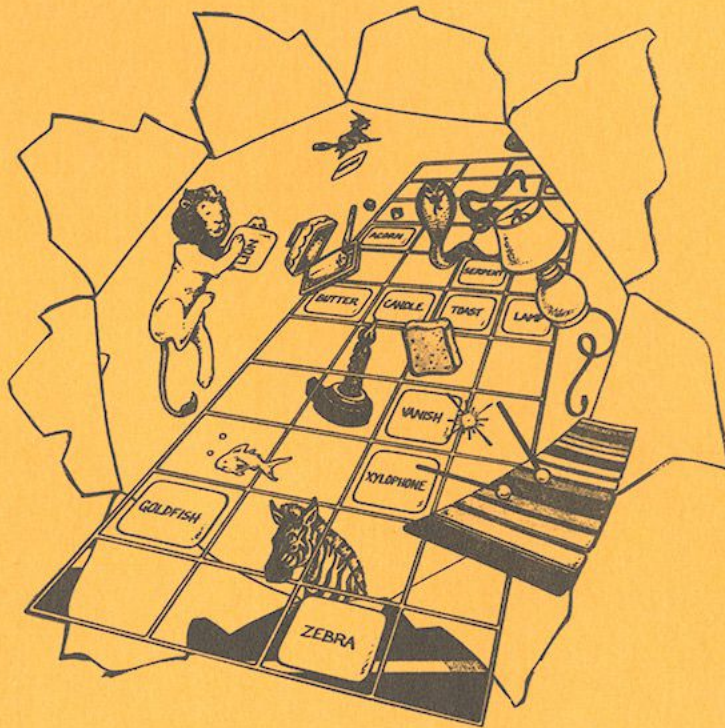# SCRAMBLED WORDS
Alphabetizing

BY LEARNING WELL™

RC1002   (RED LEVEL)

COMPUTER ADAPTATION — METHODS & SOLUTIONS, INC.

ATARI 800
ATARI 1200

SCRAMBLED WORDS
Alphabetizing

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SCRAMBLED WORDS is published by Learning Well™. It was created and developed by Methods & Solutions and Learning Well™.

Principle design, software design and programming by Methods & Solutions. Educational design and documentation, research and cooperating design by Learning Well™.

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SECTION 1

Introduction

LEARNING WELL, a company with years of experience in developing educational materials, offers "PLAYFUL SOFTWARE FOR SERIOUS LEARNING."

Our programs involve learners in exciting and challenging fun while reinforcing a variety of basic concepts.

Beautiful graphics and fun-filled themes are just some of the reasons why LEARNING WELL software is the exciting way to take education from the chalkboard to the keyboard.

SECTION 2

Objectives

Game Objective:
Players move, challenge or pass to accumulate the highest scoring as they arrange words in alphabetical order. Skill, strategy and a little bit of good fortune combine to make SCRAMBLED WORDS a challenging and fun-filled game.

Educational Objective:
Scrambled Words is designed as an enrichment tool to help students improve their alphabetizing skills.

Gaming As a Format:
"PLAYFUL SOFTWARE FOR SERIOUS LEARNING" is our primary objective at LEARNING WELL™. That is why we have chosen a game format for our exciting and interactive learning software.

Research suggests that academic games are "viable tools for promoting interaction between students of varying academic and social levels" (Salend, 1979). They provide enrichment for brighter students as well as motivation for the academically disenchanted (Rice, 1974).

Games offer motivation, provide fast feedback, encourage cooperation, challenge players to deal with elements of chance, and, above all, provide a structure for individualized learning of a variety of educational and life concepts.

We, at LEARNING WELL™, believe that the game format, combined with specific educational objectives, is a great way to make learning fun.

SECTION 3

Getting Started

1) Requirements:
1 Atari® 400, 800 or 1200 computer
48K Memory
1 Atari 810 Disk Drive
1 LEARNING WELL "Scrambled Words" Diskette

2) Loading The Program:
A. Turn disk drive on.
B. When the **top** Red Light on the disk drive goes off, INSERT diskette in drive and close disk drive door.
C. Turn power "on" to the computer.
D. After a short delay of approximately 30 seconds, the title screen will appear. Press any key to begin the game.
E. The computer will ask: "DO YOU WANT INSTRUCTIONS?" You respond by typing "Y" or "N" to this question. If you respond "Y," the computer lists the game instructions on the screen.

