

Geography



ATARI
LEARNING SYSTEMS



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Using This Program at Home

Many ATARI® Learning Systems program manuals were originally designed for use by teachers in the classroom. The programs themselves, however, are no less engaging and instructive for “independent learners”—children, students, and adults—working at home.

Every manual includes a “Getting Started” section that explains how to load the program into your computer system quickly and easily. Since many basic prompts and other instructions are displayed right on your screen, that’s all you’ll need to begin learning and exploring with most ATARI Learning Systems programs. But whether you’re a parent, a tutor, or a home learner teaching yourself, it’s a good idea to look through the teaching materials in your manual. You’re likely to find important details on using the program, valuable supplementary information on its subject matter, and some creative ideas for getting the most educational and entertainment value out of your ATARI Learning Systems program.

Introduction

The *Geography* module contains drill and practice programs appropriate for use with individual students who are attempting to learn names and locations of cities, states, countries, and continents. The program allows students to select the geographical area and the number of problems to be considered. The program selects problems randomly within the selected area.

Support materials include handouts for students to use before, during, and after running the program. Additional teacher information and suggestions for using programs in the geography class are found in this guide. Programs included on this diskette are States, Capitals, Continents, and Countries.

Handout pages in this guide may be duplicated for use with students.

Index to Programs on Diskette

States

A drill and practice program on the shape of each state and the location of a state within a group of states

Capitals

A drill and practice program on capital cities of the United States

Continents

A drill and practice program on countries and continents

Countries

A drill and practice program on capitals and countries

Getting Started

Follow these steps to load the Geography program into your ATARI® computer system:

1. With your computer turned off, turn on your television set or monitor and disk drive. Wait for the busy light on the disk drive to go out.
2. If your computer is *not* equipped with built-in ATARI BASIC, insert an ATARI BASIC cartridge in the cartridge slot (the left cartridge slot on the ATARI 800® computer).
3. Insert the Geography diskette in your disk drive (disk drive 1, if you have more than one drive) and close the disk drive door or latch.
4. Turn on your computer. As your disk drive goes to work, you'll hear a beeping sound while the first part of the program loads into your computer. After several moments, a title screen will appear on your screen, followed by a menu of program selections.

Because your computer loads portions of the program as you use them, you must leave the Geography diskette in your disk drive while using the program.

Some questions asked by the Geography program require a simple Yes or No answer. You may respond by typing **YES** or **NO**, or simply by typing **Y** or **N**. Always press **RETURN** to confirm your response to a question. You may usually change your response before pressing **RETURN**; just use the **DELETE BACK SPACE** key to delete your original response, then type in the new response.

Getting Started

To return to the program menu, hold down the **ESC** key. When the question Do you want to try again? appears, type **N** and press **RETURN**.

For access to any teacher options available in the Geography program, press **CTRL** and **A** simultaneously.

States

Recognizing States

Specific Topic:	Geographic boundaries and shapes of states
Type:	Drill and Practice
Reading Level:	5 (Fry)
Grade Level:	5–8

Description...

States is a program that allows students to practice identifying the states by geographic region, location, and shape. Graphic representations of the selected geographic region appear on the screen, with the quiz state identified by an X.

Objectives...

- To recognize the characteristic shape of each of the fifty states
- To identify a state as a part of a geographic section of the United States

Background Information

States provides a drill on the identification of the fifty states. The student may select the states by region. Graphic representations of the selected geographic region appear on the screen, with the quiz state identified by an X.

Generally, as students progress through elementary grades and junior high, they're expected to learn the states and their

States

geographic locations. States can provide practice in developing this skill by taking advantage of computer capabilities to provide random selection of states, positive reinforcement, and self-correction.

