

JOSHUA'S READING MACHINE

Children's Songs

IBM PC, IBM XT with at least 128K



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Children's Songs

A Language Experience Program

in Sight Reading

for Children Aged 3-6 Years

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240 Bradley Street

New Haven, Ct.

Joshua's Reading Machine will run on any IBM-PC or IBM-XT with 128K of memory, one or two disk drives with DOS 1.1, and a color/graphics adapter card.

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INSTRUCTIONS FOR STARTING UP JOSHUA'S READING MACHINE: CHILDREN'S SONGS.

Always remember, when working with diskettes, never to use force to insert a disk into a disk drive or to close a drive door, and never to open a drive door unless the drive is silent and the red light is off.

***IMPORTANT NOTE: On the IBM-PC, the RETURN key is sometimes called the ENTER key. It is to the right of the letter keys and has a right-angled arrow on it.

A. For the IBM-PC with one disk drive or the IBM-XT: Depending on whether your computer is ON or OFF, follow either instruction 3 or 4 accordingly.

1. Lift the door of the disk drive and gently slide in the DOS 1.1 disk, oval-cut end first, label side up. (DOS means Disk Operating System.)
2. When the disk is completely inside, close the drive door until it clicks shut. If it doesn't close easily, don't force it; take the disk out and try again.
3. If your system is OFF, turn the display monitor ON; then turn the computer ON.
4. If your system is already ON, press the CONT, ALT and DEL keys simultaneously. This is called a "warm" start-up, as described in your reference manual.
5. Wait until on-screen instructions ask you to type in the date and the time. You may do this or simply press the RETURN key.
6. This will bring the "A>" prompt on screen.
7. Type BASICA. The screen should show: A> BASICA or A> basica. Then press the RETURN key.
8. This will load BASIC, and the prompt will say "OK" with a flashing cursor.
9. Open the drive door; carefully remove the DOS disk and replace it in its protective envelope. Insert the *Joshua's Reading Machine* disk (oval-cutout end first, label side up); then close the drive door until it clicks shut (again, don't force it).

10. Now type RUN "JOSHUA, and press the RETURN key. Please be patient while the program is loading. The Compu-Teach "seesaw" logo will appear on the screen. The game is then ready to be played.
11. When you have finished playing, carefully remove the disk (make sure the red light on the disk drive is NOT ON) and replace it in its protective envelope; then turn the computer OFF.

B. For the IBM PC with TWO disk drives: Depending on whether your computer is ON or OFF, follow direction 3 or 4 accordingly.

1. Lift the doors of both disk drives.
2. Gently slide the DOS 1.1 disk into drive A on the left and the *Joshua's Reading Machine* program disk in drive B on the right. Close the disk drive doors until they click shut. If one of them doesn't close easily, don't force it; take the disk out and try again.
3. If the system is OFF, turn the display monitor ON and turn the computer ON.
4. If the system is already ON, press the CONT, ALT and DEL keys simultaneously. This is a "warm" start-up, as described in your reference manual.
5. On-screen instructions will ask you to type in the date and the time. You may do this, or you may just press the RETURN key.
6. When you do this, the "A>" prompt should appear on the screen.
7. You should then type B: Joshua. The screen should show: A>B: Joshua
8. Press the RETURN key.
9. Please wait patiently while the program is loading. The Compu-Teach "seesaw" logo should appear on the screen. The game is now ready to play.
10. Leave the DOS disk and the program disk in the disk drives until you have finished playing the game.
11. When you have finished playing the game, wait until the

red lights on the disk drives are out; then carefully remove the disks, replace them in their protective envelopes, and turn your computer OFF.

HOW JOSHUA'S READING MACHINE WILL HELP YOUR CHILD TO READ.

Teaching the pre-school child about reading and helping him or her acquire a SIGHT WORD vocabulary involves several levels of language experience.

First, the child must begin with what he or she already knows about spoken language. Since songs are among the earliest verbal language experiences for most children, they are an excellent introduction to written language and reading. A child hears songs over and over again, and gets to know them and their characters through this repetition. *Joshua's Reading Machine* uses this knowledge to build the link between the spoken and the written word.

The games teach the child to associate the spoken word with a picture and then with the written word. By replacing important key words in the song with pictures, we encourage the child to "read" by naming the pictures. Then we use the child's ability to recall and predict by asking him or her to fill in words omitted from the story. Calling upon memory, the child can then "read" some of these picture words.

After predicting the missing words from picture clues, the child goes on to identify the written words shown. The child is encouraged to guess at first, relying partially on prediction and partially on recognition.

Once the child associates sounds with words, a RECOGNITION VOCABULARY is built, and eventually these words are recognized out of context. The result is sight-reading. As the "symbols" and "shapes" become letters and words, reading begins.

Joshua's Reading Machine is designed to be played and enjoyed by an adult and child together; in fact, the help of a teacher or parent in sounding out words and helping with the

computer keyboard is an important part of the educational experience. The program will pause from time to time in order to allow the parent or teacher time to discuss what is happening on the screen with the child. Such interaction and the enthusiasm the adult can impart for the joy of reading will be as important in the child's educational experience as learning the words and letters.

