



Texas Instruments Home Computer

SOLID STATE
SOFTWARE™ **COMMAND MODULE**

Provides spelling practice on 480 words in three exciting activities. Recommended for students in grades two through four. This package requires the use of the TI Solid State Speech™ Synthesizer (sold separately).





Quick Reference Guide

The key sequences required to access special functions depend on the type of computer console you have. The following tells you which keys to press on the model console you have. For instance, if you have the TI-99/4 and you want to hear a word pronounced again, press the SHIFT key and hold it down while you press R. Note that with the TI-99/4A, always press the function key (FCTN) first and hold it down while you press the other key.

TI-99/4	TI-99/4A	
ENTER	ENTER	Proceeds to the next display.
SHIFT T (ERASE)	FCTN 3 (ERASE)	Erases one letter of a spelled word.
SHIFT R (REDO)	FCTN 8 (REDO)	Pronounces a word again.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the game selection menu.
SHIFT W (BEGIN)	FCTN 5 (BEGIN)	Returns to the lesson selection menu.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to the master title screen.

SCHOLASTIC SPELLING LEVEL 3

Originators: Amy Levin, Mary Jane Martin

Design: Rush Hinsdale

Music Consultant: Paul Cohen

Activity Book

Editor: Amy Levin

Writer: Anne Martin Miranda

Senior Art Director: Mary Mars

Art Direction/Design: Rush Hinsdale

Illustrator: Slug Signorino

Cover Illustration: Doug Taylor

Production Editor: Nancy J. Smith

"Space Race" composed by Danny Bergen. Copyright © by Danny Bergen. The source of spelling and pronunciation for *Scholastic Spelling* is the *American Heritage School Dictionary*.

This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

See important warranty information on the inside back cover of this book.

No part of this publication may be reproduced in whole or in part, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission of the publisher. For information regarding permission, write to Scholastic Book Services, 730 Broadway, New York, NY 10003.

ISBN 0-590-93362-0

TI Part No. 1035994-1

Copyright © 1982 by Scholastic Inc. All rights reserved. Published by Scholastic Book Services, a division of Scholastic Inc.

Command Module ©1982 Scholastic Inc. and Texas Instruments Incorporated.

12 11 10 9 8 7 6 5 4

3 4 5 6 7/8

Printed in the U.S.A.

Contents, Level 3

Sample Activity.....	4	19 Words with /ō/	25
Special Features.....	6	20 Words with /ō/	26
Using the <i>Solid State Software</i> ™.....		21 Words with /ō/	27
Command Module.....	6	22 Words with /ōō/.....	28
1 Words with /ā/	7	23 Adding <i>ed</i> and <i>ing</i>	29
2 Words with /ā/	8	24 Words in Review.....	30
3 Words with /ā/	9	25 /ōō/ and /yōō/	31
4 Words with /ē/	10	26 Words with /û/	32
5 Plurals.....	11	27 Words with /ä/	33
6 Words in Review.....	12	28 Words with /oi/	34
7 Words with /ē/	13	29 Contractions.....	35
8 Words with /ē/	14	30 Words in Review.....	36
9 Words with /ē/	15	31 Words with /ô/	37
10 Words with /û/	16	32 Words with /ô/	38
11 Contractions.....	17	33 Words with /ou/	39
12 Words in Review.....	18	34 /î/, /â/, and /i/.....	40
13 Words with /û/	19	35 Adding <i>er</i> and <i>est</i>	41
14 Words with /i/	20	36 Words in Review.....	42
15 Words with /i/	21	Answers.....	43
16 Words with /i/	22	Caring for the Module.....	46
17 Adding <i>ed</i> and <i>ing</i>	23	Your Students and the Computer.....	46
18 Words in Review.....	24	In Case of Difficulty.....	46

Overview

The *Scholastic Spelling* Level 3 module contains 36 lessons and three spelling games. Each of the 36 lessons has 16 spelling words. Every sixth lesson is a review with 16 words from the previous five lessons. Students can select any of the 36 lessons and any of the three games, for a total of 108 different activities.

Spelling Bee is a drill and practice spelling game of diminishing clues. Students select from among four clue options: all clues, vowel clues, consonant clues, or no clues. For each word, the clues are given, the word is pronounced, and then the student spells the word.

That Did It develops proficiency in the spelling patterns of the English language. Each lesson word is presented by blanks corresponding to the letters in the word. The student picks letters to complete the missing word.

Space Race tests spelling proficiency in a game format. Each word is pronounced, but no other clue is given.

The *Scholastic Spelling* Level 3 module drills students in the spelling of 480 words. The words were chosen as a result of research to determine which words are most needed by students at the third-grade level.

In each game, one point is awarded for a correctly spelled word. A personal congratu-

latory response appears along with a short graphic and musical reward. If a word is missed, the correctly spelled word is displayed for positive reinforcement. The computer never gives a negative response.

After the words in the lesson have been spelled, the student can play the game again with those words that were missed. This process can be repeated until all the words have been correctly spelled. At this point, the student receives a longer graphic and musical reward. *Scholastic Spelling* encourages the student to learn to spell all the words in the lesson by offering practice with the words that each student finds most difficult and by never boring the student with words that he knows how to spell.

The always-patient computer provides unlimited practice, eliminates anxiety by never giving a negative response, and always rewards the student for a correct response. *Scholastic Spelling* makes learning to spell a rewarding and positive experience.

Additional Equipment Required. This module is designed to work with the Texas Instruments *Solid State Speech*™ Synthesizer (sold separately). The Speech Synthesizer must be attached to activate the voice of the computer. The computer voice reads all the lesson words and then pronounces each word.

Sample Activity

Please read these pages and do this sample activity before you begin *Scholastic Spelling*.

Lesson Title/Word List. After the *Scholastic Spelling* Level 3 title screen goes off, the lesson selection screen appears. For this sample, press 2 for Lesson 2. Then press ENTER to go to the next display. The lesson title and number appear on the screen. The lesson words are presented in random order. Each word is pronounced and then remains on the screen until all 16 words have been listed. The *pointer* indicates which word is being pronounced. Now press ENTER to go to the next display.

What lesson would you like?
Press 1 to 36.

Game Selection Display. Any of the three games may be played with any of the 36 lessons. For this sample, press 1 for Spelling Bee.

What game would you like?
Press:
1 for SPELLING BEE.
2 for THAT DID IT!
3 for SPACE RACE.

Clue Selection Display. Spelling Bee is a game involving diminishing clues. It may be played with the computer giving all clues (all the letters in each word), vowel clues, consonant clues, or no clues (only blanks corresponding to the number of letters in the word). For this sample, press 3 for consonant clues.

Note: If you had chosen to play That Did It or Space Race, you would be choosing the number of players instead of the clues.

Lesson 2 Words with /ā /
What clues would you like?
Press:
1 for all clues.
2 for vowel clues.
3 for consonant clues.
4 for no clues.

Type your name. Then press ENTER to go to the next display. The next screen will confirm the name you typed. The computer is now ready to play the games — in this case, Spelling Bee with consonant clues and Lesson 2 words.

Lesson 2 Words with /ā /
Type your name.

Game Screen. The game screen always identifies the game, the lesson and word numbers, and the player(s). A context clue is given for all homophones (such as *write/right* or *two/to/too*). The flashing cursor indicates where the letter you input will go on the screen. Note that as long as the cursor is flashing, the computer will not process your answer. You may change one or more letters by pressing ERASE. You must spell the whole word, including any letters that are given as clues. Note that punctuation and blank spaces between words are put in by the computer. The computer also capitalizes all necessary letters. Since the computer generates the words in random order, the word on your screen may not be *great*. When you complete the word, press ENTER.

SPELLING BEE Lesson 2
Word 2

as i n large
g r _ _ t
—
Your Name 1

Correct Response — Reward. For every correct response, the computer displays your name and congratulations, followed by a short reward with pictures and music. After the 16th correct response, there is a longer reward (grand reward).

SPELLING BEE Lesson 2
Word 2

That's great, Your Name.
g r _ _ t
g r e a t
Your Name 2

Incorrectly Spelled Word. If your response is incorrect, the correctly spelled word will appear above your response. Then the incorrect word will go off and the correctly spelled word will remain so you can see how it is spelled. No negative response is given. When all 16 words in the lesson have been spelled, all the words that were spelled correctly are pronounced and listed. Then the next screen shows any words that were not spelled correctly.

SPELLING BEE Lesson 2
Word 2

as i n large
g r e a t
g r a i t
Your Name 1

What do you want to do next? After the correct and missed words have been listed, the computer displays two options. Now you have a chance to spell any words you missed. You get the grand reward when you spell all the words you missed.

Note that you may press:

BACK to return to the game selection menu.
BEGIN to return to the lesson selection menu.
QUIT to return to the master title screen.

Do you want to play with
your mi s s e d words?
Press:
1 for yes.
2 for no.

Special Features

Cursor. The cursor is displayed as a flashing black underscore. It is a prompt for you to respond. When the cursor is flashing, input a letter to spell a word or change the display by pressing ENTER.

Enter. The ENTER key has several functions. Press ENTER to proceed to the next display. In Spelling Bee and Space Race, pressing ENTER tells the computer that the word on the screen is your answer. Press ENTER twice to bypass the reward in Spelling Bee and Space Race. Press ENTER once after completing the word in That Did It to bypass the reward.

Erase. The ERASE feature makes it possible to change one or more letters in a word.

Random Word Order. Because the computer generates the spelling words within the lesson in random order, *Scholastic Spelling* is never boring or routine.

Place Identification and Score. To help you keep track of your place, the lesson and word numbers are displayed during each game. The score is also always displayed.

Rewards. Each time a word is correctly spelled, a point is added to the score, and the computer responds with congratulations. There is a short graphic and musical reward. A grand reward is displayed when all 16 words are correctly spelled. If there are two players, the grand reward is given to each one who correctly spells eight words.

Error Signals. Students are rewarded for right answers. The only computer response

to an error is the lack of a reward plus a display of the correct answer. In Spelling Bee and Space Race, the correctly spelled word is displayed above the misspelled word. Both words remain on the screen for several seconds. Then the incorrect word disappears, and the correctly spelled word remains for reinforcement of correct spelling. In That Did It, the completed word is always displayed before the next word is given.

One- and Two-Player Options. That Did It and Space Race can be played by one student or two. Two players alternate spelling the lesson words. The grand reward is given to each player who correctly spells eight words.

Individualization and Remediation. *Scholastic Spelling* individualizes spelling drill and practice. At the end of a game, the student can select to play the game again with the missed words. This procedure can be implemented as many times as the student chooses. Each student reviews the words that are difficult for him or her and bypasses the words that he or she already knows.

Activity Book. The activity book for *Scholastic Spelling* Level 3 has a page devoted to each lesson. Each page has a list of the 16 spelling words. Students should read the list words aloud before beginning the activity. By doing the activity, students become familiar with the words in the lesson. Students are then directed to play a game on the computer. Answers for activity book pages start on page 43 of the activity book.

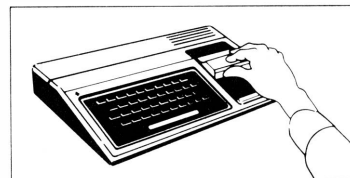
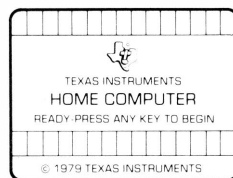
Using the Solid State Software™ Command Module

Be sure to attach the Texas Instruments Speech Synthesizer to your Home Computer before you use the *Scholastic Spelling* module. (See the Speech Synthesizer owner's manual for complete information on handling, installing, and caring for the speech unit.)

An automatic reset feature is built into the computer. When a module is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer.

1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.



2. Press any key for the master selection list. Then press the key corresponding to the number beside SPELLING, and the *Scholastic Spelling* Level 3 title screen appears. To go to the Level 3 lesson selection list, press any key within two seconds after the title sequence begins; or wait for the title sequence to end, and the list appears automatically.

Write the word that best completes each sentence.



