

Word Games

verb

noun/noun/n

hello

bonjour
hola
guten Tag
CIAO

ää èè ö ûü

ATARI[®]
LEARNING SYSTEMS



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Using This Program at Home

Many ATARI® Learning Systems program manuals were originally designed for use by teachers in the classroom. The programs themselves, however, are no less engaging and instructive for “independent learners”—children, students, and adults—working at home.

Every manual includes a “Getting Started” section that explains how to load the program into your computer system quickly and easily. Since many basic prompts and other instructions are displayed right on your screen, that’s all you need to begin learning and exploring with most ATARI Learning Systems programs. But whether you’re a parent, a tutor, or a home learner teaching yourself, it’s a good idea to look through the teaching materials in your manual. You’re likely to find important details on using the program, valuable supplementary information on its subject matter, and some creative ideas for getting the most educational and entertainment value out of your ATARI Learning Systems program.

Introduction

The three programs for elementary-age students on the *Word Games* diskette add interest and motivation to working with words. Using a game format, the programs employ techniques of visual recall, logical guessing, and word association to identify a keyword. Keywords are supplied through using the fourth program on the diskette, *List Maker*. Using *List Maker*, teachers create spelling or vocabulary lists for an individual student or group of students, and change entries easily to match students' needs.

Handout pages in this guide are numbered sequentially and may be duplicated for use.

Getting Started

Follow these steps to load the Word Games program into your ATARI® computer system:

1. With your computer turned off, turn on your television set or monitor and disk drive. Wait for the busy light on the disk drive to go out.
2. If your computer is *not* equipped with built-in ATARI BASIC, insert an ATARI BASIC cartridge in the cartridge slot (the left cartridge slot on the ATARI 800® computer).
3. Insert the Word Games diskette in your disk drive (disk drive 1, if you have more than one drive) and close the disk drive door or latch.

Introduction

4. Turn on your computer. As your disk drive goes to work, you'll hear a beeping sound while the first part of the program loads into your computer. After several moments, a title screen will appear on your screen, followed by a menu of program selections.

Because your computer loads portions of the program as you use them, you must leave the Word Games diskette in your disk drive while using the program.

If a question asked by the Word Games program requires a simple Yes or No answer, you may respond by typing **YES** or **NO**, or simply by typing **Y** or **N**. Always press **RETURN** to confirm your response to a question. You may usually change your response before pressing **RETURN**; just use the **DELETE BACK SPACE** key to delete your original response, then type in the new response.

To return to the program menu, hold down the **ESC** key. When the question Do you want to try again? appears, type **N** and press **RETURN**.

For access to any teacher options available in the Word Games program, press **CRTL** and **A** simultaneously.

Index to Programs on Diskette

Recall

Flashes a word on the screen for recall and correct spelling.

Scramble

Randomizes the sequence of letters in a word to be unscrambled.

Guess Word

Presents a series of dots in place of letters and a clue to help identify the word to be guessed.

List Maker

Creates, edits, or deletes a list of words for Recall, Scramble, or Guess Word.

Recall

Visual "Memorizing"

Specific Topic:	Spelling exercise
Type:	Educational game
Reading Level:	3 (Fry)
Grade Level:	1–6

Description

Recall flashes a word on the screen for students to view; after the word disappears, they type it into the computer from memory. Teachers create the word lists and can adjust the length of time words are viewed on the screen.

Objectives

- To reproduce correct spelling by visual recall
- To develop keyboard skills

Recall

Use in an Instructional Setting

You determine which words are used in the Recall program, as well as the number of seconds a student has to look at a word before trying to type it. Word lists can be tailored to individuals or groups to practice or reinforce spelling and vocabulary. Two lists of words are on the diskette: "Months" which uses upper and lowercase and will give students practice in spelling the twelve months of the year; and "Digraph," with the Guess Word program.

For instructions on entering a list of words, see the section on List Maker in this guide. Note the option to see a report of the number and percentage of times words are missed by students when they run Recall.

Preparation

Students need to locate keys on the ATARI keyboard. "Hunt-and-peckers" are not penalized, however, since student response is not timed. Call attention to the **DELETE** **Back S** key on the ATARI computer, used for making a change before pressing the **RETURN** key, and also to the **+** key. Pressing the **+** key in Recall will display the key word a second time. Additionally, point out that if students press the **ESC** key, they can either try again or return to the main menu for Word Games.

