

PLAY AND **READ**

The complete reading tutor

Learn to Read with Prof Level 1



Part One: Prof plays a new game

- 'Play and Read' is a complete reading tutor.
- 'Learn to Read with Prof' is the first of three Levels.
- Each 'Learn to Read with Prof' Level has four Parts.
- Each part deals with a different aspect of reading.

LEVEL 1: PART ONE: 'Prof plays a new game'

This package teaches a sight vocabulary. The words are chosen from the Murray and McNally word list. They are words the child is familiar with and are used in reading books suitable for beginner readers.

To get the most benefit from Part One it is recommended that some simple points are remembered:

- a) Listen to the story and see the accompanying graphic display on the computer before the computer learning game is introduced. The story puts the words into context. This will help the learning process. Having listened to the story once, you are of course free to listen to it whenever you wish.
- b) Start with Book 1 Step 1 in the learning game. The Book number also refers to the reading books and the Step 'dots' indicates the progress made so far. Book 1 introduces the first nine words and Books 2 and 3 introduce a further nine words each. Books 4 and 5 add 18 words each.
- c) Advance from Step 1 through to Step 5. This of course does not have to be in one session, but can be divided into 5 sessions or more.
- d) Steps should not be repeated unless absolutely necessary. One would not expect a child to be able to read the words at the end of Step 1 or Step 2. By the end of Step 3 some words will be familiar and the child should be able to read them without difficulty. But it is not until the end of Step 5 that the child has to be able to read the words in the game so the corresponding book can be read.

- e) Don't attempt to read the books until the words have been learned. At the end of Step 5 when the words for a book have been learned the child is able to read the book with confidence and satisfaction. This in turn will encourage the child to learn more words to read the next book.

Part One 'Prof plays a new game' is divided into three sections:

- 1) **story** - use audio cassette (marked STORY) and computer disc or data cassette marked STORY PROGRAM.
- 2) **learning game** - use disc or cassette marked GAME.
- 3) **reading** - after learning the words the appropriate book should be read.

HOW TO GET STARTED

LOADING

Start your disc or cassette in the usual manner. If there is any doubt please consult your computer manual.

HOW TO PLAY THE GAME

- a) **story** - use the STORY cassette and the STORY PROGRAM together. Start the STORY PROGRAM (disc or cassette). The **audio story cassette** operates independently of the computer. The audio cassette player should **NOT** be connected to the computer. Follow the instructions on the screen for starting STORY cassette and STORY PROGRAM.
- b) **learning game** - load **GAME PROGRAM**
Only the arrow keys and the spacebar are used. There is provision to use a joystick during the learning game on some computers.

Use the arrow keys to choose and the spacebar to confirm. The Menu gives the choice of Books 1-5b and Steps 1-5. In addition there is a choice of moving the figure slow or fast. Make your choice with the arrow keys and the spacebar.

- a) Start with Book 1 Step 1 and progress through all the Steps to Step 5. At the end of Step 5 the child can read Book 1.
- b) Continue with Book 2 Step 1 until Book 2 can be read and so on until the child can read all the books.

To play the game:

1. Move the figure with the arrow keys or joystick. Choose a word on the left side of the screen and confirm your choice with the spacebar or 'fire' with joystick. The word will change colour.
 - a) In Steps 1-3 the figure walks on the lines.
 - b) In Steps 4 & 5 there are no lines on the left side. The figure will walk off the ladder opposite a word. Move the figure so that the word is not obscured and can be read by the child.
2. Read the word to the child. The child must repeat the word after you.
3. The child should now find the corresponding word on the right side, moving the figure to it and confirming the choice with the spacebar. The child should say the word. The child must always read the word on the right side without any help. If the word is correct it will change colour.
4. Repeat points 1 to 3 until all the words on the right side of the screen have changed colour.

- a) At the end of a correct screen the child is rewarded with a figure at the top right of the screen.
 - b) After two consecutive correct screens new words will appear.
 - c) Any screens with incorrect words will have no reward figure.
5. Continue until the end of a Step has been reached.
6. At the end of Step 5 of any book the child should read the corresponding reading book.

c) reading

It is best if the child is not expected to read the books before the words have been learned. This should be at the end of Step 5. If the child insists on trying to read a book before the words have been learned, it is best if the parent reads it together with the child, similar to paired reading. If there are more than three or four words the child does not know, suggest that the words are learned before the reading is continued. Capital letters are not introduced until a later Level.

COMMODORE 64/128

When using a COMMODORE 64/128 the arrow keys are represented by the following keys:

£	-	UP	*	-	LEFT
▲	-	RIGHT	=	-	DOWN

It will help the child if you put small stickers over the keys indicating which way the arrows point.

PRISMA SOFTWARE are always looking for freelance programmers.

If you are interested write to:

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LEVEL 1 'Learn to Read with Prof'

PART ONE: 'Prof plays a new game'

This teaches a sight vocabulary and enables children to read the 5 books included in this package. No initial reading ability is required.

PART TWO: 'Prof looks at words'

Here children take a closer look at the words learned in Part One. Beginnings and endings of words are covered, as well as vowels, double letters and vowel combinations. This can be used as a companion program to Part One or on its own if the child has some reading ability.

PART THREE: 'Prof makes sentences'

This teaches sequencing, an important part of writing. The words learned in Part One are used to make sentences. There are two basic games, 'finish the sentence' and 'make the sentence', but as the games are divided into a number of ability levels, there are many permutations which will give hours of fun and learning. Can be used on its own, if the child has some reading ability.

PART FOUR: 'Prof hunts for words'

The most advanced of the games in Level 1. Children have to use their understanding of the text to complete a passage. Only the words learned in Part One are used. There are two basic games, 'choose a word' and 'find the word', and as in Part Three there are many ability levels. Can be used without the other Parts, if the child has some reading ability.

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