SECTION 4

Directions

1) Introduction
The computer prompts: "TYPE YOUR NAME."

- Type in the players' names. Press the "Return" key after typing each name.

- The game begins when four names have been entered or the "RETURN" key is pressed without a name.

- Alphabetizing can be played by 2 to 4 players.

2) Choose the level of words to be used.
- Type a number from 1 to 4 to play a Learning Well lesson.

- Each of these lessons represents a greater degree of difficulty. Level 1 is the easiest. Level 4 is the most difficult.

- The word list for each lesson can be found on pages 8 and 9.

- To create your own lesson, type the number "5." This lesson can be used after thirty-seven words have been entered. (See UTILITIES for instructions on how to enter an orig. al lesson.)

3) Point Value
- Each word has been given a numerical value. The value for each word can be found in the word lists at the back of this manual.

Whenever a word appears on the screen, its point value appears beneath it.

- If a player places a word in alphabetical order correctly, the point value of the word is added to that player's score. The computer keeps a tally of each player's score under the player's name.

- The player with the highest score at the end of the game is the winner.

4) *10
- Each game contains one Free word.

- The Free word appears as the number "10" on the screen.

- The Free word may be used anywhere on the grid.

- Players receive 10 points for the Free word.

- After it has been placed, the Free word does not represent any particular word.

5) Placing A Word
- Players move the word at the top of the screen onto the playing grid.

- The word must be placed in alphabetical order.

- Each vertical column is considered a separate alphabetical grouping.

- To place the word on the board:
  A) As each player's name appears on the screen, the computer prompts them with the following options:
  P - Pass
  C - Challenge
  U or **D** - Moves word up or down. (This is used to move words around to clear a space for your word.)
  'Return' - Place the word. (If you do not wish to pass, challenge or move a word, press "Return.")

  B) The computer prompts: "SELECT THE COLUMN." Using the arrow (← →) keys, the player moves the arrow graphic to the column where he or she wishes to place the word. Then the player presses the "RETURN" key.

  C) The computer now prompts: "SELECT THE SPACE IN THE COLUMN." Using the arrow (↑ ↓) keys, the player moves the arrow graphic up or down until the flashing bar is in the space where the word is to go. Then the player presses the "RETURN" key. This makes the word appear in the space.

D) The words that the computer has placed in the white spaces cannot be moved.

6) Passing
- If a player decides that there is no place to fit the word, the player may pass a turn. To pass, the player presses "P." When a player passes, the next person in line is offered the same word.

** If all players in the game pass on the same word, the game ends.

7) Challenging
- Once a word is placed, the next player or players can challenge its correct placement. To challenge, the player presses "C." The computer notes the challenge. It also asks the player to position the flashing bar over the word to be challenged. This is done using the same steps used to place a word on the board. If the challenger is correct, he gets the points for the challenged word and his regular turn. If incorrect, the challenger loses a turn.

8) Moving A Word
- A player may move a word up or down a space in order to make a space for a new word.

- To do this, a player presses "U" to move a word up or "D" to move a word down. The computer asks which word is to be moved. Once again the player uses the same steps used to place a word on the board. After moving the word, the player simply presses the "RETURN" key to place the word in the space.

9) Incorrect Words
- Incorrectly placed words will remain on the screen until each player has had an opportunity to challenge.

10) Winning
- The game ends when either the playing grid is FILLED or all players have "PASSED" during the same round. The player with the HIGHEST SCORE IS THE WINNER!

11) Scores
- Once the winner is congratulated, all of the scores for players are displayed. These scores show how each player performed in placing the words in alphabetical order. The computer prompts: "DO YOU WANT A LIST OF HOW EACH PLAYER DID SINCE THE COMPUTER WAS TURNED ON?" A "YES" response combines and lists all the scores earned from games played.

