reading Rally	Fact and opinion Author's purpose Bias/connotations of words	4-6

Title	Skill	Grade
Reading Power	Dictionary/glossary Card catalog Encyclopedia	4-6
Reading Flight	Classifies information Summarizes information Outlines	5-7
Reading Wonders	Historical fiction Modern realistic fiction Science fiction Biography Autobiography Informational articles	5-7

RECORD FORM (1B)

Directions: Mark an X in the boxes to show you've done an activity. Mark a number on the lines to show your score for the *Try Out the Skill* activities.

Class Relationships

"How Things Are Alike"

Learn About the Skill

Module Activity

Try Out the Skill

1st Time: _____ out of 7

2nd Time: _____ out of 7

3rd Time: _____ out of 7

Reader

Pages 2-12

Part-Whole Relationships

"Parts and Wholes"

Learn About the Skill

Module Activity

Try Out the Skill

1st Time: _____ out of 7

2nd Time: _____ out of 7

3rd Time: _____ out of 7

Reader

Pages 13-20

Size Relationships

"Sizes"

Learn About the Skill

Module Activity

Try Out the Skill

1st Time: _____ out of 7

2nd Time: _____ out of 7

3rd Time: _____ out of 7

Reader

Pages 21-30

All-Skills Activity

"The Rainbow Adventure"

Module Activity

SOFTWARE MEDIA LIMITED WARRANTY

Scott, Foresman and Company extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or construction.**

Warranty Duration

The Hardware is warranted for a period of 90 days from the date of original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above 90 day period. Scott, Foresman and Company shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user. Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Performance by Scott, Foresman Under Warranty

During the 90 day warranty period, defective Hardware will be replaced when it is returned postage prepaid with proof and date of purchase to your Scott, Foresman Electronic Publishing dealer. The replacement Hardware will be warranted for a period of 90 days from date of replacement. Other than the postage requirement, no charge will be made for replacement. Scott, Foresman and Company strongly recommends that you insure the Hardware for value prior to mailing.

Important Notice of Disclaimer Regarding the Programs

The following should be read and understood before purchasing and/or using the software media.

Scott, Foresman and Company does not warrant the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

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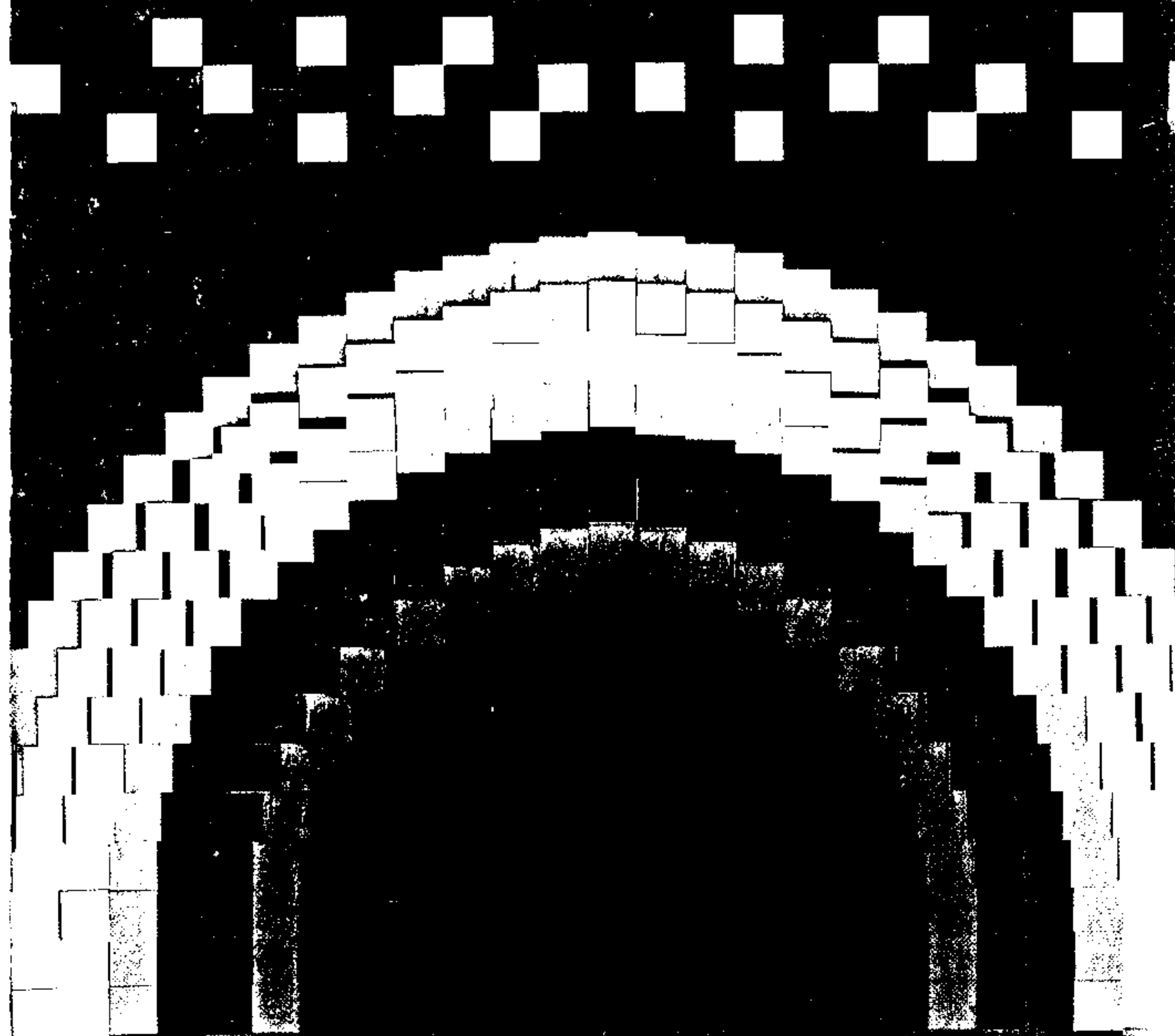
READING RAINBOWS READER



Scott, Foresman and Company
Electronic Publishing

Scott, Foresman

Ages 5-7
Grade 1 Reading Level

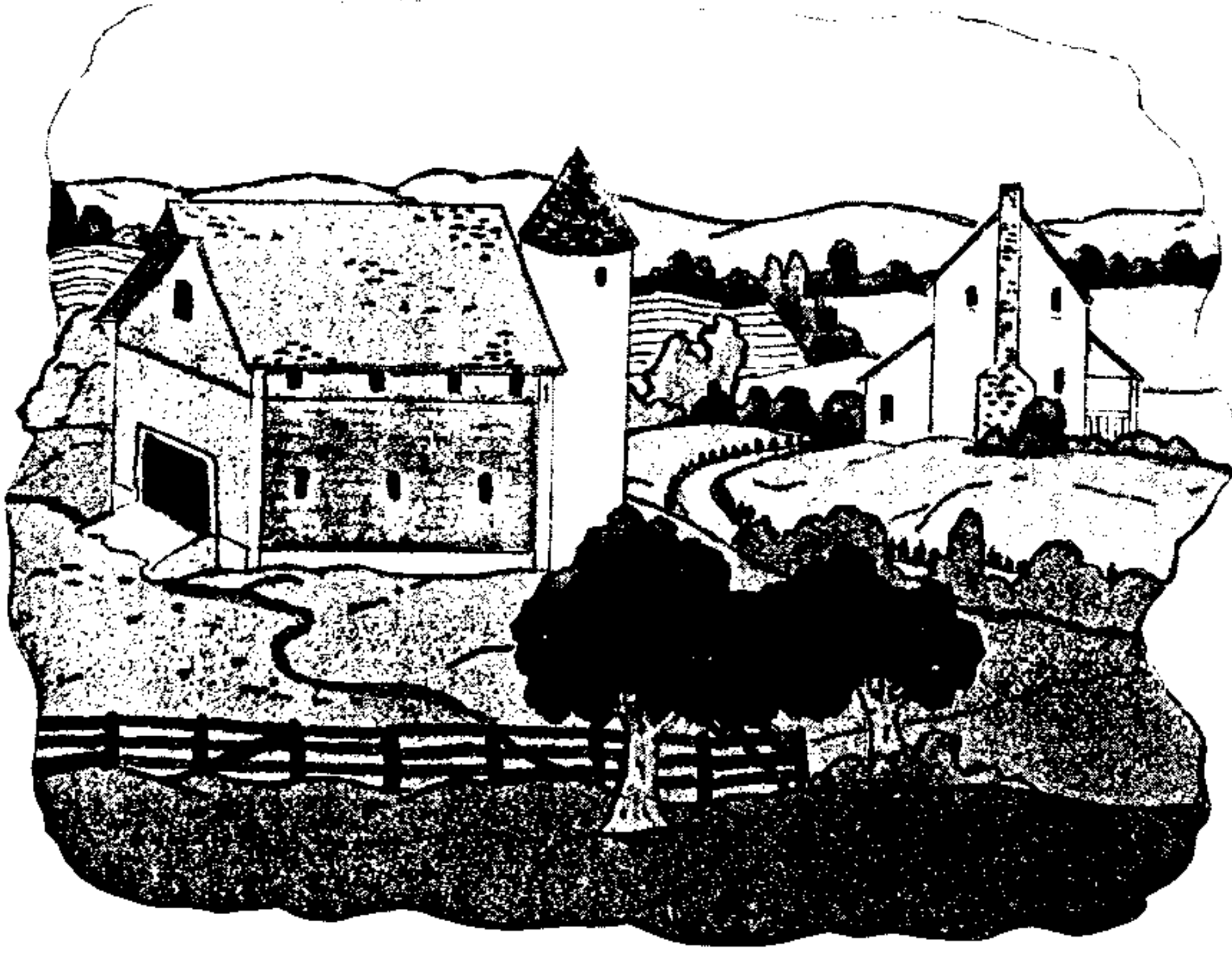


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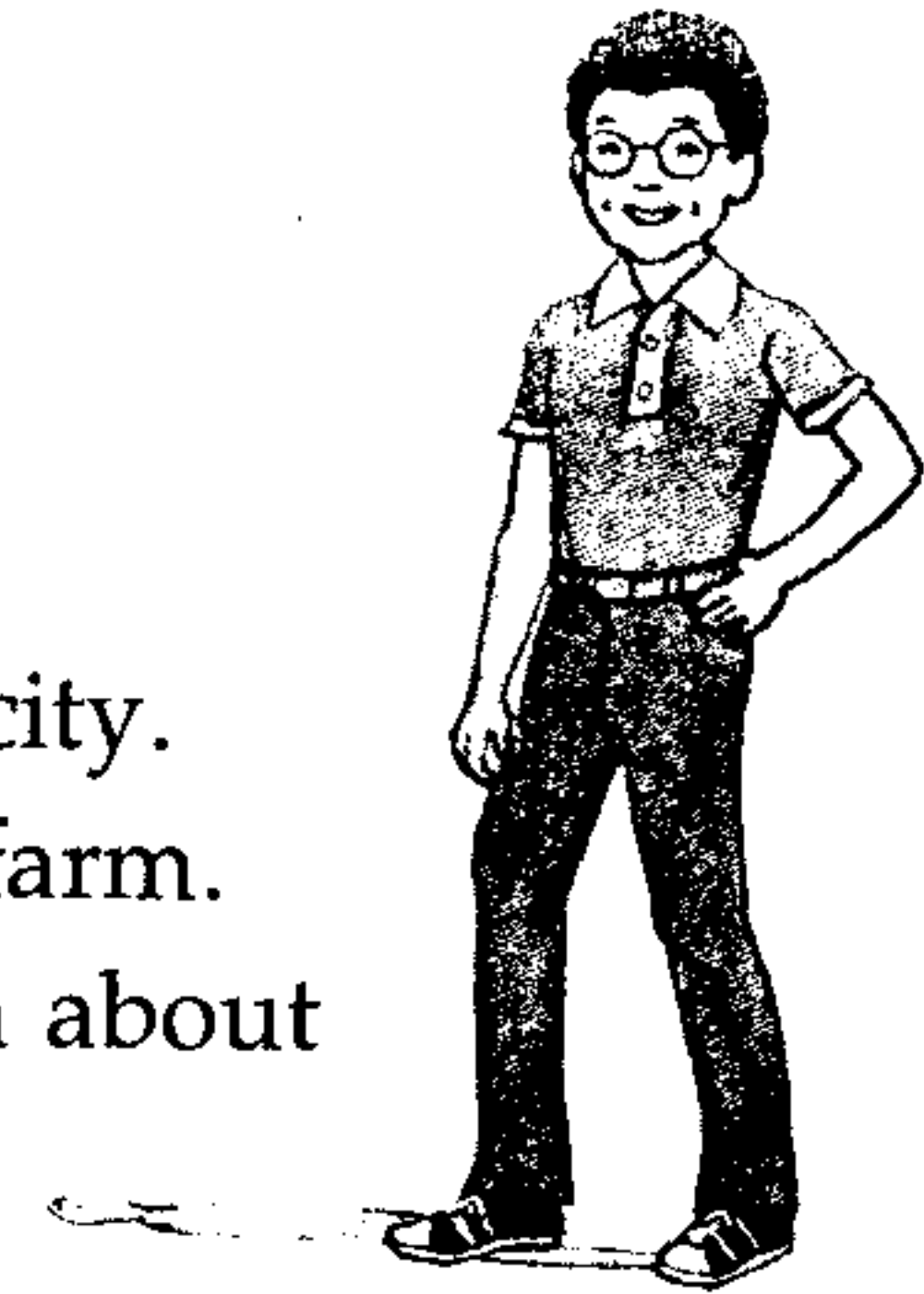
ALLEN VISITS A FARM

