WORD ATTACK!™

by Jan Davidson, Ph.D.
and Richard K. Eckert, Jr.

Atari/Commodore 64 Version

Davidson & Associates, Inc.
3135 Kashiwa Street
Torrance, CA 90505
(213) 534-4070

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WORD ATTACK!

has received the following awards for excellence:

SOFTWARE REPORT CARD:

Performance	EXCELLENT
Documentation	EXCELLENT
Ease of Use	EXCELLENT
Error Handling	EXCELLENT

—*Infoworld*

SOFTWARE REPORTS EVALUATION
Grade: A
—*Software Reports: Guide to Educational Software*

INSTRUCTIONAL DESIGN: HIGHEST RATING
"very well designed program . . . excellent editing feature"
—*Consumer Reports*

TOP SELLER 1984
Education/Home Category
—*Software Retailing*

RECOMMENDED BY EPIE
—Educational Products Information Exchange

TEACHER CERTIFIED
—National Educational Association

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INTRODUCTION

Welcome to WORD ATTACK!

WORD ATTACK is a four-part vocabulary building program. It is designed to help you learn new words, their meanings and their usages in an interesting and exciting way. In addition to extensive word files, the program includes an editor with which you can easily add your own word lists.

WORD ATTACK was designed by Dr. Jan Davidson and programmed by Richard Eckert. The program was tested on students at the educational facility of Upward Bound in Palos Verdes, California. In private sessions under the direction of an instructor, Upward Bound's students significantly improved their vocabularies. In addition, the students became comfortable using the new words in both oral and written communications.

WORD ATTACK is an effective tool which will help you expand and strengthen your vocabulary. Since words are the means by which we think, understand, and communicate, your skills in all these areas will improve when you improve your vocabulary.

BUILDING YOUR VOCABULARY

There are many ways you can go about building your vocabulary — reading, listening, studying the derivations of words, memorizing word lists. Whatever method or combination of methods you choose, it is important that you develop an awareness of words. Notice how others use words. Be curious about their similarities and differences, and open a dictionary when you are puzzled or unsure.

Whether you realize it or not, you have two vocabularies. Your receptive vocabulary contains words you recognize when you read or listen; your expressive vocabulary contains the words you use when you speak or write.

Your receptive vocabulary is probably much larger than your expressive vocabulary. Only after you have learned to use a word comfortably does it become part of your expressive vocabulary.

WORD ATTACK is designed to assist you in building your receptive vocabulary. It is not meant to be the only tool you will use. In fact, it should not be, because it does not teach the pronunciation of words or the multiple meanings many of the words have. Its function is to provide you with a stimulating and enjoyable way to increase your vocabulary.

Probably the most difficult task will be to take the words that WORD ATTACK contributes to your receptive vocabulary and make them part of your expressive vocabulary. To do this you should supplement the WORD ATTACK activities with a good deal of reading and careful listening. Also helpful is a good vocabulary text, such as the WORDLY WISE series by Kenneth Hodkinson and Joseph G. Ornato (published by Educators Publishing Services, Inc., Cambridge, Mass.)

Consider WORD ATTACK a beginning, a basis upon which you can build and develop some very essential communication tools — words.

GETTING STARTED

Included in this Package

In this package you will find:

- a WORD ATTACK Program Disk
- a WORD ATTACK Data Disk
- the manual which you are now reading.

On the front side of each disk is the Atari version of WORD ATTACK. On the reverse side of each disk is the Commodore version. Be sure to use the correct side of each disk. The Atari side will not run on the Commodore computer and vice versa.

What You Need

To use **WORD ATTACK - Atari version,** you need:

- an Atari 800, 800XL, 1200 XL, 65XE or 130XE computer
- a monitor (or tv)
- an 850, 1050 or compatible disk drive
- the WORD ATTACK Program Disk (front side)
- the WORD ATTACK Data Disk (front side)
- a printer (optional)
- a joystick (optional).

To use **WORD ATTACK - Commodore version,** you need:

- a Commodore 64 or 128 computer
- a monitor (or tv)
- a 1541 or compatible disk drive
- the WORD ATTACK Program Disk (reverse side)
- the WORD ATTACK Data Disk (reverse side)
- a printer (optional)
- a joystick (optional).

Keep this manual handy and refer to it often until you are thoroughly familiar with the program.

Starting the Program

Before you begin, make a copy of the WORD ATTACK Data Disk to have as a back-up. Use the copy program designed for your computer. See page 7.

To run **WORD ATTACK - Atari version,** follow these steps.

1. Make sure your computer is off, and that there is no disk in the drive. Turn on the disk drive.

2. Insert the WORD ATTACK Program Disk into the disk drive.

3. Turn on the computer and the monitor.

To run **WORD ATTACK - Commodore version,** follow these steps.

1. Make sure your computer is off, and that there is no disk in the drive. First turn on the drive; then turn on the computer.

2. Insert the WORD ATTACK Program Disk into the disk drive.

3. Type LOAD"ATTACK",8 and press <RETURN>.

4. When the disk drive stops running, type RUN and press <RETURN>. Be patient, it takes about a minute and a half to load.

