

pik		
	pek	
		put

Teacher's Guide
for
Program Nos. 1-8



"the workhorse software for microcomputers"

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ABOUT *DATA COMMAND* MICROCOMPUTER LEARNING PROGRAMS

Every *Data Command* program provides solid achievement in a specific reading skill. All instruction centers around specially designed learning games which give students incentive as they apply and practice their reading skills.

Every *Data Command* program is ready to use and easy to follow, requiring an absolute minimum of prior knowledge to use effectively. The teacher needs virtually no preparation to get students started in any *Data Command* program. And once started, the computer gives the student step-by-step directions for everything to be done. Successful participation is a snap!

Data Command is a division of Imperial International Learning Corporation, for more than 17 years a leader in the publication of top-quality audiovisual learning programs for schools.

This long experience in meeting children's individual learning needs has been used to make every *Data Command* program a valid, effective, and truly enjoyable learning activity. Our experience in preparing educational materials is your assurance that every *Data Command* program is well suited to the learning needs of your students.

DATA COMMAND FEATURES

Every *Data Command* microcomputer learning program is enhanced by extra measures of teaching effectiveness. The unique features of the *Data Command* programs are described below.

Self-Directing, Self-Correcting

Every *Data Command* program has been carefully designed to be self-directing and self-correcting. Once the program is begun, the student always knows exactly what he is to do next. The self-correcting feature of the programs lets the student know immediately whether each response is right or wrong. This immediate feedback feature provides strong reinforcement of every reading skill.

Student Options

Each *Data Command* program is composed of three sections, or "rounds," designed to be done at three different sittings. Each time a program is begun, the student selects the particular round he wishes to do.*

A unique "skip" option lets the student bypass game directions and basic reading instruction if he feels he already has enough information to participate in the program successfully.

Animated Graphics

The frequent use of animated microcomputer graphics makes the programs visually appealing. Students might see a tennis player serve the ball, witness tanks maneuver into position for battle, watch an Alpine skier speed down the slope and much more. The graphics are fully integrated with the learning experiences, making *Data Command* programs a solid combination of learning and enjoyment.

*In cassette format, the round selection feature does not apply. Each program comes on three cassettes, each containing one round. The round to be played is therefore determined prior to programming the microcomputer.

Student Rewards

Through the use of clever graphics, the microcomputer rewards good student performance with a variety of visual prizes, such as trophies and other specially designed tributes. Consolation prizes and words of encouragement are given when a student's performance falls below a predesignated level. These features add to the uniquely personal nature of the microcomputer learning experience.

"Teacher Feature"

The teacher can see a summary of the student's performance in every *Data Command* program with the press of a button.

At the end of each round in a program, the computer gives the student the option to go on to another round or to stop, depending upon what the teacher has told him to do ahead of time. If he stops, he simply leaves the computer. The teacher then holds down the shift key and presses **[T]** on the keyboard;* presto! There on the screen is the number of the student's correct answers over the number tried. In many of the programs a list of words missed is also presented. The "Teacher Feature" allows the teacher to quickly prescribe additional work to remediate specific reading deficiencies.

*This is the procedure for the TRS-80. For the Apple, press **[T]** while holding down the **[CTRL]** key.

Functional Teacher's Guide

A teacher's guide like this one accompanies every *Data Command* program. The guide provides a summary of each program, describes how each skill is taught, shows the teacher which words or sentences the student works with, and gives easy-to-follow directions for programming the microcomputer.

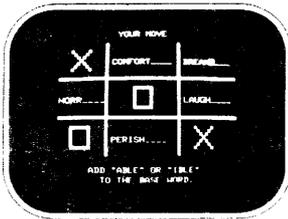
At the back of the guide are multiple copies of a class record keeper. These handy forms allow you to chart each student's progress through all reading skills taught by the programs described in this guide. You may feel free to reproduce additional copies of this form as needed.

Replacement of Cassettes or Diskettes

Imperial International guarantees all of its cassettes and diskettes. Faulty cassettes and diskettes will be replaced at no charge. Accidentally damaged or erased cassettes will be exchanged for a handling charge of \$2.00 each—diskettes, \$5.00 each.

The Game of

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Pik-Pek-Put challenges the student to put his word skills to work to beat the computer in a game of strategy much like *Tic-Tac-Toe*.

The *Pik-Pek-Put* grid has a word or words in each of its squares. The student chooses the square he wishes to mark by moving the cursor. Simple directions for doing so are presented on the screen. When he has chosen his square, he

affixes the computer's word. (The exact response depends upon the specific skill being presented. It might be changing a contraction to its two-word form, or adding a prefix, suffix, plural, or possessive ending.) If the response is correct the student gets an X. If the response is wrong, the student gets no mark. The computer then chooses its own square (it may select the square missed by the student; if it does, it will correct the student's work), and makes its mark by affixing a word in the same way as the student. The winner is the first one to get three in a row. *Pik-Pek-Put* combines the necessity to move intelligently with the need to carefully apply word recognition skills.

