FUNDAMENTAL SPELLING IN CONTEXT

for Apple,® DOS 3.3

LEVEL 4

About the program.

Fundamental Spelling in Context provides a comprehensive list of 5280 commonly used words for spelling practice. The list includes those words most frequently misspelled in grades one through eight. Words are presented in the context of a sentence rather than in isolation.

Who can benefit from the program?

Fundamental Spelling in Context is designed for users of all ages who need to sharpen their basic spelling skills.

How the program is organized.

Fundamental Spelling in Context is divided into eight levels. The following chart details the number of lessons and words within the lessons presented at each level:

Level	Number of Lessons	Total Number of Words
1	28	280
2	40	400
3	40	600
4	40	800
5	40	800
6	40	800
7	40	800
8	40	800
		5280

Special features.

Spelling errors are corrected immediately.

Misspelled words are reviewed immediately at the end of each lesson.

Words are presented in random order. Words displayed in a repeated lesson are not presented in the same order.

Early Exit option. Fundamental Spelling in Context allows the user to exit before the end of a lesson. Simply press the **SHIFT** key and the * simultaneously and the program returns to the Title frame.

Prerequisite skills.

Some keyboard expertise is required. Users must be able to identify the appropriate keys in order to type the desired word.

How to use the program.

Instructions for working the Fundamental Spelling in Context lessons are displayed on the monitor's screen. Read these instructions carefully before responding to them.

A capsule version of the sequence of a Fundamental Spelling in Context lesson is shown here.

1. Load the disk.
2. When the Name frame appears, type your first name and press **RETURN**.
3. When the program displays the question: **WHICH LESSON?**, type the desired lesson number and press **RETURN**.
4. When the program displays the question: **TELL ME HOW TO FLASH THE WORDS**, type the desired number and press **RETURN**.
5. Begin the activity.
6. At the end of the lesson, the Score frame appears. After reading the information displayed, press **RETURN** and the program returns to the Title frame.