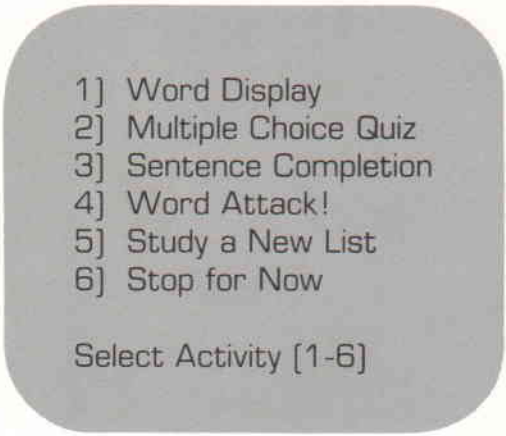
After a brief introduction, you will be asked to enter your name and choose options. Simply pressing <RETURN> for any of the choices will automatically give you the first alternative (default).

Follow the screen prompts to remove the Program Disk and insert the Data Disk.

Type in the number of the level at which you wish to work <RETURN>.

Select a word list from Adjectives, Nouns, or Verbs <RETURN>.

The following menu will appear on the screen:



From items 1 through 4 on this menu you can select any of the four learning activities. In the chapter "Using the Program," each of the activities will be described in detail. Item 5 allows you to study a new list of words. Item 6 allows you to exit the program.

Back-up Copies

Program Disk - The Program Disk is protected and you will not be able to make a copy of it. However, if you wish to have a back-up copy on hand, you may purchase one for $10.00 from Davidson & Associates, Inc. This can be done when you return your Warranty Card, or later by writing to Davidson & Associates, Inc. You must have a Warranty Card on file in order to purchase a back-up copy. Davidson & Associates, Inc. provides a one year warranty and will replace, free of charge, any malfunctioning or damaged disk.

Data Disk - The Data Disk is not protected and you should make a back-up copy.

Atari - Boot the Data Disk. Answer No to the format question. When the cursor appears, type DOS <RETURN>. When the DOS 2.0 menu appears, remove the Data Disk and insert the blank disk. Choose option I to format the disk, then select option J to duplicate the disk.

Commodore - Use the copy program designed for your computer.

USING THE PROGRAM

Selecting a Level

The levels on the disk generally can be used by students in the following grades:

Level 1 - Grade 4
Level 2 - Grade 5
Level 3 - Grade 6
Level 4 - Grade 7
Level 5 - Grade 8
Level 6 - Grade 9
Level 7 - Grade 10
Level 8 - Grade 11
Level 9 - Grade 12

It is important to remember that each level contains words that students in the corresponding grade are capable of learning and using. They are not necessarily words that students in that grade should already know.

The words on Levels 7, 8, and 9 are words that students who are studying for the Scholastic Aptitude Test (SAT) should study.

The best way to select a level is to begin with Level 1 Adjectives and take the Multiple Choice Quiz. If your score is 84% or above, proceed to Level 2 Adjectives and take the Multiple Choice Quiz. Do this until your score falls below 84%. This is the level at which you should begin working.

Working through the Activities

Once you have selected a level, begin with the Adjectives and work through the activities in the order they are presented.

Word Display - This activity introduces the words on the list. Each word will be displayed on the screen, followed by its synonym or a brief meaning and a sentence illustrating correct usage. After all 25 words have been displayed, the menu will again appear. Repeat the Word Display until you know the words and their meanings well.

Multiple Choice Quiz - A good way to reinforce what you have learned is to try to recall it. This is the purpose of the Multiple Choice Quiz. You may choose between two formats. One displays the word and asks you to select the correct meaning. The other displays the meaning and you select the correct word. Take the quiz both ways. After your score is displayed, the words you missed will be listed on the screen. Retake the items you missed until you get a perfect score.

Sentence Completion - In this activity, the meaning of a word is displayed at the top of the screen. Type the correct missing word into the sentence.

If you have trouble recalling the word or its spelling, press H (for help) then <RETURN>. Four words will appear on the screen; choose the correct word.

This is probably the most difficult of the activities. It requires you to recall, use, and spell the word correctly. If you have trouble with this activity, go on to the Word Attack! game and return to this activity after you are more familiar with the words in the list.

Your score will be calculated on the basis of the number of items you answered correctly without using the "help" feature. You will be given an opportunity to retake missed words if you wish.

Word Attack! - Word Attack! is a fast-action arcade game that reinforces learning. The object of the game is to attack the word whose meaning appears at the bottom of the screen. Use a joystick or the K and L keys to move the attacker left or right, and use the Z key to shoot.

On the right side of the screen is a timer. You must attack before the time runs out or you cannot earn points. You may, however, earn bonus points by successfully shooting various creatures that buzz across the screen.

The game can be played at three speeds. Begin with the regular speed and proceed to the faster speeds as you develop proficiency.

Special Features

Positive Reinforcement - Your correct responses are rewarded with positive, encouraging messages and melodies. You are never scolded for an incorrect answer.

Reviewing Words You Missed - At the conclusion of the Multiple Choice and Sentence Completion activities, WORD ATTACK will list the words you missed and give you an opportunity to retake them.

Sound Effects - WORD ATTACK has sound effects which are activated by each correct response. If you do not wish to hear the sound effects, turn the volume all the way down.

