

Matchmaker Series

User's Guide

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OVERVIEW

MATCHMAKER is a new way to sharpen academic skills and to provide an enriching learning experience at home. **MATCHMAKER** goes beyond traditional “pencil and paper” learning. **MATCHMAKER** gives instant feedback, personalized attention, and motivating computer graphics — things no schoolbook can provide. It’s like having a friendly private tutor at home who really makes learning fun.

With **MATCHMAKER**, learning is no longer confined to the classroom. Basic skills in 11 subject areas can now be learned at home. Each program is based on the principle of matching words and phrases. The unique features of each program are described in the next section.

Each program contains 35 to 38 lessons, which can be selected in any order. And every **MATCHMAKER** program has space for the user to create new learning activities. No previous computer experience is necessary — all you need is your imagination.

There are three types of question formats: True/False, multiple choice, and fill-in-the-blank, which requires the student to type an answer that completes a statement. The type of question format varies from title to title. Some titles may have only one type of question format. (e.g., Spanish is fill-in-the-blank only.)

THE MATCHMAKER SERIES

The 11 programs in the **MATCHMAKER** series provide an exciting new way to learn facts and skills in a broad range of subjects.

GRAMMAR sharpens skills and helps to undo bad habits. Covering sentence structure, punctuation, parts of speech, comparisons, tenses, and more, it reinforces and expands good usage.

VOCABULARY stresses word meaning and recognition in context and improving vocabulary for speaking, writing, reading, and spelling. Subjects covered include homonyms, synonyms, homographs, prefixes, suffixes, similes, metaphors, and words often confused.

Two **MATCHMAKER** programs develop vocabulary skills in other languages: **FRENCH** and **SPANISH** strengthen usage and understanding and cover words and phrases, basic vocabulary sentences, idioms, and more.

Knowledge of the United States and the rest of the world is expanded by **MATCHMAKER** social studies programs. **U.S. GEOGRAPHY** and **WORLD GEOGRAPHY** provide practice on facts about nations and states, oceans and continents, cities, capitals, mountains, rivers, and more.

U.S. HISTORY and WORLD HISTORY improve understanding of historical events by reinforcing facts about famous leaders, battles, treaties, and other important factors that shaped present-day civilization.

Our country's democratic institutions are covered in U.S. GOVERNMENT, including the executive, legislative, and judiciary branches and other civics subjects.

ELEMENTARY SCIENCE, Grades 3–8, covers a wide range of scientific facts in life, earth/space, and physical sciences.

Finally, BIOLOGY provides a unique study approach to basic material in the life sciences.

OPERATING INSTRUCTIONS

The MATCHMAKER programs are easy to use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive as described in the section "Loading Instructions," page 8. (You may have noticed that your MATCHMAKER disk does not have a "Write Protection" tab covering the notch on the disk envelope. Please DO NOT add any write protection devices, as the program will not function properly if it is write protected.)
2. After the screen displays the program title, you will be asked your name. Type your first name and press the *RETURN* key.
3. A list of numbered titles will appear. This is the program menu. Type the lesson number you want and press the *RETURN* key. The titles are abbreviated to 8 characters maximum length. See page 11 for a listing of all MATCHMAKER lesson titles.
4. The first lesson item will be displayed. Select your answer and type an appropriate answer for the type of question asked, such as: T or F, the multiple choice letter, or the missing word(s). If your choice

is correct the letter or word(s), will appear in the appropriate answer space. If your choice is incorrect, the number of “guesses” remaining will decrease by one, and you may try again (if you are allowed more than one guess).

Note: If a numerical answer is required, enter the answer as a word rather than as a numeral (i.e., “three” not “3”).

5. If you are allowed more than one guess, continue selecting letters until the answer is complete. Once you’ve correctly identified the answer, the next lesson item will appear on the screen and the bar graph on the right will record your score.

If you can’t identify the answer and your guesses have run out, the computer will display the correct answer. Press the *RETURN* or *ENTER* key to continue.