Name	Total Correct	Words Placed	Percent Correct
Joyce Jones	9	9	100%
John Brown	8	9	88%
Donna Smith	7	8	87%

Final Scores:

Name	Points
Joyce Jones	23
John Brown	35
Donna Smith	18

12) Replay

- You may have the same players or different ones replay the game by responding "YES" to the computer's prompt: "DO YOU WANT TO PLAY AGAIN?"

- If you respond "NO," wait to see that the top red light indicator on disk drive one is "OFF." Gently open the disk top door and remove the game diskette; replace it in its original paper sleeve and return the diskette to the storage box along with this instruction booklet.

SECTION 5

Utilities

To Create A Lesson:

A) Type the number 5 when the computer asks which set of words you wish to play.

B) Type in the point value of the word, a comma and the word. Example: "4, car"

C) Do not enter words that contain more than six letters (RED LEVEL) or seven letters (BLUE LEVEL).

D) To enter a Free word, type in the point value, a comma, and an asterisk. A word such as "Free" may be typed after the asterisk, but it is not necessary. Example: 10, *Free.

E) Thirty-seven words **must** be entered.

F) Note: Do not enter any words that contain punctuation marks or symbols, such as: $, +, -, ;.

SECTION 6

Follow-Up Activities

This game was designed as an enrichment tool to help students improve their alphabetizing skills. Players are motivated to develop their alphabetizing skills in an enjoyable manner and apply these skills on an automatic basis.

The major goals of the game are:

- To offer players a positive and enjoyable learning experience.
- To reinforce alphabetizing, thinking and study skills.
- To provide extra help for students whose alphabetizing skills are deficient.
- To enirch regular classroom studies.
- To provide drill without boredom.
- To stimulate and challenge fast learners.

Scrambled Words is a self-contained unit of instruction with the following features:

1. A game-approach format.
2. A random selection of words on a specific level.
3. A summary of the students' performance.

The primary purpose of this game is to reinforce alphabetizing skills. Players should know the rudiments of alphabetizing before play begins. A realistic judgement should be made by the teacher about the need for preliminary activities or exercises before introducing players to the game. Below are suggestions for supplementary alphabetical sequence learning activities.

1. Cut 26 circles out of oak tag. On each circle write a letter of the alphabet. Lay out the circles in a random patter on the floor. Players must walk from the beginning to the end of the path, stepping on the circles in correct alphabetical order. The letters on the circles can be changed to words as players become more familiar with the sequence.

2. A picture file is a simple way of introducing players to alphabetical listings. Pictures can be mounted, labeled and filed alphabetically. Filing drills will illustrate how knowledge of the alphabet facilitates the use of the picture file.

3. Give each player 26 index cards. Players write one letter of the alphabet on each card and then mix the cards into a random order. The instructor says a letter—the players must hold up the cards with the ·letter that comes before and after the letter verbalized.

4. Have all of the players close their eyes. Write a letter on the chalk board. The players are commanded to open their eyes and look at the letter. After a short period of time, erase the letter. On a piece of paper, that is already numbered one through ten, players must write the letter that comes after the one that was on the chalk board.

Alphabetizing can become an integral part of learning if the skill is closely allied to other activities.

A) Vocabulary enrichment should be an offshoot of this game. The words used in the game should become part of the players' sight word vocabulary base. They could also become a significant source for spelling activities. A word list follows this section of the manual.

B) This game can also help increase ability to use reference materials such as dictionaries, glossaries and telephone directories.

When children become familiar with the arrangement of the word listings, they will enjoy looking up words and finding new words. Encyclopedias and other reference materials will not be confusing to the capable reader who is acquainted with the alphabet.

Following is a list of words used in the game.