Below are the geographic sections of the United States, and the states within each section as they're grouped in the program:

Geographic Section

Geographic Section	State		
Eastern	Connecticut	Massachusetts	Rhode Island
	Delaware	New	Vermont
	Maine	Hampshire	Virginia
	Maryland	New Jersey	West Virginia
		New York	
	Pennsylvania		
Midwestern	Illinois	Kentucky	North Dakota
	Indiana	Michigan	Ohio
	Iowa	Minnesota	South Dakota
	Kansas	Missouri	Wisconsin
		Nebraska	
Southern	Alabama	Georgia	Oklahoma
	Arkansas	Louisiana	South
	Florida	Mississippi	Carolina
		North	Tennessee
		Carolina	Texas
Western	Arizona	Montana	Washington
	California	Nevada	Wyoming
	Colorado	New Mexico	Alaska
	Idaho	Oregon	Hawaii
		Utah	

States

Use in an Instructional Setting

Using the Program

Students choose a region of the United States and the number of questions to be answered. A geographic region of the United States is drawn on the screen, showing the boundary lines between states. An X appears on one of the states, and students have two chances to identify the state by spelling its name correctly.

Students just beginning a study of geography might use a United States map as a reference. After using the program for a while, they shouldn't need the map.

Follow-up

It's recommended that States be used in conjunction with the program Capitals.

Use Handout 1, States, and have the students outline the geographic regions as shown on the computer. They should also write a numbered list of all states on a separate sheet of paper, and then identify states on the handout by marking in their corresponding number.

Some students may enjoy using research material to learn how state boundaries were determined (natural features, political developments, and so forth).

Students may wish to make oral or written reports on states and their boundaries.

