



SCHOLASTIC

SPELLING

LEVEL

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 4

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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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Overview

The *Scholastic Spelling* Level 4 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 4 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 fourth-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 4 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 *plane*. When you complete the word, press ENTER.

SPELLING BEE Lesson 2
Word 2

as in jet
p l _ _ n _ _

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 great, Your Name.

p l _ _ n _ _
p l a n e

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 jet
p l a n e
p l a y n

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.

Do you want to play with
your missed words?

Press:
1 for yes.
2 for no.

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.

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 4 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.

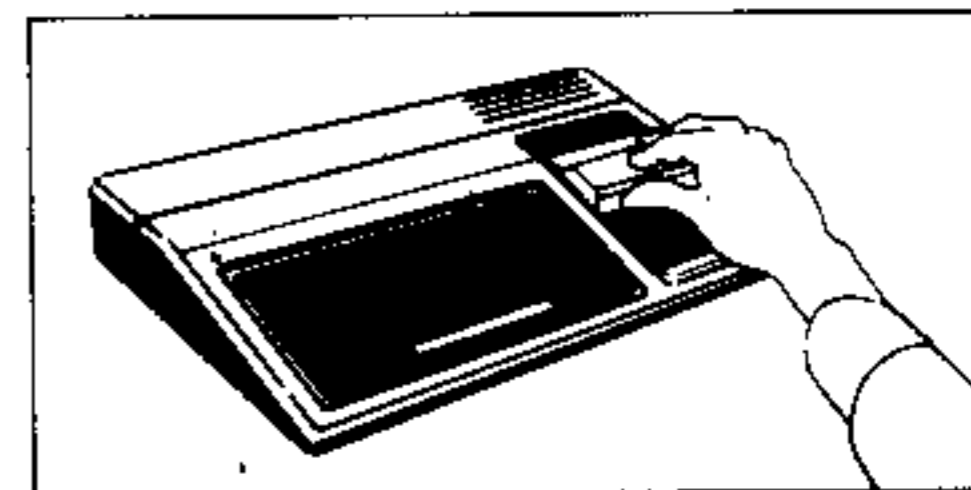
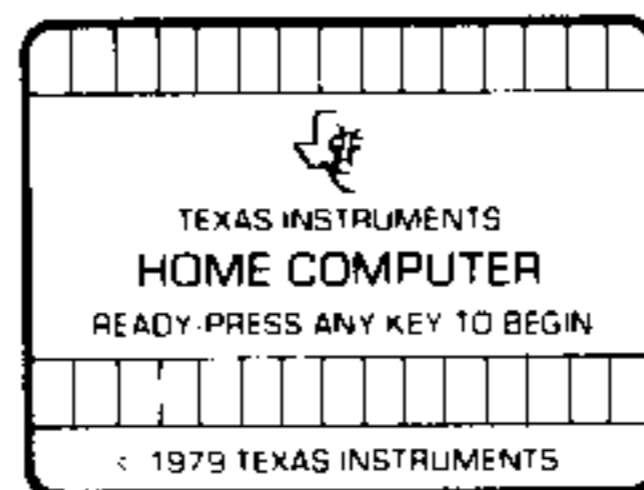
Using the Solid State Software™ Command Module

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.

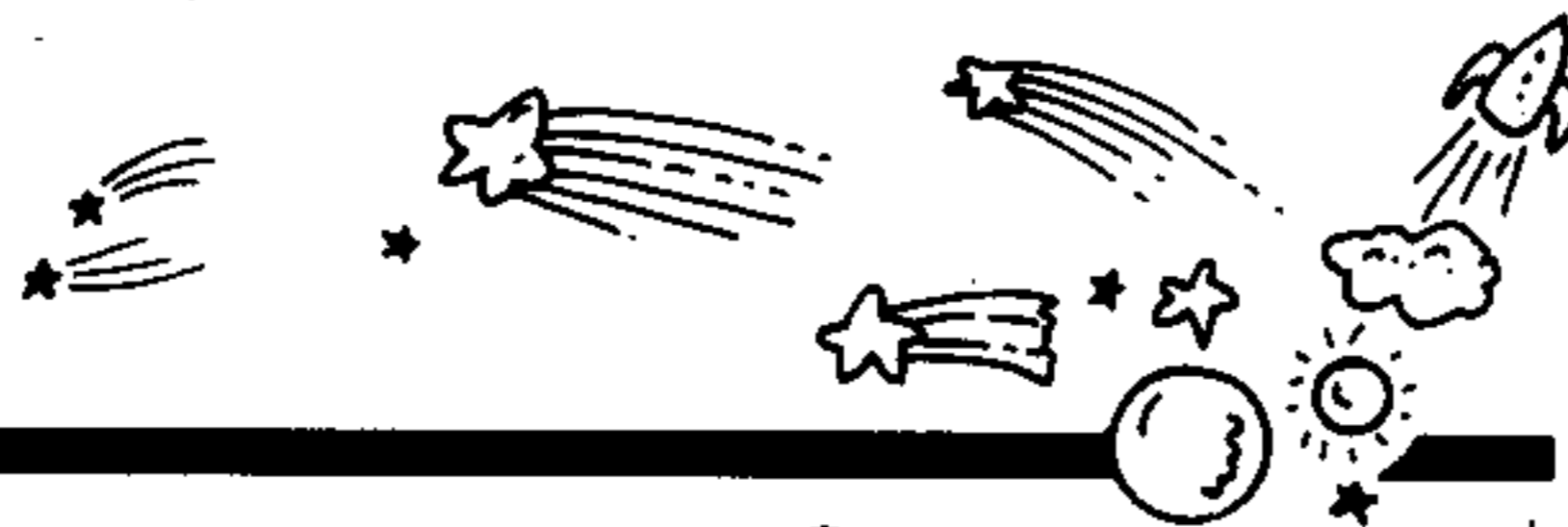


2. Press any key for the master selection list. Then press the key corresponding to the number beside SPELLING, and the *Scholastic Spelling* Level 4 title screen appears. To go to the Level 4 lesson selection list, press any key within two seconds after the title sequence begins; or wait for the title sequence to end, and the list appears automatically.

Unscramble the letters in the words below to form 10 words in the list. Write the words in the blank spaces. Then find the words in the puzzle.