6. If you want to leave a lesson before it is completed, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the appropriate key for your computer:

APPLE II:	ESC key
ATARI:	RETURN key
COMMODORE:	f1 key
IBM/MS DOS	ESC key
TRS-80:	CLEAR key

7. When you have completed all 10 items in a lesson, your total score will be displayed. If you have scored fewer than 7 correct answers, the lesson will be repeated. You can try again to reach the mastery level of at least 7 correct answers.

HOW TO PLAY THE REWARD GAME

When you have completed a lesson, you will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed.

The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls. (Directions for moving the cursor are given at the end of these game instructions.)

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive bonus points. The number of points added and subtracted is listed at the bottom of the maze.

If your computer has a joystick, play the game by connecting the joystick to port #1. (Use port #2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move use these keys	UP	DOWN	RIGHT	LEFT
Apple II	A	Z	→	←
Atari	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←
TRS-80	↑	↓	→	←

CREATING YOUR OWN LESSONS

Each MATCHMAKER disk has room for the user to create up to ten new lessons using material of your choice. The lessons will operate just like the ones already on your disk—the student will even get the reward game when two user-created lessons have been passed at the mastery level you set.

To access the MATCHMAKER "Editor" used for creating and changing your own lessons, begin by loading your MATCHMAKER disk as usual. When asked for your name, *press RETURN instead of typing your name*. A menu will be displayed to guide your choices.

CREATE/EDIT Option

The CREATE/EDIT option will permit you to create new lessons or modify those lessons you have already entered.

For most computers, the MATCHMAKER disk has helpful information already stored in the user-programmable lessons. In the spaces where you will enter your lesson material, there are “helpers,” like “*TYPE YOUR FIRST QUESTION HERE*,” and “*TYPE YOUR FIRST ANSWER HERE*.” You will make your first home lessons by editing these sample lessons. Your lesson material will take the place of the sample information.

Most user-created lessons are designed to have questions or statements up to four lines long, with much shorter answers which are hidden from the student. When a lesson takes this form, it is called a “Dictionary” style lesson. For example, one Dictionary style question could be the following:

The longest river in the world, which flows
through the African continent is the _____ .

The program will tell you how long your question and answer may be, and give you instructions for how to enter them into the lesson. Letters and most symbols may be used in entering the questions and answers.

The GRAMMAR and VOCABULARY programs also offer another kind of lesson, called a “Phrasebook” style lesson. It permits you to enter two short categories, one of which can be hidden from the student. An example of a Phrasebook lesson would be matching present tense and past tense of verbs—the student sees the present tense of the word and is asked to give the past tense. Or you could choose to let the student see the past tense of the word and name the present tense. When you are creating a new lesson, the program may ask you “*Is this a Phrasebook lesson?*” If so, you have the option of creating a Phrasebook lesson if you choose to. Using present tense and past tense as an example, one question could look like this:

PRESENT TENSE: Bring
PAST TENSE: Brought (*This category hidden*)

For both Dictionary and Phrasebook lessons, just follow the instructions which are given on the screen—they make it simple to create and edit your own lessons!

The Apple and Commodore versions of MATCHMAKER have some Dictionary and some Phrasebook style “home” lessons which

have already been designed in these formats. These are labeled on the menu with either a 'D' or a 'P.' If you want to change a Dictionary style lesson to a Phrasebook lesson, or vice versa, you must first ERASE the lesson. Then you can use the CREATE/EDIT mode to re-create the lesson in either format. The program will ask you, "Is this a Phrasebook lesson? (Y/N)." By responding Y or N, you can determine which style of lesson you want to create. Then you can continue to follow the simple screen instructions to create your new lesson.

The Atari version of MATCHMAKER has some Dictionary and some Phrasebook style "home" lessons which are fixed. You cannot change these lessons from one type to another in this version, but an adequate sampling of each format has been provided.

The IBM and TRS-80 Color Computer versions of MATCHMAKER do not offer the Phrasebook style lesson as an option.

EDIT DEFAULTS Option

The EDIT DEFAULTS option permits you to set the rules for how many guesses will be permitted for each question in your user-created lesson, and how many questions must be answered correctly for the student to pass the lesson.