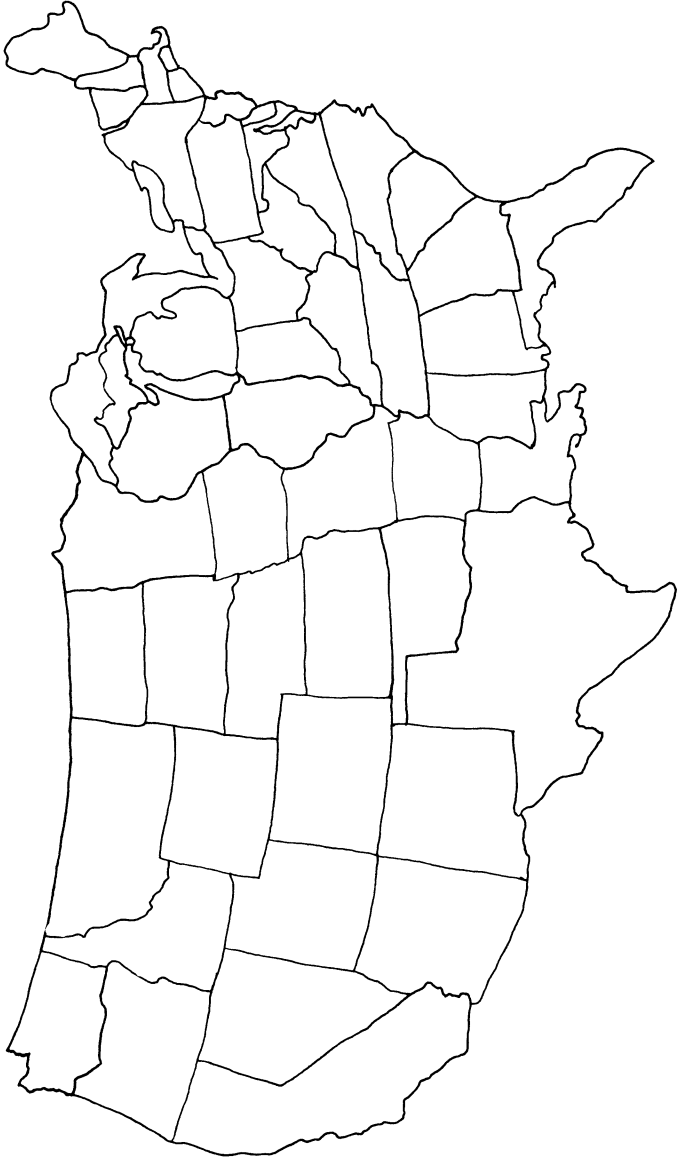
States

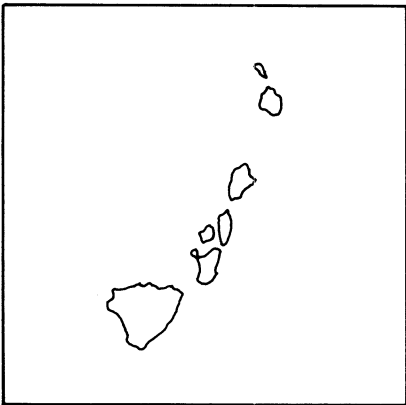
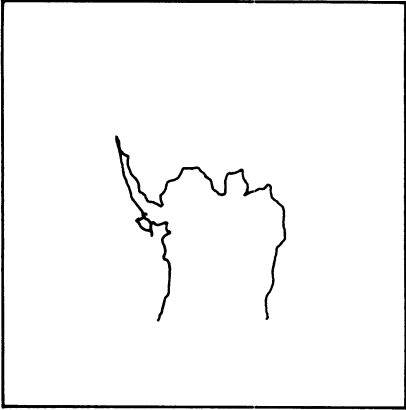
Handout
States

Name _____

Class _____

Date _____

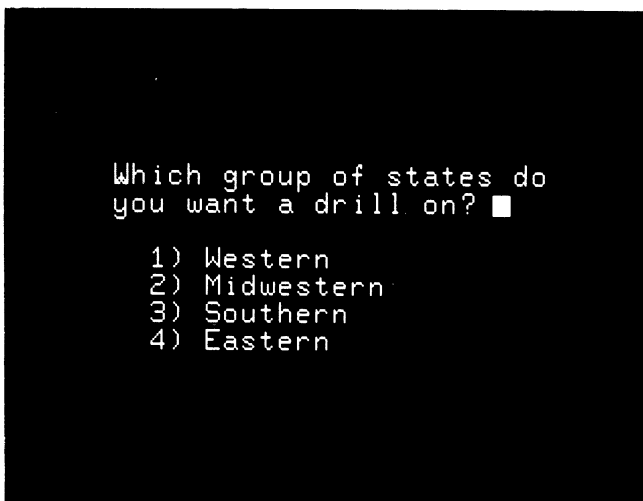




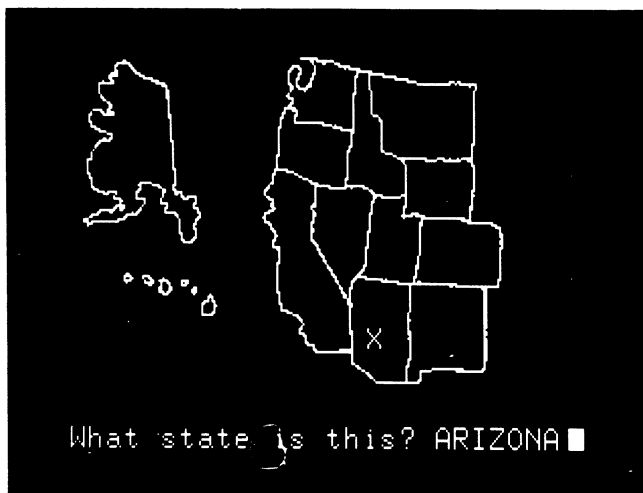
States

Sample Runs

States is a drill and practice on identifying states by shape. Students first select the region they'd like to study.



The region selected by the student appears in outline form, and a randomly selected state is indicated by an X. The student attempts to name the state. The program gives feedback on misspellings if the first five letters are correct. (The region may be rotated so it fits within the TV screen.)



Examples of Screen Output

Capitals

States and Capitals

Specific Topic:	Geography— Identifying states and capital cities
Type:	Drill and Practice
Reading Level:	3 (Fry)
Grade Level:	4–8

Description

Capitals gives students practice on the names and spellings of states and capitals of the United States. Students can choose to be given the state and then identify the capital, or to be given the capital and then identify the state.

Objectives

- To identify the capital of each of the fifty states
- To spell the name of the state and the capital for each of the fifty states

Capitals

Background Information

Capitals provides a drill on the fifty states and their capitals. The students may select states by region or be drilled on the entire United States. They may also select either to be given the state and then to try to name the capital, or be given the capital and try to name the state.

Capitals makes the most of computer capabilities, providing random selection, positive reinforcement, and self-correction. Students are given two opportunities to produce the correct answer. After two incorrect responses, the computer provides the correct answer.