The computer provides basic instruction in the specific word skill needed to play each game, gives examples of correct usage, and provides complete, easy-to-follow directions for playing the game.

NOTE

At the conclusion of each round in each program, the microcomputer will instruct the student to tell the teacher that he has finished the round (unless the student has been instructed otherwise). If you wish to see the student's score for the round just completed, follow these procedures: For the TRS-80, press the **T** key while holding down the **SHIFT** key. For the Apple II or Apple II Plus, press **T** while holding down the **CRTL** key.

Program #1—Suffixes, Part I

This program gives the student valuable experience affixing six common suffixes to as many as 152 base words. To play, the student must add the correct suffix to base words supplied by the microcomputer. The words and suffixes used in the program are given below:

Round 1: *ion/ous*

Practice

Game	- creat/ion invent/ion protect/ion	tens/ion vacat/ion enorm/ous	fam/ous humor/ous joy/ous
Game 1	- creat/ion direct/ion illustrat/ion	mans/ion miss/ion permiss/ion	fam/ous nerv/ous outrage/ous
Game 2	- confess/ion cultivat/ion divis/ion	pass/ion radiat/ion solut/ion	contagi/ous danger/ous joy/ous
Game 3	- eros/ion invent/ion nat/ion	populat/ion relat/ion sess/ion	continu/ous courte/ous marvel/ous
Game 4	- educat/ion elect/ion lot/ion	success/ion transmiss/ion vacat/ion	glori/ous humor/ous poison/ous
Game 5	- collis/ion detent/ion examinat/ion	explos/ion protect/ion stat/ion	enorm/ous gorge/ous graci/ous
Game 6	- attract/ion descript/ion quest/ion	select/ion tens/ion feroci/ous	gener/ous hilari/ous numer/ous

Round 2: *ment/ness*

Practice

Game	- achieve/ment agree/ment imple/ment	judg/ment ship/ment bold/ness	hard/ness hoarse/ness loneli/ness
Game 1	- adjust/ment amend/ment amuse/ment	docu/ment ele/ment busi/ness	friendli/ness high/ness holi/ness
Game 2	- amaze/ment employ/ment enchant/ment	frag/ment pave/ment homeli/ness	lazi/ness moodi/ness rude/ness
Game 3	- adjourn/ment amaze/ment amend/ment	compart/ment pave/ment kindli/ness	lowli/ness rude/ness soft/ness
Game 4	- advance/ment agree/ment banish/ment	frag/ment ship/ment harsh/ness	illi/ness loveli/ness sad/ness
Game 5	- agree/ment announce/ment ship/ment	state/ment cleanli/ness courtli/ness	happi/ness kind/ness rude/ness
Game 6	- agree/ment depart/ment develop/ment	ease/ment imple/ment judg/ment	bold/ness clumsi/ness ill/ness

Round 3: *ist/or*

Practice

Game	- art/ist geolog/ist journal/ist	typ/ist advis/or direct/or	sail/or senat/or supervis/or
Game 1	- art/ist chem/ist essay/ist	evangel/ist advis/or benefact/or	jail/or operat/or sail/or
Game 2	- column/ist dent/ist psycholog/ist	typ/ist duplicat/or govern/or	invent/or sail/or trait/or
Game 3	- accompan/ist scient/ist solo/ist	tour/ist violin/ist act/or	bachel/or illustrat/or supervis/or
Game 4	- balloon/ist econom/ist novel/ist	creat/or distribut/or imitat/or	realt/or surviv/or translat/or
Game 5	- cycl/ist geolog/ist journal/ist	natural/ist direct/or doct/or	invent/or senat/or speculat/or
Game 6	- drugg/ist flor/ist pian/ist	scient/ist act/or dictat/or	estimat/or realt/or trait/or

Program #2—Suffixes, Part II

This program gives the student valuable experience affixing six common suffixes to as many as 152 base words. To play, the student must add the correct suffixes to base words supplied by the microcomputer. The words and suffixes used in the program are given below:

Round 1: *ish/ity*

Practice

Game	- baby/ish ban/ish boy/ish	mul/ish activ/ity capac/ity	electric/ity pur/ity stupid/ity
Game 1	- baby/ish clown/ish girl/ish	styl/ish abil/ity curios/ity	mobil/ity obes/ity scarc/ity
Game 2	- boy/ish devii/ish fin/ish	old/ish activ/ity capac/ity	legal/ity necess/ity scarc/ity
Game 3	- ban/ish child/ish fever/ish	self/ish advers/ity humid/ity	infirm/ity san/ity stupid/ity
Game 4	- ban/ish kitten/ish purpl/ish	sweet/ish dens/ity durabil/ity	electric/ity rapid/ity veloc/ity
Game 5	- book/ish elf/ish fool/ish	gray/ish clar/ity major/ity	nobil/ity opportun/ity simplic/ity
Game 6	- bull/ish dogg/ish ghoul/ish	yellow/ish capabil/ity hospital/ity	human/ity popular/ity pur/ity