You will be asked to make these decisions:

1. How many misses per word?
2. % correct to successfully complete lesson?

Follow the screen instructions to set or change these values.

CHANGE LESSON NAME Option

The CHANGE LESSON NAME option will allow you to give your user-created lessons names which will appear in the lesson menu. This option can also be used to change the name of a user-created lesson.

ERASE Option

The ERASE option is used to erase a user-created lesson. You will be asked to identify the number of the lesson you want to erase, then verify your choice.

LOADING INSTRUCTIONS

Apple II, Apple II+, Apple IIe, and Apple IIc*

System requirements: One of the computers above with a minimum of 48k memory, a disk drive, and color monitor:

1. Insert the MATCHMAKER disk into the drive.
2. Turn on the monitor and computer.

Atari 800, 800XL, 1200XL, 130XE

System requirements: One of the computers above with a minimum of 48k memory (800 and 1200XL require BASIC Cartridge #CXL4002), a disk drive, and color monitor.

1. Turn on the monitor and disk drive.
2. After the "busy" light on your disk drive has gone out, place the MATCHMAKER disk into the disk drive.
3. Turn the computer on.

Note: When using 800XL and 130XE computers, the disk may start to boot, then stop, showing a cursor at the top left corner of the screen. At this point, press *RETURN* twice, and the program will resume normal loading.

*DOS 3.3 Developer's System Master © Apple 1980, 1981


Commodore 64/128

System requirements: Commodore 64 computer, a disk drive, and a color monitor. For Commodore 128 users, put computer into mode 64.

1. Place the MATCHMAKER disk into the disk drive.
2. Turn on the computer, monitor, and disk drive.
3. When *READY* appears on the screen, type *LOAD "MM", 8* and press *RETURN*.
4. When *READY* appears on the screen, type *RUN* and press *RETURN*.

IBM PC, XT and PCjr


System requirements: An IBM PC, XT or PCjr with at least 128K of memory, a color card, a color monitor, and IBM DOS 2.0, 2.1, or 3.0. IBM PCjr requires Cartridge BASIC. MS DOS compatible computers require in excess of 128K of memory.

1. Boot your IBM DOS diskette in the disk drive (drive A for a two-drive system) by inserting the IBM DOS disk in the drive and turning the computer on. If your system is already on, you can reboot by simultaneously pressing the *CTRL-ALT-DEL* keys. Enter the Date and Time or press the  key twice to get an A prompt.
2. **PCjr:**
If you are using a PCjr you do not need to copy BASIC to the MATCHMAKER disk. Skip STEP 2 instructions for PC and XT users and go to STEP 3.



PC or XT:

The first time you run a MATCHMAKER program you must copy the BASIC.COM file from your IBM system DOS diskette to the MATCHMAKER program diskette in the following way:



FOR A TWO-DRIVE SYSTEM:

With the IBM DOS diskette in Drive A, place the MATCHMAKER diskette into Drive B and type *COPY BASIC.COM B:* and press the  key.

FOR A ONE-DRIVE SYSTEM:

With the IBM DOS diskette in the disk drive, type *COPY BASIC.COM B:* and press the  key. At the prompt "Insert the diskette for Drive B:", remove the DOS disk, insert the MATCHMAKER diskette, and press the  key.

If the screen shows "1 FILE(S) COPIED," your disk has been prepared correctly; otherwise restart the preparation procedure.

3. In order to begin MATCHMAKER, insert the MATCHMAKER diskette into the disk drive (drive A on a two-drive system), type *MATCH* and press the  key. If your one-drive system asks you to "Insert the disk for Drive A," just hit the  key.

American Educational Computer cannot guarantee that the MATCHMAKER program will be functional on all IBM compatible computers.

TRS-80 Color 1 and 2 Computer

System requirements: A TRS-80 Color computer, a disk drive, and color TV.

