# Microzine®

## The Learning Library on Disk

### 33

**Planet, Plan-it!** • *Critical Thinking/Science*

**Word War** • *Reading/Problem Solving*

**Going To Pieces** • *Math/Problem Solving*

**Historical Hysterics** • *Visual Discrimination*

Ages 9 and up

# Microzine®

### Student Handbook and Teacher's Guide

## 33

**Planet, Plan-it!** • *Critical Thinking/Science*
**Word War** • *Reading/Problem Solving*
**Going To Pieces** • *Math/Problem Solving*
**Historical Hysterics** • *Visual Discrimination*

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*Microzine*

# Getting Started

## *Apple Computers*

### Equipment You Need
1. Monitor or TV

2. 64K Apple II Plus, IIe, IIc, IIc Plus, or IIGS

3. Disk drive

Apple ® is a registered trademark of Apple Computer, Inc.

### Loading *Microzine*
1. Open the disk drive door.

2. Hold the disk with the label end facing you.

3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.

4. Close the disk drive door.

5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

## MS-DOS Computers

### Equipment You Need

1. Monitor or TV

2. 256K IBM with a Color Graphics Adapter (CGA), Tandy 1000, or any 100% compatible

3. Disk drive

4. Disk Operating System (DOS), version 2.0 or higher

### Loading DOS

You must load DOS into your computer before you can load *Microzine*.

1. If you have a hard drive, turn the computer on.

   If you have DOS on a 5.25-inch disk or on a 3.5-inch disk, open the disk drive door and insert the disk. Turn the computer on.

2. You will see a DOS prompt. The prompt will be a letter followed by a greater-than sign (A>, for example). The letter of the prompt corresponds with the disk drive.

3. If you want to load *Microzine* in the drive that corresponds with the letter of the prompt (for example, if the DOS prompt is A> and you want to load *Microzine* into Drive A), put the *Microzine* disk in that drive.

If you want to load *Microzine* in a drive that is different from the drive indicated by the DOS prompt (for example, the prompt is A> and you want to load *Microzine* in Drive B), type the letter of the drive and a colon, then press Enter (for example, type **B:** and then press Enter). You will see a new DOS prompt (for example, B>). Put the *Microzine* disk in the drive.

### Loading *Microzine*

Choose a program you want to load. Find the disk with that program's name on the label. Type these commands to load the *Microzine* programs:

**MICROZINE GUIDE**: Type **MZ** and then press Enter.

> *NOTE: You may also load the other* Microzine *programs from within the* Microzine *Guide. Choose Programs and then choose the* Microzine *program you want to load. Choose the option Start the Program and then press Enter.*

**PLANET, PLAN-IT!**: Type **PPI** and then press Enter.

**WORD WAR**: Type **WW** and then press Enter.

**GOING TO PIECES**: Type **GTP** and then press Enter.

**HISTORICAL HYSTERICS**: Type **HH** and then press Enter.

> *NOTE: In each issue of* Microzine, *you may load any program by typing the initials of the program name at the DOS prompt.*

If the *Microzine* program does not appear on the screen, read the instructions once more, starting with "Loading DOS," and try again.
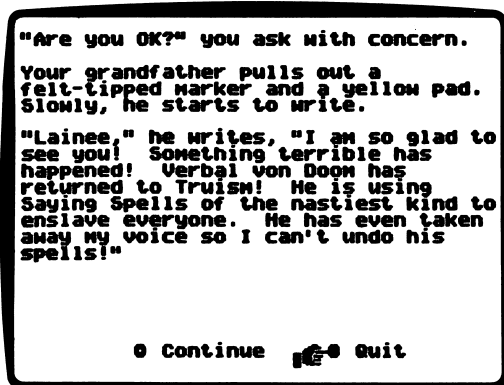
## Using *Microzine*

### Using the *Microzine* Hand

You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys, or IJKM, to move the Hand.
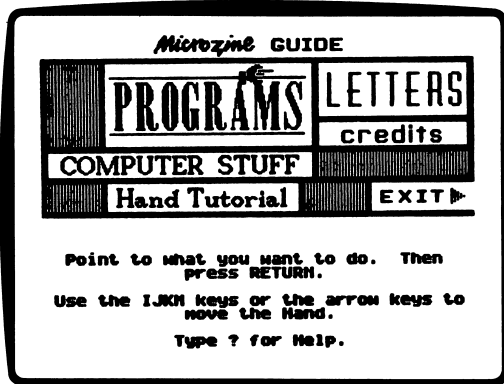
Use the Hand to point to what you want to do, and then press Return or Enter.

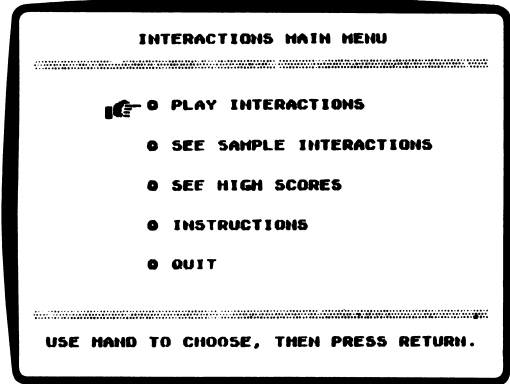There are three different ways to point to what you want to do:

1. Make the Hand touch some part of the word that describes what you want to do. If you want to exit a program or screen, you would make the Hand touch the word Quit, or the circle in front of Quit, and then press Return or Enter.

```
"Are you OK?" you ask with concern.

Your grandfather pulls out a
felt-tipped marker and a yellow pad.
Slowly, he starts to write.

"Lainee," he writes, "I am so glad to
see you!  Something terrible has
happened!  Verbal von Doom has
returned to Truism!  He is using
Saying Spells of the nastiest kind to
enslave everyone.  He has even taken
away my voice so I can't undo his
spells!"



        0 Continue    ◄●  Quit
```

