



Texas Instruments Home Computer

SOLID STATE
SOFTWARE™ **COMMAND MODULE**

Provides spelling practice on 600 words in three exciting activities. Recommended for students in grades five through eight. 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 6

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"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.

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12 11 10 9 8 7 6 5 4 3

2 3 4 5 6 7/8

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Contents, Level 6

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 /ô/	27
Command Module.....	6	22 Compound Words.....	28
1 Words with /ǎ/	7	23 Special Words	29
2 Words with /ǎ/	8	24 Words in Review.....	30
3 Words with /ê/	9	25 Words with /ou/	31
4 Words with /ə/	10	26 Words with /û/	32
5 Geography Words.....	11	27 Words with /ǎ/	33
6 Words in Review.....	12	28 <i>able</i> and <i>ible</i>	34
7 Words with /ē/	13	29 Weather Words.....	35
8 Words with /û/	14	30 Words in Review.....	36
9 /oo/ and /yoo/	15	31 Words with /ə/	37
10 Plurals	16	32 Words with /ər/	38
11 Words with /ə/	17	33 Words with /ə/	39
12 Words in Review.....	18	34 Special Words	40
13 Words with /i/	19	35 <i>ture</i> and <i>tion</i>	41
14 Words with /i/	20	36 Words in Review.....	42
15 Words with /i/	21	Answers.....	43
16 Science Words.....	22	Caring for the Module.....	46
17 Special Words	23	Your Students and the Computer	46
18 Words in Review.....	24	In Case of Difficulty.....	46

Overview

The *Scholastic Spelling* Level 6 module contains 36 lessons and three spelling games. Each of the 36 lessons has 20 spelling words. Every sixth lesson is a review with 20 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 6 module drills students in the spelling of 600 words. The words were chosen as a result of research to determine which words are most needed by students at the sixth-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 6 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 20 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 *weighted*. When you complete the word, press ENTER.

SPELLING BEE Lesson 2
Word 2

as in loaded
w _ _ g h t _ d
_

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 20th correct response, there is a longer reward (grand reward).

SPELLING BEE Lesson 2
Word 2

That's gr eat, Your Name.
w _ _ g h t _ d
w e i g h t e d
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 20 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 in loaded
w e i g h t e d
w a i g h t e d
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 missed 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 20 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 6 has a page devoted to each lesson. Each page has a list of the 20 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.

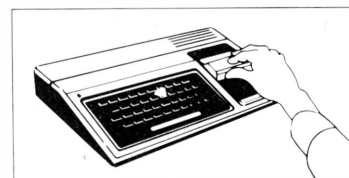
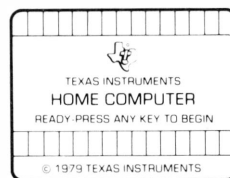
Using the Solid State Software™ Command Module

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.

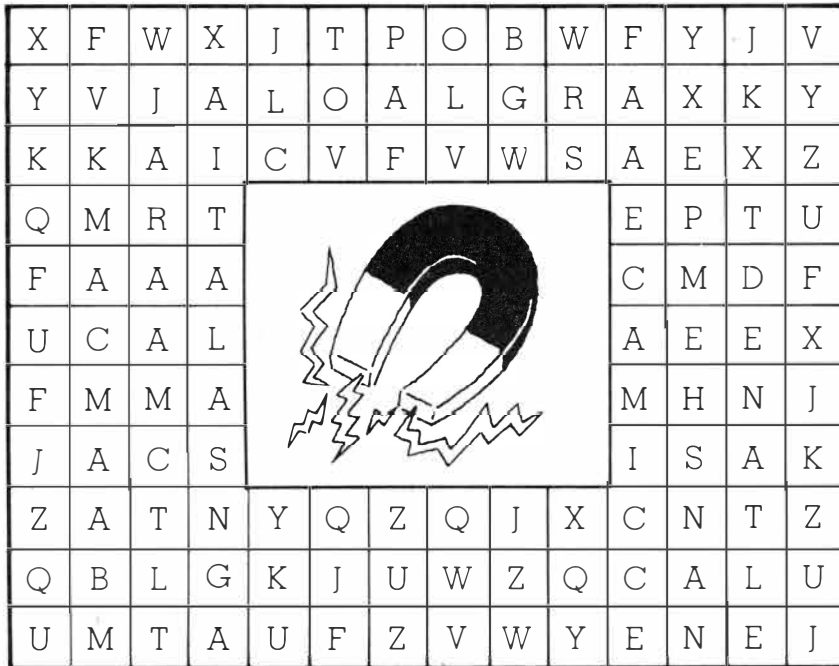
Note: Be sure the module is free of static electricity before inserting it into the computer.

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 6 title screen appears. To go to the Level 6 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.

Use the clues below to fill in the blanks. Then find the words in this puzzle. Shade in each square as you use its letter. Find the mystery picture in the puzzle.



- Takes pictures. _____
- Stress mark. _____
- To pull. _____
- List of items. _____
- Measuring device. _____
- Human or cat. _____
- Fish. _____
- Letters of a language. _____
- Went by. _____
- To guess. _____

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.

alphabet
balance
catalog
accent
camera
attract
magnet
gravity
command
graph
imagine
mammal
sandwich
photograph
rapid
paragraph
scramble
passed
salmon
laughed

LESSON 2

Words with /ā/

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

safety

parade

congratulate

hesitate

escape

invade

misplace

trace

stain

raincoat

explain

complain

entertain

remain

straight

weighted

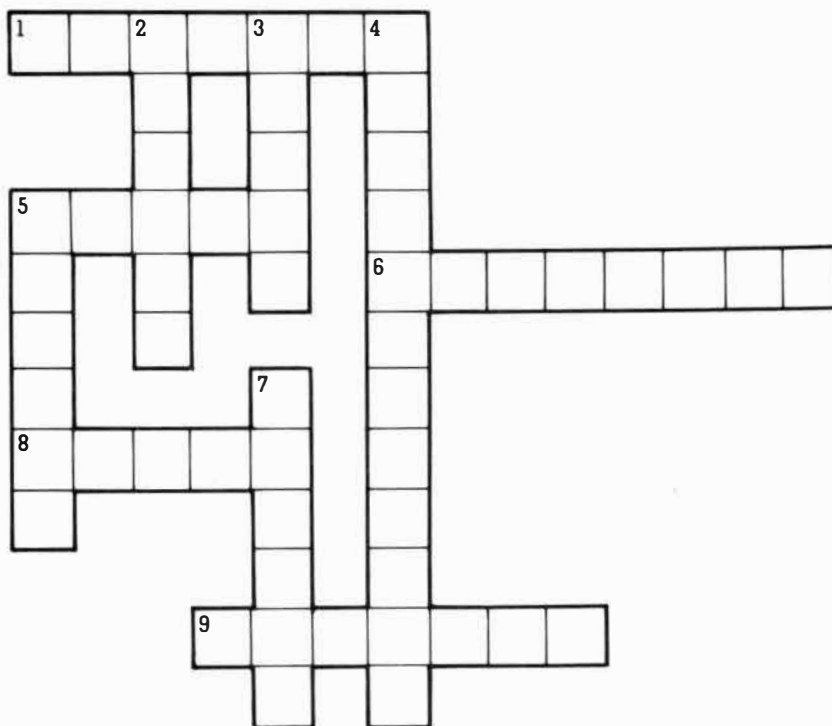
neighborhood

disobey

agent

mayor

Do this crossword puzzle.



Across

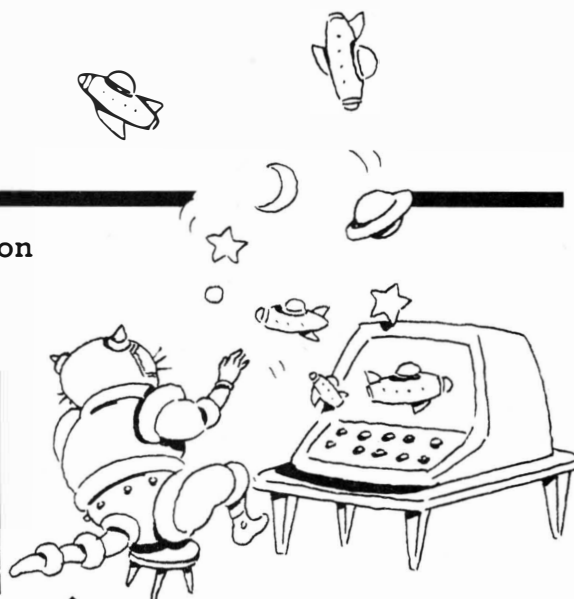
1. To make clear
5. Spot
6. To pause
8. To mark over
9. To refuse to obey

Down

2. Place for marching
3. Spy or secret ____
4. Area where you live
5. Kind of pin
7. To stay

Now play a spelling game on
the computer.

SCORE	
Mine:	_____
My pal's:	_____



Complete the story. Fill in the blanks with words from the list.



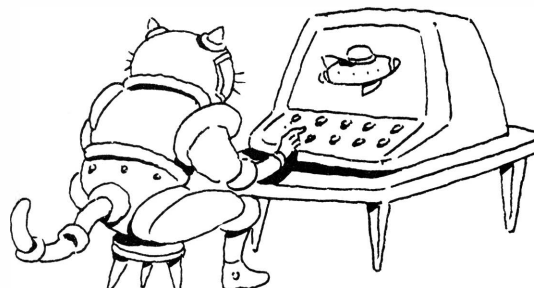
Except that it had no name, our new (1) _____ was ready for its first (2) _____. He was an elderly man in (3) _____ clothes. As I served the pancakes, I noticed with horror two (4) _____ wiggling in the syrup. I expected my guest to complain, but (5) _____ he said with a (6) _____ smile, "I hope you won't mind if I capture these for my collection. They are (7) _____ specimens."

With that, he scooped one, syrup and all, into a small brown (8) _____. "This is like finding a (9) _____," he said as he paid his check. "I came for a meal, but I got much more."

And that is how we came to call our restaurant (10) _____. Plus.

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.

length
envelope
energy
echo
excellent
insects
tennis
restaurant
metric
separate
success
instead
pleasant
headache
breakfast
measure
treasure
guessed
quest
against

LESSON 4

Words with /ə/

Say each word.

Listen for the /ə/ sound
as in item.

weaken

soften

often

lessen

fasten

darken

kitchen

listen

quicken

strengthen

person

lesson

prison

lemonade

onion

seldom

custom

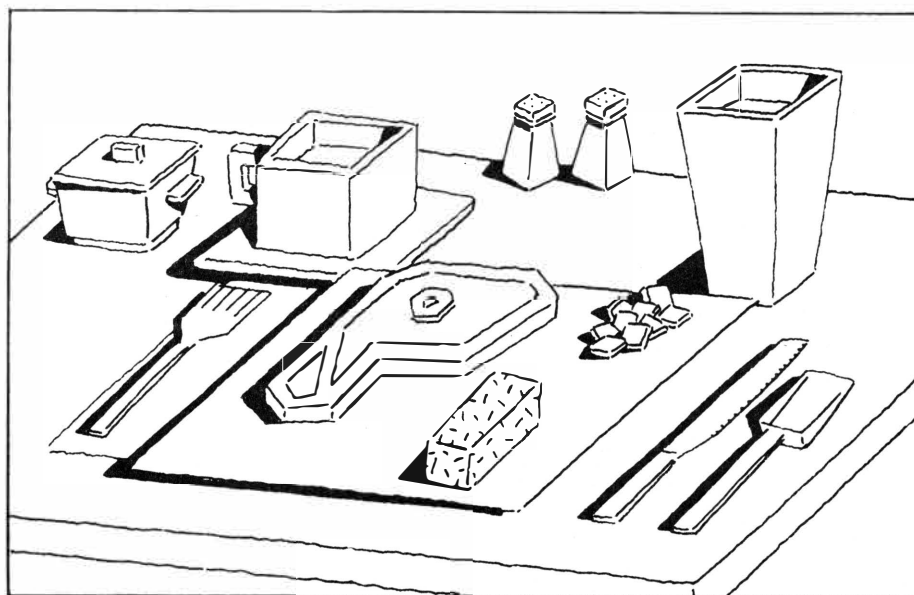
ransom

captain

mountains

In the blanks, write the words that mean the opposite of the clues. Then unscramble the letters in the magic boxes and circles to find the answer to the picture riddle below.