Round 2: able/ible

Practice

Game	- break/able comfort/able excit/able	laugh/able valu/able wash/able	horri/ble sensi/ble vis/ible
Game 1	- break/able comfort/able laugh/able	perish/able valu/able deduct/ible	horr/ible sens/ible vis/ible
Game 2	- agree/able charit/able clean/able	flamm/able mov/able port/able	wash/able incred/ible respons/ible
Game 3	- cap/able cover/able laugh/able	lik/able renew/able respect/able	convert/ible digest/ible feas/ible
Game 4	- fashon/able mount/able question/able	reli/able combust/ible ed/ible	flex/ible poss/ible terr/ible
Game 5	- depend/able lov/able miser/able	reach/able teach/able wash/able	defens/ible fus/ible suggest/ible
Game 6	- controll/able excit/able speak/able	us/able access/ible invinc/ible	invis/ible leg/ible tang/ible

Round 3: ance/ence

Practice

Game	- appear/ance avoid/ance ignor/ance	mainten/ance reli/ance abs/ence	confid/ence pati/ence refer/ence
Game 1	- appear/ance avoid/ance ignor/ance	mainten/ance reli/ance abs/ence	confid/ence pati/ence refer/ence
Game 2	- abund/ance clear/ance domin/ance	expect/ance import/ance resist/ance	audi/ence evid/ence prud/ence
Game 3	- allegi/ance annoy/ance ignor/ance	pen/ance temper/ance adher/ence	audi/ence emerg/ence pati/ence
Game 4	- acquaint/ance annoy/ance clear/ance	ignor/ance reli/ance abs/ence	confid/ence differ/ence prud/ence
Game 5	- abund/ance allegi/ance disturb/ance	entr/ance observ/ance audi/ence	exist/ence influ/ence prud/ence
Game 6	- conduct/ance pen/ance reli/ance	resist/ance adher/ence emerg/ence	evid/ence independ/ence refer/ence

Program #3—Prefixes, Part I

In this program students build their word recognition skills by affixing six common prefixes to as many as 166 base words. To play, students must add the correct prefixes to base words supplied by the microcomputer. The words and prefixes used in the program are given below:

Round 1: *pre/pro*

Practice

Game	- pre/fer pre/lude pre/pare	pre/wrap pro/ceed pro/noun	pro/nounce pro/tect pro/mote
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Game 1	- pre/condition pre/fer pre/occupy	pre/school pre/sent pre/tense	pro/duce pro/ductive pro/found
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Game 2	- pre/cook pre/judge pre/pare	pro/ceeds pro/fess pro/ficient	pro/mote pro/peller pro/trude
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Game 3	- pre/historic pre/liminary pre/sentation	pro/file pro/long pro/noun	pro/pel pro/portion pro/vide
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Game 4	- pre/amble pre/caution pre/heat	pre/mature pre/mix pre/scribe	pro/gress pro/jection pro/pose
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Game 5	- pre/assigned pre/flight pre/side	pro/cedure pro/ceed pro/fane	pro/fuse pro/moter pro/nounce
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Game 6	- pre/arrange pre/fix pre/set	pre/vail pro/cedure pro/cession	pro/claim pro/gram pro/ject
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Round 2: *com/con*

Practice

Game	- com/bat com/mand com/plain	com/pound com/puter con/fess	con/gress con/nect con/vention
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Game 1	- com/bat com/panion com/pare	com/pound con/ceal con/cept	con/demn con/duct con/fer
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Game 2	- com/bine com/bust com/fort	com/pass com/plete con/cede	con/crete con/ductor con/nexion
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Game 3	- com/mand com/merce com/ply	com/pound con/cern con/dense	con/gregation con/serve con/test
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Game 4	- com/bine com/mend com/pact	com/press com/puter con/form	con/venience con/vention con/vince
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Game 5	- com/parison com/pose com/mune	com/mute con/clude con/cur	con/densate con/front con/nect
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Game 6	- com/mission com/pete com/plain	com/plex com/preSSION con/cise	con/course con/gress con/quer
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Round 3: *Im/In*

Practice

Game	- im/mature im/port im/proper	im/pure in/doors in/sect	in/sert in/side in/struct
Game 1	- im/migrate im/mortal im/movable	im/patience im/port in/cite	in/come in/constant in/vader
Game 2	- im/pact im/part im/pose	im/prison in/ability in/accurate	in/sect in/spect in/ventor
Game 3	- im/peach im/plicate im/proper	in/doors in/form in/formal	in/lay in/sert in/struct
Game 4	- im/perfect im/plant im/porter	im/press im/prove in/capable	in/cline in/clude in/side
Game 5	- im/material im/mature im/mense	im/personal im/plore in/active	in/grain in/jure in/sist
Game 6	- im/polite im/print im/pure	in/action in/artistic in/flate	in/quire in/sincere in/stead

