

MONKEYNEWS

ArtworxTM

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Marc Publishes MonkeyNews

Having solved all the problems at the MathFactory with the help of his friends, Marc the monkey was looking for another way to earn his bananas. His Uncle Max owned MonkeyNews, the local newspaper. Uncle Max wanted to retire and was looking for someone to run the newspaper for him. He knew of Marc's success at the MathFactory and offered him a chance to run the newspaper. "It is a challenging job," his uncle said. "You will have to pick a story, decide on how it will go, and follow it through like any good reporter. Then you must check your facts to make sure you really under-

stand the story. The old FactFinder tree will be a great help. It will even give you a banana for each correct answer. But be careful. Wrong answers will not support you and you will fall. The hardest part, though," continued his uncle, "is setting the type." "My printing press is very old and sometimes whole words of type fall out and have to be put back. It was so much of a problem that I made a special machine to help put them back." He showed Marc how it worked. "The words are caught on this conveyor, then moved over these old boots. You move the boot under the word you want to put back and then push the button. The boot kicks the letters up in the air so you can grab them and put them back where they belong. You only have to put the first letter on the colored block and the rest of the word will snap in place. If a word does not belong where you put it, the word will fall back on

the conveyor. "For each page you do with no mistakes, you will get a banana bonus." Then Uncle Max smiles, "After the type is ready, comes the part I always enjoyed most, making the headline for the story. I always liked to create really interesting headlines. When the headline is done, you can eat your bonus bananas and roll the presses. The better you have done, the more papers you can print. Well, good luck! If you do well, I will make you the publisher," he said, and off he went. This all sounded like a great adventure to Marc, but he knew he had a problem. He could not read. "I will really need help from my friends with this job," he thought. Come along to the MonkeyNews and help Marc publish the daily paper.

MONKEYNEWS™

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LOADING INSTRUCTIONS: MONKEYNEWS requires a joystick in slot #1 (Atari) or slot #2 (Commodore) and disk drive. To load the program on an Atari or Apple, insert disk and turn on the computer; the program will Autoload (**remove** the BASIC cartridge on the Atari - if your Atari has built-in BASIC, depress the OPTION key while turning on the computer). Commodore 64 users should insert the disk and type: LOAD "★",8,1 «return» and then type: RUN «return». Note: The Atari version of MONKEYNEWS was compiled into machine code using Monarch Data Systems ABC compiler.

GETTING STARTED: Your MONKEYNEWS disk contains six different story subjects progressing from first through sixth grade reading levels. To ensure continual child involvement, a "storyline" concept is used whereby the child selects the path each story takes from choices presented at the end of each reading segment. The final story is then a result of choices that the child has made, and can result in many different variations for each story. All MONKEYNEWS stories are coupled with activities that promote comprehension and word recognition skills.

To select a story, use the joystick to move Marc the Monkey to the desired title and then press the trigger button. When available, optional STORYDISKS can be accessed by moving Marc to that selection. Each of the stories in MONKEYNEWS has been professionally tested for reading grade level. The grade levels are located in the upper right corner of each story card.

Before selecting a title, you may choose to have one, two or all pages in the story typeset (see TYPESETTER section). The default is ALL. To change ALL to '1' or '2', depress the SELECT key on the Atari, the 'f7' key on the Commodore, or the spacebar on the Apple.

STORYLINE READING: The storyline concept is similar to a reporter's notebook used for developing a story. The story is displayed one page at a time. At the end of each page is a question to be answered, or a choice to be made. This is accomplished by using the joystick to move Marc to the appropriate door and pressing the trigger button. Marc will then proceed through the door to the next part of the story. Once an end of the story is reached (there are many endings and many paths), you may reread the story or go on to the FACTFINDER.

FACTFINDER QUIZ: You will be tested on your knowledge of the story by being asked to answer three questions based on which storyline you followed. The questions are presented near the top of the old FACTFINDER tree. The three possible answers are part of three branches of the tree. Hop up and down the branches until you are on the right answer and then press the trigger. If you are correct, you get a banana and then jump down for the next question. If you are wrong, the branch Marc is on will disappear and he will fall to the ground.

TYPESETTER: After the facts are checked, the story is sent to the typesetter (Uncle Max's clever conveyor belt) where the words which have fallen out of the press can be reached. Move Marc to the boot which is under the word you wish to put back. Press the joystick button and the boot will kick the word into the air for Marc to catch. Then help Marc by moving him (and the word) so that the first letter of the word is somewhere on the colored block. Press the trigger and, if the word is in the correct blank and properly lined up, it will snap into place. Then it is on to the next word. When the words on the conveyor are gone, more will be brought out until the story is finished. Whenever Marc is by the boots, you may quit the current page and go on to the next by pressing the 'START' key (Atari), 'f7' key (Commodore) or space bar (Apple). If all the words are replaced without an error, Marc will receive a bonus banana for that page. The faster you go, the more papers you will be able to publish.

HEADLINING: When typesetting is completed, the front page is shown with a picture unique to the story. You now can add a headline. Marc will catch the letters as they are typed (you may delete letters and insert spaces). When finished, press RETURN and Marc will center the headline. He will then get to eat his bonus bananas. At this point, you can roll the presses and see how many papers you published. Do this by pressing the 'START' key (Atari); 'f7' key (Commodore) or the space bar (Apple). Have fun trying all the different storylines.

Note to Teachers and Parents

MONKEYNEWS is an educational program designed as a support tool for reading comprehension. A primary objective and benefit to users of the program is the building of a positive attitude toward reading for children who may otherwise see reading as work. We encourage you to read the story "Marc Publishes MonkeyNews" with the child(ren). This will reinforce identification with Marc and aid in understanding the running of MonkeyNews. Use of the poster and pictures provide an additional incentive to familiarize the child with the program.

There is one multiple ending story for each reading level from grades one to six. Stories which are within the child's independent reading range may be enjoyed unassisted. Other stories may be at the child's instructional level. Their value can be enhanced with the guidance of a parent or teacher.

The Cloze Procedure (TYPESETTER) included in the program is an instructional tool for comprehension. In identifying the correct deletion, the child must relate the whole to the part and the part to the whole. The child learns to depend on and understand relationships of ideas and to utilize syntactic clues to choose the best response. When words are deleted from a passage, the child begins to pay more attention to the meaning of the story based on the remaining words. By doing so, the child will gain a better understanding of the story and develop his vocabulary.

Other comprehensive skills are on the literal or factual and the inferential level. The FACTFINDER questions test both of these, but concentrate primarily on the factual understanding of the story. The HEADLINE entry at the end is another opportunity for the child to demonstrate understanding of the main idea in a creative way.

As an aid to teachers, there is a record kept of how well a child is doing on the Cloze Procedure. Near the top center of each Cloze Procedure page and on the subsequent title page, a number like '10-11' appears. This indicates that a child has replaced 10 words in 11 guesses.