READ 'N ROLL ™

QUICK START

Start the Program

Apple	IBM
• Insert program disk, label side up, in drive 1.	• Boot DOS (2.1 or higher).
• Turn on the computer.	• Insert the program disk in drive A.
	• At the A>, type **rr**.

Sign In

- Enter your name. Press **<Return>** or click **OK**.
- Use the arrow keys or the mouse to enter the correct month. Press **<Return>** or click **OK**. Enter the date and year in the same way.

Select a Level

Mouse

- Pull down the Level menu and select a level.

Keyboard

- Press **<Esc>** to access the menu bar.
- Use the arrow keys to pull down the Level menu and select a level; press **<Return>**.

Select an Activity

Mouse

- Click one of the five icons on the Main screen.

Keyboard

- Use arrow keys to select an icon; press **<Return>**.

To escape from an activity, select **Stop** from the Activity menu.

THE DAVIDSON COMPANY CHARTER

At Davidson, we are committed to excellence in education. We strive for excellence in the products we create; we strive for excellence in the service we provide to our customers; we strive for excellence in the way in which we conduct our business. We believe that education enhances the quality of life and that our contribution to the enhancement of education will enrich the customers we serve.

Our Guiding Principles:
- Quality is our first priority.
- Customers are the focus of all our efforts.
- Seeking a better way is essential to our success.
- Employee involvement is our way of life.
- Dealers and suppliers are our partners.
- Integrity cannot be compromised.

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INTRODUCTION

Welcome to *Read 'N Roll!* Your computer will turn into a powerful tool for developing essential skills in reading comprehension.

Read 'N Roll will help you or your students improve reading comprehension in the five main skill areas—recognizing the main idea, recalling facts, identifying the sequence of events, drawing inferences, and building vocabulary.

Students enjoy the motivating challenges and positive feedback this program offers. Colorful graphic presentations capture interest and retain a student's attention. Reading becomes an interesting activity for students to enjoy as they learn. Learning is a positive experience; reading is fun!

Read 'N Roll takes full advantage of the unique benefits of computer instruction. Students work at their own pace, receive positive reinforcement as they progress, and strengthen their areas of weakness. Students develop, practice, and apply reading comprehension skills. They achieve success as they learn; success builds upon success. Students are successful not only when they are using the software but in other reading activities as well.

Read 'N Roll can be used both at home and in a classroom. Teachers find it useful to help reinforce the material they've presented in class. *Read 'N Roll* supplements reading instruction; it does not replace it. The program is most effective when it is used *after* a

concept has been introduced in class. For example, after a student understands the concept of finding main ideas, *Read 'N Roll* becomes an effective tool for mastering that skill.

Read 'N Roll has many special features which enhance learning and motivate students:

Extensive Material
Read 'N Roll covers the five most important comprehension skills a student must master to be a good reader. There are 320 reading passages, 320 comprehension questions, and 320 vocabulary words that challenge students to develop strong reading skills.

Multiple Activities
Students develop reading comprehension skills utilizing any or all of five motivating activities designed by reading teachers to improve comprehension and retention.

Reading Hints
When students practice recalling specific facts or drawing inferences, *Read 'N Roll's* special hint feature is available to them. If a student refers back to the reading passage after one incorrect response, a hint will be highlighted which will aid in choosing the correct answer on a second try.

Davidson Student Desktop Interface
This specially designed learning environment with pull-down menus allows students to view and select all of the options from one screen. The colorful icons on the Main screen represent the five *Read 'N Roll* learning activities.

Certificate of Excellence
As students develop comprehension skills and earn a perfect score, they may print a graphic certificate of excellence which recognizes their achievement and reminds them of the fun they had learning.

Record Keeping
Students, as well as their parents and teachers, can keep track of their progress with the *Read 'N Roll* record-keeping system. Records can be saved to the disk and printed out for further reference.

Editor
To further extend the life of the product, the *Read 'N Roll* easy-to-use Editor allows you to enter your own reading passages and vocabulary words for use with the five *Read 'N Roll* activities.

You'll find *Read 'N Roll* to be one of the most comprehensive educational software programs you'll ever use, and one of the most creative examples of what a powerful learning tool your computer can be. Learn and enjoy!
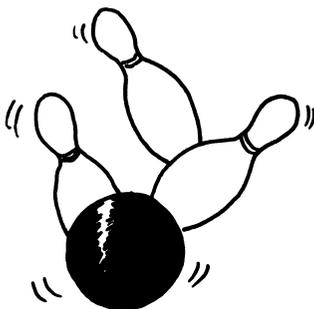
STARTING *READ 'N ROLL*

You will find, in your *Read 'N Roll* package:
- the *Read 'N Roll* disks
- this manual
- registration card.

System Requirements

Read 'N Roll runs on Apple, IBM, and MS-DOS computers:

Apple IIe, IIc, IIGS
- 128K, 1 or 2 drives
- extended 80-column card
- printer (optional)
- mouse (optional).

IBM and MS-DOS computers
- 256K, 1 or 2 drives
- color/graphics adapter
- printer, mouse (optional)
- DOS 2.1 (Tandy 2.11.24) or higher.

Starting the Program

To start *Read 'N Roll*, follow the steps for your computer.

