VIC 20
COLOUR COMPUTER

The Alphabet

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EDITORIAL SUPERVISION HODDER & STOUGHTON EDUCATIONAL.
This program requires the use of an 8K or 16K RAM Expansion Cartridge in the VIC 20.

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ALPHABET

Introduction
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These programs aim to familiarise children with the letters of the alphabet and their pronounciation.

Many children learn to read first of all by recognising the shape of words and short sentences. Whether or not your child has begun to read by this method, a knowledge of the sounds of the letters will enable him to tackle new words with greater confidence and ease.

Please note that in common with a number of well established reading schemes the letters of the alphabet are not always presented in sequential order.

Throughout the programs sound effects are used to indicate to the child whether his answer is right or wrong. If you do not require this facility, please turn down the volume on your television set.

The Parent's Role

The first program in 'Alphabet', introduces the lower and upper case letters. As each letter appears, encourage your child to say the sound of the letter ('a' as in apple, 'h' as in hat, 'r' as in run, 'y' as in yes, etc.). Let him find for himself the upper case letter on the keyboard and press it. Remind him to press RETURN after he has typed his letter. In working through 'Alphabet' he will not only be learning the letters, but will be acquiring valuable keyboard skills.

Remember that young children have a limited span of concentration. Start with short periods at the computer and you will soon establish what length of time is right for your child.

When he can associate each lower case letter with its upper case equivalent, he is ready to move on to 'Letters and Sounds'. Encourage him to talk about the picture, help him read the word and let him say the sound of the black letter before he finds it on the keyboard.

The five parts of 'Letters and Sounds' will give your child practice in the sounds most commonly made by the twenty-six letters. The most frequently used letters are introduced first, while lesser used letters such as 'q' and 'x' are left until the end.

The 'Sounds Tests' will check that there are no weak spots in your child's letter recognition skills.

Use the chart at the end of this booklet to record your child's progress through 'Alphabet'.

The letters of the alphabet are printed on the back cover of this booklet, in case your child needs to remind himself of the equivalent upper and lower case letters while using the program.

LOADING AND RUNNING

1. Switch off VIC to clear the memory completely and make sure your 8K or 16K RAM Expansion Cartridge is plugged into the slot at the back of VIC before carrying out the following:

2. Switch on VIC. Place the required cassette into the cassette deck. You will find Programs 1, 2 and 3 have been recorded on both sides of cassette No. 1 and Programs 4, 5 and 6 are on both sides of cassette No. 2.

3. Type LOAD"ALPHA1" for the first Alphabet program ('ALPHA2' for the second, etc.) and press RETURN. VIC will respond with 'PRESS PLAY ON TAPE'.

4. Press PLAY on the cassette deck and VIC will respond with 'OK SEARCHING FOR ALPHA1' then after a few seconds, 'FOUND ALPHA1 LOADING'. Loading will take a couple of minutes.

If VIC does not display 'FOUND ALPHA1 LOADING' after approximately 30 seconds, carry out steps 1 to 4 again. If VIC does load the program but presents 'LOAD ERROR' on screen turn the tape over and carry out steps 1 to 4 again. Remember each program has been recorded twice on the cassette. Once the program has been loaded VIC will display 'READY'.