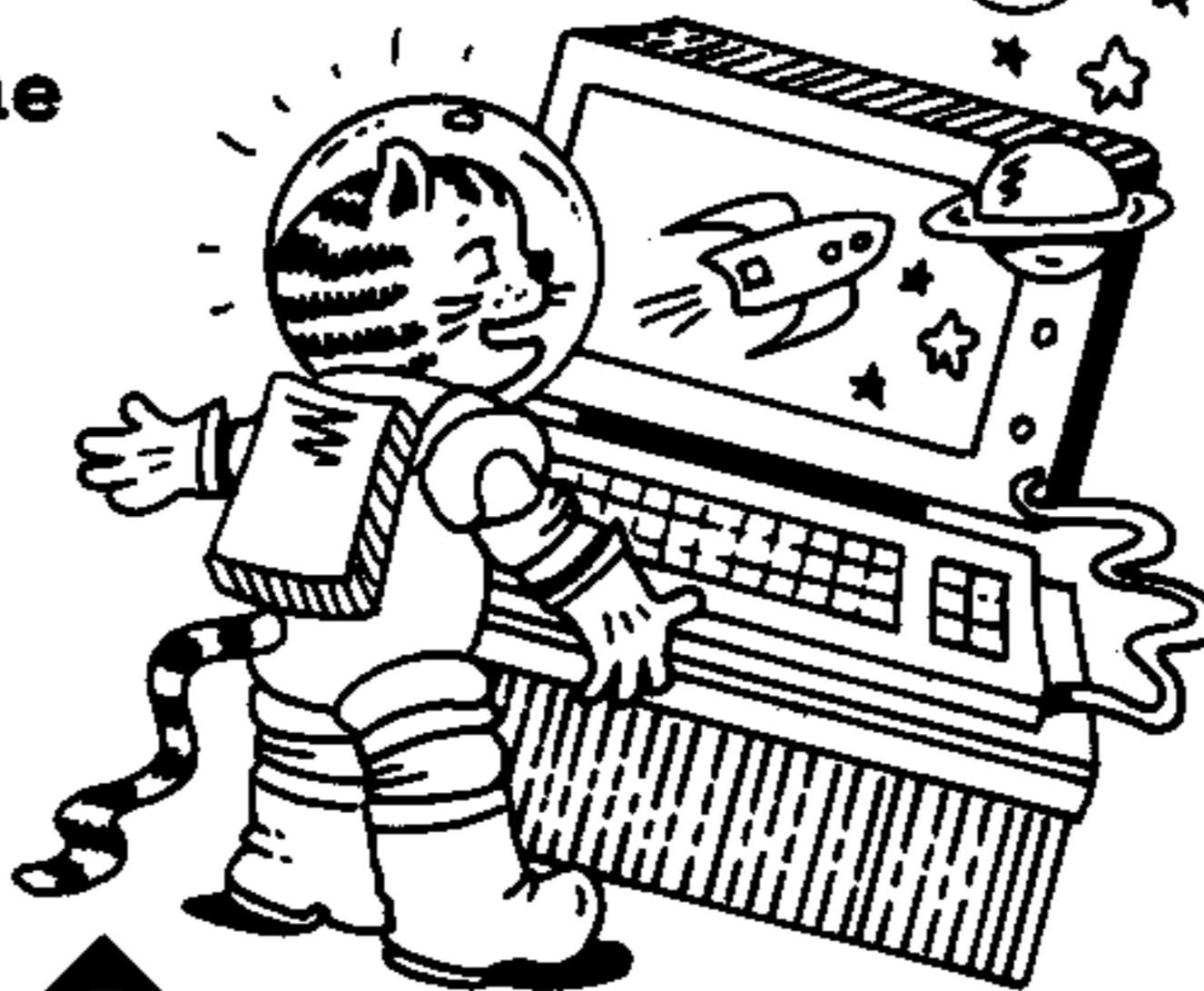
A	D	H	O	U	M	L	P	Z	K	O	L
H	A	P	P	E	N	B	A	X	D	I	V
B	A	N	A	N	A	V	S	U	C	D	P
S	J	O	S	L	M	O	T	E	G	G	L
R	D	B	R	W	I	F	R	S	O	H	A
I	B	E	R	A	E	S	S	K	I	T	S
N	T	G	H	J	T	R	A	V	E	L	T
Z	P	A	S	S	E	J	U	L	O	E	I
K	R	N	D	C	N	L	N	D	R	A	C
Y	C	A	O	T	R	A	T	N	I	T	A

- | | |
|--------------------|---------------------|
| 1. saps _____ | 6. ran, sew _____ |
| 2. taps _____ | 7. hen, pap _____ |
| 3. a, nut _____ | 8. nag, be _____ |
| 4. sit, clap _____ | 9. a, an, nab _____ |
| 5. varlet _____ | 10. la, hug _____ |



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.

match

magic

ask

past

crack

snack

stamp

pass

grass

happen

answer

travel

plastic

began

banana

glad

branch

half

laugh

aunt

LESSON 2

Words with /ā/

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

chase

awake

mistake

trade

waste

taste

plane

space

state

shape

paid

plain

afraid

trail

wait

waist

eight

weight

neighbor

break

Cross out the X's, Y's, and Z's in this puzzle to find 10 words. Write the words in the blank spaces below.

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

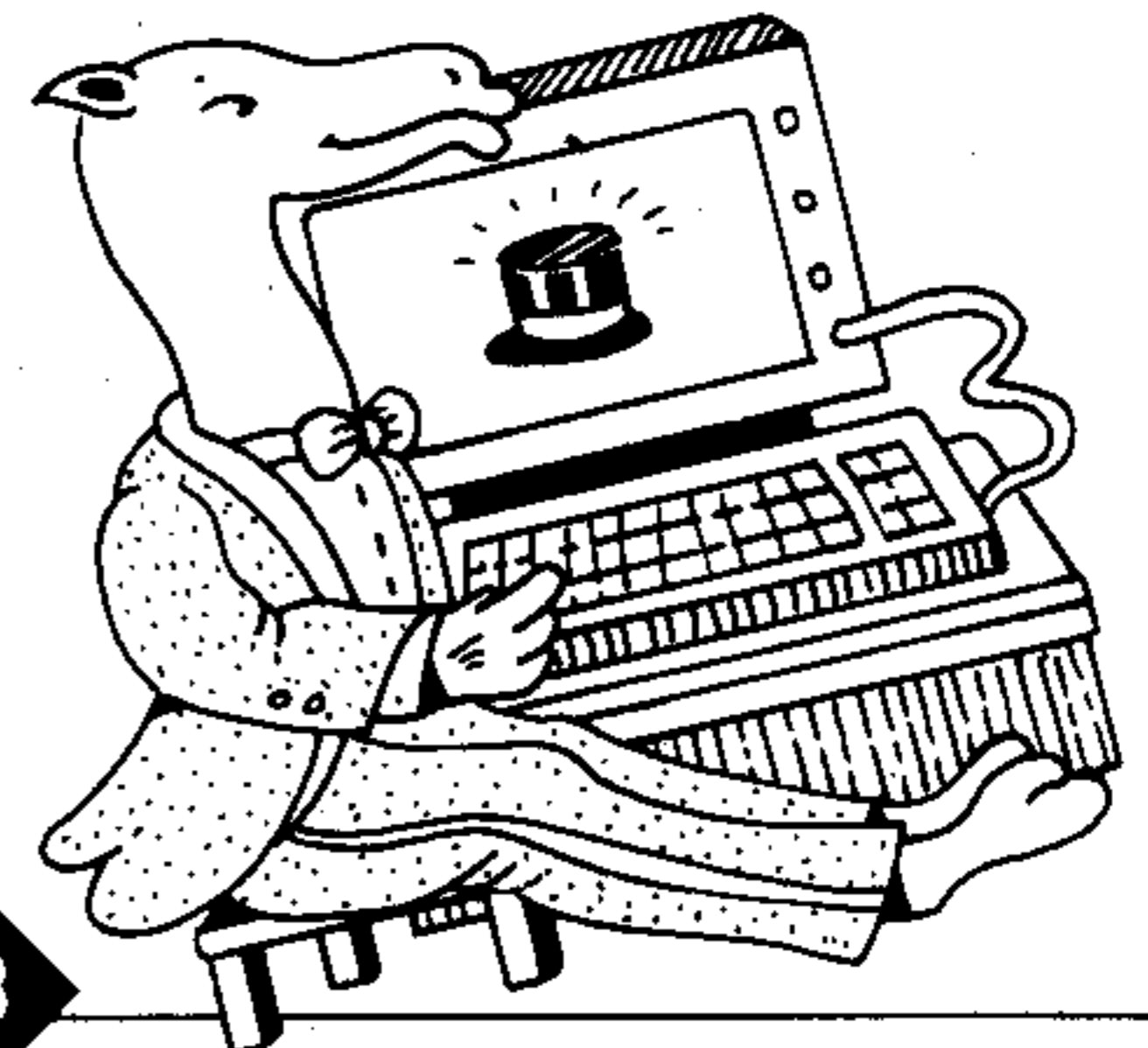
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



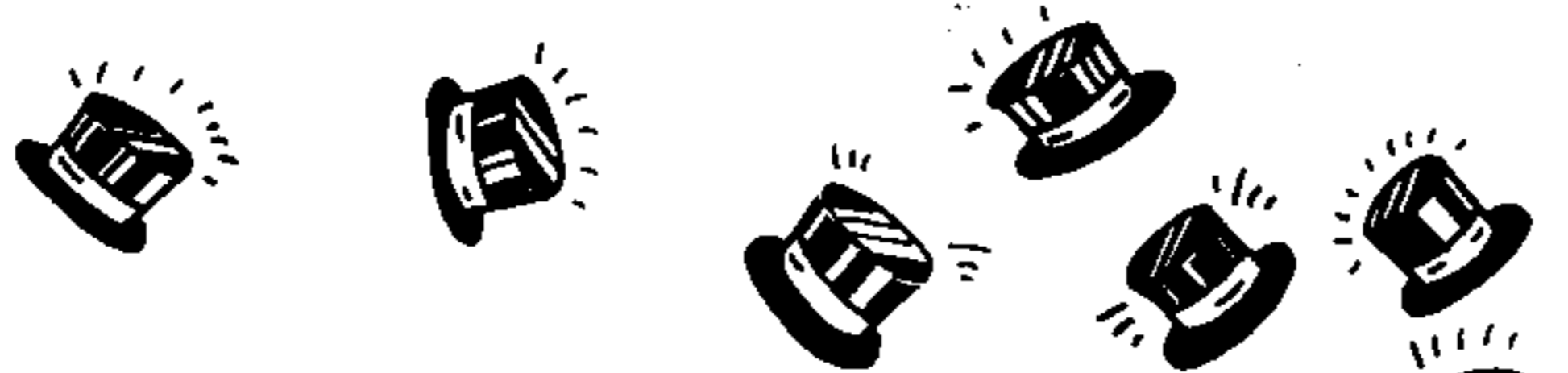
Unscramble the words below. Then unscramble the letters in the magic boxes to solve the riddle.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					



- htstcer
- cohe
- arbde
- sugse
- etrwaes
- etreds
- vheay
- inaga
- erday
- rhewtae

Riddle: What is in front of you one day and behind you the next? _____



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.

