

Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website <https://blunham.com/Radar>, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: <https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin>

You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (<https://blunham.com/Radar>). Please do not point them at the file itself as it may move or the site may be updated.

It should be noted that most of the pages are identifiable as having been processed by me.

I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



Texas Instruments Home Computer

SOLID STATE
SOFTWARE™ **COMMAND MODULE**

Provides spelling practice on 600 words in three exciting activities. Recommended for students in grades four through seven. This package requires the use of the TI Solid State Speech™ Synthesizer (sold separately).



SCHOLASTIC

SPELLING

LEVEL

5



Quick Reference Guide

The key sequences required to access special functions depend on the type of computer console you have. The following tells you which keys to press on the model console you have. For instance, if you have the TI-99/4 and you want to hear a word pronounced again, press the SHIFT key and hold it down while you press R. Note that with the TI-99/4A, always press the function key (FCTN) first and hold it down while you press the other key.

TI-99/4	TI-99/4A	
ENTER	ENTER	Proceeds to the next display.
SHIFT T (ERASE)	FCTN 3 (ERASE)	Erases one letter of a spelled word.
SHIFT R (REDO)	FCTN 8 (REDO)	Pronounces a word again.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the game selection menu.
SHIFT W (BEGIN)	FCTN 5 (BEGIN)	Returns to the lesson selection menu.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to the master title screen.

SCHOLASTIC SPELLING LEVEL 5

Originators: Amy Levin, Mary Jane Martin

Design: Rush Hinsdale

Music Consultant: Paul Cohen

Activity Book

Editor: Amy Levin

Writer: Linda Ekblad

Senior Art Director: Mary Mars

Art Direction/Design: Rush Hinsdale

Illustrator: Jack Davis

Cover Illustration: Doug Taylor

Production Editor: Nancy J. Smith

"Space Race" composed by Danny Bergen. Copyright © by Danny Bergen. The source of spelling and pronunciation for *Scholastic Spelling* is the *American Heritage School Dictionary*.

This *Solid State Software*® Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

See important warranty information on the inside back cover of this book.

No part of this publication may be reproduced in whole or in part, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission of the publisher. For information regarding permission, write to Scholastic Book Services, 50 West 44th Street, New York, NY 10036.

ISBN 0-590-93364-7

TI Part No. 1035996-1

Copyright © 1982 by Scholastic Inc. All rights reserved. Published by Scholastic Book Services, a division of Scholastic Inc.

Command Module ©1982 Scholastic Inc. and Texas Instruments Incorporated.

12 11 10 9 8 7 6 5 4 3 2 1

4

2 3 4 5 6 7/8

Printed in the U.S.A.

Contents, Level 5

Sample Activity.....	4	19 Words with /û/.....	25
Special Features.....	6	20 Words with /ô/.....	26
Using the <i>Solid State Software</i> ™		21 Words with /oo/.....	27
Command Module.....	6	22 Words with /oi/.....	28
1 Words with /ă/.....	7	23 Sport Words.....	29
2 Words with /ā/.....	8	24 Words in Review.....	30
3 Words with /ē/.....	9	25 Words with /ô/.....	31
4 Words with /ě/.....	10	26 Words with /û/.....	32
5 Proper Nouns.....	11	27 /â/ and /ä/.....	33
6 Words in Review.....	12	28 Compound Words.....	34
7 Words with /ē/.....	13	29 Space Words.....	35
8 Words with /ē/.....	14	30 Words in Review.....	36
9 Words with /i/.....	15	31 Words with /e/.....	37
10 Words with /i/.....	16	32 Words with /e/.....	38
11 Plurals.....	17	33 Words with /er/.....	39
12 Words in Review.....	18	34 Words with <i>ion</i>	40
13 Words with /ī/.....	19	35 Homophones.....	41
14 Words with /ō/.....	20	36 Words in Review.....	42
15 Words with /ō/.....	21	Answers.....	43
16 Words with /ō/.....	22	Caring for the Module.....	46
17 Media Words.....	23	Your Students and the Computer.....	46
18 Words in Review.....	24	In Case of Difficulty.....	46

Overview

The *Scholastic Spelling* Level 5 module contains 36 lessons and three spelling games. Each of the 36 lessons has 20 spelling words. Every sixth lesson is a review with 20 words from the previous five lessons. Students can select any of the 36 lessons and any of the three games, for a total of 108 different activities.

Spelling Bee is a drill and practice spelling game of diminishing clues. Students select from among four clue options: all clues, vowel clues, consonant clues, or no clues. For each word, the clues are given, the word is pronounced, and then the student spells the word.

That Did It develops proficiency in the spelling patterns of the English language. Each lesson word is presented by blanks corresponding to the letters in the word. The student picks letters to complete the missing word.

Space Race tests spelling proficiency in a game format. Each word is pronounced, but no other clue is given.

The *Scholastic Spelling* Level 5 module drills students in the spelling of 600 words. The words were chosen as a result of research to determine which words are most needed by students at the fifth-grade level.

In each game, one point is awarded for a correctly spelled word. A personal congratu-

latory response appears along with a short graphic and musical reward. If a word is missed, the correctly spelled word is displayed for positive reinforcement. The computer never gives a negative response.

After the words in the lesson have been spelled, the student can play the game again with those words that were missed. This process can be repeated until all the words have been correctly spelled. At this point, the student receives a longer graphic and musical reward. *Scholastic Spelling* encourages the student to learn to spell all the words in the lesson by offering practice with the words that each student finds most difficult and by never boring the student with words that he knows how to spell.

The always-patient computer provides unlimited practice, eliminates anxiety by never giving a negative response, and always rewards the student for a correct response. *Scholastic Spelling* makes learning to spell a rewarding and positive experience.

Additional Equipment Required. This module is designed to work with the Texas Instruments *Solid State Speech*™ Synthesizer (sold separately). The Speech Synthesizer must be attached to activate the voice of the computer. The computer voice reads all the lesson words and then pronounces each word.

Sample Activity

Please read these pages and do this sample activity before you begin *Scholastic Spelling*.

Lesson Title/Word List. After the *Scholastic Spelling* Level 5 title screen goes off, the lesson selection screen appears. For this sample, press 2 for Lesson 2. Then press ENTER to go to the next display. The lesson title and number appear on the screen. The lesson words are presented in random order. Each word is pronounced and then remains on the screen until all 20 words have been listed. The *pointer* indicates which word is being pronounced. Now press ENTER to go to the next display.

What lesson would you like?
Press 1 to 36.

Game Selection Display. Any of the three games may be played with any of the 36 lessons. For this sample, press 1 for Spelling Bee.

What game would you like?
Press:
1 for SPELLING BEE.
2 for THAT DID IT!
3 for SPACE RACE.

Clue Selection Display. Spelling Bee is a game involving diminishing clues. It may be played with the computer giving all clues (all the letters in each word), vowel clues, consonant clues, or no clues (only blanks corresponding to the number of letters in the word). For this sample, press 3 for consonant clues.

Note: If you had chosen to play That Did It or Space Race, you would be choosing the number of players instead of the clues.

Lesson 2 Words with /ā /

What clues would you like?

Press:

- 1 for all clues.
- 2 for vowel clues.
- 3 for consonant clues.
- 4 for no clues.

Type your name. Then press ENTER to go to the next display. The next screen will confirm the name you typed. The computer is now ready to play the games — in this case, Spelling Bee with consonant clues and Lesson 2 words.

Lesson 2 Words with /ā /

Type your name.

Game Screen. The game screen always identifies the game, the lesson and word numbers, and the player(s). A context clue is given for all homophones (such as *write/right* or *two/to/too*). The flashing cursor indicates where the letter you input will go on the screen. Note that as long as the cursor is flashing, the computer will not process your answer. You may change one or more letters by pressing ERASE. You must spell the whole word, including any letters that are given as clues. Note that punctuation and blank spaces between words are put in by the computer. The computer also capitalizes all necessary letters. Since the computer generates the words in random order, the word on your screen may not be *break*. When you complete the word, press ENTER.

SPELLING BEE Lesson 2
Word 2

opposite of fix
b r _ _ k
_

Your Name 1

Correct Response — Reward. For every correct response, the computer displays your name and congratulations, followed by a short reward with pictures and music. After the 20th correct response, there is a longer reward (grand reward).

SPELLING BEE Lesson 2
Word 2

That's great, Your Name.

b r _ _ k
b r e a k

Your Name 2

Incorrectly Spelled Word. If your response is incorrect, the correctly spelled word will appear above your response. Then the incorrect word will go off and the correctly spelled word will remain so you can see how it is spelled. No negative response is given. When all 20 words in the lesson have been spelled, all the words that were spelled correctly are pronounced and listed. Then the next screen shows any words that were not spelled correctly.

SPELLING BEE Lesson 2
Word 2

opposite of fix
b r e a k
b r a i k

Your Name 1

What do you want to do next? After the correct and missed words have been listed, the computer displays two options. Now you have a chance to spell any words you missed. You get the grand reward when you spell all the words you missed.

Note that you may press:
BACK to return to the game selection menu.
BEGIN to return to the lesson selection menu.
QUIT to return to the master title screen.

Do you want to play with
your missed words?

Press:
1 for yes.
2 for no.

Special Features

Cursor. The cursor is displayed as a flashing black underscore. It is a prompt for you to respond. When the cursor is flashing, input a letter to spell a word or change the display by pressing ENTER.

Enter. The ENTER key has several functions. Press ENTER to proceed to the next display. In Spelling Bee and Space Race, pressing ENTER tells the computer that the word on the screen is your answer. Press ENTER twice to bypass the reward in Spelling Bee and Space Race. Press ENTER once after completing the word in That Did It to bypass the reward.

Erase. The ERASE feature makes it possible to change one or more letters in a word.

Random Word Order. Because the computer generates the spelling words within the lesson in random order, *Scholastic Spelling* is never boring or routine.

Place Identification and Score. To help you keep track of your place, the lesson and word numbers are displayed during each game. The score is also always displayed.

Rewards. Each time a word is correctly spelled, a point is added to the score, and the computer responds with congratulations. There is a short graphic and musical reward. A grand reward is displayed when all 20 words are correctly spelled. If there are two players, the grand reward is given to each one who correctly spells eight words.

Error Signals. Students are rewarded for right answers. The only computer response

to an error is the lack of a reward plus a display of the correct answer. In Spelling Bee and Space Race, the correctly spelled word is displayed above the misspelled word. Both words remain on the screen for several seconds. Then the incorrect word disappears, and the correctly spelled word remains for reinforcement of correct spelling. In That Did It, the completed word is always displayed before the next word is given.

One- and Two-Player Options. That Did It and Space Race can be played by one student or two. Two players alternate spelling the lesson words. The grand reward is given to each player who correctly spells eight words.

Individualization and Remediation. *Scholastic Spelling* individualizes spelling drill and practice. At the end of a game, the student can select to play the game again with the missed words. This procedure can be implemented as many times as the student chooses. Each student reviews the words that are difficult for him or her and bypasses the words that he or she already knows.

Activity Book. The activity book for *Scholastic Spelling* Level 5 has a page devoted to each lesson. Each page has a list of the 20 spelling words. Students should read the list words aloud before beginning the activity. By doing the activity, students become familiar with the words in the lesson. Students are then directed to play a game on the computer. Answers for activity book pages start on page 43 of the activity book.

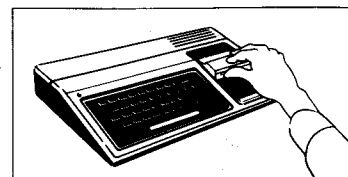
Using the Solid State Software™ Command Module

Be sure to attach the Texas Instruments Speech Synthesizer to your Home Computer before you use the *Scholastic Spelling* module. (See the Speech Synthesizer owner's manual for complete information on handling, installing, and caring for the speech unit.)

An automatic reset feature is built into the computer. When a module is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer.

1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.

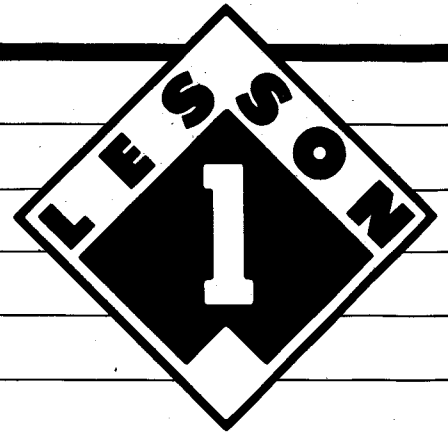


2. Press any key for the master selection list. Then press the key corresponding to the number beside SPELLING, and the *Scholastic Spelling* Level 5 title screen appears. To go to the Level 5 lesson selection list, press any key within two seconds after the title sequence begins; or wait for the title sequence to end, and the list appears automatically.

Complete the joke in the puzzle by using the clues below (A-J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

1	2	3	4		5	6		7	8	9	10	
11	12	13		14	15	16	17	18		19	20	
21	22		23	24	25	26	?		27	28	29	
30	31	32	33	34	35	36	?	38	39	!		