Students need to know the name of the list with which they'll be working on the computer. Handout 1 is for students to record both their computer score and the words they need to study in order to improve their score.

Recall

Suggestions for Use with Students

- Use Recall to focus on a specialized vocabulary students need to study for a particular subject area.
- Have students provide definitions for the words they learn to spell using Recall.
- Build on an area of interest by having students compile lists of words to be entered in for classmates' use.

Recall

Sample Runs

Students need to know the name of the list with which they'll be working. They'll also need to type in the number of words on which the computer is to test them.

RECALL

I'll print a word and give you time
to look at it. You will then try to
spell it. Which list do you want
to be tested on? DIGRAPH
There are 10 words on this list.
How many do you want? ■

chisel

Words flash on the screen one by one for the number of seconds specified when the list of words for Recall was created.

Examples of Screen Output

Recall

Sample Runs

Students type in the word as they recall it, or they can type a "+" sign to see the word again.

Spell the word.

? chisul

No, try again.

Press '+' to see
the word again.

Press RETURN to continue.

Spell the word.

? chisal

No, it is spelled
chisel

Press RETURN to continue.

After a second incorrect try, students are shown the correct spelling.

Examples of Screen Output

Recall

Sample Runs

A word spelled correctly on either the first or second try receives the same feedback.

```
Spell the word.  
? phone
```

```
C O R R E C T !
```

```
Press RETURN to continue.
```

The computer keeps track of the number of words tried and of those correctly spelled. It will also list words students need to study.

```
*****  
*                                     *  
*   Number tried ...10               *  
*                                     *  
*   Number correct                   *  
*                                     *  
*   First try.....6                 *  
*                                     *  
*   Second try.....2                *  
*                                     *  
*****
```

```
Press RETURN to continue.
```

Examples of Screen Output

Scramble

Ordering Letters to Make a Word

Specific Topic:	Logic, guessing, and decoding
Type:	Educational game
Reading Level:	2 (Fry)
Grade Level:	2–6

Description

Scramble is a word game in which mixed letters are reordered to form a word. Each letter of the scramble must be used in the correct sequence.

Objectives

- To improve ability in ordering letters to form words
- To recognize combinations of letters that form words or parts of words

Use in an Instructional Setting

Scramble can challenge good spellers and motivate poor spellers through encouraging logical guessing. Words entered on the List Maker program can be adjusted to suit differing needs. Four guesses are allowed for each scramble. If the word is not decoded, the computer shows the student the unscrambled word. Note the option on List Maker to see a report of the number and percentage of times words are missed by students when they run Scramble.

Scramble

Preparation

Students use the ATARI Computer keyboard to locate specific letter keys, the **DELETE Back S** key, and the **RETURN** key. Lack of speed is not a handicap. Students should be informed that pressing the **ESC** key will take them out of the program and let them try again, or return to the Word Games menu.

Students should know that the scramble of letters must be reordered to form the specific word that the computer has in its “memory.” Handout 2 is for students to record their computer score, along with the words they were unable to unscramble before the computer provided the answer.

Suggestions for Use with Students

- Use Scramble with a subset of words with which students have had success on Recall.
- Build lists for Scramble to reinforce specific word building skills, such as recognition of letters which can be combined to form prefixes, initial clusters, or word endings.
- Have students write or type their own “scrambles” to quiz classmates.

Record Sheet for Recall

Name _____

Class _____

Date _____

Name of list to use _____

Number of Words Tried _____

Number of Correct Tries _____

First Try _____

Second Try _____

Write the words you need to study:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

**Record Sheet
for Scramble**

Name	
Class	Date

Name of list to use _____

Number of Words Tried _____

Number of Words Unscrambled _____

Write the words the scrambles make. For example, if you see CRSBLEAM, write SCRAMBLE!

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

[illegible]

Scramble

Sample Runs

Students are given directions and asked to type in the name of the list with which they'll be working.

```

          S C R A M B L E

You will have four tries to rearrange
a group of letters and unscramble
a word.  An arrow will point to
each letter that is out of place.

Which list do you want to be
tested on?  DIGRAPH

There are 10 words on this list.
How many problems do you want?  5■
```

Students have up to four chances to unscramble the letters and make the word. Arrows help narrow the choices.

```

          g r p i n s

1:  snip      ▲▲▲▲▲
2:  spir      ▲▲▲▲▲
3:  sprig     ▲▲
4:
```

Examples of Screen Output

Scramble

Sample Runs

A successful
unscrambling of
letters within four
tries is noted.