- Valleys.
- Lighten.
- Harden.
- Seldom.
- Weaken.
- Slow down.
- Untie.
- Often.
- Increase.
- Strengthen.

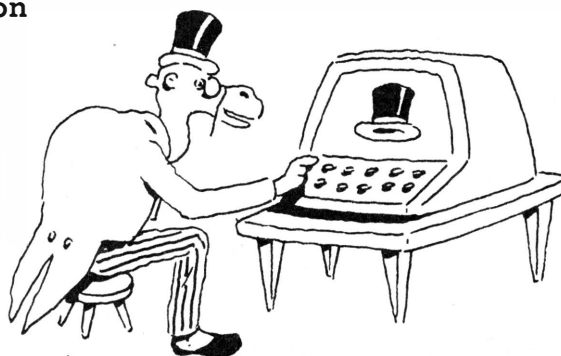


Riddle: What is this?

A

Now play a spelling game on
the computer.

SCORE
Mine: <input type="text"/>
My pal's: <input type="text"/>



Complete the joke in this puzzle by using the clues below (A–I) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.



A. Water between North America and Europe.

22 45 42 4 12 16 33 18

B. Mountains in the eastern United States.

30 39 2 47

C. Mountains in the western United States and Canada.

26 13 27

D. Largest continent.

41 3

E. River in the United States.

17 36 7

F. River in Africa.

21 28

G. Mountains in South America.

14 15 10

H. Island continent.

35 8 40 6 11 44

I. Sea between North and South America.

37 24

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Geography Words

Say each word.

Europe

South America

North America

Australia

Asia

Africa

Arctic Ocean

Indian Ocean

Atlantic Ocean

Pacific Ocean

Appalachians

Rockies

Andes

Himalayas

Alps

Mediterranean

Caribbean

Mississippi

Amazon

Nile



Words in Review

Say each word.

accent
camera
magnet
salmon
laughed
safety
explain
neighborhood
disobey
straight
agent
mayor
success
measure
quest
against
quicken
person
seldom
mountains

Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

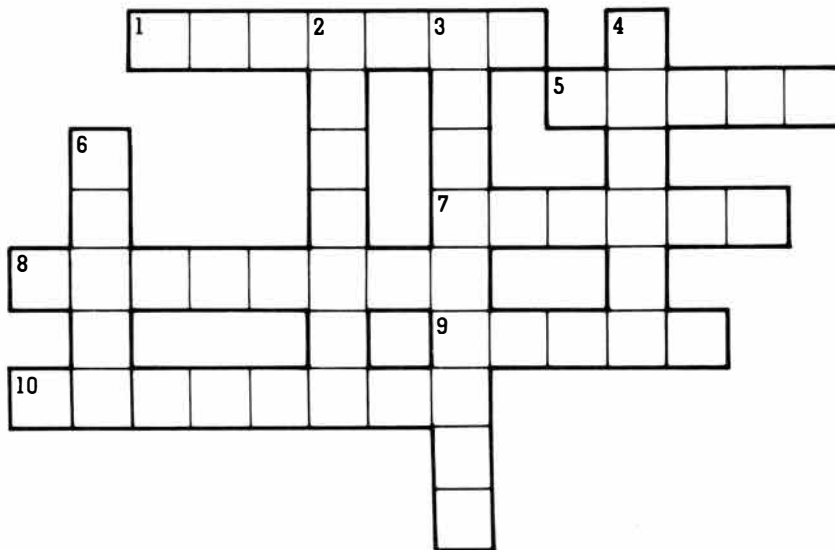
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Do this crossword puzzle.



Across

1. Intervals on a thermometer
5. Not long
7. To do again
8. Fuel for cars
9. Unit of length in metric system
10. To finish

Down

2. To get
3. Very
4. Gentle wind
6. Musical instrument



Words with /ē/

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

degrees
succeed
breeze
brief
piece
breathing
speaker
repeat
increase
meter
ceiling
receive
gasoline
piano
liter
memory
library
scene
extremely
complete

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



LESSON 8

Words with /ũ/

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

umbrella

struggle

justice

difficult

crumb

discuss

plumber

result

thumb

tongue

compass

among

government

trouble

tough

enough

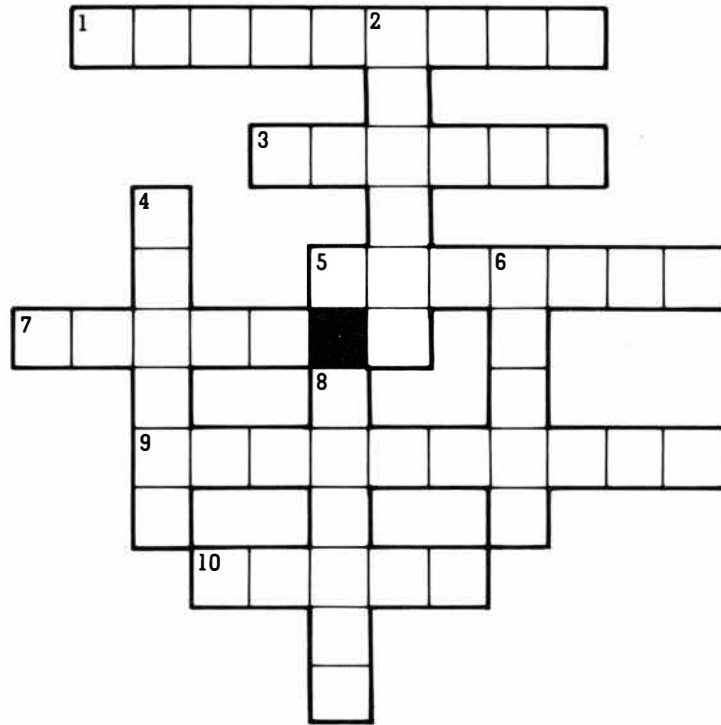
cousin

double

touch

flood

Do this crossword puzzle.



Across

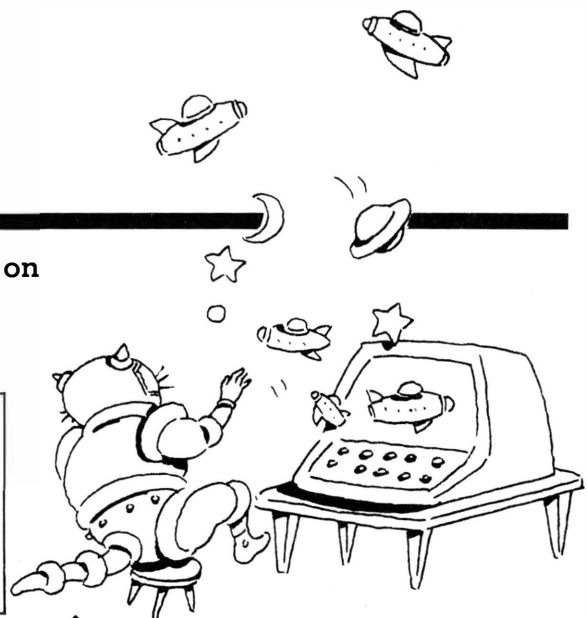
1. Hard to do
3. Single, _____, triple
5. To talk about
7. Water overflow
9. People who govern
10. Strong

Down

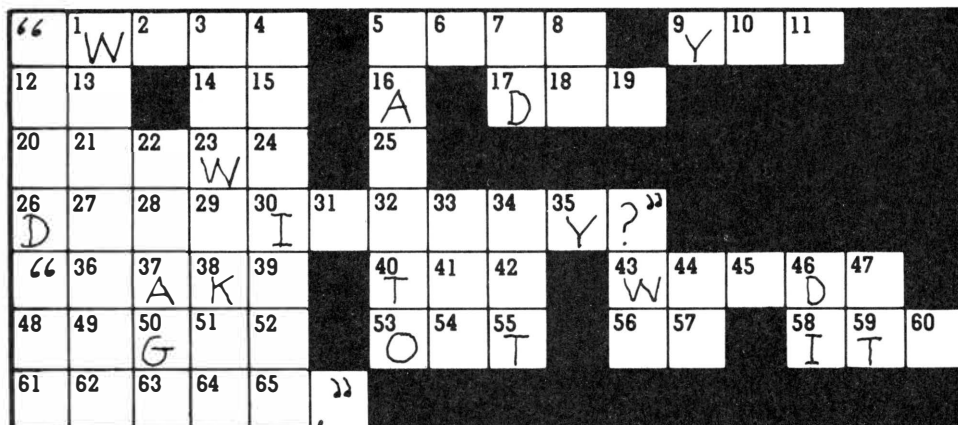
2. Your aunt's child
4. As much as you need
6. Tiny piece of bread
8. Outcome

Now play a spelling game on
the computer.

SCORE	
Mine:	_____
My pal's:	_____



Complete the joke in this puzzle by using the clues below (A–J) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.



A. Person.

21 11 — 3 32

B. Pupil.

60 64 6 12 39 — 36

C. Change for the better.

49 — — — 56 — — — — — 52

D. Not over or under.

29 41 34 62 — 19 65

E. Opposite of accept.

48 22 15 63 7 —

F. Wit.

2 — 5 13 45

G. Pest.

— — 14 47 33 — 20 42

H. Opposite of ugly.

— — 25 — 4 27 57 54 —

I. Opposite of rough.

24 61 31 44 8 51

J. Ticket.

28 18 — — 10 —



/oo/ and /yoo/

Say each word.

Listen for the /oo/ sound as in *boot* or the /yoo/ sound as in *use*.

human

humor

beautiful

refuse

cruel

ruin

student

pollute

rude

juice

nuisance

through

coupon

threw

renew

clue

glue

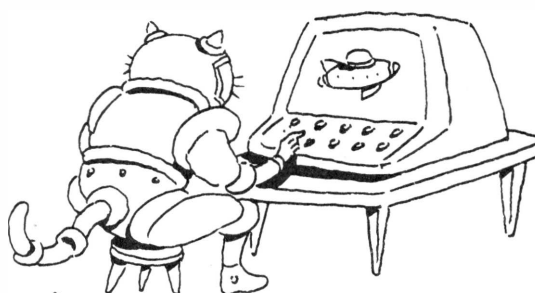
canoe

improvement

smooth

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



LESSON 10

Plurals

Say each word.

mysteries

libraries

factories

bakeries

countries

industries

memories

pianos

voyages

holidays

canoes

echoes

potatoes

heroes

mosquitoes

tomatoes

wolves

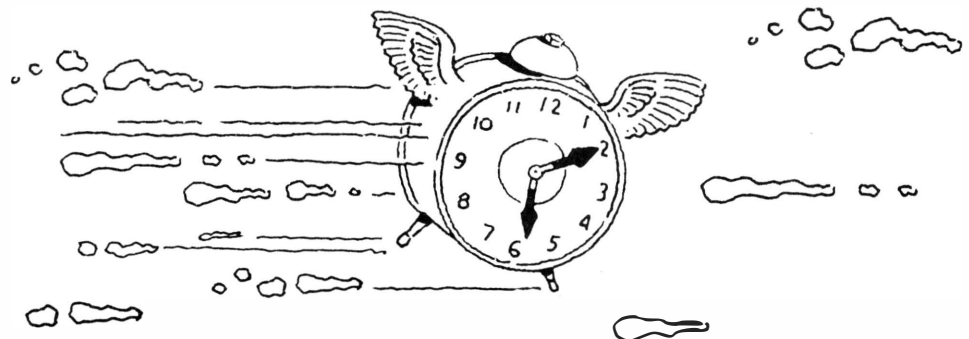
halves

leaves

knives

Unscramble the words and write them in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle below.

1. yegvaso
2. tniudesistr
3. ehrseo
4. skvien
5. arcfteiso
6. etosotpa
7. snucotire
8. ehsceo
9. esqmuisto
10. vaosel
11. eahlvs
12. yalhadio
13. nsoipa
14. aencso



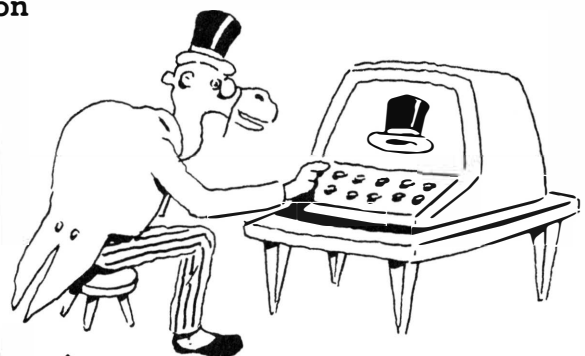
Riddle: When half an hour flies by,
it's a _____
in _____.