- A. Fast. 36 26 19 14
- B. Lunch food. 34 31 17 1 5 32 8
- C. Afternoon tidbit. 23 38
- D. Response to a joke. 12 25 18 28 7 29
- E. Place where things are manufactured. 11 4 24 13
- F. Agenda. 15 21
- G. Long-eared animal. 30 9 27
- H. Section of a book. 2 39
- I. Rhymes with *elastic*. 6 35 16
- J. Mars or Jupiter. 3 20



Words with /ă/

Say each word.
Listen for the /ă/ sound
as in *pat*.

rapid

traffic

magnet

act

magic

chapter

rabbit

snack

plastic

crack

program

planet

crash

salad

factory

sandwich

half

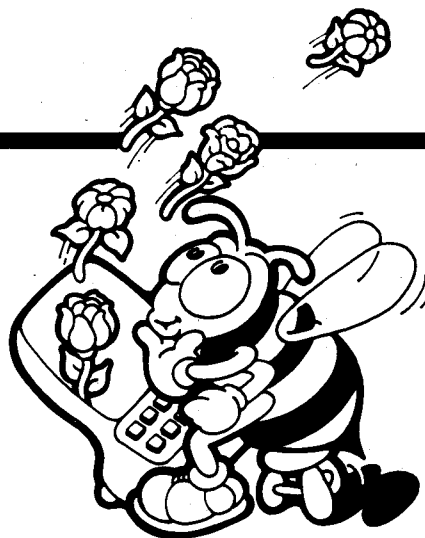
calf

aunt

laughter

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



LESSON 2

Words with /ā/

Say each word.
Listen for the /ā/ sound
as in pay.

brain

explain

remain

raise

complain

container

paid

scale

male

parade

escape

snake

female

weigh

weight

neighbor

holiday

delay

break

bakery

Use the clues to fill in the blanks. Then unscramble the letters in the magic boxes and circles to answer the riddle.

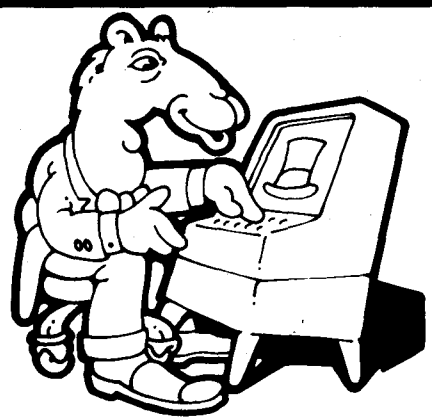


1. An event with marching. _ _ _ _
2. To stay behind. _ _ _ _
3. To get away. _ _ _ _
4. A vacation. _ _ _ _ _ _
5. A man or boy. _ _ _
6. Seventy-five pounds or three grams. _ _ _ _
7. A measuring device. _ _ _ _
8. Someone who lives nearby. _ _ _ _ _ _
9. To make clear. _ _ _ _ _
10. To lift up. _ _ _ _

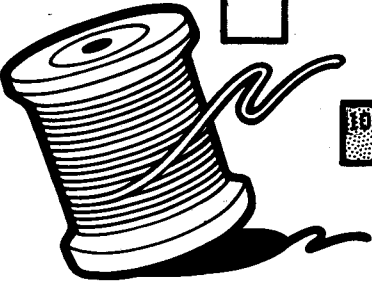
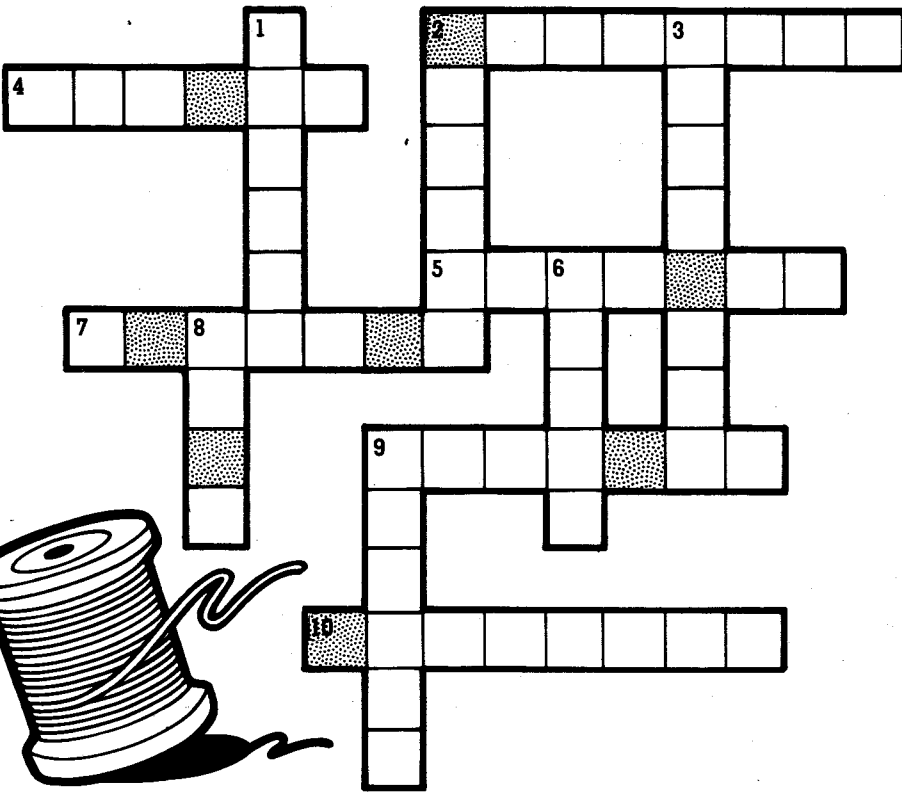
Riddle: What is a place for people who don't like anything?
A C _ _ _ _ _
C _ _ _ _ _

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Do the crossword puzzle. Then unscramble the letters in the shaded boxes to answer the riddle.



Across

- 2. Contents of a pirate's chest
- 4. Have in mind
- 5. Place where you live
- 7. In place of
- 9. Snow, rain, sunshine
- 10. Delight

Down

- 1. Think up
- 2. Needle and _____
- 3. Group of words
- 6. Dimension other than height and width
- 8. Individual; me
- 9. Riches

Riddle: What is gray, has a trunk, and lives at the North Pole?
A lost _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ē/

Say each word.
Listen for the /ē/ sound as in pet.

healthy

thread

wealth

weather

instead

measure

pleasure

breath

sweater

treasure

bench

intend

invent

sentence

self

questions

address

checkers

depth

friendly

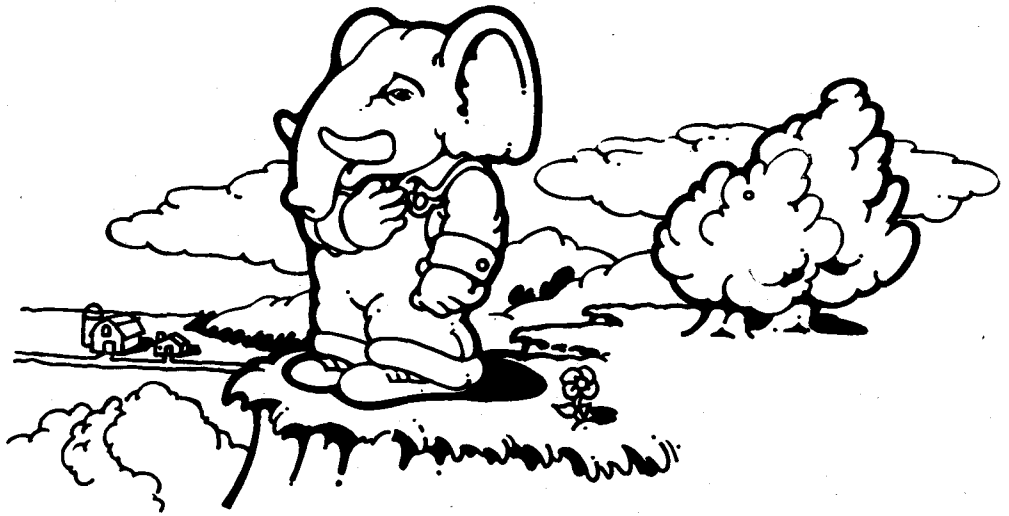
LESSON 4

Words with /ě/

Say each word.
Listen for the /ě/ sound
as in pet.

pledge
remember
elephant
gentle
metal
petal
else
exercise
energy
length
extra
desert
wreck
expert
special
century
metric
excellent
selfish
vegetable

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.

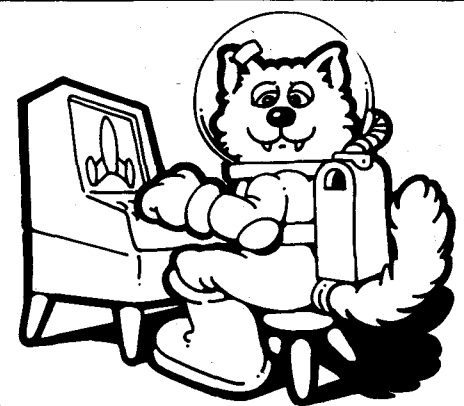


1. clpsiea _ _ _ _ _
2. ahnpelte _ _ _ _ _ _
3. taexr _ _ _ _
4. greyen _ _ _ _
5. retep _ _ _ _
6. nlecxltee _ _ _ _ _ _ _
7. lgeavebte _ _ _ _ _ _
8. etnegl _ _ _ _ _
9. tsdere _ _ _ _
10. cwekr _ _ _ _

Riddle: What do you call a promise made on a cliff?
A **d** on a

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



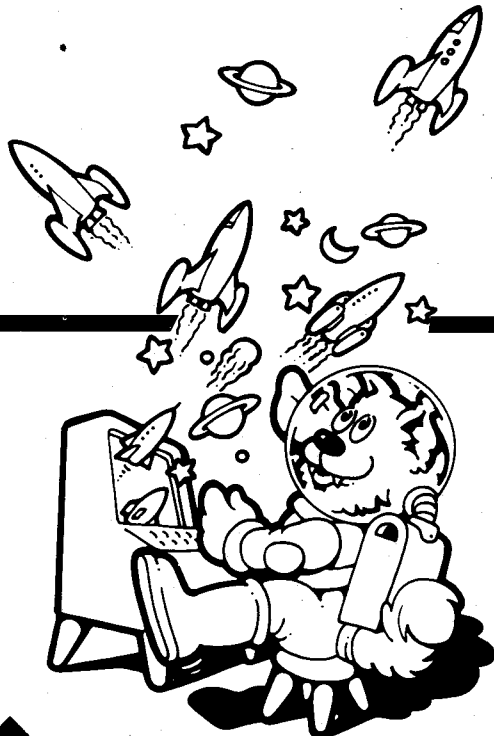
Complete these poems by writing the missing words in the blanks. The numbered clues below help you find the corresponding missing words.

Born on a (1) _____,
 Named on (2) _____,
 Started school on a (3) _____,
 And graduated on a (4) _____.
 Went to work on a (5) _____.
 Played every (6) _____,
 And always rested on (7) _____.
 This is the story of Nathaniel Rundy.

Thirty days have (8) _____, (9) _____,
 (10) _____, and (11) _____.
 All the rest have 31,
 Except for (12) _____, which has 28.

Clues

- | | |
|------------------------------|--------------------------|
| 1. First day of school week. | 7. Day after Saturday. |
| 2. Day before Wednesday. | 8. Month after August. |
| 3. Middle of school week. | 9. Follows March. |
| 4. Day before Friday. | 10. Rhymes with moon. |
| 5. Last day of school week. | 11. Month after October. |
| 6. First day of weekend. | 12. Leap-year month. |



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Proper Nouns

Say each word.

Monday
 Tuesday
 Wednesday
 Thursday
 Friday
 Saturday
 Sunday
 January
 February
 March
 April
 May
 June
 July
 August
 September
 October
 November
 December
 St.

