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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.

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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

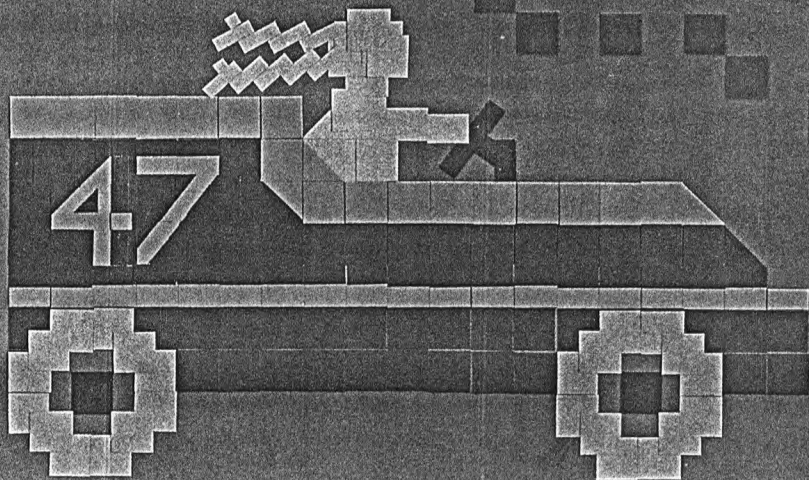
In the village of Blunham, Bedfordshire.

# READING ADVENTURES

Ages 7-9

Scott, Foresman

For use with the  
TI 99/4A microcomputer.



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

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#### CARE OF THE MODULE

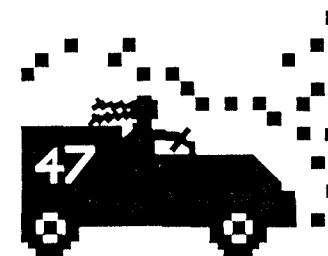
1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.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

# READING ADVENTURES

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#### Reader-Consultant:

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



This module includes the following comprehension skills: recognizing main idea and supporting details, drawing conclusions, and recognizing sequence relationships.

This learning module is one of the Reading Skills Courseware Series designed to be used with the Texas Instruments 99/4A microcomputer.

#### Scott, Foresman and Company

Electronic Publishing Offices: Glenview, Illinois

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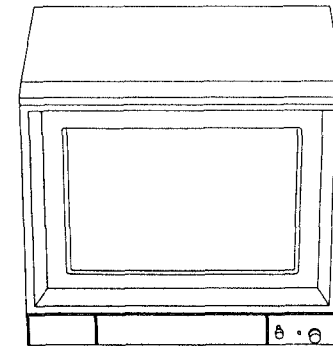
Children love to read about real and imaginary adventures. This module, Reading Adventures, presents several exciting adventures, then uses the stories to provide solid instruction in basic reading skills.

This module offers seven activities in three comprehension skills generally taught in grade three. They are recognizing main idea and supporting details, drawing conclusions, and recognizing sequence relationships. Children may choose an activity to study a skill, practice it, or apply what they have studied and practiced. Each activity utilizes the computer capabilities of color graphics, music, animation, and lively reward/reinforcement tones.

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

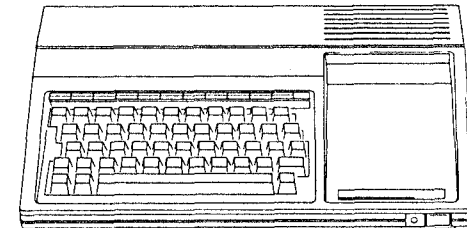
- taking the role of a character in activities
- sound educational activities based on interests appropriate to young children
- choice-making from activity lists
- instruction and directions presented on the screen
- instant feedback to answers
- practice activities that are scored visually
- numbered responses whose order is randomized to encourage thoughtfulness
- durable hardware and software components with useful keyboard functions programmed into the module