Apple
- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM and MS-DOS computers
- Start computer with DOS.
- Remove DOS; insert program disk in drive A.
- At the A>, type **rr**.

Signing In
- Enter your name in the dialog box (8 characters maximum for MS-DOS computers); press **<Return>**.
- Enter the month. Use the arrow keys on the keyboard or use

the mouse to click on the screen arrows. When the correct
month shows in the box, press <Return> or click **OK**.

```
┌─────────────────────────────────────┐
│  Select the year.    [<-] [->]       │
│  ┌────────────────────────────────┐  │
│  │ 1988                           │  │
│  └────────────────────────────────┘  │
│  [OK]       January 8,               │
└─────────────────────────────────────┘
```

- Enter the date and year in the same way.
- When the Main screen appears, press <Alt> to access the
  menu bar. Select **Setup** from the File menu. Indicate the
  type of printer you are using, adjust the program speed if
  necessary, and indicate the pathnames for data and records.
  (If you are using floppy disks you need only indicate the
  drive in which data or records disks may be found.)

MS-DOS Hard Disk Installation
The IBM version of *Read 'N Roll* may be installed onto a hard disk:
- Boot the hard disk (usually drive C).
- Insert the *Read 'N Roll* disk in a disk drive; at the prompt,
  type **a:** and press <Enter> (if disk is in drive B, type **b:**).
- At the A> (or B>), type **hdinstal c:** and then name the sub-
  directory to be created for the *Read 'N Roll* files; press
  <Enter>. For example, typing **hdinstal c:\reading** will
  create a subdirectory named **reading** on your hard disk (**c**)
  and copy all the program and data files into it.

You must make subdirectories if you plan to store custom data or
student records on your hard disk.
 For example, type **md c:\reading\records** and press <Enter> to

create a place for records; type **md c:\reading\newdata** and press
<Enter> to create a place for new stories that you may enter.

To run *Read 'N Roll* from your hard disk:
- Start your computer as usual from the hard disk.
- If you plan to print the graphic certificate, at the prompt
  type **graphics** and press **<Enter>**. (This file may be on your
  hard disk in a DOS subdirectory or on the DOS floppy disk.)
- At the next hard disk prompt, type **cd** and the complete
  pathname to the subdirectory where you installed the pro-
  gram (for example, **cd\reading**) and press **<Enter>**.
- At the next prompt, type **rr** and press **<Enter>** to start the
  program.
- When the Main screen appears, select **Setup** from the File
  menu. In the boxes, enter information about your printer,
  program speed, and complete pathnames for records or
  custom data (if you are using these features). This informa-
  tion will be saved to the disk.

To remove the *Read 'N Roll* program from your hard disk, follow the
installation steps on page 5, but substitute **uninstal** for **hdinstal**.
This will remove the program and data files. You may use DOS
commands to any delete custom data or records that you no longer
need on your hard disk.

USING THE DAVIDSON
STUDENT DESKTOP INTERFACE

Read 'N Roll utilizes the new Davidson Student Desktop Interface which allows you to move from one part of the program to another with ease.
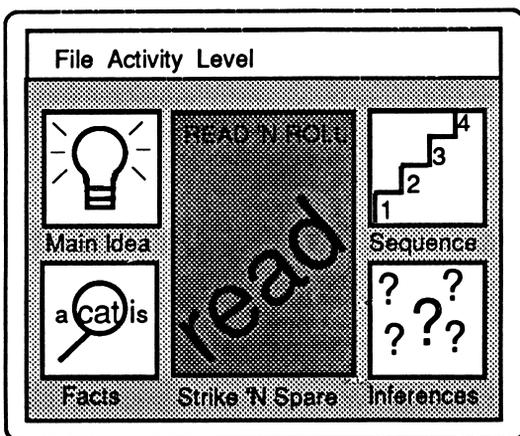
The Pull-Down Menus

At the top of the *Read 'N Roll* Main screen is a menu bar. You may access the menu bar with either the mouse or the keyboard.

Mouse

- To pull down a menu, point to an item on the menu bar and hold down the mouse button.
- Drag the pointer to a subject and release the button to select.

Keyboard

- Press **<Esc>** to access the menu bar.
- Use right and left arrow keys to pull down a specific menu.
- Use up and down arrows to highlight an item; **<Return>**.

The Icons

The five *Read 'N Roll* activities are represented by colorful icons (pictures) on the Main screen. Select an icon using either the mouse or keyboard.

Mouse

- Double-click one of the five activity icons on the Main screen.

Keyboard

- Use arrow keys to select an icon; press **<Return>**.

You can also access an activity by highlighting the activity icon and selecting Start from the Activity menu.

To leave an activity, press ⌘S (Apple version) or S (MS-DOS), or select **Stop** from the Activity menu.

Message and Dialog Boxes

Read 'N Roll will prompt you with a message if there is a choice for you to make, or information you need to enter. A dialog box will appear on the screen.

```
┌──────────────────────────────────────┐
│ Save on disk:/RECORDS                 │
├──────────────────────────────────────┤
│          Press space to  [ continue ] │
│       Press D to change  [  drive   ] │
│             Press C to   [  cancel  ] │
└──────────────────────────────────────┘
```
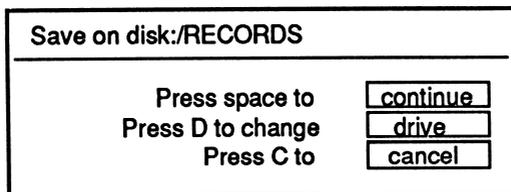
The Davidson Student Desktop Interface allows you maximum freedom to move from one part of the program to another quickly and efficiently. It makes using the computer easier than ever before and allows you to focus your attention completely on learning.