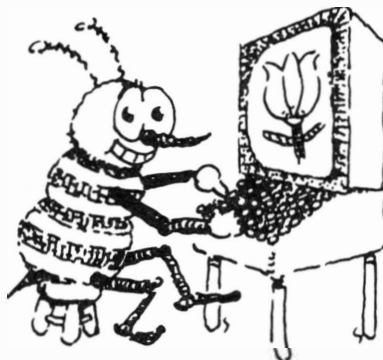
1. What you do when someone tickles you is _____.
2. A cold winter month is _____.
3. The part of an apple you give to a friend is _____.
4. The color of the sky at night is _____.
5. A day to look forward to all week long is _____.
6. What you do to a cold is _____ it.
7. The opposite of add is _____.
8. What your socks should do is _____.
9. A crunchy red fruit is an _____.
10. What you do if you have a question is _____.

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ă/

Say each word.
Listen for the /ă/ sound
as in pat.

ask

matter

black

add

match

Saturday

class

apple

subtract

thank

catch

January

after

hammer

half

laugh

LESSON 2

Words with /ā/

Say each word.
Listen for the /ā/ sound
as in pay.

ate

late

safe

page

face

save

place

came

change

gray

pay

May

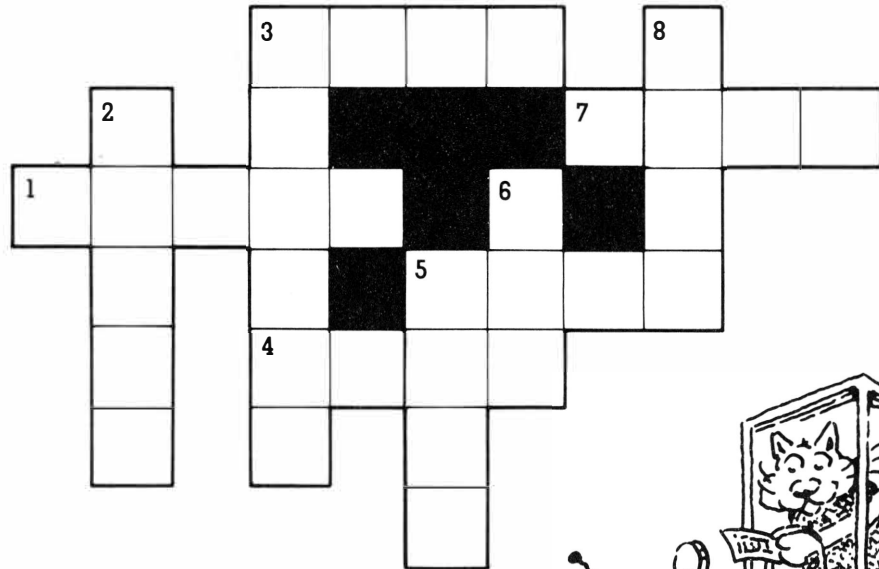
break

away

great

April

Try this crossword puzzle.



Across

1. Another word for *smash*
3. The past tense of *come*
4. The color of an *elephant*
5. Another word for *rescue*
7. The front part of your head

Down

2. Another word for *big*
3. To become different
5. If you're not in danger, you're _____
6. What you have to do to get into a movie
8. The opposite of *early*

Now play a spelling game
on the computer.

SCORE
Mine: _____
My pal's: _____



Cross out the X's and Z's in this puzzle to find 10 words from the list. Write the words below.

X	D	X	A	Z	X	N	Z	G	X	E	R
A	Z	F	X	R	Z	A	X	I	X	X	D
X	Z	P	Z	A	X	P	Z	E	R	Z	X
X	W	X	E	Z	I	X	G	Z	X	H	Z
E	Z	I	Z	G	X	H	X	Z	T	X	Z
Z	T	X	R	X	A	Z	X	I	X	Z	N
F	X	A	Z	X	X	B	Z	Z	L	Z	E
X	P	X	A	Z	I	X	Z	N	X	T	Z
Z	X	R	Z	Z	A	Z	I	X	X	N	X
Z	A	X	X	B	Z	X	L	X	E	Z	Z

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ā/

Say each word.
Listen for the /ā/ sound
as in pay.

paint

rain

aid

wait

train

aim

sail

afraid

paper

danger

table

fable

able

weigh

eight

they

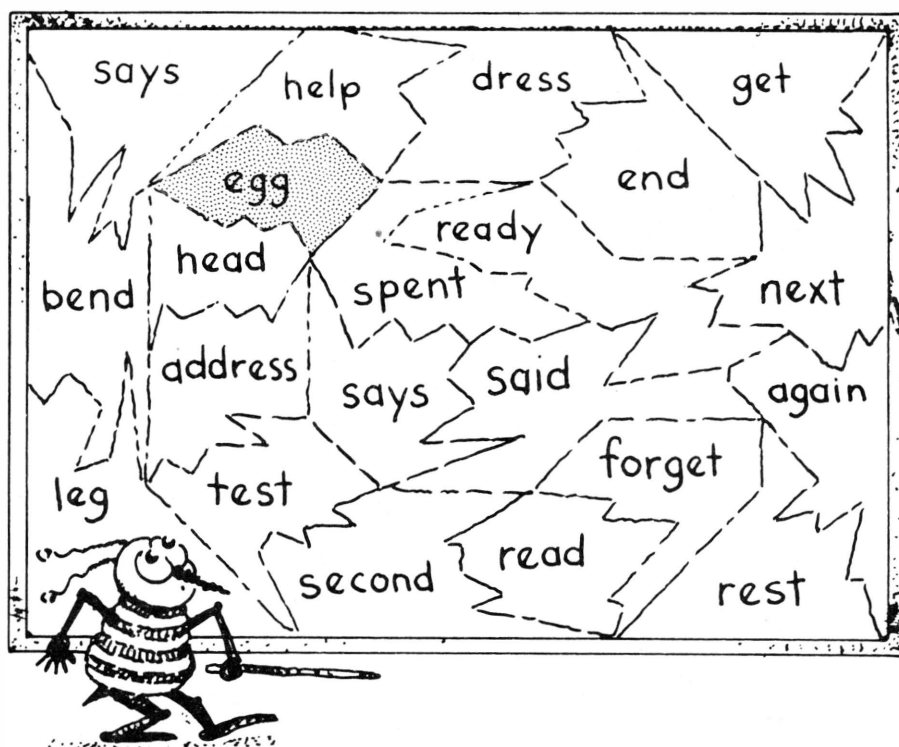
LESSON 4

Words with /ě/

Say each word.
Listen for the /ě/ sound
as in pet.

dress
address
end
second
forget
spent
egg
next
help
test
head
read
ready
said
again
says

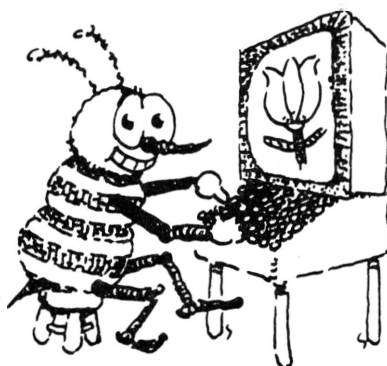
Answer the riddles below. Shade in each shape that contains an answer. The first one is done for you.



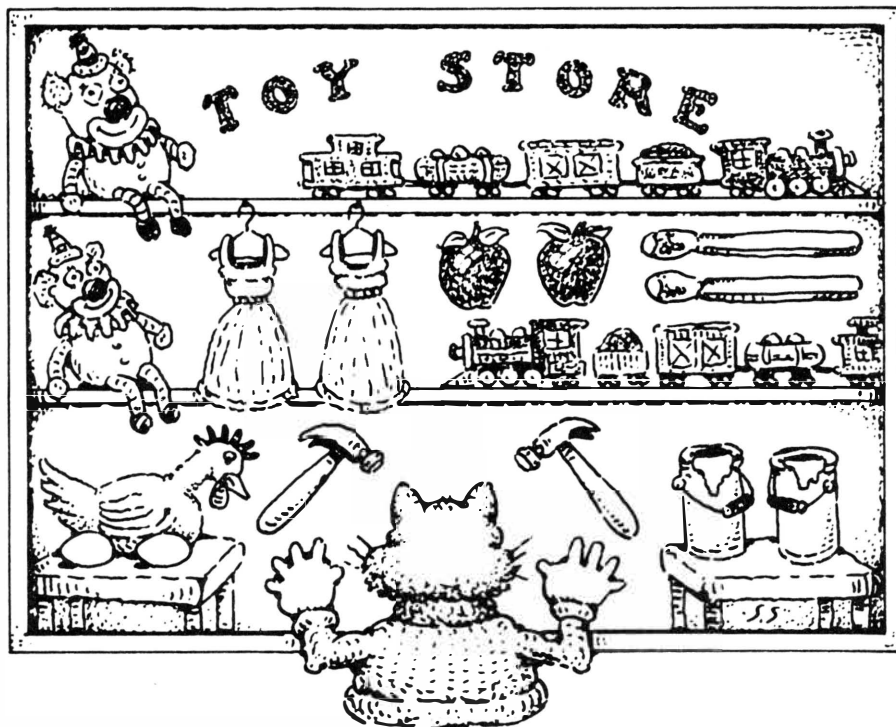
1. Can be fried or scrambled
2. Something a girl wears
3. What you yell if you're in trouble
4. What is on an envelope?
5. What is between first and third?
6. What you did to a book
7. What is at the top of your body?
8. If you can't remember, you _____
9. What is the opposite of begin?
10. Something you take at school
11. What letter do the shaded boxes look like? _____

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Look at this picture. Find the doubles and write the words below.



1. _____

6. _____

2. _____

7. _____

3. _____

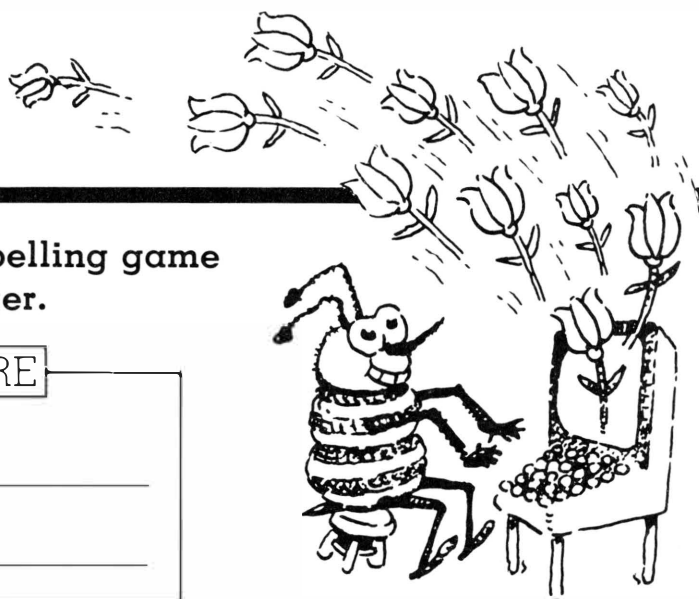
8. _____

4. _____

9. _____

5. _____

10. _____



Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Plurals

Say each word.

clowns

trains

tests

eggs

hammers

paints

hands

papers

tables

places

pages

apples

classes

addresses

dresses

matches

LESSON 6

Words in Review

Say each word.

catch
half
laugh
place
gray
break
April
afraid
danger
weigh
they
address
second
ready
again
says

Circle 10 words in this puzzle. There are some clues below to help. Write the words in the blanks below.

A	F	R	A	I	D	L	P	G
S	G	R	S	T	H	A	L	F
O	C	A	T	C	H	U	A	G
K	W	E	I	G	H	G	C	R
T	H	E	Y	N	P	H	E	A
S	P	X	T	R	E	A	D	Y

1. Throw that one more time. Throw it _____.
2. Don't drop the ball. _____ it!
3. I'm scared. I'm _____.
4. Don't tickle me. It makes me _____.
5. I have two kittens. _____ play tag.
6. Cut the apple in two and give me _____.
7. Get on the scale and _____ yourself.
8. Get set! Are you _____?
9. The sky was _____ and gloomy.
10. I won the race! I was in first _____.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Decode the symbols into words
by using this code.