by Sybil Hammond

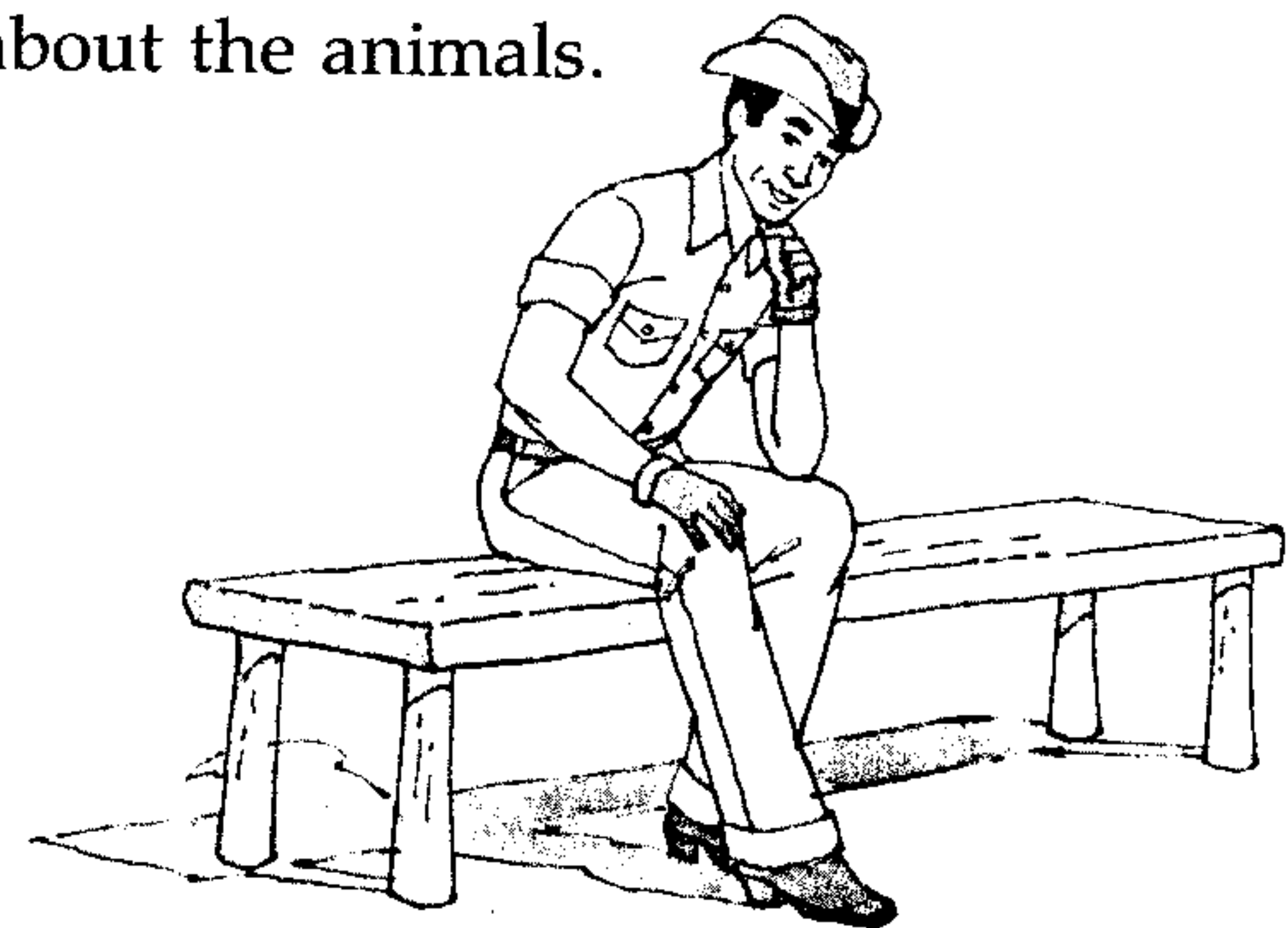
*What animals live on a farm?
You'll find out as you read.*

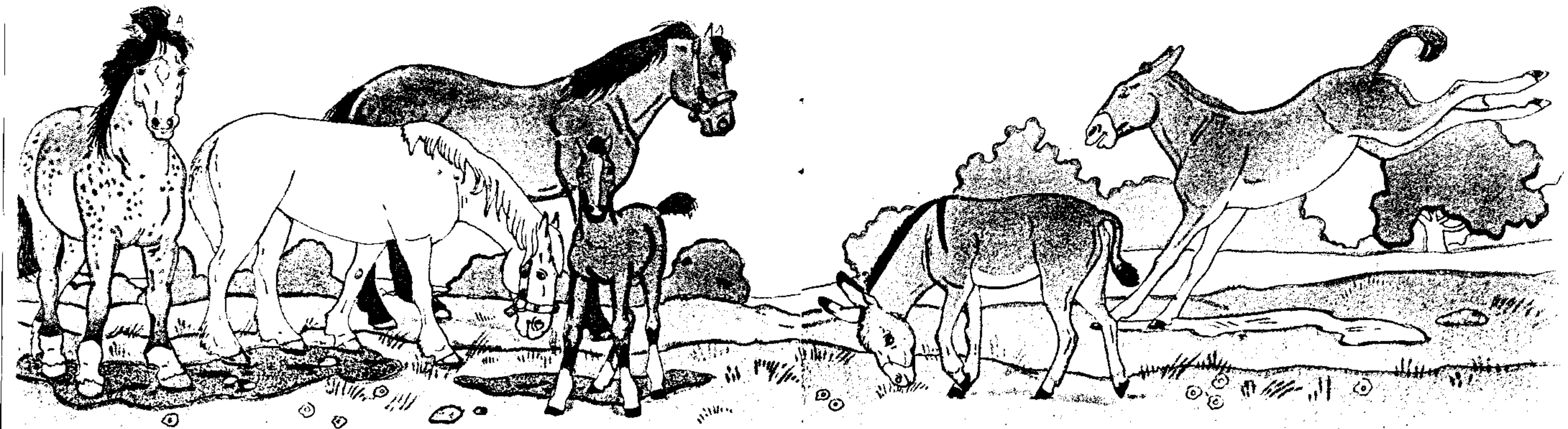


This is Allen.
He lives in a big city.
Allen will visit a farm.
He wants to learn about
the animals.



This is Mr. Greene.
He is a farmer.
Allen will visit Mr. Greene's
farm.
Mr. Greene will tell Allen
about the animals.





There are many horses on the farm.

Do they help you work?



Some of the horses pull wagons for me.

My children like to ride the horses.

The foal is my son's pet.



The donkey and mule work on the farm.

They are smaller than horses, but they are strong.

They can carry heavy loads. They like to kick too.



We get milk from the cows and the goats.

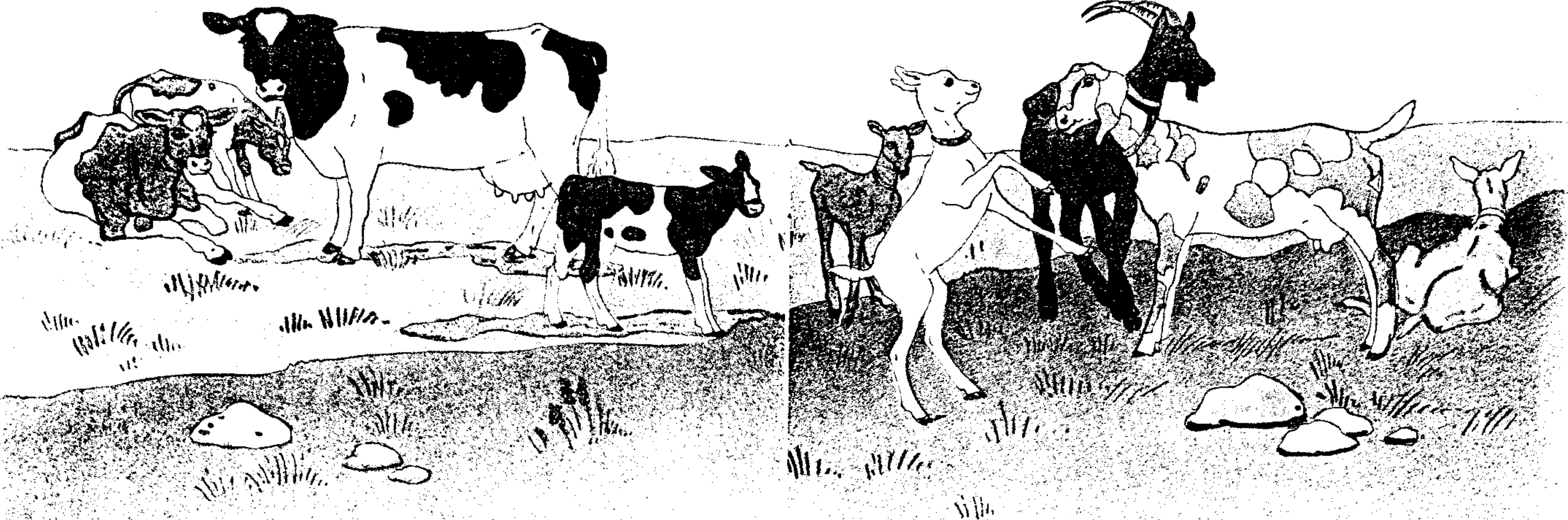
My children like goats' milk. It is sweeter than cows' milk. We like to make cheese from goats' milk.



What are baby goats called?



Baby goats are called kids. They are smart animals. They can learn to open gates on the farm.





What are baby pigs called?



Baby pigs are called piglets.
Piglets are very smart.

They will come to you when
they are called.

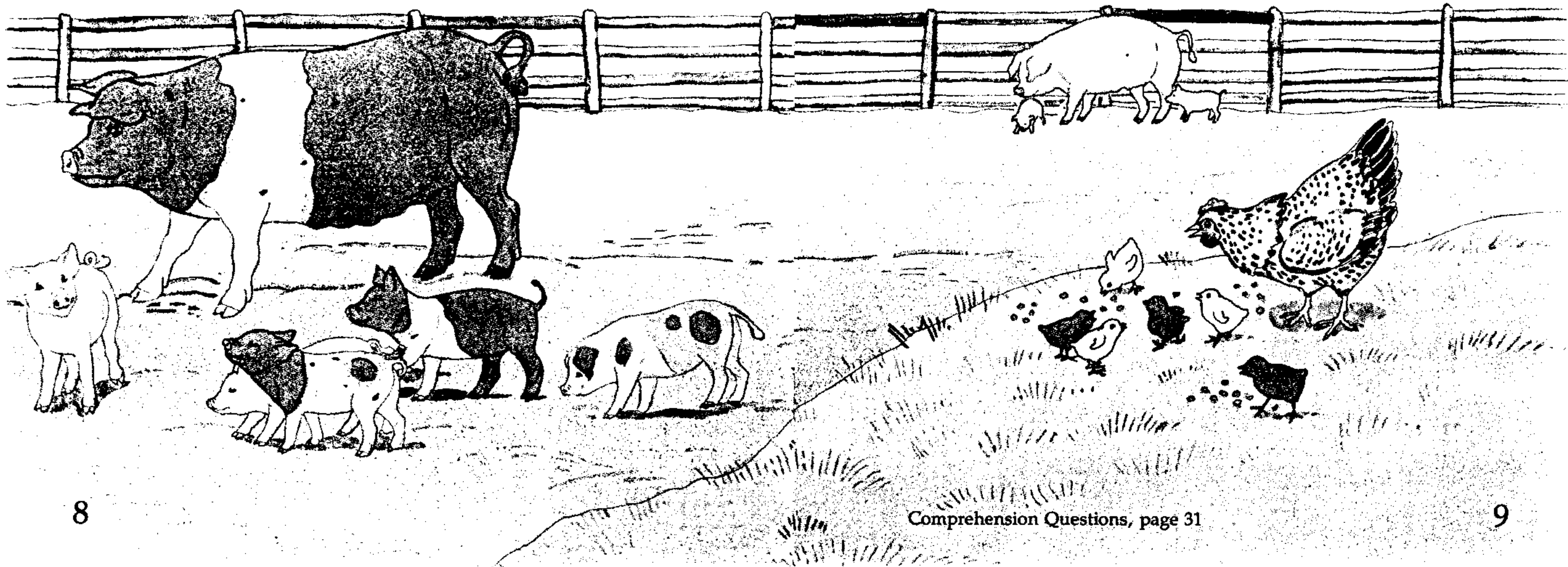
You can teach them to do tricks.



A mother hen walks with her
chicks around the farm.
She teaches them how to
scratch for food.



I wish I lived on a farm.
There is so much to see.



ANIMAL RIDDLES

What do they call small cats that live on a farm?

Kittens!



