EasyReader

# User's Guide

## DESCRIPTION

EASYREADER is an exciting new series of computer programs to be used *at home* to practice and develop basic reading skills. The programs have been carefully designed by classroom teachers to help students improve skills that are necessary for good reading and better grades.

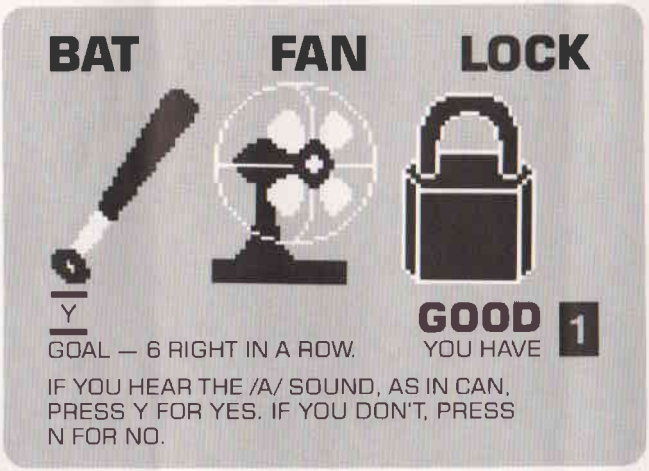
EASYREADER programs have been developed to coincide with grade-level reading content, from kindergarten through eighth grade. The unique features of each program are described on the following pages.

EASYREADER lessons are individualized to move you along at your own best pace. You can move slowly when exploring a new skill, or more rapidly when reviewing familiar material. Every disk keeps track of users by name, providing immediate feedback after each response. Correct answers are rewarded. Wrong answers are corrected to assure understanding before you proceed. You can return to earlier lessons whenever you like to keep your skills sharp.

**American Educational Computer, Inc.**
2450 Embarcadero Way
Palo Alto, California 94303

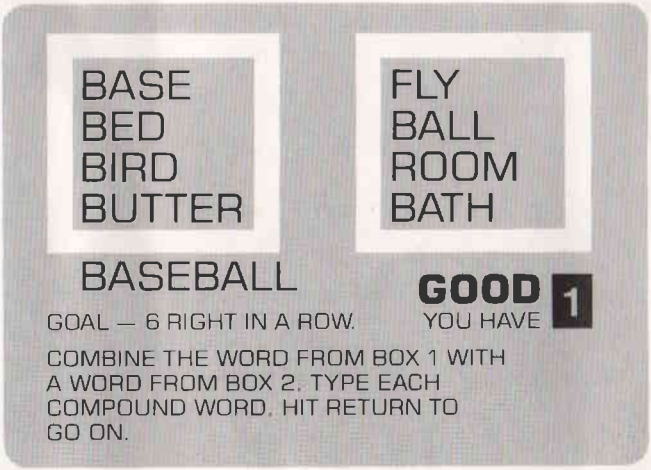
**LEARN ABOUT SOUNDS IN READING**
*Grades K-3*

This program introduces Phonics, the sounds of vowels and consonants in reading: Short Vowels, Long Vowels and Initial Consonants.




**LEARN ABOUT WORDS IN READING 1**
*Grades 1-3*

Program provides beginning work with word skills: compound Words, Contractions, Prefixes, Suffixes, Antonyms, Synonyms, etc.



**LEARN ABOUT WORDS IN READING 2**
*Grades 2-4*

Continuing work with words, covering most of the basic structural skills required for progress in reading.

Y DISAPPEAR

GOOD YOU HAVE 1

GOAL — 6 RIGHT IN A ROW.

READ EACH WORD. IF IT HAS THE PREFIX 'DIS'-, TYPE Y FOR YES, OTHERWISE, TYPE N FOR NO. HIT RETURN TO GO ON.

**READING COMPREHENSION SKILLS 1**
*Grades 1-3*

Presents beginning exercises in reading with understanding: Introductory concepts and work with Cause and Effect, Similarities and Differences, Predicting Outcomes, Main Ideas, and more.

THE BIG FROG SAT ON A ROCK.

IT DID NOT SEE THE GREEN POND.

BUT IT DID SEE THE LITTLE BUG.

WHAT DID THE FROG DO?

A. IT JUMPED INTO THE POND.
B. IT TRIED TO GET THE BUG.

B

GOOD YOU HAVE 1

GOAL — 3 RIGHT IN A ROW.

PRESS A OR B TO SHOW THE OUTCOME. HIT RETURN TO GO ON.

**READING COMPREHENSION SKILLS 2**
*Grades 4-6*

Provides continuing work in reading comprehension with an emphasis on application of concepts and skills in uses of Analogy, Comparison and Contrast, Fact and Opinion, Sequence of Events, etc.