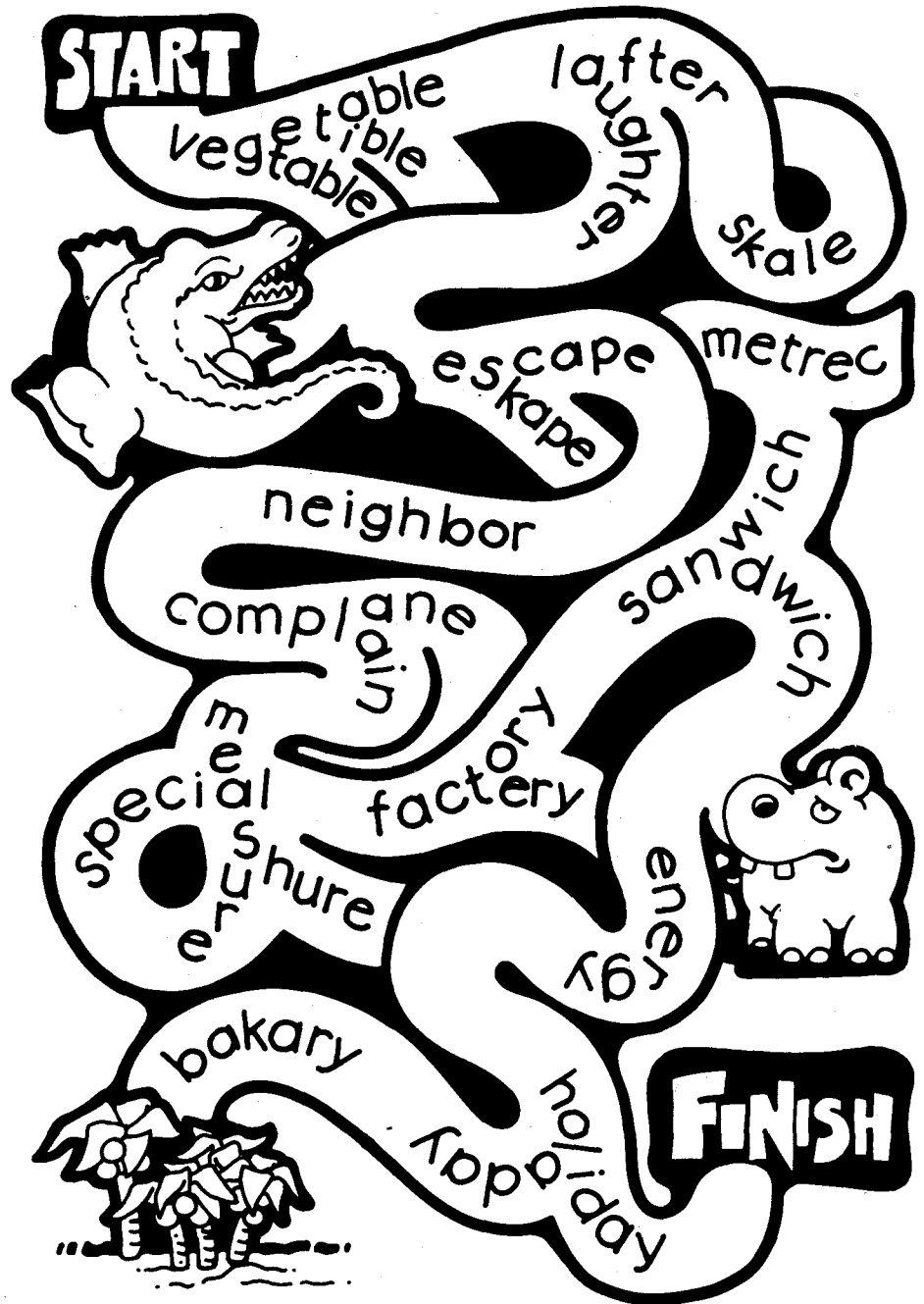
LESSON 6

Words in Review

Say each word.

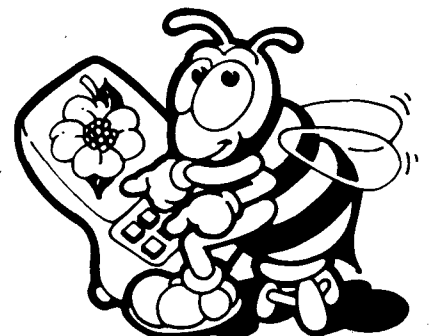
factory
 half
 laughter
 sandwich
 neighbor
 break
 bakery
 escape
 holiday
 complain
 scale
 friendly
 measure
 metric
 length
 wealth
 energy
 vegetable
 treasure
 special

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



LESSON 7

Complete the joke in the puzzle by using the clues below (A–J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

1	2	3	4	5	6	7	8	9	10	11	12		
13	14	15	16	17	18	19	20	21	22	23	24	25	
26	27	28	29	30	31	32	33	34	35	36	37		
38	39	40	41	42	43	44	45	46	47	48			
		49	50		51		52	53	54	55	56		
57	58	59	60	61	62	63	64	65	66				
67	68	69	70		71	72	73		74	75	76	77	78
79	80	81	82	83	84	85							

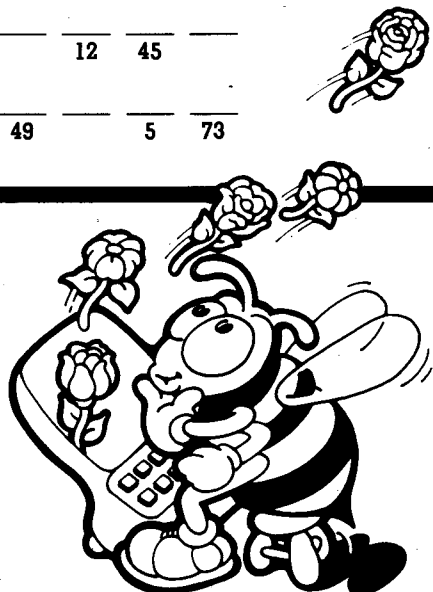
- A. Punishment. 77 32 56 13 23 9
- B. Whole. 62 34 26 54 6 48 50
- C. It's _____ under a tree. 57 42 2 22 55
- D. Freedom. 60 21 41 81 75 43
- E. Handing over. 16 25 61 69 4 28
- F. Opposite of plain. 38 68 47
- G. Late. 7 15 78 66
- H. Sports person. 31 33 36 65 37 82 17
- I. Happy. 79 12 45
- J. Topic. 1 49 5 73

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ē/
Say each word.
Listen for the /ē/ sound
as in be.

- delivery*
- hobby*
- angry*
- tardy*
- fancy*
- merry*
- pretty*
- penalty*
- ugly*
- liberty*
- empty*
- shady*
- busy*
- complete*
- theme*
- athlete*
- trapeze*
- evening*
- compete*
- believe*

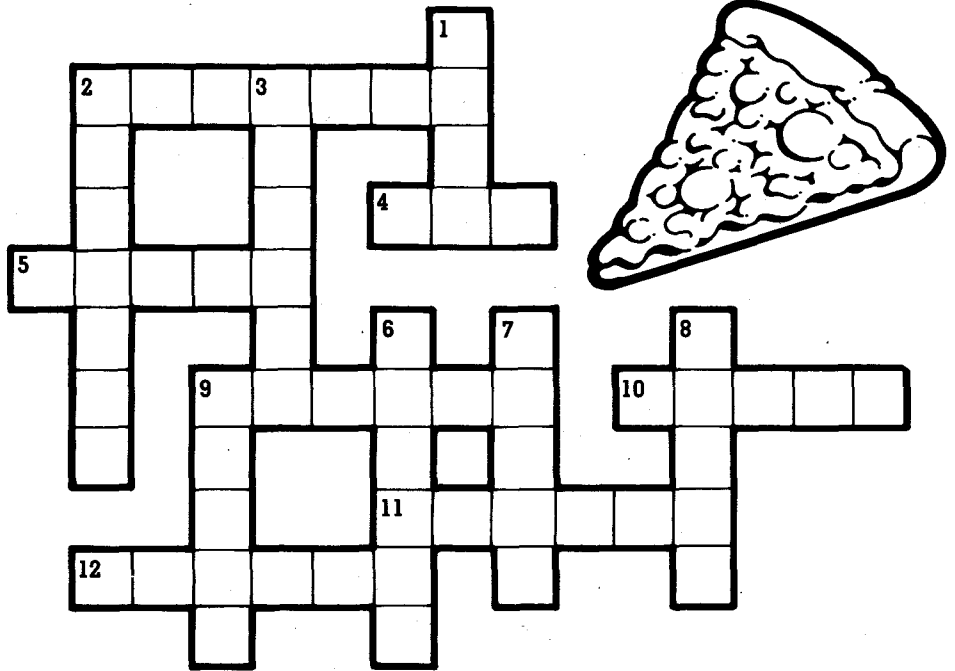
LESSON 8

Words with /ē/

Say each word.
Listen for the /ē/ sound
as in be.

greet
speech
asleep
needle
steep
sheet
agree
degree
freeze
weak
defeat
reason
wheat
beneath
peace
increase
breathe
ski
piano
pizza

Do the crossword puzzle. Then use the answers to complete the riddle.



Across

2. Take in air
4. Something used to glide on snow
5. _____ and quiet
9. Long talk
10. Tomato and cheese pie
11. Think
12. _____ and thread

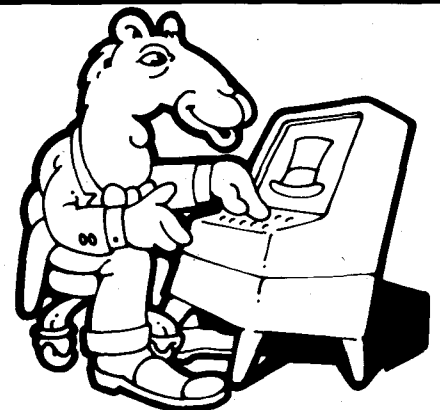
Down

1. Not strong
2. Under
3. Not awake
6. Unit on a thermometer
7. Grain
8. Musical instrument
9. Covers a bed

Riddle: What is it called when two competing pie parlors stop fighting? A _____ of _____
(5 Across) (10 Across)

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.



1. nyhmeic _ _ _ _ _ _ _ _
2. ewwire _ _ _ _ _ _ _ _
3. litbu _ _ _ _ _ _ _ _
4. kyucqli _ _ _ _ _ _ _ _
5. unehog _ _ _ _ _ _ _ _
6. alrxe _ _ _ _ _ _ _ _
7. esdseia _ _ _ _ _ _ _ _ _ _
8. sdsucis _ _ _ _ _ _ _ _ _ _
9. nrefдите _ _ _ _ _ _ _ _ _ _
10. tpiqneume _ _ _ _ _ _ _ _ _ _

Riddle: What is a six-string celebrity?

A _ _ _ _ _ _ _ _



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



LESSON 9

Words with /i/

Say each word.
Listen for the /i/ sound
as in pit.

- quickly*
- equipment*
- wrist*
- built*
- different*
- guitar*
- except*
- expect*
- chimney*
- bridge*
- since*
- riddle*
- disease*
- divide*
- discuss*
- quit*
- relax*
- review*
- enough*
- guilty*

LESSON 10

Words with /i/

Say each word.
Listen for the /i/ sound
as in *pit*.

film
skill
chicken
arithmetic
timid
insist
insect
pitch
sixth
kitchen
picnic
damage
village
garbage
cottage
message
package
mystery
system
business

Read the following clues and fill in the corresponding blanks below with the correct words. When you have filled in all the blanks, the letters in the box will tell you the answer to the riddle.

Clues

1. Trash.
2. School subject.
3. After *fifth*.
4. Bug.
5. Occupation.
6. Small house.
7. Goes in a camera.
8. Ability to do something well.
9. Room in a house.
10. Note.
11. Small town.
12. Injury.



1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____
11.	_____	_____
12.	_____	_____

Riddle: What has 18 legs and catches flies?

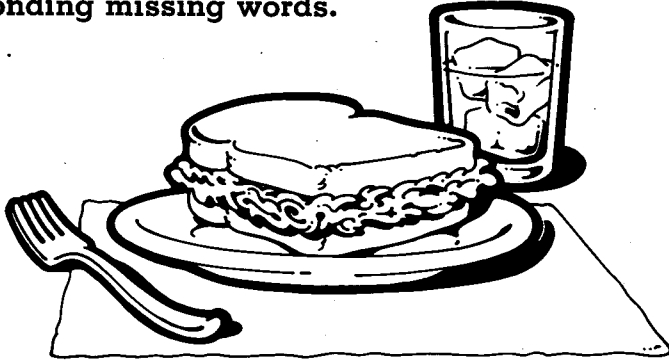
A _____

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Complete this poem by writing the missing words in the blanks. The numbered clues below help you find the corresponding missing words.



A few sports (1) _____, a hint or two,
 And healthy (2) _____ we give to you.
 Eating (3) _____ will make you strong,
 The (4) _____ know you can't go wrong.
 Eat crunchy sprouts and fresh string beans,
 And (5) _____ containing leafy greens.
 (6) _____ make better (7) _____
 Than sitting on (8) _____ or lounging in lobbies.
 You must have heard a hundred (9) _____
 Of winter sports and all their glories.
 When the temperature is but a few (10) _____,
 Go out in the snow on a pair of (11) _____.

Clues

- | | |
|--------------------------------|----------------------------------|
| 1. Talks. | 7. Pastimes. |
| 2. Hopes. | 8. Long seats. |
| 3. Carrots and broccoli. | 9. Tales. |
| 4. Sportspeople. | 10. Units measuring temperature. |
| 5. Bread slices with fillings. | 11. Used for gliding on snow. |
| 6. Pushups and sit-ups. | |

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Plurals

Say each word.