2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press Return or Enter.

```
           Microzine GUIDE

   PROGRAMS LETTERS
                  credits
   COMPUTER STUFF
     Hand Tutorial     EXIT▶

   Point to what you want to do.  Then
             press RETURN.

   Use the IJKM keys or the arrow keys to
             move the Hand.

           Type ? for Help.
```

3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.

```
            INTERACTIONS MAIN MENU
.................................................................
        ▪☞ ● PLAY INTERACTIONS

           ● SEE SAMPLE INTERACTIONS

           ● SEE HIGH SCORES

           ● INSTRUCTIONS

           ● QUIT

.................................................................
    USE HAND TO CHOOSE, THEN PRESS RETURN.
```

## The *Microzine* Guide

There are six features in the *Microzine* Guide. They are Programs, Computer Stuff, Credits, Letters, Hand Tutorial, and Exit. The features are listed in a collection of boxes on the screen. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. For example, to read the Credits, use the Hand to point to the box labeled Credits, and then press Return or Enter.

### PROGRAMS
Use the Hand to point to Programs on the *Microzine* Guide, and then press Return or Enter, to read a description of the programs in this issue of *Microzine* or to load a program from this issue of *Microzine*.

### COMPUTER STUFF
Use the Hand to point to Computer Stuff on the *Microzine* Guide, and then press Return or Enter to see a list of the functions in Computer Stuff. See "Computer Stuff," page 31.

### CREDITS

Use the Hand to point to Credits on the *Microzine* Guide, and then press Return or Enter, to see the credits for this issue of *Microzine*.

### LETTERS

Use the Hand to point to Letters on the *Microzine* Guide, and then press Return or Enter, to read letters from the *Microzine* Editor and *Microzine* readers.

### HAND TUTORIAL

Use the Hand to point to Hand Tutorial on the Table of Contents, or press ?, and then press Return or Enter to learn how to use the *Microzine* Hand. Also, see "Using the *Microzine* Hand," page 6.

### EXIT

Use the Hand to point to Exit on the *Microzine* Guide, and then press Return or Enter, to quit using *Microzine*.

### CONTROL (CTRL) KEYS

Sometimes you will have to press the Control (Ctrl) key and another key at the same time. This will be written as Ctrl-(the key). For example, if you see Ctrl-N, it means press the Control key and the N key at the same time.

## Troubleshooter

We have included this section in the *Microzine* Handbook to help you if you run into problems using *Microzine*. Each *Microzine* program is documented in the Handbook, and specific hints for using the program are included there. However, we occasionally receive calls about more general problems.

### LOADING *MICROZINE*

If *Microzine* does not appear on the screen, turn the computer off. Then turn it back on and try again. Make sure the disk drive door is closed, and check to see that the disk drive is hooked up correctly.

### APPLE IIc PLUS

*Microzine* programs run most effectively when the Apple IIc Plus is running is slow mode, rather than fast mode. Put the *Microzine* disk in the drive. Hold down the Open Apple key, the Control key, the Reset key, and the Esc key simultaneously, then release all four keys. The computer will reboot the *Microzine* program in slow mode.

# PLANET, PLAN-IT!
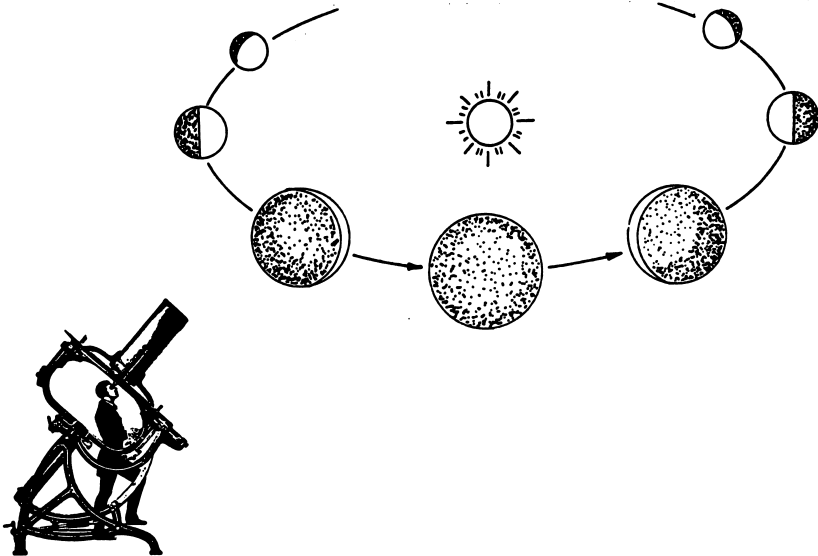
Make a solar system where planets move around the Sun in stable orbits. Experiment with how far planets are from the Sun, and how fast they rotate.

With the right combination of distance and speed, your planets will move around the Sun in a stable orbit. With the wrong combination of distance and speed your planets will fall into the Sun, or fly off into outer space.

## What You Will Find

You will put up to four planets into a stable orbit around the Sun. Then sit back and watch your solar system go! You can save your solar system to a data disk.
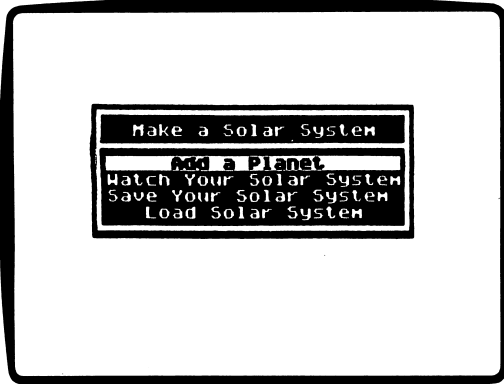
## Copy "Planet, Plan-It!"