Choice of Background - In addition to the normal "computer text" of white print on dark background, you may choose dark print on a light background which more closely reproduces regular reading text.

Display Time - In the Word Display, you can increase or decrease the display time by pressing M (more) or L (less.)

Elapsed Time Indicator - As you take the Multiple Choice Quiz, the numbers in the bottom right hand corner of the screen display the number of seconds it takes you to answer. Watch your speed increase as you gain proficiency.

Escape Feature - Pressing the ESC key (Atari) or f1 key (Commodore) at any time during the program will return you to the menu.

USING THE EDITOR

A particularly attractive feature of WORD ATTACK is its editor, which makes it possible to enter your own word lists and use them with all four learning activities.

In addition to learning new words, teachers and parents, as well as students themselves, can use this editor to turn WORD ATTACK into a multifaceted learning tool. It can be used to master scientific terms, the periodic table, historical dates, foreign languages, or antonyms. (See Additional Notes on the Editor.) For the younger student, WORD ATTACK may be used to introduce simple vocabulary words. Kindergarteners love to learn upper and lower case letters with WORD ATTACK.

Many different kinds of editors were tested in the development of this software package. The editor selected was one which had the greatest versatility. You can make corrections with ease, as well as add or remove items from a file.

To use the editor, you will need:

- the WORD ATTACK Program Disk and
- a new, formatted disk on which to save your new word lists.

Follow the steps outlined below.

Step 1 - Creating your Word List

First, compose your list on paper. For each word on the list you will need:

- the word
- its meaning
- a sentence illustrating usage
- a sentence with the entry word missing (for Sentence Completion).

You may eliminate the second sentence if you do not wish to use the Sentence Completion activity when you run the program.

Length Limits

In order for the program to work properly, your words and sentences must stay within these limits:

- word - 13 letters maximum
- meaning - 35 letters and spaces maximum (slightly less than one line)
- sentence illustrating meaning - 3 lines, each line with 35 letters and spaces maximum
- sentence for Sentence Completion exercise - 3 lines, each line with 35 letters and spaces maximum.

The program will not work properly if the words and sentences exceed these limits.

Each word list must contain at least 5 but no more than 25 vocabulary words.

Step 2 - Formatting a New Data Disk

Since you will need a formatted disk on which to save your word lists, take a blank disk and follow the steps below.

WORD ATTACK - Atari version

You will need a disk formatted for DOS 2.Ø on which to save your file.

Turn on your disk drive and insert the WORD ATTACK Data Disk. Then turn on your computer to boot the Data Disk. Follow the instructions that appear on the screen.

WORD ATTACK - Commodore version

If your computer is off, make sure there is no disk in the disk drive. Turn on the disk drive, then turn on the computer.

Insert the new blank disk into the disk drive.

Type OPEN15,8,15,"NEWØ:ATTACK VOLUME 2,Ø2" <RETURN>.

When the disk drive light goes out, the disk formatting process is complete.

Step 3 - Accessing the Editor

WORD ATTACK - Atari version

Turn on the disk drive and insert the WORD ATTACK Program Disk.

Turn on the computer.

Press E (for editor) while the program is loading.

Select light or dark background (L/D).

Remove the Program Disk and insert your newly formatted disk in the drive.

Press the space bar, and the editor screen will appear.

WORD ATTACK - Commodore version

Insert the WORD ATTACK Program Disk into the disk drive.

Type LOAD "EDITOR",8 <RETURN>.

Type RUN <RETURN>.

Select light or dark background (L/D).

Remove the Program Disk and insert your formatted disk.

Press the space bar, and the editor screen will appear.

The editor is now ready to receive your new word list.

STOP AND READ CAREFULLY all the remaining steps before proceeding.

Step 4 - Entering your New Word List

Each vocabulary word must be allocated eight lines, even if some lines are left blank.

Your word list file must contain from 5 to 25 words.

To enter your word list, use the format outlined below:

Line 1 - word
Line 2 - meaning
Lines 3, 4, and 5 - the word in a sentence (display sentence)
Lines 6, 7, and 8 - a sentence with the entry word missing (completion sentence)
Line 9 - second word
Line 10 - meaning
Lines 11, 12, and 13 - display sentence
Lines 14, 15, and 16 - completion sentence

On line 1, enter the first word <RETURN>.

On line 2, enter a synonym or a brief meaning and <RETURN>.

On lines 3, 4, and 5, enter your display sentence, pressing <RETURN> at the end of each line. If your sentence occupies less than three lines, press <RETURN>, leaving the remaining lines blank. If you use quote marks within the text, they must be typed '. . .'.

On lines 6, 7, and 8, enter your completion sentence and press <RETURN> at the end of each line. If your sentence occupies less than three lines, just press <RETURN>, leaving the remaining line(s) blank. To make the blank for the missing word, **Atari version,** use the underline key. To make the blank for the missing word, **Commodore version,** press the Commodore key and the @ key at the same time. BE SURE TO MAKE YOUR BLANK EXACTLY THE SAME NUMBER OF SPACES AS THE NUMBER OF LETTERS IN THE MISSING WORD.

On line 9, enter your next word, starting the process all over again.

