

USING THE **reading · is · fun**™ LESSON CASSETTE ON THE TRS-80 COLOR COMPUTER

Set up and connect the Color Computer, color video receiver or TV, and cassette recorder according to the instructions in the TRS-80 Color Computer Operation Manual. Then follow the steps below:

1. Turn on the color video receiver or TV and set the volume at a normal listening level. Select channel 3 or 4 (whichever is weaker or not used in your area). Select the same channel on the "channel select" switch at the rear of your computer.
2. Turn on the Color Computer by pushing in the power button on the back of the computer. You'll see an "OK" prompt appear on the video screen.
3. Choose which lesson (Spelling or Vocabulary) you want to work with. (The Spelling lesson is on one side of the lesson cassette and the Vocabulary lesson is on the other.) Then place the tape in the cassette player so that the side you choose is facing up.
4. Set the volume level of the cassette recorder between 5 and 7.
5. Rewind the lesson tape completely. After the tape is completely rewound, depress the cassette recorder's "PLAY" button.
6. Type **C L O A D** on the keyboard and press **ENTER**. The computer will search for and load the program. While the computer searches for the program, the letter "S" will be displayed in the upper left of the video screen. When the computer finds the program, the letter "F" followed by the name of the program will appear. (You'll see "F SPELLING" or "F VOCAB".) When the program is loaded, you'll see the "OK" prompt reappear.

NOTE: If you should get an error message while loading your **reading · is · fun** program, the volume on the cassette recorder could be too low or too high. You should:

- press the "STOP" button on the cassette recorder
- turn the volume a little higher or a little lower
- press the **RESET** button on the back of the computer
- repeat the instructions from Step 5 above.

7. Once the "OK" prompt has reappeared, you can type **R U N** and press **ENTER** to begin your lesson.
8. The computer will first display a title screen. Then the question "WHAT IS YOUR NAME?" will appear. Type your name and press **ENTER**, and the first problem will appear on the screen.
9. The Spelling program will display a sentence on the screen, and pause so that the sentence can be read. Next a word in the sentence will be highlighted, and then the highlighted word will disappear. To answer a spelling problem, type in the correct spelling of the word that you saw highlighted and press **ENTER**. To shorten the pause before the word is highlighted press the space bar (or press any key).

The Vocabulary lesson will present a word followed by a selection of four definitions. To answer a vocabulary problem, type the number of the correct definition.
10. When the lesson has come to an end, directions for running the program again will appear on the screen. When you have finished using the program, rewind the tape, remove it from the cassette player, and store the tape in a safe place.

If you wish to stop the lesson early, press **BREAK**, then press the cassette recorder's "STOP" button. Then rewind the tape completely and remove it from the cassette recorder. If you then wish to begin the lesson again:

- replace the lesson cassette in the cassette recorder
- press the **RESET** button
- repeat the steps beginning with Step 5 above.

If you have turned off the Color Computer since you last played the lesson tape, you will need to begin at Step 1 of these instructions in order to play your lesson tape.

To change sides of the lesson tape:

- press the **BREAK** key on the Color Computer keyboard when you are finished with the first lesson
- remove the tape from the cassette recorder; then replace it, with the other side facing up
- rewind the tape completely
- depress the cassette recorder "PLAY" button, and follow these instructions beginning with Step 6 above.

The Radio Shack **reading · is · fun**™ series will provide your child with an entertaining and motivating way to learn at home with the TRS-80™ Color Computer.

reading · is · fun is designed for an intermediate reading level, approximately grades four to six. It can be used effectively by younger children for extra challenge or by older children for reinforcement.

The Radio Shack **reading · is · fun** programs are based on a motivational approach to reading that has found growing acceptance in classrooms. The illustrated-format reader contained in each package was developed by an established educational publisher using the Dale-Chall Readability Formula to insure that the text is appropriate for reading levels 4 to 6.

READ, LISTEN, and DRILL are the three **reading · is · fun** steps for your child. Each package in the series includes an illustrated reading book, a read-along audio tape, and a computer tape for the TRS-80 Color Computer. Your child **READS** the book, **LISTENS** to the audio tape, and runs the program on the computer tape to take the spelling and vocabulary **DRILLS**.

READ

The illustrated readers are designed to captivate the interest of your child and motivate him or her to read the text. After your child has been introduced to the classic stories in the illustrated form, he or she may want to read the originals!

LISTEN

The read-along audio tape gives a word-for-word dramatic presentation of the story. Your child can use the audio tape as an aid to comprehension, or for extra enjoyment of the story.

DRILL

Once your child has read the book and listened to the tape, it is time for the Color Computer exercises. Using the Color Computer makes working with the spelling and vocabulary exercises a game. The computer lets your child know how he or she is doing on each problem, and gives a progress report after every ten problems. Your child can repeat the programs over and over without seeing the same problem sequence.

We at Radio Shack believe that your child will enjoy the **reading · is · fun** series and that you'll find it a constructive program for home learning.

MORE ABOUT THE COMPUTER PROGRAMS

The computer programs on the lesson cassette present spelling and vocabulary exercises based on words and sentences from the story. Both the Spelling and Vocabulary programs include several groups of ten problems each. After each group of ten problems, the computer displays a progress report showing the number and percentage of the problems that your child answered right.

The computer also tells your child how he or she is doing on each problem. If your child answers a problem correctly on the first try, a tone will sound and a message like "**GOOD JOB!**" or "**SUPER!**" will appear on the screen.

If your child's first try is incorrect, the message "**PLEASE TRY AGAIN**" will be displayed. After two incorrect tries, the correct answer will appear on the screen.

The spelling and vocabulary exercises are designed so that they can be taken over and over without repeating a particular problem sequence. Each time a set of exercises is run, the computer randomly selects 10 problems from a larger number of problems stored on tape. This insures that each session will consist of a new sequence of problems.

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