Magical Myths

Magical Myths ™

MANUAL

UNICORN™
EDUCATIONAL SOFTWARE

A Note to Parents and Teachers

This program was designed with several learning objectives in mind. It aims to develop reading comprehension skills, improve vocabulary, encourage creative writing, teach word processing, file creation and management, and build memory and concentration skills.

Each of the three stories contains its own glossary. Children who need help in comprehending what they read, often read quite well but have trouble understanding the meaning of words. They are negligent in asking an adult what the words mean and often are lazy and will not use a dictionary. Instead, they simply skip over the words they don't understand and hope they get the gist of the story anyway.

Each story's glossary can be accessed by simply pressing the "G" key and children should be urged to look up words that may be unfamiliar to them. The glossaries are organized in alphabetical sequence and ideally, their use will carry over to the student's use of a pocket dictionary when reading books for pleasure.

All vocabulary questions are based on the data contained in the glossaries, but the glossaries cannot be accessed from the questions so that comprehension can really be tested. Synonym and antonym questions test the meaning of words, while the fill-in's test knowledge of the use of words in context, utilizing the cloze method of vocabulary development.

Reading comprehension questions are based on the child's knowledge of facts remembered from each story. Many questions are included so the program can be used over and over without questions being repeated. After each set of questions, the scores will be shown. The child should be told to call his parent or teacher over to monitor his score.

The word-processor and extensive editing and quiz-making options included in the fourth module, serve not only to encourage creative writing, but also to help the child understand the basics of file creation, storage and retrieval. The editor can be used to create stories and quizzes on any subject matter. Once a child has mastered all the features of the editing system, he will understand the power and intrigue of the computer.

Children will delight in seeing their own stories appear on the screen in exactly the same format as those included in the program. They will develop a thorough understanding of data storage and retrieval in learning how to use all the features included in the editor. They will enjoy creating their own quizzes for their friends, classmates and teachers. Teachers can also use this feature to create tests on any subject matter for their students to supplement classroom activities.

The last option, the concentration game, is designed to build memory skills. Often, children who have problems in understanding what they read have difficulty concentrating on the subject matter. We have included stunning graphics in our stories to help stimulate interest and have included graphic images from all the stories in the concentration game. Children will also enjoy the two-player capability.

Unicorn's development team has devoted an entire year to this project before bringing it to market. We know that we have filled a void that existed for quality language arts and computer literacy software. We aim for long-term use for each of our products and strive to enrich the mind.

Magical Myths™

Apple®

Loading Procedures

(1) Open your disk drive's door.
(2) Insert the Magical Myths disk and close the drive's door.
(3) Turn on the computer and monitor or television.
(4) The program will boot automatically and the Unicorn Logo will appear on the screen. Press any key to continue.
   • Since the disk is accessed by the computer during entire use of the program, PLEASE LEAVE THE DISK IN THE DRIVE UNTIL YOU ARE FINISHED USING THE PROGRAM unless you are asked to do so.
   • This program is a double-sided diskette with the Magical Myths programs on the side labeled Magical Myths and the questions and answers on the flip side labeled Questions & Answers.
   • When using the Myth Maker option you must use your own blank data diskettes.
   • For Apple IIe and IIc owners, Caps Lock must be down.

Introduction

After Pegasus flies across the title screen, you may Press Return to continue if you wish to skip the musical introduction. Follow the on-screen instructions for choosing background color and sound option. After the introductory mythology screens appear Press Return to continue.

The Menu

Press the spacebar to move the Unicorn next to the selection of your choice, then Press Return to proceed. The first three menu options are stories and questions as follows:

This module is a mini-word processor designed specifically for use within the Magical Myths program so that your stories will appear on the screen in exactly the same format as The Greek Gods, Pandora's Box and King Midas. It was not designed to be used as a formal word processor in that it has 38 column capabilities to correspond directly to the screen layout, therefore it does not contain word-wrap capabilities.

Because your story will appear exactly as formatted on the screen, the RETURN KEY must be pressed after typing each line. Make sure that words are not broken up from one line to another. If, when creating a story you are at the end of a line and you realize that a word will be broken up, simply press Control-D (CTRL-D) to delete those letters, then press return. This will place you at the start of the next line.

The editor/word processor has upper and lower case capabilities, however, the caps lock key must be depressed during use. In order to capitalize a letter, first press the ESC key and then the letter. Capitals will be indicated on the screen by the inverse mode. Any letters typed without pressing the ESC key first will be in lower case when printed out on paper or loaded back later, even though in the editor mode they will appear as upper case.

Legal Editing/Word Processing Commands

CTRL-A   Help. Displays the Help Screen.

CTRL-L   Loads a previously saved story. Pressing CTRL-L will cause the cursor to flash on the white menu bar on the bottom of the screen next to the words 'LOAD FILE:' Type in the file name of the story you wish to retrieve, remove the Magical Myths program disk and insert your data disk and press Return. You can save as many stories on one data diskette as space permits.