1. Turn on the TV, disk drive, and the computer.
2. Place the MATCHMAKER disk in the drive.
3. TYPE *PCLEAR6* and press the *ENTER* key.
4. When OK appears on the screen, type *RUN "BOOT* and press the *ENTER* key.

THE PRINTOUT OPTION

A printout option has been provided in the MATCHMAKER program. The printout will show the answers in the left column and the correct answers entered by the user in the right column. A blank space in the right column indicates an incorrect user response. Provided below is a list of computers with their recommended/compatible printers:

Atari: Atari 825, Epson FX-80, FX-100/any printer which is compatible with the Atari 850 interface module.

Commodore 64: Commodore 64 printer, VIC 1525 printer/any direct-connecting printer that does not use an RS-232 interface.

IBM: No printout option.

Apple: Epson FX-80, Epson FX-100, Okidata 82A/any Apple compatible printer.

LESSON TITLES

Grammar

1–Subjects	12–16–Tense: Present, Past	25–Conjunctions
2–Predicates	17–18–Tense: Present, Past Participle	26–Emotions
3–Punctuation	19–Lay/Lie	27–Roundup: Review
4–Nouns: Name Person, Place or Thing	20–Roundup Review	28–Correct the Mistake
5–6–Nouns: Plural, Singular	21–Adjectives	29–31–Commonly Misused Words
7–8–Pronouns	22–Adverbs	32–Roundup: Review
9–Who/Whom	23–Comparisons	33–34–Abbreviations
10–11–Verbs	24–Prepositions	35–Compound Words

Vocabulary

1–6–Homonyms	16–20–Antonyms	31–32–Similes
7–Roundup: Review	21–24–Prefixes	33–Metaphors
8–12–Synonyms	25–Roundup: Review	34–35–Cautions: Commonly Misused Words
13–Roundup: Review	26–29–Suffixes	
14–15–Homographs	30–Roundup: Review	

French

There are 35 FRENCH numbered lessons.

Spanish

There are 35 SPANISH numbered lessons.

U.S. Geography

1–7–Earth	14–16–Midwest	26–29–Rocky Mountain States
8–9–New England States	17–18–Appalachian States	30–33–Pacific Coast States
10–12–Middle Atlantic States	19–21–Deep-South States	34–Alaska
13–The Great Lakes	22–23–Great Plains	35–Hawaii
	24–25–Southwest States	

World Geography Facts

1–7–Geographic Terms	11–The Nordic Countries	16–17–Middle East
8–The British Isles	12–Mediterranean Countries	18–Northern Africa
9–France and the Low Countries	13–14–Eastern European Countries	19–West Africa
10–Germany and Central Europe	15–U.S.S.R.	20–Central Africa
		21–East Africa

22–Southern Africa
 23–24–Indian Subcontinent
 25–26–Southeast Asia
 27–28–China and Korea

29–Japan
 30–Australia, New
 Zealand, Pacific
 31–Canada

32–West Indies
 33–Latin America
 34–35–South America

U.S. History

1–Exploration and
 Settlement
 2–Early Colonization
 3–The Original Colonies
 4–Life in the Colonies
 5–Signs of
 Independence
 6–American Revolution
 7–Declaration of
 Independence
 8–Confederation of
 States
 9–The Constitution is
 Written
 10–The Constitution
 11–The New Nation
 12–National Growth

13–A Unified and
 Growing Nation
 14–Sectionalism Begins
 15–Expansion and
 Reforms
 16–The Final Break
 17–War Between the
 States
 18–Reconstruction
 19–Moving West
 20–Industrial Revolution
 21–Labor and the
 Populists
 22–Urban Society
 23–The Progressive
 Movement
 24–Changes in American
 Life

25–The U.S., a World
 Power
 26–World War I
 27–The Great
 Depression/New Deal
 28–Life During the New
 Deal
 29–Isolationism
 30–World War II
 31–The Cold War and
 After
 32–Turbulent Sixties
 33–The U.S. and the
 World
 34–Equal Rights
 35–A Look at the New
 World