Your word list should look something like the one below.

```
1  abundant
2  more than enough
3  The farmers are excited because
4  their crops are abundant
5  this year.
6  The skiers are happy because good
7  snow is _________this year.
8
```

```
--------
```

```
9   ancient
10  very old
11  There is an ancient, 3,000 year
12  old coin in the museum.
13
14  In _______ times man lived in
15  caves.
16
_______
17  attractive
18  pretty
19  People are always telling Susan
20  that her long black hair is very
21  attractive.
22  The blue shirt was _________ on
23  Jeff because it matched his eyes.
24
_______
```

Be sure to follow the format exactly as it is outlined. If you make an error, you can easily make corrections as you are entering your list by using the edit, delete, or insert commands discussed at the end of the chapter.

Step 5 - Saving your New File

The last step is to save the new file onto your formatted disk. Later, if you find an error, you can easily access the file and correct it.

- Be sure your new data disk is in the disk drive.
- Type .s <RETURN>.

When you are asked "Save file name?" type in the name of your data file using no more than 8 characters (Atari) or 15 characters (Commodore).

Be sure that you do not duplicate a name that has been used. Press .d (for directory) to list the files already on the disk.

The bottom of the screen will look something like this:

```
201   .s
Save file name?   WORDS1
```

When you press <RETURN>, the disk will whirl, and your word list will be saved.

To test your file with the program, exit the editor by typing .q and following the instructions on the screen.

Step 6 - Using your New File

To use your new file with the WORD ATTACK program, follow these steps.

- Start the program as outlined in the Getting Started section of the manual.
- When you are asked to select a level, type D (for directory) <RETURN>.
- Type in the name of the file you wish to access <RETURN>.

Editing your New File

You may want to edit your file to correct an error.

- Access the editor as described in Step 3.
- Type .g (to get the file) <RETURN>.
- Enter the name of your file <RETURN>. If you aren't sure of the name, type .d to list the files on the disk.

Your file is now in the computer's memory. You may list the files to review it or edit individual lines that need correcting.

Remember to save your file if you make any changes.

Commands of the Editor

The following commands are used to correct, extend, or shorten your file. You may edit your material at the time you are entering it or later.

Edit - This command allows you to change a line that has been entered. To use the edit command:

- type .e followed by the line number you wish to change <RETURN>
- the line you wish to edit will appear
- retype the line <RETURN>.

List - The list command allows you to review your entire file. To utilize this command:

- type .l <RETURN>
- use the space bar to stop and restart the scroll.

You may begin listing at any point in the file. Simply type .l followed by the line number at which you wish to begin. To terminate the listing before all lines have been displayed, press <RETURN>.

Delete - This command will remove an entire line from the file and renumber all the lines following it. If you wish to remove the words and leave a blank line, use the edit command. To use the delete command:

- type .d followed by the line number you wish to delete <RETURN>
- the line will appear and you will be asked "Delete this? (y/n)"
- if you press "y", the line will be deleted; if you press "n", it will remain.

Insert - This command allows you to insert one or more lines into the file. To use this feature:

- type .i followed by the number of the line you wish to begin your insert <RETURN>
- insert as many lines as you wish
- type .q at the beginning of the next line to quit inserting <RETURN>.

Save - The save command saves a new file or a corrected file onto a disk. Be sure to use this command each time you enter a new file or make any corrections. To use this command:

- type .s <RETURN>
- enter the name of the file <RETURN>.

Be sure that you do NOT duplicate a name that has been used unless you wish to replace an existing file. Type .d to list the existing files.

Get - The get command will load a file from a disk into the computer's memory. Be sure that the disk in the drive is the one containing the data file you wish to access.

- type .g <RETURN>
- enter the name of your file <RETURN>.

If you are not sure of the exact name, type .d <RETURN>. This will list the files on the disk.

Print - The print command will allow you to print out your file. (Remember, the printer must be turned on before the disk drive and the computer.) To use the print command:

- be sure that the file is loaded into the computer's memory
- type .p <RETURN>.

If you wish to stop the printer before the file has been completely printed, press <RETURN>.

Clear - This command clears the screen and the computer's memory to get ready for a new file. To use this command:

- type .c <RETURN>.

Be sure you have saved all data or corrections. The editor will double check to make sure you really want to clear.

Quit - This command allows you to exit the editor and return to the WORD ATTACK program. To use this command:

- type .q <RETURN>.

Remember to save your file first if you want to keep it.

Help - This command will list all the commands and their functions on the screen. If at any point you are puzzled about which command to use,

- type .h <RETURN>.

Additional Notes on the Editor

Single word entries with all lower case letters work best with the program. You may use hyphens, two word entries, or upper case letters in your entry words ONLY with the Word Display, Multiple Choice Quiz, and the WORD ATTACK Game. The Sentence Completion activity will NOT work properly with upper case letters, blanks or hyphens.

If you do not wish to use your words with all four WORD ATTACK activities, you need not enter data on all the lines as described in Step 4. The following is a list of the material needed for each WORD ATTACK activity.