Below is a list of the fifty states grouped according to geographic region, with the capital city for each:

Region	State	Capital
New England	Connecticut	Hartford
	Maine	Augusta
	Massachusetts	Boston
	New Hampshire	Concord
	Rhode Island	Providence
	Vermont	Montpelier
Eastern	Delaware	Dover
	Maryland	Annapolis
	New Jersey	Trenton
	New York	Albany
	Pennsylvania	Harrisburg
	Virginia	Richmond
	West Virginia	Charleston

Capitals

Southern	Alabama	Montgomery
	Arkansas	Little Rock
	Florida	Tallahassee
	Georgia	Atlanta
	Louisiana	Baton Rouge
	Mississippi	Jackson
	North Carolina	Raleigh
	Oklahoma	Oklahoma City
	South Carolina	Columbia
	Tennessee	Nashville
	Texas	Austin
<hr/>		
Midwestern	Illinois	Springfield
	Indiana	Indianapolis
	Iowa	Des Moines
	Kansas	Topeka
	Kentucky	Frankfort
	Michigan	Lansing
	Minnesota	St. Paul
	Missouri	Jefferson City
	Nebraska	Lincoln
	North Dakota	Bismarck
	Ohio	Columbus
South Dakota	Pierre	
Wisconsin	Madison	
<hr/>		
Western	Arizona	Phoenix
	California	Sacramento
	Colorado	Denver
	Idaho	Boise
	Montana	Helena
	Nevada	Carson City
	New Mexico	Santa Fe
	Oregon	Salem
	Utah	Salt Lake City
	Washington	Olympia
	Wyoming	Cheyenne
	Alaska	Juneau
	Hawaii	Honolulu

Capitals

Use in an Instructional Setting

Using the Program

Students who are just beginning to study geography should have a United States map with capitals identified on it. They can look for the state and capital on the map before typing it into the computer. Later they may not need the assistance of the map.

Students may choose to name the capital for a given state, or the state for a given capital, or they may choose a mixture of these two. Students must use exact spelling and spacing or the answer will be scored as incorrect. For example, "SAINT Paul" as the capital of Minnesota is incorrect; students must type "St. Paul". Similarly, "Salt Lake City" must be correctly spaced to be accepted by the computer as the capital of Utah. In the case of misspellings in which the student correctly enters the first five letters, the computer responds by letting the student know that he or she is close to the correct answer.

Follow-up

Have students fill in the name of each state and its capital, using a map of the United States.

Many students would be interested in using reference material to learn why the states and capitals have the names they do. For example, names may have their origins in historical events, language development, or regional situation.

Students may give a written or oral report on the history of these names.

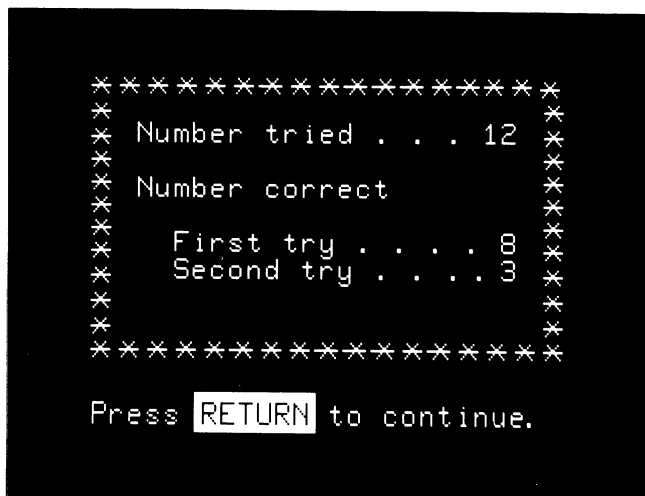
Capitals

Sample Runs

Capitals is a drill and practice program that helps students associate the name of a capital city and its state.



Students get feedback on each response. They also receive a tally at the conclusion of the program, which shows the total number tried and the number correct.



Examples of Screen Output

Continents

Continents and Their Countries

Specific Topic:	Matching of countries and continents
Type:	Drill and Practice
Reading Level:	5 (Fry)
Grade Level:	7–9

Description...

Continents is a drill and practice program on 86 countries throughout the world, and the continents on which they're located.

Objectives...