A	B	C	D	E	F	G	H	I	J	K	L	M
○	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙

1. ○ ⊙ ⊙ ⊙ ⊙ ⊙

2. ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

3. ⊙ ⊙ ⊙ ⊙ ⊙

4. ○ ⊙ ⊙ ⊙ ⊙

5. ⊙ ⊙ ⊙ ⊙

6. ⊙ ⊙ ⊙ ⊙

7. ⊙ ⊙ ⊙ ⊙ ⊙

8. ⊙ ⊙ ⊙ ⊙ ⊙

9. ⊙ ⊙ ⊙ ⊙

10. Unscramble the letters in the squares to spell another
word from the list. _____

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ě/

Say each word.
Listen for the /ě/ sound
as in pet.

best

better

cents

February

never

kept

sent

September

slept

them

then

Wednesday

when

friend

many

guess

LESSON 8

Words with /ē/

Say each word.

Listen for the /ē/ sound
as in be.

meet

need

sleep

street

queen

wheel

free

sneeze

dream

each

meat

read

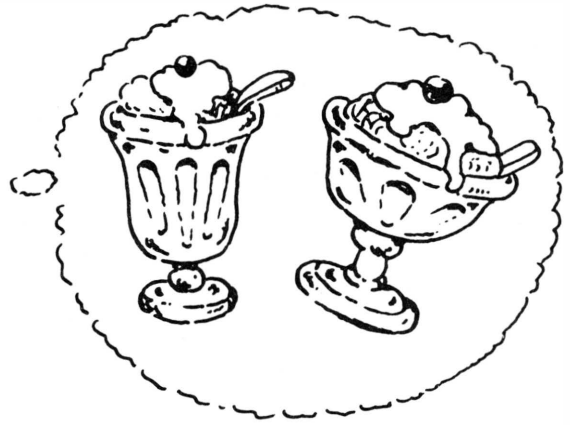
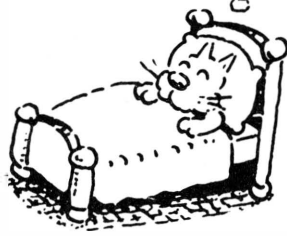
sea

team

please

people

Finish each couplet.



- Last night I had a sweet _____,
A hot fudge sundae with whipped cream.
- I'll tell you one thing that you _____,
Just sit down with that book and _____.
- Please don't try to get between
A swarm of bees and their _____.
- When you think you have to _____,
Cover your nose with a hankie, _____!
- Last night when I went to _____,
I counted stars instead of sheep.
- One thing I would like to be
Is a dolphin swimming in the _____.
- If all things in this store were _____,
I'd buy one each for you and me.

Now play a spelling game
on the computer.

SCORE

Mine: _____

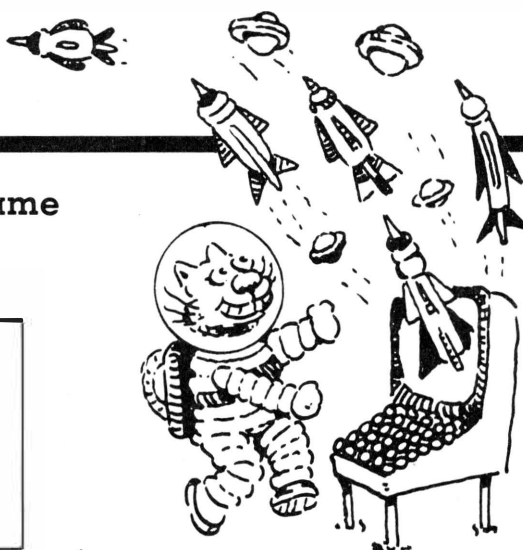
My pal's: _____



Complete these silly definitions.
The last two words in the
sentence should rhyme.



1. A glad father is a _____ pappy.
2. A silly rabbit is a _____ bunny.
3. A beautiful town is a pretty _____.
4. Sam Lee's folks are Sam Lee's _____.
5. Elizabeth working is a _____ Lizzy.
6. A hive opener is a bee _____.
7. A terrible tale is a gory _____.
8. A tired wigwam is a _____ tepee.
9. A chicken's money is henny's _____.
10. A matching Steve is an _____ Steven.



Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ē/

Say each word.
Listen for the /ē/ sound
as in be.

happy
funny
very
busy
sleepy
carry
sunny
every
family
penny
only
city
story
these
even
key

LESSON 10

Words with /ũ/

Say each word.
Listen for the /ũ/ sound
as in cut.

mother

front

month

money

from

other

nothing

Monday

such

summer

much

lunch

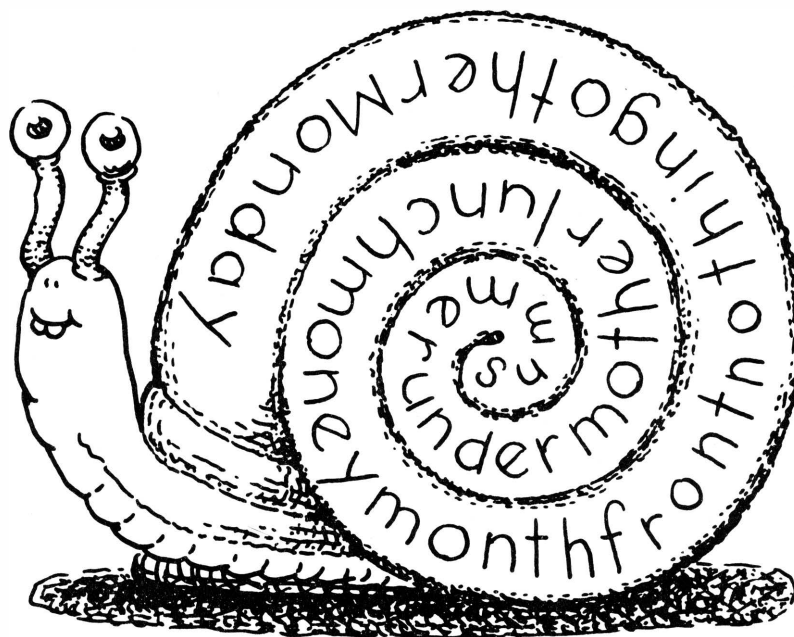
sun

under

Sunday

does

This snail is carrying 10 words on his back. Start in the middle and see if you can find them. Write the words below.



1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

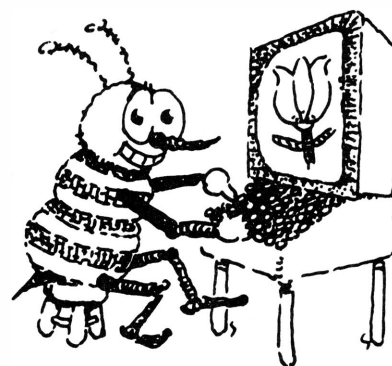
8. _____

9. _____

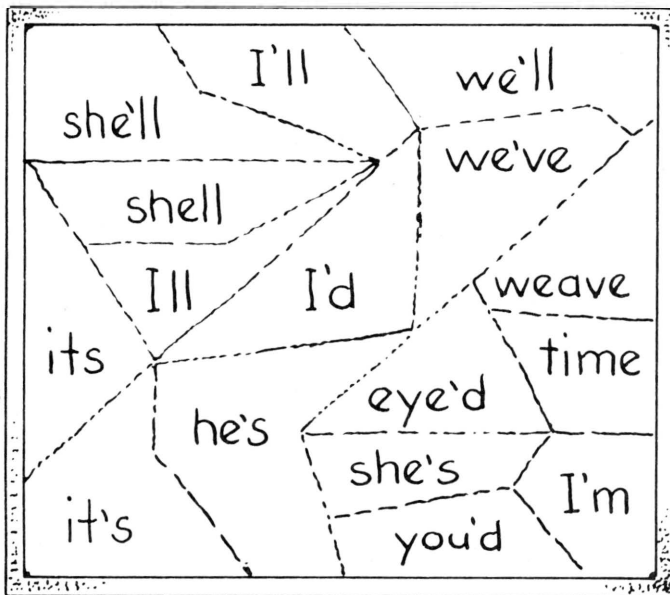
10. _____

Now play a spelling game
on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Help Bee finish the alphabet. Find the contractions. The first one is done for you. Shade in the shapes with the contractions. Write the contractions below.



1. she + will = she'll
2. I + will = _____
3. we + will = _____
4. we + have = _____
5. I + had = _____
6. he + is = _____
7. it + is = _____
8. she + is = _____
9. you + had = _____
10. I + am = _____
11. What letter do the shaded shapes make? _____

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Contractions

Say each word.

they'll
she'll
I'll
we'll
you'll
I've
we've
you've
they've
he's
she's
it's
I'd
you'd
they'd
I'm

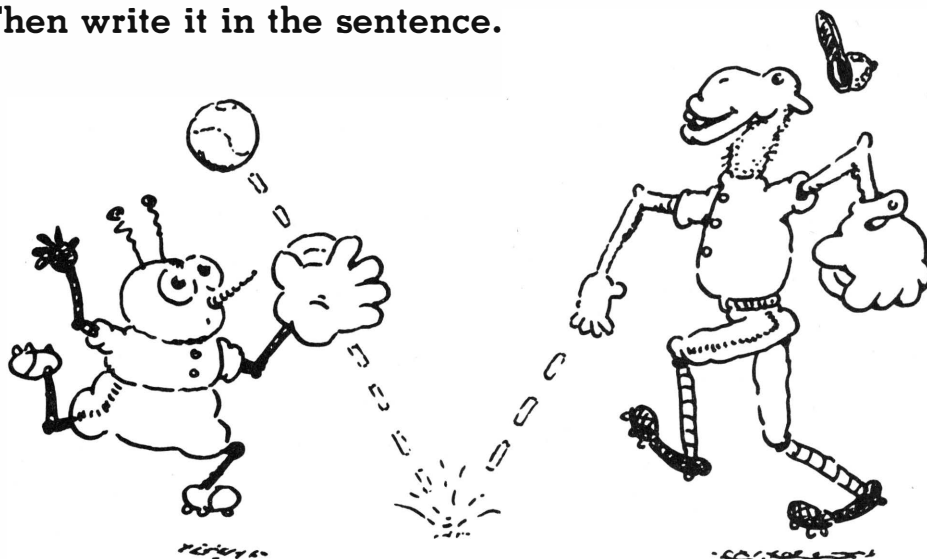
LESSON 12

Words in Review

Say each word.

slept
friend
many
guess
meet
queen
team
please
people
family
these
even
key
month
such
does

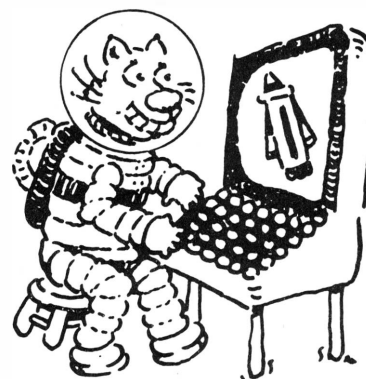
Unscramble each word.
Then write it in the sentence.