*Microzine* is committed to offering your students programs that will challenge and reinforce their critical thinking skills. To make these programs accessible to your entire class, Scholastic grants permission for you to make one copy of the Critical Thinking program in this issue for each of your students. See the Computer Stuff feature on the *Microzine* Guide to learn how to copy "Planet, Plan-It!"

## "Planet, Plan-It!" MAIN MENU

The "Planet, Plan-It!" MAIN MENU has two functions, or things you may do. They are MAKE A SOLAR SYSTEM and INSTRUCTIONS.

# MAKE A SOLAR SYSTEM

Choose this function to make a solar system. There are four options, or things you may do. They are Add a Planet, Watch Your Solar System, Save Your Solar System, and Load Solar System.



- Add a Planet: Choose this option to add planets to your solar system. You may have up to four planets in your solar system.

First "Planet, Plan-It!" will ask you to type a name for your solar system. Type a name, then press Return or Enter. Your name may be up to 13 characters long.

Your goal is to put a planet into a stable orbit around the Sun by choosing the planet's distance from the Sun and the speed at which the planet orbits.

You will add planets to your solar system on the "Planet, Plan-It!" work screen. You can only put one planet into orbit at a time.
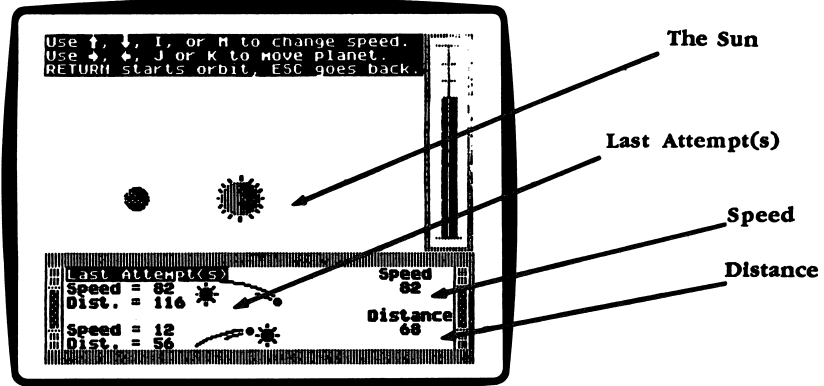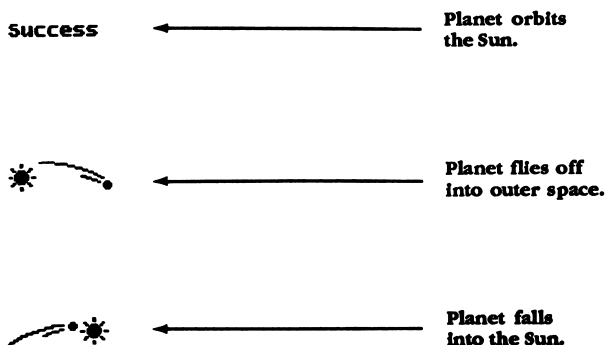


Use the ← → arrows or the J and K keys to choose the distance. You will see the planet move closer or farther away from the Sun. You will also see the distance change at the bottom of the screen.

Use the ↑ ↓ arrows or the I and M keys to choose the speed. You will see the meter on the speed gauge increase or decrease. You will also see the speed change at the bottom of the screen.

Press Return or Enter to start the orbit.

For any orbit, there are three possible results. The planet will orbit the Sun, or the planet will fly off into outer space, or the planet will fall into the Sun.

Success ←————————————— **Planet orbits the Sun.**

←————————————— **Planet flies off into outer space.**

←————————————— **Planet falls into the Sun.**

## Last Attempts(s)

The results of your last two attempts to create a stable orbit will appear at the bottom of the screen. "Planet, Plan-It!" can remember the results of your last 10 attempts. Use the Space Bar to scroll through your last 10 attempts.

## A Successful Orbit

Once your planet is in a successful orbit, you will choose the number of Earth hours there are in a day on your planet. Then "Planet, Plan-It!" will figure out how many days there are in one year on your planet.

A year is a the number of days it takes for a planet to orbit the Sun. An Earth day is 24 hours long. It takes Earth 365 days to orbit the Sun, so an Earth year is 365 days long.

You may now watch your solar system. Then choose Add a Planet again to add more planets to your solar system.

- Watch Your Solar System: Choose this option to watch all the planets in your solar system orbit the Sun. Notice that each planet spins around, or rotates, on its own axis as it orbits the Sun.

- Save Your Solar System: Choose this option to save your solar system on a data disk.

Type a name for your solar system, then press Return or Enter. Your name may be up to 13 characters long.

- Load a Solar System: Choose this option to work on a solar system saved on a data disk. Place your data disk in the drive, and press Return or Enter. A list of the solar systems on your data disk will appear on the screen. Choose the one you want to work with, and press Return or Enter.

## INSTRUCTIONS

Choose this function to read instructions at any time.

# WORD WAR

My word! The evil Verbal von Doom has returned to your grandfather's town and created chaos! He has cast a sinister spell on Truism by taking common sayings and putting them throughout the town in the most outrageous places. All order has broken down in Truism!

Can you undo the nasty Saying Spells and bring happiness and order back to Truism?

## What You Will Find

With the help of your grandfather's cat, Lexi, you will search through Truism for common cliches that will counteract von Doom's Saying Spells. Then you will bring each cliche to the location in Truism where you think it might counteract one of the Saying Spells.

## Moving Through "Word War"

Use the following keys to move you and Lexi through the town of Truism:

| Apple II Plus | Apple IIe/IIc/IIc Plus/IIGS | MS-DOS |
|---|---|---|
| I to move up | I or ↑ to move up | ↑ to move up |
| J to move left | J or ← to move left | ← to move left |
| K to move right | K or → to move right | → to move right |
| M to move down | M or ↓ to move down | ↓ to move down |

## Map of Truism

There are nine locations in Truism. Every time you play "Word War," Verbal von Doom will cast Saying Spells on eight locations in Truism. It's up to you to find a cliche to cure the Saying Spell in each of these locations.

