MICRO-ED Catalog
for the

Texas Instruments
99/4 Microcomputer

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■   This catalog contains important ■
descriptions of our educational
■   programs. It should be saved and ■
used accordingly.

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All programs are on disks.

**We accept VISA and
MASTER CARD**

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A statement from MICRO-ED

MICRO-ED programs are written by professional educators. Our main author is Thorwald Esbensen, named in 1980 by *Executive Educator* magazine as one of North America's top school executives.

Our instructional software is based on the idea that every program should be able to stand alone as a self-contained unit of instruction. This means that each user can build a library of instructional programs that best serve the individual purposes of the user. This approach is in sharp contrast to the large package strategy of marketing which requires prospective customers to make all-or-nothing decisions with respect to purchasing program collections.

Teachers should be able to see how well a student has done on a particular lesson. With few exceptions, our instructional programs provide a summary of student performance at the end of each lesson.

Instruction should be handled in an interesting manner. We take special care to ensure that the appearance of our materials on the computer screen is attractive and motivating to students.

We welcome suggestions for needed programs. What are the most pressing things that need to be done? You can help us establish our programming priorities.

GRAMMAR
GR-3 The Verb
(elementary and up) .. *$9.95*

This program covers action verbs, linking verbs, and verb phrases. First, the subject matter is defined and taught through examples. Then the learner is tested on what has been presented. At the end of the lesson, the learner's performance is summarized.

MATHEMATICS
MA-2 Count 'Em
(kindergarten and first grade) ... *$9.95*

From one to ten rabbits appear on the screen. Each problem presents a different number of rabbits. How many are there? If the student is right, a right answer rabbit hops across the screen to a reward. If the student is wrong, a cartoon style bomb appears. At the end of the lesson, the student's performance is summarized. (If the student does not know the answer, and presses the space bar, the computer will give the answer.)

MA-12 Bar Graph
(elementary) *$9.95*

This is a drill and practice exercise using a bar graph with different pieces of information on it. The information changes with every problem. There are ten problems in all. At the end of the lesson, the student's performance is summarized.

MUSIC
(this program uses sound)
MU-2 Higher, Same, Lower
(elementary) *$9.95*

Each lesson consists of ten problems in which two notes are played. Is the second note higher than, lower than, or the same as the first note? Each pair of notes is randomly selected from a bank of sixty-seven pairs. Each problem is repeated until the learner responds correctly. At the end of the lesson, the learner's performance is summarized.

OTHER
OT-1 Trail West
(elementary through adult) *$9.95*

This is a game of options and events. The player is trying to get to the gold fields of California two thousand miles away. At the outset, some units of food, ammunition, clothes and supplies are available. Reserve units are also on hand. Reserve units can be transferred to the other categories as needed.

Units of food can be created by hunting. The hunting sequence works as follows:

A target animal appears on the right side of the screen. The player uses the numbers 1 to 20 to shoot at the target. The farther down on the

screen the target is, the larger will be the number needed to hit the target. Each time the player enters a number and presses the return key, a bullet shoots across the screen. The hunting sequence continues until it is successful.

Then it is time to travel. Each leg of the journey has a destination shown on the screen. Miles are traveled according to how far west the player (also shown on the screen) goes to reach that destination.

After this, random events occur. A big storm might hit, a wagon may overturn in a river, and so forth. Sometimes, good things happen as well.

In order to win the game, the player must reach the gold fields before running out of units in any category.

OT-2 Direction and Distance
(primary grades) *$9.95*

This program uses a game format to teach primary grade children the eight directions of north, south, east, west, northeast, southeast, southwest, and northwest. Students must also estimate the distance between two objects on the screen.

OT-5 Clock
(primary grades) *$9.95*

This program presents problems in telling time. Each lesson consists of twelve randomly selected clock faces showing various times, such as 9:00, 10:35, etc. The learner answers by first typing the number of the hour, then the minutes. If the learner does not know the answer, typing "h" for help will cause the right answer to be revealed. A unique feature of this program is that the computer will not print any incorrect key that is pressed. Thus, the learner is guided, stroke by stroke, to the correct answer. At the end of each lesson, the learner's performance is summarized, including a listing of the specific times that gave trouble. If the same time trouble is listed twice in the summary, this means that the learner first made an incorrect response, then asked for the answer.

OT-9 Hat in the Ring: A Presidential
Election Game
(elementary and up) . . *$9.95*

Hat in the Ring is a two-player exercise designed to acquaint students with some of the political considerations involved in running a presidential candidate - one for the Republicans, the other for the Democrats. Throughout the exercise, each candidate makes decisions intended to result in a successful campaign.