Program #4—Prefixes, Part II

In this program students build their word recognition skills by affixing six common prefixes to as many as 166 base words. To play, students must add the correct prefixes to base words supplied by the microcomputer. The words and prefixes used in the program are included below:

Round 1: *dis/non*

Practice

Game	- dis/agree dis/appear dis/approve	dis/cuss dis/play dis/rupt	non/contact non/sense non/visual
Game 1	- dis/count dis/interest dis/locate	dis/miss dis/respect non/active	non/citizen non/combat non/sense
Game 2	- dis/honest dis/integrate dis/play	dis/turb non/current non/elastic	non/metal non/tidal non/union
Game 3	- dis/appoint dis/approve dis/gust	dis/honor non/delivery non/profit	non/sense non/skid non/visual
Game 4	- dis/appear dis/infect dis/order	dis/pute non/basic non/divided	non/liquid non/stop non/verbal
Game 5	- dis/advantage dis/agree dis/charge	dis/courage dis/cuss dis/guise	non/contact non/living non/toxic
Game 6	- dis/arm dis/close dis/comfort	dis/may dis/rupt non/being	non/starter non/support non/vocal

Round 2: ex/re**Practice**

Game	ex/clude ex/cuse ex/hale	ex/pect ex/pert re/appear	re/cover re/lease re/peal
Game 1	- ex/hibit ex/ist ex/pire	ex/tent re/connect re/lease	re/mind re/paint re/ply
Game 2	- ex/cel ex/cuse ex/perience	ex/pert ex/ternal ex/treme	re/cord re/filter re/plant
Game 3	- ex/cellence ex/change ex/ecute	ex/ert re/charge re/draft	re/duce re/new re/pent
Game 4	- ex/ample ex/cuse ex/hale	ex/odus ex/plore re/affirm	re/check re/draw re/late
Game 5	- ex/cuse ex/haust ex/istence	ex/pert ex/plain re/cover	re/freeze re/gret re/tell
Game 6	- ex/citement ex/pect ex/pense	ex/plicit ex/tend re/adjust	re/admit re/copy re/peal

Round 3: de/un**Practice**

Game	- de/cay de/ceive de/cide	de/gree un/bearable un/do	un/sound un/sure un/true
Game 1	- de/bate de/cay de/gree	de/liver de/note un/concern	un/do un/just un/touched
Game 2	- de/ceit de/part de/posit	de/sire un/real un/rest	un/sound un/told un/wanted
Game 3	- de/ceive de/press de/scribe	de/stroy de/tach un/afraid	un/aware un/certain un/important
Game 4	- de/cide de/cision de/mote	de/tect un/changed un/faithful	un/heard un/kind un/ruly
Game 5	- de/cline de/flute de/pendent	de/prive un/clean un/healthy	un/lace un/stable un/true
Game 6	- de/code de/coy de/crease	de/sire de/votion un/beaten	un/dress un/equal un/sure

Program #5—Contractions

This program builds the ability to identify and correctly use 49 different contractions. To play, the student must change contractions supplied by the computer to their two-word forms (or vice versa). The general procedure followed in each round is as follows: round 1, changing contractions to their two-word forms; round 2, changing two-word forms to their contractions; round 3, a mix of the procedures in rounds 1 and 2. A list of the contractions used in the program is given below:

aren't	*he's	*she's	weren't
can't	*I'd	shouldn't	we've
couldn't	*I'll	that's	what's
didn't	I'm	*they'd	where's
doesn't	isn't	there's	who'd
don't	*it'll	*they'll	*who'll
hadn't	*it's	they're	who's
hasn't	I've	they've	won't
haven't	let's	wasn't	wouldn't
*he'd	mustn't	*we'd	*you'd
*he'll	*she'd	*we'll	*you'll
here's	*she'll	we're	you're
			you've

*Because of programming limitations, the computer will accept only one right answer, even though there are two correct two-word forms for these contractions. The correct answer is the most commonly used two-word form.

