EasyReader ™

**PHONICS,
WORD STRUCTURE
AND COMPREHENSION SKILLS**

American Educational Computer

AMERICAN EDUCATIONAL COMPUTER

EASYREADER now makes it possible to practice and improve reading skills *at home* using the most advanced *teacher-designed* computer software programs. EASYREADER programs have been carefully developed to follow established learning principles, supporting, building upon and enriching the traditional school curriculum.

CURRICULUM-BASED PROGRAMS

Program topics are organized to coincide with regular school practice, and have been designed and tested by grade-level teachers for accurate content and appropriate presentation of materials.

Programs may be used by some students for review, practice, or remediation, and by others for enrichment and challenge. Those who are just learning English may also benefit. EASYREADER can be rewarding for everyone who enjoys interactive educational activities.

Lessons are individualized to move learners along at their own best pace.
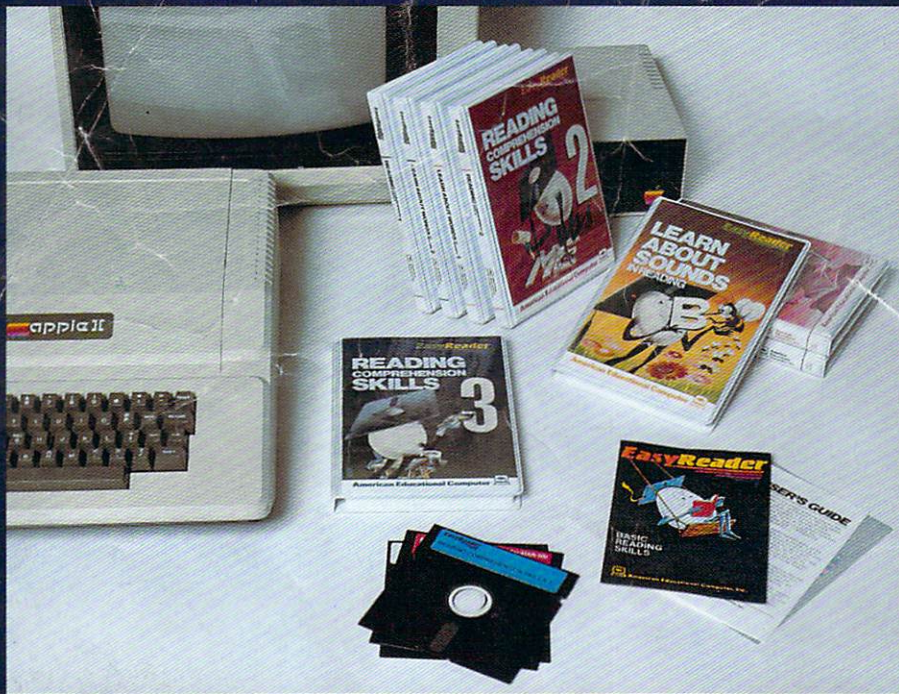
EasyReader

User's Guide

DESCRIPTION

EASYREADER is an exciting new series of computer programs to be used *at home* to practice and develop basic reading skills. The programs have been carefully designed by classroom teachers to help students improve skills that are necessary for good reading and better grades.

EASYREADER programs have been developed to coincide with grade-level reading content, from kindergarten through eighth grade. The unique features of each program are described on the following pages.

EASYREADER lessons are individualized to move you along at your own best pace. You can move slowly when exploring a new skill, or more rapidly when reviewing familiar material. Every disk keeps track of users by name, providing immediate feedback after each response. Correct answers are rewarded. Wrong answers are corrected to assure understanding before you proceed. You can return to earlier lessons whenever you like to keep your skills sharp.
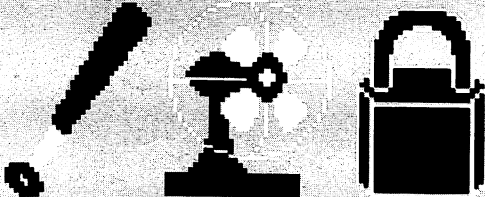
American Educational Computer, Inc.
2450 Embarcadero Way
Palo Alto, California 94303

LEARN ABOUT
SOUNDS
IN READING
Grades K-3

This program introduces Phonics, the sounds of vowels and consonants in reading: Short Vowels, Long Vowels and Initial Consonants.