Word Display	-	word (line 1) meaning (line 2) sentence (lines 3,4,5)
Multiple Choice Quiz	-	word (line 1) meaning (line 2)
Sentence Completion	-	word (line 1) meaning (line 2) sentence (lines 6,7,8)
WORD ATTACK Game	-	word (line 1) meaning (line 2)

Be sure to enter the data you need on the correct line, leaving the lines assigned to other data blank.

To get upper case letters, use the shift keys just you would on a regular typewriter.

The first few times you use the editor, create a small data file, using only 5 to 10 words. Try using the file with the WORD ATTACK program to be sure you're on the right track. You can add more words to the file later.

It is good practice to save your file every 15 minutes or so while you are working on it. Then if you should ruin a file in memory, you can retrieve a copy from the disk and prevent the loss of all your hard work.

It is a good idea to check your program for extra lines before you try to run it . Remember, the last line number should be 8 times the number of words in the word list. If you have more, use the delete command to delete the extra lines.

To delete an entire file from your data disk:

Atari version

Boot your WORD ATTACK Data Disk, as if to format.

Answer N to the format question.

When the cursor appears, type DOS <RETURN>.

Select D and follow the screen prompts.

Commodore version

Type OPEN15,8,15,"I" <RETURN>
PRINT#15,"SØ:name of file" <RETURN>

Having Trouble?

The following trouble-shooting procedures may help you if you are having trouble using your new file.

During the Sentence Completion activity, you keep getting the "Try Again" message even when you correctly enter the word.

You may have entered a space before or after the entry word. Return to the editor and retype the entry word. Be sure to leave no spaces before or after the word.

You get a bad subscript error when using your new list with the Sentence Completion activity.

Be sure there is a blank in every sentence.

Be sure you pressed the Commodore key and @ when making the blank.

Be sure that the number of spaces in the blank equals the number of letters in the entry word.

You cannot save your file.

Make sure your blank disk has been formatted using the instructions on page 7 in your manual.

ABOUT THE AUTHORS

Jan Davidson holds a B.A. from Purdue University, and an M.A. and Ph.D. from the University of Maryland. She is founder and director of Upward Bound, a nonprofit educational association in Palos Verdes, California. She also serves as an educational computer consultant to schools in southern California.

Richard Eckert holds a B.S. degree in Electrical Engineering from Purdue University. He is a professional programmer and has written a variety of software, particularly educational software.

Other software packages written by the authors include SPEED READER II, MATH BLASTER, and SPELL IT.

ACKNOWLEDGMENTS

The authors are indebted to many people who participated in the development of this software. The teachers and students at Upward Bound who so willingly tried and tested the software made a substantial contribution. A special note of thanks also to Cathy Johnson, Faye Schwartz, and Ellen Salzman, who created and edited the extensive word lists for the data files.

ADDITIONAL DATA DISKS

Additional data disks designed for use with your WORD ATTACK program are available.

WORD ATTACK DATA DISK GRADES 4 & 5
contains 500 words; 20 word lists

WORD ATTACK DATA DISK GRADES 6 & 7
contains 500 words; 20 word lists

WORD ATTACK DATA DISK GRADES 8 & 9
contains 500 words; 20 word lists

WORD ATTACK DATA DISK FOR THE S.A.T.
contains 500 words; 20 word lists

WORD ATTACK DATA DISK ROOTS AND PREFIXES
contains a total of 500 roots, prefixes and words; 20 lists

You may use the enclosed order form to order the data disks or write to Davidson & Associates, Inc.

GLOSSARY

Level One

absorb - to soak up
abundant - more than enough
admire - to like
alight - to step down
ancient - very old
antlers - branched horns
arbor - a covered garden
armor - a protective covering
aroma - a pleasant smell
attack - to begin a fight
attractive - pretty
avoid - to keep away from
baggage - suitcases
banish - to send away
blast - a strong rush of air
bouquet - a bunch of flowers
brawl - a noisy fight
bridal - related to a wedding
brilliant - very bright
brood - group of children
caress - to touch lovingly
cling - to hold on tightly
combat - a battle
compel - to force
conceal - to hide
coy - shy
debt - something owed to someone else
declare - to say openly
decorate - to make pretty
dense - thick; crowded
dim - dark; shadowy
dour - unfriendly
dread - to fear greatly
dwelling - a home
fade - to become less bright

fragile - not strong; delicate
gallop - a horse's fastest speed
gape - to stare with open mouth
garment - a piece of clothing
hale - healthy
hasty - done in a hurry
hint - an indirect suggestion
hoard - to hide secretly away
hue - shade of a color
idle - lazy
knoll - a little hill
loyal - devoted
manageable - easily controlled or handled
mar - to damage
merchant - a person who sells things
nimble - quick moving
obtain - to get; to achieve
odd - strange
ominous - suggesting danger
outlaw - a lawbreaker
overcome - to defeat
peer - an equal
prank - a playful trick
pursue - to chase after
recline - to lie back
rigid - stiff and firm
role - an actor's part
salary - money paid to a worker
seize - to take by force
singe - to burn slightly
sly - tricky
stern - strict
summit - the top
urban - having to do with cities
vast - very large
vow - to promise seriously
voyage - a long journey
weary - very tired
wee - tiny
yearn - to desire something very much