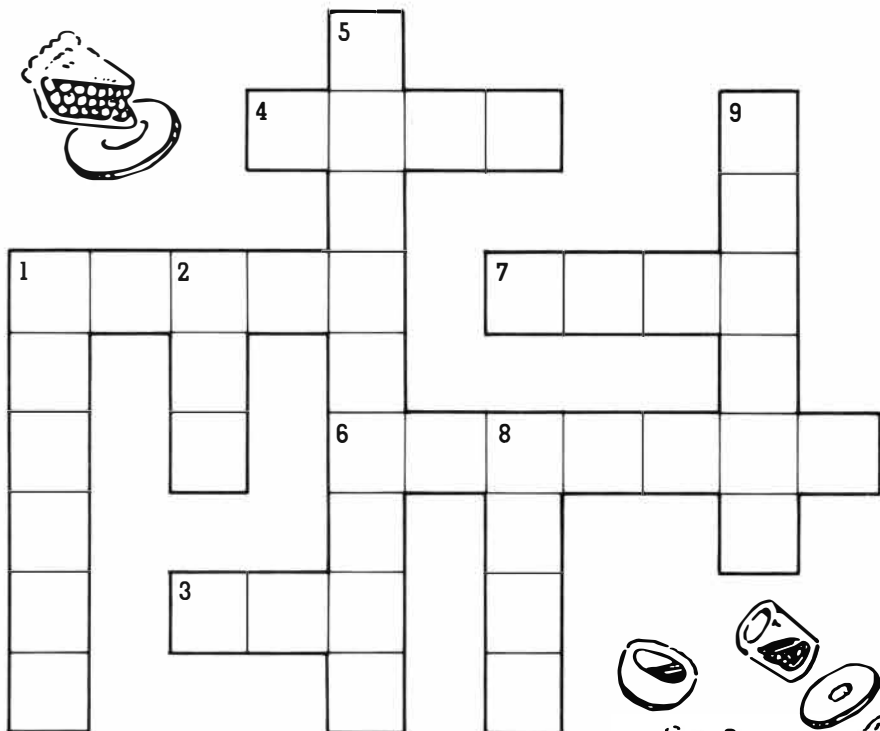
1. mæet Let's play on the same _____.
2. yek Unlock the door with a _____.
3. neeuq The king and _____ are here.
4. ntohm This is the _____ of June.
5. leepsa Shut the door, _____.
6. etem I'm glad to _____ you.
7. yanm I have _____ toys.
8. ltsep I _____ in a tent.
9. nridef I have a _____ named Pat.
10. ilamfy There are two boys in my _____.

Now play a spelling game
on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Try this crossword puzzle.

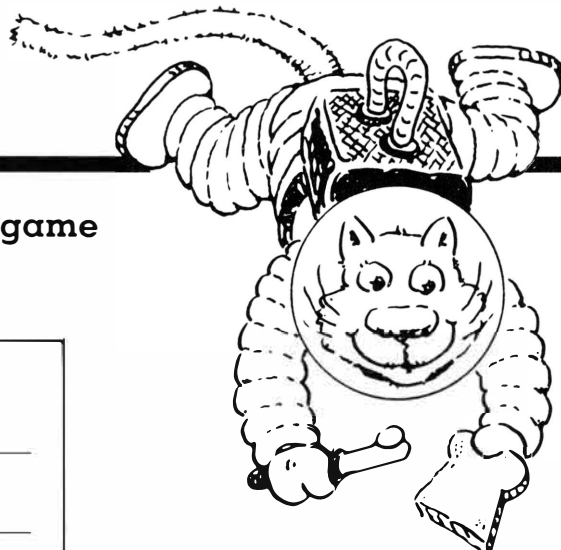


Across

1. Another word for *push*
3. The opposite of *lost*
4. The opposite of *none*
6. $99 + 1 = \underline{\hspace{2cm}}$
7. Another word for *fair*

Down

1. The evening meal
2. $4 - 3 = \underline{\hspace{2cm}}$
5. The opposite of *nothing*
8. The opposite of *some*
9. Something to put on bread



Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ŭ/

Say each word.
Listen for the /ŭ/ sound
as in *cut*.

won

lovely

done

one

shove

some

something

cover

none

hundred

must

butter

supper

number

just

sum

LESSON 14

Words with /i/

Say each word.
Listen for the /i/ sound
as in pit.

think

winter

children

dish

fill

little

thing

spring

kick

river

which

pretty

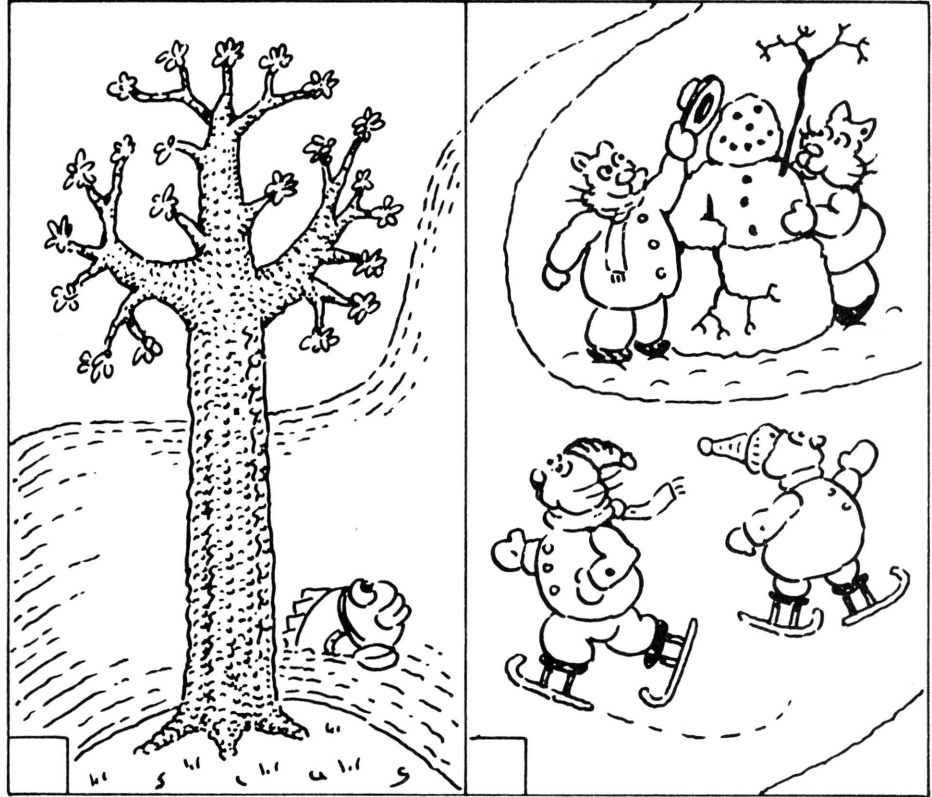
December

begin

build

been

Look at each picture. Finish the paragraphs.
Then label each picture A or B.



Picture A

It is a _____ day in the month of
_____. Two _____ skate
on the frozen _____. Some of them
_____ a snowman. They put a
_____ hat on his head.

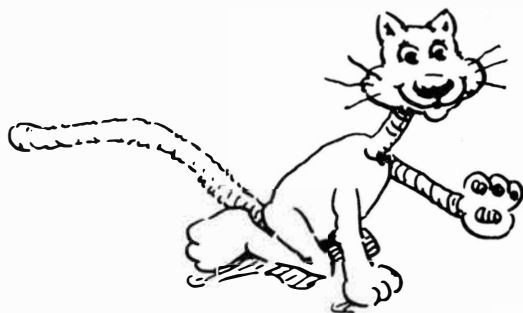
Picture B

In the _____, the river, _____
has _____ frozen, thaws. The leaves on the
trees _____ to pop. _____
flowers grow.

Which season do you like best? _____

Complete each sentence.

1. When I grow up, I would like to _____ a car.
2. My car will be _____ with red stripes.
3. I will drive many _____ from home.
4. I will polish the car and give it a _____.
5. I will keep the _____ clean too!
6. I might even _____ my name on the side of my car.
7. I think it would be _____ to have a big, grown-up car.
8. But now I collect small cars that are really _____.
9. Cars that _____ are called miniatures.
10. I'll play with miniatures _____ I wait to grow up.

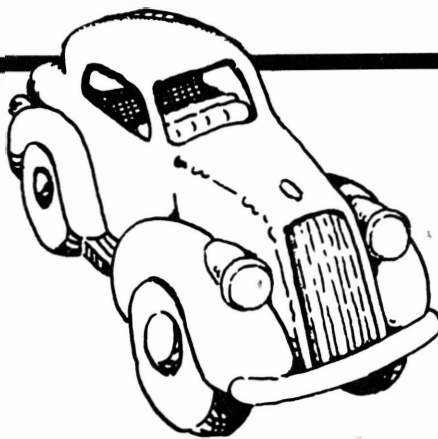


Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ī/

Say each word.
Listen for the /ī/ sound
as in pie.

line

drive

inside

nice

shine

while

size

miles

write

mine

alike

times

white

tiny

lion

eyes

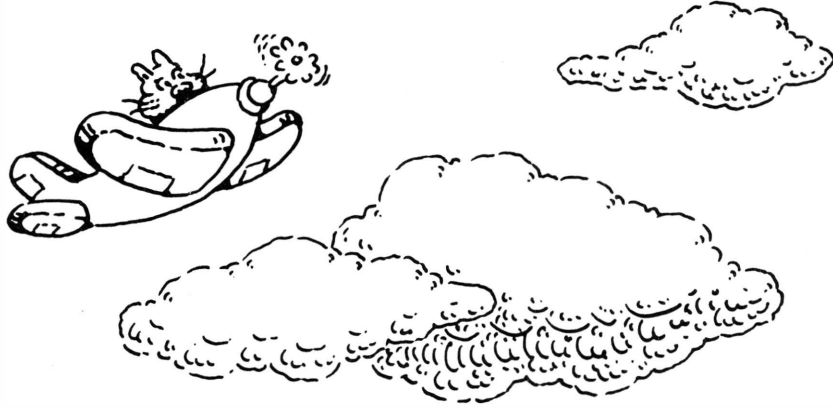
LESSON 16

Words with /ī/

Say each word.
Listen for the /ī/ sound
as in pie.

Friday
kind
child
mind
behind
high
right
light
night
by
cry
sky
try
why
fly
buy

Complete these silly definitions. The last two words in the sentence should rhyme.



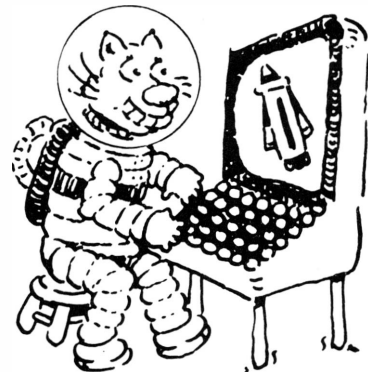
1. A clever insect is a sly _____.
2. A good idea is a _____ find.
3. An uncontrollable kid is a wild _____.
4. If you see her between Thursday and Saturday, you see Heidi _____.
5. Do you hate cake? Then _____ pie.
6. A pilot goes _____ high.
7. A shrill yell is a high _____.
8. An old-fashioned watch is the wind _____.
9. Seeing in the dark is _____ sight.
10. A correct chomp is a _____ bite.

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Find 10 words in this puzzle. Circle them and write them below.

