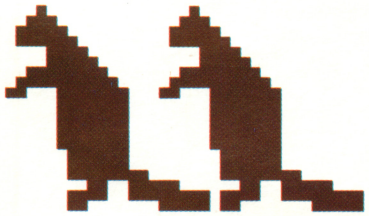
The Knowledge Explorer Series™

SeekIt:

The Otters' Adventure™



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SeekIt:

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User's Guide

SeekIt: The Otters' Adventure™

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Quick Reference Page

What are the Computer Keys I'll Use?

- Use the keys like a typewriter when you sign in, and when you type the answers to questions.
- Use ← to erase. (On the //e and //c, you can use the DELETE key also.)
- When you approach a character, press the SPACE BAR to get a question.
- Also use SPACE BAR to advance to the next screen.
- Use RETURN when you have typed a response, and want it to be entered.
- Type Y for 'yes;' type N for 'no;' type Q for 'quit.'
- Use I, J, K, M (or arrow keys on the //e and //c) for up, left, right, down to move the otters around the town map.
- When you type in a number, use the numbers in the top row of the keyboard.
- When you press a number to choose the answer to a question, or to select an errand, you do not need to press RETURN.

If you type anything other than the commands the computer is programmed to accept, nothing will happen.

About The Otters' Adventure

The Otters' Adventure is a challenging adventure that is designed to be used with Volume O of *The New Book of Knowledge* encyclopedia. Who can play? Anyone who can read will enjoy and learn from *The Otters' Adventure.*

In an imaginary place called Answertown, two otter cubs have been sent out to do errands for an upcoming family-reunion picnic. To buy things in Answertown, the otters must earn tokens from the various town characters. They earn tokens by correctly answering questions. They need your help to find the answers in Volume O of *The New Book of Knowledge* encyclopedia.

What Can I Learn From The Otters' Adventure?

- You'll pick up all kinds of information (big ideas and trivia as well) as you look in the articles in *The New Book of Knowledge* encyclopedia (called NBK for short).
- You'll discover many things in the encyclopedia that interest you. You'll probably start browsing in other parts of Volume O of the NBK as you look for answers to the questions.
- You'll also learn more about using encyclopedias —what kinds of information are in them, and how information is displayed in different forms and in different places in an encyclopedia.
- You'll get practice in reading comprehension and logical thinking as you figure out the clues in each question, and where to look for the answers.
- Because *The Otters' Adventure* is a computer program, you will become familiar with the computer and the keyboard.

How Can This Help With School Work?

While you are enjoying the adventure, you are also learning how to solve problems and use the encyclopedia to find information you need. The next time you need to look things up for a school assignment it will be easier for you because you have had practice with *The Otters' Adventure*.

What Materials Do I Need To Get Started?

All you need to begin is *The Otters' Adventure* disk, an Apple //e, //c, or an Apple II or II+ with 64K of RAM, and Volume O of *The New Book of Knowledge* encyclopedia (NBK).

How Much Help Will I Need With The Otters' Adventure?

If you can't find an adventure you have started (See *How Do I Sign In?*), or if Volume O of the NBK isn't where you expected to find it, ask your teacher or librarian for help. If you cannot find the answer to a question in Volume O, look at the question again, more closely this time, for the clue. Perhaps you were looking in the wrong place, or not reading carefully enough.

How Do I Get Started?

You don't need this guide to start *The Otters' Adventure*. All you need to do is to "boot up" the disk (load the program into the computer), and you can begin.

Here's how to "boot up" a disk on an Apple Computer.

To insert the disk:

1 Before turning the computer on, remove the disk from its protective sleeve, holding it by the end with the label. *Do not touch the exposed plastic parts of the disk.*

2 Hold the disk with the label side up; insert it gently into the disk drive and close the door.

3 Turn on the computer. Soon the disk drive's red light will go on and you will hear a whirring sound as the program is loaded into the computer. When the light goes off, the program will begin on the screen.

Treat disks with care!

They can be damaged if:

- something spills on them.
- they are bent.
- you soil the exposed plastic areas.
- they are exposed to extreme heat, cold, humidity, or a powerful magnet.

