

JOSHUA'S READING MACHINE

Children's Songs

IBM PC jr. 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 jr. with DOS 2.1 (16 sector), one disk drive and 128K of memory with CARTRIDGE BASIC.

This booklet contains:

Instructions for starting up	2
Playing <i>Joshua's Reading Machine</i>	3
Instructions for choosing a game and a song	3
The songs	5
The games: what they teach and how to play them	5
How <i>Joshua's Reading Machine</i> will help your child to read	8
The Compu-Teach philosophy	9

INSTRUCTIONS FOR STARTING UP JOSHUA'S READING MACHINE.

***PLEASE NOTE: On the IBM PC jr., 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.

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 2.1 disk, oval-cutout end first, label side up. (DOS means Disk Operating System.) Be sure that CARTRIDGE BASIC is in one of the ROM slots below the disk drive.
2. When the disk is completely inside, close the catch on the disk drive. If it doesn't close easily, don't force it; take the disk out and try again.
3. If your system is OFF, first turn the display monitor ON; then turn the computer ON.
4. If your system is already ON, hold down the CTRL-ALT keys, and then press the DEL key. Release all three together. This is called a "warm" start and is described in your reference manual. (If your previous game was a Compu-Teach program, you may see on-screen instructions to simply insert the DOS disk and press any key to continue.)
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. Remove the DOS disk and carefully insert the *Joshua's Reading Machine* disk.
8. Type JOSHUA. The screen should show: A>JOSHUA or A>joshua. Then press the ENTER key.

Please be patient while the program is loading. The Compu-Teach "seesaw" logo will appear on the screen. The game is ready to be played when the title screen appears.

9. 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.

PLAYING JOSHUA'S READING MACHINE.

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.

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.

There are two ways of playing *Joshua*. You may choose to use the same song to play all nine games, or you may prefer to play each game with a different song. Your choice will depend on the child's preference and reading skills. There is some advantage in playing all nine games with one song, since this helps to give the child a sense of continuity and growing mastery in reading.

INSTRUCTIONS FOR CHOOSING A GAME AND A SONG.

(To help you make your choice, the games are described in detail later in 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.
2. You may move this **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 ENTER key.
4. If the HIGHLIGHT goes past the game of your choice, continue to press the SPACE BAR to move the HIGHLIGHT around again.

CHOOSING A SONG:

1. Once you have selected a game and pressed ENTER, the *Game Menu* will be replaced by a list of songs, known as the *Song Menu*.
2. Use the SAME procedure as before to move the HIGHLIGHT to the song you want; then press the ENTER 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 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 (which are above the letter keys) have been allotted special commands in *Joshua's Reading Machine*. To operate the function keys, press the FN key at the top right of the keyboard and the FUNCTION NUMBER key.

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 ENTER, 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.
- NOTE: This audio elimination applies only to the right or wrong answer input response, not to the music of the songs. When the program begins, the DEFAULT is with the audio OFF. Use this function to turn it ON.
- 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 ENTER and the program will end and return you to DOS. If the answer is NO, press any other key and you will be returned to the same place you were playing before pressing F10.

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 ap-

pear with the game descriptions. In order to help you choose a game to play, here are brief descriptions of the games included in this *Joshua's Reading Machine* program.

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 ENTER 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 as being correct, press the ENTER 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 ENTER 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 without 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 ENTER 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 song 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 ENTER.

GAME 9: PICTURE QUIZ: ALL STORIES SO FAR.

This game quizzes the child with words selected from all the songs so far. This game can only be played if the child has already read a song.

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 ENTER key.

HOW JOSHUA'S READING MACHING 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 song. 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.

THE COMPUTEACH PHILOSOPHY.

Learning is an active process. Children learn by doing. Ideally, education should utilize these principles. In school, children learn basic reading and arithmetic skills primarily by repetitive drills. While constant practice of new skills is important, it should be done in a way which does not destroy the excitement of learning.

Children enjoy the challenge of intriguing problems. Therefore, the first step in our educational strategy is to develop interesting and challenging problems that are presented in an instructional situation. How can we best harness a child's inter-

est and direct it into an educational experience?

Compu-Teach believes that we should use a child's natural motivation to have fun and play games.

We design our educational programs to be entertaining as well as instructional, so that children will enjoy using them. To make a program entertaining, we must consider what a game is to a child. Not all children's games involve winning or losing; children also enjoy simple challenges, like throwing a ball back and forth. Compu-Teach advocates teaching children by presenting them with enjoyable and highly interactive situations, or, in another word, *games*.

To make the most of the interactive process, Compu-Teach programs teach not by rote drilling but by challenging the child's understanding and abilities. Our computer scientists and graphic artists create learning experiences that encourage the child to play longer; this extends the period of exposure to the instructional materials. Our educational experts ensure that each game teaches important concepts. We also gear the presentation and challenges of each game to the age and abilities of the child playing it. So, when a child plays our games, he is rewarded not only by the graphics, animation, and sounds of the program but also by the excitement and satisfaction of mastering new abilities and discovering new ideas.

Compu-Teach programs entertain a child, challenge him, and reward his performance.

CREDITS

Produced by Roger Schank, Ph.D.

Program by Andrew McAfee and Alex Epstein

Graphics by Gary Springer

Design Support by Stephen Slade, James Galambos, Ph.D.,

Elliot Soloway, Ph.D. and Chris Riesbeck, Ph.D.

Documentation by Robert Parker and Nancy Shaffir

Edited by David Lilly