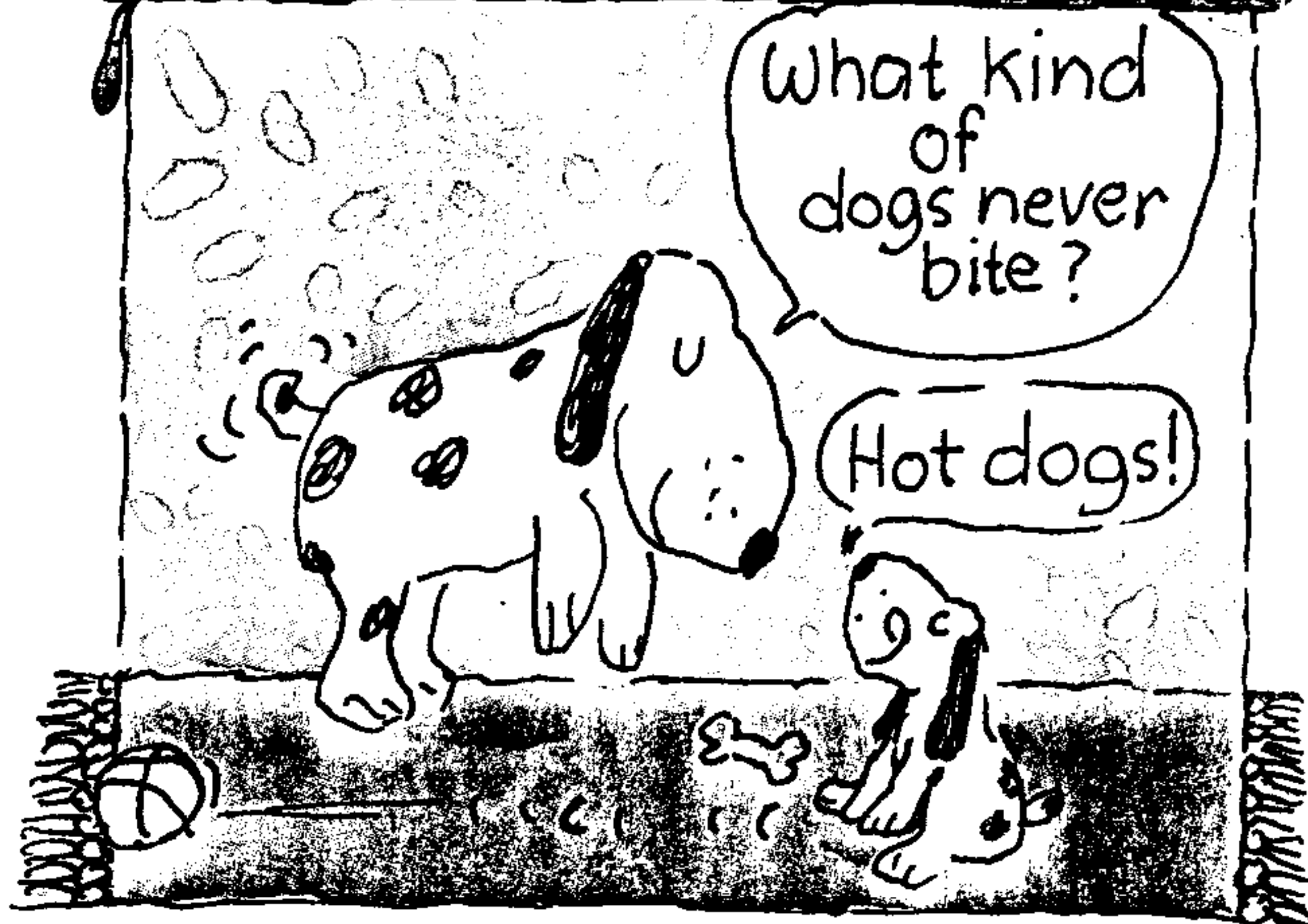
What do pigs have that no other animals have?

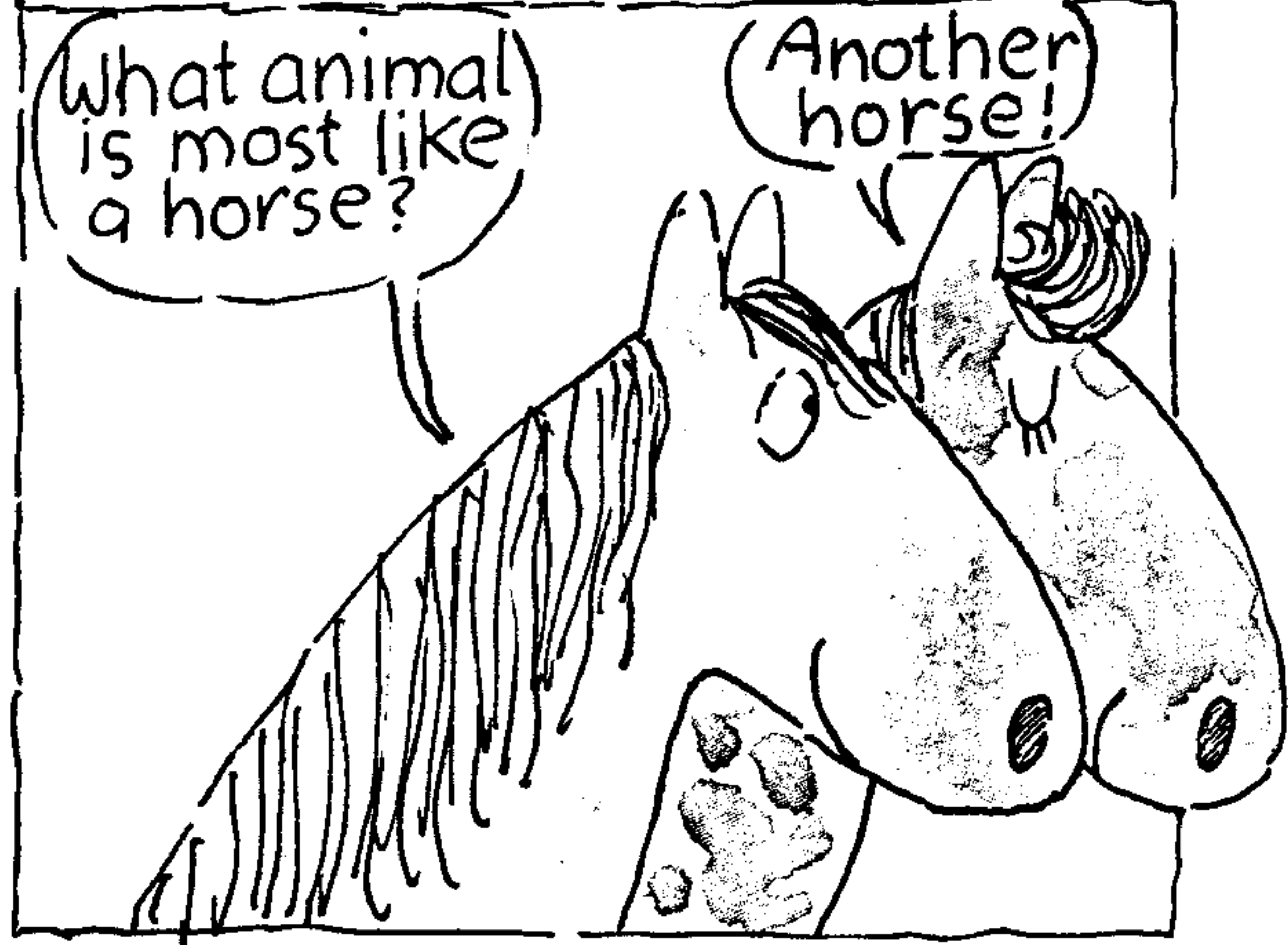
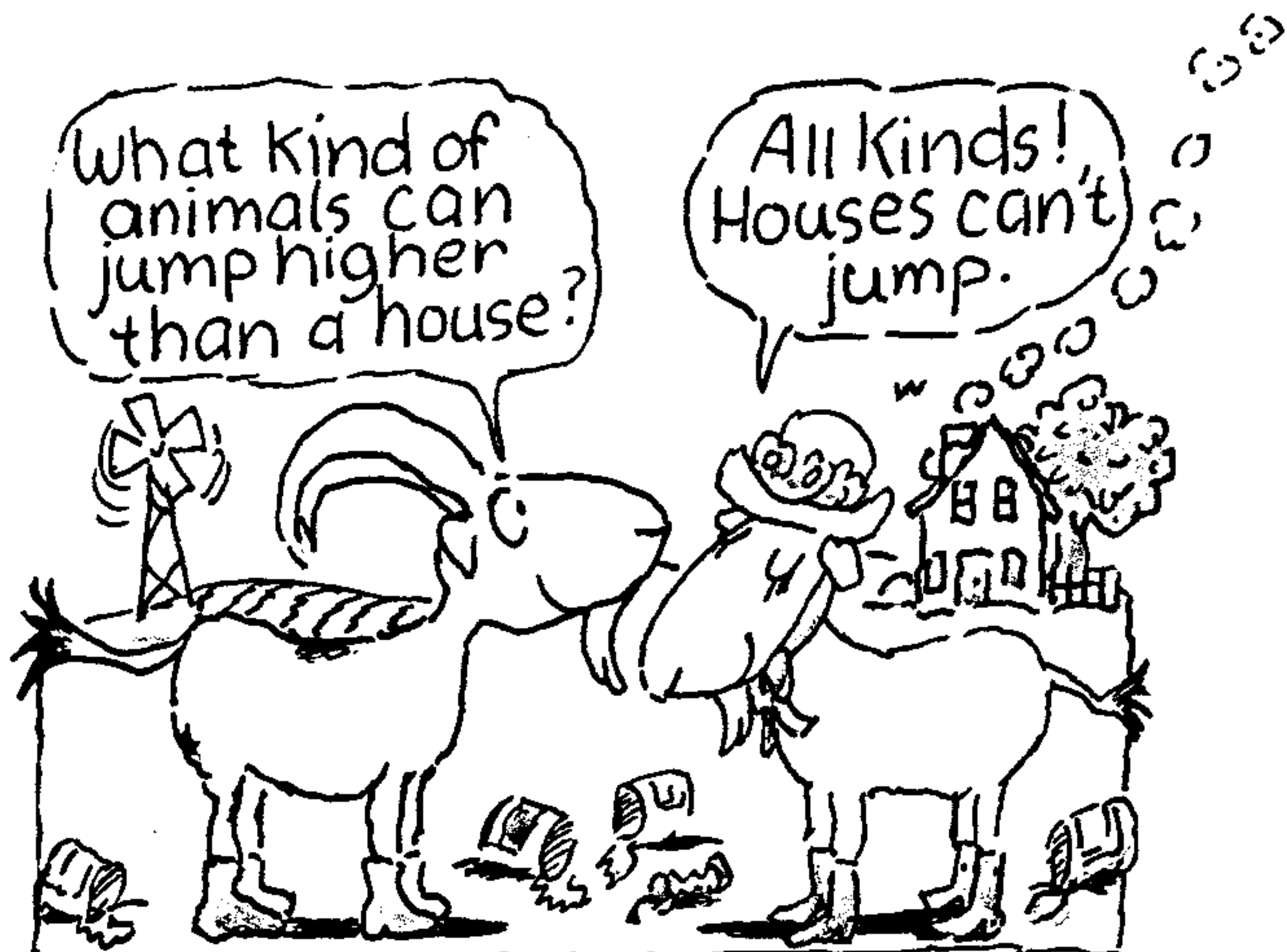
Piglets!



What kind of dogs never bite?

Hot dogs!