Now play a spelling game on the computer.

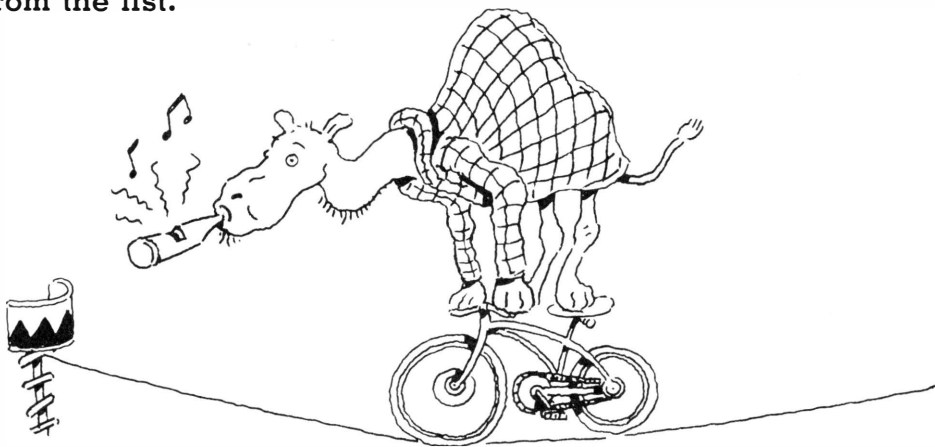
SCORE

Mine: _____

My pal's: _____



Complete the unfinished letter. Fill in the blanks with words from the list.



Dear W & W Whistle Co.:

The (1) _____ reason I am writing this letter is to let you know that your (2) _____ doesn't whistle correctly. I use it in my act at the (3) _____ that comes to town every summer. Now, if you paid a (4) _____ to see my act, wouldn't you want the best show possible? Some of the kids groan and (5) _____ when my act flops, and (6) _____ of them even walk out! I have to use every single (7) _____ in my face to get it to blow, and that's difficult to do while balancing on a (8) _____. The sound comes out low and muffled, as if I were inside a (9) _____.

On the (10) _____, it says this whistle is guaranteed. Will you please send me one that works?

Very truly yours,
I. M. Annoid

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ə/

Say each word.
Listen for the /ə/ sound
as in ago, item, circus,
or pencil.

usually
principal
general
carnival
hospital
natural
several
tunnel
label
nickel
novel
principle
whistle
muscle
example
bicycle
castle
grumble
vegetable
wrestle

LESSON 12

Words in Review

Say each word.

piece

increase

meter

receive

liter

library

difficult

government

enough

flood

human

beautiful

juice

through

glue

smooth

usually

several

example

bicycle

Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

- _____
- _____
- _____
- _____
- _____
- _____
- _____

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

<div>SCORE</div> <div>Mine: _____</div> <div>My pal's: _____</div>
--



Complete the sentences with words from the list. Then unscramble the letters in the magic boxes and circles to find the answer to the picture riddle below.

1. A sparkling, bright star is ☐ _____.
2. Your cousin is your _____ ☐.
3. One thousand thousands is a _____ ☐.
4. If you use a plan, you've probably designed a _____ ☐.
5. You cut with _____ ☐.
6. If it's not solid, it may be ☐ _____.
7. If you see an accident, you are a _____ ☐.
8. If you say what you think, you give an _____ ☐.
9. A vegetable adults love is _____ ☐.
10. If it is not butter, it may be _____ ☐.
11. Something you plug in is _____ ☐.
12. If you choose, then you _____ ☐.

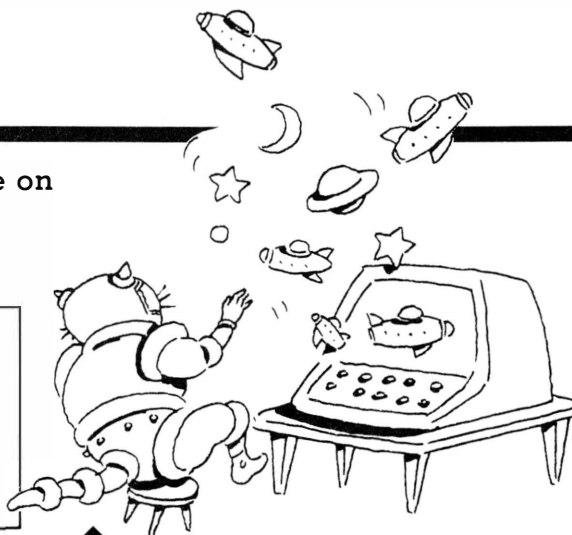


Riddle: What is this?

It's an _____.

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /i/

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

equipment

scissors

million

brilliant

opinion

liquid

relative

margarine

definite

rhythm

system

gymnastic

myth

witness

experiment

business

detective

electric

select

spinach

LESSON 14

Words with /i/

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

luggage

image

cabbage

average

advantage

beverage

courage

language

sausage

passage

message

percentage

storage

private

immediate

desperate

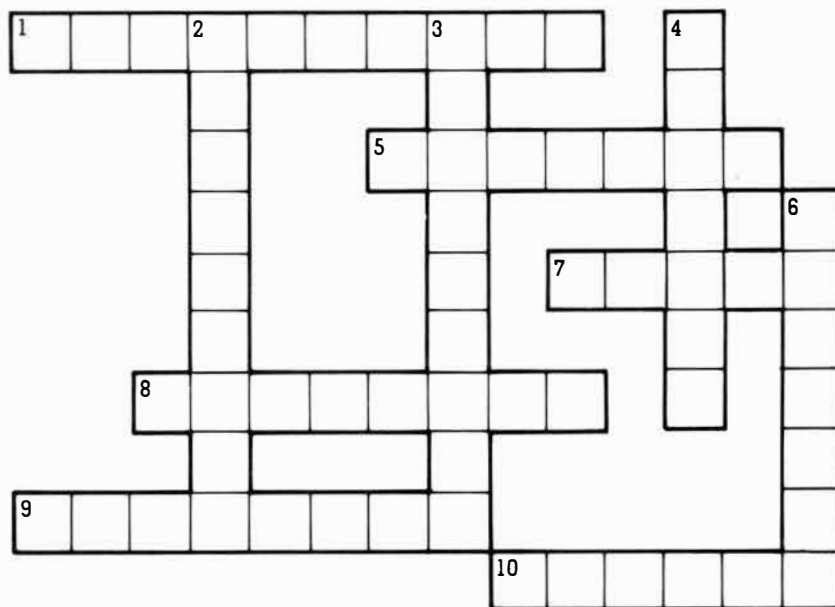
chocolate

accurate

fortunate

pirate

Do this crossword puzzle, using list words
that fill in the blanks below.



Across

1. A large _____ of people like apples.
5. Lisa is neither tall nor short. She is _____.
7. Look in the mirror at your own _____.
8. In the U.S., most people speak the English _____.
9. Lemonade is my favorite _____.
10. The _____ had buried treasure.

Down

2. Many people like _____ ice cream.
3. My height is an _____ in playing basketball.
4. My clothes are packed in my new _____.
6. If I'm not at home, leave me a _____.

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



Complete the poem by writing the missing list words in the blanks. The numbered clues below help you find the corresponding missing words.

While Dad twitched his foot in stony (1) _____,
My brother sat still with reluctance.
Though to encourage me she wished to try,
Mother couldn't suppress a gentle (2) _____.

As I threw them all a self-conscious grin,
I sawed away on my (3) _____.
Though my (4) _____ is special,
I can't (5) _____
The sound brought forth a sort of cry.

If my problem is one you (6) _____,
The noises that I make should not (7) _____.
To (8) _____ in a word the things that I lack —
It's talent, it's gift, it's ear, it's knack.

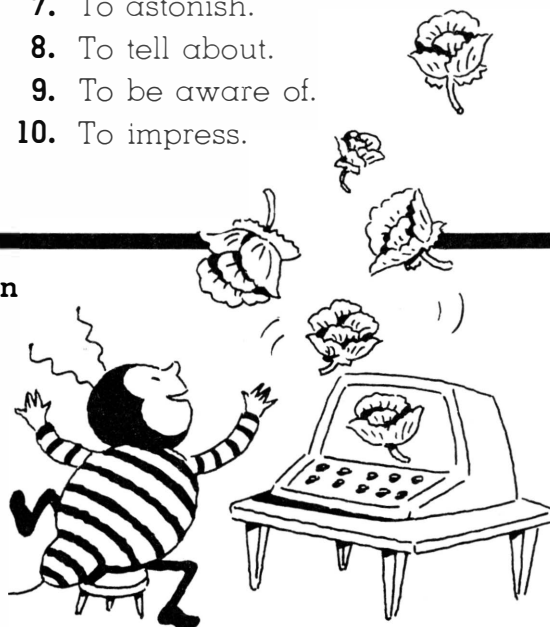
As they (9) _____ that the piece has ended,
Reaction is applause extended.
This may (10) _____ you as odd, but you should know,
It really means they are happy to go.

Clues

- | | |
|--------------------------------|--------------------|
| 1. Opposite of <i>noise</i> . | 6. To know. |
| 2. A long, deep breath. | 7. To astonish. |
| 3. Musical instrument. | 8. To tell about. |
| 4. Manner. | 9. To be aware of. |
| 5. Opposite of <i>affirm</i> . | 10. To impress. |

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /i/

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

survive

strike

realize

appetite

advertise

describe

recognize

surprise

violet

science

silence

violin

choir

design

assign

sigh

style

apply

deny

notify

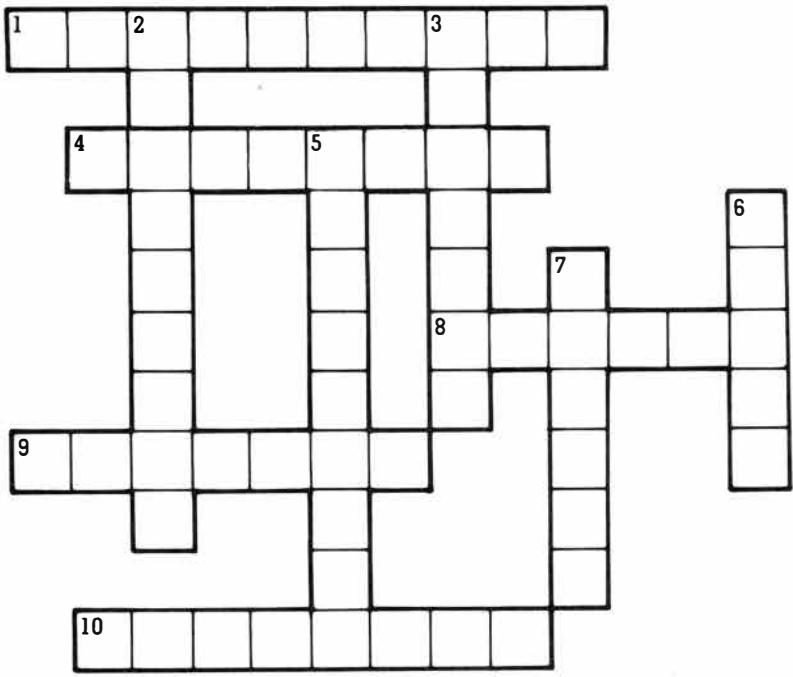
LESSON 16

Science Words

Say each word.

- illusion
- incorrect
- background
- foreground
- profiles
- appear
- distort
- parallel
- equal
- square
- slanting
- concentrate
- constantly
- continue
- object
- unusual
- spiral
- clockwise
- revolve
- merge

Do this crossword puzzle, using list words that mean the opposite of the clues below.