Program #6—Base Words

This program will help the student gain proficiency in recognizing the bases of up to 185 affixed words. To play, the student must identify and type the bases of words with prefixes and/or suffixes supplied by the microcomputer. The base words and affixes used in the program are given below:

Round 1: base words with prefixes

Practice

Game	- a/board be/little dis/arm	en/joy im/pure mis/place	pre/caution re/build re/mind
Game 1	- de/code non/profit pre/dawn	pre/occupy pre/side pro/long	re/charge re/turn un/mask
Game 2	- anti/body de/part de/value	dis/arm ex/plain pre/judge	pre/pay re/pay un/veil
Game 3	- a/board be/friend bi/cycle	dis/prove im/plant mis/judge	pro/claim re/call re/grind
Game 4	- be/calm en/joy im/merge	mis/place pre/school re/count	re/store tele/phone un/fold
Game 5	- de/tour dis/charge mis/place	pre/fix pro/test re/paint	tele/gram un/real un/sound
Game 6	- a/board con/tend con/verse	de/face im/peril in/flow	mis/spell re/mind un/sung

Round 2: base words with suffixes

Practice

Game	- boy/ish brave/ly glass/y	grat/ed ill/ness post/age	sail/or sing/er tour/ist
Game 1	- angel/ic cash/ier dealer/ship	gold/en help/less ill/ness	pave/ment square/ly thank/ful
Game 2	- brave/ly danger/ous essay/ist	high/ness peace/ful plant/er	show/y tour/ist trail/er
Game 3	- drama/tic fox/y hard/ly	paint/er sad/ness sail/or	shape/ly teach/er wood/en
Game 4	- baby/isn color/fully coward/ly	farm/er govern/or laugh/able	post/age short/age spite/ful
Game 5	- atom/ic box/ful broad/ly	court/ship honest/ly joy/ous	sad/ness snow/y soft/ened
Game 6	- agree/ment care/fulness grain/less	infant/ile marvel/ous play/ful	room/y short/age tire/some

Round 3: base words with affixes

Practice

Game	- anti/freeze deal/ership in/act/ion	magic/ian pre/wrap sunn/y	tele/scope terror/ist un/health/y
Game 1	- cloth/ier fore/stall inter/change	joy/ously near/ness pave/ment	tele/phone treat/ment un/thank/ful
Game 2	- ab/normal/ly fall/ure owl/ish	read/er super/charge tele/photo	un/obtain/able wool/en zest/fully
Game 3	- clown/ish co/pilot in/voic/ed	mile/age odd/ity play/fully	pre/wrapp/ed sub/way tele/scope
Game 4	- green/ery il/legal/ly onion/like	re/appear/ed sub/soil sweet/ly	tele/vision tire/less whole/some
Game 5	- anti/freeze dis/grace/ful dis/like	gas/eous in/organ/ic non/work/er	post/age tour/ist un/clean
Game 6	- act/or deal/ership fore/sight	friend/ship in/law in/voic/ed	magic/ian terror/ist un/health/y

Program #7—Plurals

The object of this program is to provide meaningful experiences with the correct spelling of plural endings. To play, the student must spell the correct plural forms of 164 different singular words supplied by the computer. The words used in the program are given below with both their singular and plural spellings.

Round 1: adding s and es

Practice

Game	- ax/es bench/es bush/es	circus/es debt/s dress/es	pen/s radio/s road/s
Game 1	- abuse/s board/s class/es	cymbal/s peach/es silo/s	total/s wish/es yolk/s
Game 2	- ash/es artist/s dress/es	duplex/es face/s glass/es	match/es waistline/s wave/s
Game 3	- aircraft/s ax/es bandage/s	bush/es compass/es debt/s	factor/s guess/es toe/s
Game 4	- cartwheel/s climax/es crash/es	detour/s editor/s floor/s	ostrich/es radio/s wax/es
Game 5	- bench/es cattail/s claw/s.	cradle/s crash/es envelope/s	inferno/s reflex/es rodeo/s
Game 6	- bias/es bunch/es circus/es	sash/es switch/es tatoo/s	toaster/s virus/es waltz/es

Round 2: adding s and (l)es

Practice

Game	- berry/berries body/bodies buoy/buoys	daisy/daisies holiday/holidays key/keys	monkey/monkeys pastry/pastries play/plays
Game 1	- baby/babies city/cities daisy/daisies	day/days donkey/donkeys dray/drays	key/keys mystery/mysteries toy/toys
Game 2	- accuracy/accuracies body/bodies boy/boys	company/companies holiday/holidays joy/joys	reply/replies tray/trays way/ways
Game 3	- berry/berries delay/delays hobby/hobbies	monkey/monkeys play/plays pony/ponies	spray/sprays summary/summaries worry/worries
Game 4	- apology/apologies decoy/decoys enemy/enemies	memory/memories pastry/pastries ray/rays	relay/relays ruby/rubies valley/valleys

Game 5	- discovery/discoveries essay/essays hatchery/hatcheries	killjoy/killjoys pansy/pansies parley/parleys	poppy/poppies runaway/runaways stay/stays
Game 6	- abbey/abbeys buoy/buoys convoy/convoys	jockey/jockeys journey/journeys moray/morays	study/studies variety/varieties workday/workdays