USING READ 'N ROLL

Now that you are familiar with the Davidson Student Desktop Interface utilized by *Read 'N Roll*, you are ready to focus on developing some important reading comprehension skills.

Choosing a Level

Before you start one of the *Read 'N Roll* activities, you should select a level of reading material. *Read 'N Roll* offers a total of 320 reading passages. There are 80 passages for each of the first four activities; these 80 passages are divided into four difficulty levels.

The authors of the stories used the Fry Reading Index, various reading textbook series, and their own professional judgment to determine the appropriate grade level of the reading material. Although the stories were written for students in grades 3, 4, 5, and 6, students of any age who need practice in reading comprehension can benefit from any of the reading activities.

Level 1	-- Grade 3
Level 2	-- Grade 4
Level 3	-- Grade 5
Level 4	-- Grade 6

- From the Level menu, select a level: 1–4, or Your File (original passages you create using the *Read 'N Roll* Editor). A check mark will appear in front of your selection, and the level will be indicated on the Main screen.

Learning with the Five Read 'N Roll Activities

Read 'N Roll improves reading comprehension by offering activities
for practice in five reading skill areas. The activities are represented
by icons on the Main screen. Each activity is designed to develop
these individual reading skills; you may do the activities in any
order you wish. You may use the mouse or the arrow keys to make
your selection.

> *Note to Teachers*
> Read 'N Roll *was designed to focus on one specific
> comprehension skill at a time. Therefore, it will be
> easy for you to assess a student's strengths and
> weaknesses.*

Follow these steps to work with the first four reading activities
(*Main Idea, Facts, Sequence,* and *Inferences*):

- • Select the desired activity and level.
- • Read the passage.

File Activity Level

1.   Main Idea - Level 1
Jaime's class was going on a trip
to the aquarium. All week long,
his teacher had been talking
about what they would see. Now
the day had finally come. First
they saw the kelp forest . . .

Press space for question
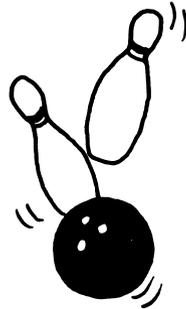
- Press **<Space>** to read the question.

```
File  Activity  Level

    1.      Main Idea - Level 1
This story tells mainly about

A. a field trip to the aquarium.
B. watching sea otters being fed.
C. the aquarium's touch pool.
D. life in a kelp forest.

Press space for [story    ]
```
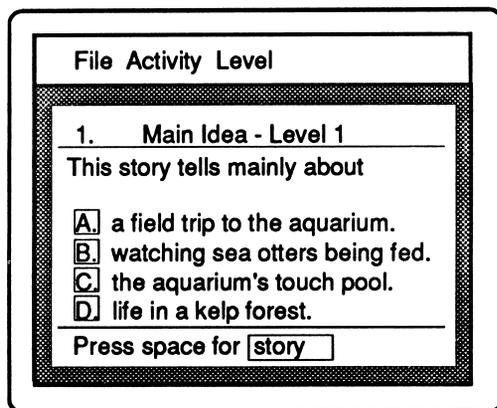
- Choose the correct answer by using the mouse, using arrow
  keys and **<Return>**, or typing the corresponding letter. You
  may press **<Space>** to refer back to the passage.

If the answer is correct, you will be rewarded with positive graphic
reinforcement and sound. If the answer is incorrect, you get a
chance to try again. If you refer back to the passage after one incor-
rect response in **Facts** or **Inferences**, a hint will be highlighted to
help you answer correctly. At the end of the lesson, a scoreboard
will show the percentage of correct answers. Retries (questions an-
swered correctly on the second try) are worth only half as much as
questions answered correctly on the first try. The number of correct
responses includes retries.

Scoreboard	
Name	Faye
Date	May 6, 1988
Activity	Facts
Level	3
Time Elapsed	16:11
Correct	18
Retries	2
Total	20
Stories Completed	1-20
Score	85%

The following options are available from the Activity menu when you work with the first four activities:

- **Review**

   When this is checked, you may refer back to the passage after reading the questions.

- **Sound**

   When checked, sound is used for positive reinforcement.

- **Show Timer**

   When this is checked, a timer appears in the upper right corner of the screen.

- **Invert Text**

   When this is selected, the screen background changes between light and dark.

Note: To achieve the clearest possible resolution of text on the screen, you may need to adjust the color level on your monitor. In some cases it might be necessary to set your monitor for monochrome display.

Main Idea

In this activity, you will be asked to recognize the main idea of a reading passage.

```
File  Activity  Level

6.    Main Idea - Level 4

This paragraph is mainly about

[A]  James Smithson.
[B]  the Spirit of St. Louis.
[C]  the Smithsonian Instituition
[D]  the "Star-Spangled Banner."

Press space for [story]
```

The main idea of a reading passage is *what the passage is all about.*
You need to know the difference between *general* and *specific* ideas
when you work on this activity. For example, if a passage contains
information about robins, cardinals, and sparrows, it is probably
about birds. Birds is a *general* category in which *specific* birds like
robins, cardinals, and sparrows belong. As you answer the questions
in this activity, keep in mind that you are looking for a *general* idea.