At the outset, each candidate has 9 units of priority resources that can be assigned as needed in order to bolster the campaign in any of the states. The overall campaign ends after each

candidate has made, in alternating turns, 10 decisions.

Within each state, the outcome of the campaign hinges upon four factors:

- Media Exposure
- Personal Campaigning
- Domestic Issues
- International Issues

Although the weight of these four factors is randomly determined by the computer, the probabilities are that Media Exposure and Domestic Issues will prove to be substantially more powerful in their impact than will the factors of Personal Campaigning and International Issues. The political situation in each state keeps changing as the game progresses.

As the campaign begins, the computer randomly chooses the candidate who will have the first turn. The computer may be commanded to do one of six things:

(1) Raise funds (increase resources).

(2) List the states in which the Republican candidate leads.

(3) List the states in which the Democratic candidate leads.

(4) List the current probable electoral count for each candidate.

(5) List each candidate's remaining resources.

(6) Get ready to display the political situation in a state.

The 9 resource units that each candidate has at the beginning of the game are the maximum allowed. So there is no point in asking the computer to raise more funds (resources) until some of these units have been used up. However, when the computer does try to raise funds, it will yield a result of from 0 to 3 additional resource units.

Let us say that the candidate chooses Command Number 6. The computer now asks the candidate for the name of a state, and then displays the political situation in that state. The number immediately following the name of a state represents the number of electoral votes that the state can cast for a presidential candidate. The candidate with the highest total of political points in a state (the combined points for Media Exposure, Personal Campaigning, Domestic Issues, and International Issues) will win all of that state's electoral votes at the end of the game.

The candidate can affect the political situation in any state by committing some resource units to that state. When resources are committed, they have a multiplier effect on the category to which they are committed. For example, if the strength of Media Exposure in a given state is 15, and if 3 resource units are then committed to that category in this state, then the new Media Exposure strength in the state becomes 15 × 3, or 45. If a

candidate commits more resources than the candidate has, this blunder automatically results in the election of the opponent.

The fifty states, plus the District of Columbia (abbreviated D.C.), have 538 electoral votes in all. At the end of the game, the candidate with the majority of these electoral votes (270 or more) wins the game.

READING
RE-9 Identifying Complete Sentences
(elementary) *$9.95*

Groups of words are presented on the screen. For each group, the student must identify whether or not it is a complete sentence. The groups are presented in random sequence, and it is unlikely that any given lesson will have exactly the same groups of words as the lesson preceding it or the lesson following it. At the end of each lesson, the student's performance is summarized.

REFERENCE SKILLS
RS-3 Making an Outline
(elementary) *$9.95*

The computer presents an article for the student to read. The student must then finish a partly completed outline by selecting subtopics in the order in which they appear in the article. The student may review the article as often as necessary in order to complete the work. At the end of the lesson, the student's performance is summarized.

SPELLING
SP-2 to SP-6 Words in Context Spelling Series *(elementary)*

This major drill and practice series is designed to supplement regular classroom instruction in grades 2 through 6. Each grade level consists of 36 lessons programmed on a single disk. Each program carries 5 or 6 lessons. All lessons are available through a single loading. The entire series has a total of 180 lessons. Each program, after being loaded, works as follows: First, the student selects the desired lesson from the 5 or 6 offered. This is done by means of a selection menu describing the rules or patterns taught by each lesson. After a lesson has been chosen, the computer displays 10 words that will be used during the lesson. This list of words may be recalled to the screen by the student throughout the lesson. A total of 10 problems are then presented. Each problem consists of a sentence with a word missing. The correct word to be supplied in each instance will be one of the ten spelling words listed for the lesson. If the student does not know the answer, the spelling list may be recalled to the screen, or the computer may be asked to give the answer. At the end of each lesson, the student's performance is summarized, including a listing of

the specific words that gave trouble. Each grade level set may be purchased separately. The spelling patterns taught in each instructional program are listed below in their entirety.

SP-2 Level A

(second grade) *$49.95*

These 7 programs consist of a total of 36 lessons. There are 10 words in each lesson. The words in each lesson are used to represent a particular rule or pattern that is being taught by the lesson. The lessons for each program in Level A are listed below:

PROGRAM 1
Short A words
Short E words
Short I words
Short O words
Short U words
Short-vowel words with doubled consonants

PROGRAM 2
Short-vowel words ending with K
Short-vowel words with SH
Short-vowel words with CH
Short-vowel words with TH
Short-vowel words with NG

PROGRAM 3
Long A words with AI or AY
Long A words with A-consonant letter-E
Long E words with E, EE, or EA
Long I words with Y or IE
Long I words with I-consonant letter-E

PROGRAM 4
Long I words with I, or IGH
Long O words with O, OA, or OW
Long O words with O or O-consonant letter-E
Words with vowel sounds spelled by UE, UI or EW
Words with vowel sounds spelled by OO or U-consonant letter-E