CTRL-S   Save the story being edited. When executing this command, a cursor will flash on the white bar on the bottom of the screen and you will be asked to enter a file name with a maximum length of 10 characters. Type in the file or story's name and be sure to remove your Magical Myths program disk and insert a previously initialized data disk. Press Return.

> ### Initializing a Data Disk
>
> 1. Place your Apple DOS 3.3 diskette in drive #1.
> 2. Turn on your computer.
> 3. When the drive's red busy light goes out remove your Apple DOS diskette.
> 4. Insert a blank diskette into the drive.
> 5. Type NEW and press return.
> 6. Type INIT HELLO and press return.
> 7. The red busy light will go on and when it stops your data disk will be initialized or formatted.

CTRL-I   Inserts a line before the current line.

CTRL-Z   Deletes the current line.

CTRL-P   Prints the story currently in memory. TURN ON YOUR PRINTER. If your printer is not turned on when you try to print a story the computer will say 'Not Selected' and the computer will 'crash' or lock-up. Your only recourse will be to reboot the Magical Myths disk and you will lose the story in memory.

CTRL-C   Clears the entire story currently in memory.

CTRL-D   Deletes a character. This will delete the character to the left of the cursor.

CTRL-O   Moves the cursor up one line.

CTRL-M   Moves the cursor down one line. Same as return.

CTRL-V   Catalog. Make sure that your data disk (story disk) is inserted before executing this command. This option will show you all the file names appearing on the disk.

CTRL-E   Erase a story on disk. Make sure your data or story disk is in the disk drive. The white bar on the bottom of the screen will say 'Remove File:' and you must enter the file name of the story you wish to delete and press Return.

CTRL-Q   Exit story editor. Make sure the Magical Myths disk is in the drive before you execute this command. If the data disk is in the drive you will get a "FILE NOT FOUND" error message. Executing this command will result in control being passed to the Myth Maker sub-menu screen.

Arrow keys (← and →) move the cursor left or right.

The Greek Gods
Pandora's box
King Midas

The fourth option is the Myth Maker and Question Creator while the fifth option is the Mythical Match Game which is a concentration and memory builder.
· Pressing the ESC key while the menu screen appears will permit you to change your background color and sound option once again.

Directions for the Greek Gods, Pandora's Box and King Midas

Begin by selecting whether to Read the Story or Answer Questions.

Reading the Story

Press Return to continue reading the story from screen to screen. If you wish to return to the main menu, simply press the ESC key. Each story contains its own glossary. Any words that are unfamiliar should be "looked up" in the glossary.

Glossary Use

Press the 'G' key to access each story's glossary and spacebar to continue from one glossary screen to the next. Note that the glossary is organized in alphabetical sequence. To return to the story Press the Return key.

After reading a story follow the on-screen instructions asking you to "Insert the question and answer disk in drive #1 and press any key." Simply flip the disk over to the side labeled "Questions and Answers" and press any key.

If you want to return to the main menu instead of answering questions, do not flip the disk over and just press the ESC key, and then press any key.

Answering Questions

In order to answer questions the diskette should be inserted in drive #1 on the Question and Answer side. Then, press any key to continue.

You are given the option of answering between 10 and 20 questions. Choose the number desired and Press Return. If you change your mind while entering the number, just press the Left Arrow key and proceed.

Press 1 for Reading questions or 2 for Vocabulary questions.

Setting the Parameters for Reading Questions

Reading questions are based upon each of the three stories. You can select the question format you wish by pressing either:

    1 for multiple choice or

    2 for fill-in the blank.

Then choose 1 or 2 players and enter names.

Setting the Parameters for Vocabulary Questions

All vocabulary questions are based upon each story's glossary. Select 1, 2 or 3 for Synonym, Antonym or Fill-in questions.

    Then choose 1 or 2 players and enter names.

Directions for Answering Questions

Press any key to move either Poseidon's or Zeus' arm to point to the answer you choose and Press Return. Incorrect answers will be shown the correct answer. Press Return to continue. After answering the questions each player's score is shown. Press any key to continue. Follow the on-screen instructions by flipping the disk to the Magical Myths side and press any key.

    Pressing the ESC key at any time will permit you to return to the main menu, however, you must first remove the disk (Question & Answer side) from the drive and flip it over, back to the Magical Myths side, and then press any key.

Myth Maker

Required Materials: TWO BLANK DATA DISKETTES. One will be used for creating and editing your own stories and must be initialized prior to use. The other will be used for creating your own questions and answers, and must be specifically formatted through this program.

Myth Maker Menu

Press the number corresponding to the option of your choice.

OPTION 1. Create your own story or edit a previously written story.

    Entering this module will be designated by a white line bar on top of the screen that says "Magical Myths Editor" and a white line bar on the bottom indicating a page or screen number. Each story can be a maximum of 11 pages.

For a summary of these commands see the QUICK REFERENCE CARD.

OPTION 2.   Create questions and answers.

Entering this module will be designated by a white bar on top of the screen titled "Magical Myths Question Create."