Note to Teachers
Mastery of this skill is a key to comprehension, not
only in reading, but in writing and listening as well.
If students learn how to recognize a main idea, they
will tend to write with a main idea in mind, and
grasp a speaker's main point more easily.

Facts

Practice recalling specific facts from a reading passage.
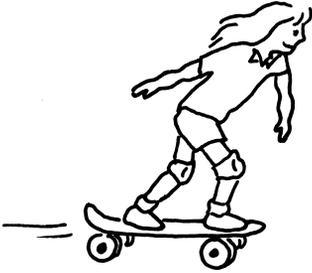

```
┌─────────────────────────────────────┐
│ File  Activity  Level                │
│ ┌─────────────────────────────────┐ │
│ │ 3.          Facts - Level 2     │ │
│ │ ─────────────────────────────── │ │
│ │ Randy's family lived            │ │
│ │ [A] next door to his cousins.   │ │
│ │ [B] in Wisconsin.               │ │
│ │ [C] in a cold climate.          │ │
│ │ [D] in a warm climate.          │ │
│ │ ─────────────────────────────── │ │
│ │ Press space for [story  ]       │ │
│ └─────────────────────────────────┘ │
└─────────────────────────────────────┘
```

As you read, pay close attention to key details. Look carefully at your answer choices before selecting one. In the beginning, you may want to refer back to the passage once or twice before answering the question. If you answer incorrectly once, a helpful hint will be highlighted when you refer back to the passage. After some practice with this activity, you will learn to recall specific facts without having to look back at the passage each time.

> *Note to Teachers*
> *If students have trouble recalling facts from a reading passage, suggest that they read more slowly and carefully.* Read 'N Roll *has a timing feature that will help you monitor a student's reading speed.*

Sequence

Learn to identify the sequence of events in a reading passage.

```
┌─────────────────────────────────────────┐
│  File   Activity   Level                 │
│ ┌─────────────────────────────────────┐  │
│ │ 13.   Sequence - Level 2            │  │
│ │ After the pencil is painted         │  │
│ │ Ⓐ  the lead is made.                │  │
│ │ Ⓑ  the eraser is attached.          │  │
│ │ Ⓒ  wood is glued around the lead.   │  │
│ │ Ⓓ  the wood is cut into sticks.     │  │
│ │ Press space for │story  │           │  │
│ └─────────────────────────────────────┘  │
└─────────────────────────────────────────┘
```
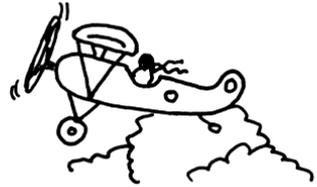
After reading a passage, you will be asked a question like "What happened first (or next, or last)?" Pay close attention to key words such as *then, before, after, first, next,* and *last* as you read. Sometimes it is easy to tell what logically would happen first, next, or last by looking at the answer choices. If you can't remember the exact order, you may refer back to the passage. Soon, you should be able to answer the question without referring back to the passage.

> *Note to Teachers*
> Read 'N Roll *is designed to make reading a positive experience. Correct responses are rewarded with encouraging messages and animated graphics. An incorrect answer prompts a message which asks students to try again. There is never negative feedback to scold or embarrass a student for an incorrect response.*

Inferences

You will be asked to "read between the lines" or draw inferences.

```
File  Activity  Level

2.    Inferences - Level 3

We can tell that Ben is

A.  looking forward to Stefan's visit.
B.  upset with Stefan.
C.  waiting for Stefan's call.
D.  worried about meeting Stefan.

Press space for  story
```

Drawing inferences is something you do every day. Every time you ask a friend, "Do you think she meant this or that?," you are drawing an inference. When you listen, you base your inferences on a speaker's tone of voice and facial expression. When you read, your inferences should be based on the author's word choice and purpose. Remember that an inference is more than a guess. An inference is a logical conclusion based on hints that are stated or implied. If you refer back to the passage after one incorrect response, these hints will be highlighted.

> *Note to Teachers*
> Read 'N Roll's *hint feature is especially helpful in this activity. The highlighted hint does not give the answer, but points out a key phrase or sentence to help the student respond correctly on the second try. Hints help students look beyond surface meanings.*

Strike 'N Spare: A Vocabulary Game

In this arcade-style bowling game, you will be asked to define words in context.

One of the story sentences will be presented with one word high-lighted. Use the context of the sentence to help you define the high-lighted word. Eliminate the choices that are obviously wrong and choose the best answer. Correct answers in this game are rewarded with the opportunity to direct the animated bowler.

> *Note to Teachers*
> *These words are taken from the reading passages.*
> *Students can either play the game to become famil-*
> *iar with the vocabulary and then read the passages,*
> *or read the passages and then test their knowledge*
> *of the vocabulary by playing the game.*

Follow these steps to play the game:

- Select a level, then select the Strike 'N Spare icon.
- Select a file from which you'll study vocabulary. (Choose **All** to work with vocabulary from all four categories.)
- Choose a bowler.
- Choose the best meaning for the highlighted word. (Use the mouse, use arrow keys and <Return>, or type the letter.)