PROGRAM 5
Some irregularly spelled words
Using U or OO to spell the vowel sound in "full" or "wool"
Words starting with WH
Using AU, AW, or A before L to spell the vowel sound in "small" or "hawk" or "haul"
Using OU or OW to spell the vowel sound in "round" or "cow"

PROGRAM 6
Using OI or OY to spell the vowel sound in "voice" or "joy"
Using EAR or EER to spell ending sounds in "year" or "deer"
Using AIR or ARE to spell the ending sounds in "pair" or "rare"
Using OR or ORE to spell the vowel-R sound in "sort" or "sore"

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Using AR to spell the vowel-R sound in words such as "farm"

PROGRAM 7
Using IR, UR, or ER to spell words such as "chirp," "curve," or "perch"
Using AR, ER, or OR for endings that sound alike, as in "summer," "doctor," or "dollar"
Using Y to spell the long E ending sound
Words with silent consonant letters
Words sounding the same, but with different spellings and meanings

SP-3 Level B *(third grade)*
Same format as Level A. The lessons for Level B are as follows:

PROGRAM 1
Short vowel words
Using *two* consonant letters to spell *one* consonant sound
Words where the last consonant letter is doubled before adding ED or ING
Two-letter consonant sounds
Using QU and the consonant combinations CK, NK, and TCH
Spelling the long A sound with AI, AY, or A-consonant letter-E

PROGRAM 2
Long E sound with E, EA, or EE
Long I sound with I, I-consonant letter-E, IGH, or Y
Long O sound with O, O-consonant letter-E, OA, or OW
Adding ING to words that end with E
Using G, J, GE, or DGE to spell the soft G sound

PROGRAM 3
Using S, C, CE, or SS to spell the sound we hear at the beginning of the word "sun"
Words ending with silent E
Using OO in words such as "moon" and "look"
Using AL, AU, or AW to spell words such as "sauce," "fall," or "hawk"
Words that have the vowel sound spelled by OU or OW

PROGRAM 4
Some irregularly spelled words with OU
Spelling vowel-R sounds with ER, IR, or UR
Spelling vowel-R sounds with AR, OR, or ORE
Spelling vowel-R sounds with AIR, ARE, EAR, or EER
Spelling contractions

PROGRAM 5
Spelling homonyms
More homonyms
Words with silent consonant letters
Using Y at the end of a word to spell the long E sound
Changing Y to I and adding ES

PROGRAM 6
Vowel-R sounds in two-syllable words with OR, AR, or ER
Two-syllable words ending with LE
Compound words
More compound words
Two-syllable words with doubled consonant letters

PROGRAM 7
Two-syllable words divided between consonant letters
Two-syllable words divided between a vowel and a consonant
Two-syllable words divided before a consonant between two vowels
Two-syllable words divided after a consonant between two vowels
Two-syllable words with three connected consonant letters

SP-4 Level C *(fourth grade)*
7 programs $49.95

Same format as Level A. The lessons for Level C are as follows:

PROGRAM 1
Long and short A sounds
Long and short E sounds
Long and short I sounds
Long and short O sounds
Long and short U sounds
Vowel sounds with AL, AU, OI, OY, OU, OW, or OO

PROGRAM 2
Words with various vowel-R sounds
Three patterns for ING endings
Compound words
More compound words
Still more compound words

PROGRAM 3
Irregularly spelled words
Contractions
Words ending with AL, EL, or LE
Words ending with AR, ER, or OR
Two-syllable words ending with Y

PROGRAM 4
Using C to spell the sound of K or the sound of S
Words with silent consonant letters
Homonyms
More homonyms
Two-syllable words with a vowel on each side of two consecutive consonant letters

PROGRAM 5
More two-syllable words with a vowel on each side of two consecutive consonant letters
The same as above, but with a syllable break before or after the two consecutive consonant letters

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A vowel-consonant-vowel pattern with a break before the consonant
A vowel-consonant-vowel pattern with a break after the consonant
The patterns in the above two exercises combined

PROGRAM 6
Words with two consecutive vowels where the syllable break is between the two vowels
Vowel sounds in soft syllables
More vowel sounds in soft syllables
Irregularly spelled words
Words with a soft-syllable suffix

PROGRAM 7
More words with a soft-syllable suffix
Words with a soft-syllable prefix
Three-syllable words
More three-syllable words
Some names of days and months

SP-5 Level D *(fifth grade)*
7 programs. $49.95

Same format as Level A. The lessons for Level D are as follows:

PROGRAM 1
Long and short A sounds
Long and short E sounds
Long and short I sounds
Long and short O sounds
Long and short U sounds
Words with OO, OU, or OW