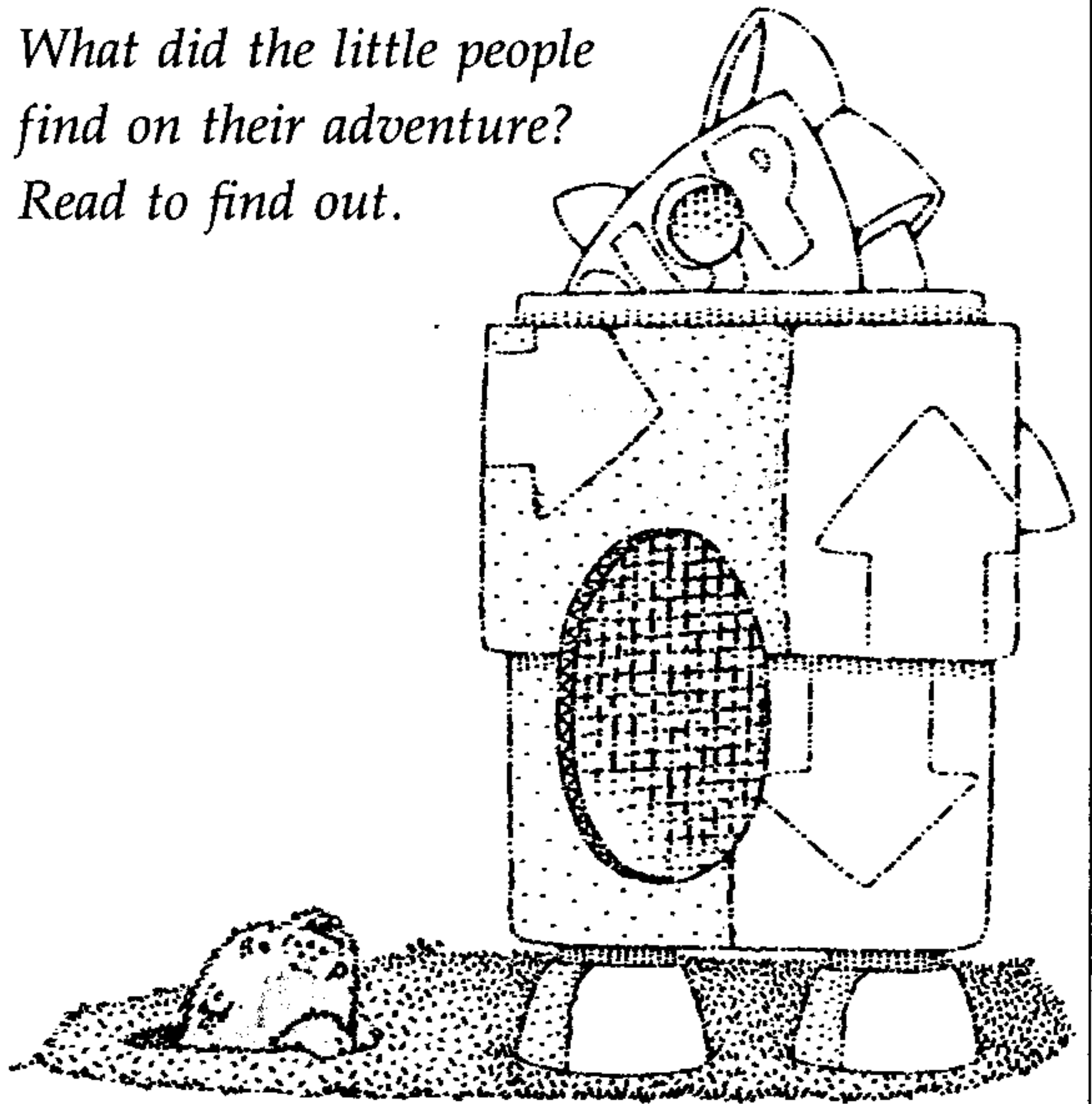




A LITTLE ADVENTURE

by Sybil Hammond

*What did the little people find on their adventure?
Read to find out.*



A little spaceship landed in
a little park.

Its little doors opened.

Out came two little people.

"That was a nice little ride,"
one said.

"Yes, it was," said the other.

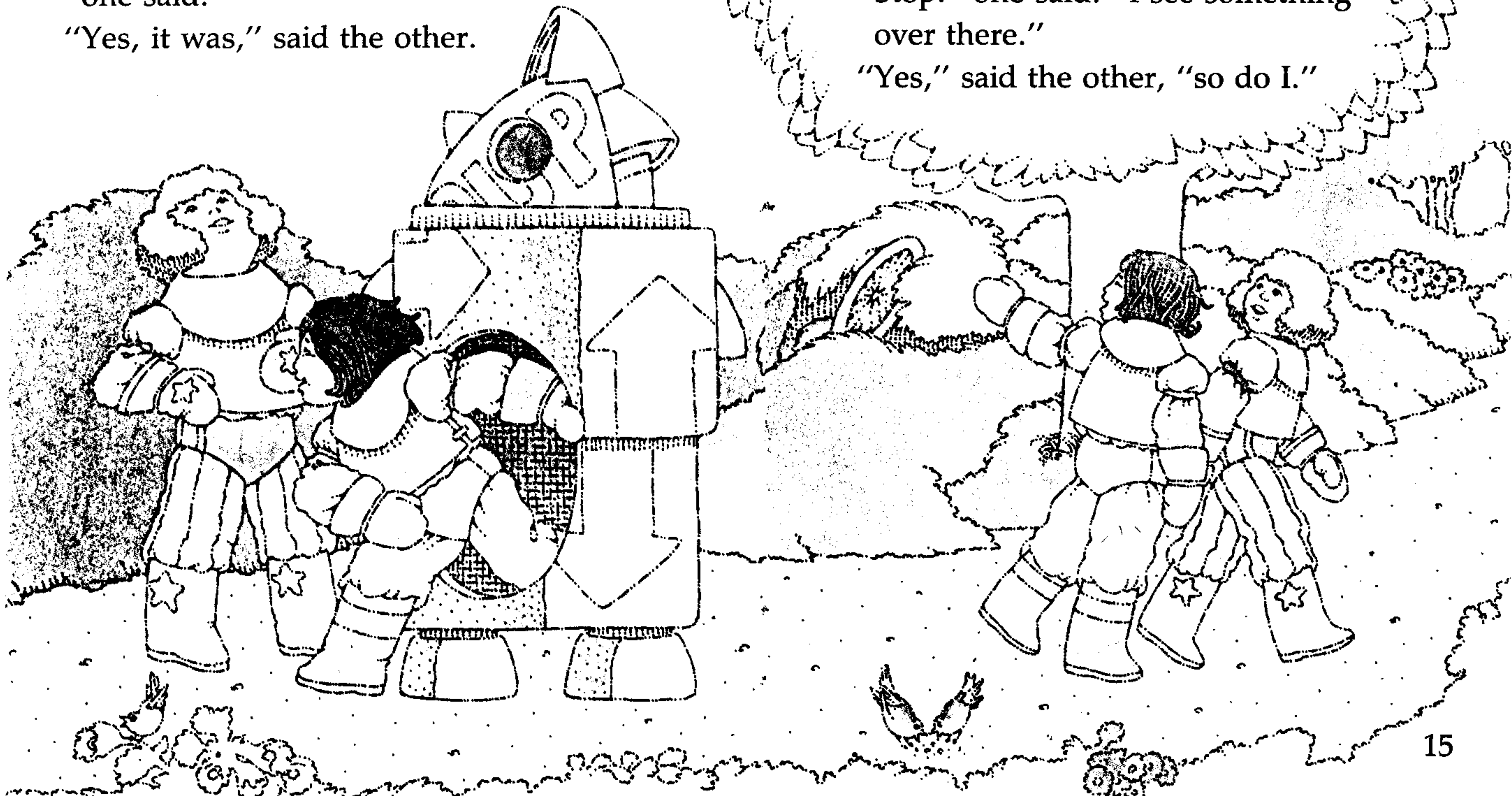
"Let's take a little walk," one said.

"Yes, we should," said the other.

So they took a little walk through
the little park.

"Stop!" one said. "I see something
over there."

"Yes," said the other, "so do I."



"This must be a part of something,"
one said.

"Yes, it must be," said the other.

"Let's walk on," one said.

"Yes, we should," said the other.

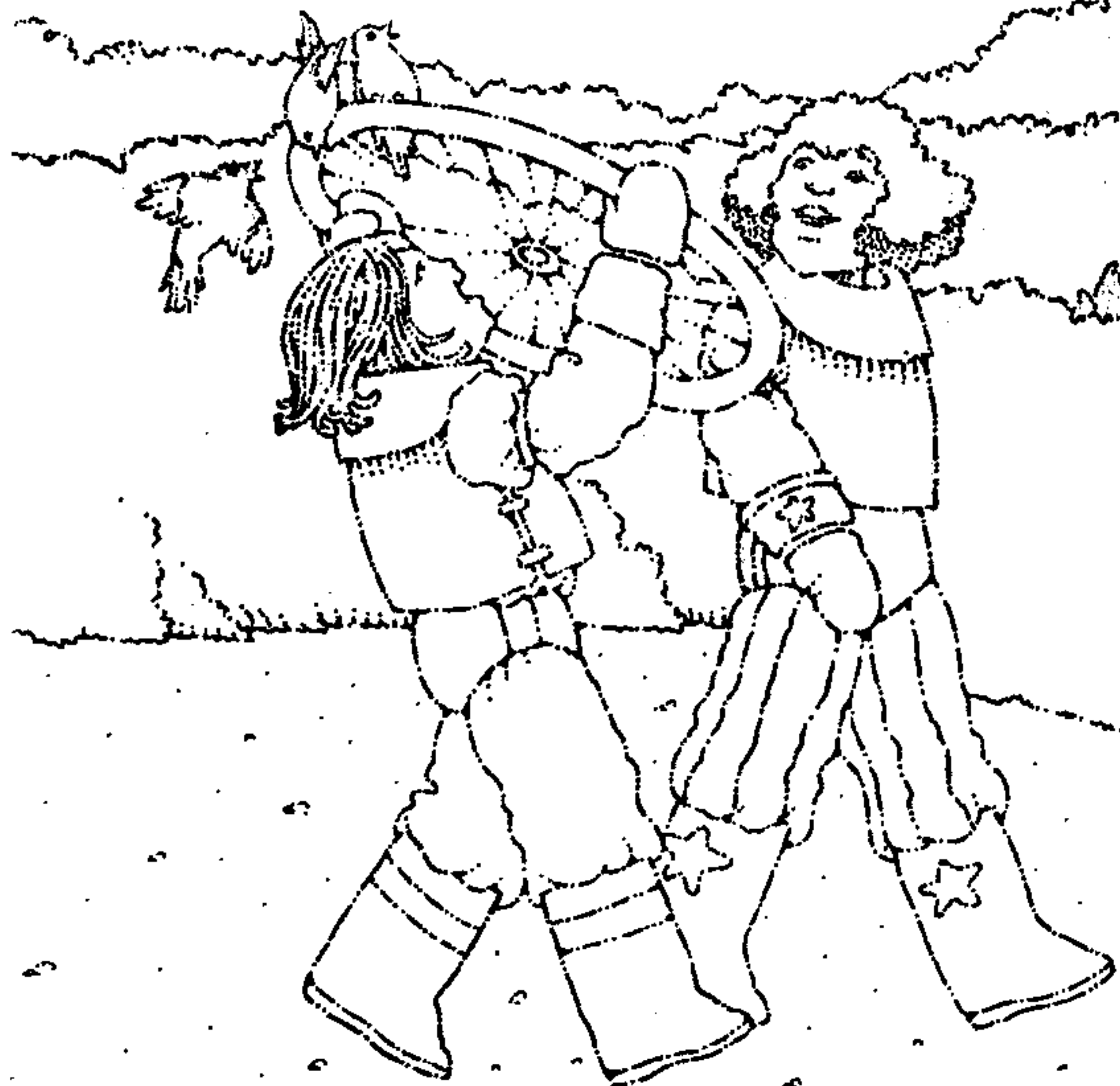
They walked on.

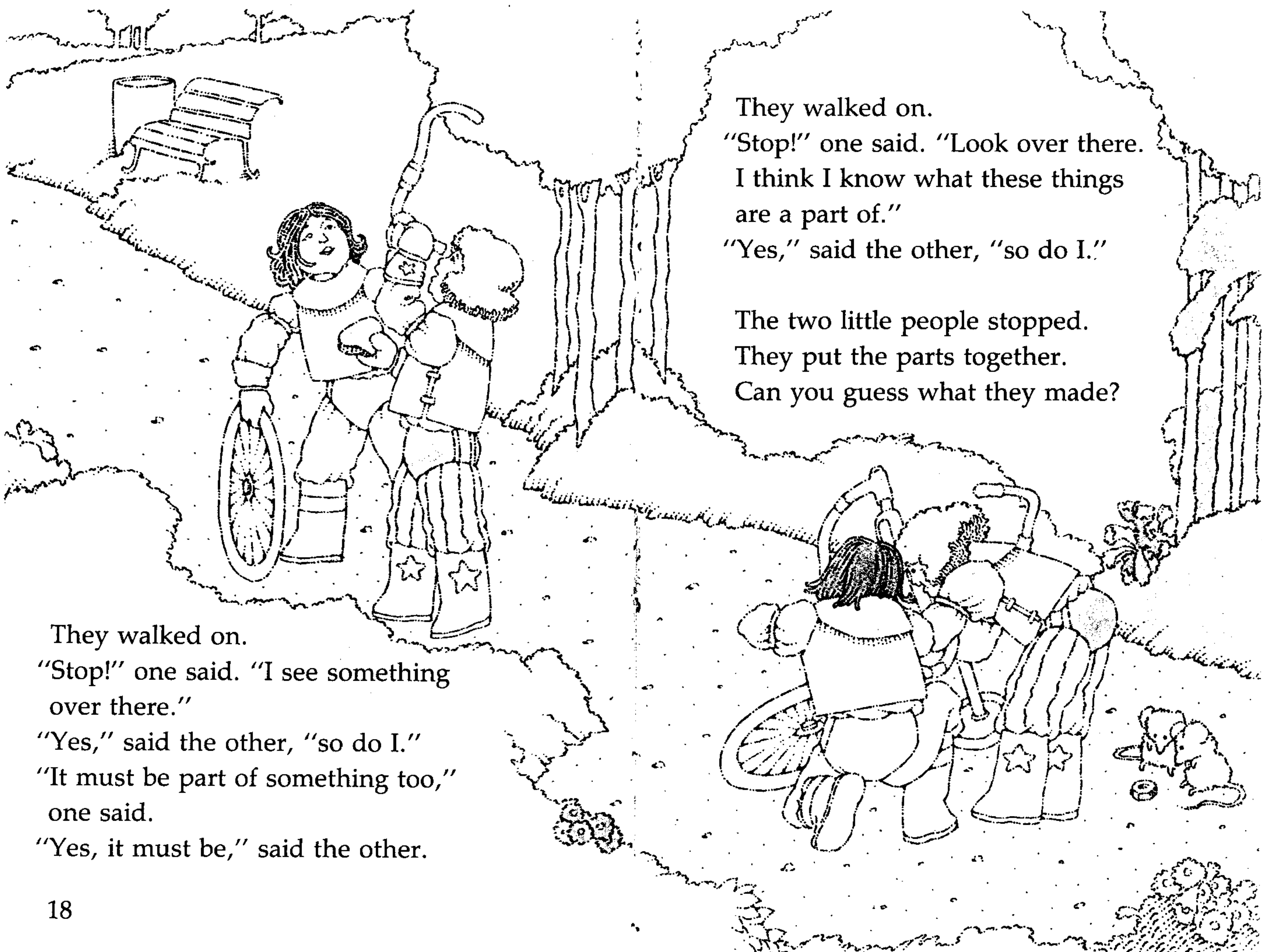
"Stop!" one said. "I see something
over there."