If the answer is correct, a ten-frame scoreboard will appear. (Press **<Space>** to make the scoreboard appear more quickly.) A ball will come out of the chute and the bowler will walk over to pick it up. Then the bowler will move back and forth across the alley.

- When you think the bowler is in a good position, press **<Space>** to release the ball.

Scoring

The *Read 'N Roll* bowling game is scored much like conventional bowling—by recording and adding the number of pins knocked down. In conventional bowling and in *Read 'N Roll*, you are awarded extra points when you get a strike (ten pins knocked down with one ball) or a spare (ten pins knocked down with two balls).

- A **strike** is worth 10 points + the number of pins knocked down with your next two balls.
- A **spare** is worth 10 points + the number of pins knocked down with your next ball.

In conventional bowling, the scores for a strike or a spare are not recorded until you bowl the extra balls. In the *Read 'N Roll* bowling game, your score will show immediately. Then it will adjust automatically when the next balls are rolled.

Printing a Certificate of Excellence

The Main Idea, Facts, Sequence, and Inferences activities offer students a certificate of excellence for a perfect score of five or more. The printed certificate of excellence is a special feature which rewards students and reinforces a positive feeling about reading. This tangible graphic reward can be given to the student, posted in the classroom, or sent home to parents.


```
Read 'N Roll
IT'S A STRIKE!
                        Marilyn June Marr
                        August 1, 1987
                        Main Idea
                        Level 1
   Davidson.   Copyright © 1987 Davidson & Associates, Inc.
```
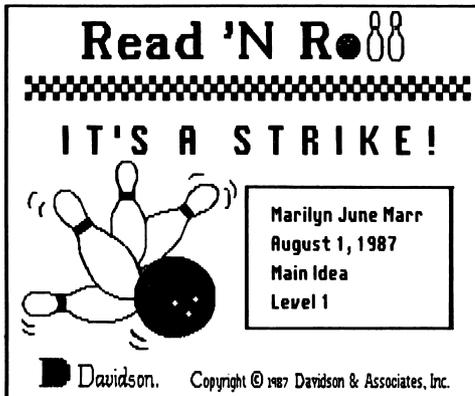
To print your graphic certificate, follow the screen prompts.

Note to Apple users: See Appendix B for directions for Printer Setup. If your printer is not compatible with the graphics used for this special certificate, you may print out a text certificate.

Note to MS-DOS users: You must run **graphics.com** prior to *Read 'N Roll* if you wish to print a graphic certificate. This file is on your DOS disk.

Keeping Records

The record-keeping feature makes it possible to save a student's scores on a special Records disk. These cumulative records may be printed out or viewed on the screen. Both parents and teachers will find this information helpful in evaluating progress and diagnosing a student's needs for further practice.

Before you create student files, format a blank disk on which to store all students' records.

Apple	**MS-DOS**
• Format a blank disk using ProDOS.	• Format a disk using DOS 2.1 or higher; or, if you are using a hard disk, create a subdirectory.
• Name the disk, e.g., /RECORDS.	• Select **Setup** from the File menu and indicate the path-name for the Records disk.

To create a student record file:

- Type the student's name into the sign-in box at the beginning of the program.
- Access the File menu and select **Record Keeping**. (A check mark on the menu indicates the feature is on.)
- When the student chooses **Quit, See Record, New Student** or **Strike 'N Spare** after working with Main Idea, Facts, Sequence, or Inferences, the program will ask for the Records disk.
- Insert the formatted Records disk (or press **C** to cancel).

The program will look on that disk for the student's name as it was typed in at the beginning of the program. If the name isn't found on the disk, you will be given the opportunity to create a new file.

Note: If you are keeping records, you must select **Quit** when you have finished using the program. If you turn off the computer without selecting **Quit,** your most recent records will not be saved.

To turn off the record-keeping function:
- Access the File menu and select **Record Keeping** to make the check mark disappear.

To view a student's record on the screen:
- Type the student's name into the sign-in box on the opening screen.
- Select **See Record** from the File menu.

You will be asked to insert the Records disk. The student's record will appear on the screen. Press **<Space>** to page through the file.

Note: If you get a "FILE NOT FOUND" message, catalog the Records disk (using your DOS disk or System Utilities disk) to see a list of the student record files on that disk.

To print a record:

- Type the student's name into the sign-in box.
- Select **See Record** from the File menu.
- Press **P** to print or **C** to cancel. Printing will begin with the record displayed on the screen.

No.	Date	Activity/Level	Time	Correct	Retries	Total	Stories	Score
1	May 1,1988	Main Idea/1	10:00	9	2	10	1-10	80%
2	May 2,1988	Facts/1	10:00	10	0	10	1-10	100%
3	May 3, 1988	Inferences/2	15:12	14	2	16	1-16	81%
4	May 5, 1988	Sequence/1	6:00	5	1	5	1-5	90%
5	May 6, 1988	Facts/2	9:27	9	2	9	1-9	88%

Tom's record: Page 1

The five *Read 'N Roll* activities offer you a powerful tool for developing reading comprehension skills. In the next section, you will learn how to use the *Read 'N Roll* Editor to create more reading passages and include additional vocabulary words to be used with the bowling game.