Across

1. Foreground
4. Stop
8. Vanish
9. Make clear
10. Straight up and down

Down

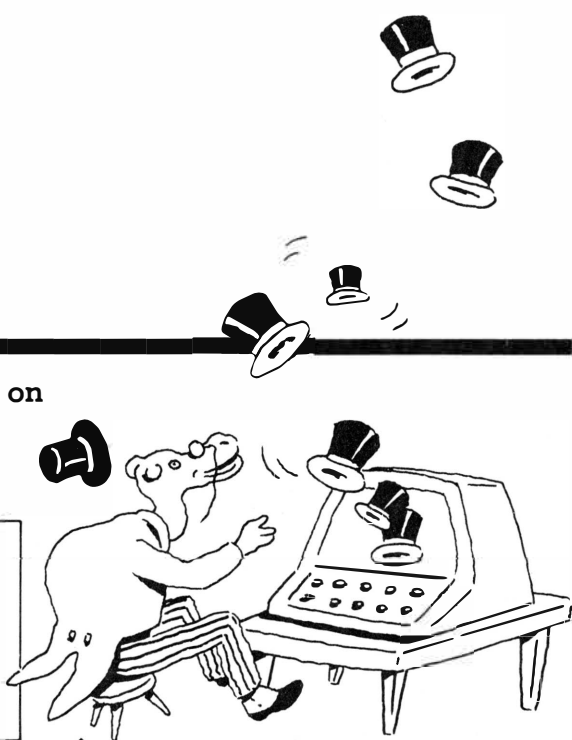
2. Counterclockwise
3. Ordinary
5. Accurate
6. Divide
7. Not winding

Now play a spelling game on the computer.

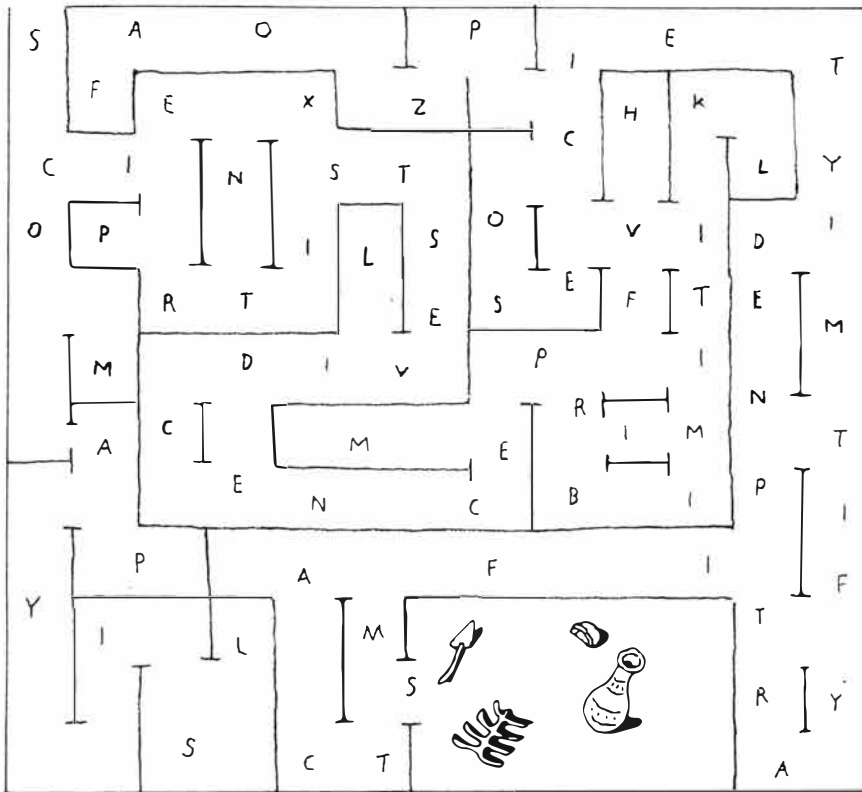
SCORE

Mine: _____

My pal's: _____



Complete the statements by writing the missing list words in the blanks. The numbered clues below help you find the corresponding missing words. Then find the ancient objects, working your way through the maze by following the letters of the words you've written.



The (1) _____ are looking for
 (2) _____ of a (3) _____
 (4) _____. Help them (5) _____ the
 (6) _____.

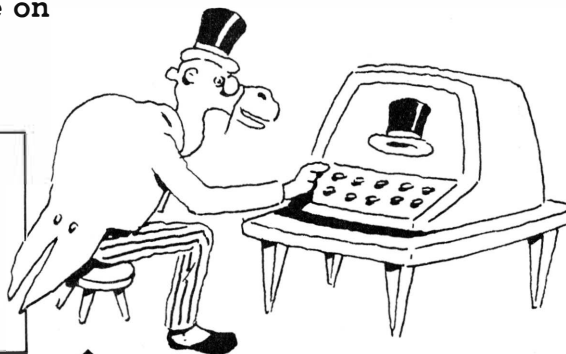
Clues

1. People who study science.
2. Facts; proof.
3. Simple.
4. Community.
5. Recognize.
6. Ancient objects.

Now play a spelling game on the computer.

SCORE

 Mine: _____
 My pal's: _____



Special Words

Say each word.

skeletons
culture
region
society
evidence
adapted
environment
primitive
excavation
climate
identify
scientists
artifacts
fragile
ceremonies
behavior
resources
woven
nature
influence

LESSON 18

Words in Review

Say each word

scissors

million

opinion

definite

rhythm

electric

spinach

average

courage

message

private

realize

describe

surprise

science

silence

design

sigh

style

deny

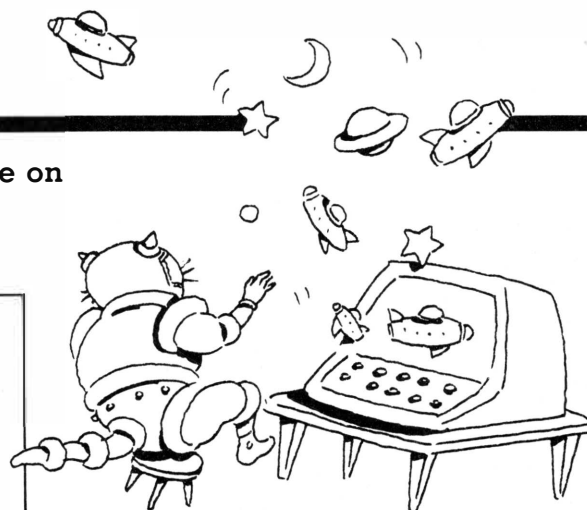
Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Use the clues below to fill in the blanks. Then find the words in this puzzle. Shade in each square as you use its letter. Find the mystery picture in the puzzle.

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



Words with /õ/

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

ecology

demolish

comic

astonish

closet

omelet

molecule

impossible

forgotten

moccasins

octopus

tonsils

opposite

proper

probably

operate

honesty

honor

knowledge

equality

- Egg dish. _____
- Funny. _____
- Place for clothes. _____
- Found in the throat. _____
- Across from. _____
- Work. _____
- Shoes. _____
- Correct. _____
- Surprise. _____
- Respect. _____

Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



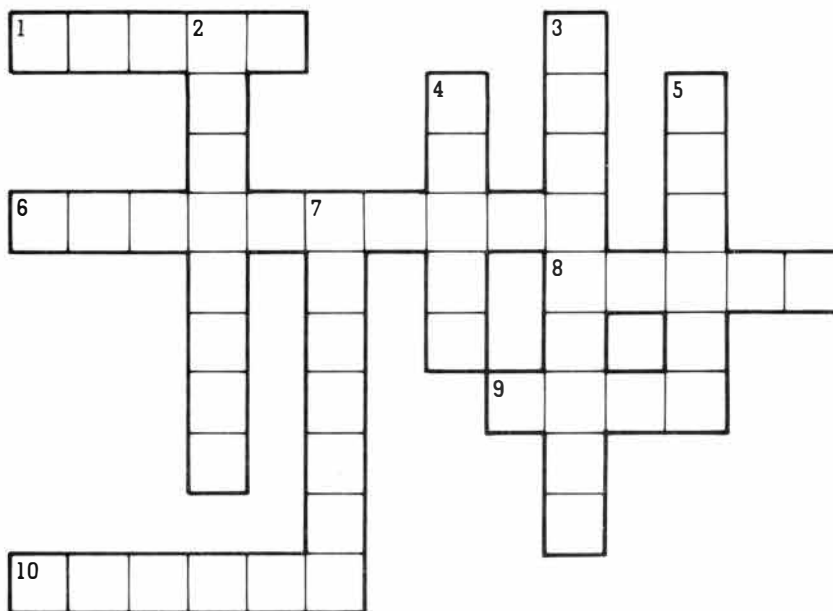
LESSON 20

Words with /ō/

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

throne
telescope
propose
lone
microphone
suppose
telephone
gown
thrown
snowy
blown
loan
approach
groan
poetry
noble
solar
plateau
bureau
although

Do this crossword puzzle, using list words that complete the analogies below.



Across

1. Moon is to lunar as sun is to ____.
6. Big is to microscope as loud is to ____.
8. Summer is to sunny as winter is to ____.
9. Big is to many as single is to ____.
10. Tools are to hammer as furniture is to ____.

Down

2. Go away is to retreat as come near is to ____.
3. Birds are to binoculars as stars are to ____.
4. Baby is to adult as newborn is to ____.
5. Hat is to crown as chair is to ____.
7. Hilly is to mountain as flat is to ____.

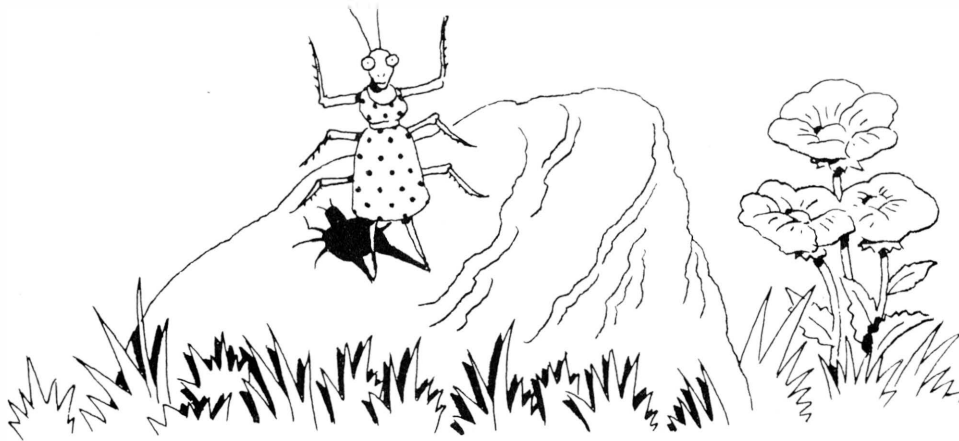
Now play a spelling game on
the computer.

SCORE
Mine: _____
My pal's: _____



Use the clues to fill in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the picture riddle below. (Note: One letter has been filled in for you.)

1. People watching a play. _ _ _ _ _ _ _
2. Season after summer. _ _ _ _ _
3. Babies do this. _ _ _ _ _
4. Group of singers. _ _ _ _ _
5. Clothes to be washed. _ _ _ _ _
6. Not a son, but a _____. _ _ _ _ _ _ _
7. Cups and _____. _ _ _ _ _ _ _
8. Plain. _ _ _ _ _
9. Something to write with. _ _ _ _ _
10. To act. _ _ _ _ _

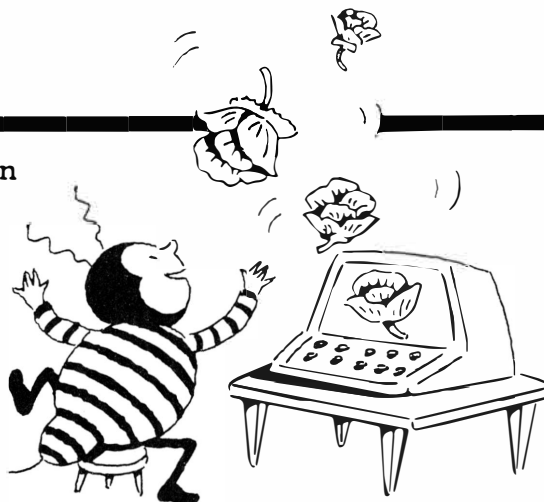


Riddle: What is this?

A _____ b _____ on a _____.