"Yes," said the other, "so do I."

"It must be part of something too,"
one said.

"Yes, it must be," said the other.





They walked on.

"Stop!" one said. "Look over there. I think I know what these things are a part of."

"Yes," said the other, "so do I."

The two little people stopped.

They put the parts together.

Can you guess what they made?

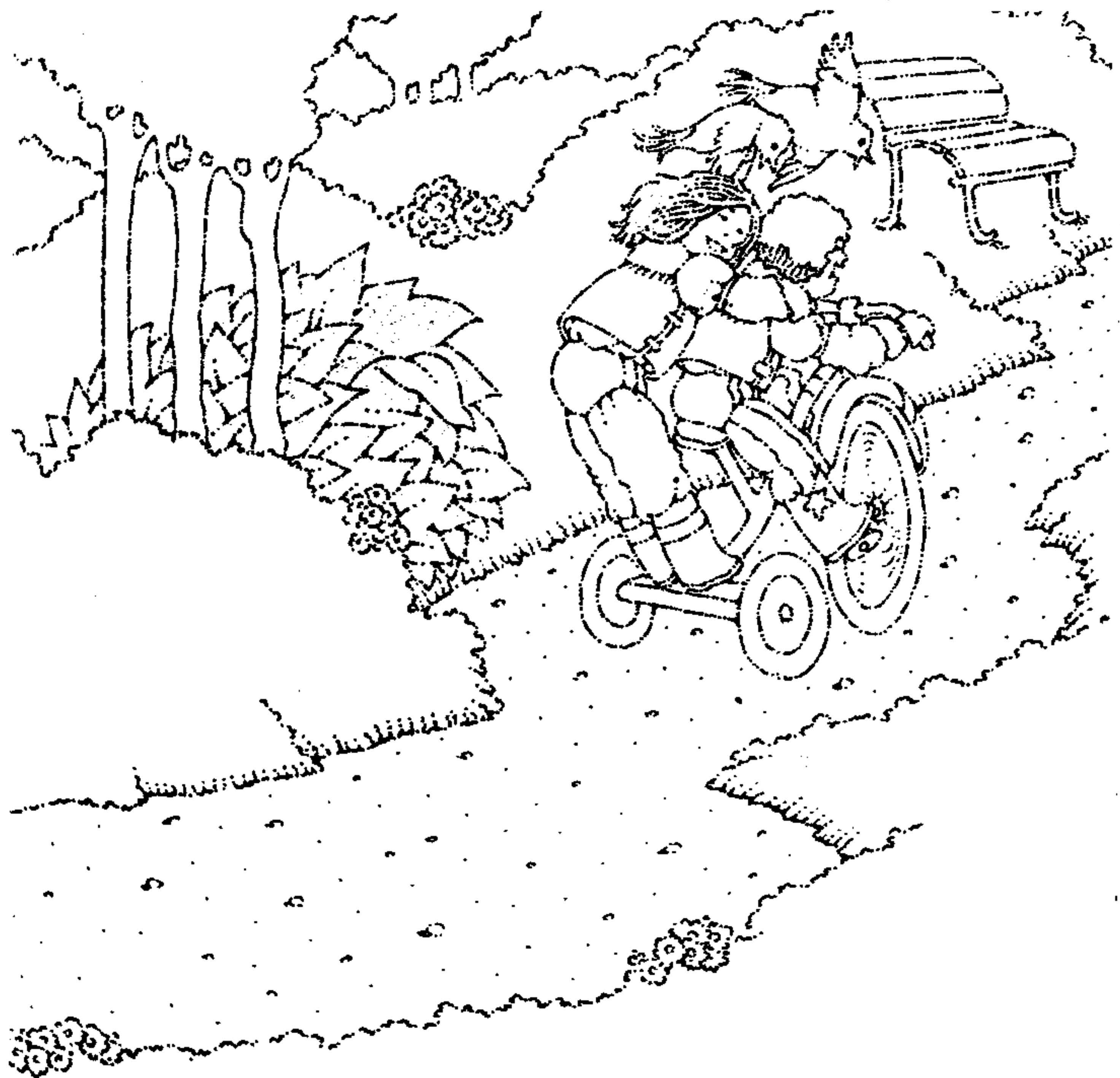
They walked on.

"Stop!" one said. "I see something over there."

"Yes," said the other, "so do I."

"It must be part of something too," one said.

"Yes, it must be," said the other.



"Now all the parts are together,"
one said.

"Yes, they are," said the other.

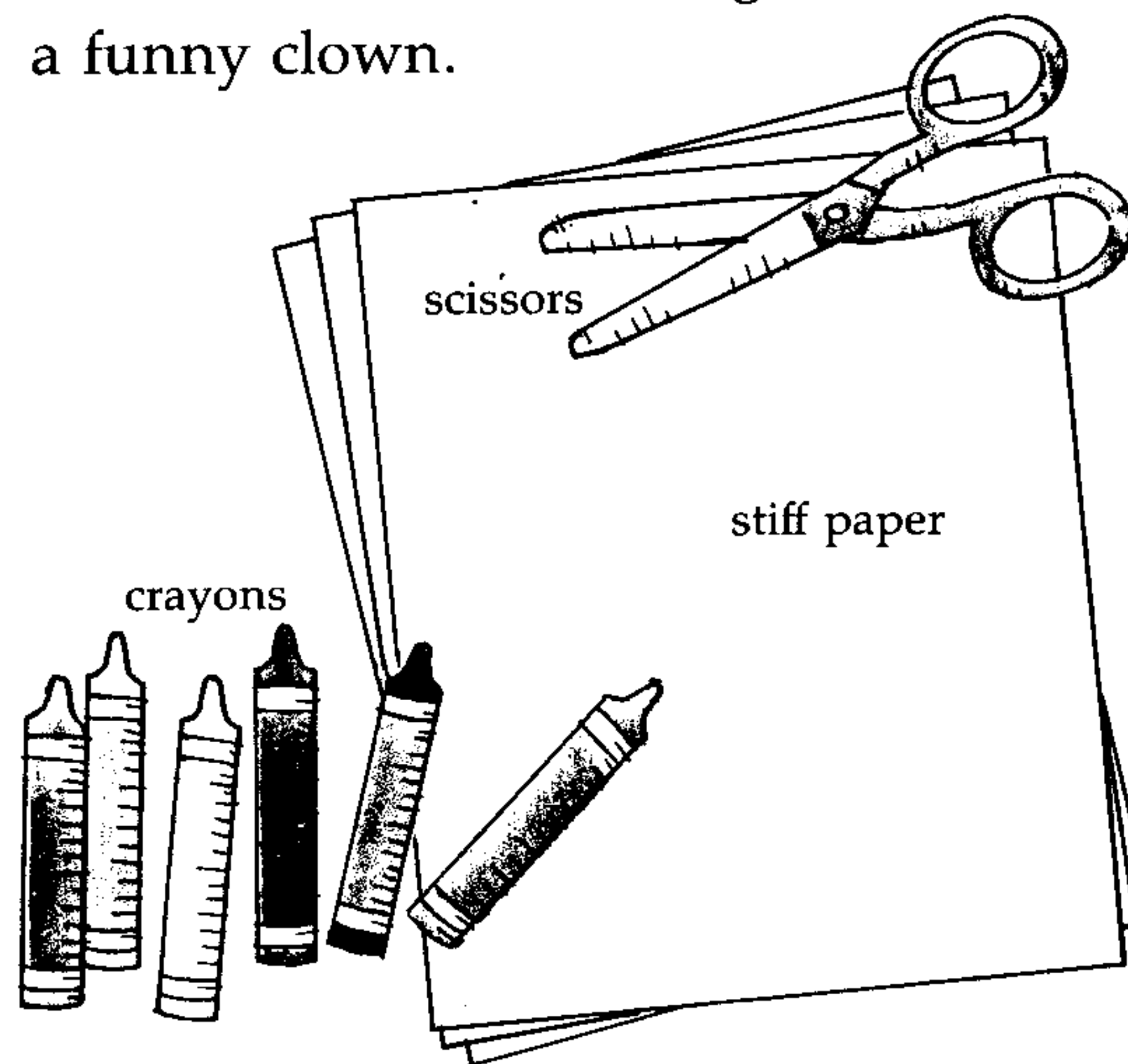
"And now we can take a little ride,"
one said.

"Yes, we can," said the other.

MAKE A FUNNY CLOWN

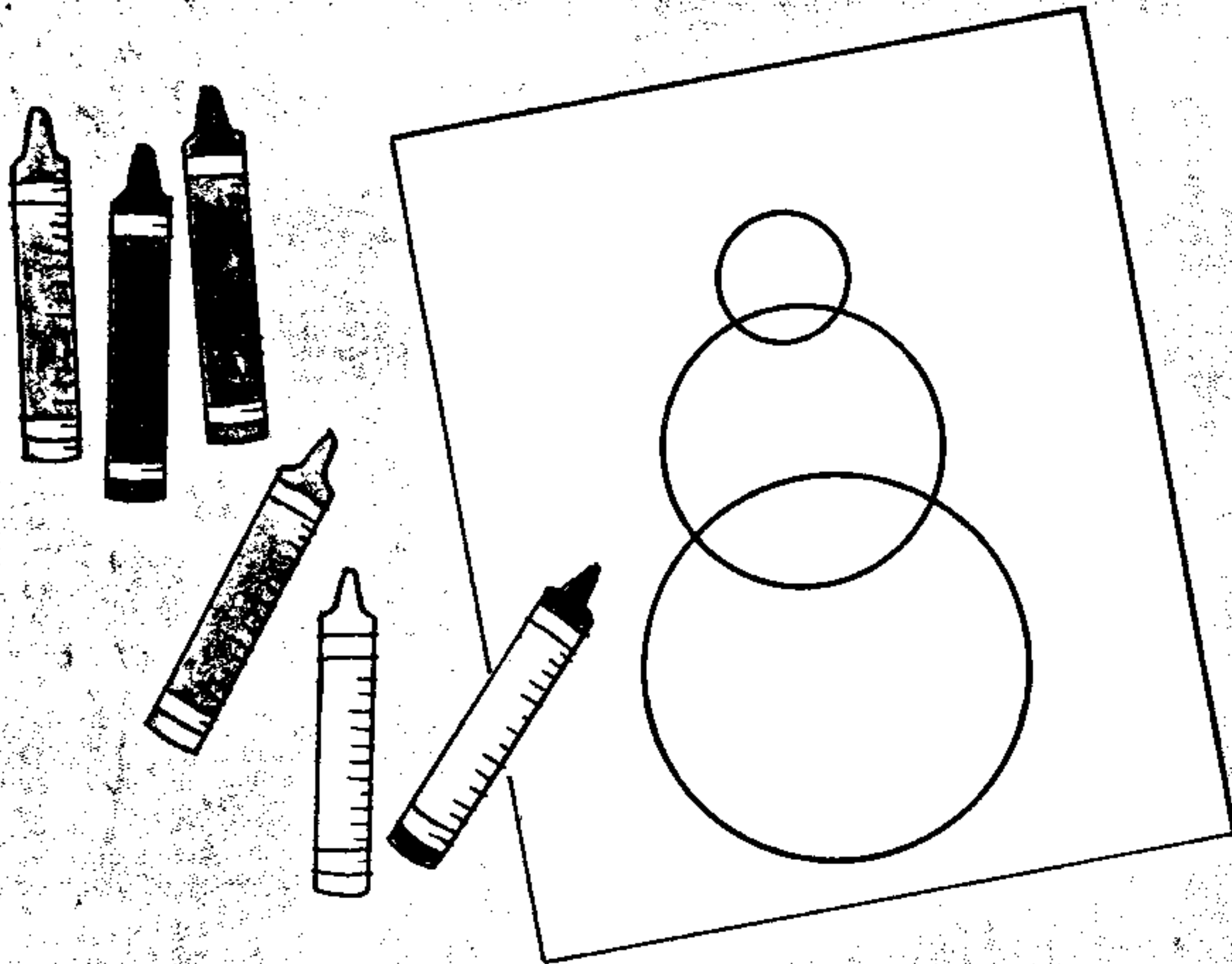
by Betty Burns Paden

You will need these things to make
a funny clown.