USING THE EDITOR

You may create your own reading passages and choose vocabulary words to use with the five learning activities. Before you begin, format a blank disk on which to save the new data files you create.

Apple	MS-DOS
• Format a blank disk using ProDOS.	• Format a blank disk using DOS 2.1 or higher, or create a subdirectory on a hard disk. (See page 5.)
• Name the disk, e.g., /RRDATA.	• Select **Setup** from the File menu; indicate the data path.

Files you create with the *Read 'N Roll* Editor will be saved automatically. Since the program works on four specific reading skills, your data must be organized in a similar manner. You can have only *one file of each type* (Main Idea, Facts, Sequence, Inferences) *on a single disk (or in a single subdirectory* on a hard disk). There may be many stories in each file. (More than 200 stories and sentences should fit on a floppy disk.)

Entering New Reading Passages
To enter your own reading passages to be used with Main Idea, Facts, Sequence, and Inferences, first access the Editor:
- Select **Editor** from the File menu on the Main screen.
- Select **New** from the Editor's File menu.
- At the dialog box, select **Reading Passages**; then select a skill area (Main Idea, Facts, Sequence, or Inferences).

```
┌─────────────────────────────────────────┐
│  ┌───────────────────────────────────┐  │
│  │ File                              │  │
│  │░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░░│  │
│  │  1.          Main Idea            │  │
│  │  ───────────────────────────────  │  │
│  │                                   │  │
│  │                                   │  │
│  │                                   │  │
│  │                                   │  │
│  │   ┌─────┐            ┌─────┐       │  │
│  │   │ <-- │            │ --> │       │  │
│  │   └─────┘            └─────┘       │  │
│  └───────────────────────────────────┘  │
└─────────────────────────────────────────┘
```
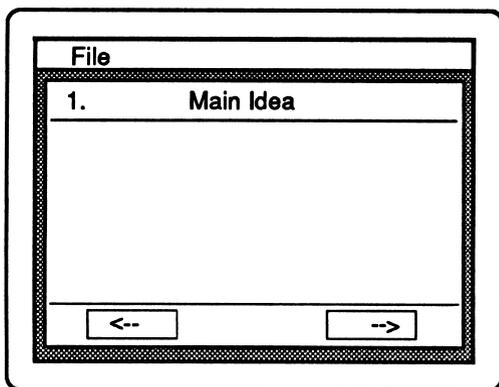
Your reading passage must fit on this single screen. If you make errors as you type, use the Delete key to make corrections. Use the arrow keys or the mouse to position the cursor on the screen.

If you wish to include a hintin a reading passage (like those highlighted in the original *Read 'N Roll* Facts and Inference files):

- Type a tilde (~) before the first and after the last word of the hint. (He ~played soccer~ on Saturday mornings.)

When a student looks back at the story after making an incorrect response, the phrase or sentence you have highlighted will help the student answer correctly on the second try. You may indicate a hint while you are entering the story or after writing the question.

To enter your question and answer choices:

- Press ⌘–> (Apple) or **<Ctrl> –>** (MS-DOS) or use the mouse to go to the Editor's question screen.
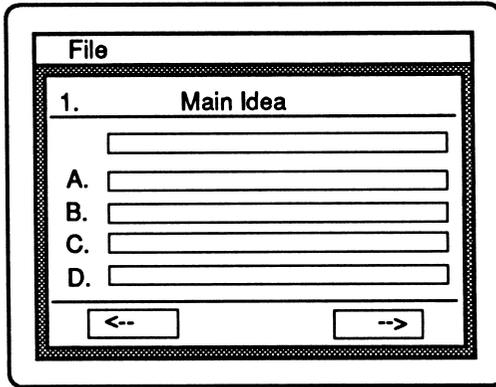
```
┌──────────────────────────────────┐
│  ┌────────────────────────────┐   │
│  │ File                       │   │
│  ├────────────────────────────┤   │
│  │ 1.         Main Idea       │   │
│  │   ┌──────────────────────┐ │   │
│  │   └──────────────────────┘ │   │
│  │ A.┌──────────────────────┐ │   │
│  │ B.├──────────────────────┤ │   │
│  │ C.├──────────────────────┤ │   │
│  │ D.└──────────────────────┘ │   │
│  │  ┌─────┐        ┌─────┐    │   │
│  │  │ <-- │        │ --> │    │   │
│  │  └─────┘        └─────┘    │   │
│  └────────────────────────────┘   │
└──────────────────────────────────┘
```

- Enter the question. (You are allowed two lines.)
- Press **<Return>** or use the mouse to position the cursor at choice A.
- Enter the first answer choice. (You are allowed two lines for each answer choice.)
- After you have entered four answer choices, indicate the correct answer by typing ⌘ or **<Ctrl>** and the corresponding letter or by clicking the letter with the mouse.
- Continue entering stories and questions in the same manner.

Creating New Game Data

To create your own sentences to be used with the *Read 'N Roll* vocabulary game, access the Editor from the Main screen.

- Select **Editor** from the File menu; Editor screen will appear.
- Select **New** from the Editor's File menu.
- At the dialog box, select **Game Data**; then select a skill area (Main Idea, Facts, Sequence, Inferences).

Now you are ready to enter sentences for your own data file. You may have no more than twenty-one entries in each game data file.