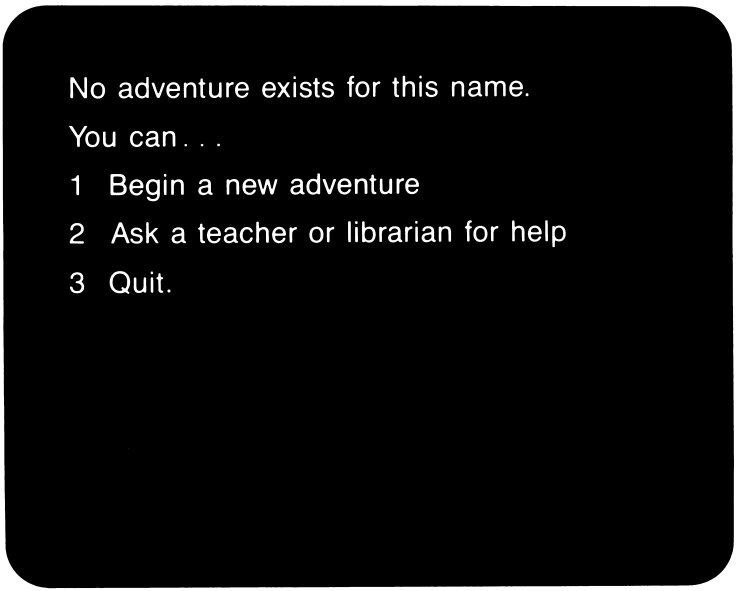
How Do I Sign In?

The program asks you to type in both your first *and* last name, and tell whether you have played before. The program keeps a record of your adventure. This means that if you turn off the machine and go away for a while you can come back and pick up where you left off in the adventure. Be sure to remember exactly how you

entered your name. If you do not enter it the same way every time you come back, the program will not be able to find the record of your game.

What If The Computer Can't Find My Record?

It's important to enter your name exactly the same way every time. If you change anything about the way you type your name, you will see this on the screen:



If you press 1, you'll begin the adventure again, from the beginning, and a new record will be kept under the name you just typed in. If you press 2, the program waits while you get help from a teacher or librarian, who will get the program to display the names of all players on the screen. (See *Note To Teachers And Librarians.*) Check to see if your name is on the list, and how you spelled it when you first played *The Otters' Adventure.* Then enter the number beside your name to resume play.

How To Play The Otters' Adventure

The adventure begins in the central square of Answertown. Here are found the town clock tower, the token bank (top left), the general store (top right), as well as a few other buildings. Throughout the day, different town characters appear. The characters in Answertown all have one thing in common—they are incredibly curious. They appear at different locations in town, and you can choose which ones the otters will talk with. You never know which ones will be in town at any one time, or exactly where they will appear. Sometimes town characters are so curious that they will block your path until you find the answer they need. In exchange for a correct answer, they give the otters a token that can be used to buy picnic items.

The otters must complete five different errands in order to celebrate their family reunion. Each errand involves answering challenging questions by looking in Volume O of *The New Book of*

Knowledge encyclopedia. To help them complete an errand you must answer five questions correctly before the clock strikes six. Take care, each answer costs one hour of ottertime, even if the answer is wrong. Too many guesses or wrong answers and the otters will run out of time, and you'll have to start that errand all over. But spend as much time as you want finding the answers or browsing in Volume O; there is no penalty for time spent looking in the NBK.

The first errands are easier; in errands 4 and 5 you may have to dig a little deeper into the articles in the encyclopedia to answer the questions. Only when all five errands are completed can the otter family picnic take place.

Use I, J, K, M (or the arrow keys on the //e or //c) to move the otters around town. When you have moved the otters next to a character with whom you want them to talk, press SPACE BAR to get a question. If you want instructions, press ESC from the town map. This will take you back to the instructions.

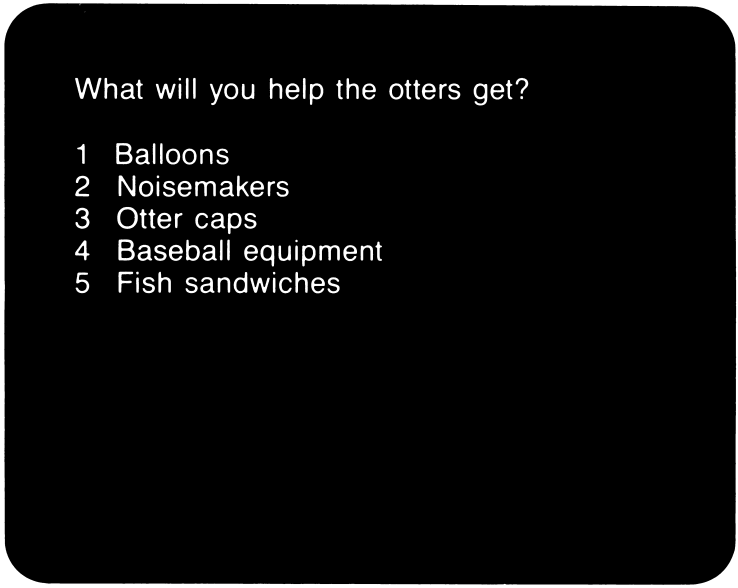
Each time you answer a question correctly, a $ token appears at the top left of the screen above the bank. When you have earned five tokens, move the otters to the bank to collect them and then over to the top right of the screen to the store to purchase a party item. When you finish all five errands, the otters have one last important job to do; and again they need your help.