Red Level Word List And Point Values

Set 1		Set 2		Set 3		Set 4	
Arm	1	Away	1	Apart	3	Appear	5
Bad	4	Boat	2	Asked	3	Apple	5
Boy	5	Card	4	Bone	3	Brake	3
Cat	2	Coat	5	Book	3	Bring	3
Dog	2	Dear	1	Cake	3	Called	1
Eat	5	Eve	2	Cold	3	Dove	3
Egg	4	Fast	4	Desk	1	Down	3
Fly	3	Gas	3	Feet	4	Eating	4
Gun	1	Girl	5	Felt	5	Food	4
Hat	5	Hand	5	Glass	1	Four	4
Him	4	Horse	4	Hair	4	Going	1
Ice	1	Into	3	Hang	5	Head	5
Jump	2	Iron	2	Idea	1	Hear	5
Key	3	Joke	1	Job	1	Inside	1
Kite	2	Know	1	King	1	Just	1
Leg	2	Last	2	Lady	4	Kitten	1
Like	3	Lock	3	Land	5	Looked	5
Man	4	Milk	4	Made	1	Loose	5
Moon	5	Money	5	Name	2	Mouth	1
New	1	Nail	5	Old	3	Near	5
Out	4	Nine	4	Open	4	Neat	5
Own	5	Oar	1	Pack	4	Other	1
Put	1	Play	2	Page	5	Place	2
Red	3	Room	3	Quick	2	Queen	2
Run	3	Rug	3	Ruler	2	Rock	4
See	2	Shoe	2	Sink	5	Rose	4
Sing	3	Sled	3	Sir	5	Shoes	2
Toy	4	Tank	4	Them	3	Track	4
Tree	5	Team	5	Tire	4	Train	4
Use	2	Under	2	Used	2	Until	2
Van	1	Very	1	Vine	2	Vote	2
Way	4	What	4	Wheel	4	Wanted	2
Will	5	Wood	5	White	5	X-Ray	2
You	1	Your	1	Yell	2	Year	3
Zoo	1	Zip	1	Zero	2	Zipper	3

The Red Level Edition uses words selected after careful review of basal texts and standard word lists. The words in this game represent a 2.0-3.5 vocabulary ability.

Blue Level Word List And Point Values

Set 1		Set 2		Set 3		Set 4	
Always	3	Already	3	Airport	1	Argue	2
Awake	3	Asleep	3	Become	3	Book	3
Center	1	Candle	3	Camera	3	Chimney	1
Drank	1	Circus	3	Cutting	3	Dancing	1
Easy	3	Danger	3	Driver	1	Elect	4
Edge	3	Drive	4	Every	1	Elite	4
Fourth	1	Empty	1	Foot	4	Freeze	1
Gather	3	Flying	1	Forgot	4	Grass	1
General	4	Gallon	4	Glance	5	Herself	1
Harmful	4	Gold	4	Gloves	5	Inject	4
Heavy	4	Himself	2	Heart	5	Insects	5
Invite	1	Invent	1	Helpful	5	Inside	5
Jacket	4	Juice	1	Include	1	Junior	1
Join	4	Known	1	Jungle	1	Kindly	3
Kick	1	Laugh	4	Kneel	5	Kitchen	3
Large	4	Living	4	Knives	5	Largest	2
Lesson	4	Market	4	Longest	1	Money	3
Music	1	Month	4	Mouse	1	Morning	4
Native	5	Noise	2	Nearby	3	Needle	2
Need	5	Opened	2	Number	4	Outline	5
Nothing	5	Pepper	5	Ocean	4	Outside	5
Often	2	Plastic	5	Owner	4	Picture	2
Pocket	2	Quart	2	Porch	5	Quietly	2
Quiet	2	Raise	5	Pound	5	Railway	5
Reach	2	Restful	5	Quarter	2	Raining	5
Spoke	5	Stand	2	Ranch	4	Shell	2
Stove	5	Turkey	2	Refund	4	Trotted	5
Tenth	5	Unable	5	Sick	5	Trouble	5
Toast	5	Useful	5	Thirsty	2	Unhappy	4
Unit	2	Voice	2	Useless	2	Uniform	4
Visit	2	Watch	5	Valley	2	Village	2
Winner	5	Wheat	5	Welcome	2	Warning	4
Wrote	5	Witch	5	Xylophone	2	Water	4
X-Ray	2	Xerox	2	Yelling	3	Xylem	2
Young	3	Yellow	3	Zebra	3	Yeast	3
Zoom	3	Zeal	3	Zones	3	Zippers	3

The Blue Level Edition uses words selected after careful review of basal texts and standard word lists. The words in this game represent a 3.5-5.0 vocabulary ability.