1. Turn switches on.



MONITOR

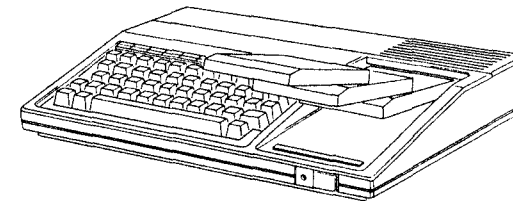
ON/OFF



COMPUTER KEYBOARD

ON/OFF

2. Insert module.



### Using the Reader

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

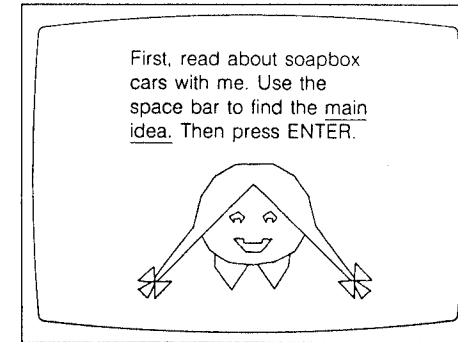
After	Read
PJ and the Soapbox Car	Count Bruno and the Old Jalopy (pages 2-8)
This Is Your Life	Metro Calling (pages 9-13)
Eyewitness	A Flute Maker and His Flute (pages 14-19) You, Too, Can Be a Flute Maker (pages 20-24)
How the Porcupine Got His Quills	Hector and Family (Pages 25-30)

At the end of each reading selection are questions that you may answer aloud to a friend, someone in your family, or put into writing.

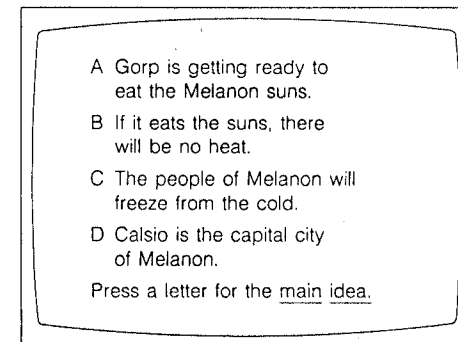
### ABOUT THE ACTIVITIES

#### 1-2 Main Idea and Supporting Details

Study the skill. Have you ever been to a soapbox derby? PJ has, and now she wants to build a soapbox car of her own. You can find out all about soapbox cars by reading the paragraphs in "PJ and the Soapbox Car." As you read the paragraphs have fun searching for sentences that tell the main idea and for sentences that tell supporting details.

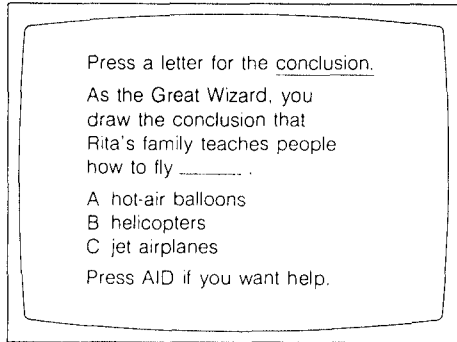


Try out the skill. The planet Melanon is in trouble. Melanon is being attacked by a powerful monster named Gorp. You can help stop Gorp and save Melanon! All you must do is identify a main idea and two supporting details on each screen. You will receive a point for each correct answer. If your final score is not high enough you should work again with "PJ and the Soapbox Car." You had better hurry. The planet Melanon is about to be destroyed!

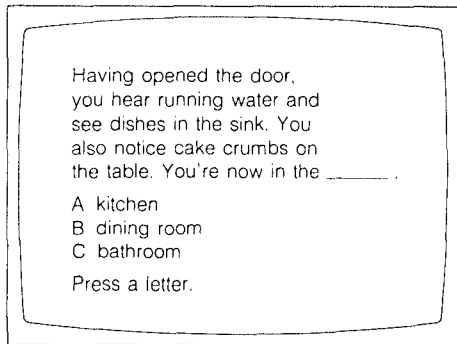


3-4 Drawing Conclusions

Study the skill. As you work through "This Is Your Life," pretend that you are a wizard at a school fair. As wizard you meet several children who tell you about themselves. You have the chance to draw a conclusion about each child. After you press the letter of each correct conclusion the other two responses disappear from the screen. Press AID if you need help in drawing a conclusion.