- edge
- ever
- never
- echo
- energy
- fence
- stretch
- yesterday
- desert
- bread
- ready
- heavy
- health
- breakfast
- weather
- sweater
- again
- against
- friend
- guess

LESSON 4

Words with /ē/

Say each word.

Listen for the /ē/ sound
as in be.

knee

queen

between

sweep

sweet

speech

seem

freeze

squeeze

scream

reason

season

treat

beach

teach

means

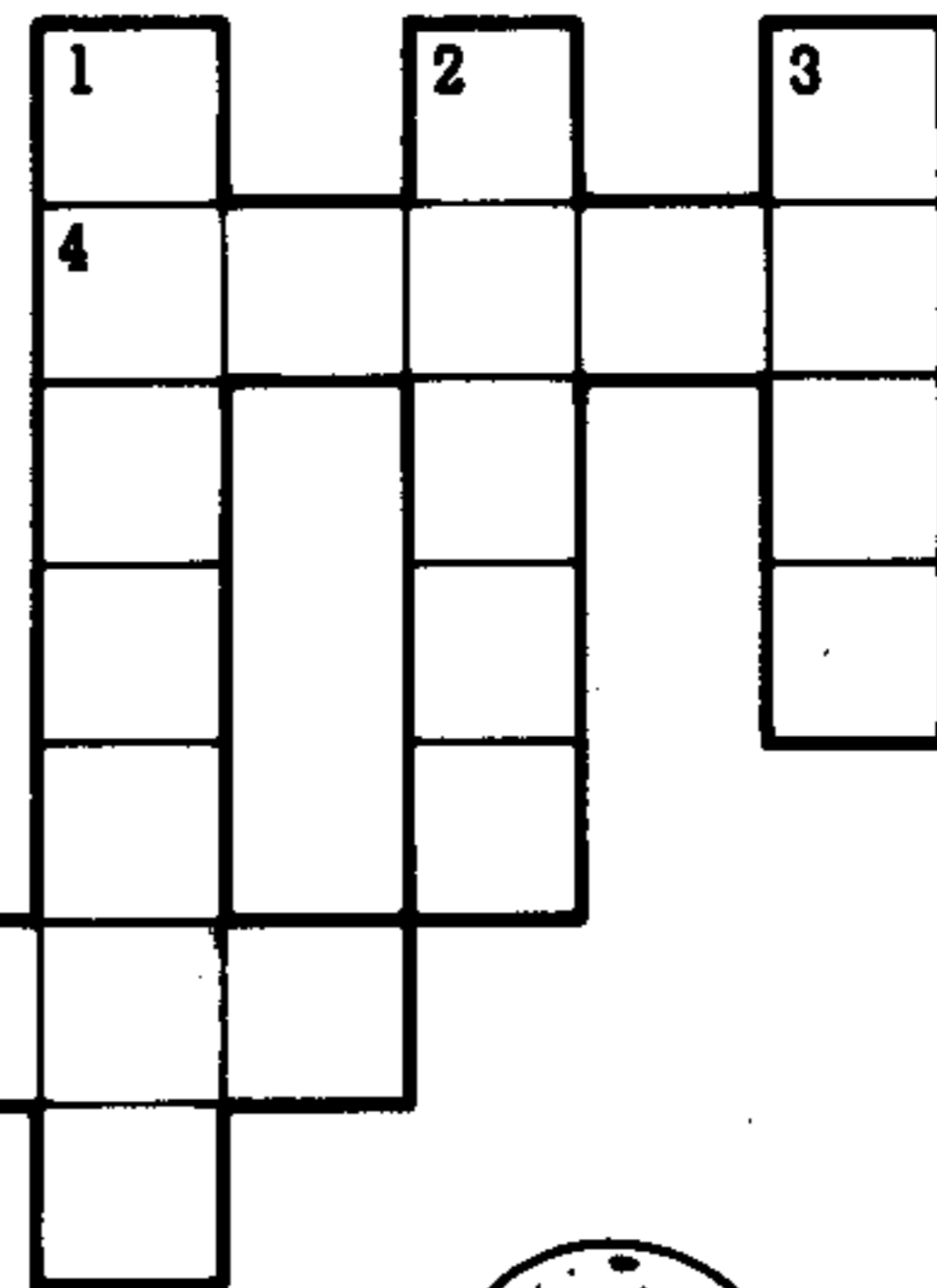
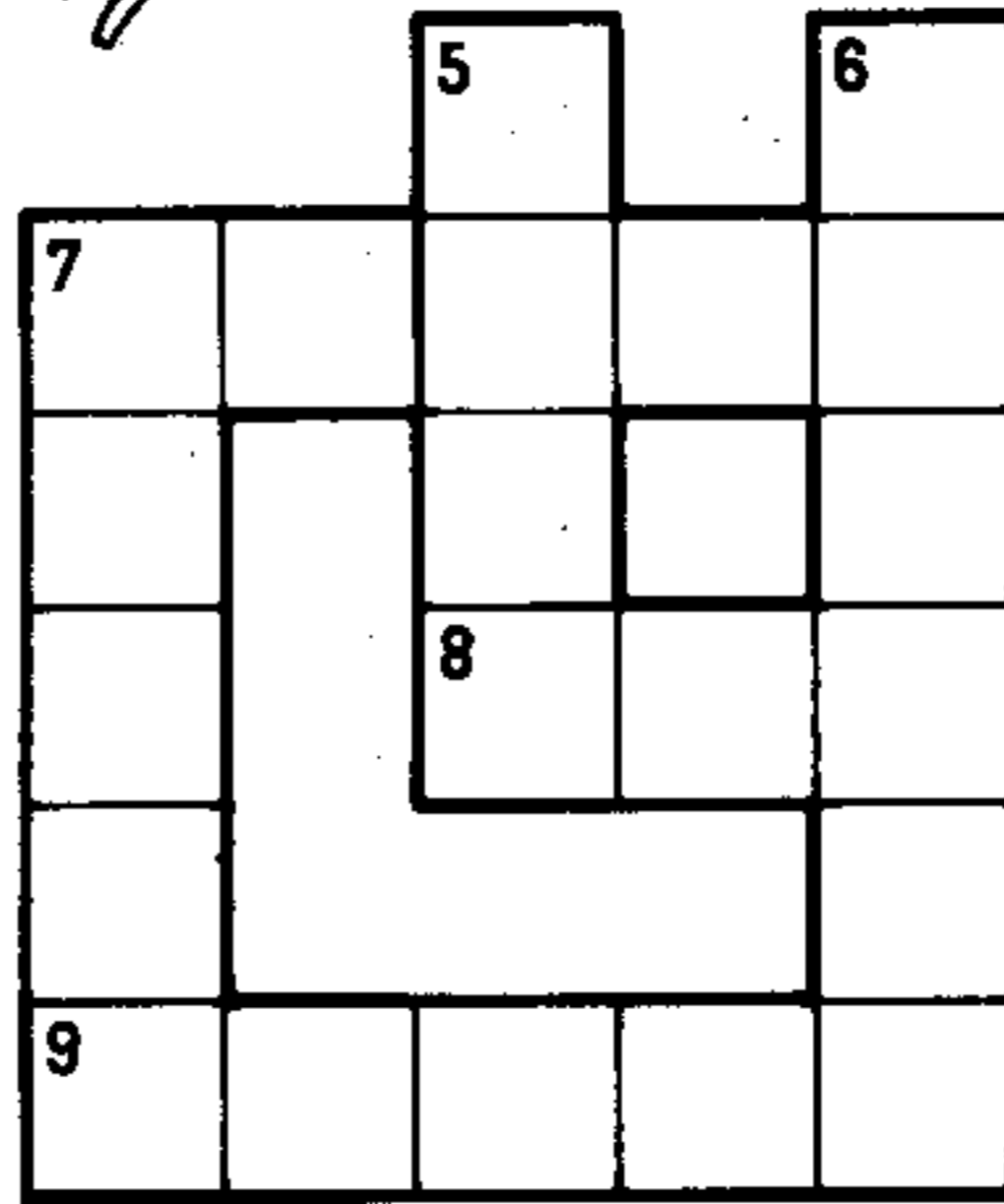
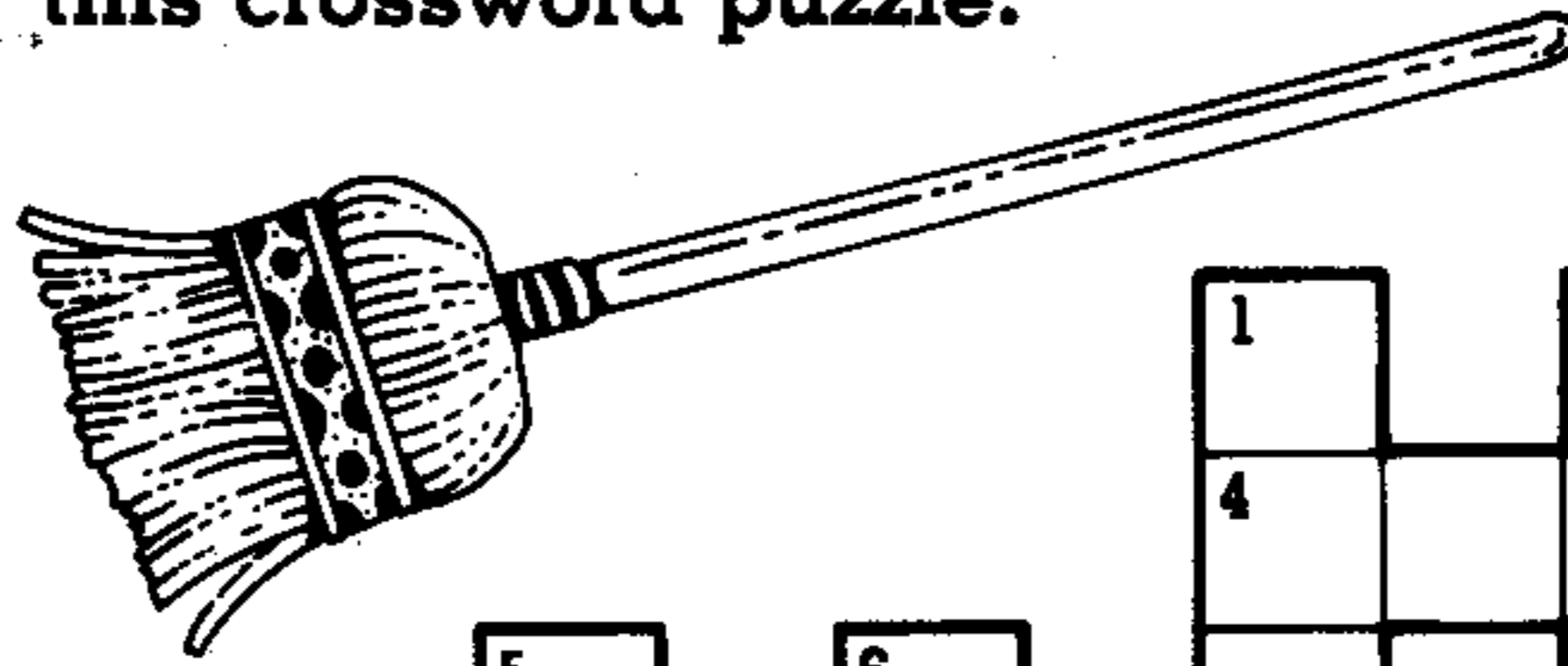
speak

