

VIC-20
COLOUR COMPUTER

Test your Child Series
AGE RANGE 7-11

General Knowledge



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

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All programs require the use of an 8K or 16K plug-in RAM Expansion Cartridge with the VIC. **The programs will not run in an unexpanded machine or in any other make of computer.** Your dealer will have stock of the necessary expansion cartridge. In case of difficulty, please contact Commodore Business Machines (UK) Limited at the address below.

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MADE IN ENGLAND

TEST YOUR CHILD'S
GENERAL KNOWLEDGE

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TEST YOUR CHILD'S GENERAL KNOWLEDGE

Introduction

Notes for Parents and Teachers

General Knowledge is not a subject that is generally taught in schools, but rather something a child acquires for himself through personal observation of the world around him and through picking up information from parents, teachers and the media. The tests in this program are designed to find out just how much of this information your child has absorbed.

Your child's score is given at the end of each test, along with a rating calculated on the average scores of children of the same age. The ratings apply separately to each question section or time test. The chart is given at the back of this booklet for your information. There is also a progress chart, enabling you to check your child's scores in the various sections.

You can help to extend your child's General Knowledge

Encourage your child to ask questions. Answer as fully as you can but never be afraid to acknowledge that you do not know. Follow up with the suggestion that you find out the answer together. Try to build up a small reference library at home. You could begin with an encyclopaedia (one-volumed first, perhaps), a dictionary and the "Guinness Book of Records".

Encourage your child to use the reference section of the public library. Go with him if you can, and explore the books together. Some kind of scrap-book can be made at home. Children may like to begin with SPORTS or TOP TWENTY books. They may follow with TOPICAL TIMES full of pictures and items cut from the day's papers and the weekly illustrated magazines.

Don't forget — finding out should be fun!

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:

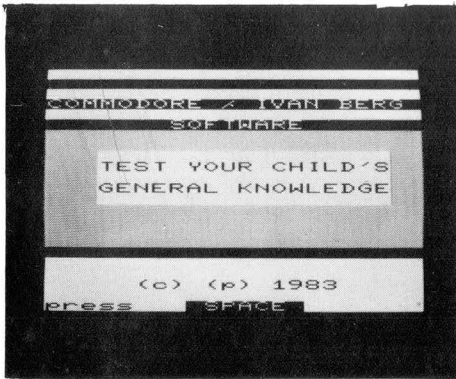
2. Switch on VIC. Place the Operating Software cassette into the cassette deck and ensure that the tape is rewound. Type LOAD "G.K" (exactly as you see it here — don't forget the quotation marks or the full stop) and press the key marked RETURN. VIC will respond with PRESS PLAY ON TAPE.

3. Press PLAY on the cassette deck and VIC will respond with SEARCHING FOR G.K then, after a few seconds, FOUND G.K LOADING. Loading will take a couple of minutes.

If VIC does not display FOUND G.K LOADING after approximately 30 seconds, carry out steps 1 to 3 again. If VIC does load the program but presents LOAD ERROR on screen, carry out steps 1-3 again BUT DO NOT REWIND THE TAPE. The program is recorded twice on both sides of the cassette for problem-free loading. Once the program is loaded, VIC will display READY.

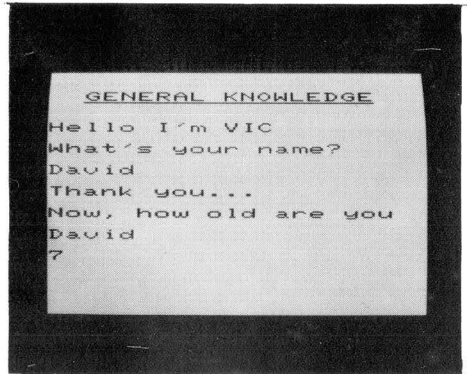
4. Type RUN and press RETURN.

5. This is the program title:



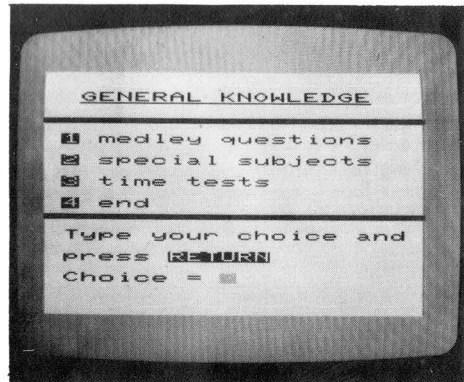
Press the SPACE bar as requested and the program credits are presented. Press SPACE again.

6. VIC introduces himself and asks for the child's name. Type in the name and press RETURN.



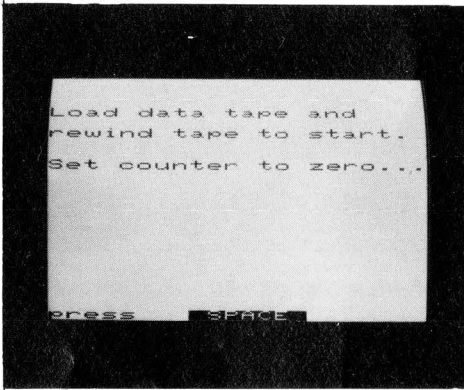
For scoring purposes, the program has an upper age limit of 11 and a lower limit of 7. If a child outside this range wishes to take the tests, he must 'pretend' to be within the age range. In this case the score at the end becomes invalid. Enter the age as a number in years and press RETURN.

