WORD-SCRAMBLE

by

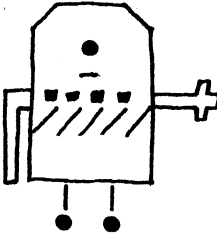T.H.E.S.I.S.

WORD   TRY   CORRECT
  2   1   1

CAN YOU UNSCRAMBLE THIS?

C C C S P

?

requires BASIC cartridge CXL4002

and 8K RAM

written for the ATARI computer.

WORD-SCRAMBLE

INTRODUCTION: WORD-SCRAMBLE is a game program designed as a spelling and reading aid for lower elementary students. At the onset of the program the child chooses the level he wishes to work at and the number of words he wishes to be challenged with at this session. The computer, with the aid of a friendly robot, prints the letters of a word in a scrambled form. The child has five tries to arrange the letters into the correct word. The robot nods his head accordingly when the child enters the words. If the correct word is not entered after 5 tries, the robot shows the child what the word is. The screen displays the number of words that have been given, the number of tries on the current word and the number of correct entries.

LOADING PROCEDURE:
Place cassette into program recorder;
Type: CLOAD (RETURN)
Press the play button on the recorder
Press the (RETURN) key on the computer
After successfully loading the program,
Type: RUN

DIRECTIONS: A robot appears on the screen
and 'zaps' out a greeting with his laser
gun. Use this time to adjust the sound on
your monitor.

Do you need instructions? - The program
accepts (Y,N,YES & NO) for the answer. If
you answer YES (or Y), a short introduction
to the program appears on the screen.
What level (1-5)? - Any number from 1 to 5
can be entered. This determines the group
of words that will be used in this session.
The words in the data base contain the
words that are most frequently encountered
in standard readers.

> Level 1 - 1st grade 1st semester
> Level 2 - 1st grade 2nd semester
> Level 3 - 2nd grade 1st semester
> Level 4 - 2nd grade 2nd semester
> Level 5 - 3rd grade 1st semester

How many words (1-15)? - The child (or
parent/teacher) can determine the number
of words for a given session. In this way,
a child who has a limited attention span
can be given less words than another child.

After this information has been entered, the screen clears, the robot reappears and 'zaps' out a scrambled word. At the top of the screen, the number of words encountered, the number of tries on the current word and the number of words correctly identified are printed. There is no timer; the child can study the letters that were printed for as long as he needs. After entering what he thinks is the correct word, the robot shakes his head to indicate if the word is correct or wrong.

If the entered word is not the scrambled word, the robot shakes his head to the right and makes a sound. He then rescrambles the word and 'zaps' it out again in the new form. If the child does not enter the correct word after 5 tries, the robot 'zaps' the correct word on the screen, pauses for a few seconds so that the child can read the word, then proceeds to the next word.

If the correct word is entered, the robot nods his head, 'zaps' out the word, pauses for a few seconds before proceeding to the next word.

After completing the session, with the child, the robot politely thanks the child for playing.

MODIFICATIONS: To ensure a variety of words at each level, each group of words contain 3 - 4 letter words, 4 - 5 letter words, 4 - 6 letter words, 2 - 7 letter words, and 2 - 8 letter words.

Lines 503 - 511 contain the data used in this program.

List line 503. The screen should display:
503 DATA THISWITHDOWNFUNNYWHEREGUESSTH
ANKANIMALFAMILYPRETTYYELLOWCHICKENLAUG
HEDBIRTHDAYSURPRISE
These are the words used for Level 1. Any word in the data lines can be replaced with another word containing the SAME NUMBER OF LETTERS. The entire line can be replaced with another set of words provided that this format is followed:
3 - 4 letter words, 4 - 5 letter words, 4 - 6 letter words, 2 - 7 letter words, and 2 - 8 letter words.
Do NOT use commas, spaces, or any other

unnecessary characters in the data line.

The words in the data lines should be replaced periodically with new words from the child's reader.

Although T.H.E.S.I.S. is unaware of any errors, we will try to rectify any program errors if we are made aware of them. Customizing of the programs must be done by the buyer in his locale.

WORD-SCRAMBLE allows a child to view words from a different perspective. Instead of sounding out and reading the word flashed before him, he is encouraged to form a word from the letters that appear on the screen.

For the very young child, it may be helpful to illustrate the scrambling and unscrambling of words with letter tiles or blocks before using the computer. Lay out a word on the table with the tiles and ask the child to read it. After he has read the word, mix up the letters. Then ask him if he can rearrange the letters to form the word that he read. After he can confidently arrange the letters to spell the word that he read, place the letters of a word on the table in the scrambled state. Encourage the child to arrange the letters until he can make a word.

In the classroom, divide the children into two teams. Have a child from one team write a scrambled word on the board for the other team to unscramble. Give

each team 5 tries to guess the word. Score
two points for each word correctly identi-
fied. Continue to play until each player
has a chance to challenge the other team.

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