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.

ordinary

support

perform

formal

chorus

forward

sword

orchestra

wharf

chalk

coarse

course

laundry

audience

autumn

auditorium

saucers

daughter

awful

crawl



Compound Words

Say each word.

all right
good night
applesauce
backpack
bathrobe
chessboard
farewell
flashlight
passport
roommate
tablecloth
thunderstorm
typewriter
weekday
weekend
old-fashioned
tie-dye
brand-new
cross-country
roller-skates

Complete the story by writing the missing words in the blanks. Use this code and the numbered clues below to help you find the corresponding missing words.

a	b	c	d	e	f	g	h	i	j	k	l	m
z	y	x	w	v	u	t	s	r	q	p	o	n
n	o	p	q	r	s	t	u	v	w	x	y	z
m	l	k	j	i	h	g	f	e	d	c	b	a

Tomorrow was to be my first camping

(1) _____. Before bed I checked my
(2) _____ backpack. It was (3) _____.
The clothes I needed were there, along with my first-aid kit, my
dried fruit, and my (4) _____.

We hiked all the next day and then made camp at night.
When I opened my (5) _____ for some fruit, I
couldn't believe my eyes! Instead of my heavy sweater, there
was a (6) _____; instead of bandages, there were
my (7) _____; and instead of my
dried fruit, there was (8) _____.

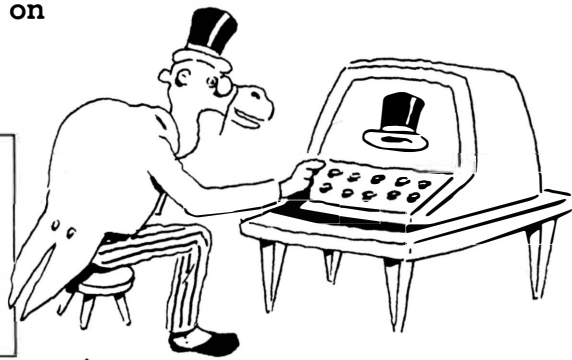
What happened? I didn't know until I got home and found
my little brother laughing. He'd switched my gear while I slept.
What a pain to have a brother for a (9) _____!

Clues

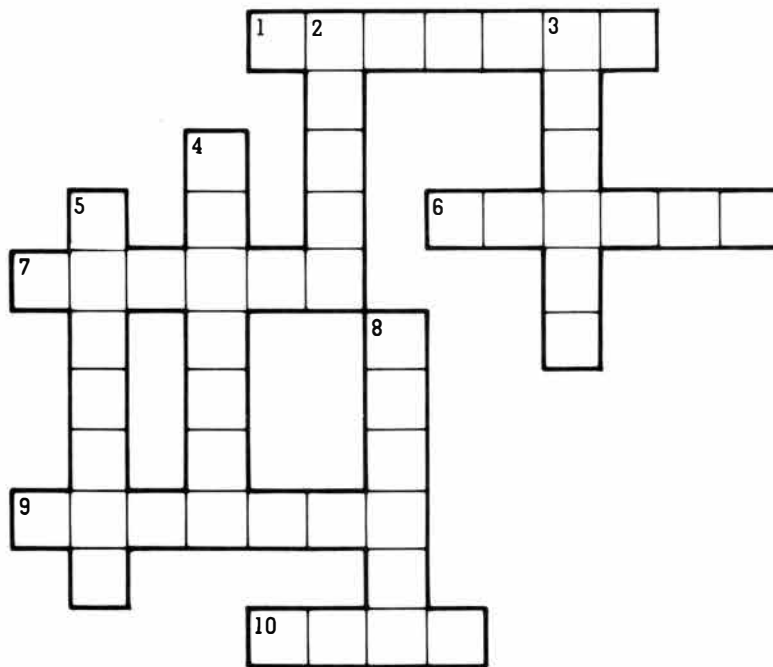
- | | | |
|--------------|---------------|------------------|
| 1. dvvpvmw | 4. uozhsortsg | 7. iloovi hpzgvh |
| 2. yizmw mvd | 5. yzxpkszxp | 8. zkkovhxfv |
| 3. zoo irtsg | 6. gzyovxolgs | 9. illnnzgv |

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Do this crossword puzzle, using the list words that correct the *italic* words below.



Across

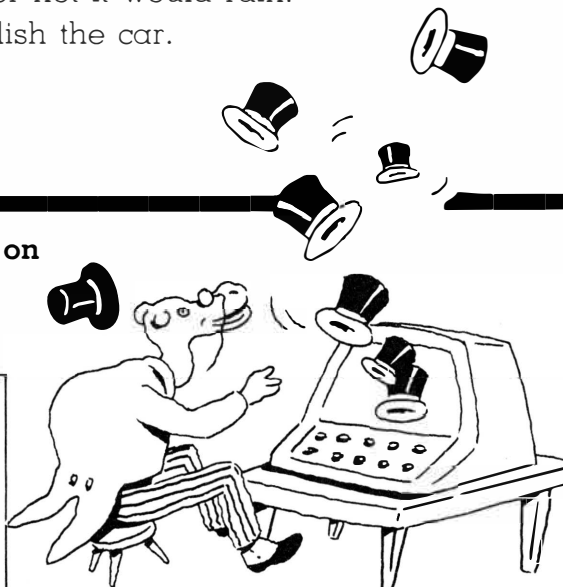
1. I *all* ready finished my work.
6. Take a deep *breathe*.
7. Would you like to *chose* a book to read?
9. We'll have strawberries for *desert*.
10. Did he win or *loose* the game?

Down

2. If it's not too tight, it's too *lose*.
3. The *dessert* is dry and sandy.
4. We hung our *cloths* in the closet.
5. I didn't know *weather* or not it would rain.
8. Use these *clothes* to polish the car.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Special Words

Say each word.

breath
breathe
choose
chose
dairy
diary
lose
loose
quiet
quite
accept
except
weather
whether
all ready
already
desert
dessert
cloths
clothes



Words in Review

Say each word.

closet
 impossible
 forgotten
 opposite
 probably
 honesty
 knowledge
 equality
 telephone
 thrown
 loan
 solar
 bureau
 although
 support
 chalk
 course
 autumn
 daughter
 awful

Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

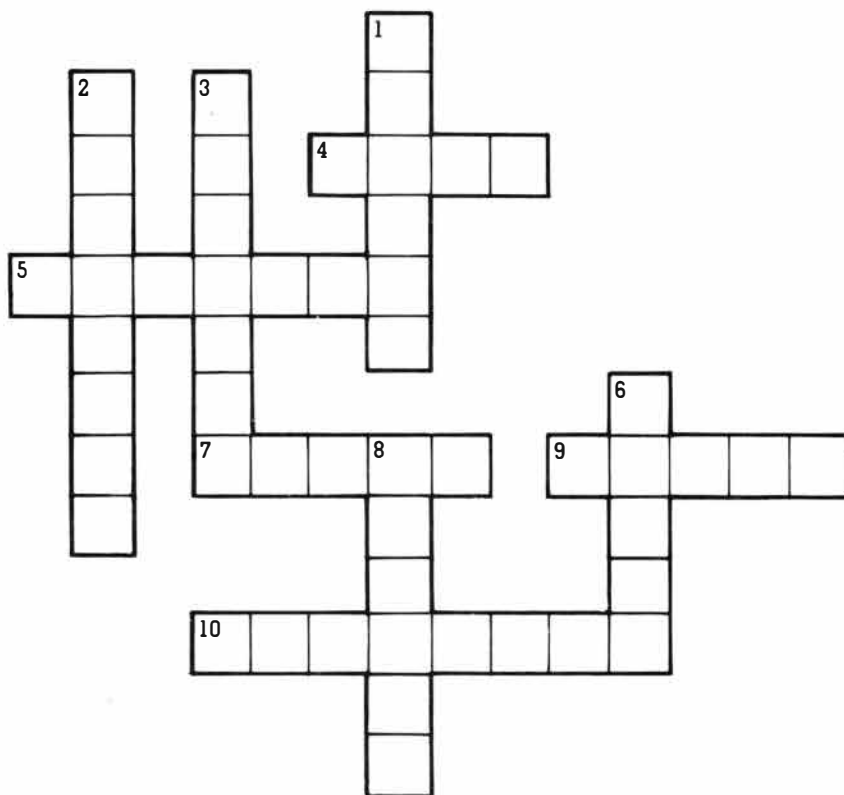
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Do this crossword puzzle, using the list words that complete the analogies below.



Across

4. Dog is to bark as wolf is to ____.
5. Happy is to purred as angry is to ____.
7. Love is to hate as believe is to ____.
9. Insect is to beetle as furniture is to ____.
10. Ten is to hundred as hundred is to ____.

Down

1. Narrow is to wide as sunny is to ____.
2. Complete is to finish as enclose is to ____.
3. Empty is to full as vacant is to ____.
6. Catcher is to home plate as pitcher is to ____.
8. Flowers are to tulip as clothing is to ____.

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.

mound

blouse

doubt

couch

cloudy

ouch

wound

surround

pronounce

proudly

scout

thousand

crowded

prowl

howl

eyebrow

allowance

coward

growled

snowplow

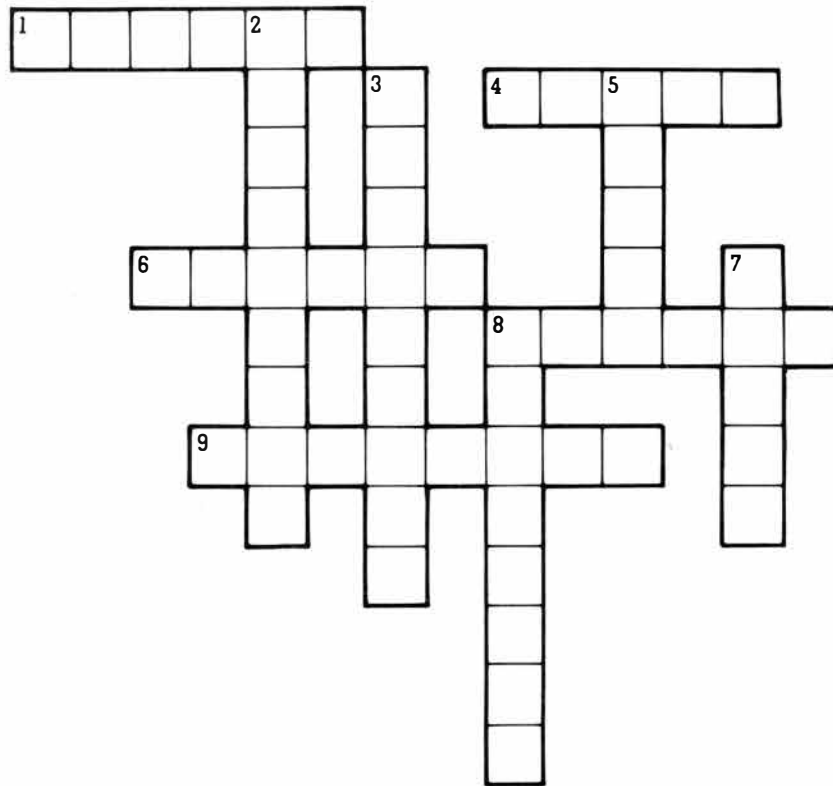
LESSON 26

Words with /û/

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

personal
refer
merchant
emergency
observe
prefer
service
worst
worry
purchase
furniture
disturb
current
curly
curtains
murmur
urgent
occurred
thirsty
squirrel

Do this crossword puzzle, using list words that complete the sentences below.



Across

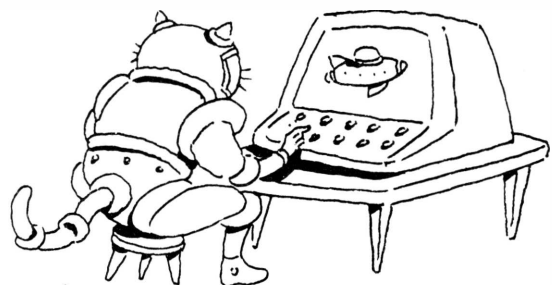
1. If you ____ not to walk, we can ride.
4. That's the ____ movie I've ever seen.
6. William had an ____ call to go home.
8. We could hear the ____ of voices through the door.
9. The accident ____ at the corner.

