STORY MACHINE™

EDUCATION

SOLID STATE CARTRIDGE

This cartridge is designed to be used only with the Texas Instruments TI-994A Home Computer.

Use the computer to develop skills in writing stories. Animation and music help make writing a fun experience. Your child can save stories on cassette or diskette (storage devices not included). For children ages 5 to 9.

Story Machine™

Texas Instruments version programmed
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Designed by: DesignWare Incorporated

Book developed and written by:
Staff members of Texas Instruments
Instructional Communications.

Note to Parents

Story Machine offers your child an exciting and creative introduction to the world of writing. The activities develop essential writing skills by helping your child write sentences using modifiers, nouns, pronouns, verbs, and prepositions. Colorful pictures animate your child's sentences and entice him or her to **write a story. As your child writes, he or she also learns the fundamentals of using the computer.**

With Story Machine, your child can

- Choose from a list of words to write simple sentences

- Use imagination to create a story

- See colorful pictures animate stories

- Hear musical tunes

- Become familiar with the computer

- Receive responses from the computer

- Read silly sentences written by the computer

- Save a story on cassette or diskette and replay it at another time

Introducing Your Child to the TI Home Computer

Your Home Computer provides a variety of learning experiences for children. Young children may need assistance in becoming familiar with the computer or the software. First, acquaint yourself with the manual. Read "Using the Solid State Cartridge" to show your child how to turn on the computer and insert the cartridge. Then, introduce your child to the keyboard and the program activities. Supervise your child until you feel confident in his or her ability to operate the computer and use the software independently.

Using the Keyboard

If your child is unfamiliar with a typewriter, he or she may need help using the computer keyboard.

1. Show your child how to press the keys correctly.

   • Use medium pressure.

   • Place a fingertip directly on a key and press.

2. Demonstrate the use of the keys in the program.

   • Practice locating and pressing each key shown in the *Quick Reference Guide*.

   • Show your child that two keys are pressed to use a function key.

Using the Home Computer Safely

As with any electronic equipment, there are certain safety guidelines children should follow.

1. Keep hands away from cords and cables.

2. Keep fingers away from openings in the computer or cartridge.

3. Keep liquid and food away from the computer.

4. Keep the computer clear of heavy objects and clutter.

Using the Solid State Cartridge

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).

3. Turn the computer ON, and wait for the master title screen to appear.

TEXAS INSTRUMENTS

HOME COMPUTER

READY – PRESS ANY KEY TO BEGIN

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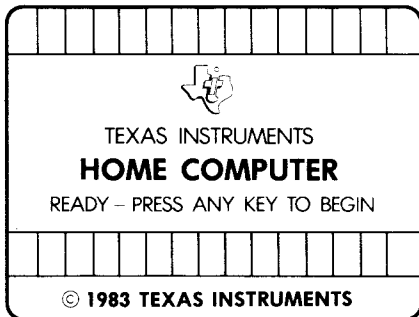
4. Slide the cartridge into the slot on the console.
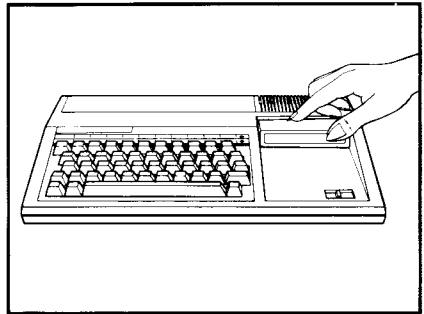
5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

2. Remove the cartridge from the slot.

Story Machine begins with several screens that prepare your child for writing sentences. Different keys are used in introductory screens than in the activities. Help your child use these special keys in the introductory screens. If a key is not pressed during the first introductory screen, a demonstration story appears. Your child can press AID, ENTER, or QUIT to leave the demonstration.

Introductory Screens

Four screens provide your child with helpful information. These screens

• Introduce the program

• Explain special key functions

• Display the word list for writing sentences

Keys Used in Introductory Screens

These key options are available in the introductory screens.

ENTER	Goes to Activity Selection list. Advances from the last word list screen to the Activity Selection list.
AID	Advances to the next screen.
BACK	Returns to the previous screen.
QUIT	Returns to master title screen.

Story Machine offers a variety of learning experiences for developing writing skills and computer awareness. Activities using animation encourage your child to arrange words in complete sentences to create a story. Then, he or she can repeat the story, change the last words, or see the same story with different animation. Your child can further develop computer skills by discovering how to save and load stories.

Start A New Story

Your child constructs simple sentences with words the computer recognizes. The computer animates the sentences as your child creates the story.