Learning to combine
and isolate word
clusters is a
successful strategy.
Students can try out
as many clusters as
they wish before
pressing the
RETURN key.



Examples of Screen Output

Scramble

Sample Runs

There are only two possibilities on this example and ...

```
                crkpotes

1: str  ▲▲▲▲▲
2: spr  ▲▲▲▲▲
3: sprock  ▲▲
4: sprockte
          ▲▲

Press RETURN to continue.
```

...after the fourth try,
the correct letters
appear one by one at
the top of the screen.

```
                crkpotes
                sprocket

1: str  ▲▲▲▲▲
2: spr  ▲▲▲▲▲
3: sprock  ▲▲
4: sprockte
          ▲▲

Press RETURN to continue.
```

Examples of Screen Output

Guess Word

A “Hangman” Game with Words

Specific Topic:	Word association and logical guessing
Type:	Educational game
Reading Level:	2 (Fry)
Grade Level:	2–6

Description

Guess Word is a guessing game in which students fill in a series of dots with letters to make a particular word. For hints about the word, students look at the number of dots and the accompanying clue or definition.

Objectives

- To associate words as composites of letters
- To infer words from definitions
- To make logical guesses

Guess Word

Use in an Instructional Setting

With each problem the student sees a series of dots and a clue or definition. If students know the word or want to take a guess, the entire word can be typed in at one time. This feature is particularly useful when definitions are an important part of Guess Word. The computer “judges” the answer only after the **RETURN** key is pressed.

If the student does not know the word or types it incorrectly, any number of tries can be taken to discover the word. Each correct letter the student chooses replaces the dot where that letter occurs in the word. Each incorrect letter the student chooses disappears from the alphabet displayed on the screen.

Lists for Guess Word are made on the List Maker program. Definitions or clues for Guess Word will be omitted if the lists are requested for use with Recall and Scramble.

Guess Word

Preparation

Call attention to the use of the **ESC** key, in addition to the ATARI keyboard features students use with Recall and Scramble. Since Guess Word provides for an indefinite number of tries per problem, students should know that they can press the **ESC** key and try again, or return to the main menu by answering “No.” If students wish to continue with the program but to stop guessing on a particular word, pressing the + key will advance them to the next problem.

Students need the name of the list with which they’ll be working on the computer. Handout 3 is for students to record their computer score, along with the words they were unable to detect.

Guess Word

Suggestions for Use with Students

- With pre-schoolers and first graders, use Guess Word to show that words are made up of letters; with intermediate grades, use it to show that the letters group in specified ways to compose words.
- Using Handout 4 requires building a computer lesson around a particular concept; in this case, consonant digraphs using phonic and context clues. The words and clues are entered on List Maker.
- Focus on the definitions or set of facts that are to be emphasized for a particular subject. Getting the “guess” word correct proves that the student has made the right association, with the added assurance that the word is correctly spelled. A geography lesson, for example, might use “nearly always warm, wet, and green” for a description with “jungle” as the hangman word. Or social science might use “the study of cultures” for the definition of “anthropology” as the hangman word.

Guess Word

- Have students prepare clues for a set of words as a using-the-dictionary or research project.
- Use Guess Word as an on-going classroom or extra credit activity. For example, a list of names or places in the news can be put in the file of words and retained or changed over a four-week period. Current events as they occur can be entered into the program as clues. Individual students or teams assigned to track the program can give a weekly or monthly compilation.
- This program makes use of sound. You may wish to adjust the volume control on the television, depending on the location of the computer—whether it's in a classroom, media center, or computer lab.