BAT   FAN   LOCK

Y
GOAL — 6 RIGHT IN A ROW.   YOU HAVE

GOOD **1**

IF YOU HEAR THE /A/ SOUND, AS IN CAN,
PRESS Y FOR YES. IF YOU DON'T, PRESS
N FOR NO.

LEARN ABOUT
WORDS
IN READING 1
Grades 1-3

Program provides beginning work with word skills: compound Words, Contractions, Prefixes, Suffixes, Antonyms, Synonyms, etc.

BASE
BED
BIRD
BUTTER

FLY
BALL
ROOM
BATH

BASEBALL

GOOD **1**

GOAL — 6 RIGHT IN A ROW.   YOU HAVE

COMBINE THE WORD FROM BOX 1 WITH
A WORD FROM BOX 2. TYPE EACH
COMPOUND WORD. HIT RETURN TO
GO ON.

2

LEARN ABOUT WORDS IN READING 2
Grades 2-4

Continuing work with words, covering most of the basic structural skills required for progress in reading.

Ȳ DISAPPEAR

GOAL — 6 RIGHT IN A ROW.   YOU HAVE **GOOD 1**

READ EACH WORD. IF IT HAS THE PREFIX 'DIS'-, TYPE Y FOR YES. OTHERWISE, TYPE N FOR NO. HIT RETURN TO GO ON.

READING COMPREHENSION SKILLS 1
Grades 1-3

Presents beginning exercises in reading with understanding: Introductory concepts and work with Cause and Effect, Similarities and Differences, Predicting Outcomes, Main Ideas, and more.

THE BIG FROG SAT ON A ROCK.
IT DID NOT SEE THE GREEN POND.
BUT IT DID SEE THE LITTLE BUG.
WHAT DID THE FROG DO?
A. IT JUMPED INTO THE POND.
B. IT TRIED TO GET THE BUG.

B̄

GOAL — 3 RIGHT IN A ROW.   YOU HAVE **GOOD 1**

PRESS A OR B TO SHOW THE OUTCOME. HIT RETURN TO GO ON.

READING
COMPREHENSION
SKILLS 2
Grades 4-6

Provides continuing work in reading comprehension with an emphasis on application of concepts and skills in uses of Analogy, Comparison and Contrast, Fact and Opinion, Sequence of Events, etc.

SEABIRD WAS THE SHIP'S NAME.   D

A STRANGE SHIP GROUNDED IN THE
HARBOR.   M

IT WAS SUNDAY MORNING. $\underline{D}$

GOOD **1**

GOAL — 3 RIGHT IN A ROW.   YOU HAVE

READ STORY 1. THEN READ THE GROUPS
OF SENTENCES. TYPE M AFTER THE MAIN
IDEAS. TYPE D AFTER THE DETAILS.
HIT RETURN TO GO ON.

READING
COMPREHENSION
SKILLS 3
Grades 7-8

Develops more advanced skills in reading with understanding, emphasizing the integration and application of learning materials.

BECAUSE IT RAINED ALL DAY SATURDAY,
WE COULDN'T GO INTO TOWN.

A. IT RAINED ALL DAY SATURDAY.
CAUSE
B. WE COULDN'T GO INTO TOWN.
EFFECT
GOOD [1]
GOAL — 6 RIGHT IN A ROW.   YOU HAVE
IF A STATES A CAUSE, TYPE CAUSE. IF
A STATES AN EFFECT, TYPE EFFECT. DO
THE SAME FOR B. HIT RETURN TO GO ON.