F	H	A	N	D	E	D	W	O	S	M	A
I	R	S	U	B	T	R	A	C	T	E	D
L	S	K	I	T	I	W	A	I	T	E	D
L	R	E	A	D	I	N	G	B	C	T	P
E	N	D	I	N	G	B	E	G	I	I	T
D	S	A	Q	G	U	E	S	S	I	N	G
W	E	D	L	A	U	G	H	I	N	G	S

1. _____

2. _____

3. _____

4. _____

5. _____

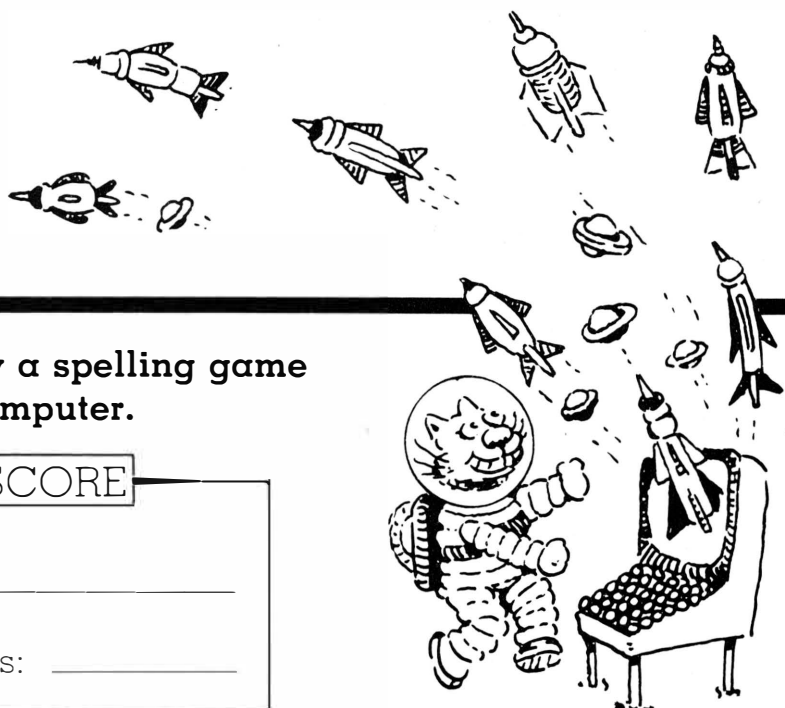
6. _____

7. _____

8. _____

9. _____

10. _____



Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Adding ed and ing

Say each word.

wished

asked

dreamed

rained

handed

painted

filled

subtracted

thanked

waited

reading

sleeping

meeting

laughing

guessing

ending

LESSON 18

Words in Review

Say each word.

won
lovely
hundred
kick
river
pretty
build
been
shine
tiny
lion
eyes
behind
high
sky
buy

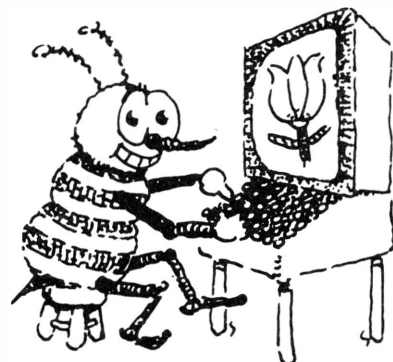
Decode the numbers into words
by using this code.

a 1	b 2	c 3	d 4	e 5	f 6	g 7	h 8	i 9	j 10	k 11	l 12	m 13
n 14	o 15	p 16	q 17	r 18	s 19	t 20	u 21	v 22	w 23	x 24	y 25	z 26

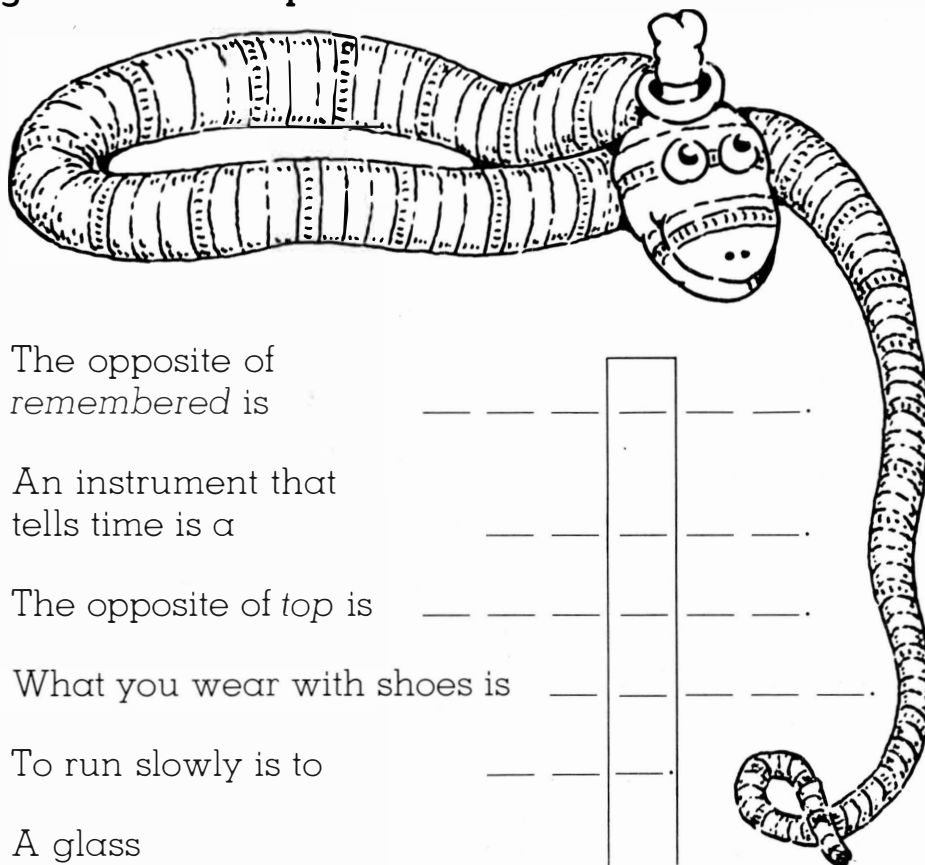
- Bob (23, 15, 14) _____ the race.
- The (12, 9, 15, 14) _____ has a long mane.
- I have blue (5, 25, 5, 19) _____.
- The sun will (19, 8, 9, 14, 5) _____ today.
- Let's (2, 21, 25) _____ a doll for Alice.
- John can (11, 9, 3, 11) _____ the ball.
- We will go fishing in the (18, 9, 22, 5, 18) _____.
- The (19, 11, 25) _____ is cloudy.
- Let's (2, 21, 9, 12, 4) _____ a fort.
- That's a (16, 18, 5, 20, 20, 25) _____ dress.

Now play a spelling game
on the computer.

SCORE
Mine: _____
My pal's: _____



In the blanks below, write the word that best fits each definition. Then read the hidden answer to this question: What did the zoo keeper say when the largest snake escaped?



1. The opposite of remembered is _____
2. An instrument that tells time is a _____
3. The opposite of top is _____
4. What you wear with shoes is _____
5. To run slowly is to _____
6. A glass container is a _____
7. A month in the fall is _____
8. A solid square of wood is a _____
9. Arms, legs, head, trunk make a _____
10. What dirty clothes need is a _____

Now play a spelling game on the computer.

SCORE
Mine: _____ My pal's: _____



Words with /ɒ/

Say each word.
Listen for the /ɒ/ sound
as in pot.

sorry
socks
clock
bottom
block
problem
jog
o'clock
October
forgot
shop
bottle
body
wash
what
was

LESSON 20

Words with /ō/

Say each word.

Listen for the /ō/ sound
as in go.

hope

alone

whole

hole

close

joke

wrote

slow

know

yellow

blow

snow

show

goes

toe

November

Finish these couplets.

- If you're sad and all _____,
Just call me on the telephone.
- If you're the type who can't stand _____,
Just move to sunny Mexico!
- That's a most unusual cello.
I've never seen one painted _____.
- Let's go to see the _____.
It's starring my first cousin Joe.
- I feel sorry for the mole who lives
Its _____ life in a _____.
- One thing I will long remember
Is when you kissed me last _____.
- Some get the thorns, and some the rose.
I hate to say . . . that's how it _____!
- The rain will fall; the breeze will _____.
The sunshine helps the flowers grow.
- A smelly egg's a rotten yolk.
Did you like my silly _____?

Now play a spelling game on the computer.

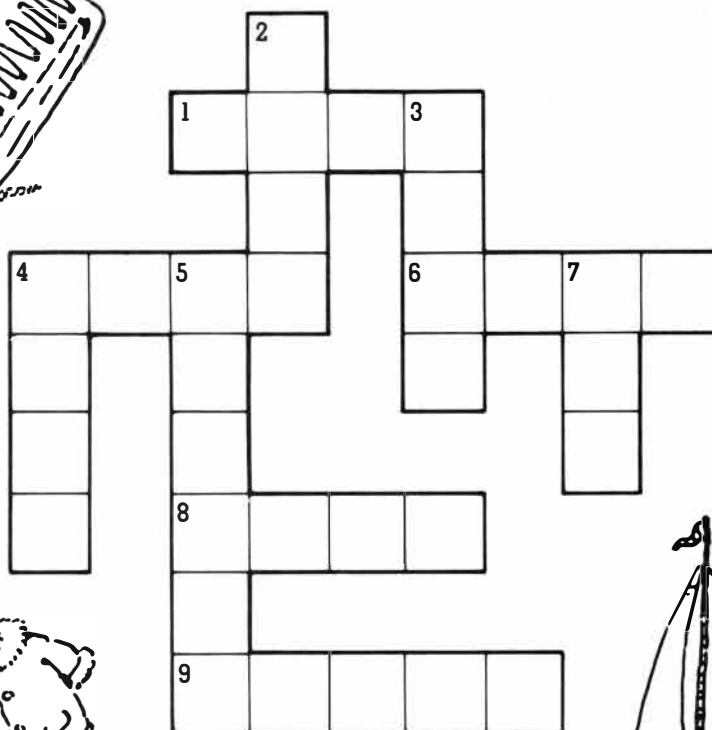
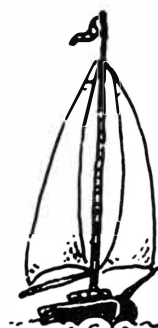
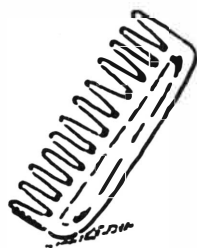
SCORE

Mine: _____

My pal's: _____



Try this crossword puzzle.



Across

1. The two; one as well as the other
4. Something you would wear in cold weather
6. Shaped mass of bread
8. The opposite of *close*
9. Something you put jam and butter on

Down

2. Row, sail, or motor _____
3. To grasp
4. Something you use to groom your hair
5. Not quite
7. Once upon a time; long _____

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ō/

Say each word.
Listen for the /ō/ sound
as in *go*.

both

ago

almost

hold

comb

gold

hello

open

most

over

road

toast

loaf

boat

cocoa

coat

LESSON 22

Words with /oo/

Say each word.
Listen for the /oo/ sound
as in book.

book
cookies
took
stood
wood
poor
foot
cook
shook
put
full
pull
sure
should
could
would

In the blanks below, write the letters to make the word that best fits each definition.



1. o o Something to read.
2. o o Something to burn.
3. o o Eaten with milk.
4. o o Past tense of take.
5. o o Past tense of shake.
6. o o Past tense of stand.
7. o o At bottom of your leg.
8. o o It's done to food.
9. o o Opposite of rich.
10. u Opposite of empty.

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Find 10 words in this puzzle. Circle them and write them below.

S	H	O	P	P	I	N	G	M
O	N	H	O	P	E	D	O	S
P	L	E	A	S	E	D	I	H
L	I	K	E	D	R	I	S	I
E	S	N	E	Z	L	G	E	N
Q	J	O	G	G	E	D	V	I
S	T	O	P	P	E	D	O	N
B	E	G	I	N	N	I	N	G
E	S	M	I	L	I	N	G	X

1. _____

6. _____

2. _____

7. _____

3. _____

8. _____

4. _____

9. _____

5. _____

10. _____



Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Adding ed and ing

Say each word.

closed

hoped

liked

sneezed

pleased

stopped

jogged

dropped

taking

smiling

driving

shining

beginning

hopping

dropping

shopping



Words in Review

Say each word.

socks

bottom

wash

wrote

know

yellow

goes

November

comb

hello

road

cocoa

cookies

shook

sure

should

Cross out the P's and Q's in this puzzle to find 10 words from the list. Write the words below.

S	P	H	Q	P	O	P	U	Q	L	P	D
P	C	Q	O	O	P	K	Q	I	Q	E	S
Q	P	C	P	O	P	C	P	Q	O	P	A
Y	P	E	Q	L	Q	P	L	P	O	Q	W
P	H	P	E	P	L	Q	L	Q	P	O	Q
B	P	O	Q	T	P	T	P	O	Q	M	P
Q	W	Q	R	P	O	P	T	P	E	P	Q
S	Q	H	P	O	Q	P	O	P	Q	Q	K
Q	P	R	Q	Q	O	A	P	Q	Q	P	D
C	P	Q	O	P	P	Q	M	Q	P	B	Q

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

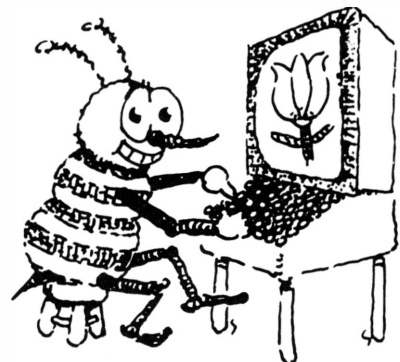
10. _____

Now play a spelling game on the computer.