## Cliche Cures

A Cliche Cure is a common saying that can counteract Verbal von Doom's Saying Spells. Each Cliche Cure will be divided into three separate parts. When you first see a Cliche Cure, the three parts will not make sense because they are jumbled.

You will travel through Truism and find jumbled Cliche Cures. Bring them together, two at a time, at your grandfather's house. Then switch the mixed-up parts until you have a Cliche Cure that makes sense.

Once you have unscrambled a Cliche Cure, bring it to the location where it will counteract the Saying Spell cast by Verbal von Doom.

## Options

"Word War," has six options, or things you may do. They are Continue, Switch, Done, Yes, No, and Quit.

- Continue: Choose this option to read the next screen.

- Switch: Choose this option to switch parts of the Cliche Cures.

- Done: Choose this option when you are done switching parts of the Cliche Cures.

- Yes: Choose this option to answer yes to any question.

- No: Choose this option to answer no to any question.

- Quit: Choose this option when you are ready to quit reading "Word War."

The program will ask, "Are you sure you want to quit?" Choose No if you want to continue reading. Choose Yes if you want to quit.

## Password

If you want to stop reading the story and continue playing "Word War" another time, choose Quit at the bottom of the screen.

The program will ask you to type a password. Choose a password that will be easy for you to remember. Then, when you read "Word War" again, you may type your password and continue the story where you left off.

The program can remember up to 40 passwords. When the 41st player enters a password to save a game, the first password entered will be erased.

## Helpful Hints

Here are a few hints to help you terminate the trouble in Truism!

- Make a list of the jumbled Cliche Cures you bring to your grandfather's house. Also make a list of the locations you have visited and what you found there.

- You don't have to pick up every jumbled Cliche Cure you find. When you find a jumbled Cliche Cure, decide if any of its parts will help you unjumble the Cliche Cure that is already at your grandfather's house. If that Cliche Cure can't help you, visit another location to look for the Cliche Cure part you need.

# GOING TO PIECES

A Math and
Logic Feature



## What You Will Find

With "Going to Pieces," you will solve *Microzine* jigsaw puzzles and make your own jigsaw puzzles.

You may solve and make your own jigsaw puzzles on the screen. Then print the jigsaw puzzles, cut out the pieces and solve them. Or, challenge your friends to solve the puzzles.

## Printer Setup

"Going to Pieces" will ask if you have a printer. Choose Yes if you have a printer. Choose No if you do not have a printer.

If you have a printer, you need to tell "Going to Pieces" about your printer setup. The program will display a menu of options for printing. They are Done, Printer, Interface Card, Slot, and Line Feed.

- Done: Use the Hand to choose this option, and press Return or Enter when you are done telling "Going to Pieces" about your printer setup.

- Printer: Use the Hand to choose this option, and press Return or Enter to select a printer. Use the arrow keys or IJKM to move the Hand to the correct printer name.

- Interface Card: Use the Hand to choose this option, and press Return or Enter to select a printer interface card. Use the arrow keys or IJKM to move the Hand to select the correct printer interface card.

- Slot: Use the Hand to choose this option and press Return or Enter to select Slot. The program assumes your printer is connected to Slot 1. If your printer is connected to a different slot, use the arrow keys or IJKM to choose the correct slot number.

- Line Feed: Use the Hand to choose this option, and press Return or Enter to turn the Line Feed option on or off. "Going to Pieces" assumes you want the Line Feed option turned on. Use the arrow keys or IJKM to move the Hand to select On or Off.

## Moving the "Going to Pieces"

Hand Use the following keys to move the Hand:

| Apple II Plus | Apple IIe/IIc/IIc Plus/IIGS | MS-DOS |
|---|---|---|
| I to move up | I or ↑ to move up | ↑ to move up |
| J to move left | J or ← to move left | ← to move left |
| K to move right | K or → to move right | → to move right |
| M to move down | M or ↓ to move down | ↓ to move down |

## "Going to Pieces" MAIN MENU

"Going to Pieces" has three functions, or things you may do. They are SOLVE A JIGSAW PUZZLE, MAKE A JIGSAW PUZZLE, and INSTRUCTIONS.

# SOLVE A JIGSAW PUZZLE

Choose this function to solve one of the *Microzine* jigsaw puzzles. Use the arrow keys or IJKM to choose SOLVE A JIGSAW PUZZLE, and press Return or Enter.

You will see the SOLVE A JIGSAW PUZZLE menu. You may choose to solve an Easy Puzzle, a Challenging Puzzle, or a Puzzle on a Data Disk.

Use the arrow keys or IJKM to choose the type of jigsaw puzzle you want to solve, and press Return or Enter.

### Solve a Puzzle on a Data Disk

Choose this option to solve a jigsaw puzzle that you saved on a data disk. A list of the puzzles you saved will appear. Use the arrow keys or IJKM to choose the puzzle you want to solve, and press Return or Enter.

SOLVE A JIGSAW PUZZLE has six options, or things you may do. They are (S)cramble, (L)ook at picture, (N)ew puzzle, (H)elp, (P)rint, and (Q)uit.
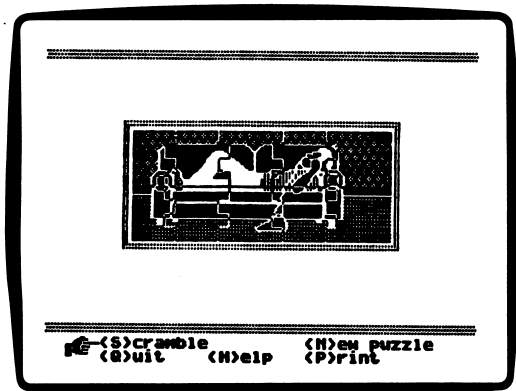


- (S)cramble: Type **S** or use the Hand to point to this option to mix up the puzzle pieces. The pieces will move from the inside of the puzzle box to the area outside the puzzle box.