HOW TO RUN
EASYREADER

1. Load the disk into your computer as you normally do. If you are unsure of this procedure, consult the operating manual for your computer.

   You should start each program with the first lesson on Disk 1, and continue in sequence through the balance of the program disks.

   NOTE: Be careful when handling the disk. Handle the disk label only. Never insert or remove a disk when the drive light is on – the disk or drive may be damaged and the program will "crash." Always reinsert the disk in its envelope when a program has been completed.

   Don't rush a program. The keyboard will only accept answers when there is a "cursor." Wait for each answer until you see it.

   Do not leave program disks in direct sunlight, or atop a TV set or other appliance.

2. The title screen will appear. Press *R* to run the program. (If you need to adjust the color controls of your monitor or TV set, press *H* for *Help* and follow instructions.)

3. When you press *R,* the menu will appear listing the lessons. Type the number of the lesson you choose and press *RETURN.* After you have completed a lesson, just press *RETURN,* and the computer will take you to the next lesson.

4. Type your first name when the computer asks for it. Your name is needed so the computer can keep track of the lessons you do.

5. You will be asked if you want the sound turned on. Answer *Y* or *N* and press *RETURN.*

6. Follow the instructions that appear on each screen. Young children may need help — see the TUTORIAL APPROACH section.

7. Read each question, decide your answer, and respond as the screen instructions tell you. Early lessons ask only for *Y* or *N* answers; later you will type other letters or whole words; then *RETURN.*

8. To master a lesson, you must get 3 to 6 correct answers in a row. The computer counts your correct answers and gives you a sound and picture reward when you reach the mastery level.

9. If you miss a question, your score goes to zero, and you must start scoring again. Don't be discouraged, because the computer will patiently guide you through the review you need to get a passing score.

10. If you want to exit a disk before finishing it, press *ESC.* Also, press *ESC* when you finish a session, but before removing the disk from the drive. This records your progress. When you come back later, the computer will take you to the next lesson you should do.

11. In the READING COMPREHENSION SKILLS programs, you will read stories from a special STORY BOOKLET accompanying the disk. The computer screen will tell you which story to read before asking questions about it. You can refer to the booklet at any time you need to.

TUTORIAL
APPROACH

Some students will need help in using EASYREADER: young children just learning to read or older children with certain learning disabilities benefit greatly from the tutorial approach. It's easy and fun for both the student and the tutor — especially if you follow the simple guidelines. A tutor can be anyone who can read the materials on the screen.

HOW TO TUTOR

1. As each lesson starts, read aloud the instructions at the bottom of the screen. Read and pronounce slowly, but as naturally as possible. Be sure the student knows which keys to press to select an answer. You may wish to apply pressure sensitive, color-coded labels to the appropriate keys. (The required keys appear in the screen instructions). *It's very important that the student actually make the responses.*

2. As each lesson appears, read the word that corresponds to the image. The student should respond only when the cursor appears.

3. Have the student select the answers and press the appropriate key. *Do not prompt the correct responses* – let the computer do its job.

4. Try as much as possible to observe the following suggestions:
   Don't over exaggerate sounds.
   For further reinforcement, let the student see your lips and mouth move.
   Provide as much praise and encouragement as possible.
   Try to be patient and friendly — like the computer!
   In addition to the computer work do as much outside reading with the child as possible.

5. Have fun. You will truly enjoy the success you observe.

Sound, color, graphics and animation are skillfully employed to keep students on-line and on-learning. Each disk keeps track of users by name, taking them directly to the next lesson without having to repeat familiar material.

EASYREADER provides instant feedback. Correct answers are rewarded and wrong answers are corrected, assuring that each new idea or skill is understood before going on.

EASYREADER'S TUTORIAL APPROACH

Special guidelines show how tutors can help by pronouncing words, prompting, and offering encouragement to learners. Very young students, students with learning disabilities, and students who are unfamiliar with the sounds of spoken English can benefit from this approach. EASYREADER thus offers a marvelous opportunity for shared adult/child, peer group or family involvement.