Each time your child selects this activity, he or she writes a new story. Any previous story is erased.

Rerun Your Story

Your child directs the computer to repeat the story with the same pictures and animation.

Your child can change a story by selecting this activity.

Restage Your Story

Your child directs the computer to repeat the story with the same pictures and animation. However, the pictures appear in different locations on the screen.

Your child can change a story by selecting this activity.

Save Your Story

Your child can save stories on cassette or diskette.

Load A New Story

After saving a story on cassette or diskette, you or your child can load the story into the computer to replay it at any time.

See A Random Story

Your child watches the computer write and animate silly sentences.

Your child can also change the computer's story by returning to the Rerun Your Story activity or Restage Your Story activity.

Note: Your child can type stories in large or small capital letters (with the ALPHA LOCK key in the ON or OFF position). However, when your child changes or replays a story, the story is replayed in large capital letters.

Activity Selection List

The Activity Selection list appears after the introductory screens.

```
PLEASE TELL ME WHAT TO DO :

   1  TO START A NEW STORY
   2  TO RERUN YOUR STORY
   3  TO RESTAGE YOUR STORY
   4  TO SAVE YOUR STORY
   5  TO LOAD A NEW STORY
   6  TO SEE A RANDOM STORY
```

Choosing An Activity

If your child is using Story Machine for the first time, he or she can

• Press **1** to begin writing a story

• Press **6** to see the computer write a story

Using Activities 1, 2, and 3

Five keys perform special functions in Start A New Story, Rerun Your Story, and Restage Your Story. By using these keys, your child can view the word list, change words in the story, and select another activity.

Using Special Keys

Review the function of each key.

AID

The computer displays a letter on the screen to spell a word.

BACK

Returns to Activity Selection list.

FCTN S

Erases the last character typed.

DELETE

Erases the last word typed.

QUIT

Returns to the Activity Selection list.

Viewing Word Lists

When writing a story, your child can refer to the word list screens. Help your child follow these steps to locate the word list screens and then return to the story.

1. Press **BACK** to return to the Activity Selection list.

2. Move through the introductory screens to the word list by pressing one of the following keys

   - **AID** returns to an introductory screen. Press **AID** again for the word list.

   - **BACK** goes back to the previous screen.

3. To return to the story

   - Press **ENTER** to see the Activity Selection list.

   - Press **2** or **3** to return to your child's story. (Your child must select Rerun Your Story or Restage Your Story to return to the story he or she is writing.)

Changing the Story

Your child can change a story with the following keys:

FCTN S Erases the last character typed. Each time a period, word, or space is erased, the story and graphics are replayed.

DELETE Erases the last word typed. Each time a period, word, or space is erased, the story and graphics are replayed.

Note: Each time a period, a word, or a space is erased using the **FCTN S** or the **DELETE** key, the screen flashes and the story and graphics are quickly replayed.

Selecting a New Activity

Your child can select another activity by returning to the Activity Selection list and pressing the appropriate activity key.

Press **BACK** or **QUIT** to return to the Activity Selection list.

Leaving Story Machine

Your child can exit Story Machine by first pressing **QUIT** to return to the Activity Selection list. Press **QUIT** again to return to the master title screen.

With Start A New Story, your child selects and arranges words from the word list to write simple sentences. Your child follows a specific pattern for forming sentences that the computer recognizes. Explain the guidelines for writing sentences to your child before he or she begins this activity. Your child can also change the words of a story in Activities 1, 2, and 3. The same guidelines for constructing sentences apply to changing sentences. Show your child the example of a properly arranged sentence that the computer recognizes.

4. to the house
You can also add a prepositional phrase to the end of a sentence.

5. (.)
Press the period key to end the sentence and begin the animation.

THE CAT DANCES TO THE HOUSE .

1 .The
Begin each sentence with a modifier.

2. cat
Select a noun for your subject.

3. dances
Choose a verb to show action.

Words for Writing Sentences

With Start A New Story, your child can see the word list screens or use this list. The words in parentheses do not appear on the word list screens, but the computer recognizes these additional words. There are two nonsense words that can add to your child's enjoyment—zot and bumpus. If your child uses the word "Zots" in the sentence "The boy zots the tree," the tree disappears from the screen. If your child uses the word "bumpus" in the sentence, "The bumpus runs," a silly monster runs across the screen.

