

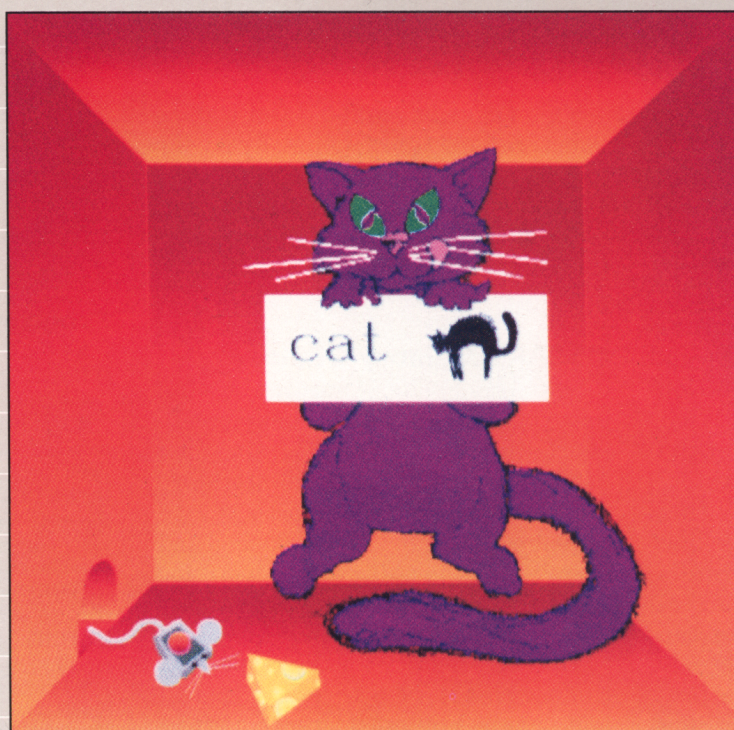
C L A S S W A R E

FOR
ATARI

PROGRAM N°
09920012

OSCAR'S SPELLER

**A Spelling and Typing Tutor . . .
and a game of memory.**



OSCAR's Speller patiently drills a student on spelling words you put in the computer. Two drills — Flash Words and Flash and Spell — are included. Flash Words also can be played as a memory game, and Flash and Spell builds keyboard confidence.



OSCAR'S SPELLER

LEARNING SPELLING AND TYPING TOGETHER

To Parents:

Poor spelling often can hinder a student's performance in school. With *OSCAR's Speller™* you can focus students' skill building on just the words the youngsters are having the most trouble with. You also can design a regular routine of spelling practices that your youngsters will look forward to because of the ease and fun of *OSCAR's Speller™*. Use the program to start young students on the path to strong spelling skills early. And use *OSCAR's Speller™* to help the struggling older student overcome any shortcomings in spelling. Students of all ages, even yourself, will also benefit from keyboard confidence gained through the program.

How are good spelling habits learned? The same techniques used in schools for many years — repetition and drill — still work best today. What has changed is the adaptation of the computer to the role of spelling tutor.

To use *OSCAR's Speller™* with a young student, use the weekly spelling word lists provided by the child's teacher. Type in the words for the student to use the Flash Words or the Flash and Spell drills separately or together. To set up drills, load the program and then type in a list of spelling words. You can type in up to 15 words, each up to 15 letters in length.

After you've typed in the words (be sure to check them for spelling accuracy), ask the student to run one or both drills. The Flash Words drill is designed for several purposes. The very young student with no typing skills can use this option only. Other students can use Flash Words as a drill to review the words before the Flash and Spell drill. You may also want to test a youngster by running Flash Words and asking the child to spell the

words out loud to you as they're flashed. Flash Words also can be used for OSCAR's Memory Game below.

Flash and Spell is the option that builds typing skills as well as spelling proficiency. After a beginning typist masters the spellings of a list of words, ask the youngster to run the list and type in the answers without looking at the keyboard. Later, run the same exercise, asking the youngster to work on typing in the answers as quickly as possible in order to build typing speed.

To Players:

This program can be a fun way to learn spelling and typing. Ask your mother or father to add a list of spelling words from your teacher each week. After a while, you probably can set up the program for yourself by typing in your own words.

OSCAR's Memory Game

OSCAR's Speller™ also can be a fun game of memory. You actually create short stories with the program, then use Flash Words to show the stories to your friends. Ask them to try to remember the story as it is flashed and then repeat the story to you word for word. Score your friends by how many words they get right.

To create a story for the game, you can use *OSCAR's Speller™* or pencil and paper. You must create a story that fits on the Flash Words spaces. There are 15 of these spaces, and each will hold one to four words that don't add up to more than 15 letters, counting spaces between words as letters.

To give you an idea of the type of stories you can create, we wrote the one below. We tried to make it harder to remember by starting many of the words with the letters "B" and "S." We put in the lines to show you where the spaces in *OSCAR's Speller™* end. When you run your story on Flash Words, the phrases you put in each

space are flashed one at a time.

Beth and Bill/ went to Boston/ to buy a ball./ By the sea/ they saw a bear/ bouncing a ball/ on his nose./ Not far away/ behind a boat/ swam a sailor./ Beth sat down/ to sing a song./ Then the bear/ threw the ball/ to the sailor./

Program Instructions

- Load the program into your computer with OSCAR. Then type **RUN**. (Refer to your User's Manual if you have difficulties.)

- Enter up to 15 words into the computer's memory. Each word can have up to 15 letters. Spell them correctly; if you make a mistake, use the **DELETE** function of your computer to make the correction. (Refer to the owner's manual for your computer for information on deleting mistakes.) After each word is correct, press **RETURN** or **ENTER**. If you want to enter fewer than 15 words, keep hitting the **RETURN** or **ENTER** key after your last word until the screen asks you to choose one of the two drills.

- Press **A** (Flash Words) or **B** (Flash and Spell). In option B, wait until the screen says, **YOUR TURN** before typing the word. When you're satisfied the word is spelled correctly, press **RETURN** or **ENTER**.

- After you see your score, choose whether you want to review all the words and start over again, review just the misspelled words and try spelling them again, start on a new list of words, or quit.

- After you receive your Flash and Spell score, you can: **A**. Review all words — the Flash and Spell option will repeat; **B**. Review wrong words — all the words you spelled wrong will be flashed briefly; then *OSCAR's Speller™* will return to the first wrong word so you can try again; **C**. Flash the Words — flashes all the words again; **D**. Input New Words; **E**. End The Program. Press the letter of your choice.







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