leaf

peace

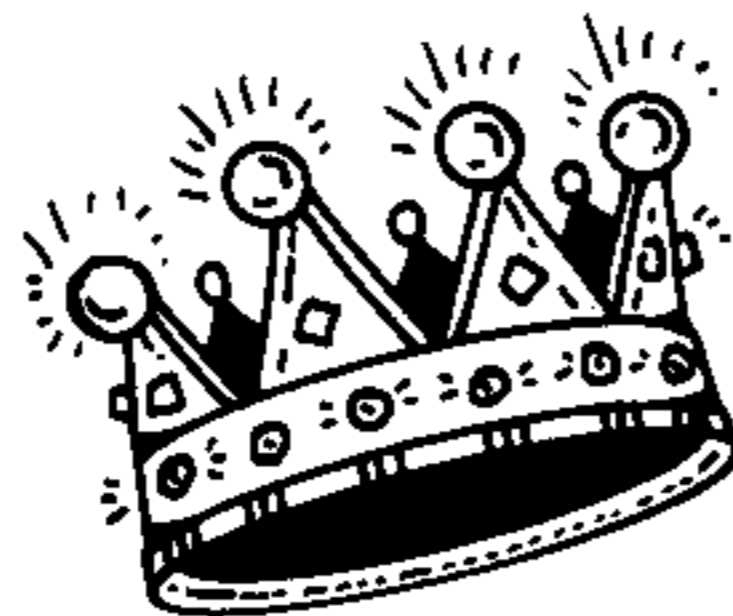
please

Try this crossword puzzle.



Across

4. A female ruler
7. To clean with a broom
8. To become very cold
9. To help someone learn



Down

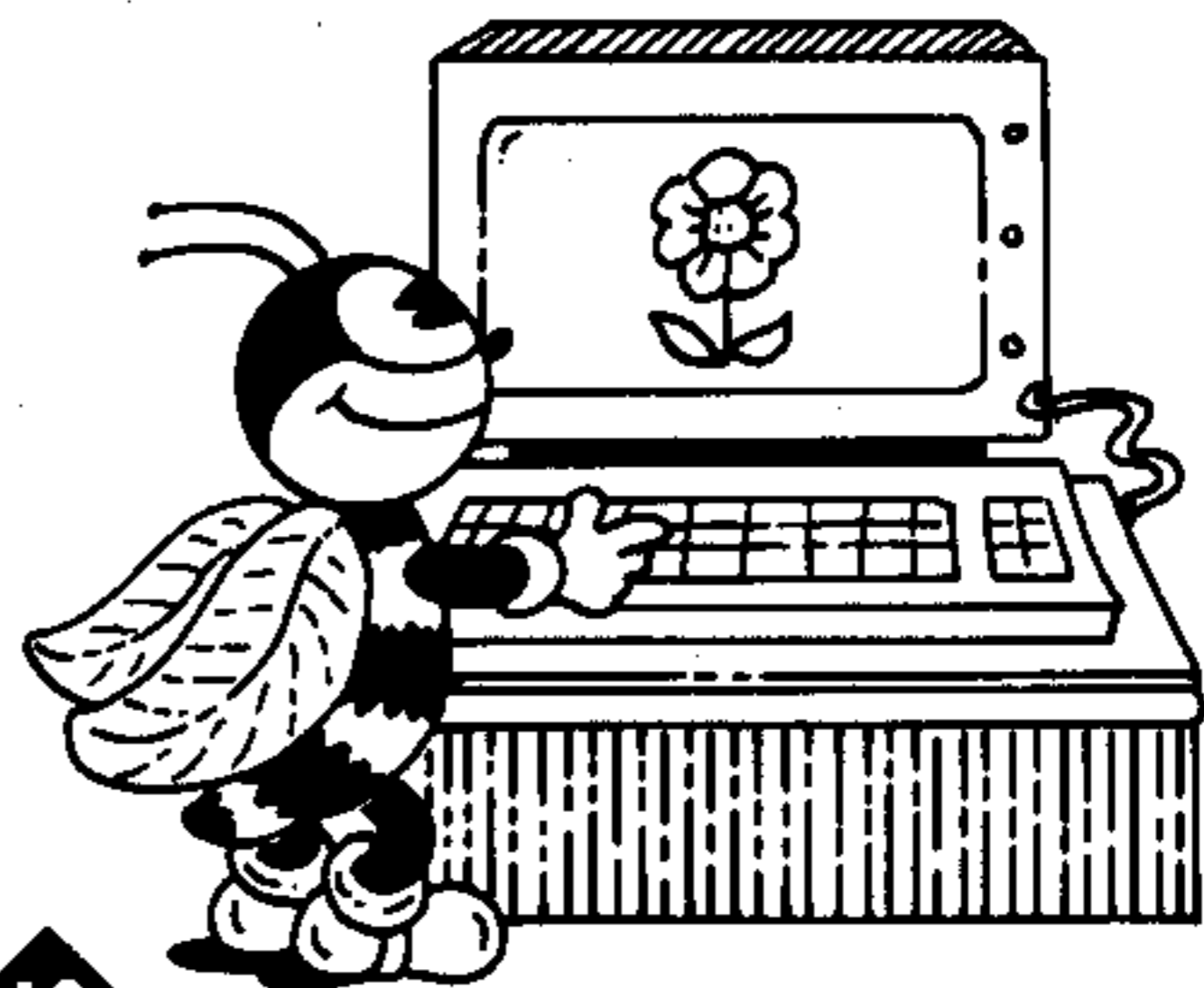
1. What you do to an orange to make juice
2. The opposite of war
3. The joint in the middle of your leg
5. One part of a plant
6. A talk given in front of an audience
7. The opposite of sour