Level Two

accomplish - to finish
account - a business record
advice - helpful guidance
advisable - wise or proper
ambition - a desire for success
amuse - to make smile
anxious - worried
ambitious - eager; desiring strongly
bleach - to make whiter
blunder - a stupid mistake
boldness - courage
brutal - cruel
captivity - being held against one's will
carefree - without worry
clatter - confused noise
column - a pillar or post
combine - to join together
complexion - appearance of the skin
complicate - to make more difficult
compress - to squeeze together
confederation - states joined together
consult - to ask advice
cruelty - unkind treatment
deadline - a time limit
defend - to guard against attack
discourage - to lessen hope
distress - trouble
dramatize - to act out
effort - an attempt to achieve
enjoyable - pleasant
equip - to supply
escort - to go along with
eternal - lasting forever
expand - to make larger
flexible - easily bent
forbidden - not allowed
forgiveness - being excused

fragrant - having a sweet or pleasant smell
furious - very angry
greedy - wanting too much
grief - sorrow
identify - to recognize
luxury - an unneeded comfort
modern - current; up to date
motto - a saying
nasty - unpleasant
navigate - to guide a ship
notice - to see
noticeable - obvious
opinion - a belief
outstanding - remarkable; noticeably better
pace - a rate
paralyze - to make powerless
penalty - a punishment
pledge - to promise
postpone - to put off until later
powerless - weak
quiver - to shake
recall - to remember
reexamine - to test again
replacement - a substitute
rude - not polite
satisfactory - adequate; meeting requirements
similar - alike
simplify - to make easier
sorrowful - sad
suggestion - a possible idea
threat - possible harm
transfer - to change over
unfamiliar - not well-known
unsafe - dangerous
vanish - to disappear
victorious - having won
visual - having to do with sight
zone - a definite area or space

Level Three

adage - a wise saying
adjourn - to end
advantageous - helpful
audacious - daring
august - dignified
benefit - to help
bland - mild
blueprint - a building plan
boars - male pigs
brine - salt water
cascade - a small waterfall
clarify - to explain
combat - to fight
confide - to tell as a secret
constant - not changing
dally - to wait around
deserve - to be worthy of
dinghy - a small rowboat
document - to furnish written proof
drake - a male duck
drastic - harsh or extreme
dungeon - an underground prison
embrace - to hug
endorse - to approve
err - to make a mistake
exclude - to leave out
exhausted - tired out
fracture - a break or crack
gong - a saucer-shaped bell
halo- a ring of light
hoist - to lift
humid - damp
hurl - to throw forcefully
incinerator - a waste burner
industrious - hard-working
ingrained - not easily changed
insert - to put in

kindling - firewood
laborious - difficult and slow
landscape - scenery
lenient - not strict
luscious - delicious
meddlesome - interfering
melancholy - sad and gloomy
migrate - to move to another place
pact - an agreement
perplexed - puzzled
persuade - to win over
plywood - a board made of thin layers
portable - easily carried
quibble - to argue pointlessly
radar - a radio wave locater
rectify - to correct
regatta - a boat race
repulsive - very unpleasant
resume - to continue
ruddy - red and healthy looking
savage - untamed
scallions - green onions
serene - calm and peaceful
severe - harsh
shatter - to break into pieces
slogan - a motto; catchy phrase
solution - an answer
spigot - a faucet
supreme - highest
tamper - to meddle improperly
task - a job
thump - a dull sound
tolerate - to put up with
urgent - demanding immediate attention
valiant - full of courage
vary - to change
vicinity - a region nearby
wither - to dry up; to shrivel

Level Four

abnormal - unusual
adaptable - able to adjust
advance - to move ahead
ample - plenty
anonymous - unknown
antiseptic - germ-killing
apprehend - to catch
assassin - killer of a political leader
audible - able to be heard
autobiography - story of one's own life
balk - to stubbornly refuse
besiege - to surround to capture
bicker - to quarrel
botanist - one who studies plants
calculate - to figure out
cluster - a bunch
coddle - to treat tenderly
congregate - to assemble
decent - proper
decrease - to become less
depose - to put out of office
devilment - mischief
discipline - to punish
dismal - gloomy and miserable
dismissal - a sending away
drudgery - hard, tedious work
duplicate - to copy
emaciated - extremely thin
establish - to set up
examination - an investigation
explicit - clear and detailed
fillet - a lean piece of meat or fish
forfeit - to lose as a penalty
hallowed - holy
handicap - an added hindrance
hubbub - a loud, confused noise
humbleness - modesty

ignite - to set on fire
improbable - not likely
ineffective - not productive
inoculate - to vaccinate
inseparable - unable to be parted
inviting - tempting
javelin - a hand spear
lawsuit - a court case
lock - an enclosed part of a canal
magnificence - splendor
manor - a large estate
metropolitan - belonging to large cities
mongrel - mixed breed
mutiny - rebellion
necessitate - to cause to be needed
observable - noticeable
omelet - beaten eggs, cooked and folded over
opaque - not transparent
parade - a procession
percentage - a given part of a hundred
portion - to divide into shares
rations - food issued
react - to respond to
recent - new
reserve - to keep back
retrieve - to get back
salvage - to save from loss
suspense - uncertainty
tempo - a rate of speed
toxic - poisonous
translucent - letting light pass through
transmit - to send over
ungrateful - not appreciative
unruly - hard to control
vivid - bright
violate - to break a law
volume - a quantity or amount
weld - to join together