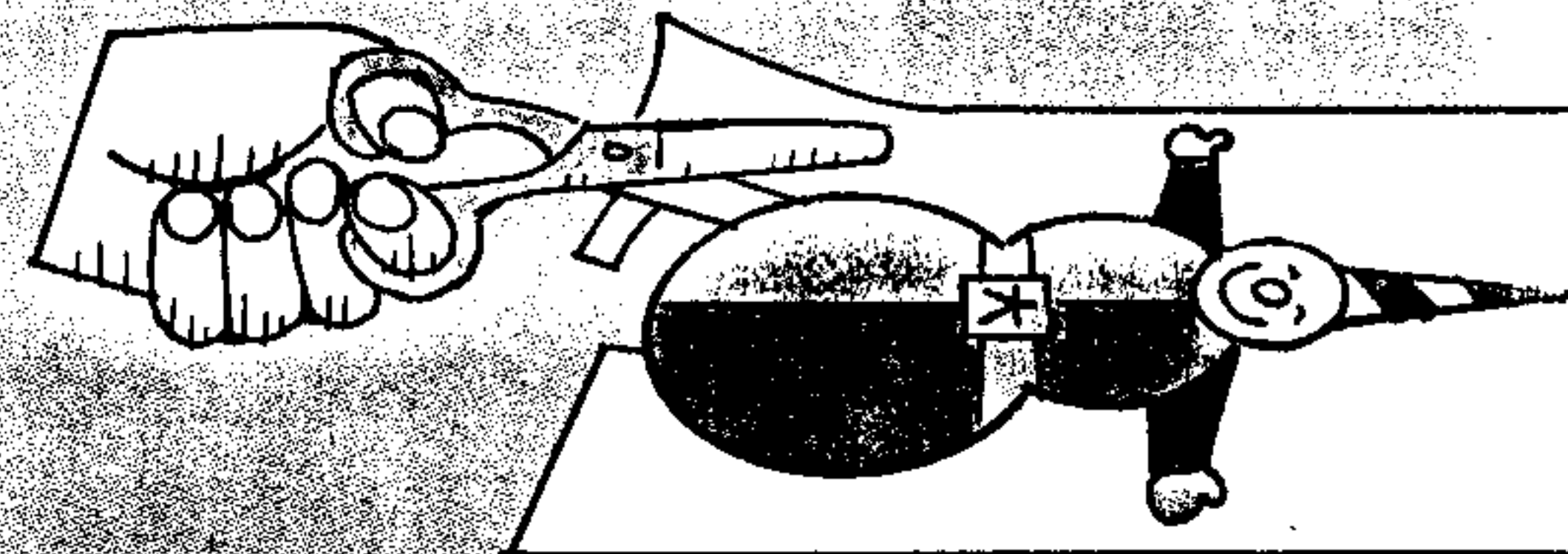
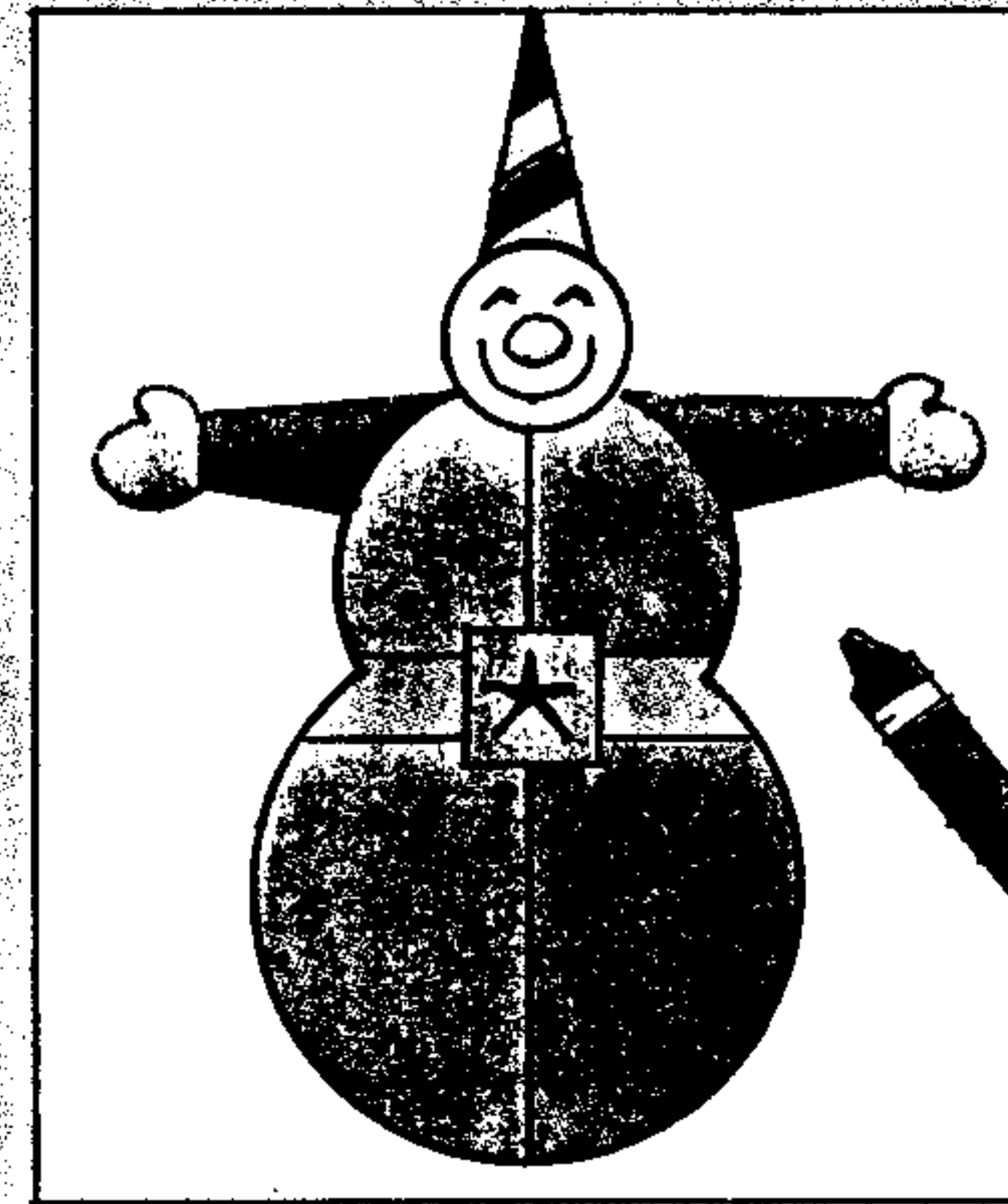


1. Draw a small circle.
2. Draw a larger circle.
3. Then draw the largest circle.

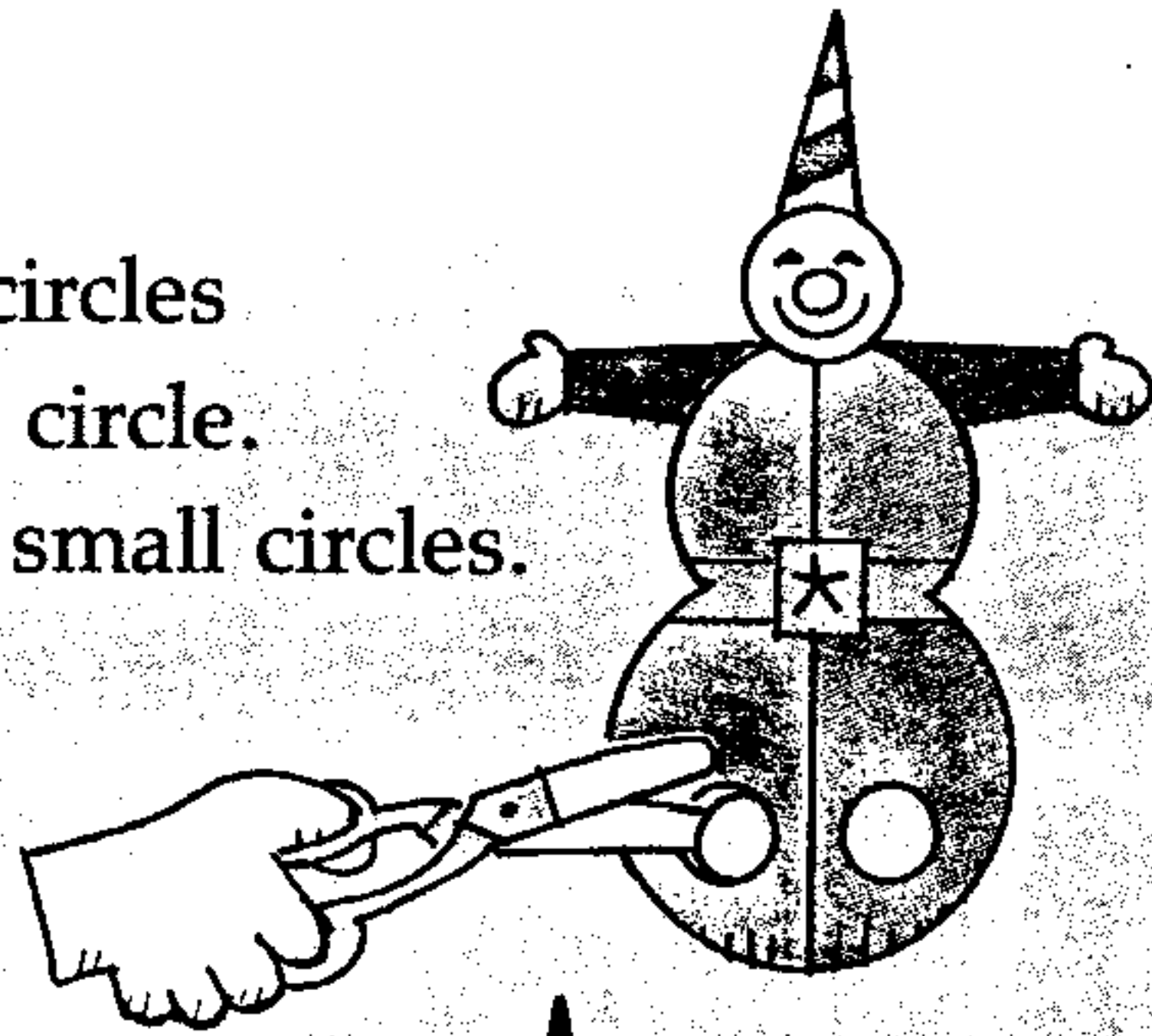
Now you have the head and body of your clown.



4. Draw arms on your clown.
5. Make a funny hat for him.
Make a nice belt for him.
Give him a happy or a sad face.
6. Color your clown.
Then cut him out.



7. Draw two small circles inside the largest circle. Then cut out the small circles.



8. Put your fingers in the small circles. Your fingers are the clown's legs.



9. Use your fingers to make your clown dance. Use them to make your clown run. Have fun with your funny clown.

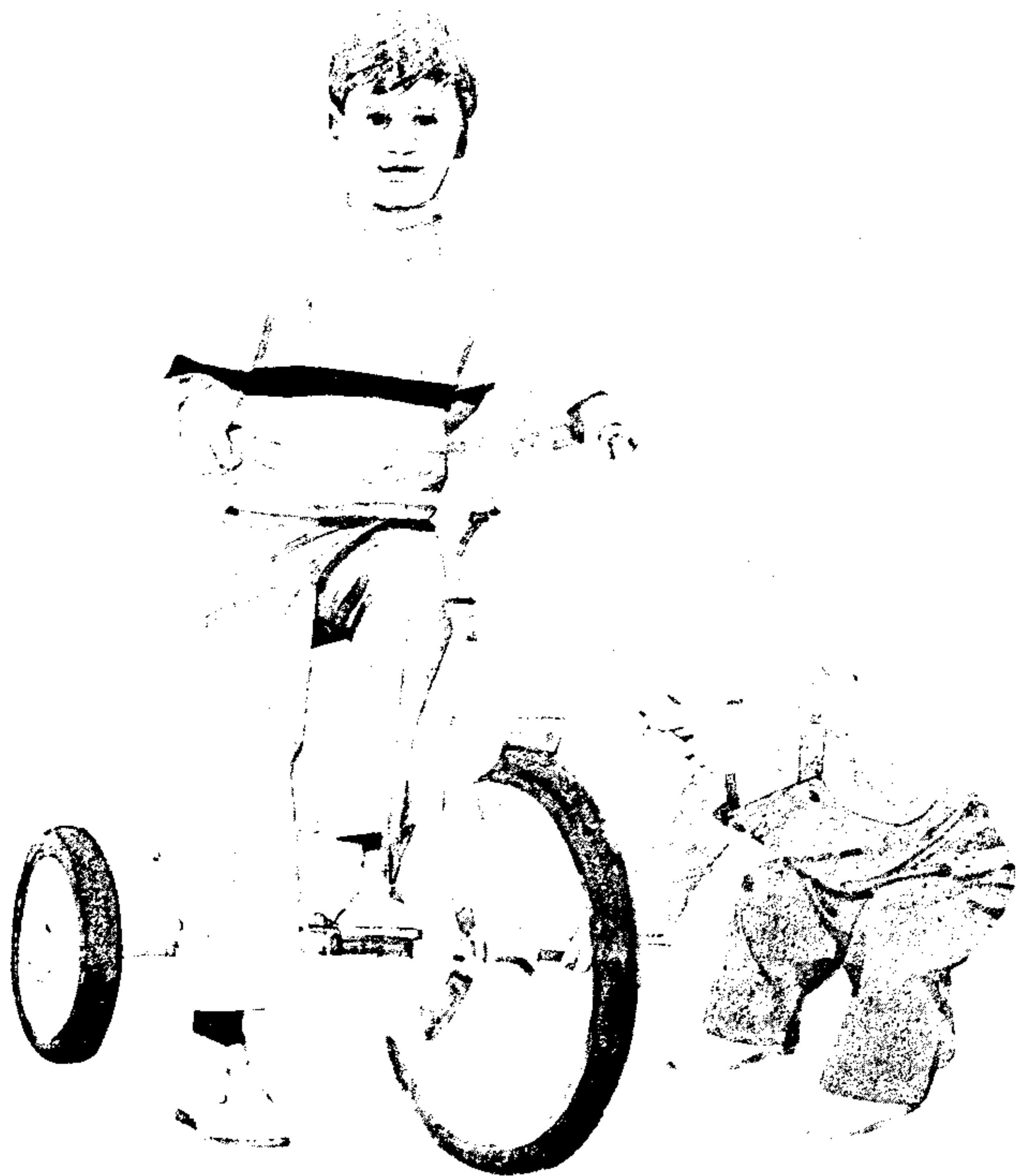


WHAT IS BIG? WHAT IS SMALL?

by Betty Burns Paden

Do you know what is big and what is small? Read and find out.