- (L)ook at the picture:  Type **L** or use the Hand to point to this option to look at the assembled puzzle picture.

- (N)ew puzzle:  Type **N** or use the Hand to point to this option to choose a new jigsaw puzzle to solve.

- (H)elp:  Type **H** or use the Hand to point to this option to read the instruction screens.

- (P)rint:  Type **P** or use the Hand to point to this option to print the jigsaw puzzle that is on the screen.

*NOTE:  The Print option will only appear if you have told "Going to Pieces" you have a printer.*

- (Q)uit:  Type **Q** or use the Hand to point to this option to stop playing "Going to Pieces."

The program will ask you if you really want to quit.

Type **N** if you don't want to quit.  The program will return you to the screen from which you chose Quit.

Type **Y** if you want to quit.  The program will ask you if you want to solve another puzzle.

Type **Y** if you want to solve another puzzle.

Type **N** if you don't want to solve another puzzle.

## Solving a Jigsaw Puzzle

When you have chosen a picture, the program will display a picture inside the puzzle box. To choose this picture, press Return or Enter. To choose a different picture, use the arrow keys or IJKM to see more *Microzine* pictures.
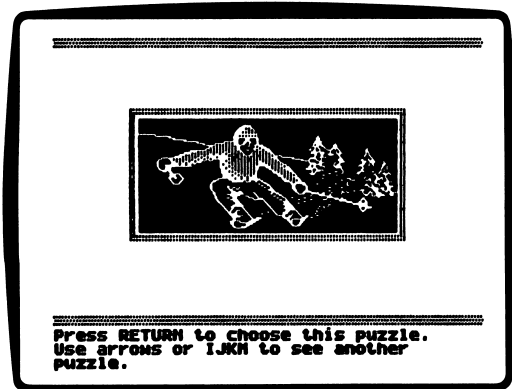


The program will divide the picture into puzzle pieces. Count the number of puzzle pieces and note their placement within the puzzle box.

Type **S** or use the Hand to point to (S)cramble to mix up the puzzle pieces. The puzzle pieces will appear outside of the puzzle box.
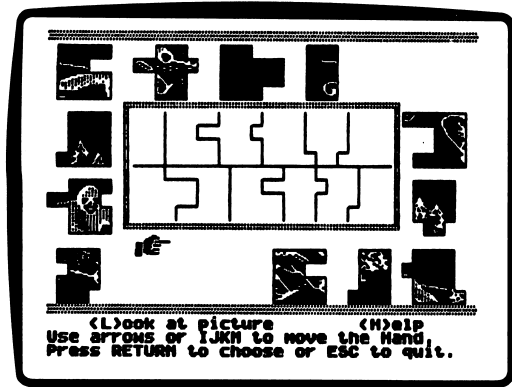
Move the Hand to the puzzle piece you want to place inside the puzzle box, and press Return or Enter.

The Hand will "pick up" the puzzle piece. Move the Hand and the puzzle piece to the place where you want the piece to go inside the puzzle box.

Press Return or Enter to "drop" the puzzle piece inside the puzzle box. Continue picking up and dropping puzzle pieces until the puzzle picture is complete.

> NOTE: "Going to Pieces" will not let you drop a piece on top of another piece that is already in place.

### Removing Puzzle Pieces

You may remove a piece from the puzzle box. Use the Hand to point to the piece you want to remove, and press Return or Enter. Then press the Space Bar. The piece will appear outside of the puzzle box. You may pick it up and drop it in the puzzle box when you are ready.

When you solve a jigsaw puzzle, "Going to Pieces" will congratulate you. Then the program will ask if you want to solve another jigsaw puzzle.
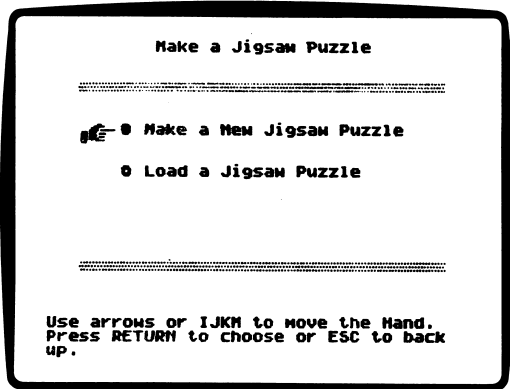
Type **Y** to solve another puzzle. The program will return you to the SOLVE A JIGSAW PUZZLE menu.

Type **N** to return to the "Going to Pieces" MAIN MENU.

## MAKE A JIGSAW PUZZLE

Choose this function to make your own jigsaw puzzle. Use the arrow keys or IJKM to choose MAKE A JIGSAW PUZZLE, and press Return or Enter.

You will see the MAKE A JIGSAW PUZZLE menu. You may choose Make a New Jigsaw Puzzle to make a new puzzle, or Load a Jigsaw Puzzle to work on a puzzle already saved on a data disk.

```
        Make a Jigsaw Puzzle

::::::::::::::::::::::::::::::::::::::::::::::::::::

  ☞ ● Make a New Jigsaw Puzzle

     ○ Load a Jigsaw Puzzle



::::::::::::::::::::::::::::::::::::::::::::::::::::


Use arrows or IJKM to move the Hand.
Press RETURN to choose or ESC to back
up.
```

Use the arrow keys or IJKM to choose, and press Return or Enter.