SEABIRD WAS THE SHIP'S NAME. D

A STRANGE SHIP GROUNDED IN THE HARBOR. M

IT WAS SUNDAY MORNING. D

GOAL — 3 RIGHT IN A ROW. GOOD YOU HAVE 1

READ STORY 1. THEN READ THE GROUPS OF SENTENCES. TYPE M AFTER THE MAIN IDEAS. TYPE D AFTER THE DETAILS. HIT RETURN TO GO ON.

**READING COMPREHENSION SKILLS 3**
*Grades 7-8*

Develops more advanced skills in reading with understanding, emphasizing the integration and application of learning materials.

BECAUSE IT RAINED ALL DAY SATURDAY,
WE COULDN'T GO INTO TOWN.

A. IT RAINED ALL DAY SATURDAY.

CAUSE

B. WE COULDN'T GO INTO TOWN.

EFFECT

GOOD 1

GOAL — 6 RIGHT IN A ROW. YOU HAVE

IF A STATES A CAUSE, TYPE CAUSE. IF A STATES AN EFFECT, TYPE EFFECT. DO THE SAME FOR B. HIT RETURN TO GO ON.

## HOW TO RUN EASYREADER

1. Load the disk into your computer as you normally do. If you are unsure of this procedure, consult the operating manual for your computer.

   You should start each program with the first lesson on Disk 1, and continue in sequence through the balance of the program disks.

   *NOTE: Be careful when handling the disk. Handle the disk label only. Never insert or remove a disk when the drive light is on – the disk or drive may be damaged and the program will "crash." Always reinsert the disk in its envelope when a program has been completed.*

   *Don't rush a program. The keyboard will only accept answers when there is a "cursor." Wait for each answer until you see it.*

   *Do not leave program disks in direct sunlight, or atop a TV set or other appliance.*

2. The title screen will appear. Press *R* to run the program. (If you need to adjust the color controls of your monitor or TV set, press *H* for *Help* and follow instructions.)

3. When you press *R*, the menu will appear listing the lessons. Type the number of the lesson you choose and press *RETURN*. After you have completed a lesson, just press *RETURN*, and the computer will take you to the next lesson.

4. Type your first name when the computer asks for it. Your name is needed so the computer can keep track of the lessons you do.

5. You will be asked if you want the sound turned on. Answer *Y* or *N* and press *RETURN*.

6. Follow the instructions that appear on each screen. Young children may need help — see the TUTORIAL APPROACH section.

7. Read each question, decide your answer, and respond as the screen instructions tell you. Early lessons ask only for *Y* or *N* answers; later you will type other letters or whole words; then *RETURN*.

8. To master a lesson, you must get 3 to 6 correct answers in a row. The computer counts your correct answers and gives you a sound and picture reward when you reach the mastery level.

9. If you miss a question, your score goes to zero, and you must start scoring again. Don't be discouraged, because the computer will patiently guide you through the review you need to get a passing score.

10. If you want to exit a disk before finishing it, press *ESC*. Also, press *ESC* when you finish a session, but before removing the disk from the drive. This records your progress. When you come back later, the computer will take you to the next lesson you should do.

11. In the READING COMPREHENSION SKILLS programs, you will read stories from a special STORY BOOKLET accompanying the disk. The computer screen will tell you which story to read before asking questions about it. You can refer to the booklet at any time you need to.

## TUTORIAL APPROACH

Some students will need help in using EASYREADER. young children just learning to read or older children with certain learning disabilities benefit greatly from the tutorial approach. It's easy and fun for both the student and the tutor — especially if you follow the simple guidelines. A tutor can be anyone who can read the materials on the screen.

## HOW TO TUTOR

1. As each lesson starts, read aloud the instructions at the bottom of the screen. Read and pronounce slowly, but as naturally as possible. Be sure the student knows which keys to press to select an answer. You may wish to apply pressure sensitive, color-coded labels to the appropriate keys. (The required keys appear in the screen instructions). *It's very important that the student actually make the responses.*
2. As each lesson appears, read the word that corresponds to the image. The student should respond only when the cursor appears.
3. Have the student select the answers and press the appropriate key. *Do not prompt the correct responses* – let the computer do its job.
4. Try as much as possible to observe the following suggestions:
   Don't over exaggerate sounds.
   For further reinforcement, let the student see your lips and mouth move.
   Provide as much praise and encouragement as possible.
   Try to be patient and friendly — like the computer!
   In addition to the computer work do as much outside reading with the child as possible.
5. Have fun. You will truly enjoy the success you observe.

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