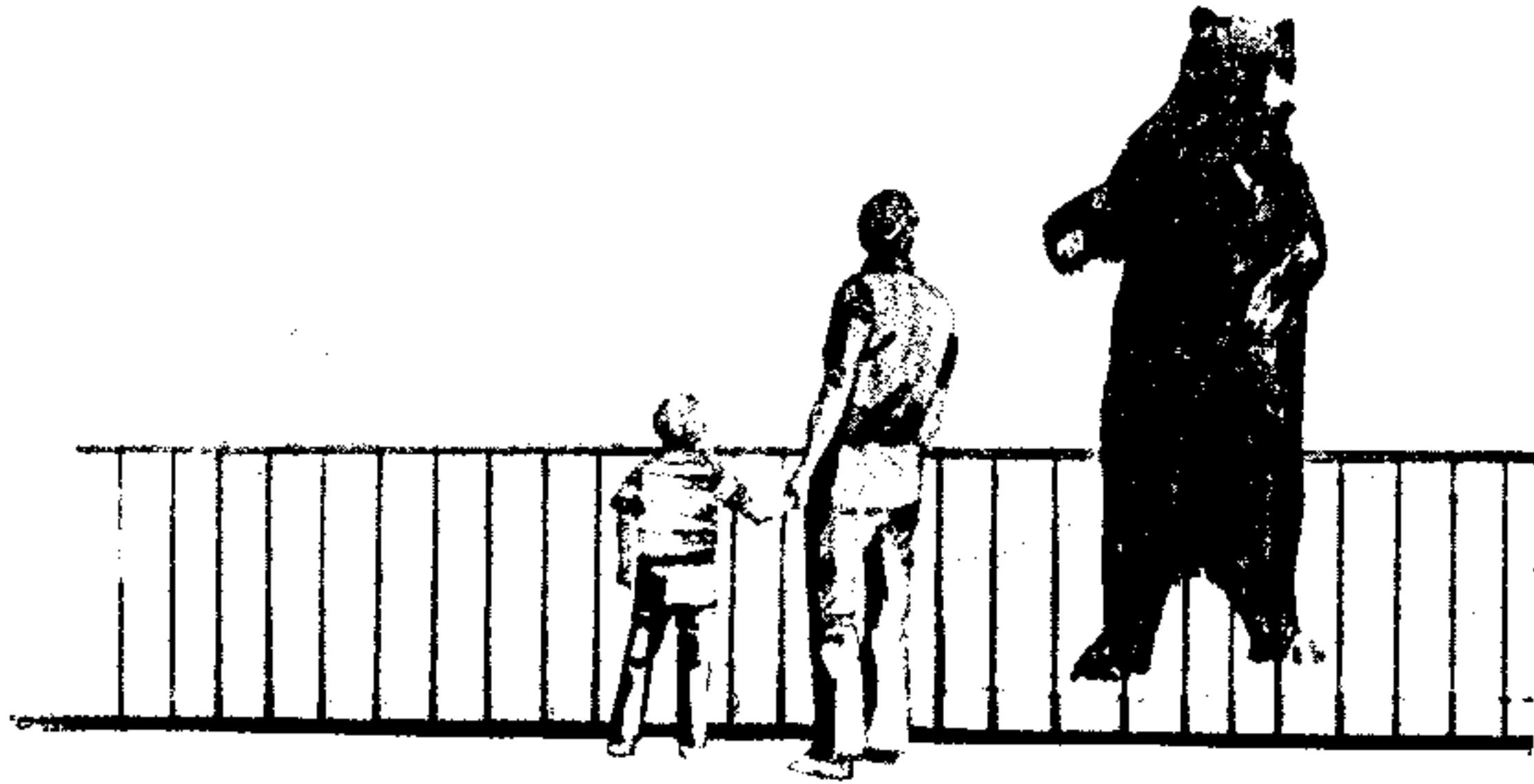


My name is Bob.
I have a little sister named Tina.
Tina is small.
I am big next to Tina.

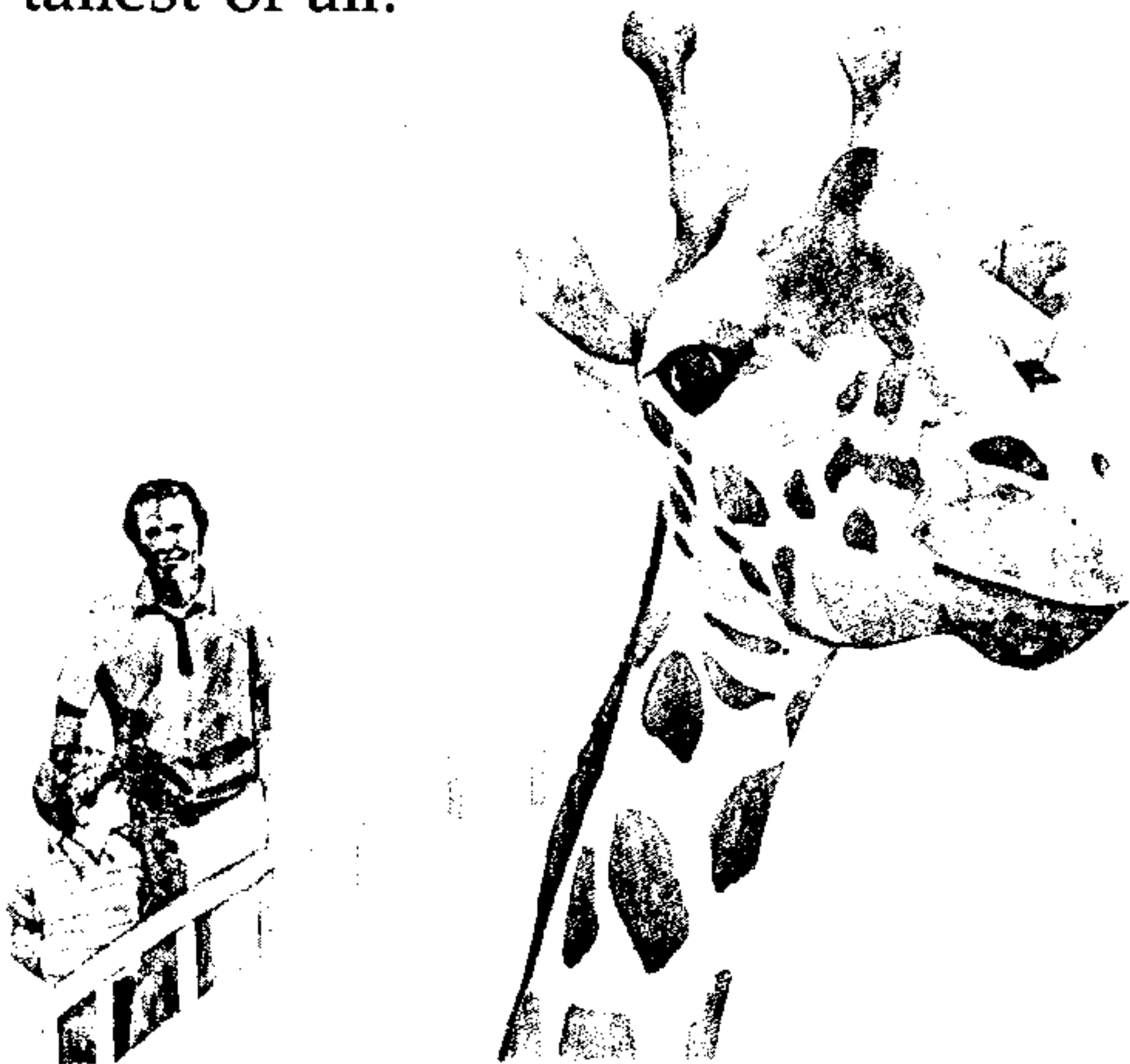


I am not big next to my mother.
I am not big next to my father.
My mother is bigger than I am.
But my father is the biggest of all.

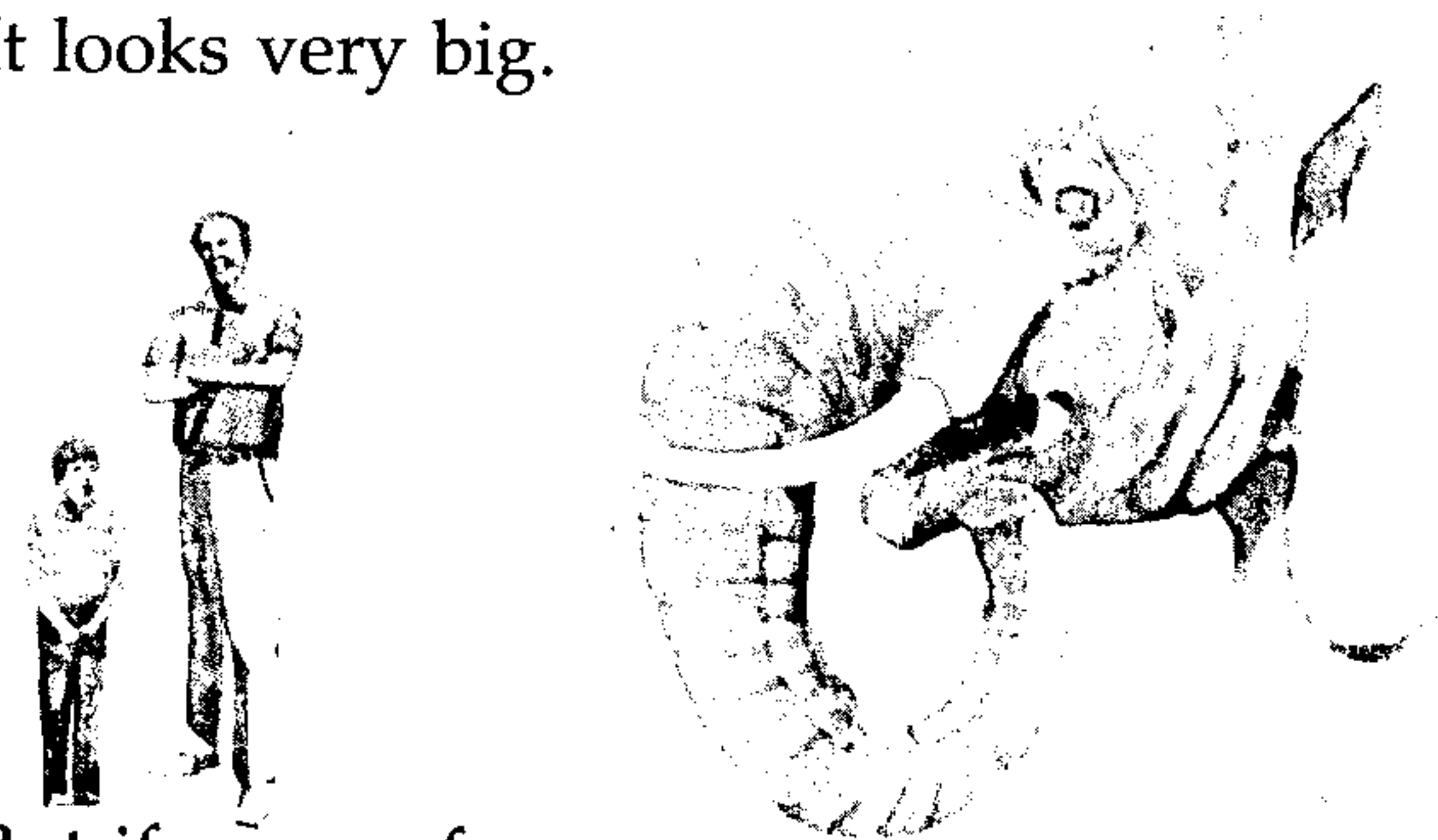
My father and I go to the zoo.
My father is tall.
But the bear at the zoo is taller.



The bear is taller than my father.
But the giraffe at the zoo is the
tallest of all.