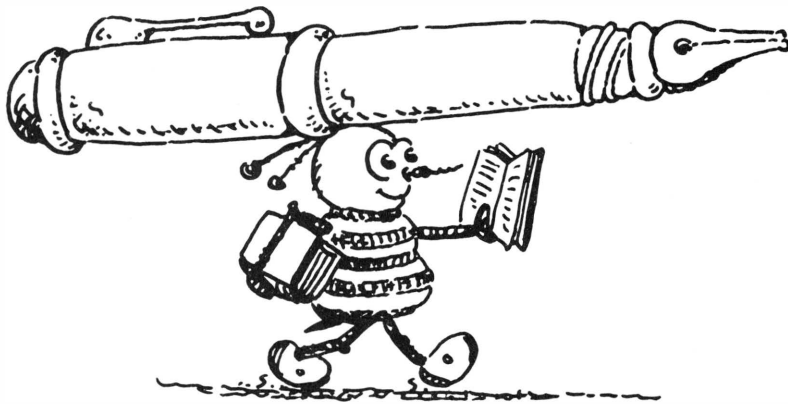
SCORE

Mine: _____

My pal's: _____



Unscramble each word.
Then write it in the sentence.



1. colsho I go to _____ to learn.
2. hotot I have a loose _____
3. woh I know _____ you are.
4. onon The sun is highest at _____
5. oto That pen costs _____ much!
6. elub The sky is _____
7. wens Have you heard the _____?
8. retu This is a _____ story.
9. meov Would you _____ over, please?
10. Jylu My birthday is in _____

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



/ōō/ and /yōō/

Say each word. Listen
for the /ōō/ sound as in
boot or the /yōō/
sound as in abuse.

noon
school
too
tooth
blue
true
Tuesday
who
move
two
news
knew
June
July
few
used

LESSON 26

Words with /û/

Say each word.
Listen for the /û/ sound
as in *fur*.

girl

bird

first

dirt

third

world

work

word

worm

curl

fur

Thursday

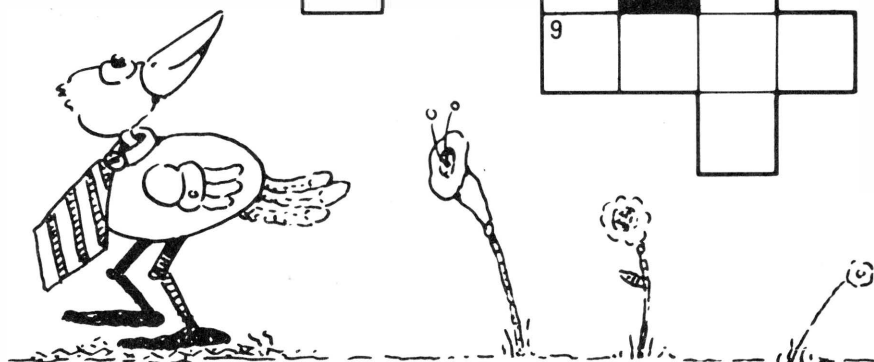
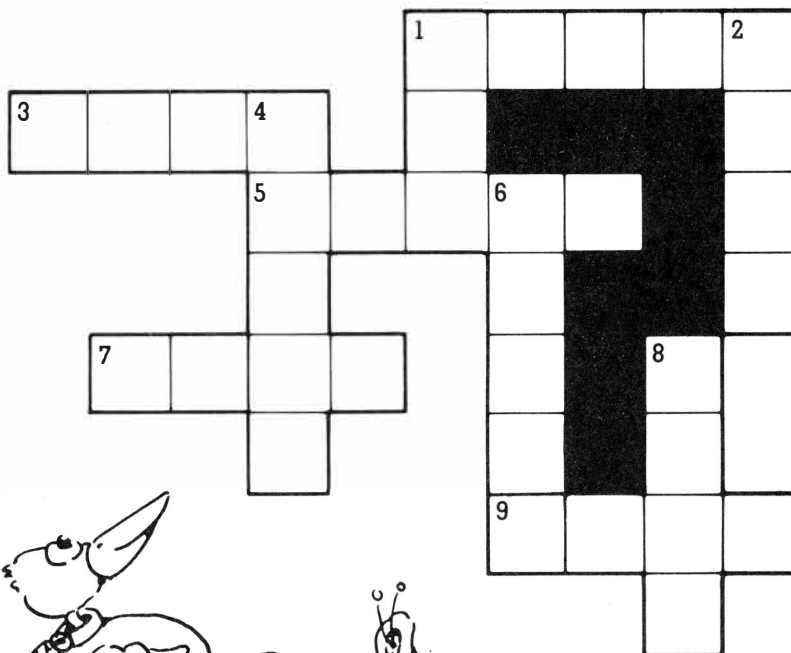
turn

learn

earth

were

Try this crossword puzzle.



Across

1. The opposite of *last*
3. A young female person
5. The ground
7. A squirmy animal
9. Another word for *soil*

Down

1. The hair that covers some animals
2. Another word for *rotate*
4. What you do at school
6. First, second, _____
8. An animal that flies and has feathers

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



In the blanks below, write the word that best fits each definition. Then read the hidden answer to this question: What does a great white shark do after he eats?

1. A month in spring is _____
2. A place to plant is a _____
3. Another word for *begin* is _____
4. The opposite of *soft* is _____
5. A sound a dog makes is a _____
6. You can buy groceries in a _____
7. A light in the sky is a _____
8. A place to keep horses is a _____
9. A place to play outside a house is a _____
10. The opposite of *dull* is _____



Words with /ä/

Say each word.
Listen for the /ä/ sound
as in *father*.

father
market
barn
garden
star
sharp
bark
yard
dark
hard
card
start
March
arm
art
heart



Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____

LESSON 28

Words with /oi/

Say each word.

Listen for the /oi/ sound
as in oil.

soil

broil

coin

point

boil

choice

noise

voice

spoil

oil

join

boy

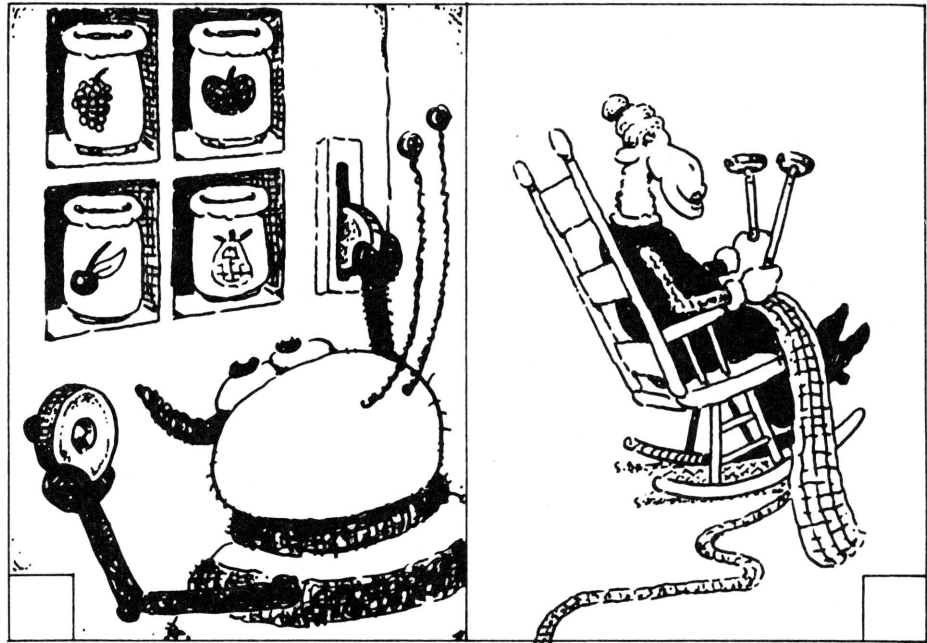
toy

joy

enjoy

royal

Finish the sentences about each picture. Then label each picture A or B.



Picture A

I hear a _____.

Is it someone's _____?

It's a cat with a _____.

He is purring for _____.

I think I will _____ him.

Picture B

Sometimes it is hard to make a _____.

Do I want _____ raspberry or princely

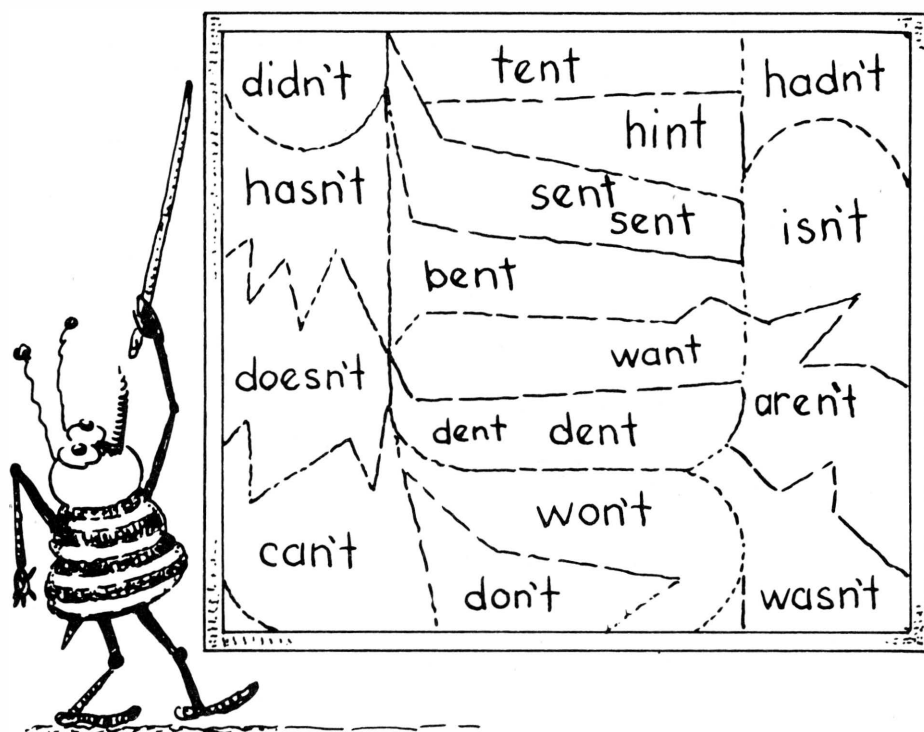
pineapple? I _____ a good snack now and

then. I have to put a _____ in the machine

and turn the knob. But I don't want to _____

my dinner.

Help Bee find the contractions. Shade in the squares with the contractions. Write the contractions below.



1. did + not = _____
2. has + not = _____
3. do + not = _____
4. can + not = _____
5. will + not = _____
6. does + not = _____
7. was + not = _____
8. are + not = _____
9. is + not = _____
10. had + not = _____
11. What letter do the shaded squares make? _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Contractions

Say each word.

hasn't
aren't
couldn't
didn't
doesn't
hadn't
haven't
mustn't
shouldn't
wasn't
weren't
isn't
wouldn't
won't
don't
can't



Words in review

Say each word.

tooth

true

move

knew

July

few

used

dirt

worm

curl

learn

were

sharp

heart

voice

enjoy

Decode the numbers into words
by using this code.

a 1	b 2	c 3	d 4	e 5	f 6	g 7	h 8	i 9	j 10	k 11	l 12	m 13
n 14	o 15	p 16	q 17	r 18	s 19	t 20	u 21	v 22	w 23	x 24	y 25	z 26

- I bought a (21, 19, 5, 4) _____ car.
- I found a (23, 15, 18, 13) _____ in my apple.
- Pam is going to (3, 21, 18, 12) _____ her hair.
- You have a nice (22, 15, 9, 3, 5) _____.
- That's a (19, 8, 1, 18, 16) _____ knife.
- You have (4, 9, 18, 20) _____ on your hands.
- I (5, 14, 10, 15, 25) _____ dancing.
- Are you the (20, 15, 15, 20, 8) _____ fairy?
- Have a (8, 5, 1, 18, 20) _____!
- You're a (20, 18, 21, 5) _____ friend!