- benches*
- sandwiches*
- branches*
- speeches*
- crashes*
- wishes*
- businesses*
- skis*
- athletes*
- neighbors*
- vegetables*
- exercises*
- degrees*
- stories*
- parties*
- companies*
- hobbies*
- penalties*
- calves*
- wives*

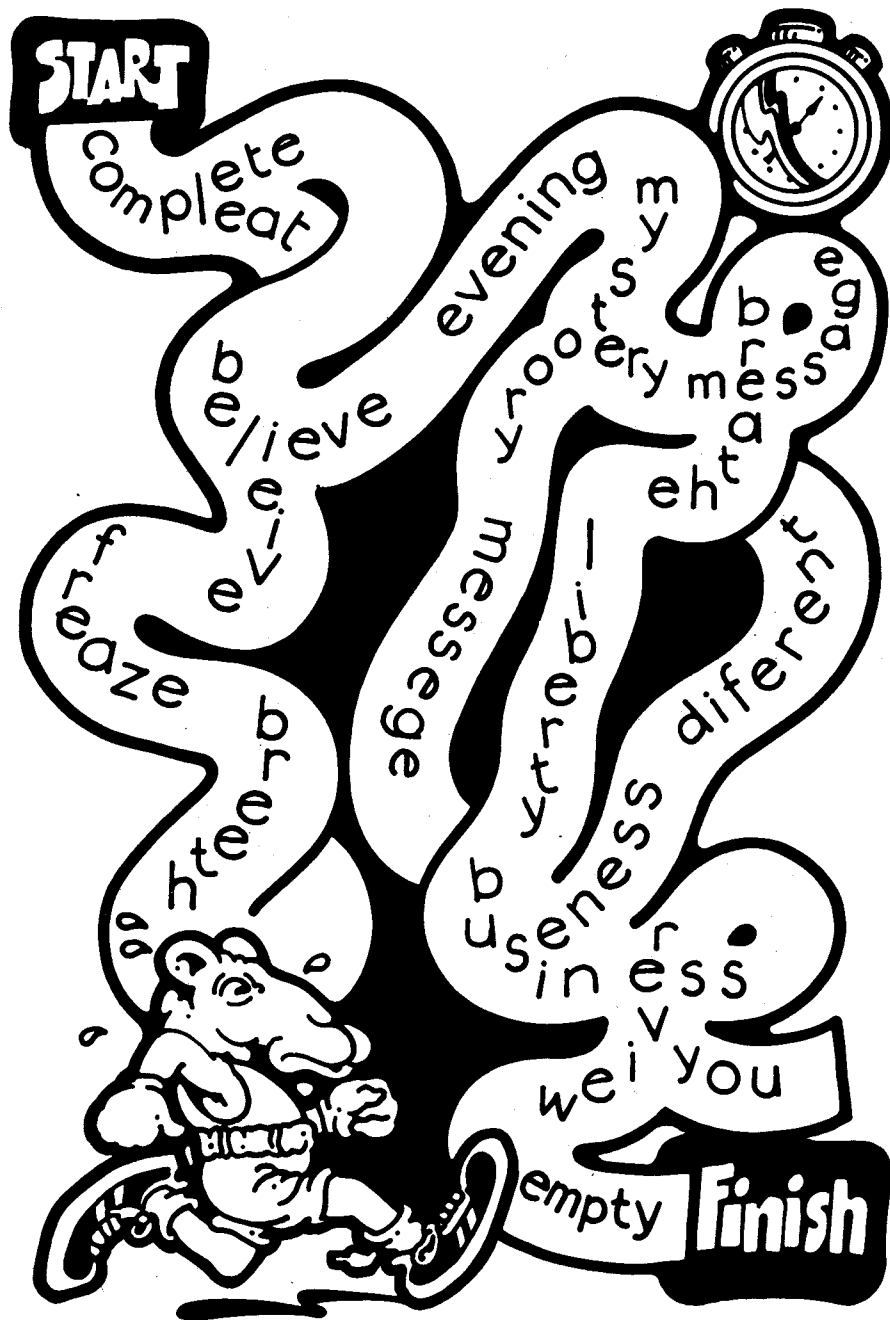
LESSON 12

Words in Review

Say each word.

piano
complete
speech
believe
empty
evening
reason
liberty
breathe
freeze
damage
mystery
except
insist
business
discuss
message
different
guilty
review

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete the joke in the puzzle by using the clues below (A–J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

"	1	2	3		4	5		6	7	8		9	10	11	12
		H				O		Y	O					V	
13	14	15	16	17	18	19		20	21		22	23	24	25	
		R	O			S					Y		O	R	
26	27	28	29	30	31	32	33	34						35	
		R	?	"				R	Y	.					
36	37	38	'	39		40	41	42	43		44	45	46		
								A	R		Y	O	U		
47	'	48	49		50	51	52		53	54	55	56	57	58	59
		V				O	T			A			O		S
60	61		62	63		64	65	66	67						
			Y			A	R	R	S	"					

A. Tell someone to remember.

32 12 20 38 4

B. Biology and physics.

29 53 35 64 21 13 41

C. Well-mannered.

23 47 18 26

D. For a time.

10 1 40 60 49

E. After eighth.

61 39 9

F. Place for books.

15 27 56 3

G. Lead someone.

50 8

H. Thief on the sea.

55 14 58

I. Land surrounded by water.

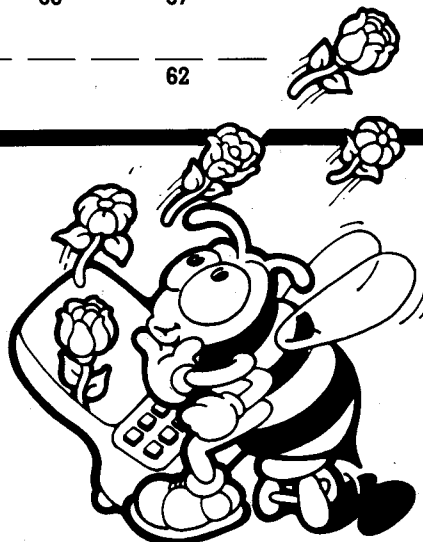
30 37

J. Go up a ladder.

36 62

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ī/

Say each word.
Listen for the /ī/ sound
as in pie.

mild

grind

climb

blind

ninth

tried

remind

science

idea

library

pirate

island

quite

knife

invite

awhile

polite

decide

revise

guide

LESSON 14

Words with /ō/

Say each word.
Listen for the /ō/ sound
as in pot.

shock

copper

bottom

comma

solid

hospital

common

problem

lobster

promise

bother

collar

dollar

closet

object

honor

honest

wander

quantity

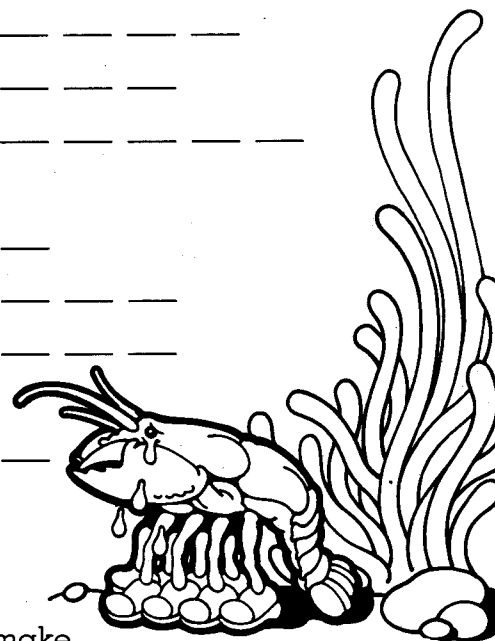
watch

Read the following clues and fill in the corresponding blanks below with the correct words. When you have filled in all the blanks, the letters in the box will tell you the answer to the riddle.

Clues

1. Punctuation mark.
2. Opposite of top.
3. Place for clothes.
4. Amount.
5. Room.
6. Firm.
7. Confusing situation.
8. Thing.
9. Truthful.
10. Guard.
11. Mineral.
12. Worn around the neck.

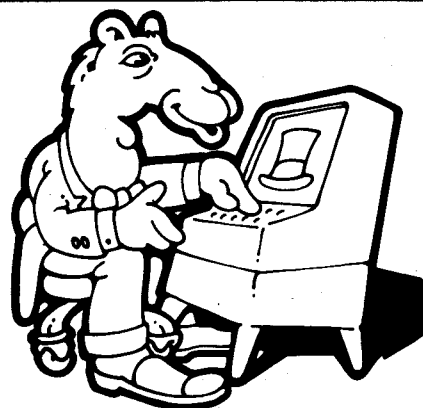
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____
11.	_____	_____
12.	_____	_____



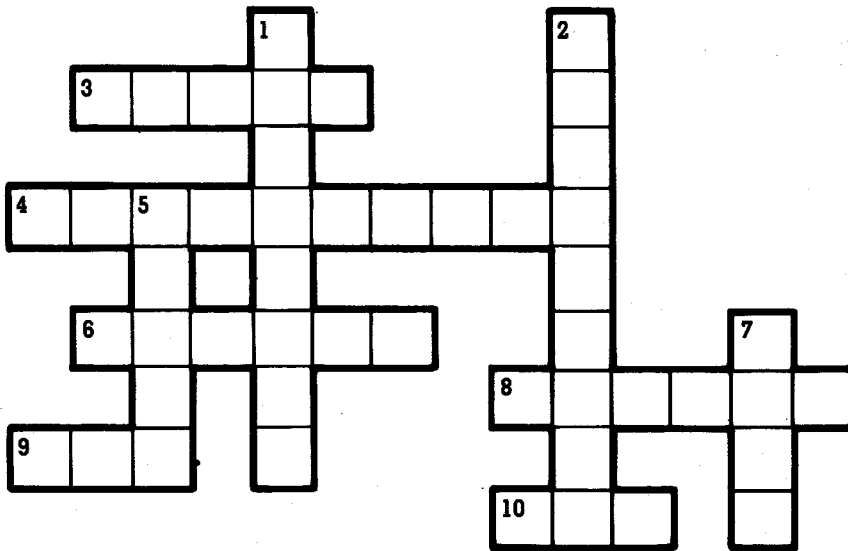
Riddle: What you get when you make
a red sea creature unhappy?

Now play a spelling game on
the computer.

SCORE	
Mine:	_____
My pal's:	_____



Do the crossword puzzle. Then use the answers to complete the riddle.



Across

- 3. Arm joint
- 4. Magnifier
- 6. Get money from
- 8. Come after
- 9. Be in debt
- 10. Make clothes

Down

- 1. After today
- 2. Has dial tone
- 5. Picked
- 7. Container for soup

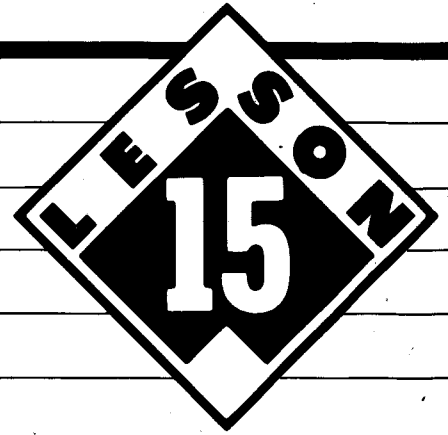
Riddle: What did the family say after their shopping spree?

" _____ (1 Down) we _____ (6 Across) "



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ō/

Say each word.
Listen for the /ō/ sound
as in go.

known

throw

bowl

follow

arrow

elbow

gown

borrow

swallow

tomorrow

zone

vote

telephone

code

alone

microscope

suppose

chose

sew

owe

LESSON 16

Words with /ō/

Say each word.
Listen for the /ō/ sound
as in go.

notice

tornado

hotel

scold

echo

hero

control

clothing

poem

yolk

float

throat

coast

oak

coach

groan

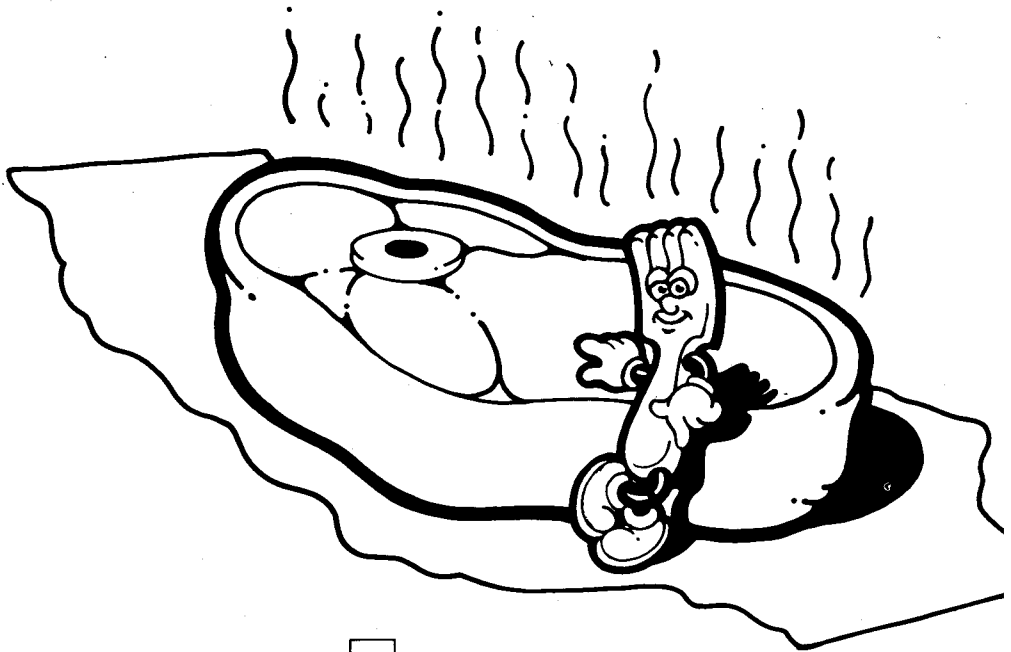
boast

roast

though

dough

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.