- Enter the first context sentence or phrase in the first box.
- Highlight the vocabulary word in the sentence or phrase by typing a tilde (~) before and after it. (Ted ~convinced~ him to go with us.)
- Press **<Return>** or use the mouse to move the cursor to answer choice A.
- Enter the correct answer choice as choice A.
- Enter the remaining answer choices in boxes B, C, and D.
- Enter the remaining sentences in the same manner.

To return to your file later to edit or correct it:

- Select **Open** from the Editor's File menu. Insert your custom data disk.
- Select a file type (reading passages or game data).
- Select a skill area (Main Idea, Facts, Sequence, Inferences).
- Select a story number.
- Display the story on the screen.
- Make necessary changes using arrows and the **Delete** key.

To delete an entry from a custom data file:

- Select **Open** from the Editor's File menu. Insert your custom data disk.
- Select a file type and a skill area.
- Choose a story and display it on the screen.
- Select **Delete Entry** from the Editor's File menu.

To print your file:

- Select **Open** from the Editor's File menu. Insert your custom data disk.
- Select the type of file you wish to print, and the skill area.
- Select **Print** from the Editor's File menu.

To print a test from a custom data file:

- Select **Open** from the Editor's File menu. Insert the custom data disk.
- Select **Reading Passage**. (You cannot use game data.)
- Select a skill area (Main Idea, Facts, Sequence, Inferences).
- Choose a story and display it on the screen.
- Select **Print test** from the menu. Printing will begin with the story displayed and continue to the end of the file.

Using Your New File with *Read 'N Roll*

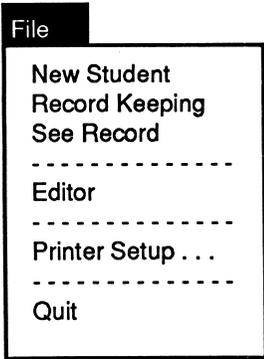To use your new file with the *Read 'N Roll* activities, follow these steps:

- Exit the Editor by selecting **Read 'N Roll** from the File menu.
- From the Main screen, select **Your File** from the Level menu. You will be asked to insert your custom data disk.
- Select the desired activity. For example, if you have created a Main Idea story file, a student would select **Main Idea.**

Teaching Writing with the *Read 'N Roll* Editor

Reading and writing are skills that go hand in hand. As students read, they learn much about writing styles, effective use of vocabulary, and organization. When students write, they apply what they have learned from reading, and reinforce it. For example, writing main idea stories and questions will help students understand more about recognizing main ideas when they read. Because the *Read 'N Roll* Editor is easy to use, students can compose original reading passages, questions, and context sentences to challenge their peers. It is very rewarding for students to see their own stories, as well as those written by their friends, appear on the screen.

APPENDIX A: MENUS

MAIN SCREEN MENUS

File

- New Student
- Record Keeping
- See Record
- - - - - - - - - - - - - -
- Editor
- - - - - - - - - - - - - -
- Printer Setup . . .
- - - - - - - - - - - - - -
- Quit

File Menu
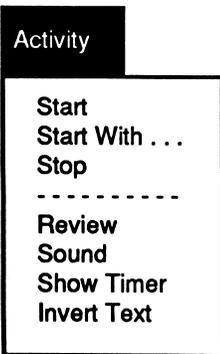
New Student – log on a new student

Record Keeping – check to activate

See Record – view record on screen

Editor – access to create new files

Printer Setup – specify printer used

Quit – leave Read 'N Roll

Activity

- Start
- Start With . . .
- Stop
- - - - - - - - - -
- Review
- Sound
- Show Timer
- Invert Text

Activity Menu

Start – start an activity

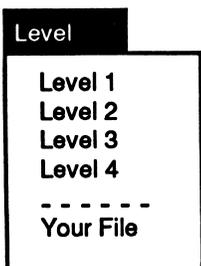Start With – choose story number

Stop – end an activity

Review – allow review of passages

Sound – toggle sound off and on

Show Timer – toggle time display

Invert Text – toggle background color

Level

- Level 1
- Level 2
- Level 3
- Level 4
- - - - - - -
- Your File

Level Menu

Level 1 – Grade 3

Level 2 – Grade 4

Level 3 – Grade 5

Level 4 – Grade 6

Your File – access user-created files

EDITOR MENU

File
New
Open
Close
- - - - - - - - -
Print
Print Test
- - - - - - - - -
Delete Entry
- - - - - - - - -
Read 'N Roll
Quit
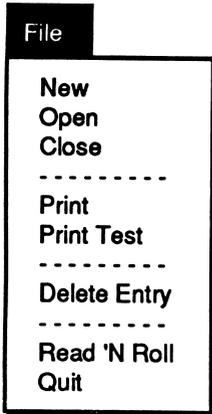
File Menu

New - create a new data file

Open - open a file

Close - close a file

Print - print out a custom file

Print Test - from custom data

Delete Entry - delete entry from file

Read 'N Roll - return to program

Quit - leave the program

APPENDIX B: APPLE PRINTER SETUP

Before printing a graphic Certificate of Excellence, access the File menu from the Main screen, select **Printer Setup,** and answer these questions:

Printer category:	A	(A-U)
Interface category:	A	(A-Y)
Line feed:	Y	(Y-N)
Slot Number:	1	(1-7)

- Scan the list on the following page to find the category of the printer you are using; enter the appropriate letter.
- On page 35, find the category for the interface card your printer uses; enter its letter.
- Choose Y(Yes) for Line Feed. Print out a sample certificate to see if this choice is correct for your printer. (If there is a blank between each line of graphics, change the Yes to No.)
- Enter the Slot Number for your printer card (usually slot 1).
- Save these choices to the disk. They may be changed and resaved if necessary.