Now play a spelling game
on the computer.

SCORE
Mine: _____
My pal's: _____



Decode the symbols into words
by using this code.

A	B	C	D	E	F	G	H	I	J	K	L	M
⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙

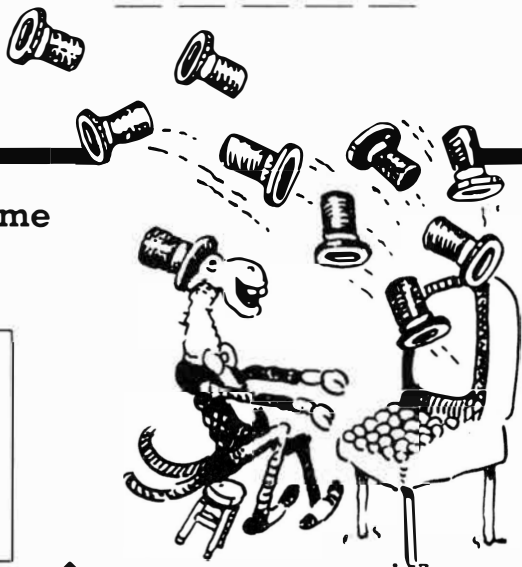
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /ô/

Say each word.
Listen for the /ô/ sound
as in paw.

autumn

August

born

fork

morning

sport

popcorn

storm

north

corner

before

door

floor

pour

four

quart

LESSON 32

Words with /ô/

Say each word.
Listen for the /ô/ sound
as in paw.

frog
long
along
off
belong
strong
water
always
mall
tall
talk
walk
bought
brought
draw
because

Finish this story.

A Tall Tale

One day I went for a _____.

I went for a _____ walk as
_____.

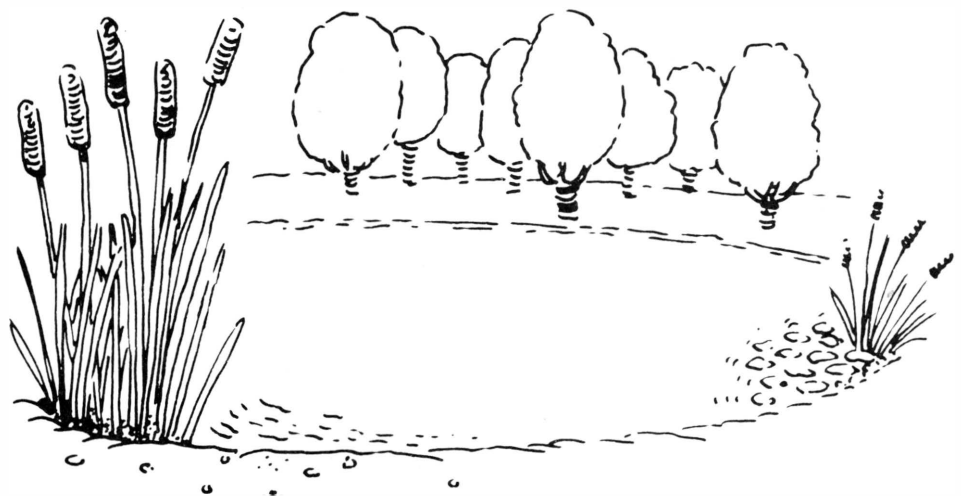
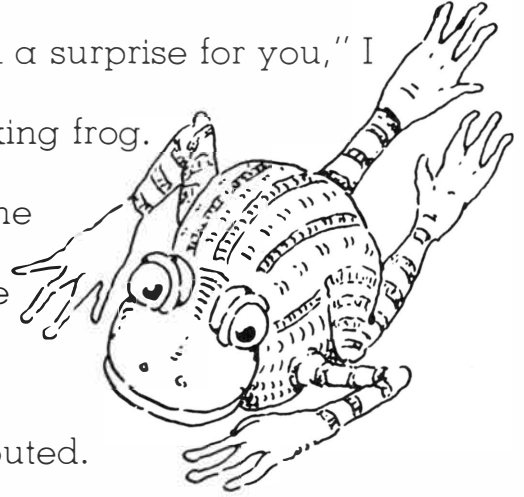
I walked _____
the _____ and I saw a
_____. To my amazement, the frog
could _____.

So I took the frog home.
"I _____ a surprise for you," I
announced. "This is my talking frog.

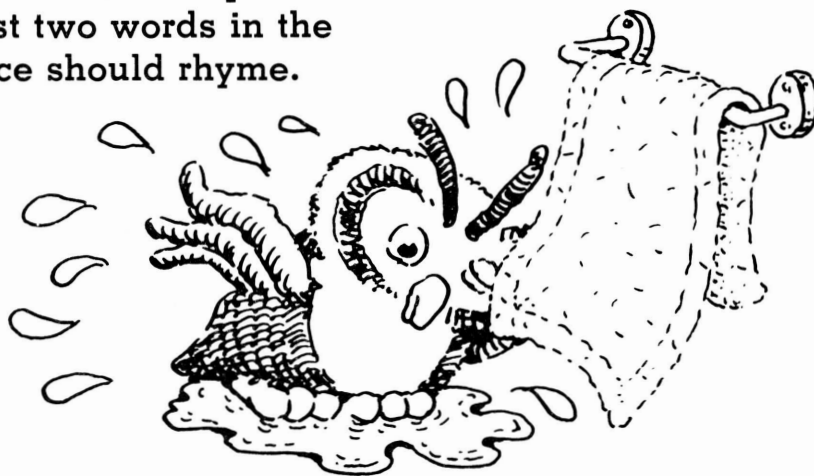
Say something, frog." But the
frog just sat there. Everyone
laughed and walked away.

"Why didn't you talk?" I shouted.

"_____ you didn't say please," said
the frog. And with that he jumped _____.



Complete these silly sentences.
The last two words in the
sentence should rhyme.



1. To dry a wise bird, you need an _____ towel.
2. When you hear an echo, you have
_____ sound.
3. A dull dress is a _____ gown.
4. A rain of daisies is a _____ shower.
5. A dog bark is a hound _____.
6. A sad 60 minutes is a sour _____.
7. A domestic rodent is a _____ mouse.
8. If you fall, you're _____ bound.
9. Almost gone is _____ out.
10. A city of jokers is a clown _____.

Now play a spelling game
on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /ou/

Say each word.
Listen for the /ou/ sound
as in out.

hour
sound
ground
about
house
around
count
our
found
owl
down
power
brown
tower
town
flower

LESSON 34

/î/, /â/, and /ī/
Say each word. Listen
for the /î/ sound as in
fierce, /â/ as in care,
or /ī/ as in pie.

hear

dear

ear

near

year

here

deer

stairs

air

chair

hair

care

where

tire

fire

wire

Finish each couplet.

1. I'd like to be a mountaineer
And live in the woods with elk and _____.
2. I am where it's dry and clear.
I like it here at this time of _____.
3. Upon the snowy roof I _____
A sleigh and eight tiny reindeer.
4. You are a thoughtful little _____
For buying me a souvenir.
5. I wish I could get out of _____.
I think that I will disappear.
6. I wish I were a billionaire.
Then I could spend without a _____.
7. When I need to cut my _____,
I always go to Chéz Pierre.
8. The circus person I admire
Rides a bike on the highest _____.
9. For 50 years now, I've fought _____.
I think it's time that I retire.
10. Yesterday I had an éclair.
Instead of cream, it was filled with _____.

**Now play a spelling game
on the computer.**

SCORE

Mine: _____

My pal's: _____



Label each picture correctly.



tall



long



strong



funny



dirty

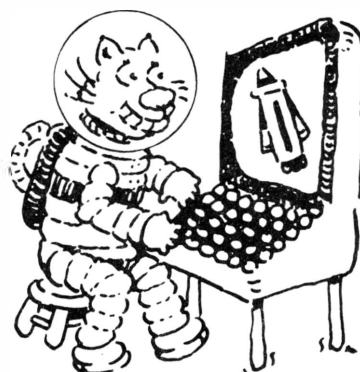


Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Adding er and est

Say each word.

stronger
strongest
taller
tallest
greater
greatest
longer
longest
sharper
sharpest
funnier
funniest
dirtier
dirtiest
hotter
hottest

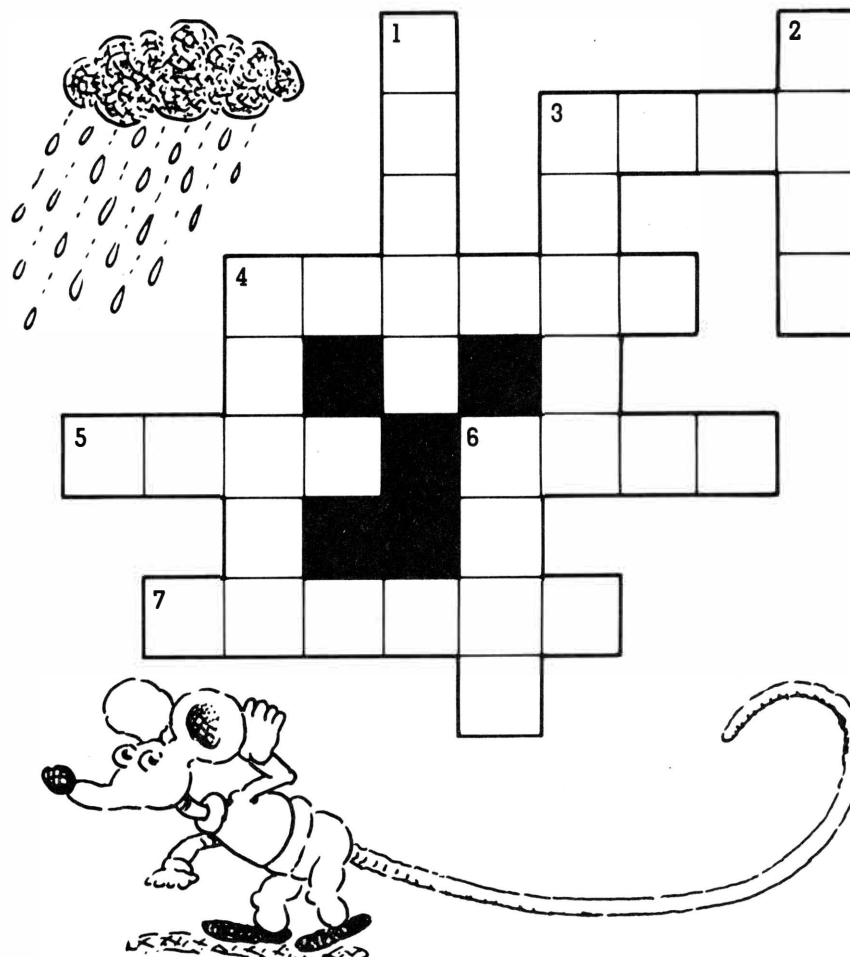
LESSON 36

Words in Review

Say each word.

corner
floor
pour
quart
strong
bought
because
talk
count
tower
hear
here
dear
stairs
where
wire

Try this crossword puzzle.