5. Type RUN and press RETURN. If you would like sound effects, please turn up the volume on your television set.
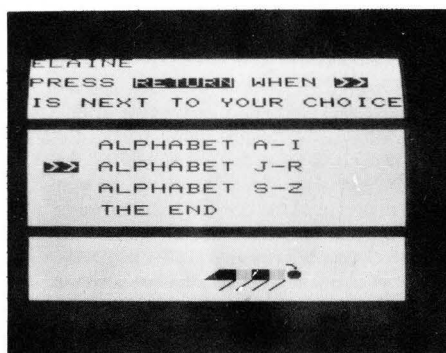
6. This is the Program Title. Press the keyboard SPACE bar as requested.
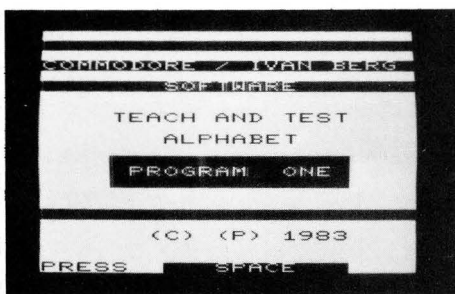
7. When VIC appears and the tune is played, the child is to type in his first name (not more than 10 characters please) and press RETURN.
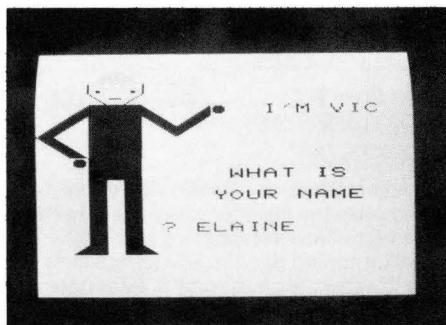
8. This is the program's Main Menu. As you can see there are a number of sections, each covering a particular topic. When the arrow points to your choice, press the RETURN key.

9. At the end of the section you will be returned to the menu for another choice.

10. If you choose 'The End' the program will finish. To re-run the same program, type RUN and press RETURN.

11. To select another program, place the required cassette in the cassette deck and carry out steps 1 to 4 again. If you are not running the programs in order please note that loading might take a little longer as the tape may have to run through one or more programs to arrive at the one required.

12. To break out of a section of the program, and return to the Main Menu (or the next part of the section) press the CLR/HOME key when an input is required.

NOTES ON PROGRAMS

PROGRAM 1:
THE ALPHABET
Part 1: A — I
Part 2: J — R
Part 3: S — Z

The letters come up in order. The capital letter flashes, then the '?' flashes for the child to find and type the corresponding key. If the letter is the correct one, the next letter comes up. If it is wrong, the letter and '?' flash again until the correct key is typed.

When all the letters in the section have been covered, the same letters come up, but this time the capital letter has been omitted and does not come up on the screen until the child has correctly typed it.

PROGRAM 2:
LETTERS AND SOUNDS 1 AND 2

There are 10 pictures in each test. The word is written in red with one black letter. This flashes, then the '?' flashes below for the child's input. If the child types the correct letter, the next word appears. If it is incorrect, the letter flashes again until the correct input is made.

After the ten have been successfully completed, you are returned to the Main Menu. If you now choose the 'Test', the ten pictures appear again, but this time in random order with the black letter omitted. The '?' flashes in the space. If the child is correct the letter appears in red, if he is wrong it appears in black.

PROGRAMS 3 AND 4:

These programs contain 'Letters and Sounds 3, 4 and 5' in the same format as Program 2.

PROGRAM 5:
SOUNDS TEST 1: A — I
SOUNDS TEST 2: J — Q

The pictures appear in random order with the letter in black omitted. The '?' flashes and the child types in the letter. If the child is correct the letter appears in red, if he is wrong it appears in black.

At the end of each part VIC gives the score.

PROGRAM 6:

This is in the same format as Program 5, and contains 'Sounds Test 3' which covers the last portion of the alphabet, letters R — Z.

ALPHABET
CHART FOR RECORDING SCORES/COMMENTS

Date						
Child's Name						
Age/Sex						
The Alphabet Part 1						
The Alphabet Part 2						
The Alphabet Part 3						
Letters and Sounds 1						
Letters and Sounds 2						
Letters and Sounds 3						
Letters and Sounds 4						
Letters and Sounds 5						
Sounds Test Part 1						
Sounds Test Part 2						
Sounds Test Part 3						

THE ALPHABET

ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ

abcdefg
hijklmno
pqrstuv
wxyz