Round 3: adding s and (v)es

Practice

Game	- belief/beliefs bluff/bluffs bookshelf/bookshelves	chef/chefs elf/elves giraffe/giraffes	life/lives loaf/loaves wife/wives
Game 1	- cliff/cliffs fife/fifes half/halves	loaf/loaves muff/muffs proof/proofs	scuff / scuffs skiff / skiffs wife / wives
Game 2	- bluff/bluffs chief/chiefs giraffe/giraffes	roof/roofs sugarloaf/sugarloaves tariff/tariffs	thief/thieves whiff/whiffs wolf/wolves
Game 3	- brief/briefs cuff/cuffs elf/elves	jackknife/jackknives life/lives puff/puffs	reef/reefs sheaf/sheaves sheriff/sheriffs
Game 4	- bailiff/bailiffs castoff/castoffs chef/chefs	leaf/leaves rebuff/rebuffs safe/safes	shelf/shelves werewolf/werewolves woof/woofs
Game 5	- belief/beliefs calf/calves fluff/fluffs	huff/huffs knife/knives scruff/scruffs	spooft/spoofs thyselt/thyselves yourself/yourselfs
Game 6	- bookshelf/bookshelves cafe/cafes carafe/carafes	clef/clefs midwife/midwives miff/miffs	self/selves stiff/stiffs waif/waifs

Program #8—Possessives

This game requires the correct spellings of the singular or plural possessive forms of up to 189 singular words. To play, the student must respell singular words given by the computer as singular possessives or plural possessives. The words used in the program are given below with both their singular and singular possessive or plural possessive forms.

Round 1: singular possessives ('s) and plural possessives (s')

Practice

Game	- boy/boys' brother/brother's clown/clown's fool/fools' nurse/nurses'	pitcher/pitcher's player/player's rabbit/rabbit's sheriff/sheriffs'
Game 1	- baby/baby's blacksmith/blacksmiths' catcher/catcher's cougar/cougar's elk/elks'	governor/governor's niece/niece's rabbit/rabbit's servant/servant's

Game 2 - baker/baker's defector/defector's grower/grower's knight/knight's mother/mothers'	pianist/pianists' plumber/plumber's sheriff/sheriffs' worker/workers'
Game 3 - aunt/aunt's beggar/beggars' boy/boy's eagle/eagle's fish/fish's	fool/fools' friend/friend's operator/operator's sister/sister's
Game 4 - artist/artists' brother/brother's father/father's knight/knights' monkey/monkey's	pilot/pilots' poet/poet's prince/prince's worker/worker's
Game 5 - bear/bear's bee/bee's bird/birds' driver/drivers' girl/girls'	ostrich/ostrich's player/players' singer/singers' worker/worker's
Game 6 - cousin/cousins' flower/flowers' gardener/gardener's hobo/hobos' parent/parents'	person/person's snake/snake's spider/spider's uncle/uncles'

Round 2: singular possessives ('s) and plural possessives (s')
Practice

Game - baby/babies' boy/boy's florist/florists' lady/lady's monkey/monkey's	mother/mother's puppy/puppies' racer/racers' wife/wife's
Game 1 - baby/babies' boss/boss's butterfly/butterfly's donkey/donkeys' lady/ladies'	lawyer/lawyers' model/model's niece/niece's sailor/sailor's
Game 2 - beaver/beaver's body/bodies' cowboy/cowboys' enemy/enemies' explorer/explorer's	faculty/faculty's pupil/pupil's puppy/puppies' sitter/sitter's
Game 3 - coach/coaches' family/families' jockey/jockey's manager/manager's pony/ponies'	robin/robin's runaway/runaway's soldier/soldiers' spy/spies'
Game 4 - boy/boy's butterfly/butterflies' child/child's couple/couples' general/generals'	killjoy/killjoy's pony/pony's teacher/teachers' worker/worker's

Game 5 - dancer/dancer's engineer/engineers' gang/gang's kid/kids' lady/lady's	pony/pony's printer/printers' spy/spy's writer/writers'
Game 6 - fly/fly's jockey/jockeys' killjoy/killjoys' outlaw/outlaw's playmate/playmate's	pony/ponies' scout/scout's squirrel/squirrels' witch/witch's

Round 3: singular possessives ('s), plural possessives (s'), and irregular plurals made possessive (e.g., child, children's)

Practice

Game - chief/chief's cousin/cousin's donkey/donkeys' man/men's mouse/mouse's	senator/senator's student/student's thief/thieves' woman/women's
Game 1 - attorney/attorneys' caveman/cavemen's drummer/drummers' goose/goose's schoolboy/schoolboys'	seaman/seaman's sheriff/sheriff's thief/thief's woman/woman's
Game 2 - barber/barber's calf/calves' child/children's man/man's mouse/mice's	nephew/nephew's ox/ox's postman/postmen's thief/thieves'
Game 3 - baseman/baseman's goose/geese's housewife/housewives' man/men's painter/painter's	rabbit/rabbits' salmon/salmon's whale/whale's wife/wives'
Game 4 - calf/calves' child/child's elf/elves' fireman/fireman's giraffe/giraffe's	housewife/housewife's mouse/mouse's werewolf/werewolves' wolf/wolves'
Game 5 - calf/calves' chief/chiefs' lad/lad's grandpa/grandpas' mouse/mice's	policeman/policemen's showman/showmen's wife/wife's wolf/wolf's
Game 6 - accountant/accountant's elf/elf's kitten/kitten's lawyer/lawyer's louse/lice's	midwife/midwives' ox/oxen's swimmer/swimmers' woman/women's