THE GAMES AND THE SONGS.

This *Joshua's Reading Machine* program is composed of ten songs and nine games which can be selected from their individual *Game* and *Song Menus*. Each game corresponds to a step in the learning process.

THE GAMES:

1. The Story with Pictures
2. The Story
3. Guess the Next Picture
4. Pick a Picture
5. Pick a Word
6. See a Picture, Type a Word
7. Fill in the Word
8. Picture Quiz: Single Story
9. Picture Quiz: All Stories So Far

THE SONGS:

Compu-Teach has carefully selected some of the most popular songs for inclusion in this program. Here is a complete list of the songs that your child will be learning to read in *Joshua's Reading Machine*.

The Farmer in the Dell
Incey Wincey Spider
Pop! Goes the Weasel
Sing a Song of Sixpence
Hush, Little Baby
I Know an Old Lady

Over the River
Baa Baa Black Sheep
The Mulberry Bush
Oh, Susanna!

THE GAMES: WHAT THEY TEACH AND HOW TO PLAY THEM.

Complete instructions on selecting the games and songs appear in the game descriptions.

There are two ways of playing *Joshua*: you may choose to play all nine games with the same song, or you may choose to play each game with a different song. Either way is acceptable, though there is the advantage of continuity in playing all nine games with the same song and thus giving your child sequential mastery in building skills.

After the introductory displays, you will see a list of the nine different games to choose from. Here is a brief description of each game and its playing sequence.

GAME 1: THE STORY WITH PICTURES.

The child identifies the pictures in the song while listening as the tune is played aloud by the computer.

PLAYING SEQUENCE: Each line of the song appears with pictures substituted for significant key words in the song. You should read the line aloud, pausing at each picture and asking the child to name the picture. Then ask the child to sing the song aloud with you. "Hit any key" to advance the page of words and pictures and eventually to return you to the *Game Menu* when the child has finished.

GAME 2: THE STORY.

The full text of the song is introduced for you to read as the child concentrates on listening and absorbing the spoken words.

PLAYING SEQUENCE: Each line of the song appears without the benefit of pictures substituting for words. Ask the child to sing the song along with you as you read and

point to each word as it is read. "Hit any key" to return to the *Game Menu*.

GAME 3: GUESS THE NEXT PICTURE.

The child learns to rely on his sense of prediction and expectation.

PLAYING SEQUENCE: Each line of the song appears, up to a word which is missing. You should read the line aloud until you reach the missing word, then pause and ask the child to provide the word. "Hit any key" to display the picture to match the missing word.

GAME 4: PICK A PICTURE.

This game reinforces the relationship between a word and a picture.

PLAYING SEQUENCE: Each line of the song appears, up to a picture which replaces a missing word. These pictures are chosen at random and may or may not fit the line. "Joshua" will ask, "Is this the right picture?" If the child thinks it is, he should press the RETURN key to find out if he is correct. If he thinks it is incorrect, the child should press the SPACE BAR to see the complete cycle of pictures, until the correct picture is shown. Encourage the child to repeat the line with each picture, even if it seems to be nonsense. When the child selects a picture he thinks correct, press the RETURN key. For a correct answer, "Joshua" will respond with music and the name of the picture, but after three incorrect attempts, "Joshua" will supply the correct answer.

GAME 5: PICK A WORD.

In this game the child learns the sight recognition of a word.

PLAYING SEQUENCE: Each line appears complete, but the last word is chosen at random and may or may not be correct. "Joshua" will ask, "Is this the right word?" If the child thinks it is the right word, he should press the ENTER key. If the child thinks it is incorrect, he should press the SPACE BAR to cycle through the whole list of words until he finds the proper word which fits the song. Press the RETURN key for a correct response. A correct

answer will be rewarded with music, and the word will be replaced with a picture, but after three incorrect attempts, "Joshua" will supply the correct answer.

GAME 6: SEE A PICTURE, TYPE A WORD.

This game reinforces the concept that words are made up of a sequence of letters.

PLAYING SEQUENCE: Each line appears with the last word replaced by a picture. "Joshua" will ask, "What word belongs here?" Ask the child to name the word and, if possible, the letters of the word. When the child has typed in or has told you the correct word to type in, press the RETURN key. If the answer is wrong, "Joshua" will say so and the child may try again, but after three incorrect attempts, "Joshua" will supply the correct answer. The correct response will be rewarded with musical sounds, and the word will be placed back in the text. Use the pause following this to read the complete line with the child.

GAME 7: FILL IN THE WORD.

This game improves the child's ability to recall and spell the correct word with a picture.

PLAYING SEQUENCE: Each line appears up to a word that is missing, and the child must guess the missing word, but this time no picture clues are given. When the child has typed in the letters or has dictated the word to you to type in, press the RETURN key. The correct answer will be rewarded with music and "Joshua" will insert the correct word back into the text. If the answer is incorrect, "Joshua" will allow two more attempts before supplying the correct answer. When the line is completed correctly, encourage the child to read it along with you.