Modifiers

A	AN
SOME	THE
THIS	THAT
THESE	THOSE

Pronouns

HIS	HER
ITS	THEIR
HE	HIM
SHE	IT
THEY	THEM

Nouns

APPLE (APPLES)	BOAT (BOATS)
BOX (BOXES)	BOY (BOYS)
BUMPUS	CAT (CATS)
(BUMPUSES)	FENCE (FENCES)
DOG (DOGS)	GIRL (GIRLS)
FLOWER	ROCK (ROCKS)
(FLOWERS)	STORE (STORES)
HOUSE (HOUSES)	TREE (TREES)

Verbs

IS	ARE
DANCE (DANCES)	EAT (EATS)
FLY	FLIES
GO	GOES
HOP (HOPS)	JUMP (JUMPS)
RUN (RUNS)	SING (SINGS)
WALK (WALKS)	ZOT (ZOTS)

Prepositions

AT	BY
FOR	IN
NEAR	TO

Understanding Computer Messages

The computer displays messages that tell your child when it cannot perform an action. These messages disappear when your child provides information that the computer recognizes. In general, a computer message means your child should try another word. Other messages require a specific response. Explain them to your child.

Message	Action
THAT'S NOT A COMPLETE SENTENCE	Add more words to complete the sentence.
I DON'T UNDERSTAND THAT	Try another word.
THE NUMBERS DON'T AGREE	Match singular verbs with singular nouns and match plural verbs with plural nouns.
PLEASE BE MORE SPECIFIC	Use a noun instead of a pronoun.
SORRY, MY SCREEN IS FULL!	Write sentences that direct the computer to remove pictures from the screen. (Words such as **zots** and **eats** remove pictures.)
CAN'T GET THERE FROM HERE	The picture cannot perform the action. Select another noun.
MUST BE A VOWEL SOUND	Follow the word **an** with a word beginning with a vowel.
CAN'T BE A VOWEL SOUND	Follow the word **a** with a word beginning with a consonant.

Using Activities 4 and 5

With Save Your Story and Load A New Story, you can help your child save a favorite story to replay at another time. Your child selects Activity 4 to record a story on cassette or diskette. Your child can later load a saved story into the computer for review by selecting Activity 5.

Recording Stories

With Save Your Story and Load A New Story, your child can

• Keep favorite stories

• See improvements in writing skills by comparing stories

• Change stories saved on cassette or diskette

Guidelines for Success

If you are not familiar with the saving and loading procedures, refer to the *User's Reference Guide*.

1. Press **4** for Save Your Story or **5** for Load A New Story.

2. The message FILE NAME? appears.

   • Type CS1 when saving or loading a story on cassette and press **ENTER**.

   • Type DSK1. (file name) when saving or loading a story on diskette and press **ENTER**.

3. Follow the instructions on the screen to save or load your child's story.

In See a Random Story, your child can watch the computer write a story. Sometimes the computer writes silly sentences. Activity 6 can help your child develop new ideas for his or her stories.

Using Special Keys

In Activity 6, the final activity, these keys return to the Activity Selection list: **ENTER**, **BACK**, **FCTN S**, **DELETE**, **QUIT**.

Viewing Word Lists

Your child follows the same steps to view the word lists in Activity 6 as in Activities 1, 2, and 3.

Changing the Story

Your child can repeat or change the computer's story by returning to the Activity Selection list and selecting Activity 2 or 3.

1. Press **ENTER**, **BACK**, **DELETE**, **QUIT**, or **FCTN S** to return to the Activity Selection list.

2. Press **2** or **3**.

Selecting a New Activity

Your child can select another activity by returning to the Activity Selection list.

Leaving Story Machine

Your child can exit Story Machine by pressing **QUIT** to return to the Activity Selection list. Press **QUIT** again to return to the master title screen.

Maintenance and Service

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your User's Reference Guide.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen 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 cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

TI–99/4A	Action
ENTER	Goes to the Activity Selection list in the introduction and Activity 6.
FCTN 7 **(AID)**	Proceeds to next screen in the introduction; displays a letter on the screen to spell a word in Activities 1, 2, and 3; returns to Activity Selection list in Activity 6.
FCTN 9 **(BACK)**	Returns to previous screens in the introduction; returns to Activity Selection list in Activities 1, 2, 3, and 6.
FCTN S **(←)**	Erases an entry, character by character, in Activities 1, 2, and 3; returns to Activity Selection list in Activity 6.
FCTN 1 **(DELETE)**	Erases a word in Activities 1, 2, and 3; returns to Activity Selection list in Activity 6.
FCTN = **(QUIT)**	Returns to master title screen in the introduction; returns to Activity Selection list in Activities 1, 2, 3, and 6. Press again to return to master title screen.

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.

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