Level Five

adaptation - a change
administer - to manage
aptitude - an ability
belated - delayed
blissful - joyful
bounteous - plentiful
contraption - a gadget
convulsions - violent muscle spasms
decagon - a ten-sided figure
disable - to restrict, limit or incapacitate
eminent - distinguished
endorse - to sign the back of a check
engulf - to swallow up
execute - to carry out
falter - to hesitate
fiancee - an engaged woman
flounder - to struggle awkwardly
gabardine - a kind of cloth
gale - a strong wind
hoodoo - bad luck
hostile - unfriendly
hypocrite - one who pretends virtue
illusion - a false idea
imperil - to put in danger
impish - mischievous
indictment - a legal accusation
inedible - unfit to eat
ineligible - not qualified
injurious - harmful
intensify - to make stronger
legible - easy to read
listless - too tired to care
memento - a souvenir
mindful - being aware
misshapen - deformed
monopolize - to control exclusively
morale - a mental attitude

mournful - sorrowful
mulish - stubborn
mutilate - to disfigure
obituary - a death notice
offend - to hurt the feelings of
operative - in working order
originate - to cause to be
passion - a strong feeling
pessimistic - gloomy
petrify - to turn into stone
plane - a flat surface
progress - to go ahead
purify - to make clean
ramble - to wander
rash - hasty; reckless
realm - a kingdom
rustle - to make a whispering sound
ruthless - without pity
scrupulous - careful; conscientious
smolder - to burn slowly
sober - serious
superlative - above all others
supplement - to add to
surplus - an extra quantity
sympathize - to share another's feeling
tariff - a tax on imports
testify - to give evidence
tributary - an emptying stream
undaunted - not discouraged
universal - existing everywhere
utility - usefulness
vagabond - a wanderer
variable - changeable
venture - to dare
veto - to reject
warrant - to justify
wretch - a bad person
zoology - the study of animals

Level Six

abhor - to detest
acclimate - to become accustomed
accommodating - helpful
affluent - wealthy
alto - singing voice lower than soprano
articulate - to speak distinctly
artisan - a skilled workman
autonomous - independent
avert - to turn aside; to prevent
biannual - semi-annual; twice a year
bizarre - very strange; odd
blazer - a sport jacket
boycott - a refusal to buy
brocade - a fabric woven with raised designs
capsize - to overturn
chasm - a deep gap
cochlea - part of the inner ear
concentrate - to bring together; to intensify
contradict - to assert the opposite
courtly - polite
crescendo - to increase in loudness
descendant - an offspring
devise - to invent
diligent - hard-working
dissuade - to persuade not to do
distinctive - having a special quality
diversity - a variety
dubious - doubtful
eloquence - fine speaking
emancipate - to free
enliven - to make cheerful
excavate - to dig out
exploit - a daring deed
exquisite - very lovely
fervent - very earnest
foundling - a deserted child
genteel - polite and well bred

gesticulate - to make gestures
glucose - a kind of sugar
harass - to torment
hypochondriac - a person with imaginary illnesses
inebriated - drunk
infuriate - to make angry
magistrate - a judge
manual - by hand
mystify - to bewilder
narrative - a story
negligent - careless
nutritious - valuable as food
obsolete - out-of-date
pliable - easily bent
priority - something which comes first
procrastinate - to put off; to delay
pungent - sharp, biting taste or smell
receptacle - a container
reimburse - to pay back
remnant - a part left over
replenish - to resupply
rigamarole - nonsense
ruffle - to annoy
sanction - to authorize
sanctuary - a place of safety
scandalous - disgraceful
scraggly - ragged
sequence - a connected series
slander - a false statement
sojourn - to visit briefly
sonic - having to do with sound
survey - to examine
time-honored - old and respected
trek - a journey
unavoidable - inevitable
unsung - not honored
vanity - pride
yield - to surrender

Level Seven

abet - to help one do something wrong
abstinence - refraining from indulgence
acidulous - slightly sour
amorous - loving
antipodes - direct opposites
aquiline - hooked
baleful - very evil
bandy - to throw back and forth
beguile - to trick
buffoon - a clown
caries - bone and tissue decay
chastise - to punish
conifer - a tree that bears cones
copious - plentiful
cull - to sort out; to select
delta - a deposit of earth and sand
demean - to humble
demented - mentally ill
dilate - to expand
dregs - the remains
edifying - morally uplifting
efface - to rub out
elocution - the art of public speaking
ennui - boredom
eschew - to avoid
exorbitant - much too high
factotum - a handyman
farrier - a blacksmith who shoes horses
flay - to whip
gird - to belt
grotto - a cave
guttural - throaty
hackneyed - used too often
heterodox - differing from the norm
idolatry - idol worship
impassive - without emotion
inhospitable - uninviting