- To associate each of 86 countries with the continents on which each is located
- To learn the correct spellings of names of countries of the world

Countries:

Continents

Continent	Countries	
Asia (Includes the Middle East)	Afghanistan Bangladesh Burma Cambodia India Indonesia Iran Iraq Israel Japan	Jordan Kuwait Laos Lebanon Malaysia Pakistan Philippines Saudi Arabia Syria Thailand Turkey
Europe	Albania Austria Belgium Bulgaria Czechoslovakia Denmark Finland France Greece Hungary Ireland Italy	Luxembourg Monaco Netherlands Norway Poland Portugal Rumania Spain Sweden Switzerland Turkey Yugoslavia
North America (Includes Central America)	Canada Cuba Dominican Republic	Guatemala Mexico Nicaragua Panama United States
South America	Argentina Bolivia Brazil Chile Colombia Costa Rica Ecuador	Guyana Paraguay Peru Surinam Uruguay Venezuela

Countries:

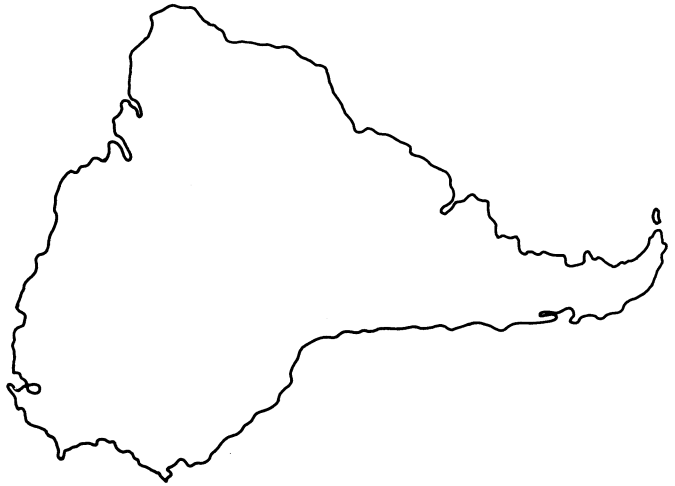
Continents

Name

Class

Date

**Continent of
South America**



Countries:

Continents

Name _____

Class _____

Date _____



**Continent of
North America
Including Central
America**

Countries:

Continents

Name

Class

Date

Continent of Europe



Countries

Capitals and their Countries

Specific Topic:	Matching capitals with their countries
Type:	Drill and Practice
Reading Level:	6 (Fry)
Grade Level:	7–10

Description

Countries is a drill and practice geography program that helps students learn the capitals of nations throughout the world.

Objectives

- To associate capitals with countries by naming the country for any of 86 capitals in the world
- To learn the correct spellings of the names of world capitals