After printing a graphic certificate, you may need to reinitialize (turn off, and then on) your Imagewriter printer. If your printer is unable to print graphics, you **can** print out a text certificate instead.

On the following pages are listed the printers and printer interface cards supported by the Apple version of *Read 'N Roll.*

PRINTERS

The *Read 'N Roll* graphic certificate may be printed only if you have one of the following printers and an interface cards listed on pg. 35.

A. Anadex DP-9000/9500 *
B. Anadex DP-9001/9501 *
   Datasouth 180
C. Apple Dot Matrix **
D. Apple Scribe
E. Brother M-1009
   Epson FX-80
   Epson FX-85
   Epson JX-80
   Epson LX-80
   Panasonic KX-P1091/1092
F. Epson MX-70
G. Epson MX-100
   Epson MX-80 with Graftrax
   HP Thinkjet ***
   Panasonic KX-P1090
H. Epson RX-80
   Epson LQ-800
I. Apple Imagewriter
   Apple Imagewriter II
   Epson AP-80

J. Malibu 200
K. Mannesmann Tally 160/180
L. Okidata Microline 82A/83A ****
M. Okidata Microline 92/93
   Okidata Microline 84
N. C. Itoh Prowriter
   C. Itoh Prowriter II
   C. Itoh 7500
   C. Itoh 8510
   NEC PC-8023/8025
O. Smith Corona D100/200/300
P. Blue Chip M120/10
   Mannesmann Tally Spirit 80
Q. Star Delta 10/15
   Star Gemini 10/15
   Star Radix 10/15
R. TRS-80 DMP-105
   TRS-80 DMP-400
S. Transtar 315
T. Okidata Microline 192/193
U. Legend 1385
   IBM Compatibles

   * Option R (2K buffer expansion) is required for printing graphics.
  ** Set dip switches as follows: O = Open   C = Closed
                    SW1   SW2
            1 2 3 4 5 6 7 8   1 2 3 4 5 6 7 8
            O O O O O O O O   C O O O O C C O
 *** Switch 5 must be **up** to set the alternate mode (Epson compatible).
**** Must be equipped with the Okigraph graphics option.

_____

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PRINTER INTERFACE CARDS

A. Apple Communications
   SSM-AIO-II Serial
   SSM-ASIO
   Versacard Serial
B. Apple IIc Serial Port
C. Apple Centronics Parallel
   Apple Parallel
   Apricorn Parallel
   Epson APL
   Graphicard
   Microsystems MSE 1022
   Microtek RV-611C
   MPC-AP-80
   MPC-AP-Graph
   Omnigraph
   Printer Pro
   Printerface
   Printmax
   SSM-Appic
   Tymac
   Versacard Parallel
   Wizard-IPI
   Wizard-BPO
D. Apple Serial
E. CCS 7720 Parallel
F. CCS 7728 Parallel
G. Dispatcher
   Dual-Comm Plus
   Franklin Dual Port
   Printermate

H. Dumpling 64
I. Dumpling GX
J. Fingerprint+ Parallel
   Grappler+
K. Grafstar
   Grappler
   Orange
   Spies Nicepriont/Super-MX
L. Grappler Serial
   Pretty Print
M. Mountain Comp Parallel
N. Mountain Comp Serial
O. Micro Buffer II
P. Apricorn Serial
   MPC AP-SIO
   MPC Graphwriter
Q. PKASO or PKASO/U
R. Quadram-Apic
S. K-T Parallel
   SSM-AIO-II Parallel
   SSM-APIO
T. Apple Super Serial
   Fingerprint+ Serial
   Microtek SV-622C
   Videx PSIO Serial
U. Videx Uniprint
V. Fingerprint
W. Transtar Pics
X. MBI VIP
Y. Apple Firmware (GS)

Note: After printing a graphic certificate, you may need to reinitialize (turn off, and then on again) your Imagewriter printer.

ABOUT THE AUTHORS

Read 'N Roll was developed by a team of educators and program-
mers at Davidson & Associates, Inc. The team was directed by Dr.
Jan Davidson, former teacher, founder and president of Davidson &
Associates, Inc., and Mike Albanese, director of research and devel-
opment.

The *Read 'N Roll* team:
> **Louis X. Savain** and **Thomas S. DeBry** programmed the
> Apple version in FORTH and assembly languages;
> **James Densmore** programmed the IBM version in FORTH
> and assembly languages;
> **Julie Baumgartner** served as product manager, wrote many
> of the data files, and aided in the product's design;
> **Faye Schwartz** assisted in writing the data files, manual pre-
> paration, product design, and testing;
> **Cathy Johnson** edited the manual, and assisted in product
> testing and the editing of the data files;
> **Tim Nixon** designed the game graphics;
> **Marilyn Marr** created the drawings for the manual.

The *Read 'N Roll* team received an abundance of enthusiastic
support and assistance from all of the associates at Davidson.