## Make a New Jigsaw Puzzle

Make a New Jigsaw Puzzle has five options, or things you may do.
They are (L)oad Picture, (E)dit, (S)ave, (D)one, and (H)elp.



```
  ☞ (E)dit     (S)ave      (L)oad Picture
    (D)one     (H)elp
```
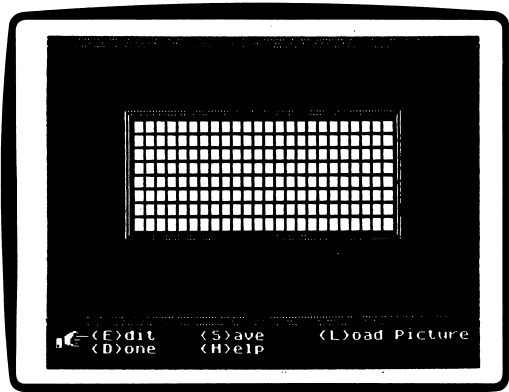
- (L)oad Picture: Type **L** or use the Hand to point to this option to
  load a picture. You will see a picture inside the puzzle box. To
  choose this picture, press Return or Enter. To choose a different
  picture, use the arrow keys or IJKM to see more *Microzine* pictures.
  The picture you choose will appear inside the picture puzzle work
  box.

Type **P** or use the Hand to point to (P)icture to turn the picture on or off.

- (E)dit:  Type **E** or use the Hand to point to this option to make a new jigsaw puzzle.  There are two (E)dit options you may choose: (M)ake Piece and (C)lear.
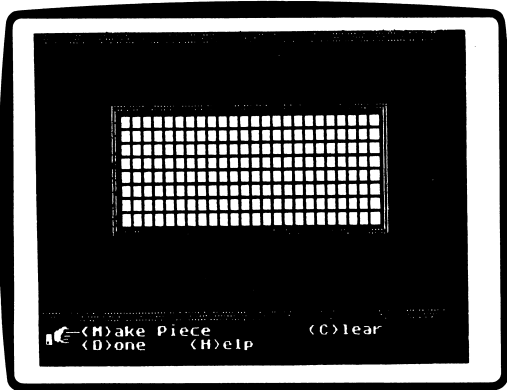
(M)ake Piece:  Type **M** or use the Hand to point to this option to make
a piece.  Use the Hand to point to a block.  Press Return or Enter to
make that block a part of a puzzle piece.  The block will turn black.
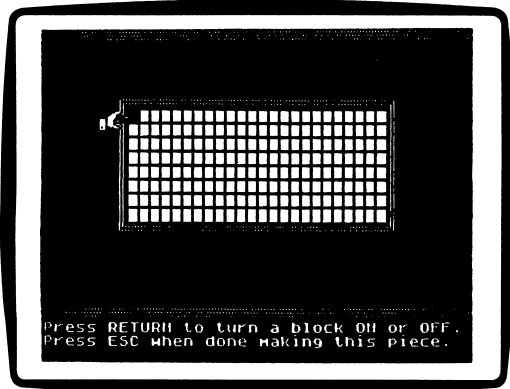


Press Return or Enter again if you do not want that block included in
that puzzle piece.  Point to all blocks that you want to include in your
puzzle piece, and press Return or Enter for each one.

A puzzle piece must be at least two blocks big, but no larger than four
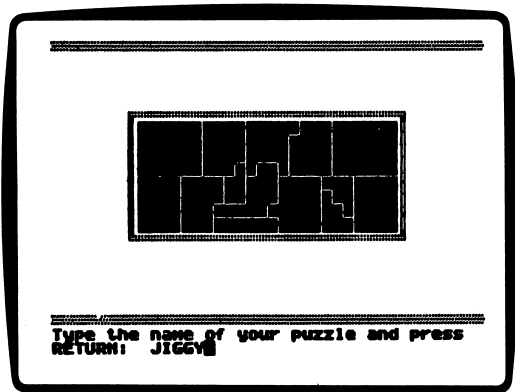blocks high by six blocks wide.

Press Esc when you are finished making your puzzle piece.  Choose
(M)ake Piece again to make your next puzzle piece.

(C)lear: Type **C** or use the Hand to point to this option to clear, or
erase, all of the puzzle pieces that you made. "Going to Pieces" will
ask you if you are sure you want to clear the puzzle.

Type **N** if you don't want to clear the puzzle pieces.

Type **Y** if you do want to clear the puzzle pieces.

- (S)ave:  Type **S** or use the Hand to point to this option to save your
  jigsaw puzzle on a data disk.  You may only save a completed jigsaw
  puzzle. "Going to Pieces" will ask you to type the name for your
  puzzle.  Type a name of up to 15 characters long, and press Return
  or Enter.  The program will tell you to put a data disk in the drive.

Type the name of your puzzle and press
RETURN: JIGGY

- (D)one: Type **D** or use the Hand to point to this option, when you are done making your jigsaw puzzle. "Going to Pieces" will ask if you are sure you are done.

Type **N** if you are not done.

Type **Y** if you are done. The program will ask you if you want to save your puzzle.

Type **Y** to save your puzzle.

Type **N** if you do not want to save your puzzle. The program will ask you if you want to print your puzzle.

Type **N** if you don't want to print your puzzle.

Type **Y** to print your puzzle. Press Return or Enter to start printing.

- (H)elp: Type H or use the Hand to point to Help to read the instruction screens at any time.

## Editing Pieces

You can change the size of pieces you have already made by taking some blocks away or by adding more blocks to your piece.

To change the size of a piece, choose (M)ake Piece. Move the Hand to the piece you want to change, and press Return or Enter. The entire piece will turn black. Then move the Hand to each new block you want to include in the piece, and press Return or Enter. Or move the Hand over each block you want to remove from your piece, and press Return or Enter.

## Load a Jigsaw Puzzle

Choose Load a Jigsaw Puzzle to work on a puzzle you saved on a data disk. A list of the puzzles on your disk will appear. Use the arrows or IJKM to select the puzzle you want to load, and press Return or Enter.

# INSTRUCTIONS

Choose this function to read instructions on how to solve and make jigsaw puzzles.