Down

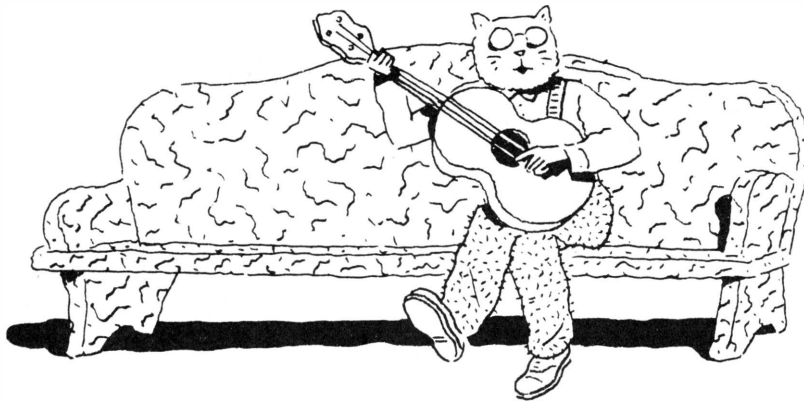
2. Call the police. It's an ____.
3. The living room ____ needs polishing.
5. Mark may ____ to notes during his speech.
7. Sarah's hair isn't straight; it's ____.
8. The ____ sold carrots in bunches.

Now play a spelling game on
the computer.

SCORE	
Mine:	_____
My pal's:	_____



Complete the story. Fill in the blanks with words from the list.



My father found a new job as a (1) _____ in the shipyard. We moved into an (2) _____ near the (3) _____. Dad made friends with the (4) _____ who lived downstairs. Dad liked the new city, but I missed my old friends and hadn't made any new ones.

As I often did when things went wrong, I played my (5) _____. I was sitting on a worn (6) _____ bench in the park playing a song, when suddenly I realized someone was standing over me. He hadn't made any noise, but I could smell the (7) _____ aroma of (8) _____.

"I regard this bench as my private property," he said. I was about to make a quick (9) _____ when he added, "But I like the way you play. You can stay." He took a (10) _____ from his back pocket and joined me. The afternoon sped by as we played our favorite songs.

That night Dad said, "Maybe we can go home this summer."

"I wouldn't mind a visit," I said, "but this is my home now."

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /ä/

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

carve

barber

armor

argument

apartment

arch

harbor

departure

harmony

harmonica

guitar

carpenter

regard

scarlet

marvel

marble

marvelous

partner

salami

















guard

able* and *ible

Say each word.

flammable
enjoyable
disagreeable
available
comfortable
breakable
usable
reasonable
lovable
honorable
probable
remarkable
valuable
terrible
responsible
invisible
divisible
flexible
possible
sensible

Fill in the blanks with words from the list. Then unscramble the letters in the magic boxes, circles, and triangles to find the answer to the picture riddle below.

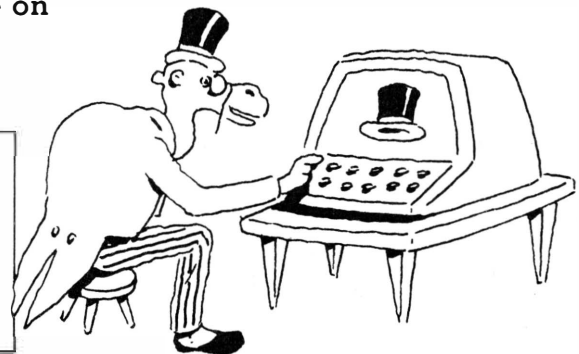
1. The diamond is  _____.
2. Something that
can be divided is  _____.
3. A chair is  _____.
4. A puppy is  _____.
5. A vase is  _____.
6. Something that is used is  _____.
7. Horrible or  _____.
8. A circus is  _____.
9. Quarrelsome or
 _____.
10. Reliable or  _____.
11. Matches are  _____.
12. Wise or  _____.
13. Easily bent or  _____.
14. Likely or  _____.
15. Amazing or  _____.
16. Truthfulness is  _____.



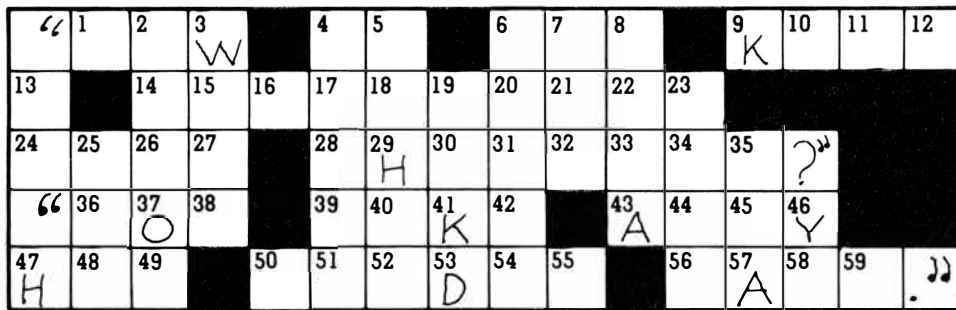
Riddle: What is this?

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Complete the joke in this puzzle by using the clues below (A–I) to fill in the blanks. Transfer each numbered letter to the corresponding numbered square in the puzzle.



- A. Hot or cold. — 10 27 — 20 25 30 55 8 58 52
- B. Contamination. 12 2 — — — 39 16 7 17
- C. Predict. — 22 14 — 28 40 — —
- D. Cloudy. 5 — — 51 19 13 23 —
- E. Not immediate. — 26 34 32 — — 45 — 35 —
- F. Speed. — 42 — 18 50 48 — 6
- G. Dampness. 1 — — — 4 33 — 36
- H. Light snow. 24 — 38 31 21 54 11 49
- I. Combination of wind and air temperature. 44 — — 59 — 56 15 — —

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Weather Words

Say each word.

humidity
 temperature
 forecast
 atmosphere
 pollution
 Celsius
 Fahrenheit
 meteorologist
 prediction
 thermometer
 overcast
 precipitation
 thunderhead
 cirrus
 velocity
 cumulus
 long-range
 wind-chill
 flurries
 nimbus



Words in Review

Say each word.

doubt
cloudy
proudly
thousand
crowded
service
worst
disturb
curly
curtains
thirsty
harbor
guitar
regard
partner
guard
comfortable
reasonable
terrible
possible

Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

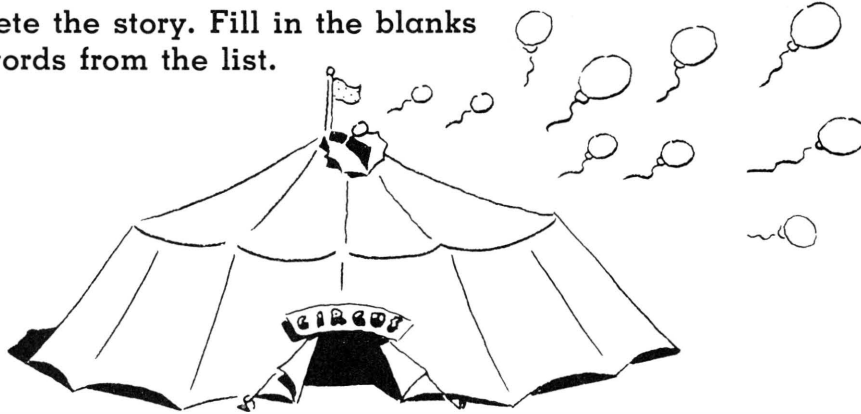
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete the story. Fill in the blanks with words from the list.



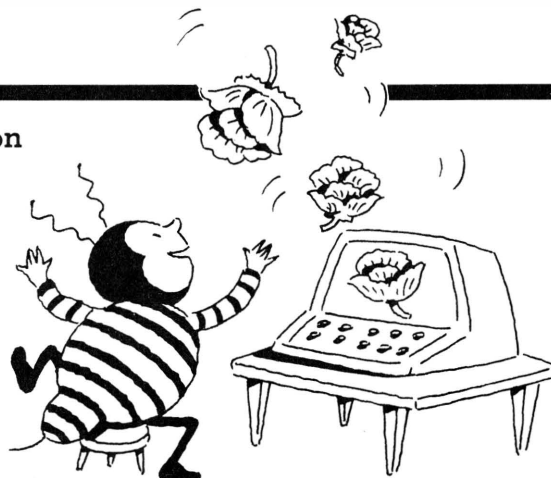
Never in the (1) _____ of the
(2) _____ had an act so daring been performed.
Thousands of people came to watch. Even the fourth
(3) _____ was packed with anxious spectators.
Would this be a (4) _____ for these daredevils, or
would it be a failure? If it was successful, the performers would
surely be worth a (5) _____.

The woman in this (6) _____ and wife
team entered the ring. As a bright beam of light began to
(7) _____ on her, a giant (8) _____
floated to the top of the tent. What could be the
(9) _____ of this act? The music started, and
thousands of balloons filled the tent. It happened so fast that
they seemed to (10) _____.

Just as the tent filled with balloons, the whistle on a train's
(11) _____ began to blow. Rrring. Rrrring. Oh no!
It's the alarm. I look down and see that I'm wearing my
(12) _____. How could it have been a dream?
It was so real.

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /ə/

Say each word.
Listen for the /ə/ sound
as in ago.

pajamas

atlas

amount

balloon

husband

legend

celebrate

item

pencil

cabinet

multiply

engine

balcony

history

purpose

triumph

injury

focus

circus

fortune

LESSON 32

Words with /ər/

Say each word.

Listen for the /ər/ sound
as in mother.

bother

computer

soccer

hamburger

discover

customer

answer

cheeseburger

consumer

fever

modern

vinegar

lunar

calendar

cellar

similar

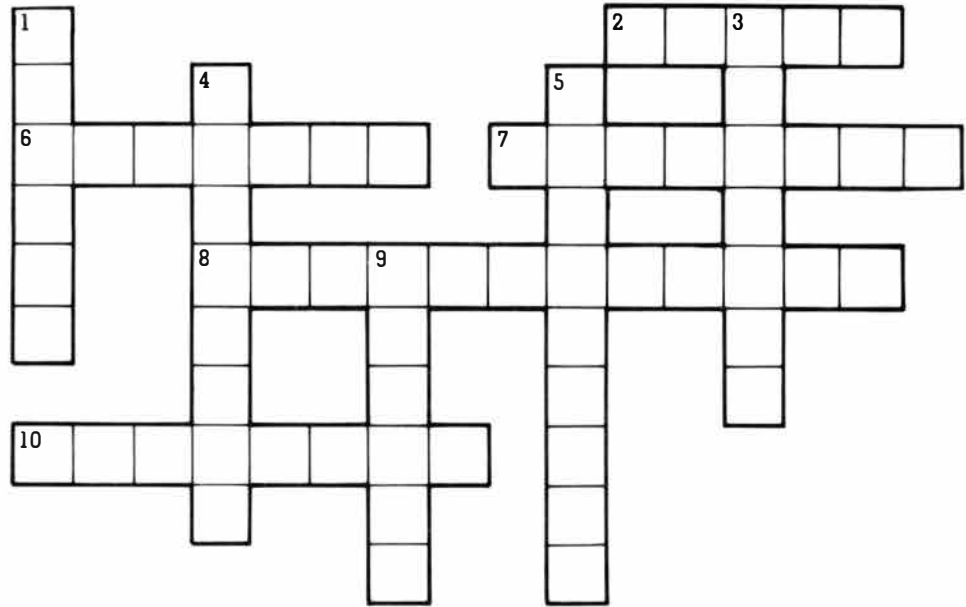
director

effort

favorite

governor

Do this crossword puzzle.