Now play a spelling game
on the computer.

SCORE

Mine: _____

My pal's: _____



LESSON 6

Words in Review

Say each word.

laugh

answer

banana

travel

half

neighbor

mistake

taste

afraid

plain

break

friend

guess

against

energy

sweater

freeze

speech

leaf

peace

Find 10 words in this puzzle. Write the words in the blank spaces below.

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

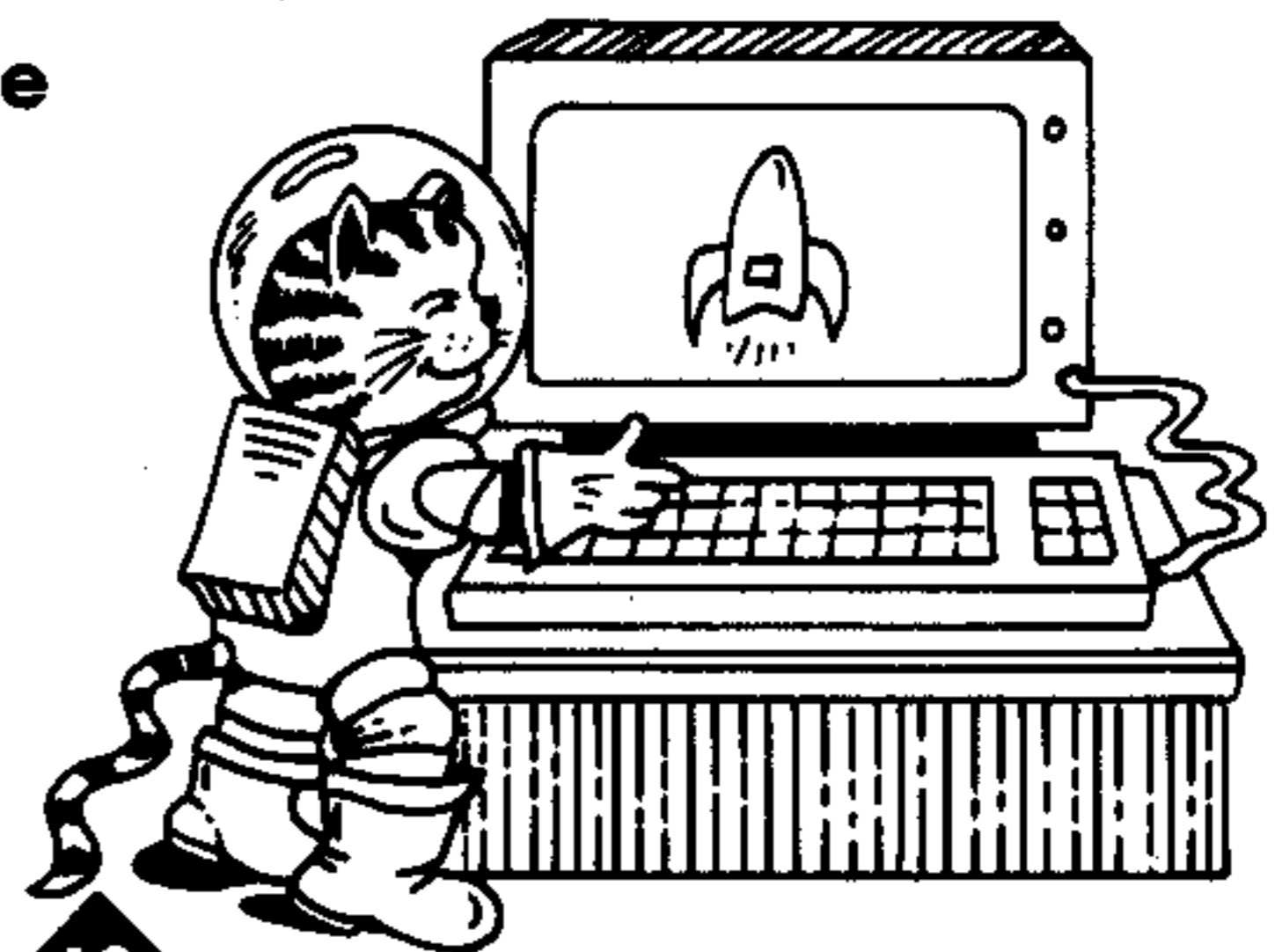
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Now play a spelling game on the computer.

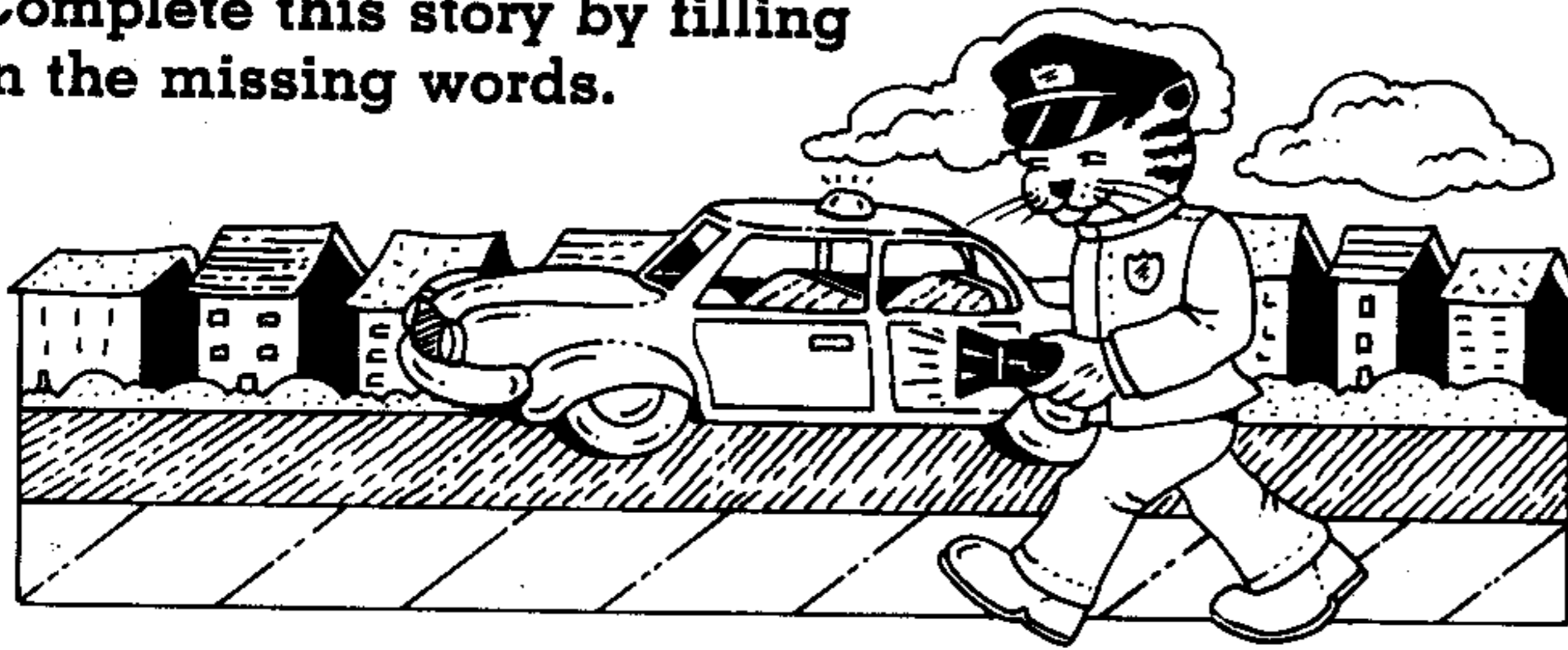
SCORE

Mine: _____

My pal's: _____



Complete this story by filling in the missing words.