How Many People Can Use The Otters' Adventure Disk?

The disk will save the records of 30 different players. What if you're player #31? Don't worry, you can still play. The disk will check through its files to see which of the 30 players hasn't played for the longest time. That player's record will be removed to make room for you. Your teacher or librarian could also check the disk from time to time to delete games that have been abandoned.

What Happens To My Record When I Sign Off?

Every time you complete an errand, the program updates your record and takes you back to this menu:



At this point, you can either choose another errand or press Q to Quit. If you quit, the computer can be turned off. When you come back to pick up your adventure, all you need to do is to "boot up" the disk and sign in correctly to resume play. The program will take you back to the place in the adventure where you left off. Partial errands are saved, so that you may pick up where you left off. But if you run out of time, you will need to begin that errand all over again. When you come back you may start the same errand again or choose a new one. If you choose to do the same errand again, you may get some of the same questions you tried before.

After you finish the game, your name is automatically deleted from the list. If you want to play again, you must start at the beginning and sign on again.

What If I Get Partway Through The Game, Go Away, And Don't Come Back For Weeks?

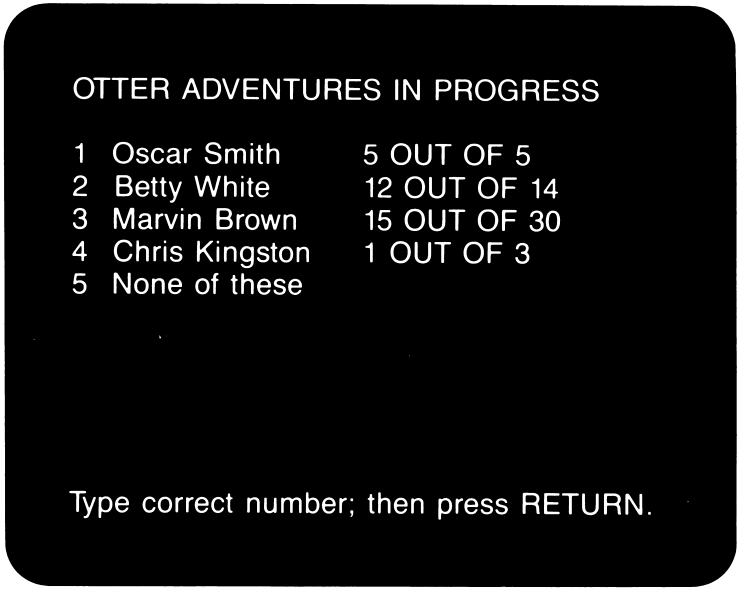
If many other students have been playing, your name may be removed, because 30 players have played since you stopped. You will have to start at the beginning again. Even though the questions come up in random order, you may get some that you've had before and remember the answers. Even if you do not remember, it shouldn't take long to find the answers in the NBK.

Note To Teachers And Librarians

The Otters' Adventure has a utility program that enables you to:

- help students when the program cannot recognize their name,
- delete games that no one wants anymore, and
- check the progress of all users.

To get to the utility, press CTRL U, either from the "Grolier presents" message at the beginning of the program or from the message, "Waiting for teacher input." You will see a screen similar to this one:



1 *Finding a Name.*
If Chris Kingston has played before, but this time enters his name as "Christopher," he will be prompted to begin again, or ask for help. (See *What If The Computer Can't Find My Record?*) When you show him the list of players, he will see how he entered his name the last time he played. Type his number (in this case, 4) to take him directly to his place in the game. (The program will not save a record with the new spelling, "Christopher Kingston.")

If a player did not have a game in progress, select "None of these" and the program will begin a new game using his or her name as entered.