EASY-TO-USE INSTRUCTIONS

Succinct but thorough user guides get students into the programs quickly and easily with a minimum of jargon. Most instructions for learning activities appear on the screen as needed.

6 NEW EASYREADER EDUCATIONAL PROGRAMS

The EASYREADER series consists of 6 software packages, designed to develop skills and understanding in Phonics, Word Structure and Comprehension. All 6 programs are available for the Atari 800™, Apple II™, Commodore 64™, IBM PC™ and TRS-80 Color™ computers (48k and disk drive required).

LEARN ABOUT SOUNDS IN READING, Grades K-3 *(4 disk sides)*

BAT   FAN   LOCK

Y

GOAL — 6 RIGHT IN A ROW.

GOOD 1
YOU HAVE

IF YOU HEAR THE /A/ SOUND, AS IN CAN, PRESS Y FOR YES. IF YOU DON'T, PRESS N FOR NO.

Introduces Phonics and presents the skills necessary to begin successful reading, or to help reluctant readers.

LEARN ABOUT WORDS IN READING 1, Grades 1-3 *(4 disk sides)*

BASE
BED
BIRD
BUTTER

FLY
BALL
ROOM
BATH

BASEBALL

GOAL — 6 RIGHT IN A ROW.

GOOD 1
YOU HAVE

COMBINE THE WORD FROM BOX 1 WITH A WORD FROM BOX 2. TYPE EACH COMPOUND WORD. HIT RETURN TO GO ON.

Provides beginning work with word skills — contractions, prefixes, suffixes, synonyms and much more.

LEARN ABOUT WORDS IN READING 2, Grades 2-4 (2 disk sides)

Y

Ȳ DISAPPEAR

GOAL — 6 RIGHT IN A ROW.

GOOD YOU HAVE **1**

READ EACH WORD. IF IT HAS THE PREFIX 'DIS-', TYPE Y FOR YES. OTHERWISE, TYPE N FOR NO. HIT RETURN TO GO ON.

Offers continuing work with words covering most of the structural skills necessary for reading progress.

READING COMPREHENSION SKILLS 1, Grades 1-3 (1 disk side)

THE BIG FROG SAT ON A ROCK.
IT DID NOT SEE THE GREEN POND.
BUT IT DID SEE THE LITTLE BUG.
WHAT DID THE FROG DO?
A. IT JUMPED INTO THE POND.
B. IT TRIED TO GET THE BUG.

B

GOAL — 3 RIGHT IN A ROW.

GOOD YOU HAVE **1**

PRESS A OR B TO SHOW THE OUTCOME. HIT RETURN TO GO ON.

Presents beginning exercises in reading with understanding; introduces concepts and works with Cause and Effect, Similarities and Differences, Predicting Outcomes, Main Ideas, and more.

READING COMPREHENSION SKILLS 2, Grades 4-6 (2 disk sides)

SEABIRD WAS THE SHIP'S NAME.   D
A STRANGE SHIP GROUNDED IN THE
HARBOR   M
IT WAS SUNDAY MORNING.   D̲

GOAL — 3 RIGHT IN A ROW.

GOOD YOU HAVE **1**

READ STORY 1. THEN READ THE GROUPS OF SENTENCES. TYPE M AFTER THE MAIN IDEAS. TYPE D AFTER THE DETAILS. HIT RETURN TO GO ON.

Provides continuing work in reading with understanding, with an emphasis on application of concepts and skills in the use of Analogy, Comparison and Contrast, Fact and Opinion, Sequence of Events, Judgements, etc.

READING COMPREHENSION SKILLS 3, Grades 7-8 (1 disk side)

Helps to develop advanced skills in reading with understanding, emphasizing the integration and application of learning materials.

Ask your local computer software dealer about other educational programs from American Educational Computer, Inc.

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