I live with my _____ in a big _____ place.

There is something new to see and do _____ day. There are _____ everywhere!

My dad is a policeman. He has a _____ band _____ in the house. I'm not allowed to use it. But one time I had to!

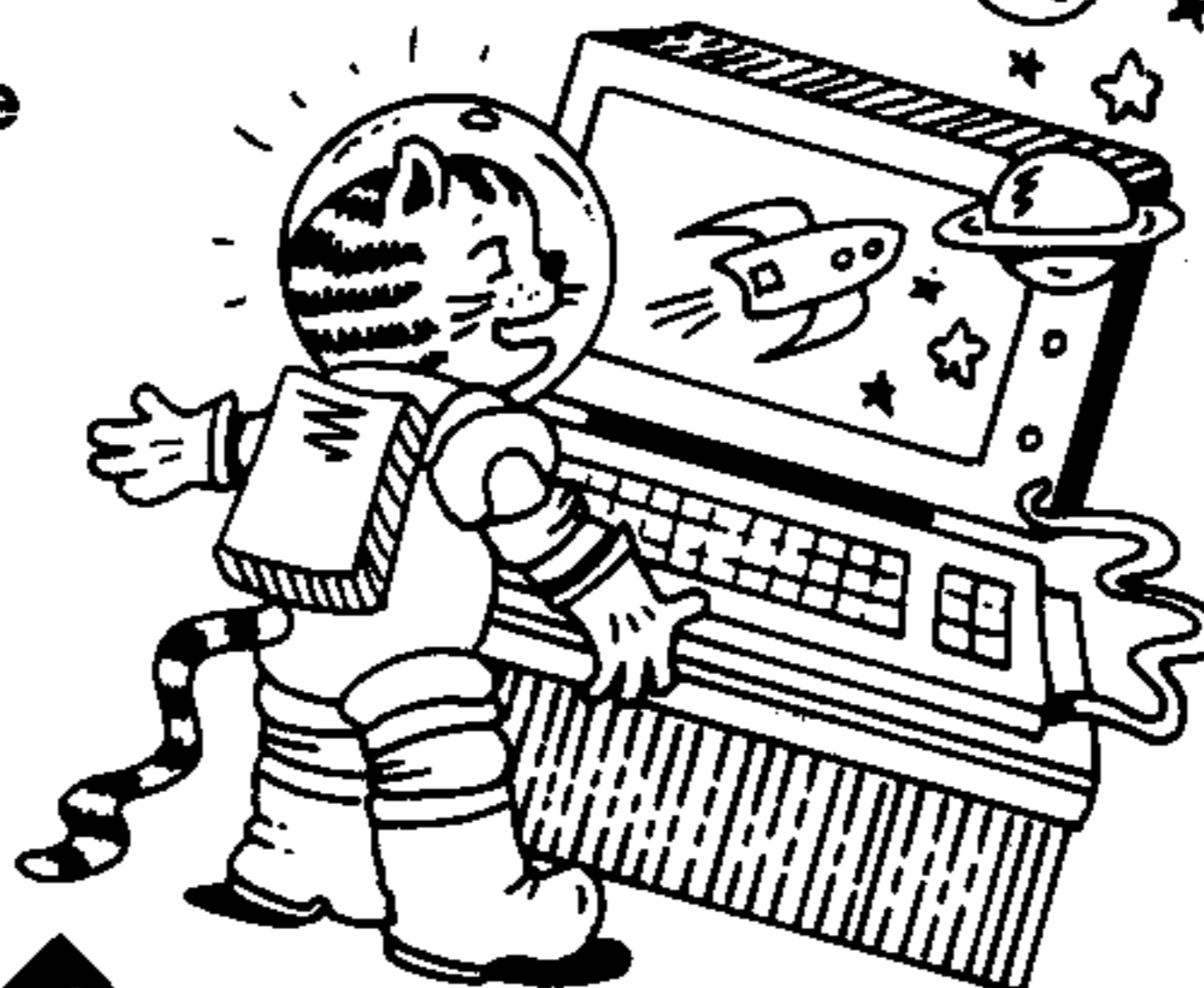
One _____ I was sitting next to the window. I saw a robbery going on in the _____ shop across the street.

I tried to use the phone but got a busy signal. I had to think fast! The radio! I'd seen my dad use it a hundred times. I called a squad car over the radio and reported the crime. It was _____.

The police came and caught the robbers. My dad said that I had done the right thing.

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.

- easy*
- every*
- busy*
- city*
- plenty*
- angry*
- hungry*
- sorry*
- copy*
- family*
- body*
- police*
- radio*
- piano*
- ski*
- pizza*
- zebra*
- secret*
- evening*
- people*