Record Sheet for Guess Word

Handout 3
Guess Word

Name _____

Class _____

Date _____

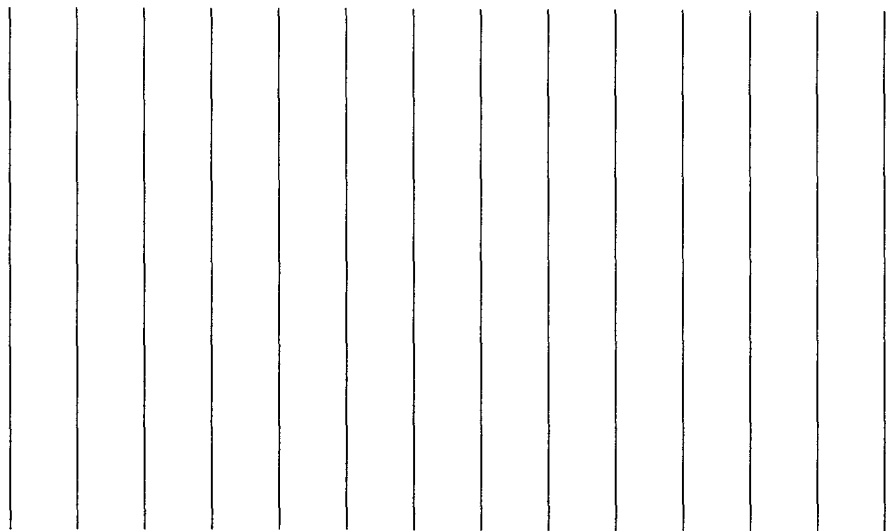
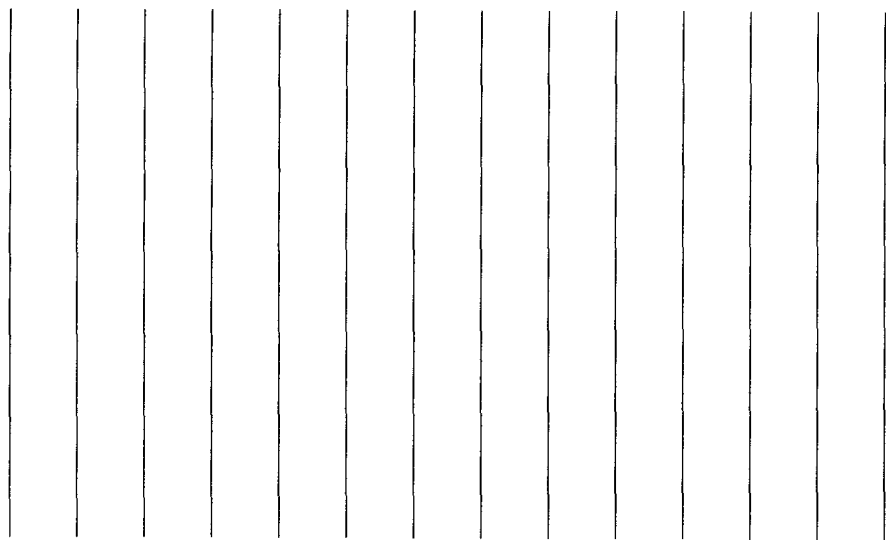
Name of list to use _____

Number of Words Tried _____

Number of Correct Tries _____

Number Correct on First Guess _____

Write the answers to the clues you did not know.



Guess Word

Name	
Class	Date

Each missing word begins with a consonant digraph:

ch ph sh wh or th.

Write in the missing word. Use the dictionary to check your spelling.

1. A picture made with a camera is a _____. (ph)
2. The bear fell down an open mine _____. (sh)
3. Rain, lightning, or _____ means get off the lake. (th)
4. To carve in stone you need a _____. (ch)
5. The sad little boy could only _____. (wh)
6. If you don't like the program, turn the _____. (ch)
7. The _____ is ringing. (ph)

8. The _____ is stuck in a narrow channel. (sh)
9. The dog's hair is full of _____. (th)
10. To _____ a piece of wood, use a knife. (wh)

Guess Word

Sample Runs

The first screen gives program directions and will be followed by a request for the name of the list with which the student will be working.

```
G U E S S   W O R D
A dot will be printed for each
letter of the word to be guessed.
There will also be a clue. Each
letter you guess correctly will
replace one or more dots used for
the word. If you think you know
what the word is, type in the
whole word at once.
```

Press **RETURN** to continue.