World History

1–Prehistoric Times
 2–Ancient Civilizations
 3–Ancient Asian
 Civilizations
 4–Greek Civilization
 5–Hellenistic Culture
 6–Rome
 7–The Byzantine
 Empire and Early
 Russia
 8–The Muslim Peoples
 9–Asian Civilizations
 10–Early Africa and The
 Americas
 11–Medieval Europe
 12–Struggle for Power in
 Europe
 13–Renaissance and
 Reformation

14–Political Change in
 Europe
 15–Exploration and
 Expansion
 16–Revolution
 17–Political and
 Economic Change
 18–Democracy Develops
 19–Industrial Revolution
 20–The Rise of
 Nationalism
 21–Worldwide
 Imperialism
 22–World War I
 23–Struggles Between
 the Wars
 24–Totalitarian Powers
 25–World War II

26–The World Regroups:
 Cold War
 27–Africa in Today's
 World
 28–The Middle East
 Today
 29–Asia Today
 30–Latin America Today
 31–Canada, Europe and
 the U.S.
 32–The Technological
 Revolution
 33–Dateline on the World
 34–Places Old and New
 35–Lexicon of Historical
 Terms

U.S. Government

- | | | |
|----------------------------------|-----------------------------------|---------------------------------|
| 1–The Foundations of Government | 12–Voting and Elections | 24–Foreign and Defense Policy |
| 2–The Colonial Experience | 13–Politics and Pressure Groups | 25–The United Nations |
| 3–The Making of the Constitution | 14–The Structure of Congress | 26–The Federal Court Structure |
| 4–The Living Constitution | 15–Powers of Congress | 27–The Supreme Court |
| 5–The Process of Federalism | 16–How Congress Functions | 28–The Supreme Court at Work |
| 6–Constitutional Guarantees | 17–Bills, Resolutions and Laws | 29–State Constitutions |
| 7–Rights and Liberties | 18–The Executive Branch | 30–State Legislative Structure |
| 8–Protecting the Accused | 19–Electing a President | 31–State Legislatures in Action |
| 9–Law and Justice | 20–Powers of the Executive Branch | 32–The State Executive |
| 10–The Rise of Political Parties | 21–The Federal Bureaucracy | 33–The State Judiciary |
| 11–Party Function and Structure | 22–The Regulatory Agencies | 34–Community Government |
| | 23–Development of Foreign Policy | 35–Financing Government |

Elementary Science Facts, Grades 3–4

- | | | |
|-------------------------------|----------------------------|-----------------------|
| 1–Inside Our Earth | 12–The Sun | 25–Light |
| 2–The Changing Earth | 13–Beyond the Solar System | 26–Sound |
| 3–The Changing Earth | 14–Weather 1 | 27–Living Things |
| 4–Weathering and Erosion | 15–Weather 2 | 28–Cells |
| 5–Rocks and Minerals | 16–Water | 29–Plants 1 |
| 6–Solar System—Overview | 17–Matter | 30–Plants 2 |
| 7–Solar System—Earth | 18–Machines 1 | 31–Animal Populations |
| 8–The Moon 1 | 19–Machines 2 | 32–Animal Habitats |
| 9–The Moon 2 | 20–Machines 3 | 33–Insects |
| 10–Solar System—Inner Planets | 21–Magnetism | 34–The Food Chain |
| 11–Solar System—Outer Planets | 22–Electricity | 35–Life Cycles |
| | 23–Computers | |
| | 24–Heat | |

Elementary Science Facts, Grades 5–6

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|---------------------------|----------------------------------|---------------------------|
| 1–Air Pressure and Storms | 5–Weather 4—Wind | 9–The Earth's Layers |
| 2–Weather 1 | 6–Erosion | 10–The Sun |
| 3–Weather 2 | 7–The Changing Earth—Earthquakes | 11–The Moon 1 |
| 4–Weather 3—Precipitation | 8–The Changing Earth—Volcanoes | 12–The Moon 2 |
| | | 13–Solar System—The Earth |