Across

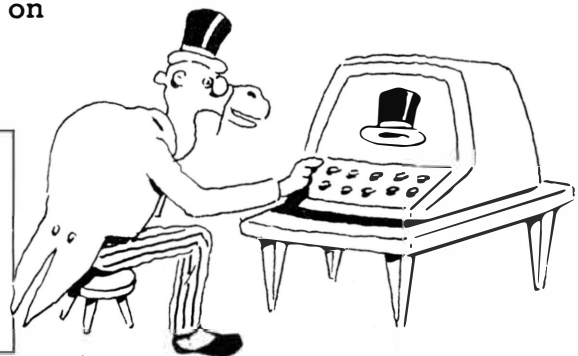
2. High body temperature
6. Alike
7. Chart with days, months, year
8. Number 5 Down with cheese
10. Someone who manages

Down

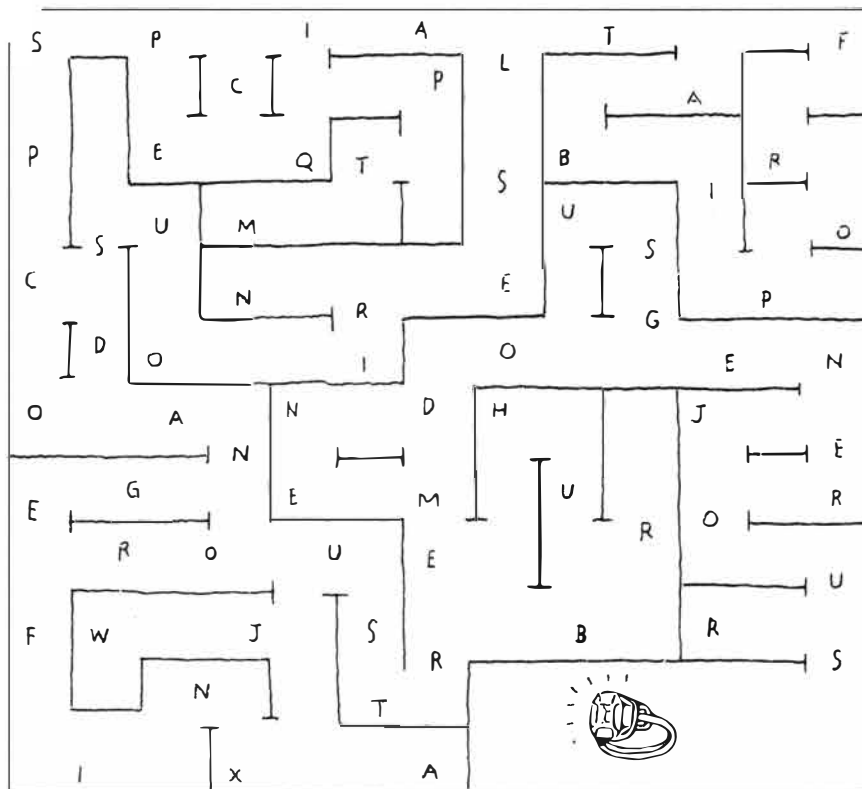
1. Reply
3. Salad dressing ingredient
4. To find
5. Ground beef patty
9. Attempt; try

Now play a spelling game on
the computer.

SCORE	
Mine:	_____
My pal's:	_____



It's mysterious! Help the detectives find the ancient jewel. In the blanks, write the list word that means the same as each clue below. Then find your way through the maze by following the letters of the words you've written.



1. Exceptional. _____
2. Opposite of *silly*. _____
3. Unsafe. _____
4. Enormous. _____
5. Unselfish. _____

Now play a spelling game on the computer.

SCORE	
Mine:	_____
My pal's:	_____



Words with /ə/

Say each word.
Listen for the /ə/ sound
as in *circus*.

special
official
commercial
social
ancient
efficient
conscious
delicious
spacious
various
serious
mysterious
generous
dangerous
curious
jealous
nervous
tremendous
courageous
genius

LESSON 34

Special Words

Say each word.

performance

distance

attendance

entrance

ignorance

sentence

experience

difference

vacant

instant

constant

assistant

distant

intelligent

different

apparent

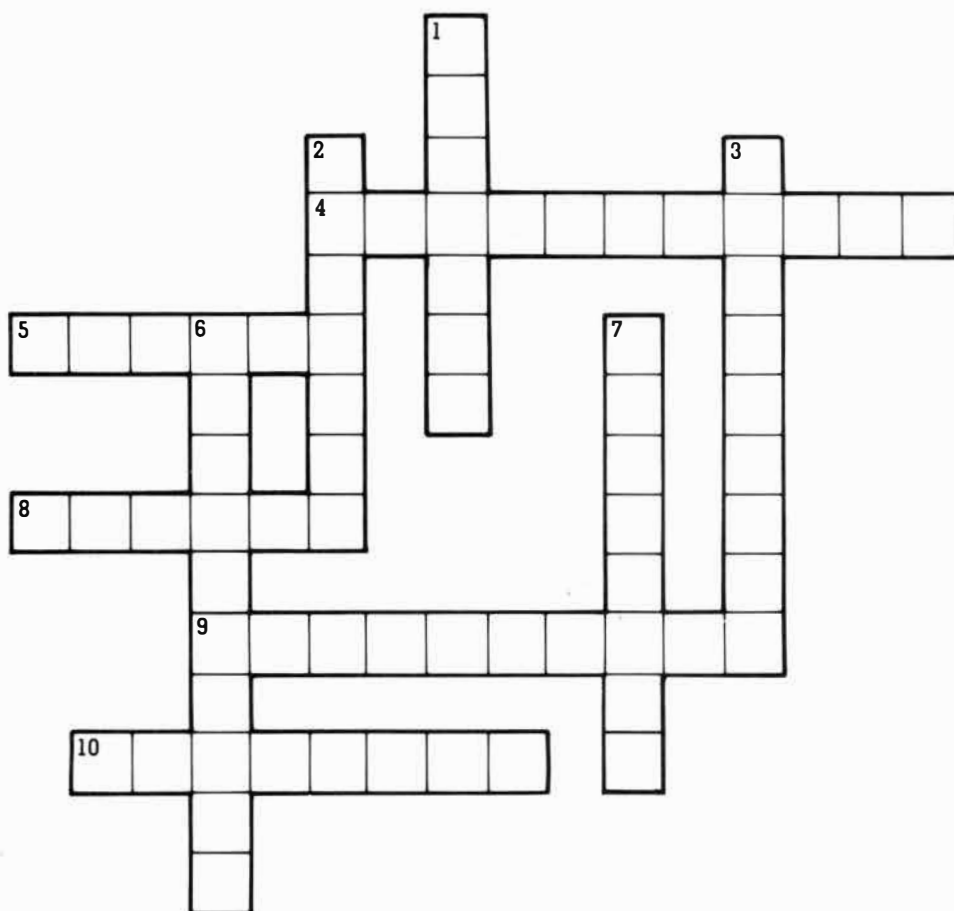
absent

incident

instrument

assignment

Do this crossword puzzle, using list words that mean the opposite of the clues below.



Across

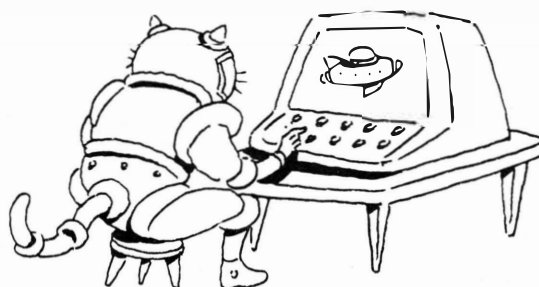
4. Lacking mental ability
5. Filled
8. Present
9. Sameness
10. Changing

Down

1. Long time
2. Near
3. Knowledge
6. Absence
7. Exit

Now play a spelling game on the computer.

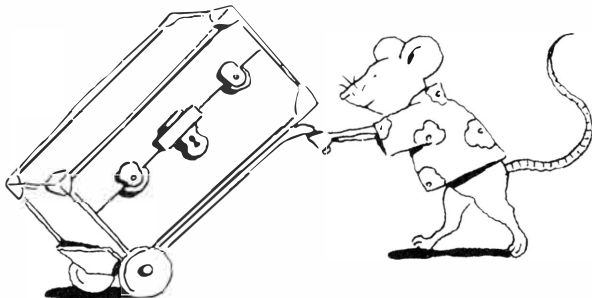
SCORE	
Mine:	_____
My pal's:	_____



Use the clues to fill in the blanks. Then unscramble the letters in the magic boxes and circles to find the answer to the riddle below.

1. Something you get at school.

2. Planes are a form of
 _____.
3. Facts. __________
4. Opposite of *past*. _____
5. Railroad __________.
6. Speech. __________
7. North or south. __________
8. Choosing by vote. _____
9. Something made up. __________
10. Farming. __________
11. Part of a whole. __________
12. Number of people.



Riddle: What is gray and has four legs and a trunk?

A _____
 on _____.

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



ture and tion

Say each word.

fixture
signature
future
agriculture
feature
lecture
transportation
station
population
election
direction
collection
education
fraction
invention
selection
correction
information
conversation
attention



Words in Review

Say each word.

atlas
balloon
celebrate
pencil
purpose
injury
answer
calendar
favorite
special
serious
dangerous
distance
sentence
instant
different
future
station
fraction
attention

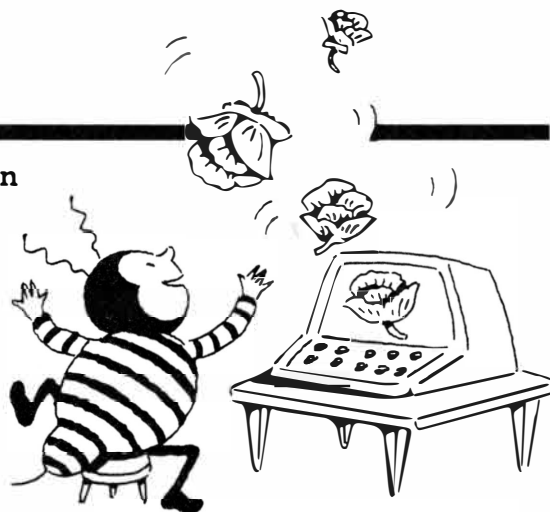
Circle the 14 list words hidden in this puzzle. (Hint: The words go across, down, and diagonally.) Then write the words in the blanks below.

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

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

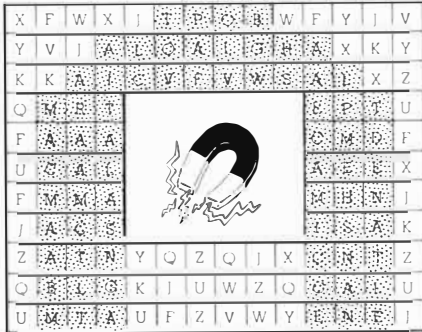
<div>SCORE</div> <div>Mine: _____</div> <div>My pal's: _____</div>
--



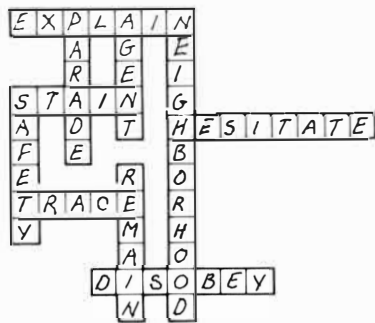
Answers

Lesson 1

1. camera
2. accent
3. attract
4. catalog
5. balance
6. mammal
7. salmon
8. alphabet
9. passed
10. imagine



Lesson 2



Lesson 3

1. restaurant
2. guest
3. tennis
4. insects
5. instead
6. pleasant
7. excellent
8. envelope
9. treasure
10. Breakfast

Lesson 4

1. mountains
 2. darken
 3. soften
 4. often
 5. strengthen
 6. quicken
 7. fasten
 8. seldom
 9. lessen
 10. weaken
- Riddle: A square meal.