Across

3. A thin strand of metal
4. Where two walls meet
5. To rain hard
6. What you do with your ears
7. Many steps

Down

1. A unit of measure
2. Someone cherished
3. _____ are you going?
4. To add up
6. Not there, but _____

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



Answers

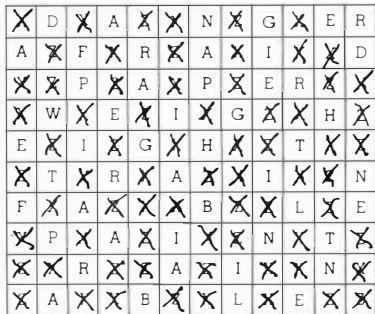
Lesson 1

1. laugh
2. January
3. half
4. black
5. Saturday
6. catch
7. subtract
8. match
9. apple
10. ask

Lesson 2

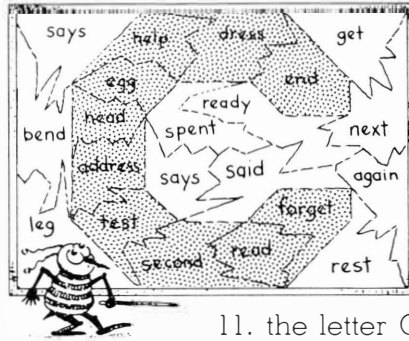


Lesson 3



1. danger
2. afraid
3. paper
4. weigh
5. eight
6. train
7. fable
8. paint
9. rain
10. able

Lesson 4

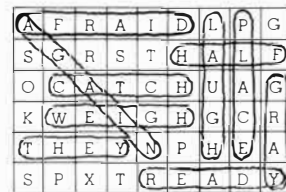


11. the letter C

Lesson 5

1. clowns
2. trains
3. eggs
4. hammers
5. paints
6. hands
7. tables
8. apples
9. dresses
10. matches

Lesson 6



1. again
2. catch
3. afraid
4. laugh
5. they
6. half
7. weigh
8. ready
9. gray
10. place

Lesson 7

1. FRIEND
2. BETTER
3. NEVER
4. GUESS
5. MANY
6. WHEN
7. CENTS
8. SLEPT
9. THEM
10. SEPTEMBER

Lesson 8

1. dream
2. need; read
3. queen
4. sneeze; please
5. sleep
6. sea
7. free

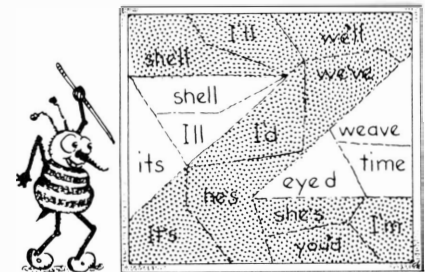
Lesson 9

1. happy
2. funny
3. city
4. family
5. busy
6. key
7. story
8. sleepy
9. penny
10. even

Lesson 10

1. summer
2. under
3. mother
4. lunch
5. money
6. month
7. front
8. nothing
9. other
10. Monday

Lesson 11



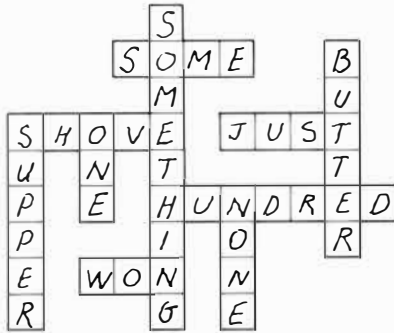
1. she'll
2. I'll
3. we'll
4. we've
5. I'd
6. he's
7. it's
8. she's
9. you'd
10. I'm
11. the letter Z

Lesson 12

1. team
2. key
3. queen
4. month
5. please
6. meet
7. many
8. slept
9. friend
10. family

Answers

Lesson 13



Lesson 14

Picture A: It is a winter day in the month of *December*. Two *children* skate on the frozen *river*. Some of them *build* a snowman. They put a *little* hat on his head.

Picture B: In the *spring*, the river, which has been frozen, *thaws*. The leaves on the trees *begin* to pop. *Pretty* flowers grow.

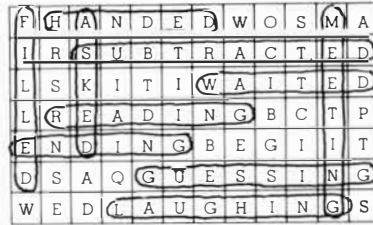
Lesson 15

1. drive
2. white
3. miles
4. shine
5. inside
6. write
7. nice
8. tiny
9. size
10. while

Lesson 16

1. fly
2. mind
3. child
4. Friday
5. try
6. sky
7. cry
8. kind
9. might
10. right

Lesson 17



1. handed
2. subtracted
3. waited
4. reading
5. ending
6. guessing
7. laughing
8. filled
9. asked
10. meeting

Lesson 18

1. won
2. lion
3. eyes
4. shine
5. buy
6. kick
7. river
8. sky
9. build
10. pretty

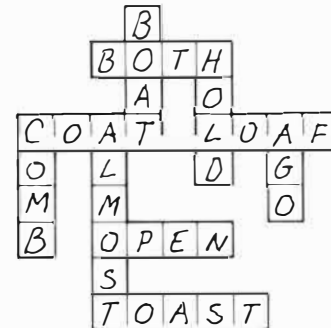
Lesson 19

1. FORGOT
2. CLOCK
3. BOTTOM
4. SOCKS
5. JOG
6. BOTTLE
7. OCTOBER
8. BLOCK
9. BODY
10. WASH

Lesson 20

1. alone
2. snow
3. yellow
4. show
5. whole; hole
6. November
7. goes
8. blow
9. joke

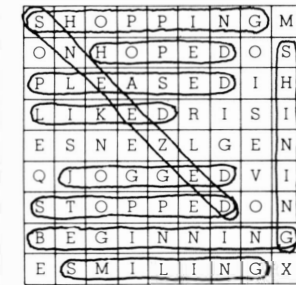
Lesson 21



Lesson 22

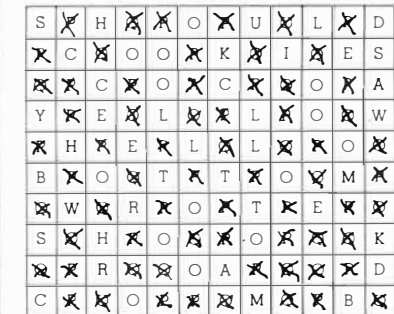
1. book
2. wood
3. cookies
4. took
5. shook
6. stood
7. foot
8. cook
9. poor
10. full

Lesson 23



1. shopping
2. hoped
3. pleased
4. liked
5. jogged
6. stopped
7. beginning
8. smiling
9. shining
10. sneezed

Lesson 24

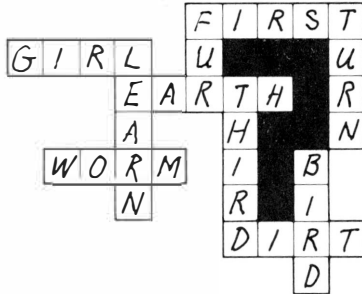


1. should
2. cookies
3. cocoa
4. yellow
5. hello
6. bottom
7. wrote
8. shook
9. road
10. comb

Lesson 25

- | | |
|-----------|----------|
| 1. school | 6. blue |
| 2. tooth | 7. news |
| 3. who | 8. true |
| 4. noon | 9. move |
| 5. too | 10. July |

Lesson 26



Lesson 27

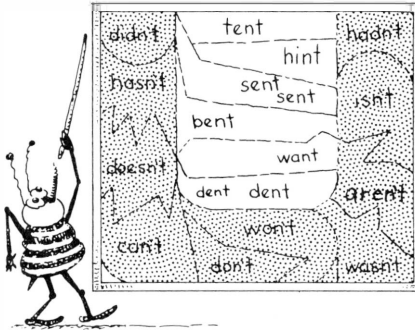
- | | |
|-----------|-----------|
| 1. MARCH | 7. STAR |
| 2. GARDEN | 8. BARN |
| 3. START | 9. YARD |
| 4. HARD | 10. SHARP |
| 5. BARK | HE TAKES |
| 6. MARKET | NAP |

Lesson 28

Picture A: I hear a noise. Is it someone's voice? It's a cat with a toy. He is purring for joy. I think I will join him.

Picture B: Sometimes it is hard to make a choice. Do I want *royal* raspberry or princely pineapple? I *enjoy* a good snack now and then. I have to put a *coin* in the machine and turn the knob. But I don't want to *spoil* my dinner.

Lesson 29



- | | |
|------------|------------------|
| 1. didn't | 7. wasn't |
| 2. hasn't | 8. aren't |
| 3. don't | 9. isn't |
| 4. can't | 10. hadn't |
| 5. won't | 11. the letter U |
| 6. doesn't | |

Lesson 30

- | | |
|----------|----------|
| 1. used | 6. dirt |
| 2. worm | 7. enjoy |
| 3. curl | 8. tooth |
| 4. voice | 9. heart |
| 5. sharp | 10. true |

Lesson 31

- | | |
|------------|-----------|
| 1. AUTUMN | 6. FLOOR |
| 2. POPCORN | 7. QUART |
| 3. MORNING | 8. NORTH |
| 4. CORNER | 9. FOUR |
| 5. BEFORE | 10. STORM |

Lesson 32

- | | |
|-----------|------------|
| 1. walk | 6. frog |
| 2. long | 7. talk |
| 3. always | 8. brought |
| 4. along | 9. Because |
| 5. water | 10. off |

Lesson 33

- | | |
|-----------|-----------|
| 1. owl | 6. hour |
| 2. found | 7. house |
| 3. brown | 8. ground |
| 4. flower | 9. about |
| 5. sound | 10. town |

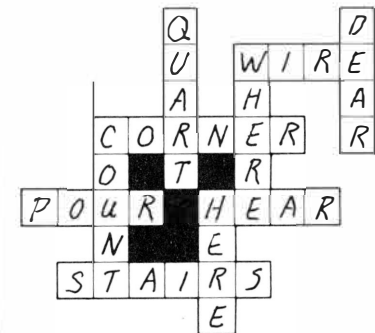
Lesson 34

- | | |
|---------|---------|
| 1. deer | 6. care |
| 2. year | 7. hair |
| 3. hear | 8. wire |
| 4. dear | 9. fire |
| 5. here | 10. air |

Lesson 35

tall, taller, tallest
long, longer, longest
strong, stronger, strongest
funny, funnier, funniest
dirty, dirtier, dirtiest

Lesson 36



Caring for the Module

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and do not touch the recessed contacts.

CAUTION:

The contents of a Command Module can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module. If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These commercial preparations are usually available from local hardware and office supply stores.

Your Students and the Computer

The Texas Instruments Home Computer is a rugged, durable device designed for easy use and care. Students should give the computer the same good care and respect they would give a television set, stereo, radio, or any other piece of electronic equipment:

1. Keep snacks and beverages away from the console.
2. Don't hammer on the keyboard or place heavy objects on it.
3. Don't touch the module contacts. These are recessed in the module to help prevent accidental soiling and/or damage.

The letters and numbers on the keyboard are arranged in the same order found on a standard typewriter keyboard. If your students are not familiar with a typewriter or have not

used a Home Computer before, take a few minutes to acquaint them with the keyboard. Point out the row of number keys at the top and the rows of letter keys below. Show students how to insert the module and select the activities. This brief "tour" of the computer will help reinforce correct procedures and instill confidence as students enter the new world of computers.

Today computers are involved in almost every aspect of life. Working with this module can help your students become familiar with computers and their operation. Since computer-aided instruction is becoming more common in the classroom every year, this knowledge can give your students an important advantage.

In Case of Difficulty

If the module activities do not appear to be operating properly, return to the master title screen by pressing QUIT. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. *Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To

restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then reinsert the module, and turn the computer on again.

If you have any difficulty with computer or the *Scholastic Spelling* module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

Warranty

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends the consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service, or other causes not arising out of defects in materials or workmanship.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

WARRANTY DISCLAIMERS

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS

The following should be read and understood before purchasing and/or using the software module.

TI does not warrant the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the Programs and makes all programs available solely on an "as is" basis.

In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software module. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages so the above limitations or exclusions may not apply to you in those states.

Scholastic Spelling Level 3 contains 480 high-usage spelling words — those used and needed most by third-grade students. There are three challenging and exciting spelling games for each word. The words are grouped into 36 lessons.

Spelling Bee uses diminishing clues to present the words in the lesson.

That Did It develops proficiency in the spelling patterns of the English language.

Space Race tests spelling proficiency.

Scholastic Spelling provides unlimited practice, eliminates anxiety by never giving a negative response, and always rewards the student for a correct response. **Scholastic Spelling Level 3** makes learning to spell a rewarding and positive experience.

Adds 34K bytes of active memory with stored program to your TI Home Computer.

Command Module © 1982 Scholastic Inc. and Texas Instruments Incorporated.



Scholastic Book Services



TEXAS INSTRUMENTS
INCORPORATED