inter - to bury
jovial - full of fun
latent - concealed; hidden
lineament - outline of a facial feature
malingerer - one who avoids work
minimize - to reduce
miscreant - bad; evil
nebulous - indistinct; unclear
omniscient - all-knowing
ordnance - military arms
oust - to force out
pervade - to spread throughout
plaudit - an expression of approval
portcullis - a strong gate of iron
prate - to talk a lot
preferable - more desirable
profess - to lay claim to
pugnacious - fond of fighting
rangy - fit to move about
remit - to send back
repudiate - to reject
restitution - reimbursement; restoration
resurgent - rising again
sanctum - a sacred place
secede - to withdraw
sepulcher - a grave; a vault
squeamish - easily shocked
stipulate - to arrange definitely
tantalize - to tempt teasingly
thwart - to hinder; to frustrate
transpose - to interchange
triad - a group of three
turgid - swollen
uncouth - crude
undulate - to move in a wavelike manner
vigilante - a self-appointed law enforcer
wraith - a ghost
yokel - a country fellow

Level Eight

absurd - ridiculous
abyss - a deep empty space
accrue - to come about or increase
adroit - skillful
apex - the highest point
archaic - out-of-date; antiquated
atlas - a book of maps
avarice - greed
balm - an ointment
bovine - cow-like
cardinal - main
category - a class or division
chassis - a framework
chic - stylish
circumvent - to go around; to avoid
comprehensive - including much
conflagration - a fire
congeal - to become solid
deduce - to figure out
defunct - dead; extinct
denude - to strip
desecrate - to violate the sacredness of
devolve - to transfer duties
diaphanous - sheer
disseminate - to spread
dote - to be overly fond of
emote - to speak with emotion
exotic - strange
expiate - to make amends for
facade - the front of a building
faux pas - a blunder
frenzy - great excitement
futile - useless
goatish - goatlike; coarse
harrowing - disturbing; tormenting
intercede - to plead in behalf of another
levy - a tax

lionize - to treat as very important
luxurious - rich and comfortable
meander - to wander aimlessly
medley - a mixture
mournful - full of sorrow
nondescript - not easily classified or described
objurgate - to scold harshly
obviate - to remove; to clear out of the way
omnipotent - all-powerful
ovation - enthusiastic applause
patronize - to be a regular customer of
petite - little
phobia - an excessive fear
placate - to soothe or pacify
pontificate - to speak in a pompous manner
precis - a brief summary
premonition - a forewarning
preponderate - to be greater than something else
primeval - ancient
rational - able to think clearly
ravine - narrow gorge worn by running water
recant - to publicly denounce one's belief
reciprocate - to give something in return
recompense - repayment
repercussion - an aftereffect
resurrect - to bring back to life
secession - a formal withdrawal
svelte - slender
tedium - boredom
tenuous - without substance
termination - the finish
terse - free of unnecessary words
unsavory - unpleasant in taste
utilize - to make use of
valiant - brave
venerate - to regard with deep respect
witticism - a clever remark
zygote - a fertilized egg

Level Nine

abase - to humiliate
altercation - an angry dispute
anemia - a deficiency in the blood
atrophy - to waste away
bicameral - having two legislative chambers
bier - a coffin
bilingual - speaking two languages
cacophony - a harsh sound; dissonance
caulk - to make watertight
choreography - a plan for a dance
coagulate - to thicken and clot
cumulative - increasing successively
dais - a raised platform
dissipate - to scatter wastefully
divine - godly; holy
effusive - expressive; unrestrained
elixir - a sweet alcoholic medication
elucidate - to make clear; to explain
emollient - a softener
equivocate - to purposely mislead
eulogy - high praise
exacting - demanding great effort and care
extemporize - to speak without preparation
fauna - animals in a specific region
fell - to knock down; to cut down
foible - a minor weakness
forensic - pertaining to debate
genuflect - to kneel
gyrate - to move in a circle
iconoclastic - attacking conventional beliefs
idyllic - pleasant; rural
immunize - to protect against disease
indigenous - growing naturally in a region
ingratiate - to work into favor with another
inhibit - to check or restrain
intestate - having made no will
isthmus - a thin strip of connecting land

itinerant - traveling from place to place
kinetic - resulting from motion
laud - to praise
longevity - long life
machete - a large, heavy-bladed knife
mince - to cut up into small pieces
mode - a way of doing something
mundane - commonplace
nepotism - favoritism shown to relatives
notary - an official who certifies documents
occult - hidden; mystical
optometrist - an eye doctor
ostracize - to exclude
passe - old-fashioned; out-of-date
pendant - an ornament which hangs on a chain
perfunctory - mechanical; indifferent
periphery - the outside boundary
permeable - allowing passage of fluids
perorate - to speak at length
peruse - to read carefully
precedent - an act which justifies a later one
prelate - a high ranking church figure
pristine - untouched; unspoiled
ratify - to approve
recipient - one who receives something
redundant - excessive; unnecessary
repertoire - a group of songs
resonant - resounding; prolonging sound
resuscitate - to revive
sadistic - cruel; morbid
simulate - to falsely give the appearance of
subversive - tending to destroy or overthrow
suture - to stitch a wound together
tenet - a doctrine; dogma
ubiquitous - being everywhere; omnipresent
underwrite - to agree to finance
unmitigated - harsh; severe
yaw - to change course or direction