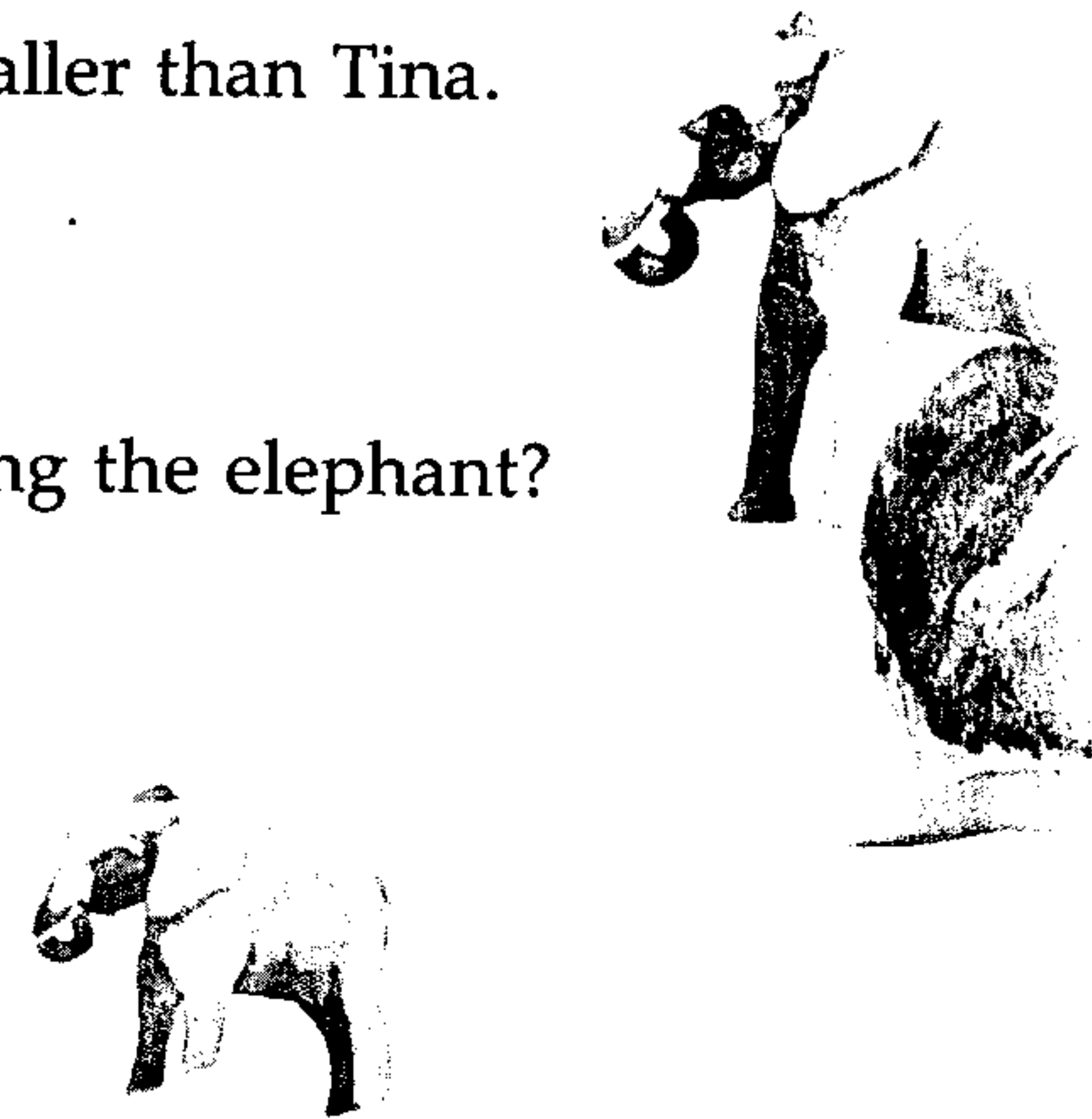


We are near the elephant.
It looks very big.

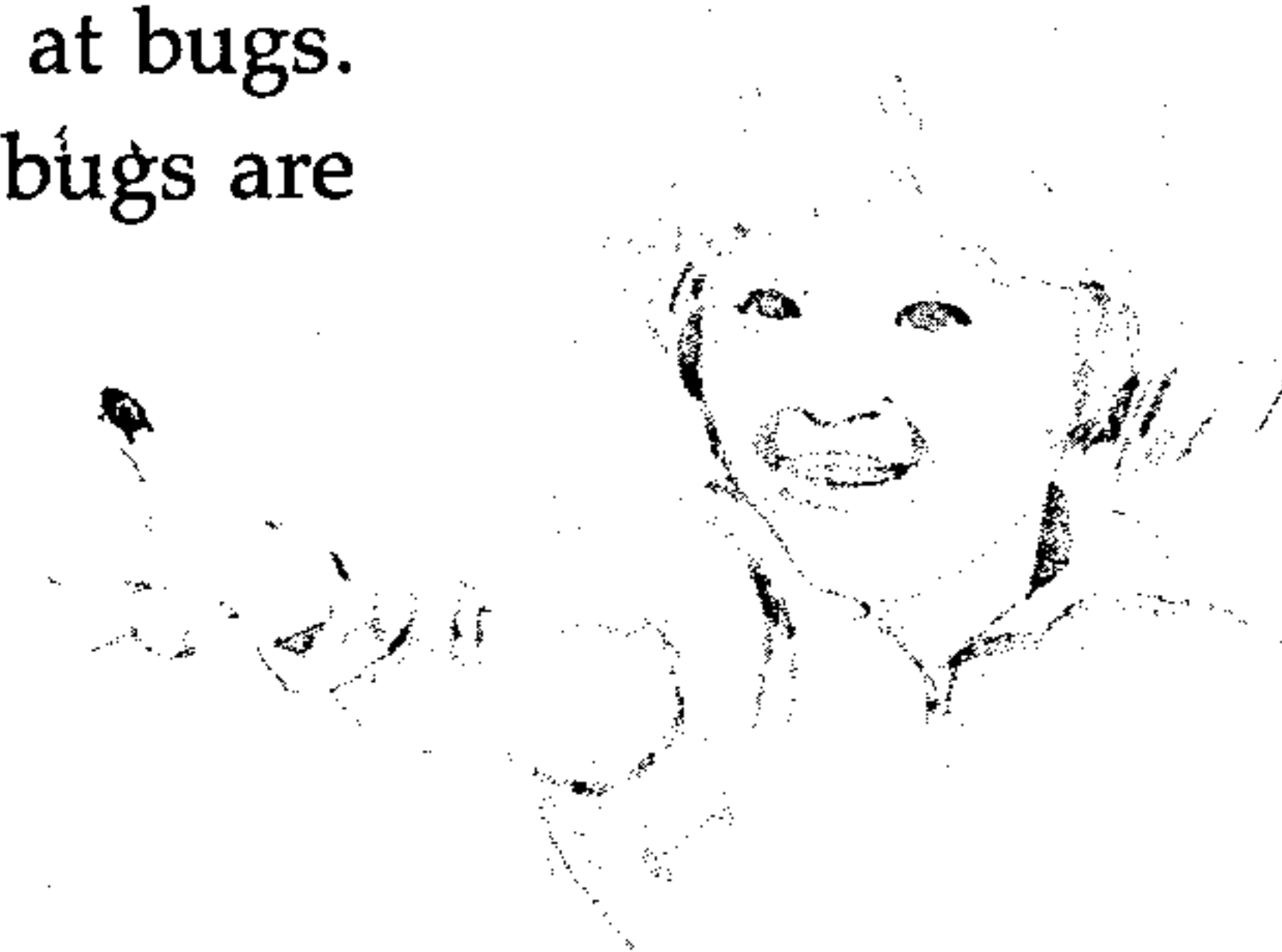


But if we are far away,
the elephant looks small.
It looks smaller than Tina.

Am I holding the elephant?



Tina likes to look at bugs.
She is small, but bugs are
much smaller.



Some of the time I like to feel big.

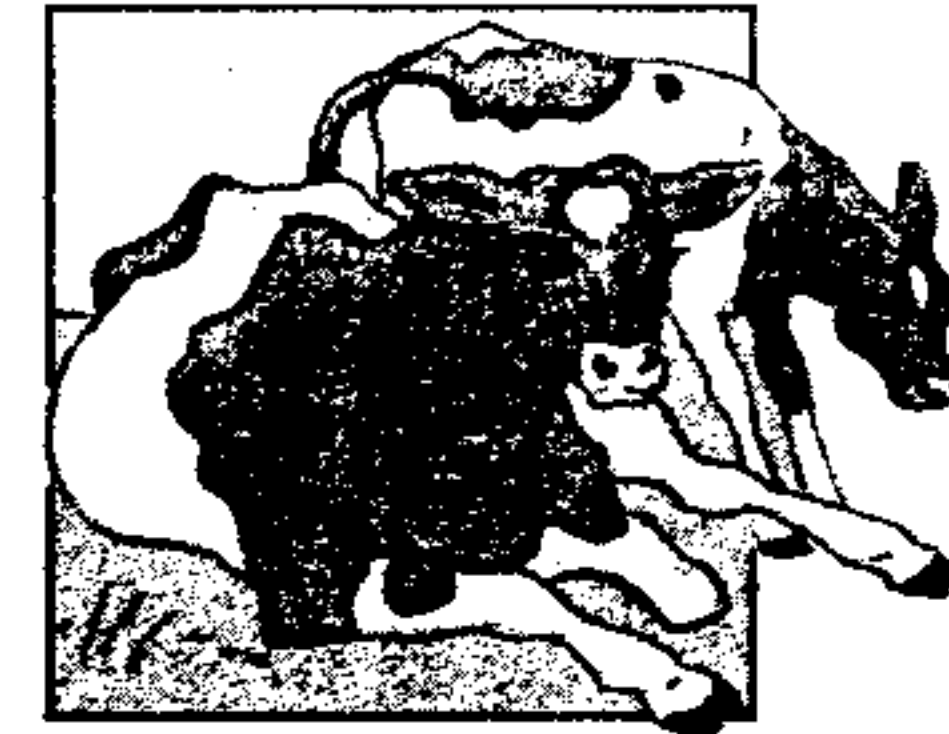


But some of the time
I like to feel small.
What about you?



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Comprehension Questions



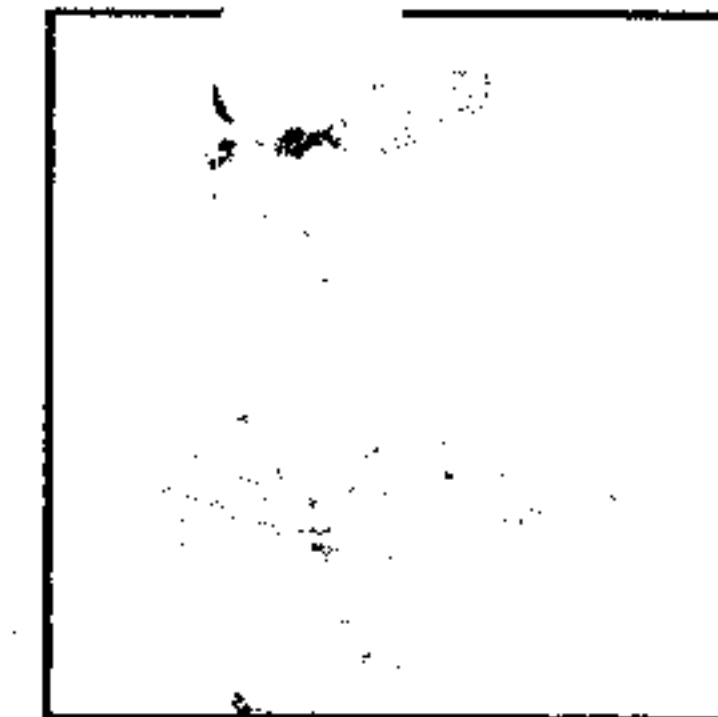
Allen Visits a Farm

1. What are some animals that live on a farm?
2. Do you think Allen sees a lot of animals where he lives?
Why or why not?
3. How does Allen feel about being on a farm?



A Little Adventure

1. What were the two little people pretending to be?
2. What were the things they found parts for?
3. What did they do with the parts?



What Is Big? What Is Small?

1. When does Bob feel big? When does Tina? Bob's mother?
Bob's father?
2. When did the big elephant appear small to Bob?
3. How do you think Bob feels about being the size he is?

Answers

Allen Visits a Farm

1. Accept any farm animals pupils name, including those presented in the story—horses, donkeys, mules, cows, goats, pigs, and chickens.
2. Pupils should determine that, because of living in the city, Allen probably does not see many animals unless he visits a zoo.
3. He likes being on a farm.

A Little Adventure

1. astronauts or space travelers
2. a tricycle
3. They put them back on the tricycle to make it whole.

What Is Big? What Is Small?

1. Bob feels big when he is next to Tina (and bugs); Tina feels big next to bugs; Bob's mother feels big next to Bob and Tina; Bob's father feels big next to any other member of the family.
2. When Bob was far away from the elephant, the animal appeared small.
3. Answers may vary, but pupils should determine that Bob enjoys his size because in some situations he can feel comfortable about being big, and in others he feels comfortable about being small.

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