(a) Before you can create any questions you will need a formatted data diskette. This may be done by selecting the 'FORMAT NEW DISK FOR QUESTIONS' option and following the on-screen instructions. All question and answer disks must be formatted through this option only.

(b) Add Questions to Library. This module enables you to create your own quizzes. When creating questions you may use capital and lower case letters as explained in the afore-mentioned Option 1 instructions.

Questions may only be 2 lines long. After typing your question press Return. You will then be prompted to enter 3 answers, which can be no longer than 19 characters each. Press Return after typing each answer. Once again you will be prompted to type in the number corresponding to the correct answer. After each question you will be asked whether or not you wish to add more questions. Type a 'Y' for yes or 'N' for no.

(c) Remove Questions from Library. Questions must be removed from the library by their question number. Type in the number of the question you wish to remove and press Return. The question will then appear on the screen. If it is the one you want to delete type a 'Y,' otherwise type a 'N.'

If you are unsure of your question number select the VIEW QUESTION option first.

(d) View Questions. Upon selecting this option, you will be asked if you wish your questions sent to a printer. If you do, make sure your printer is on, otherwise the computer will say 'Not Selected' and cause the program to crash as detailed previously.

To view your questions on the screen just press Return until all questions have been displayed.

(e) Edit a Previously Saved Question. To edit a question you enter the number of the question you want to change and press Return. If you are unsure of its number you may use the View option first. Follow the instructions in the white box on the bottom of the screen to change your questions and answers.

(f) Exit Question Create. To exit question create make sure the Magical Myths program disk is in drive #1 and press any key.

OPTION 3.   Read a story you've already written.

Follow the on-screen instructions, insert the data disk on which you have saved your story, and type in the story or file name. After the story has been loaded into memory you must put the Magical Myths program disk back in the drive and press any key.

Your story will then appear on the screen. If you need any further instructions, refer to the Reading the Story section of this booklet. Pressing the ESC key will return you to the Main Menu screen.

OPTION 4.   Answer Questions You've Already Written.

You must insert your own question data disk in the drive and press any key. If you need further instructions refer to the Answering Questions section of this booklet.

OPTION 5.   Exit Question Create.

Mythical Match Game

Objective

This is a 1 or 2 player concentration game designed for building memory skills. Pictures relating to the Greek myths are hidden behind lettered boxes on the screen. The object is to test your memory by seeing how many matches you can make.

Game Play

Enter the number of player(s) and their name(s). The name of the player whose turn it is will be displayed in the center of the playfield. Press any key to make the name prompt disappear. Then type the two letters of the boxes you wish to view. The computer will display two pictures hidden behind these boxes. Once all the boxes have been revealed the score(s) will be shown. Pressing any key will return you to the Main Menu.

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Quick Reference Card

CTRL-A   Help. Displays the Help Screen.

CTRL-L   Load a previously saved story.

CTRL-S   Save a story being edited.

CTRL-I   Insert a line before the current line.

CTRL-Z   Deletes current line.

CTRL-P   Print story currently in memory.

CTRL-C   Clear edit buffer (wipes out story).

CTRL-D   Delete a character.

CTRL-O   Move the cursor up one line.

CTRL-M   Same as Return. Moves cursor down one line.

CTRL-V   Catalog.

CTRL-E   Erase a story on disk.

CTRL-Q   Exit story editor.

Arrow Keys (← and →) move the cursor left or right. Return Key enters each line.

Magical Myths™

A Journey In Greek Mythology

Recommended age level: 8-12   For one or two players

Introduce your children to the wonders of the ancient Greek Myths while developing their vocabulary, reading comprehension and creative writing skills, with these FIVE different learning programs.

THE CREATION OF THE GODS   PANDORA'S BOX   KING MIDAS

These are animated stories with built-in glossaries and over 800 reading comprehension and vocabulary (synonym and antonym) questions.

∽ MYTH MAKER & QUESTION CREATOR ∽

A mini-word processor which permits children to write their own stories, save them to disk, print them and view them on the screen. Children and parents/teachers can even create their own multiple choice quizzes with the Question Creator.

∽ MYTHICAL MATCH GAME ∽

A one or two player concentration game designed to build memory skills. Players will be delighted with the graphic portraits of the Greek gods.

Learning Objectives: MAGICAL MYTHS is the most exciting and comprehensive way to challenge and stimulate children to develop their skills in the following areas:

★ Knowledge of Greek Mythology ★ Reading Comprehension ★ Vocabulary Development ★ Word Processing ★
★ Creative Writing ★ Critical Thinking ★ Memory Building ★ File Creation, Retrieval and Editing ★

The diversity of activities and stunning graphics will provide your children with long-term educational value.

"We Enrich The Mind"™

PROGRAM DESIGN by June Stark, the founder and director of The Computer Learning Center for Children. Her specialty is creating educational computer programs.
PROGRAMMING and COMPUTER GRAPHICS by Jack Alexander.

UNICORN™
EDUCATIONAL SOFTWARE

UNICORN TREASURES MAKE LEARNING A PLEASURE™