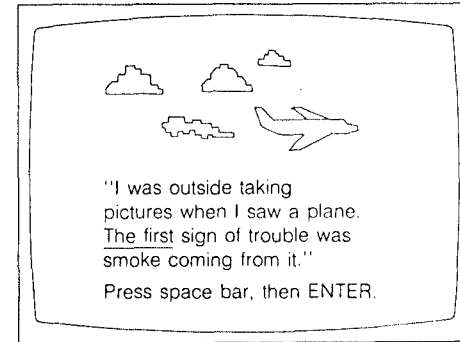


Try out the skill. Pretend you have just entered a mysterious old mansion. As you enter each totally dark room, a voice tells you the information you'll read on each screen. Correctly draw a conclusion about which room you are in and you'll get a point. If your final score is not high enough you should work again with "This Is Your Life." Have fun!

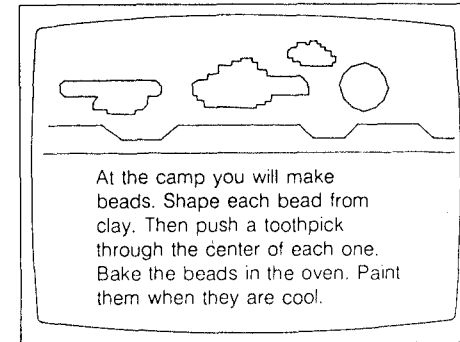


5-6 Sequence Relationships

Study the skill. There has been a plane crash, and you saw what happened. As you work through "Eyewitness" you tell what happened first, second, third, and last. Press AID if you need help in sequencing the events.



Try out the skill. You're off to camp! You'll have a chance to learn about five camp activities. Put the steps of each activity in order and earn a perfect score! If your final score is not high enough you should work again with "Eyewitness."



7 All Skills

Everyone in the Porcupine family works very hard. Everyone, that is, except Brother Porcupine. Use the skills you have learned about recognizing main idea and supporting details, drawing conclusions, and recognizing sequence relationships to find out what happens to Brother Porcupine when he doesn't pay attention to what he is doing.

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

Main Idea and Supporting Details	Conclusions
<p>"PJ and the Soapbox Car"</p> <p>Study It</p> <p>Module Activity <input type="checkbox"/></p> <p>Try It Out</p> <p>1st Time: _____ out of 18</p> <p>2nd Time: _____ out of 18</p> <p>3rd Time: _____ out of 18</p> <p>Reader</p> <p>Pages 2-8 <input type="checkbox"/></p>	<p>"This Is Your Life"</p> <p>Study It</p> <p>Module Activity <input type="checkbox"/></p> <p>Try It Out</p> <p>1st Time: _____ out of 8</p> <p>2nd Time: _____ out of 8</p> <p>3rd Time: _____ out of 8</p> <p>Reader</p> <p>Pages 9-13 <input type="checkbox"/></p>
Sequence Relationships	All Skills Activity
<p>"Eyewitness"</p> <p>Study It</p> <p>Module Activity <input type="checkbox"/></p> <p>Try It Out</p> <p>1st Time: _____ out of 5</p> <p>2nd Time: _____ out of 5</p> <p>3rd Time: _____ out of 5</p> <p>Reader</p> <p>Pages 14-19 <input type="checkbox"/></p> <p>Pages 20-24 <input type="checkbox"/></p>	<p>"How the Porcupine Got His Quills"</p> <p>Module Activity <input type="checkbox"/></p> <p>Reader</p> <p>Pages 25-30 <input type="checkbox"/></p>

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