7. This is the program's Main Menu:



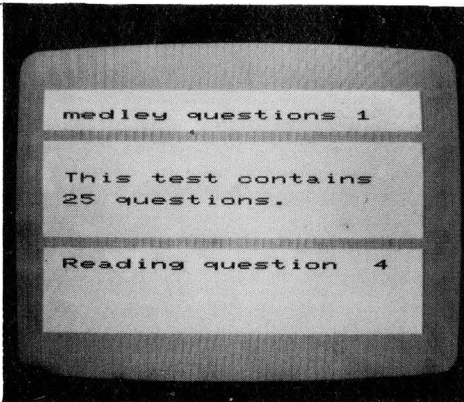
Make your choice (see "Notes on Tests") by typing the number and press RETURN. Press SPACE as requested. Options 1 and 2 will give you a second menu from which to choose the required test.

8. Having made your choice, take out the Operating Software cassette and replace it with the Data Cassette. The 13 tests are recorded on both sides of the cassette. Now follow the instructions given on screen:



The counter is set by pressing the black button on the top left-hand side of the cassette deck. This is important in order to save time when loading the questions. Now 'fast forward' (or maybe on subsequent tests 'rewind') the tape to find the required section. *Please note that the given figure is only an approximate guide, as counter mechanisms vary from machine to machine. If, after 30 seconds or so, the questions are not being loaded, rewind the tape to a little before the quoted figure and press PLAY on the cassette deck again.*

9. As the questions are loading, this screen will be presented:



When all the questions are loaded, instructions are given and the test can commence.

10. To end the program at any time, press the RUN STOP key simultaneously with the RESTORE key. The screen will clear and display READY. The program is unaffected by this and is still in the machine's memory. To start again type RUN and press RETURN.

Please note that in this program, the CLR/HOME key (top right of the keyboard) is used to jump out of the current section. In most instances you will be returned to the Main Menu.

NOTES ON TESTS

There are 4 options on the Main Menu. The first is Medley Questions. If this is chosen, a further menu is displayed giving the choice of 4 Medley Tests. These each present questions of a general nature. The second option is Special Subjects with 9 more specialised tests to choose from. The third option is the Time Tests. Here the child is to type in as many words or names connected with a certain topic as he can in a limited time. The fourth option is End which simply ends the program. The program is, however, in the VIC's memory, so to re-run the program, type RUN and press RETURN.

N.B.

1. If you are using an 8K RAM Expansion cartridge, the program will end automatically at the end of a test when the memory starts running short. If this happens, type RUN and start again.
2. Before the RETURN key is pressed, an error can be corrected by using the INST/DEL key (top right of the keyboard).
3. To pass in questions 1-10 of Medley and Special Subject tests, press the function key f1. To pass in questions 11-25, press RETURN only.
4. Always press RETURN after an answer has been typed.

Medley and Special Subject Tests

Each test contains 25 questions. The first 10 are of the matching pairs type. The child reads the question and then pairs one word from the first section with one word from the second. The cursor flashes by the side of the first word — a. Type the appropriate number, 1,2 or 3, and press RETURN. When all 3 pairs have been attempted press the SPACE bar as requested and the cursor flashes by a again, allowing the child to change his previous answer. If no change is required for a, press RETURN to move on to b. When the child is satisfied with his answers or wishes to pass the whole, or part of the question, press f1 to move to the next question. Pressing CLR/HOME here will skip out of this section to the Multiple Choice section.

The next group of 15 questions is of the Multiple Choice type. Instructions are given on the screen for the child to read. Type the number of the choice and press RETURN or press f1 to pass.

When all the questions have been completed, or if CLR/HOME is used, the score is presented. The child may then make a second attempt at the questions he passed or answered incorrectly, although this will not change his score. He will know which parts of the question are right or wrong, by the sound responses which are given this time (three per question). A high-pitched tone indicates a right answer, and a low tone a wrong answer. When this is complete or when the child chooses not to re-attempt the questions and presses CLR/HOME, the Main Menu is again presented for another choice.

Time Tests

On choosing this option, instructions on test selection are presented on screen. Press the SPACE bar as requested and a choice of 9 subjects is given. When the choice has been made there is then a further option of 3 facets of that topic, or the option to return to the previous menu and choose a different subject. Using the CLR/HOME key from the menu will return you to the Main Menu. When the topic has been chosen the child is given a time limit (dependent on the age of the child) within which to type as many words or names connected with that topic as he can. Each entry is limited to 18 characters. When the time is up, the supervising adult is to mark his answers by pressing f7 for a correct answer or f3 for a wrong answer. The marking is indicated on the screen by an asterisk for a correct answer and an x for a wrong one. When all the answers have been marked, the score is given.

Because there is so much data on the Data Cassette, the *approximate* starting positions of the different tests are given below. Don't forget to set the counter on the cassette deck to zero when you first load the Data Cassette.

Test**Approximate Starting
Point on Tape****RATING CHART**

Medley 1	0
People	24
Food and Drink	50
Medley 2	74
Science and Machines	100
History	125
Medley 3	155
Books and Words	182
Sports and Games	212
Medley 4	244
Travel	277
Geography	310
Nature	345

Age	Fair	Good	Excellent
seven	5-10	11-15	16+
eight	5-10	11-17	18+
nine	10-15	16-20	21+
ten	10-15	16-25	26+
eleven+	10-15	16-30	31+

PROGRESS CHART

Date			
Name			
Age/Sex			
Medley 1			
People			
Food & Drink			
Medley 2			
Science & Machines			
History			
Books & Words			
Sports & Games			
Medley 4			
Travel			
Geography			
Nature			