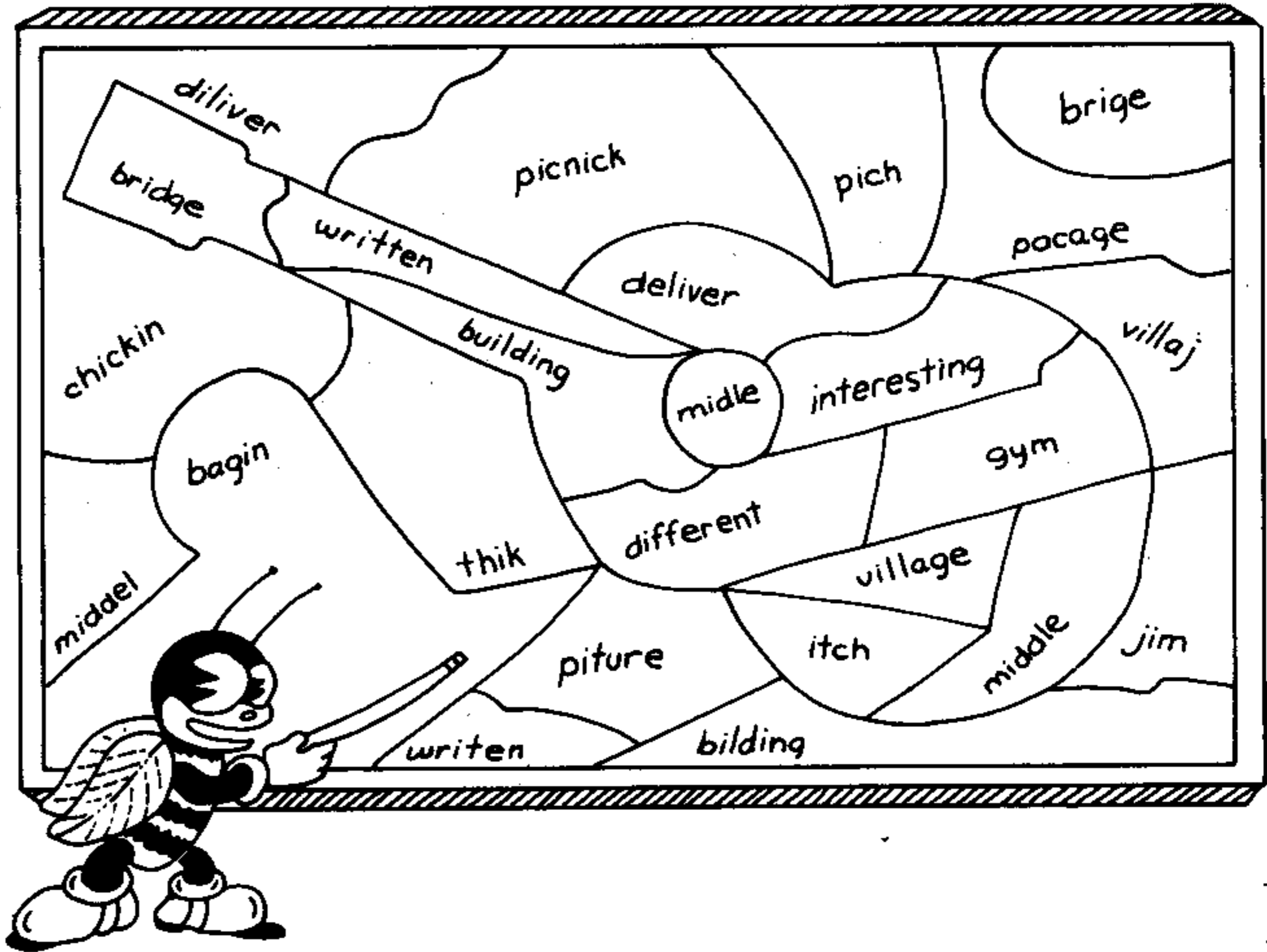
LESSON 8

Words with /i/

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

deliver
quick
interesting
picnic
thick
chicken
itch
pitch
begin
inch
bridge
written
middle
picture
different
village
package
building
guitar
gym

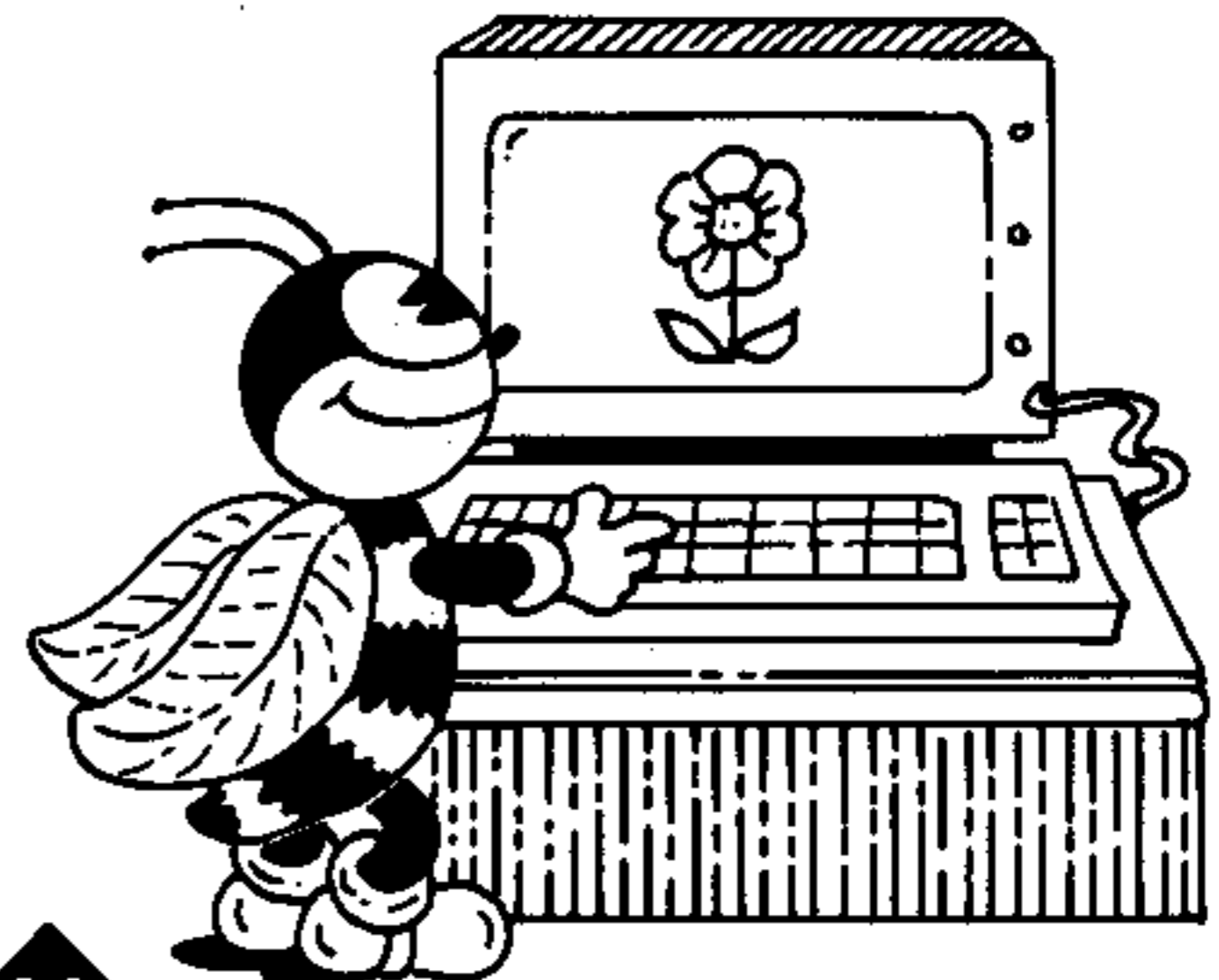
Shade in the shapes containing words that are spelled correctly. Write these words below in the blank spaces.



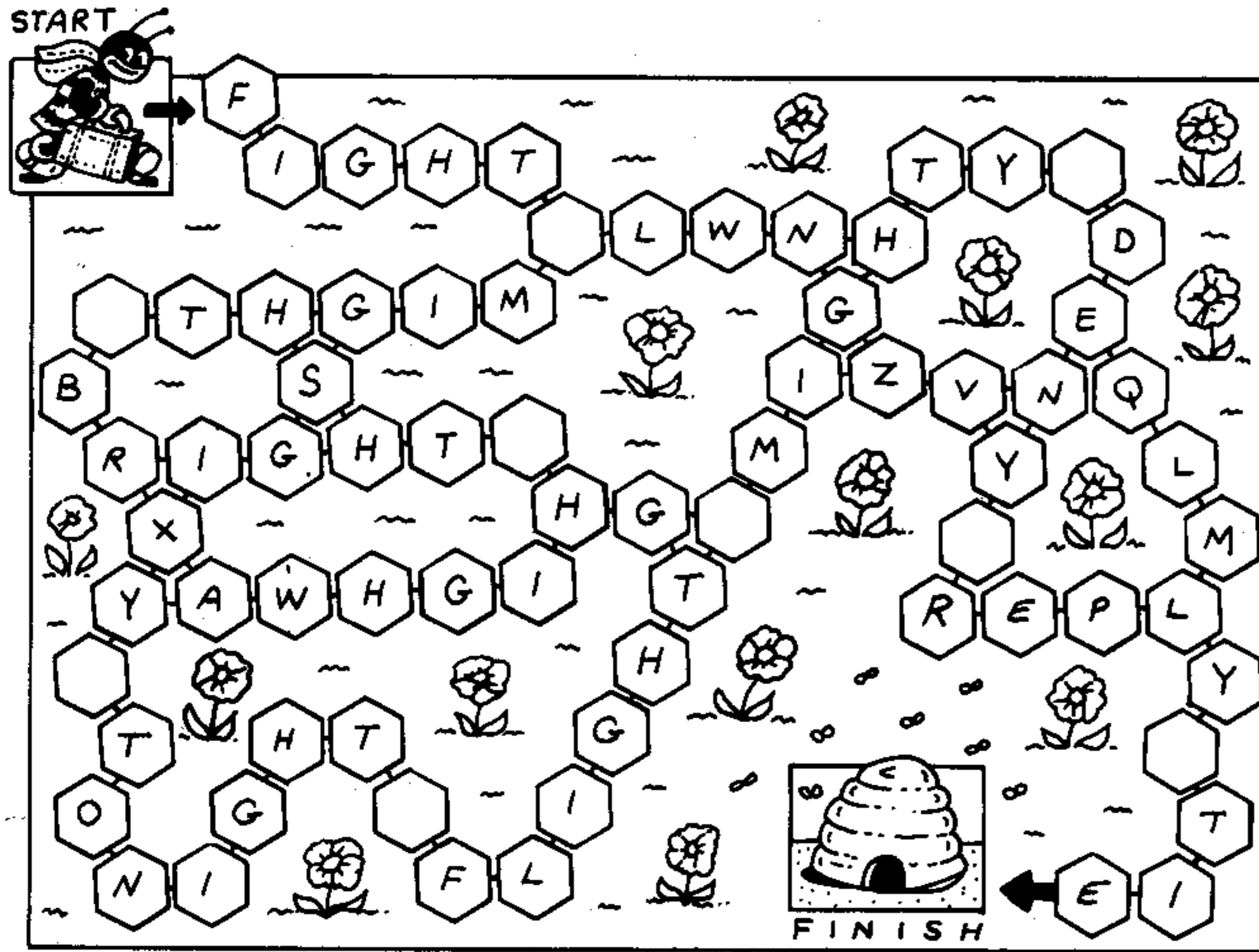
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. What does the shaded area look like?