2 *Deleting a Name.*
Type CTRL D, then a player's number, and then RETURN to delete that player's record. The program first checks to be sure you want to delete that record. Note: You do not need to do this in order to make space for new players; the program does this automatically. However, you might want to go to the utility to weed out inactive games, so that a game that has not been used for a long time, but that you want kept on the disk, will not be bumped by a 31st game. (See *How Many People Can Use The Otters' Adventure Disk?)*

3 *Checking a Score.*
The scores indicate how many questions have been answered correctly out of the total number of questions attempted by the player. This screen will help you evaluate student progress and provide help to those who need it. The number of questions attempted will include questions

abandoned, as well as repeated tries on the same question. The program records up to 99 tries. If the user has tried over 100 times, the program will display the score in this fashion: 2 OUT OF ###.

Planning: How Many Students; How Much Time?

The SeekIt Adventures were designed so that students could use them for as little as fifteen minutes at a time and still learn something and gain a sense of accomplishment. *The Otters' Adventure* will remember the playing locations of up to thirty students at a time. The entire program takes the average student 2 hours to complete. Using the fifteen minute module as a building block, plan student time with the computer in fifteen, thirty or forty-five minute blocks, depending on your school's class schedule. For example, it would take the average student 4 one-half hour periods to complete the entire program.

Remember that the program can store the locations of only thirty students. If a thirty-first student uses the program, the work of one of the original thirty students is lost. He or she has to start again from scratch. Therefore, to avoid frustration we recommend no more than thirty students playing at a time. As students complete both levels, new students can begin. It might be helpful to keep a list or to periodically check the computer's list by typing CONTROL U and checking the number of names on the program.

To use the program with more than thirty students, divide students into small groups or teams. Each group works together through each level of the program. Students take turns at the computer and looking things up in the NBK.

Encourage students to keep the ending of the program to themselves so the fun of discovering *The Otters' Adventure* is available for everyone.

Integrating The "SeekIt Adventures" Into The Curriculum

We have provided a sample lesson plan to help integrate the SeekIt Adventures into the curriculum. For additional ideas, consult the documentation accompanying other SeekIt Adventures.

Lesson I:
Review with students how to find information using the index, key words and cross-referencing.
Lesson II:
Have each student create his/her own new town character. Using any volume of the encyclopedia, students read through articles and invent questions that their characters might ask.
Lesson III:
The students spend a day in Otter Town and share their new town character and questions with other students. Students take turns being otters and town characters. The otter walks up to the town character and the town character must say who he is and then ask a question telling which volume of the encyclopedia the answer can be found in.

Example:
New town character: Tourist

Question:
I spent some time in Ottawa, the capital of Canada, last summer during one of my vacations.

Ottawa was the center of the largest lumber industry during the late 1800's. Politics now rules the city. However, evidence of the lumber era remain. How many feet of sawdust cover the bottom of the Ottawa River?

Answer:
20

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Grolier Educational Corporation warrants to the original purchaser that the magnetic diskette accompanying this User's Guide will be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If during this period a defect should occur, Grolier Educational Corporation will replace the diskette free of charge, provided that the diskette is returned to the Customer Service Department of Grolier Educational Corporation, Sherman Turnpike, Danbury, Connecticut 06816 by the original school, library, or other purchaser of the diskette within the aforesaid 90 day period.

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Grolier Microcomputer Software
The Knowledge Explorer Series™

The Knowledge Explorer Series™

SeekIt: The Otters' Adventure™

SeekIt: The Otters' Adventure™

Help the Otters by finding answers in Volume O of The New Book of Knowledge encyclopedia. In the process, you will learn many interesting facts and improve your reading and researching skills.

Other SeekIt Adventures in The Knowledge Explorer Series:™

SeekIt: Max Dublin's Treasure™

An educational adventure that encourages young students to explore Volume A of The New Book of Knowledge encyclopedia.

SeekIt: The Isle of Mem™

An educational adventure for intermediate level students that motivates them to explore Volume M of The New Book of Knowledge encyclopedia.

SeekIt: Dr. Jessie's Dinosaur™

An educational adventure that encourages students to explore Volume D of The New Book of Knowledge encyclopedia.

Designed to be used with the Apple II family of computers, with 64K.*

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The Knowledge Explorer Series™...

...designed for young students; usable through high school...designed to be used with *The New Book of Knowledge* encyclopedia, thus encouraging reading and the development of reference skills...designed to be used in the library as well as the classroom.

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