# PICTURE
# THIS

"Historical Hysterics"



Something is wrong with our picture of the signing of the Declaration of Independence. Many of the objects weren't even invented in 1776, when this event took place. Can you find all the anachronisms that are too modern to be part of "Historical Hysterics"?

## What You Will Find

You will look at a picture and then use a magnifying glass to uncover the errors in "Historical Hysterics."

## Moving Around "Historical Hysterics"

Use the magnifying glass to point to what you want to do, and to point to errors in the picture.

Use these keys to move the magnifying glass:

| Apple II Plus | Apple IIe/IIc/IIc Plus/IIGS | MS-DOS |
|---|---|---|
| I to move up | I or ↑ to move up | ↑ to move up |
| J to move left | J or ← to move left | ← to move left |
| K to move right | K or → to move right | → to move right |
| M to move down | M or ↓ to move down | ↓ to move down |

You may use the C key to move the magnifying glass directly to the Check Up option at the bottom of the screen.

You may use the ? key to move the magnifying glass directly to the Help option at the bottom of the screen.

You may use the Esc key to move directly to the Quit option.

## Options

"Historical Hysterics" has five options, or things you may do. They are Quit, Yes, No, Help, and Check Up.

* Quit: Choose this option when you're finished playing. You will be asked, "Do you really want to quit?"

* Yes: Choose this option if you want to quit.

* No: Choose this option if you want to continue playing.

* Help: Choose this option to read the instructions at any time.

* Check Up: Choose this option to see how many mistakes you have found.

# COMPUTER
# STUFF

A Utility

◆ ◆ ◆ ◆ ◆

◆ ◆ ◆ ◆

◆ ◆ ◆ ◆

◆ ◆ ◆ ◆ ◆
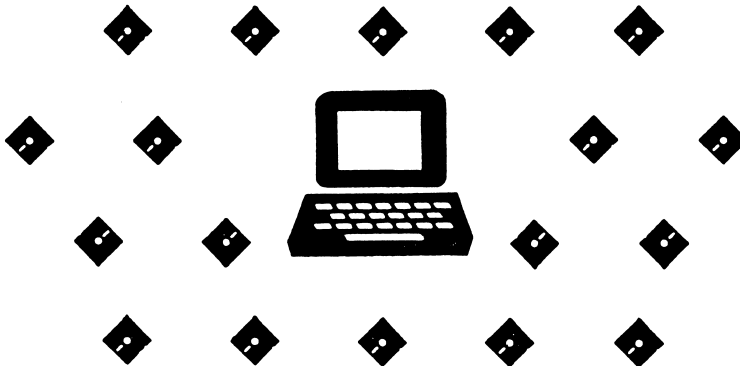
## What You Will Find
On the Computer Stuff MAIN MENU, you will find COPY A
PROGRAM and INITIALIZE A DISK.

## COPY A PROGRAM
*Microzine* is committed to offering your students programs that will
challenge and reinforce their critical thinking skills. To make these
programs accessible to your entire class, Scholastic grants
permission for you to make one copy of the Critical Thinking program
in this issue for each of your students. Use any ProDOS copy utility
to make a copy of "Planet, Plan-It!"

# INITIALIZE A DISK

Choose this function to initialize a data disk.

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*. Initializing a disk gets it ready to save your data for *Microzine*.

> *IMPORTANT: You may only use a data disk initialized by Computer Stuff with this issue of Microzine. You may not use a data disk initialized by another ProDOS utility.*

To initialize a data disk, use the hand to choose INITIALIZE A DISK, and then press Return or Enter.

The program will tell you that you need a blank disk, or one you don't mind erasing. The hand will be pointing to Next. Press Return or Enter.

The program will tell you to insert your blank disk. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the hand to point to Yes or No, and then press Return or Enter.

The program will initialize the disk. Then the Computer Stuff list of functions will appear. You now have a data disk. You may use it for any *Microzine* feature that requires a data disk.

> *NOTE: Issues1 through 26 of Microzine require a DOS 3.3 data disk. Beginning with issue 27, each issue of Microzine that requires a data disk will require a ProDOS data disk for Apple computers or an MS-DOS data disk for MS-DOS computers.*

# MICROZINE SCOPE & SEQUENCE CHART

## CRITICAL THINKING SKILLS

| | PLANET, PLAN-IT | WORD WAR | GOING TO PIECES | HISTORICAL HYSTERICS |
|---|---|---|---|---|
| Comparing/Classifying | • | | • | • |
| Sequencing | | • | | |
| Analyzing | • | | • | • |
| Inferring | • | • | | |

## CURRICULUM AREAS

| | PLANET, PLAN-IT | WORD WAR | GOING TO PIECES | HISTORICAL HYSTERICS |
|---|---|---|---|---|
| Reading/Language Arts | | • | | |
| Math/Problem Solving | • | • | • | |
| Science | • | | | |
| Social Studies | | | | • |
| Fine Arts | | | • | |
| Computer Literacy | • | | • | |

## INFORMATION PROCESSING SKILLS

| | PLANET, PLAN-IT | WORD WAR | GOING TO PIECES | HISTORICAL HYSTERICS |
|---|---|---|---|---|
| Word Processing/Publishing | | | • | |
| Database/Research | | | | |
| Maps/Charts/Graphs | | • | | |
| Visual Discrimination | | | • | • |

# PLANET, PLAN-IT!

*Microzine's* **Critical Thinking Feature**

*DIFFICULTY LEVEL:* Challenging, **Average**, Easy

*VOCABULARY PREVIEW:* solar system, orbit, distance, rotation, axis

## SCHOOL ACTIVITIES

*SCIENCE/RESEARCH:* Have students use an encyclopedia or other reference book to research our solar system. Ask students to look up the distance from the Sun, and the length of a day and a year on each of the nine planets.