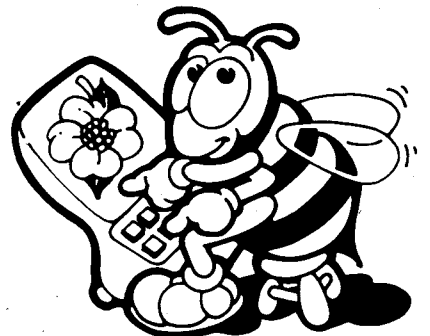
1. tofla _ _ _ _ _
2. anogr _ _ _ _ _
3. cheo _ _ _ _
4. cosdl _ _ _ _
5. gohtuh _ _ _ _ _
6. reho _ _ _ _
7. tehlo _ _ _ _ _
8. koa _ _ _
9. stroa _ _ _ _ _
10. hotrta _ _ _ _ _ _

Riddle: What kind of meat is 3,000 miles long?

A: _ _ _ _ _

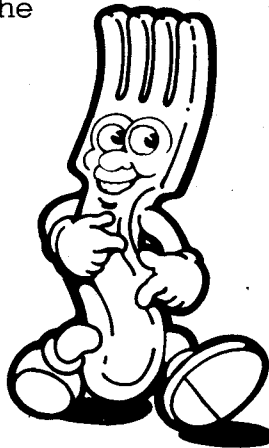
Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete this poem by writing the missing words in the blanks.
The numbered clues below help you find the corresponding missing words.

The (1) _____ (2) _____ was ready.
The (3) _____ was the Fabulous Freddy.
"Get the (4) _____ and boom in position,
Call in the (5) _____ (6) _____.
Get my (7) _____ and prepare the
(8) _____.
Give the product one final fast check."
The (9) _____ at the TV station
Was happy with Fred's reputation.
For who else at this (10) _____
Could handle the pressure
of directing an ad for a talking fork?

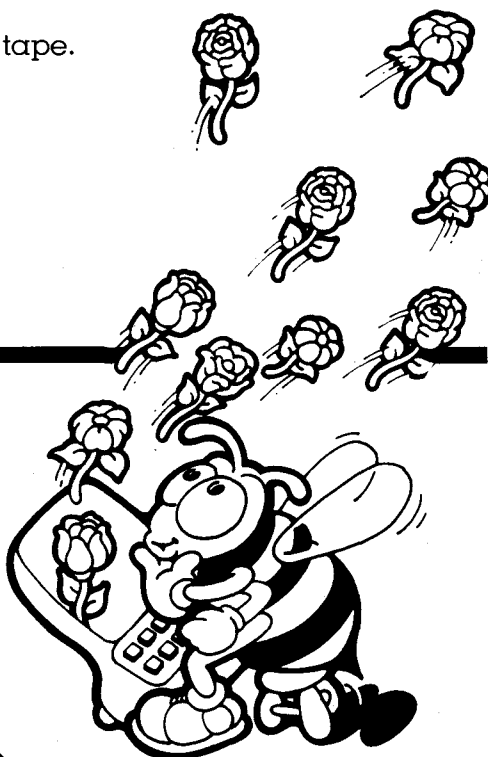


Clues

1. Machine that plays moving pictures and sound.
2. Advertisement.
3. Person who tells actors what to do.
4. Object that takes pictures.
5. Place where a TV program, film, or record is made.
6. Person skilled in music.
7. Case holding tape.
8. Machine that plays magnetic tape.
9. Manager.
10. Chain of television stations.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Media Words

Say each word.

studio
director
producer
commercial
television
broadcast
musician
prime time
network
camera
recorder
cassette
tape deck
earphones
newspaper
columnist
masthead
by-line
editorial
headline

LESSON 18

Words in Review

Say each word.

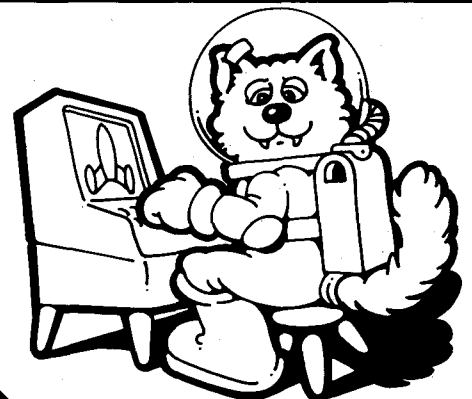
decide
 guide
 science
 island
 library
 quantity
 common
 hospital
 promise
 honest
 control
 sew
 throat
 echo
 though
 yolk
 owe
 grown
 groan
 telephone

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete the joke in the puzzle by using the clues below (A-J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

1	2	3	4		5	6	7		8	9	10		11	
12	13	14	15 W		16	17	18		19		20	21	22	23
	24	25	26				27	28 X	29	30	31	32		
33	34		35	36	37	38	39	40 !						

A. Opposite of city.

29 38 21 18 4 24

B. Animal in the zoo.

25 34 12 30 5

C. Fantastic.

1 39 8 40

D. Teach.

33 13 23 26 36 19

E. Navigation aid.

16 14 31 17 35

F. Ten tens.

20 7 22 27

G. Not smooth.

6 2

H. One of the five senses.

11 9 37

I. Amid.

3

J. Muscle in the mouth.

32 10



Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____

LESSON 19

Words with /ŭ/

Say each word.
Listen for the /ŭ/ sound
as in cut.

judge

husband

pumpkin

crush

hundred

jungle

knuckle

instruct

tongue

monkey

onion

dozen

compass

among

wonderful

rough

country

touch

blood

flood

LESSON 20

Words with /ô/

Say each word.
Listen for the /ô/ sound
as in caught.

raw

crawl

lawnmower

straw

dawn

awful

autumn

fault

automobile

daughter

caught

taught

thought

fought

bought

brought

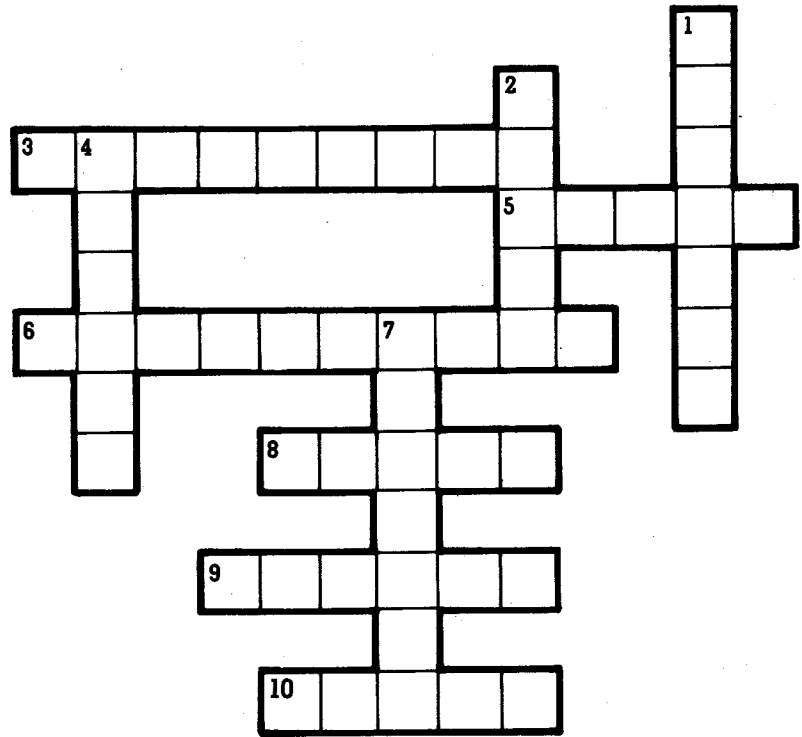
all right

already

wrong

often

Do the crossword puzzle.
Then use the answers to complete the riddle.



Across

3. For cutting grass
5. Terrible
6. Car
8. Not correct
9. Purchased
10. Many times

Down

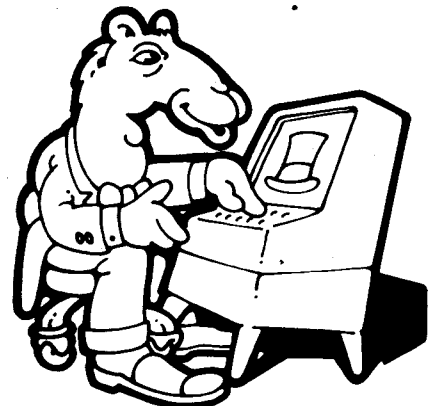
1. Idea
2. Creep
4. Season after summer
7. Fetched

Riddle: What do you call a purchased idea?

A _____ (9 Across) _____ (1 Down)

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



Use the clues to fill in the blanks. Then unscramble the letters in the magic boxes and circles to answer the riddle.



1. Male chicken. _ _ _ _ _ _
2. Helps solve a mystery. _ _ _ _
3. Full of air. _ _ _ _ _
4. Pick. _ _ _ _ _
5. Sneaker or loafer. _ _ _ _

6. Evidence. _ _ _ _ _
7. Long-jumping animal. _ _ _ _ _ _ _
8. Opposite of *find*. _ _ _ _
9. Silly. _ _ _ _ _
10. Make better. _ _ _ _ _

Riddle: What has four legs, is striped, and is very wet?

A _ _ _ _ _
after a _ _ _ _ _



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /oo/

Say each word.
Listen for the /oo/ sound
as in boot.

loose

rooster

balloon

shampoo

kangaroo

proof

choose

foolish

raccoon

lose

improve

prove

whose

clue

glue

fruit

juice

truth

shoe

whom

LESSON 22

Words with /oi/

Say each word.
Listen for the /oi/ sound
as in boy.

destroy

annoy

enjoy

employ

employment

oyster

loyal

loyalty

voyage

royal

choice

appoint

appointment

moisture

boiler

coin

avoid

voice

noise

broil

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.



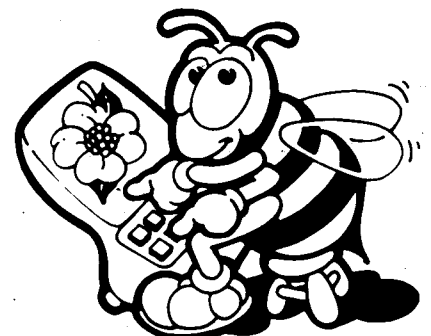
1. mtleyoenmp _____
2. ioavd _____
3. blior _____
4. jneyo _____ _____
5. nyona _____ _____
6. yrtseo _____ _____
7. pymelo _____ _____
8. olrbie _____ _____
9. gvaeoy _____ _____
10. civoe _____ _____

Riddle: The king of the jungle is also a good friend.
What are two words to describe this animal?

_____ and _____

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



Complete the poem by writing the missing words in the blanks. The numbered clues below help you find the corresponding missing words.

Sometimes I sit and daydream about the fun
I'll have when I become a real (1) _____
Of what? Well that always depends
On the season of year or popular trends.

I'm a (2) _____ hero as the leaves turn brown,
Or a (3) _____ player of great renown.
(4) _____ coaches in spring pursue me,
While in the summer, (5) _____ scouts do woo me.

To train for the (6) _____, I go to the gym.
(7) _____ and (8) _____ keep me trim.
There's the bell that ends today's dreams
Of my role as superstar on all those teams.

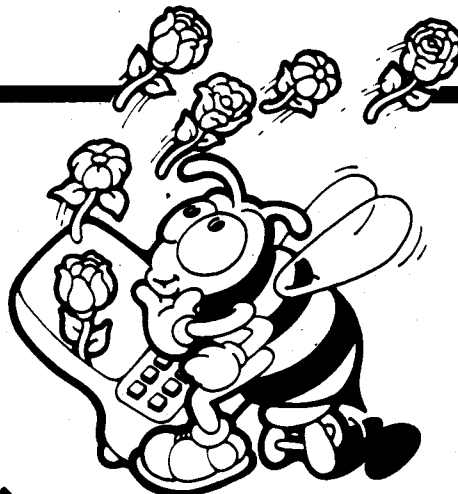
Now on the field for some real (9) _____
I've got my eye on a certain position.
(10) _____ is what I want to play.
Coach, don't keep me just a benchwarmer today.