As shown on the next screen, the correct letter or letters from an incorrect choice will be picked up by the computer.

```
Clue:      A STONEMASON'S
           TOOL
```

```
Letters available:
```

```
ABCDEFGHIJKLMNOPQRSTUVWXYZ
```

```
WORD:  -----
```

```
Guess #1?  HAMMER■
```

Examples of Screen Output

Guess Word

Sample Runs

In this example, the student has guessed the correct word but has misspelled it.

```
Clue:      a tool used by
           a stonemason

Letters available:
ABCD FGHIJKLMNOPQRSTUVWXYZ

WORD:  ●●●●E●

Guess #2?  CHIZEL■
```

At this point the student has just one letter to focus on and only one logical choice remaining.

```
Clue:      a tool used by
           a stonemason

Letters available:
AB D FG  JK MNOPQRSTUVWXYZ

WORD:  CHI●EL

Guess #3?  ■
```

Examples of Screen Output

Guess Word

Sample Runs

Each letter as it is used correctly drops down from the alphabet string into position.

```
Clue:      a tool used by
           a stonemason
Letters available:
AB D FG JK MNOPQRSTUVWXYZ
WORD:  CHISEL
Guess #3? CHISEL

CORRECT !!!

Press RETURN to continue.
```

If the plural form of a word is typed in when the computer is searching for the singular, the word is accepted but the message indicates a discrepancy.

```
Clue:      a tool used by
           a stonemason
Letters available:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
WORD:  CHISEL
Guess #1? CHISELS

That's close!

Press RETURN to continue.
```

Examples of Screen Output

List Maker

Constructing a File

Specific Use:	Construct lists for Recall, Scramble, and Guess Word
Type:	Teacher Aid (Interdisciplinary)
Grade Level:	1–6

Description

List Maker allows you to edit and then store information to be used with the student programs on the diskette for Word Games.

Available Options

- Create a new word list
- Edit an existing list
- Delete an existing list
- End

List Maker

Using the Program

Select number 4 on the menu for the programs on the Word Games diskette. The result will be a screen explaining the List Maker program. To proceed, type the password Teacher, then press **RETURN**. Lists can be entered and edited for any of the student programs. This is the only place the password, which is always Teacher, is requested.

A name must be entered for each list created on List Maker. A name can be any combination of eight letters or numbers, but must begin with a letter. It should be long enough to recall what the list covers, but short enough to simplify typing. The name assigned to a list will be requested when a list is to be changed or deleted, or when students access the Word Games programs.

The record sheets for List Maker are formatted to ease entry of information when creating a list to enter into the computer. Up to 50 words can be entered in a file for Recall and Scramble, and up to 40 for Guess Word. Each word is limited to 15 letters, while each two-line clue for Guess Word is limited to 20 letters per line. If a second clue line is unnecessary, move ahead to the next line by pressing the Return Key. When pressed a second time, this signals to the computer that entries are complete.

List Maker

Once a list is created, it can be added to, deleted, or changed by choosing the edit option. Also available on the edit option is a report for Recall and Scramble or a listing for Guess Word. The report will show how many times a word was used, how many times it was missed, and the percentage of times a word was missed, while the listing will show all words and clues in a Guess Word file.

When editing is complete, the option to stop editing and save the list is selected and the initial List Maker menu returns to the screen. Another list can then be created, edited or deleted, or if the End option is selected, work will end with List Maker and the main menu for Word Games will return to the screen.

Record Sheet for
Recall/Scramble

Name of List _____ (15 letters per word)	
Word 1 _____	Word 26 _____
Word 2 _____	Word 27 _____
Word 3 _____	Word 28 _____
Word 4 _____	Word 29 _____
Word 5 _____	Word 30 _____
Word 6 _____	Word 31 _____
Word 7 _____	Word 32 _____
Word 8 _____	Word 33 _____
Word 9 _____	Word 34 _____
Word 10 _____	Word 35 _____

Word 11
Word 12
Word 13
Word 14
Word 15
Word 16
Word 17
Word 18
Word 19
Word 20
Word 21
Word 22
Word 23
Word 24
Word 25

Word 36
Word 37
Word 38
Word 39
Word 40
Word 41
Word 42
Word 43
Word 44
Word 45
Word 46
Word 47
Word 48
Word 49
Word 50

**Record Sheet
For Guess Word**

<hr/>	
Name of List	(15 letters per word and 20 letters per clue line)
Word #1	
Clue: Line #1	
Clue: Line #2	
Word #2	
Clue: Line #1	
Clue: Line #2	