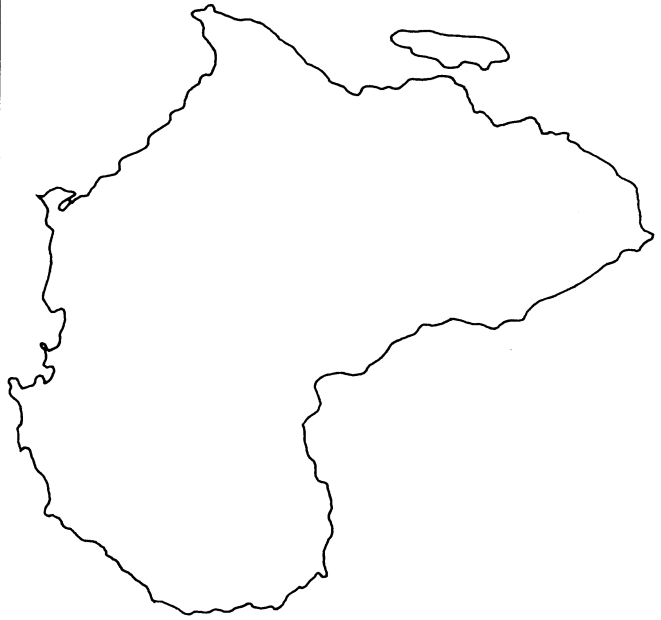
Continents

Handout Continents

Name _____

Class _____

Date _____



**Continent of
Africa**

Countries

Continent	Country	Capital
Africa	Ghana	Accra
	Guinea	Conakry
	Guinea-Bissau	Bissau
	Ivory Coast	Abidjan
	Kenya	Nairobi
	Lesotho	Maseru
	Liberia	Monrovia
	Libya	Tripoli
	Malagasy Republic	Tananarive
	Malawi	Lilongwe
	Maldive Islands	Male
	Mali	Bamako
	Mauritania	Nouakchott
	Mauritius	Port Louis
	Morocco	Rabat
	Mozambique	Lourenco Marqu
	Niger	Niamey
	Nigeria	Lagos
	Rhodesia	Salisbury
	Rwanda	Kigali
	Senegal	Dakar
	Sierra Leone	Freetown
	Somalia	Mogadishu
	South Africa	Capetown
	Sudan	Khartoum
	Swaziland	Mbabane
	Tanzania	Dar Es Salaam
	Togo	Lome
	Tunisia	Tunis
	Uganda	Kampala
	Upper Volta	Oua Gadougou
	Zaire	Kinshasa
	Zambia	Lusaka

Continents

Name _____

Class _____

Date _____



**Continent of
Asia
Including the
Middle East**

Countries

Continent	Country	Capital
Asia (continued)	Syria	Damascus
	Taiwan	Taipei
	Thailand	Bangkok
	Tonga	Nukualofa
	United Arab Emirates	Abu Dhabi
	Western Samoa	Apia
	Yemen	Sana
Europe	Albania	Tirana
	Andorra	Andorra
	Austria	Vienna
	Belgium	Brussels
	Britain	London
	Bulgaria	Sofia
	Cyprus	Nicosia
	Czechoslovakia	Prague
	Denmark	Copenhagen
	East Germany	East Berlin
	Finland	Helsinki
	France	Paris
	Greece	Athens
	Hungary	Budapest
	Ireland	Dublin
	Italy	Rome
	Liechtenstein	Vaduz
	Luxembourg	Luxembourg
	Malta	Valletta
	Monaco	Monaco
	Netherlands	Amsterdam
	Norway	Oslo
	Poland	Warsaw
	Portugal	Lisbon
	Rumania	Bucharest
San Marino	San Marino	
Spain	Madrid	
Sweden	Stockholm	

Continents

Sample Runs

Continents requires students to identify the continent on which a country is located.

```
o
The continents you may
choose from are:
```

- 1) South America
- 2) North America
- 3) Europe
- 4) Africa
- 5) Asia

```
Country 2
On which of these continents
is Luxemburg located? 1■
```

Feedback is provided for incorrect answers. The student is allowed two tries before the answer is printed.

```
The continents you may
choose from are:
```

- 1) South America
- 2) North America
- 3) Europe
- 4) Africa
- 5) Asia

```
Country 2
On which of these continents
is Luxemburg located? 1
Wrong continent. Try again.
```

```
Press RETURN to continue.
```

Examples of Screen Output

Countries

Use in an Instructional Setting

Using the Program

Students may choose to work with the capitals of any of the countries of the world or with those of a specific geographic area. Students must use exact spelling and spacing or the answer will be scored as incorrect. If the second try is wrong, the computer gives the correct spelling.

Follow-up

Using the handouts for the program Continents, have students add the capital of each country they've identified and map a route from capital to capital. The capitals they identify correctly are the ones on their tour itinerary. Let students use an atlas to decide the most efficient route to travel.

Have students collect current news items about the capitals and countries they're studying, for oral or written reports.

Countries

Background Information

Countries provides a drill on identifying the capitals of countries. It provides practice and tests knowledge of capitals of nations of the world. Students will be given the name of a country and asked to name its capital. If the first try is incorrect, they're given a hint: the first letter of the capital.

Students can choose to be drilled on:

1. All countries
2. North America, Central America, and the Caribbean
3. South America
4. Europe
5. Asia
6. Africa

Below is a list of the countries and capitals included in the program, grouped by continent and then alphabetized.

Continent	Country	Capital
Africa	Algeria	Algiers
	Angola	Luanda
	Benin	Porto-Novo
	Botswana	Gaberones
	Burundi	Bujumbura
	Cameroon	Yaounde
	Central African Republic	Bangui
	Chad	Ndjamena
	Congo	Brazzaville
	Egypt	Cairo
	Equatorial Guinea	Malabo
	Ethiopia	Addis Ababa
	Gabon	Libreville
	Gambia	Banjul

Countries

Sample Runs

The computer presents questions on countries randomly chosen from the region selected by the student.