Clues

- | | |
|-------------------------------------|---|
| 1. First-place winner. | 6. International sports competition. |
| 2. Game played with an oval ball. | 7. Bicycle riding. |
| 3. Game played on ice. | 8. Water sport. |
| 4. Path for running. | 9. Contest. |
| 5. Game played with a bat and ball. | 10. Game in which a round ball is kicked. |

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Sport Words

Say each word.

bowling
volleyball
tennis
skiing
swimming
professional
amateur
basketball
competition
football
golf
hockey
skin diving
track
skating
soccer
baseball
champion
cycling
Olympics

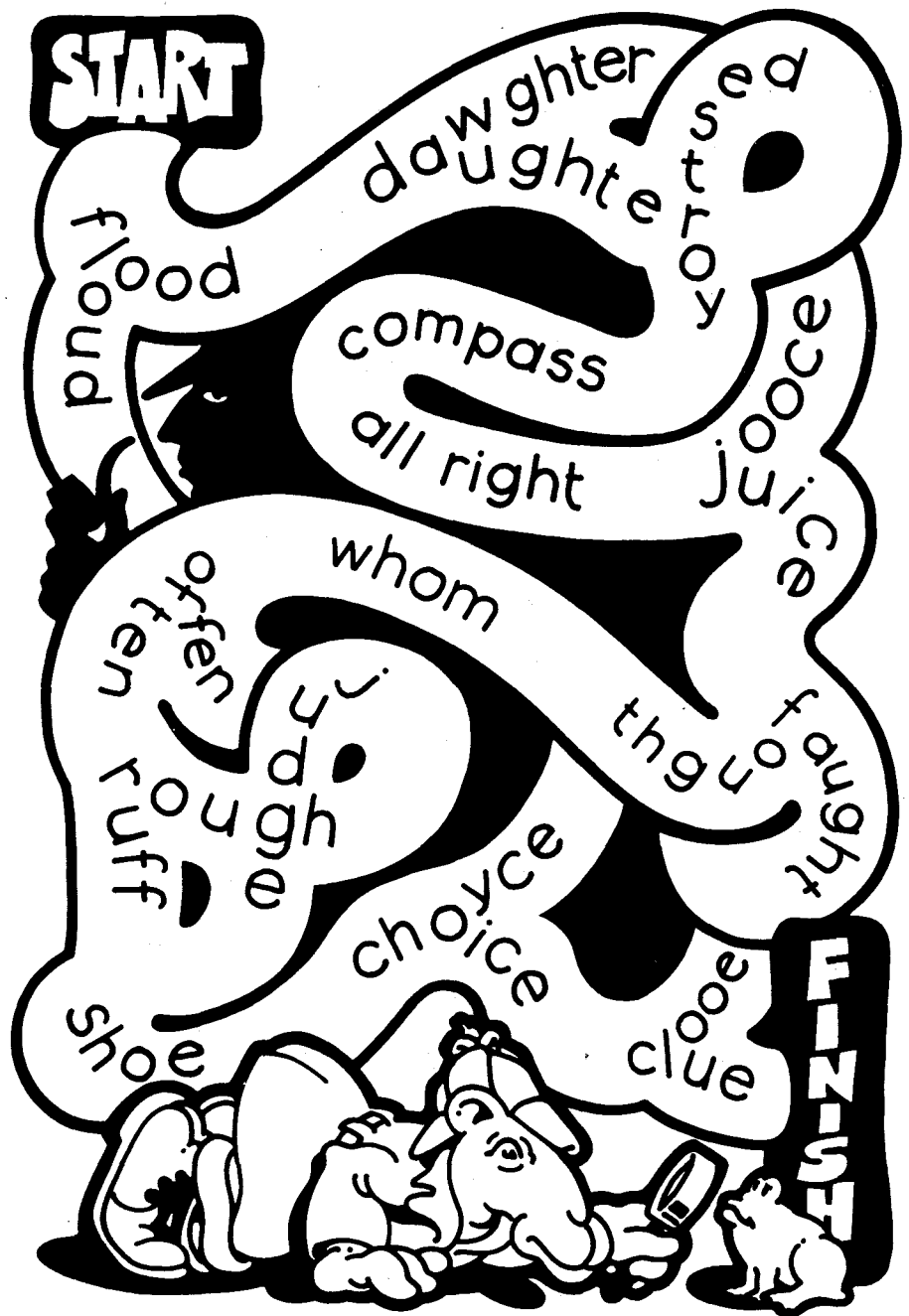
LESSON 24

Words in Review

Say each word.

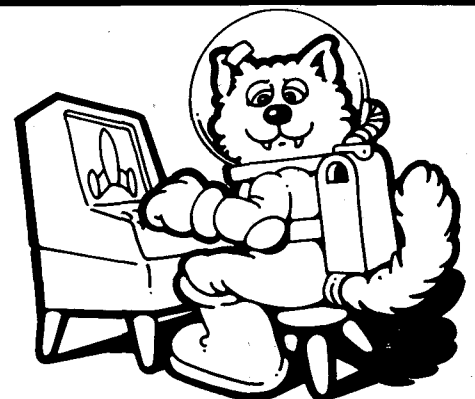
compass
 flood
 rough
 judge
 fault
 often
 fought
 all right
 awful
 daughter
 clue
 shoe
 lose
 loose
 truth
 whom
 juice
 avoid
 choice
 destroy

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Read the following clues and fill in the corresponding blanks below with the correct words. Then write the states named in the boxes and circled stair steps.

Clues

1. Significant.
2. Love.
3. Plank of wood.
4. Group of fruit trees.
5. Act.
6. Bring into a country.
7. Where judges work.
8. In the direction of.
9. Given in return for service.

1. _____

2. _____

3. _____

4. _____

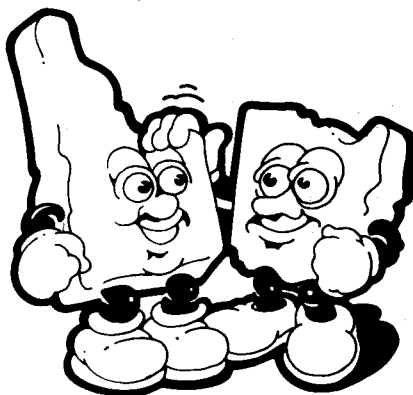
5. _____

6. _____

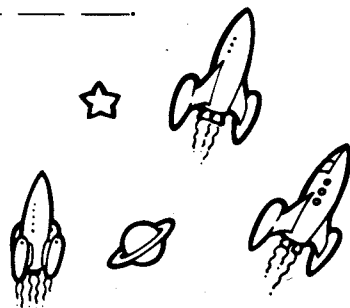
7. _____

8. _____

9. _____



The states named in the stair steps are _____ and _____



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ô/

Say each word.
Listen for the /ô/ sound as in caught.

adore

shore

before

wore

score

tore

export

perform

fortunate

orchard

import

important

quarrel

reward

warm

toward

court

course

roar

board

LESSON 26

Words with /û/

Say each word.
Listen for the /û/ sound
as in circle.

certain

service

perfect

permit

perfume

personal

dirty

thirteen

firm

skirt

third

earn

early

learning

heard

pearl

purpose

furnish

hurt

furniture

Complete the joke in the puzzle by using the clues below (A–J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

1	2	3	4		5 O	6	7		8	9	10	11	12		
13	14 O		15	16	17 O	18	19	20	21	,		"	22 W	23	24
25	26		27	28 O	29		30	31 A	32 Y		33 M	34	35 O	36 ?"	
"	36	'	37		38	39	40 A	41	42 N	43	44	45 G		46	
47	48 O	49	50	51	52 G	53									
54	55	56	57 G	58	59	60 G	61	!"							

A. Reason.

12 58 21 34 30 61

B. Nice scent.

7 49 47 29 37 20

C. Twelve plus one.

13 9 43 18 39 56

D. Sure.

11 15 51 44

E. Put chairs
and a sofa in a room.

16 36 1 23

F. Opposite of *clean*.

25 3 27

G. Listened.

19 10 55 4

H. Private.

50 41 8 26 6 59 38

I. Opposite of *late*.

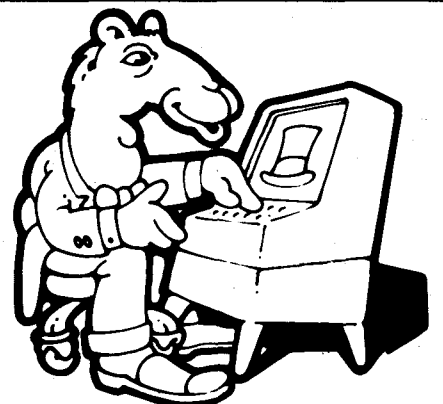
46 54 24

J. Merit.

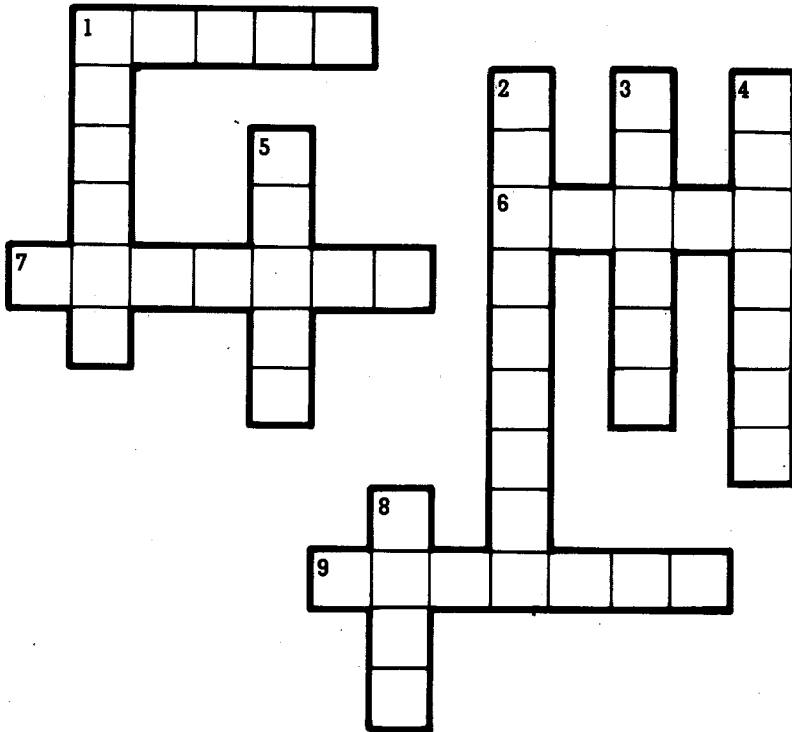
2 53

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



Do the crossword puzzle. Then use the answers to complete the riddle.



Across

- 1. Wide-eyed look
- 6. Wakes you up
- 7. Get ready
- 9. Longer distance

Down

- 1. Has four equal sides
- 2. Rooms to live in
- 3. Price
- 4. Judge differences and similarities
- 5. Divide
- 8. Price of bus ticket

Riddle: What did one triangle say to another?

Would you like to _____ (5 Down) α _____ (1 Down) ?

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



/â/ and /ä/

Say each word.

Listen for the /â/ sound as in *air* or the /ä/ sound as in *father*.

aware

prepare

fare

stare

carefully

bare

declare

compare

square

share

discharge

harvest

alarm

farther

marbles

apartment

charge

starve

margin

depart

LESSON 28

Compound Words

Say each word.

hallway

strawberry

thunderstorm

birthday

cheeseburger

nightmare

upset

cartwheel

flashlight

notebook

chalkboard

grasshopper

suitcase

uproar

homework

blueberry

sawdust

breakfast

weekend

sailboat

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.



1. wkehomor

___ _ _ _ _ _ _ _

2. adhklcobar

___ _ _ _ _ _ _ _

3. rasyterwbr

___ _ _ _ _ _ _ _

4. taisolab

___ _ _ _ _ _ _ _

5. ekewdne

___ _ _ _ _ _ _ _

6. sfakberta

○ _ _ ○ _ _ _ _ _ _ _

7. psrgarpseoh

○ _ _ _ _ _ _ _ _ ○ _

8. erhlcatew

○ _ _ ○ _ _ _ _ _ _ _

9. rebryelub

___ _ _ ○ _ _ _ ○ _ _

10. psteu

___ _ _ ○ ○ _

Riddle: What did the mouse get once a year instead of presents and a cake?

A _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete the poem by writing the missing words in the blanks. The numbered clues below help you find the corresponding missing words.

When I left my father's (1) _____ system
To live in a far-away place,
I expected on this distant planet
A more exciting pace.

Instead, with disappointment I report
That daily life is boring.

(2) _____ and (3) _____
are rarely seen.