GAME 8: PICTURE QUIZ: SINGLE STORY.

This game challenges the child's knowledge of the words out of a story context.

PLAYING SEQUENCE: This is "Joshua's" version of Flash Cards. Words which have been especially selected from the song of your choice will appear on the screen. Ask the child to read the word before pressing the SPACE

BAR to flip the card to see the picture of the word. The child can flip the card as many times as he or she wishes. To see a new word, press RETURN.

GAME 9: PICTURE QUIZ: ALL STORIES SO FAR.

This game quizzes the child with words selected from all the songs so far.

PLAYING SEQUENCE: "Joshua" invites the child to play another game of Flash Cards with words from all of the songs. Ask the child to name the word before pressing the SPACE BAR to flip the "word card" to show its picture side. The card can be flipped as many times as the child likes. To advance to the next word, press the RETURN key.

INSTRUCTIONS FOR CHOOSING A GAME AND A SONG.

(To help you make your choice, the games are described in detail in the preceding section of this instruction booklet.)

After the introductory displays, you will see a list of the names of the nine different games. This display is called the *Game Menu*.

CHOOSING ONE OF THE GAMES:

1. On the *Game Menu* you will see the list of games. One title will be in HIGHLIGHT, which means it is the game ready for selection. You may move this HIGHLIGHT to any game of your choice.
2. Move the HIGHLIGHT to the game of your choice by pressing the SPACE BAR (the long bar below the letter keys).
3. When the title of the game you want is highlighted, press the RETURN key.
4. If the HIGHLIGHT goes past the game of your choice, don't worry. If you keep pressing the SPACE BAR, it will move the HIGHLIGHT around again.

CHOOSING A SONG:

1. Once you have selected a game and pressed RETURN, the

Game Menu will be replaced by a list of songs, known as *Song Menu*.

2. Use the SAME procedure as before to move the HIGH-LIGHT to the song you want; then press the RETURN key.
3. When you have selected the GAME and SONG of your choice, the program will search for and load them from its memory. This may take a short while. Please be patient.
4. *Joshua's Reading Machine* will present the song one line at a time, and before moving on to the next line, it will play that part of the song. After one chorus is played line-by-line, *Joshua's Reading Machine* will play the entire chorus again.

At certain times the program pauses to allow the child and adult to talk before continuing. When you see the instruction "HIT ANY KEY" at the bottom of the screen, the program will pause for as long as you wish before you use any key to instruct it to continue. These are good opportunities for discussion.

USING THE FUNCTION KEYS:

The following four FUNCTION KEYS (to the left of the letter keys) have been allotted special commands in *Joshua's Reading Machine*. You may use them at any time.

- F2 - Eliminates the pause mode. Press F2 once and the pause mode goes; press F2 again and the pause mode returns.
- F5 - Allows you to return immediately to the *Game Menu*. If you then press the RETURN key, you will return to the *Song Menu*, which will highlight the game you were just playing.
- F8 - Eliminates the music mode. Press F8 and the music goes; press F8 again and the music returns.
- F10 - Allows you to leave the program at any time. Press F10 and "Joshua" will ask, "Really quit?" If the answer is YES then press the "Y" key or the ENTER key, and the program will end and return you to DOS. If the answer is NO, then press any other key, and the program will re-

turn you to the game, at the same place you were before pressing the F10 key.

ABOUT COMPU-TEACH

Compu-Teach designs computer software which educates while it entertains. Professor Roger Schank, Chairman of the Yale University Computer Science Department, is the President and Founder of the company. Professor Schank is world-renowned for his work in the new field of Artificial Intelligence. Compu-Teach applies his work to the field of education. The educational philosophy underlying all of the games developed by Compu-Teach is that the computer can make learning fun, and when learning is fun, it is most effective. Children should be as actively engaged in learning as they are in playing. Compu-Teach's educational games help children participate in learning, while having fun playing.

In order to attain the highest educational and programming standards, Compu-Teach has brought together educational experts and computer scientists from major academic institutions across the country. These experts work hand-in-hand to develop our programs. In addition, our programs are tested by children to ensure that they are truly fun, engaging, and simple to use.

Compu-Teach's educational experts help us develop the instructional materials we use, and we design games which blend with these instructional materials to engage the child's interest, imagination and curiosity. Our computer scientists then design the game programs with extensive use of color, humor, animation, and sound to stimulate the child's natural instincts and arouse a sense of curiosity and excitement.

Furthermore, our programs give children a strong sense of control over the computer. They enjoy the feeling that the computer is responding to them, thus providing additional motivation.

Finally, our computer games make extensive use of the interactive nature of the computer. The programs monitor the child's progress in order to provide information and support

when appropriate, making instruction responsive and relevant to each child's learning capacity.

Compu-Teach is developing an integrated curriculum of educational software, and other programs in the curriculum are available now.

CREDITS

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Compu-Teach offers an integrated line of educational software for the IBM PC.

For ages 3-6: *A B sCenes, Reading Levels I and II*

Joshua's Reading Machine:

Mother Goose Rhymes

Joshua's Reading Machine: Aesop's Fables