Word #3

Clue: Line #1

Clue: Line #2

Word #4

Clue: Line #1

Clue: Line #2

Word #5

Clue: Line #1

Clue: Line #2

**Record Sheet
For Guess Word**

Word #6	
Clue: Line #1	
Clue: Line #2	
Word #7	
Clue: Line #1	
Clue: Line #2	
Word #8	
Clue: Line #1	
Clue: Line #2	

Word #9

Clue: Line #1

Clue: Line #2

Word #10

Clue: Line #1

Clue: Line #2

List Maker

Sample Runs

The first screen for List Maker requests the program password. The password must be entered exactly or a "not correct" message appears and the menu returns to the screen.

LIST MAKER

LIST MAKER allows you to construct or edit a word list for the programs RECALL, SCRAMBLE, and GUESS WORD. To use this program, you must type in the program password. Please type in the password for LIST MAKER?TEACHER■

LIST MAKER

Do you want to

- 1) Create a new word list
- 2) Edit an existing list
- 3) Delete an existing list
- 4) See names of word lists
- 5) End

Which number? 4■

When option 1 is selected, lists to be created can be specified for use with Recall and Scramble, with Guess Word alone, or with all three programs.

Examples of Screen Output

List Maker

Sample Runs

Each list to be entered must have a unique name. Students will need the name of the list in order to work with the Word Game programs.

```
What name do you want  
to give the list? DIGRAPH
```

```
That name is in use.
```

```
Press RETURN to continue.
```

```
When this list is used for the  
RECALL program, how many seconds  
should the student have to look  
at a word? 3■
```

The time a word is to remain on the screen for Recall can be set between 1 and 30 seconds.

Examples of Screen Output

List Maker

Sample Runs

If a list is to be used with Guess Word, directions are given, followed by a screen that requests entry of words and definitions or clues.

```
Maximum number of words:      40
Maximum letters per word:     15
Maximum letters per definition: 40
```

```
Word #1?  architect
```

```
Definition #1 ?
```

```
Line 1: A designer of a
```

```
Line 2: structure ■
```

A list can be edited once all entries have been made. This list of options includes changing the time limit, a feature that applies only to the Recall program.

```
Name of list: SAMPLE
Number of words on list: 50
Time limit: 2 seconds
```

- 1) Add words
- 2) Delete words
- 3) Change words
- 4) Get a listing or report
- 5) Change the time limit
- 6) Stop editing / save list

```
Which number?  3 ■
```

Examples of Screen Output

List Maker

Sample Runs

Once Guess Word is edited and the change option selected, words and definitions appear line by line. If no change is to be made on a line, move quickly to the next line by pressing the **RETURN** key.

```
Name of list: DIGRAPH
Number of words on list: 10
```

- 1 photo
a picture made with
a camera
- 2 shaft
rhymes with "raft"
- 3 thunder
goes with rain and
lightning
- 4 chisel
a tool used by
a stonemason

```
Change rhymes with "raft"
to ? rhymes with "craft" ■
```

When editing is complete, this screen will again appear. Number 5 should be selected to save the changes made to the list.

```
Name of list: SAMPLE1
Number of words on list: 5
```

- 1) Add words
- 2) Delete words
- 3) Change words
- 4) Get a listing or report
- 5) Stop editing / save list

```
Which number? 5 ■
```

Examples of Screen Output

List Maker

Sample Runs

A report can be obtained for Recall and Scramble by choosing number 4, "Get a listing or report" on the edit options for List Maker.

```
Name of list: DIGRAPH
Number of words on list: 10

1) Add words
2) Delete words
3) Change words
4) Get a listing or report
5) Stop editing / save list

Which number? 5
```

After completing the edit options, number 6 "Stop editing/save list" returns the first List Maker screen. Number 4 will return the original menu of program selections to the screen.

```
LIST MAKER

Do you want to

1) Create a new word list
2) Edit an existing list
3) Delete an existing list
4) See names of word lists
5) End

Which number? 4
```

Examples of Screen Output

The ATARI Learning Systems Word Games program was developed originally for the Minnesota Educational Computing Consortium (MECC) Timeshare System. Initial programming of the version for the ATARI computer was by Mike Fish, with refinements made by Lee Jensen and Mike Boucher. Design modifications and support materials were by Shirley Keran.

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