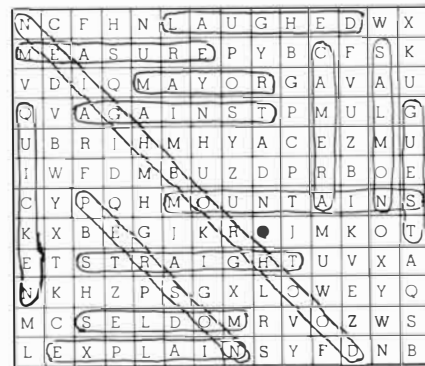
Lesson 5

- A. Atlantic Ocean
- B. Appalachians
- C. Rockies
- D. Asia
- E. Mississippi
- F. Nile
- G. Andes
- H. Australia
- I. Caribbean

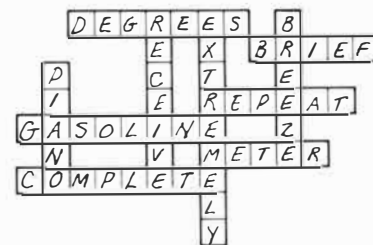


Lesson 6

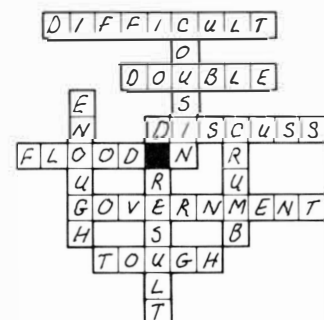
1. laughed
2. measure
3. mayor
4. against
5. mountains
6. straight
7. seldom
8. explain
9. quicken
10. camera
11. salmon
12. guest
13. person
14. neighborhood



Lesson 7

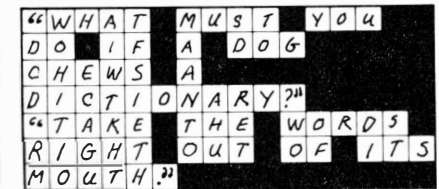


Lesson 8



Lesson 9

- A. human
- B. student
- C. improve-
- D. through
- E. refuse
- F. humor
- G. nuisance
- H. beautiful
- I. smooth
- J. coupon



Lesson 10

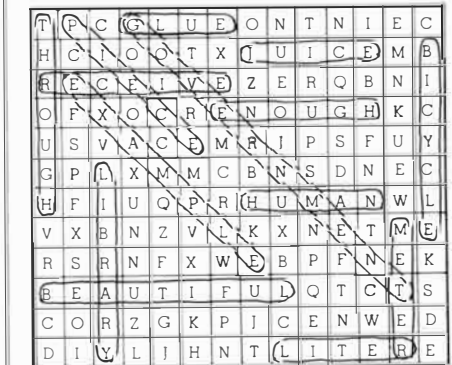
1. voyages
 2. industries
 3. heroes
 4. knives
 5. factories
 6. potatoes
 7. countries
 8. echoes
 9. mosquitoes
 10. loaves
 11. halves
 12. holidays
 13. pianos
 14. canoes
- Riddle: When half an hour flies by, it's a *fraction* in action.

Lesson 11

1. principal
2. whistle
3. carnival
4. nickel
5. grumble
6. several
7. muscle
8. bicycle
9. tunnel
10. label

Lesson 12

1. glue
2. juice
3. enough
4. human
5. receive
6. beautiful
7. liter
8. through
9. library
10. meter
11. bicycle
12. example
13. piece
14. government

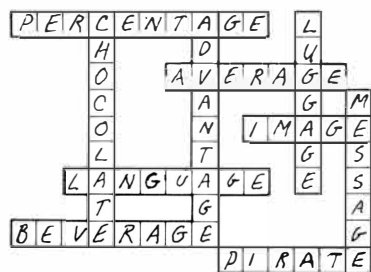


Answers

Lesson 13

- brilliant
 - relative
 - million
 - system
 - scissors
 - liquid
 - witness
 - opinion
 - spinach
 - margarine
 - electric
 - select
- Riddle: It's an *invisible* cat.

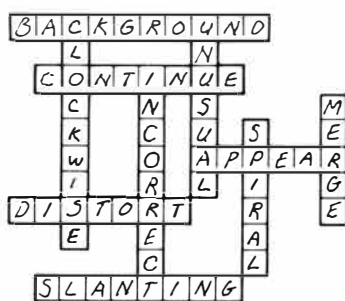
Lesson 14



Lesson 15

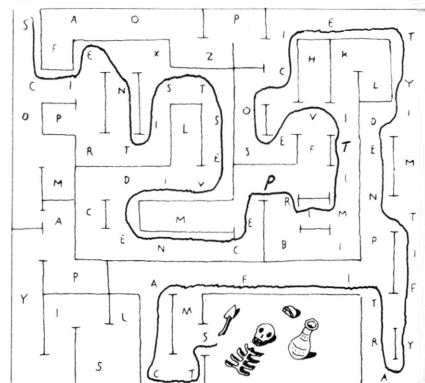
- silence
- sigh
- violin
- style
- deny
- recognize
- surprise
- describe
- realize
- strike

Lesson 16



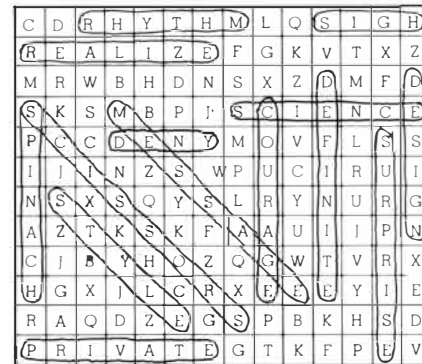
Lesson 17

- scientists
- evidence
- primitive
- society
- identify
- artifacts



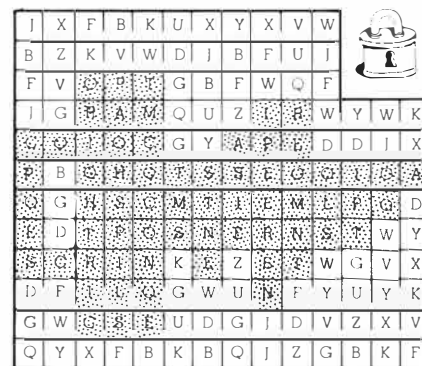
Lesson 18

- rhythm
- sigh
- realize
- science
- deny
- private
- spinach
- courage
- definite
- surprise
- design
- style
- scissors
- message

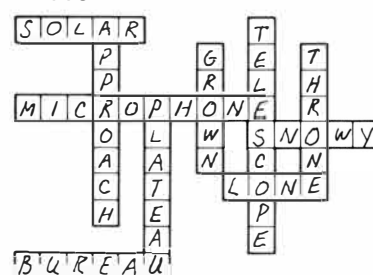


Lesson 19

- omelet
- comic
- closet
- tonsils
- opposite
- operate
- moccasins
- proper
- astonish
- honor



Lesson 20



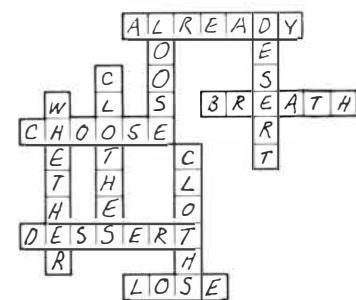
Lesson 21

- audience
 - autumn
 - crawl
 - chorus
 - laundry
 - daughter
 - saucers
 - ordinary
 - chalk
 - perform
- Riddle: A *ladybug* on a rock.

Lesson 22

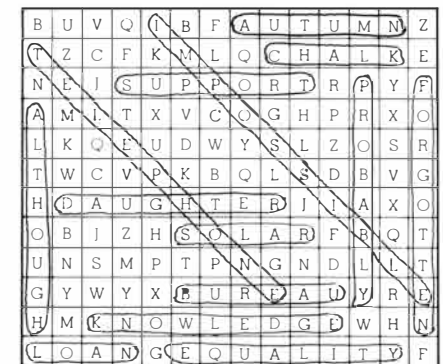
- weekend
- brand-new
- all right
- flashlight
- backpack
- tablecloth
- roller-skates
- applesauce
- roommate

Lesson 23



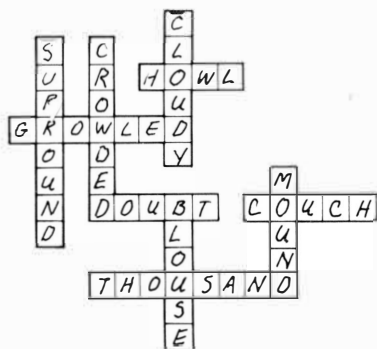
Lesson 24

- autumn
- chalk
- support
- daughter
- solar
- bureau
- knowledge
- loan
- equality
- although
- probably
- forgotten
- telephone
- impossible

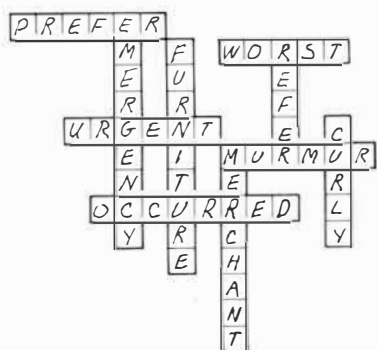


Answers

Lesson 25



Lesson 26



Lesson 27

1. carpenter
2. apartment
3. harbor
4. barber
5. guitar
6. marble
7. marvelous
8. salami
9. departure
10. harmonica

Lesson 28

1. valuable
 2. divisible
 3. comfortable
 4. lovable
 5. breakable
 6. usable
 7. terrible
 8. enjoyable
 9. disagreeable
 10. responsible
 11. flammable
 12. sensible
 13. flexible
 14. possible
 15. remarkable
 16. honorable
- Riddle: Fleas jumping rope.

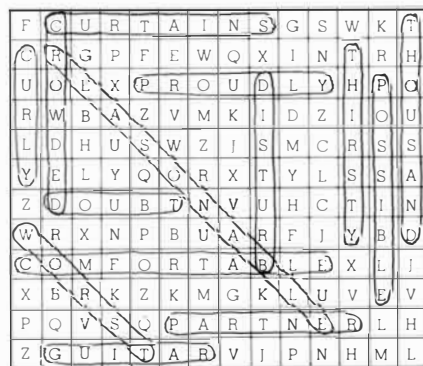
Lesson 29

- A. temperature
- B. pollution
- C. forecast
- D. overcast
- E. long-range
- F. velocity
- G. humidity
- H. flurries
- I. wind-chill



Lesson 30

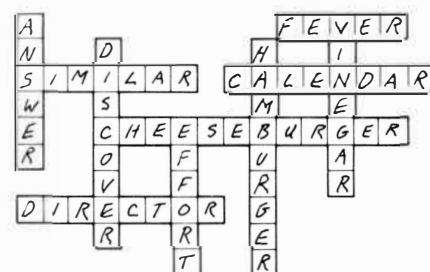
1. curtains
2. proudly
3. doubt
4. comfortable
5. partner
6. guitar
7. curly
8. crowded
9. disturb
10. thirsty
11. possible
12. thousand
13. worst
14. reasonable



Lesson 31

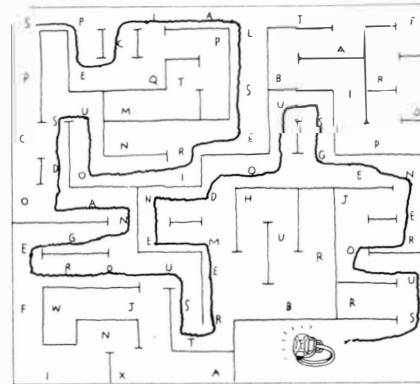
1. history
2. circus
3. balcony
4. triumph
5. fortune
6. husband
7. focus
8. balloon
9. purpose
10. multiply
11. engine
12. pajamas

Lesson 32

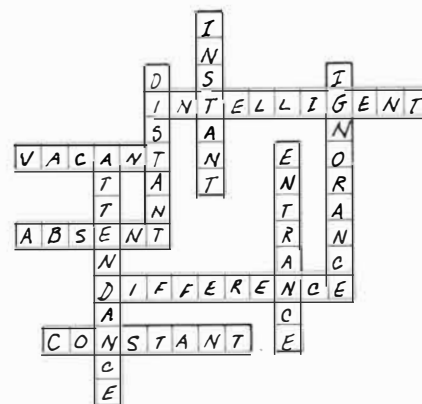


Lesson 33

1. special
2. serious
3. dangerous
4. tremendous
5. generous



Lesson 34

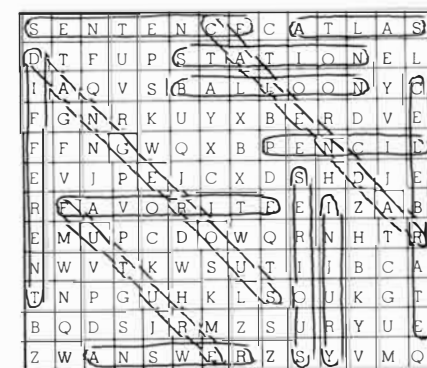


Lesson 35

1. education
 2. transportation
 3. information
 4. future
 5. station
 6. lecture
 7. direction
 8. election
 9. invention
 10. agriculture
 11. fraction
 12. population
- Riddle: A mouse on vacation.

Lesson 36

1. sentence
2. atlas
3. station
4. balloon
5. pencil
6. favorite
7. answer
8. different
9. serious
10. injury
11. celebrate
12. future
13. dangerous
14. calendar



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.

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Lubbock, Texas 79408

Geophysical Services Incorporated
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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
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