COMPUTER SPECIFICATIONS

Data Command software is written for use with the Apple II* and Apple II Plus* and Radio Shack TRS-80** Models I and III. Following are the minimum microcomputer memory requirements for using the software. (Please note the word "minimum". While the "minimum" memory requirement for the TRS-80 (disk) is 32K, *Data Command* programs can also be used on TRS-80 machines with 48K of memory. Similarly, while the TRS-80 (cassette) calls for 16K of RAM, *Data Command* cassettes can also be used with a 32K or 48K TRS-80 equipped with a tape drive.)

Apple II or Apple II Plus

"Applesoft" in ROM, 48K of RAM and one disk drive. (The Apple II Plus microcomputer is factory equipped with "Applesoft" in ROM. The Apple II is not. Therefore, Apple II microcomputers must have an Applesoft firmware card added. Also, *Data Command* programs designed for Apple II microcomputers are released on 16 sector disks. If your Disk Operating System runs in 13 sectors, you will need to update your system to 16 sectors as prescribed in Appendix H of The DOS (3.3) Manual. This updating will need to be done with any version of DOS released earlier than 3.3.)

TRS-80 (Cassette)

Model I, Level II Basic. 16K of RAM.

TRS-80 (Disk)

Model I and Model III, Level II Basic. 32K of RAM (this includes 16K of RAM in expansion interface) and one disk drive.

*Apple II is a registered trademark of Apple Computer, Inc.
**TRS-80 is a trademark of Tandy Corporation.

LOADING THE MEMORY UNIT

Apple II or Apple II Plus

1. Insert the disk into Drive 1 with the label facing up.
2. Turn on the keyboard switch at left rear of microcomputer.
3. Turn on power to color monitor. If rear keyboard switch is already on, turn it off, then on again. A disk identification message should appear at the top of the screen.

TRS-80 (Cassette)

1. Following instructions in the TRS-80 owner's manual, turn on the microcomputer and all components. The computer will ask: MEMORY SIZE?
2. Press **ENTER** key. Computer will say: RADIO SHACK LEVEL II BASIC READY>
3. Rewind cassette to beginning.
4. Depress **PLAY** key. (The tape will not start yet.)
5. Set volume level between 4 and 6 on volume control dial. If computer will not load, consult owner's manual for information on other volume adjustments.
6. Type **CLOAD "P"** and press **ENTER**. The cassette player will start automatically and begin loading the program. If the tape is loading correctly, two asterisks will soon appear in the upper right-hand corner of the screen. The asterisk on the right will begin to flash off and on. If after a

*If your TRS-80 Model I or Model III is 32K or 48K (disk), then make sure it is in Disk Basic before beginning to load program. Consult owner's manual for details.

moment these asterisks do not appear, rewind the tape and start the directions over. When the program has finished loading (approx. 3-4 minutes), the cassette player will automatically stop. The computer will say:

```
READY
>
```

7. Type *RUN* and press **ENTER**

NOTE: Each *Data Command* cassette has two identical programs. Both programs are contained serially on one side of the tape. Either may be used to program the microcomputer. If you experience difficulty loading one of the programs, try the other.

TRS-80, Model I (Disk)

Running a program:

1. Make sure the disk drive door is open.
2. Turn on microcomputer and its components.
3. Wait until the red light on Drive 0 goes out.
4. Insert the disk in Drive 0 with the bare oval going in first and with the write protect notch up. (The write protect notch is a small notch at the edge of the disk, covered by a small piece of tape.)
5. Carefully close the disk drive door. If it catches, don't force it! Remove the disk and try again.
6. Press and release the reset button on the keyboard unit. This button is located at the back left, where the cable from the expansion interface enters the keyboard unit. The red light on Drive 0 will light, the screen will show

```
TRSDOS-DISK OPERATING SYSTEM - VER 2.3
DOS READY
```

7. Type *BASIC* and press the white key marked **ENTER**. If you make a mistake typing, press the left-arrow key to erase it.
8. After a few seconds, the screen will clear again and will show

```
HOW MANY FILES?
```

Answer this question by pressing the **ENTER** key.

9. Another question will appear.

```
HOW MANY FILES?
MEMORY SIZE?
```

Again, press the **ENTER** key.