And (4) _____ costs are soaring.

But just when I was feeling sad and blue,

(5) _____ brought me hope.

Some (6) _____ visitors were sighted

Through the royal (7) _____.

Now with the landing of the human race,

This (8) _____ is popping.

The astronauts have met us,
And there will be no stopping.

Clues

- | | |
|--|---|
| 1. Relating to the sun. | 6. Relating to the sky. |
| 2. Small objects that revolve around the sun. | 7. Instrument for studying heavenly bodies. |
| 3. Shooting stars. | 8. Large group of stars, dust, and gas. |
| 4. Spacecraft for astronauts. | |
| 5. Science of the sun, moon, and planets, etc. | |

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Space Words

Say each word.

revolution

celestial

solar

astronomy

comet

motion

galaxy

axis

meteors

universe

light-year

rotation

eclipse

telescope

asteroids

satellite

lunar

shuttle

constellation

orbit

LESSON 30

Words in Review

Say each word.

quarrel

roar

tore

perform

course

important

service.

furniture

firm

certain

perfect

pearl

prepare

carefully

declare

compare

marbles

apartment

starve

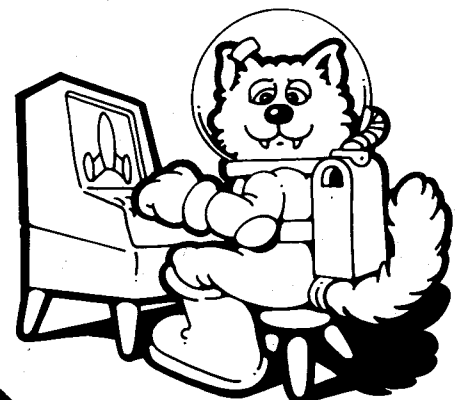
margin

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete the joke in the puzzle by using the clues below (A–K) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.

1 W	2	3	4		5	6		7	8	9 L	10	11	12 W	
13	14	15		16 L	17	18	19 S		20	21		22	23	24
25	26	27 D	28 ?		29			30 T	31	32	33	34		
35	36	37 H	38	39	40		41	42	43					

- A. Kind of boat.
 3 14 20 8
- B. Choir.
 36 2 11 32 42 6
- C. Uncle's child.
 38 43 17 21
- D. Large sea.
 39 18 13
- E. Fruit.
 41 29
- F. Recollection.
 33 7
- G. Business.
 5 15 24 4
- H. Harmful.
 34 28 35
- I. Make the grade.
 40 22
- J. Very pretty.
 23 31 10
- K. Not expected.
 26 25

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ə/
Say each word.
Listen for the /ə/ sound
as in about.

- against*
- canoe*
- again*
- banana*
- approve*
- ocean*
- perhaps*
- government*
- dangerous*
- beautiful*
- qualify*
- cousin*
- comfort*
- mosquito*
- memory*
- season*
- surprise*
- citrus*
- chorus*
- industry*

LESSON 32

Words with /ə/

Say each word.
Listen for the /ə/ sound
as in pencil.

example

couple

pickles

double

tremble

puzzle

sample

whistle

tumble

simple

trouble

wrinkle

nickel

barrel

musical

animal

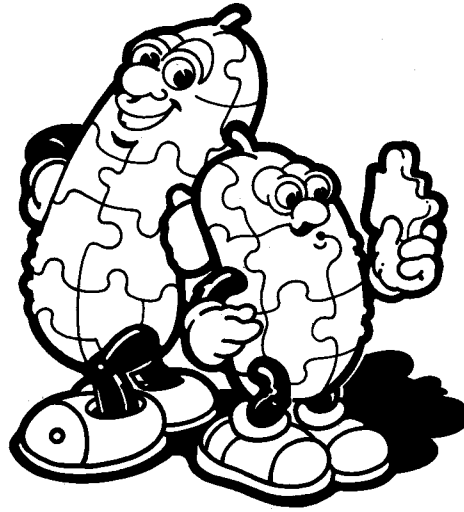
natural

final

general

signal

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle.



- peamsl _ _ _ _ □ _ _ _
- inlasg _ _ _ _ _ □ _ _
- emxepa □ _ _ _ _ _ _ _
- ezpuzl _ _ □ _ □ _ _ _
- beumtl _ □ _ _ _ _ _ _
- locupe _ _ _ □ _ _ _ _
- ekplcsi _ □ _ _ □ _ _ _
- alinam _ _ _ _ _ _ □ _
- raelrb _ _ _ _ □ _ _ _
- licamus _ _ □ _ □ _ _ _

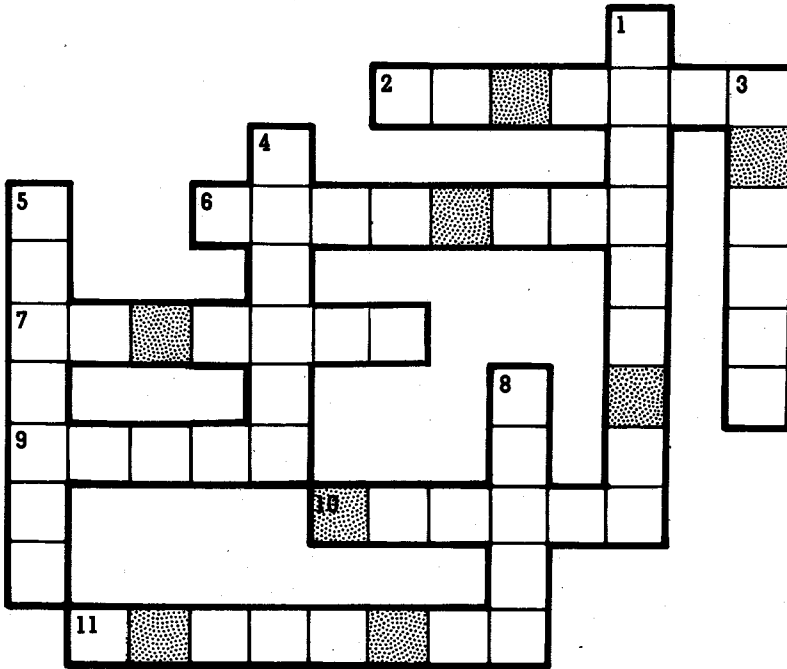
Riddle: What are green and hard to do?

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Do the crossword puzzle. Then unscramble the letters in the shaded boxes to answer the riddle.



Across

- 2. Instructor
- 6. Chart of months and days
- 7. One more
- 9. Comedy
- 10. Basement
- 11. Find out

Down

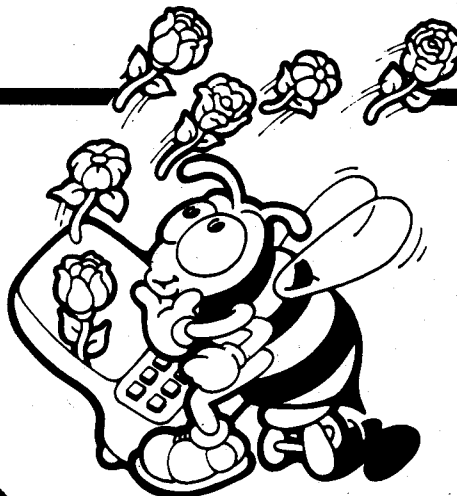
- 1. Person in a play or novel
- 3. Instead of
- 4. Collect
- 5. Same as 2 Across
- 8. Near the North Pole

Riddle: What is gray, has four legs, and trunk?

A mouse on _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ər/

Say each word.
Listen for the /ər/ sound
as in *butter*.

rather

another

toaster

member

teacher

discover

character

master

whether

gather

answer

silver

center

similar

cellar

sugar

polar

calendar

humor

actor

LESSON 34

Words with ion

Say each word.

nation

action

vacation

election

instruction

direction

invention

selection

collection

information

inspection

mention

pollution

transportation

population

station

fraction

location

section

education

Complete this poem by writing the missing words in the blanks. The numbered clues below help you find the corresponding missing words.



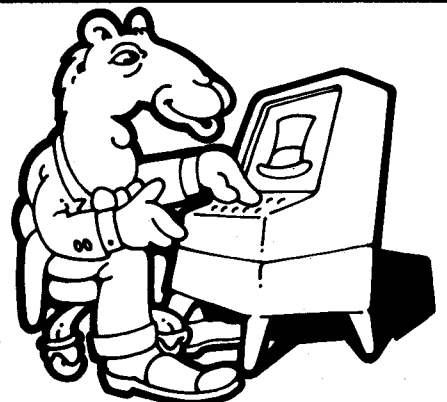
When Victor took his (1) _____,
 He used all kinds of (2) _____.
 He traveled from one to another (3) _____.
 And said the trip was a real (4) _____.
 He made a wide and broad (5) _____.
 In every (6) _____ and every (7) _____.
 And at the end, he had to (8) _____,
 "We've a grand (9) _____
 And a truly wonderful (10) _____."

Clues

- | | |
|-----------------------|------------------------------|
| 1. Trip. | 6. Part. |
| 2. Car, plane, train. | 7. East, north, south, west. |
| 3. Place. | 8. Say. |
| 4. Learning. | 9. Number of people. |
| 5. Examination. | 10. Country. |

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Use the clues to fill in the blanks. Then unscramble the letters in the magic boxes and circles to answer the riddle below.



1. Not over or under. _ _ _ _ _ _
2. Street. _ _ _ _ _
3. Also. _ _ _ _ _
4. Belonging to them. _ _ _ _ _ _
5. Opposite of *fancy*. _ _ _ _ _ _
6. It is. _ _ _ _
7. Something to wear a belt around. _ _ _ _ _
8. Entire. _ _ _ _ _
9. Opposite of *here*. _ _ _ _ _
10. Number after one. _ _ _ _

Riddle: A good judge knows right from wrong.
What does a good speller know?

_____ from _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Homophones

Say each word.

threw

through

right

write

hole

whole

road

rode

plain

plane

waist

waste

its

it's

to

too

two

their

there

they're

LESSON 36

Words in Review

Say each word.

memory

ocean

beautiful

surprise

against

dangerous

nickel

final

example

whistle

general

character

whether

similar

calendar

humor

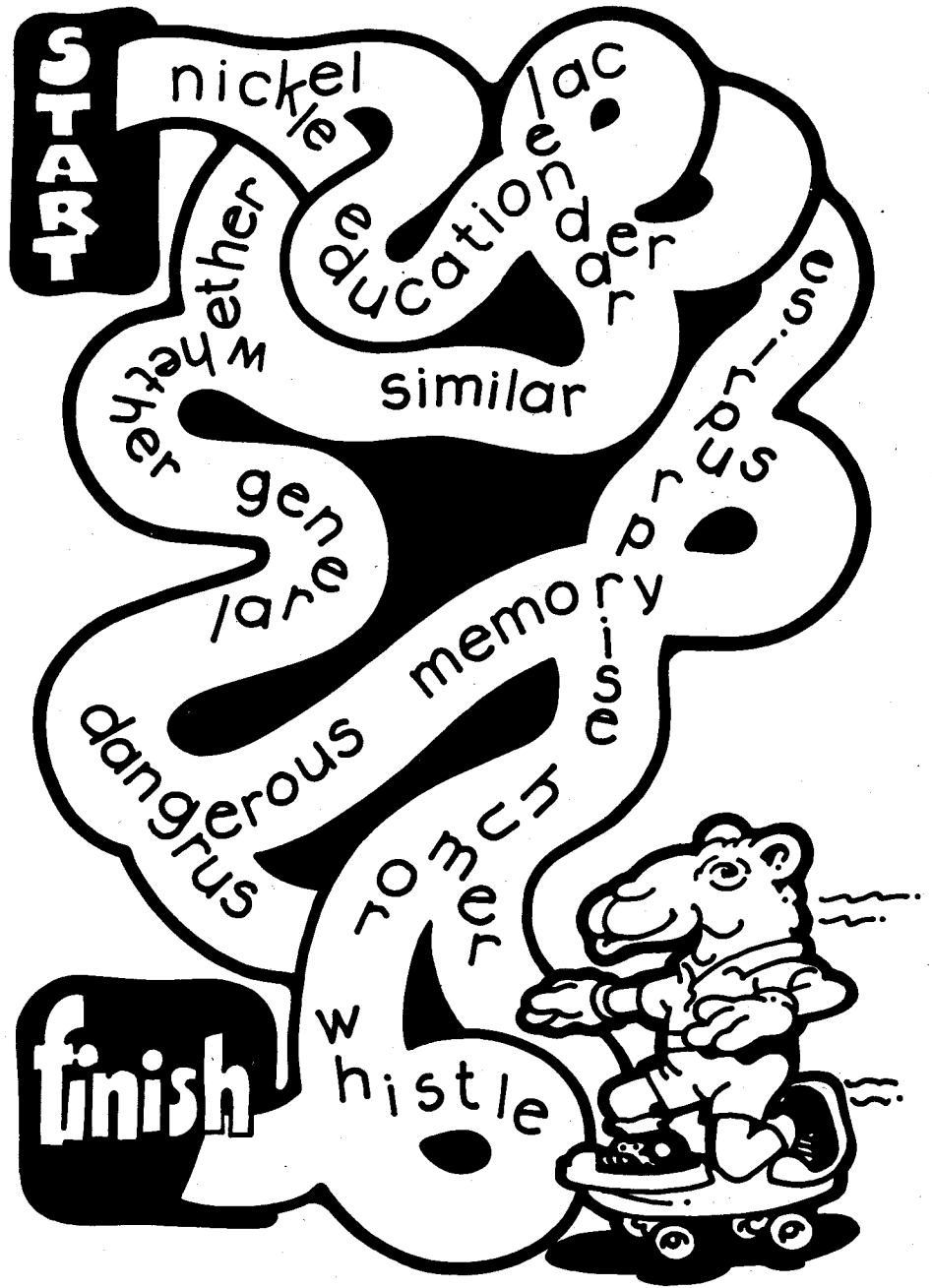
direction

invention

collection

education

Spell your way to victory. Follow the correct spellings along the way, but be careful. A misspelling will take you in the wrong direction.



Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Answers

Lesson 1

WHAT IS THIS
FLY DOING IN
MY SOUP? THE
BACKSTROKE!

- | | |
|-------------|------------|
| A. rapid | F. program |
| B. sandwich | G. rabbit |
| C. snack | H. chapter |
| D. laughter | I. plastic |
| E. factory | J. planet |

Lesson 2

- | | |
|------------|-------------|
| 1. parade | 6. weight |
| 2. remain | 7. scale |
| 3. escape | 8. neighbor |
| 4. holiday | 9. explain |
| 5. male | 10. raise |
- Riddle: A complainer container.

Lesson 3

INTEND TREASURE
V E R
E N A D D R E S S
I N S T E A D E N
L P C
F W E A T H E R
A H
P L E A S U R E
T H

Riddle: A lost elephant.

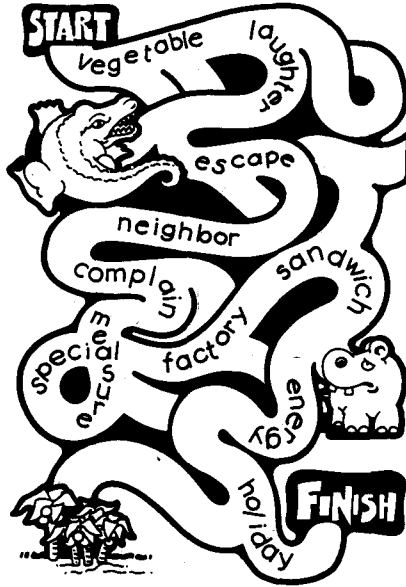
Lesson 4

- | | |
|-------------|--------------|
| 1. special | 6. excellent |
| 2. elephant | 7. vegetable |
| 3. extra | 8. gentle |
| 4. energy | 9. desert |
| 5. expert | 10. wreck |
- Riddle: A pledge on a ledge.

Lesson 5

- | | |
|--------------|--------------|
| 1. Monday | 7. Sunday |
| 2. Tuesday | 8. September |
| 3. Wednesday | 9. April |
| 4. Thursday | 10. June |
| 5. Friday | 11. November |
| 6. Saturday | 12. February |

Lesson 6



Lesson 7

"TAKE ME TO YOUR
LEADER," SAID THE
MARTIAN TO THE
FIRE HYDRANT.
"HE'S ONLY A
SMALL CHILD,"
SAID THE OTHER
MARTIAN!

- | | |
|-------------|------------|
| A. penalty | F. fancy |
| B. complete | G. tardy |
| C. shady | H. athlete |
| D. liberty | I. merry |
| E. delivery | J. theme |

Lesson 8

BREATHES
ENLARGES
PEACE SKI
A E D W P
T S P E E C H P I Z Z A
H H G E A
E R E A S O N
NEEDLE T O
T E

Riddle: A peace of pizza.

Lesson 9

- | | |
|------------|---------------|
| 1. chimney | 6. relax |
| 2. review | 7. disease |
| 3. built | 8. discuss |
| 4. quickly | 9. different |
| 5. enough | 10. equipment |
- Riddle: A guitar star.

Lesson 10

- | | |
|---------------|-------------|
| 1. garbage | 7. film |
| 2. arithmetic | 8. skill |
| 3. sixth | 9. kitchen |
| 4. insect | 10. message |
| 5. business | 11. village |
| 6. cottage | 12. damage |
- Riddle: A baseball team.

Lesson 11

- | | |
|---------------|-------------|
| 1. speeches | 7. hobbies |
| 2. wishes | 8. benches |
| 3. vegetables | 9. stories |
| 4. athletes | 10. degrees |
| 5. sandwiches | 11. skis |
| 6. Exercises | |

Lesson 12



Lesson 13

"WHY DO YOU HAVE
CARROTS IN YOUR
EARS?" "SORRY, I
CAN'T HEAR YOU.
I'VE GOT CARROTS
IN MY EARS."

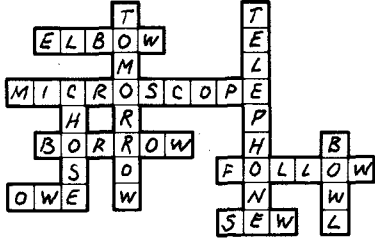
- | | |
|------------|------------|
| A. remind | F. library |
| B. science | G. guide |
| C. polite | H. pirate |
| D. awhile | I. island |
| E. ninth | J. climb |

Answers

Lesson 14

1. comma
 2. bottom
 3. closet
 4. quantity
 5. wander
 6. solid
 7. problem
 8. object
 9. honest
 10. watch
 11. copper
 12. collar
- Riddle: A blue lobster.

Lesson 15



Riddle: "Tomorrow we borrow."

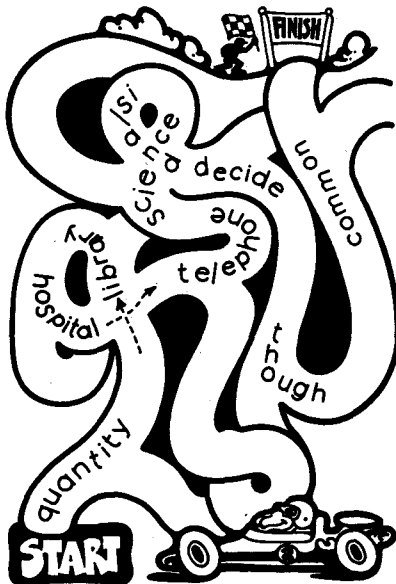
Lesson 16

1. float
 2. groan
 3. echo
 4. scold
 5. though
 6. hero
 7. hotel
 8. oak
 9. roast
 10. throat
- Riddle: A coast roast.

Lesson 17

1. television
2. commercial
3. director
4. camera
5. studio
6. musician
7. cassette
8. tape deck
9. producer
10. network

Lesson 18

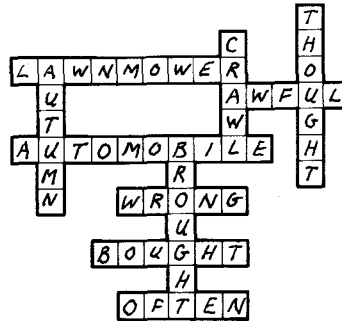


Lesson 19



- A. country
- B. monkey
- C. wonderful
- D. instruct
- E. compass
- F. hundred
- G. rough
- H. touch
- I. among
- J. tongue

Lesson 20



Riddle: A bought thought.

Lesson 21

1. rooster
2. clue
3. balloon
4. choose
5. shoe
6. proof
7. kangaroo
8. lose
9. foolish
10. improve

Riddle: A raccoon after a shampoo.

Lesson 22

1. employment
2. avoid
3. broil
4. enjoy
5. annoy
6. oyster
7. employ
8. boiler
9. voyage
10. voice

Riddle: royal and loyal.

Lesson 23

1. champion
2. football
3. hockey
4. Track
5. baseball
6. Olympics
7. Cycling
8. swimming
9. competition
10. Soccer

Lesson 24



Lesson 25

1. important
 2. adore
 3. board
 4. orchard
 5. perform
 6. import
 7. court
 8. toward
 9. reward
- Idaho and Iowa

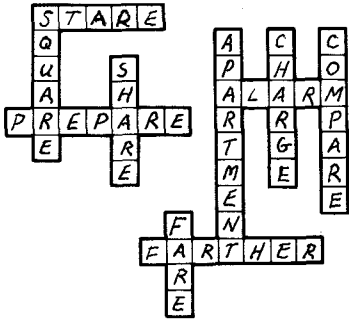
Lesson 26



- A. purpose
- B. perfume
- C. thirteen
- D. certain
- E. furnish
- F. dirty
- G. heard
- H. personal
- I. early
- J. earn

Answers

Lesson 27



Riddle: Would you like to share a square?

Lesson 28

1. homework
2. chalkboard
3. strawberry
4. sailboat
5. weekend
6. breakfast
7. grasshopper
8. cartwheel
9. blueberry
10. upset

Riddle: A birthday cheeseburger.

Lesson 29

1. solar
2. Asteroids
3. meteors
4. shuttle
5. astronomy
6. celestial
7. telescope
8. galaxy

Lesson 30



Lesson 31



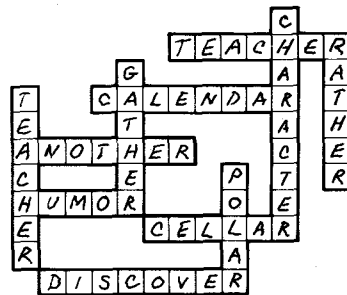
- A. canoe
- B. chorus
- C. cousin
- D. ocean
- E. banana
- F. memory
- G. industry
- H. dangerous
- I. qualify
- J. beautiful
- K. surprise

Lesson 32

1. sample
2. signal
3. example
4. puzzle
5. tumble
6. couple
7. pickles
8. animal
9. barrel
10. musical

Riddle: puzzle pickles.

Lesson 33



Riddle: A mouse on vacation.

Lesson 34

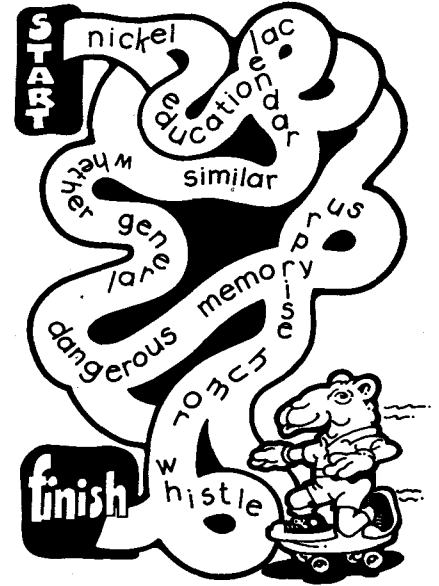
1. vacation
2. transportation
3. location
4. education
5. inspection
6. section
7. direction
8. mention
9. population
10. nation

Lesson 35

1. through
2. road
3. too
4. their
5. plain
6. it's
7. waist
8. whole
9. there
10. two

Riddle: right from write.

Lesson 36



Caring for the Module

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and do not touch the recessed contacts.

CAUTION:

The contents of a Command Module can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module. If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These commercial preparations are usually available from local hardware and office supply stores.

Your Students and the Computer

The Texas Instruments Home Computer is a rugged, durable device designed for easy use and care. Students should give the computer the same good care and respect they would give a television set, stereo, radio, or any other piece of electronic equipment:

1. Keep snacks and beverages away from the console.
2. Don't hammer on the keyboard or place heavy objects on it.
3. Don't touch the module contacts. These are recessed in the module to help prevent accidental soiling and/or damage.

The letters and numbers on the keyboard are arranged in the same order found on a standard typewriter keyboard. If your students are not familiar with a typewriter or have not

used a Home Computer before, take a few minutes to acquaint them with the keyboard. Point out the row of number keys at the top and the rows of letter keys below. Show students how to insert the module and select the activities. This brief "tour" of the computer will help reinforce correct procedures and instill confidence as students enter the new world of computers.

Today computers are involved in almost every aspect of life. Working with this module can help your students become familiar with computers and their operation. Since computer-aided instruction is becoming more common in the classroom every year, this knowledge can give your students an important advantage.

In Case of Difficulty

If the module activities do not appear to be operating properly, return to the master title screen by pressing QUIT. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. *Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To

restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then reinsert the module, and turn the computer on again.

If you have any difficulty with computer or the *Scholastic Spelling* module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

Warranty

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends the consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module 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, unreasonable use, neglect, improper service, or other causes not arising out of defects in materials or workmanship.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the 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 three-month period. Texas Instruments 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 TI UNDER WARRANTY

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS

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

TI 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 decision 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.

Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the Programs and makes all programs available solely on an "as is" basis.

In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software module. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

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.