Students type in the name of the capital.

```
The capital of South Africa  
is? HINT
```

```
Hint: The first letter of  
the capital is 'C'.
```

```
Press RETURN to continue.
```

Students are given a hint after the first incorrect answer or if they type "hint." If a second mistake is made, the answer is provided.

```
The capital of South Africa  
is? CAPETOWN
```

```
Nice job!
```

```
Press RETURN to continue.
```

Examples of Screen Output

Countries

Continent	Country	Capital
Asia	Afghanistan	Kabul
	Australia	Canberra
	Bahrain	Manamah
	Bangladesh	Dacca
	Bhutan	Thimphu
	Burma	Rangoon
	Cambodia (Khmer)	Phnom Penh
	China	Peking
	Fiji	Suva
	India	New Delhi
	Indonesia	Djakarta
	Iran	Teheran
	Iraq	Baghdad
	Israel	Jerusalem
	Japan	Tokyo
	Jordan	Amman
	Kuwait	Kuwait
	Laos	Vientiane
	Lebanon	Beirut
	Malaysia	Kuala Lumpur
	Mongolia	Ulan Bator
	Nauru	Zaboe
	Nepal	Katmandu
	New Zealand	Wellington
	North Korea	Pyongyang
	North Vietnam	Hanoi
	Oman	Muscat
	Pakistan	Islamabad
	Papua New Guinea	Port Moresby
	Philippines	Quezon City
	Qatar	Doha
	Saudi Arabia	Riyadh
Singapore	Singapore	
South Korea	Seoul	
Soviet Union	Moscow	
Sri Lanka (Ceylon)	Colombo	

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

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Countries

Continent	Country	Capital
Europe (continued)	Switzerland	Bern
	Turkey	Ankara
	West Germany	Bonn
	Yugoslavia	Belgrade
North America	Bahamas	Nassau
	Barbados	Bridgetown
	Canada	Ottawa
	Cuba	Havana
	Dominican Republic	Santo Domingo
	El Salvador	San Salvador
	Grenada	St. George's
	Guatemala	Guatemala City
	Haiti	Port-Au-Prince
	Honduras	Tegucigalpa
	Iceland	Reykjavik
	Jamaica	Kingston
	Mexico	Mexico City
	Nicaragua	Managua
	Panama	Panama City
	Trinidad & Tobago	Port-of-Spain
United States	Washington, D.C.	
South America	Argentina	Buenos Aires
	Bolivia	Lapaz, Sucre
	Brazil	Brasilia
	Chile	Santiago
	Colombia	Bogota
	Costa Rica	San Jose
	Ecuador	Quito
	Guyana	Georgetown
	Paraguay	Asuncion
	Peru	Lima
	Uruguay	Montevideo
	Venezuela	Caracas

Countries

Sample Runs

Countries can help students memorize the capitals of countries throughout the world.

Students have a hint option in this drill.

```
This program will test your
knowledge of the capitals of
countries.  If your first
answer is incorrect you will
be given a hint that will tell
you the first letter of the
capital.  (Remember, the capital
may consist of two words.)
```

```
You can ask for a hint at any
time by typing: HINT.
```

```
Press RETURN to continue.
```

Students can select the group of countries on which they want to be drilled.

```
Which group of countries
do you want a drill on? █
```

- 1) All Countries
- 2) North America,
Central America and
the Caribbean
- 3) South America
- 4) Europe
- 5) Asia
- 6) Africa

The ATARI Learning Systems Geography program was developed by the Minnesota Educational Computing Consortium (MECC). Project coordinator for the Geography module was Karen Jostad, MECC. Some of the authors and programmers involved in the development of the Geography programs are noted below. Programming revisions and assembling of the diskette for the ATARI computer were done by Bret Indrelee, MECC.

States

The program was written for the MECC Timeshare System. Charles Erickson converted STATES for the ATARI computer.

Capitals

The original program, called STATES 2, was written by Linda Borry, MECC. Charles Erickson converted CAPITALS for the ATARI computer.

Continents

The program was written for the MECC Timeshare System. Marcia Horn converted CONTINENTS for the ATARI computer.

Countries

The program was written by David Rohm, Fairbault (MN) School for the Deaf. Kacey Mork converted COUNTRIES for the ATARI computer.

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