10. The screen will now show:

```
HOW MANY FILES?
MEMORY SIZE?
RADIO SHACK DISK BASIC VERSION 2.2
READY
>
```

Type *RUN "PIKPEK"* (Quotation marks are necessary. Also note that there is no space between the words *PIK* and *PEK*.)

11. Now press the **ENTER** key once more, and the program will load from the disk. After a few seconds, it will start to run.

12. To stop a program at any time (except when the disk drive light is on), press the **BREAK** key. You may need to press it more than once. The program will stop and you will see

```
READY
```

```
>
```

printed on the screen. Press the **CLEAR** key to clear the screen. Press the **ENTER** key.

13. To restart the program, type *RUN* and press the **ENTER** key.
14. To run another program, put the disk which contains that program in Drive 0. Be sure to shut the disk drive door.
15. Type *RUN* (program name) where the name of the program is again inserted between the quotes, and press **ENTER**.

TRS-80, Model III

1. Repeat first five steps given above for the Model I.
2. Press the reset button on the surface of keyboard.
3. Follow the date and time entry directions given on the screen and press **ENTER**.
4. To restart the program, press the reset button.

CARING FOR DISKS

The magnetic oxide on the floppy disks is soft and very thin. This fact necessitates handling and storing each disk with extreme care. To help you to assure the longest possible disk life, we list some precautions. Following them should minimize problems with the disks:

- Don't touch the surface of the disk. Body oils can destroy the data on them.
- Don't leave a disk where it can collect dust. A dust particle can scratch the oxide. Always return the disks to their storage envelopes.
- Don't force a disk into a disk drive or into its storage envelope. If you encounter resistance, back out and try again.
- Don't bend or fold a disk. Doing so will cause tiny pieces of oxide to flake away, rendering the disk useless.
- Don't store disks where temperatures are likely to go beyond 110° F or where there is danger of any kind of magnetism.
- Don't store disks lying flat on top of each other. Like phonograph records, store them vertically, in dust-proof containers.
- Don't turn a disk system on or off with a disk in the drive. Magnetic fields generated by the drive's motor may alter the data on the disk.

DATA COMMAND'S REPLACEMENT POLICY ON DAMAGED DISKS OR CASSETTES

Data Command guarantees all of its microcomputer software, whether in disk or cassette form. Disks or cassettes found to be faulty upon first use will be replaced immediately at no charge. Accidentally damaged or erased cassettes will be exchanged for a handling charge of \$2.00 each. Disks which are inadvertently damaged or erased will be replaced for a handling charge of \$5.00 each. Damaged cassettes or disks must accompany request for replacement.

Complete Listing of Data Command Microcomputer Programs (disk) for Reading. All programs available for TRS-80 Models I and III and for Apple II and Apple II Plus.

	APPLE	TRS-80*
TANK TACTICS		
Program #1, Contractions	701-201-02	701-301-02
Program #2, Suffixes Part I	701-202-02	701-302-02
Program #3, Suffixes Part II	701-203-02	701-303-02
Program #4, Prefixes	701-204-02	701-304-02
Program #5, Base Words	701-205-02	701-305-02
Program #6, Homonyms	701-206-02	701-306-02
Program #7, Plurals	701-207-02	701-307-02
PIK-PEK-PUT		
Program #1, Suffixes Part I	702-201-02	702-301-02
Program #2, Suffixes Part II	702-202-02	702-302-02
Program #3, Prefixes Part I	702-203-02	702-303-02
Program #4, Prefixes Part II	702-204-02	702-304-02
Program #5, Contractions	702-205-02	702-305-02
Program #6, Base Words	702-206-02	702-306-02
Program #7, Plurals	702-207-02	702-307-02
Program #8, Possessives	702-208-02	702-308-02
TENNIS ANYONE		
Program #1, Plurals	703-201-02	703-301-02
Program #2, Prefixes	703-202-02	703-302-02
Program #3, Suffixes	703-203-02	703-303-02
Program #4, Contractions	703-204-02	703-304-02
Program #5, Homonyms	703-205-02	703-305-02
Program #6, Base Words	703-206-02	703-306-02
RIDDLE ME THIS		
Program #1, Homonyms	704-201-02	704-301-02
Program #2, Contractions	704-202-02	704-302-02
Program #3, Possessives	704-203-02	704-303-02
ALPINE SKIER		
Program #1, Determining Fact and Opinion	705-201-02	705-301-02
Program #2, Seeing Cause and Effect	705-202-02	705-302-02
Program #3, Categorizing Words and Phrases	705-203-02	705-303-02
Program #4, Getting Sentence Meanings	705-204-02	705-304-02
BIG DOOR DEAL		
Program #1, Using Context Clues	706-201-02	706-301-02
Program #2, Recognizing Figurative Language	706-202-02	706-302-02
Program #3, Making Analogies	706-203-02	706-303-02
Program #4, Sequencing Events	706-204-02	706-304-02

* Specify whether Model I or III