Have students compare this information with the distance from the Sun, and the length of a day and a year on the fictitious planets in the solar systems they make with "Planet, Plan-It!" Based on the number of Earth days in a year, have students guess where their planets might fit in our solar system. For example, if a year on one of their planets is 320 earth days, it would probably be located between Venus and Earth in our solar system.

## HOME ACTIVITIES

*ART & DESIGN:* Have students make three-dimensional mobiles or sculptures of a solar system they made with "Planet, Plan-It!" Tell students to carefully estimate the distance each planet should be from the Sun, and from each other.

Encourage students to use household objects such as tinfoil, or carved soap to form planets. Suggest they use wire hangers or string to suspend their planets.

# WORD WAR

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*DIFFICULTY LEVEL:* **Challenging**, Average, Easy

*VOCABULARY PREVIEW:* sinister, truism, cliche, satchel, enslave, amiss

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## SCHOOL ACTIVITIES

*PROBLEM SOLVING/ORAL EXPRESSION:* Divide the class into small groups and have each group script and perform a skit using a Saying Spell and Cliche Cure from "Word War." Have the students think of an ordinary situation they might encounter. Then have them think of two cliches that apply to that situation: one that misuses the lesson of the cliche and one that uses the lesson in a positive way.

For example, if a salesperson followed the cliche, "You can't teach an old dog new tricks," he would tell all his customers to use typewriters instead of word processors, and he would advise everyone not to buy computers. The salesperson should instead follow the cliche, "You are never too old to learn" and encourage customers to learn to use state-of-the-art equipment.

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## HOME ACTIVITIES

*WRITING:* Have the students write an essay about a time when they were sorry that they followed the advice of a particular cliche. For example, the cliche, "Honesty is the best policy" might not have been the best approach when you told your friend how much you hated the sweater she bought for you.

# GOING TO PIECES

*DIFFICULTY LEVEL:* Challenging, **Average**, Easy

*VOCABULARY PREVIEW:* jigsaw, challenging, block

## SCHOOL ACTIVITIES

*GEOGRAPHY:* Have students make a jigsaw puzzle of the world. Distribute photocopies of a world map to the class. Have students choose a particular continent. Then ask them to cut out each country and make a jigsaw puzzle of their continent. The scrambled puzzles can be distributed among the students to solve in class.

*RESEARCH/WRITING:* Have students write a short report on the continent they made a jigsaw puzzle of in class. Suggest that students go to their public or school library to research information about their continent.

Ask students to explain in their reports why a particular continent is of interest to them.

## HOME ACTIVITIES

*ART:* Ask students to draw their own pictures and make jigsaw puzzles out of them. Have the students distribute their scrambled jigsaw puzzles to their classmates.

# PICTURE
# THIS
"Historical Hysterics"

*DIFFICULTY LEVEL:* Challenging, Average, **Easy**

*VOCABULARY PREVIEW:* parchment, pioneer, mediocre, anachronism

## SCHOOL ACTIVITIES
*LANGUAGE ARTS:* Lead your class in a discussion about anachronisms. Discuss why each "error" in "Historical Hysterics" is an anachronism. Explain to them that even though the old gramophone in the picture is not modern, it is still an anachronism in this context.

*SOCIAL STUDIES & ART:* Ask students to draw their own pictures of a particular period in history and to add some things that would be anachronisms in that period.

Have students exchange pictures and identify the things that don't belong in their drawings. Ask them to point out things in the picture that are correct for that time period, but that would be anachronisms today. For example, at the table of the first Thanksgiving, an electric carving knife would be an anachronism. Today, wooden plates, which are correct in the picture, would be considered anachronistic.

## HOME ACTIVITIES
*WRITING & CREATIVITY:* Choose a period in history with which your students are familiar. Ask them to write a short story about what their lives would be like if they had lived during that period. Suggest that they include two everyday objects from their present lives that would be considered anachronistic in the period they are writing about.

# CLICHE CURES

A cliche is a common phrase or expression. There are many cliches in "Word War." As you read "Word War," write down all the cliches you find in the chart below. Then, in your own words, write the meaning of the cliche. We wrote down one cliche and its meaning to start you off.
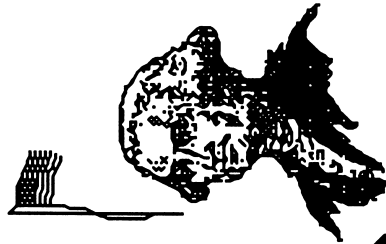
| CLICHE | MEANING |
|---|---|
| Many hands make light work | If people work together, a job is easier to do. |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# PICTURE THIS

**Certificate of Excellence**

## Historical Hysterics

Has Demonstrated Extraordinary Skill And Ability
Solving the Conundrums Presented in
*Historical Hysterics*
And Is Hereby Inducted into the
Picture-Perfect Society

# Microzine is the learning library on disk.

Every issue contains four challenging programs to help students master basic subject matter skills and learn key curriculum concepts while they enjoy themselves on the computer. It's like taking part in a variety show that spins yarns, makes music, tickles your imagination, and challenges you to think, read, write, and reason. Included in each issue are the popular Twistaplot™ interactive reading adventures as well as three other programs that enhance critical thinking, problem solving, math, science, and language arts skills, and more.

## Microzine and Microzine Jr. Awards

1984 Best Software of the Year • *Classroom Computer Learning & Learning Magazine*
1985 Critics' Choice Award • *Family Computing*
1987 Educational Software Award • *Learning Exchange*
1987 "Top Six" Winner, Best Software of the Year • *Classroom Computer Learning*
1988 Enhancement Award • *Classroom Computer Learning*
1988 Nominated: Best Elementary School Program • *Software Publishers Association*

## Free Lifetime Warranty

Every registered Scholastic software program is backed by a FREE LIFETIME WARRANTY. If the disk becomes defective at any time, just send it back to us for a free replacement. No questions asked. No shipping and handling charge. To be eligible, you must have filled out a warranty registration card for the software.