SECTION 7

Care of the Diskette

The program is produced on a magnetically coated plastic disk placed in a square plastic cover. Handling of the diskette requires care to insure maximum reliable life.

1) It should be placed in the storage box when not in use.
2) It should be kept at least 9 inches from magnetic fields.
3) It should not be exposed to extremes in temperatures.
4) It should not be folded or mutilated in any way.

Warranty

The program is sold "AS IS," without warranty either express or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material, and faulty workmanship, under normal use, for a period not to exceed six (6) months from date of purchase, and for the following six (6) months with a fee of $20. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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SECTION 8

References

Salend, Spencer J. Cooperative Games Promote Positive Student Interaction. Teaching Exceptional Children, 1981, pp. 13, 76-79.

Rice, Ann S. Games Are More Than Gimmicks. Forecast For Home Economics, 1974, pp. 19, 36-38.

Paul, Daniel Science and Children, 1982, pp. 19, 38-39.

Ensminger, Doris R. Science and Children, 1980, pp. 17, 18-22.

—NOTES—

Learning Well™
Software Library
FOR APPLE® & ATARI® COMPUTERS

AC101	AROUND THE WORLD: Getting the Main Idea/ Blue Level	
AC102	AROUND THE WORLD: Getting the Main Idea/ Red Level	
AC201	CHIEF OF DETECTIVES: Drawing Conclusions/ Blue Level	
AC202	CHIEF OF DETECTIVES: Drawing Conclusions/ Red Level	
AC301	HIDDEN TREASURE: Context Clues/ Blue Level	
AC302	HIDDEN TREASURE: Context Clues/ Red Level	
AC401	SMART SHOPPER: Fact or Opinion/ Blue Level	
AC402	SMART SHOPPER: Fact or Opinion/ Red Level	
AC501	RACE TRACK: Reading for Detail/ Blue Level	
AC502	RACE TRACK: Reading for Detail/ Red Level	
AC601	MOUNTAIN CLIMBING: Cause and Effect/ Blue Level	
AC602	MOUNTAIN CLIMBING: Cause and Effect/ Red Level	
AC701	WHAT COMES FIRST: Sequence/Blue Level	
AC702	WHAT COMES FIRST: Sequence/Red Level	
AC801	SCHOOL DAYS: Inference/Blue Level	
AC802	SCHOOL DAYS: Inference/Red Level	
AC901	BEHIND THE WHEEL: Following Directions/ Blue Level	
AC902	BEHIND THE WHEEL: Following Directions/ Red Level	
AC1001	SCRAMBLED WORDS: Alphabetizing/Blue Level	
RC1001	SCRAMBLED WORDS: Alphabetizing/Blue Level FOR ATARI	NEW
AC1002	SCRAMBLED WORDS: Alphabetizing/Red Level	
RC1002	SCRAMBLED WORDS: Alphabetizing/Red Level FOR ATARI	NEW
AC1011	FANTASY LAND: Reading Between the Lines/ Blue Level	NEW
AC1012	FANTASY LAND: Reading Between the Lines/ Red Level	NEW
AC1021	MAGIC CASTLE: Vocabulary Building/ Blue Level	NEW
AC1022	MAGIC CASTLE: Vocabulary Building/ Red Level	NEW
AC1041	GALAXY SEARCH: Predicting Outcomes/ Blue Level	NEW
AC1042	GALAXY SEARCH: Predicting Outcomes/ Red Level	NEW
AC111	JUNGLE RESCUE: Spelling/ Blue Level	NEW
AC112	JUNGLE RESCUE: Spelling/ Red Level	NEW
AC222	SPACE MATH/Grades 1-6	NEW
RC 222	SPACE MATH/Grades 1-6 FOR ATARI	NEW
AC223	THAT'S MY STORY: Creative Writing/ Grades 1 and Up	NEW
AC224	BODY AWARENESS/PreK and Up	NEW
AC224	BODY AWARENESS/Pre-K and Up	NEW
AC225	KNOWING NUMBERS/Pre-K and Up	NEW
AC226	LETTERS AND WORDS Pre-K and Up	NEW

Learning is child's play with Learning Well software.