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|-------------------------------|----------------------------|--------------------------|
| 14—Beyond the Solar System | Responses | 29—Water in the Air |
| 15—Solar System—Inner Planets | 21—Animal Adaptations | 30—Using Forces |
| 16—Solar System—Outer Planets | 22—Matter and Atoms | 31—Energy |
| 17—Cells | 23—Compounds and Molecules | 32—Images and Refraction |
| 18—Living Things 1 | 24—Chemical Changes | 33—Light Energy |
| 19—Living Things 2 | 25—Electricity 1 | 34—Minerals |
| 20—Plant Growth and | 26—Electricity 2 | 35—Names for Scientists |
| | 27—Climate and Life | |
| | 28—Environment! | |

Elementary Science Facts, Grades 7–8

- | | | |
|----------------------------|---------------------------|--------------------|
| 1—Cells and Cell Theory 1 | 13—Inheritance of Traits | 24—Weather 2 |
| 2—Cells and Cell Theory 2 | 14—Simple Forms of Life 1 | 25—Weathering |
| 3—Organisms—Classification | 15—Simple Forms of Life 2 | 26—Volcanoes |
| 4—Green Plants 1 | 16—Earth’s Revolution | 27—Earthquakes |
| 5—Green Plants 2 | 17—Earth Rotations | 28—Plate Tectonics |
| 6—Green Plants 3 | 18—Astronomy (Night Sky) | 29—Moon |
| 7—Biomes 1 | 19—Atmosphere—Heat | 30—Solar System |
| 8—Biomes 2 | 20—Atmosphere—Winds | 31—Motion |
| 9—Water 1 | 21—Water 3—
Atmosphere | 32—Energy |
| 10—Water 2 | 22—Water 4—
Atmosphere | 33—Waves and Sound |
| 11—Cell Reproduction 1 | 23—Weather 1 | 34—Matter 1 |
| 12—Cell Reproduction 2 | | 35—Matter 2 |

Biology Facts

- | | | |
|--|---------------------------------------|--|
| 1—The Science of Living Things | 13—Stems of
Multicellular Plants | 24—Human Excretion
and Respiration |
| 2—The Chemical Basis of Life | 14—Plant Growth and
Reproduction | 25—The Human
Circulatory System |
| 3—Photosynthesis and
Cell Energy | 15—Ecology and the
Biosphere | 26—The Human Nervous
System |
| 4—Cell Growth and
Reproduction | 16—Ecology and Biomes | 27—The Human Body—
The Senses |
| 5—Genetic Material and
Heredity | 17—Ecology—
Ecosystems | 28—The Human Body—
Endocrine System |
| 6—The Cell Structure
and Function | 18—Ecology—
Communities | 29—Human Reproduction
and Development |
| 7—Bacteria and
Infectious Disease | 19—Human
Environmental
Problems | 30—Mollusk and
Echinoderms |
| 8—Protozoa, Algae and
Fungi | 20—Sponges and
Coelenterates | 31—Arthropods and
Insects |
| 9—Mosses and Ferns | 21—Invertebrates—
Worms | 32—Fishes and
Amphibians |
| 10—Seed Plants | 22—Human Body: Bone
and Muscle | 33—Reptiles |
| 11—The Leaf: Structure
and Function | 23—Human Nutrition and
Digestion | 34—Birds |
| 12—Roots of Multicellular
Plants | | 35—Vertebrates—
Mammals |

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Computer Brand _____

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In order to help us serve you better, please provide the following information:

PURCHASER INFORMATION

Male Female Age: under 20 20-35 36-50 51 and above

USER INFORMATION Number of Users _____

Male Female Age: under 6 6-12 13-18 19 and above

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Recommended by friend Recommended by teacher

Recommended by dealer Read advertisement in _____

What other educational software would you like us to develop?

Customer Signature _____

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FOLD BACK

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STAMP
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Oklahoma City, Oklahoma 73116

FOLD

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TO REMOVE DISKETTES

Cut along top edge of this envelope. Make sure contents are not at the top edge.

TO STORE DISKETTES

Insert diskettes into the top side of this envelope.

Diskettes

Do Not Bend

American Educational Computer, Inc.



American Educational Computer, Inc.

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