PROGRAM 2
Words with AL, AU, AW, or OI
Words with AR or ARE
Words with OAR, OR, or ORE and words with RE, IR or UR
Words with silent consonant letters
Some homonyms

PROGRAM 3
ED and ING endings for verbs
Ending words with AL, EL, or LE
Ending words with AR, ER, or OR
Words ending with Y or EY
Some compound words

PROGRAM 4
More compound words
Still more compound words
Words with a vowel on each side of two consonants
More words with a vowel on each side of two consonants
Still more words with a vowel on each side of two consonants

PROGRAM 5
Words with a vowel-consonant-vowel pattern where there is a syllable break before or after the consonant letter

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The same as above
Words with a vowel on each side of three consonant letters
Words with two vowels together where the syllable break comes between the vowels
Endings with AGE, TURE, or IVE

PROGRAM 6
Some EX, RE, and UN prefixes
Some ANCE, ENCE, MENT and NESS suffixes
Some ABLE, IBLE, ANT, ENT, FUL, and LESS suffixes
Some COM, CON, PRE, and PRO prefixes

PROGRAM 7
Some ION, SION, and TION suffixes
Words with both a prefix and a suffix
Three-syllable words
More three-syllable words
Four-syllable words

SP-6 Level E *(sixth grade)*
7 programs $49.95

Same format as Level A. The lessons for Level E are as follows:

PROGRAM 1
One-syllable words with short vowel sounds
One-syllable words with long vowel sounds
Some compound words
Words with AL, AU, AW, OI, OO, OU and OW
More compound words
Words with AR, AIR, ARE, EAR, EER, ER, IR, UR, OAR, and OR

PROGRAM 2
Compound words with a vowel-R sound
Vowel sounds in soft syllable endings
Two-syllable words with vowel-multiple consonant-vowel patterns
Two-syllable words with vowel-single consonant-vowel patterns
Words in which a syllable ends between two vowels

PROGRAM 3
Two-syllable words where the first syllable has the short A sound
Two-syllable words where the first syllable has the short E sound
Two-syllable words where the first syllable has the short I sound
Two-syllable words where the first syllable has the short O sound
Two-syllable words where the first syllable has the short U sound

PROGRAM 4
Two-syllable words in which one syllable has the long A sound
Two-syllable words in which one syllable has the long E sound

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Two-syllable words in which one syllable has the long I sound

Two-syllable words in which one syllable has the long O sound

Two-syllable words in which one syllable has the long U sound

PROGRAM 5

Two-syllable words in which one syllable has the OO spelling

Two-syllable words where one syllable has the vowel sound in COW

Two-syllable words where one syllable has the vowel sound in BOY

Two-syllable words where one syllable has the vowel sound in SAW

Two-syllable words where one syllable has the vowel sound in CAR

PROGRAM 6

Two-syllable words where one syllable has the vowel sound in FOR

Two-syllable words where one syllable has the vowel sound in HER

Words with the vowel sounds in AIR, CARE, EAR, or HERE

Words with prefixes COM, CON, EN, EX, IN, and RE

Words with the suffixes ANCE, ENCE, MENT, NESS, SION and TION

PROGRAM 7

Words with the prefixes DE, DIS, PRE, PRO, and UN

Words with the suffixes ABLE, ANT, ENT, FUL, IBLE, LESS and OUS

Words with both prefixes and suffixes

More words with both prefixes and suffixes

Words with four syllables

VOCABULARY

VO-2 Vocabulary Series *(upper elementary and high school)*
24 programs $168.00

This series consists of seventy-two lessons on three disks. These lessons deal with words commonly found in daily newspapers and weekly news magazines. Each problem presents a definition and sample sentence. The learner then chooses the vocabulary word that best fits. At the end of each lesson, the learner's results are summarized, including a listing of the specific words that gave trouble during the lesson.

VO-3 Antonym Machine *(elementary)*

The computer randomly selects a pair of words with opposite meanings. One of the two words is displayed in the upper left corner of the screen. What is the other word, the one that is its antonym? After the learner responds, an antonym machine processes the first word so that it becomes its antonym. Each lesson is designed to

work with twenty pairs of words chosen randomly from a bank of fifty pairs. However, the lesson may be terminated at any point, at which time the learner's performance will be summarized according to the following categories: number of problems, number of errors, number of times computer gave answer, time used on the lesson, and specific antonyms that gave trouble.

VO-4 Homonym Machine *(elementary)*

The computer randomly selects a pair of words with the same sound but different meanings (examples: meat, meet). In all other respects, this homonym program works in exactly the same way as the antonym program described above. The difference is that the desired word in each case is a homonym rather than an antonym.