Now play a spelling game on the computer.

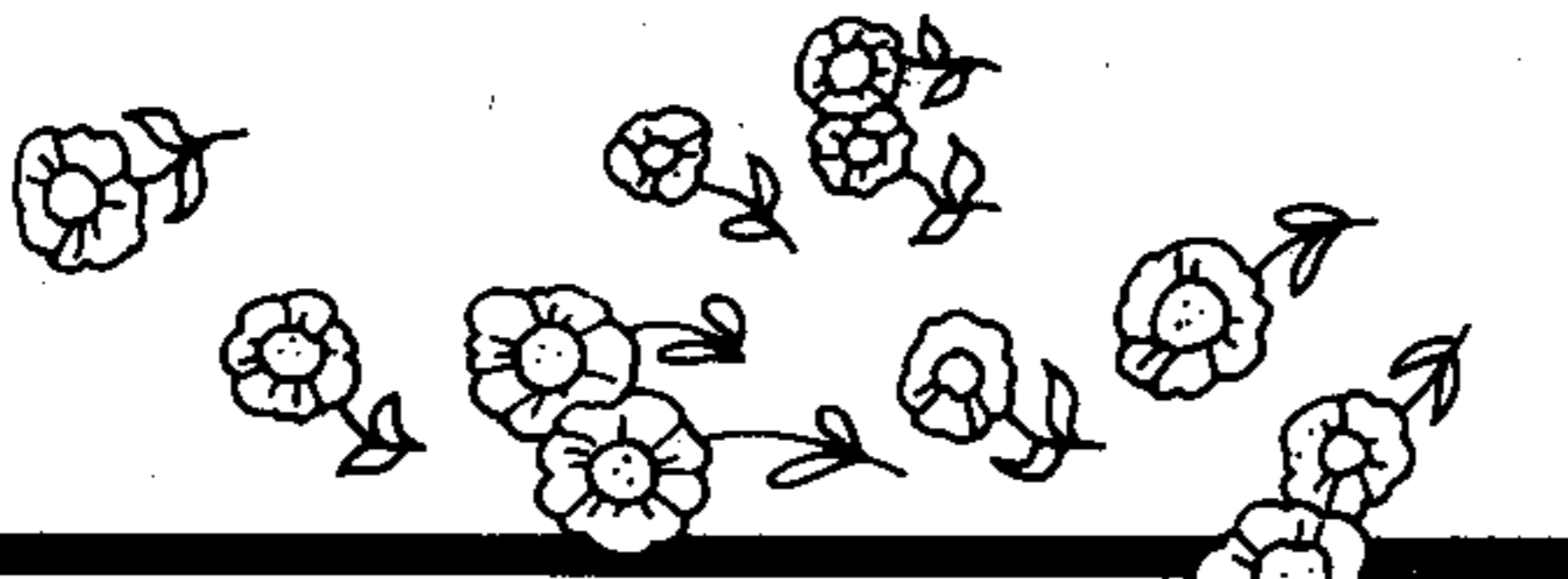
SCORE
Mine: _____
My pal's: _____



Help Bee find the hive. Unscramble each of the words below. Then shade in the honeycomb to spell the words. (Hint: The first letter to be colored is f.)



- | | | | |
|------------|-------|-----------|-------|
| 1. hgfti | _____ | 6. lhgitt | _____ |
| 2. ihtmg | _____ | 7. tmhyig | _____ |
| 3. rgthib | _____ | 8. nyed | _____ |
| 4. hwgyahi | _____ | 9. ypler | _____ |
| 5. tnghtot | _____ | 10. iet | _____ |

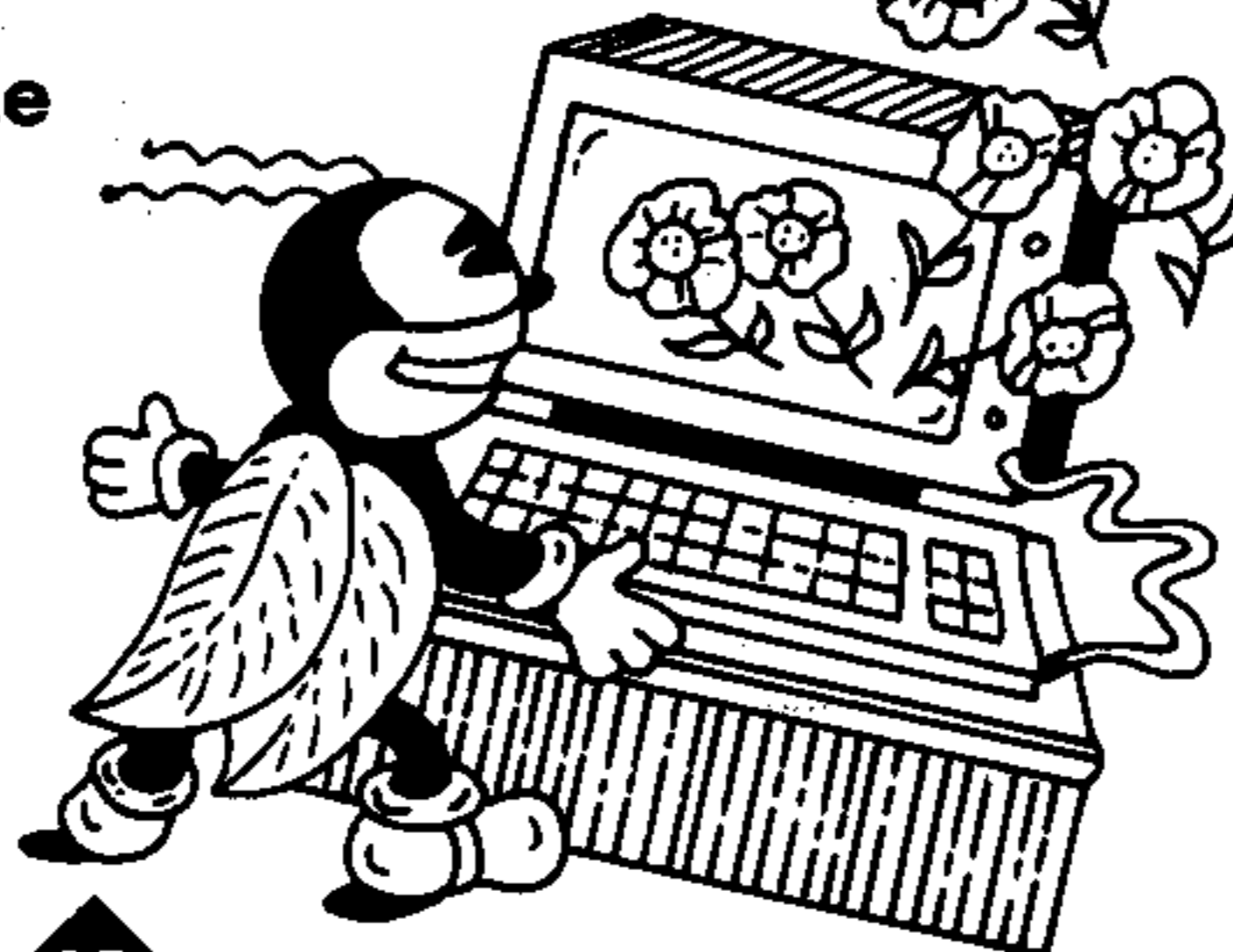


Now play a spelling game on the computer.

SCORE _____

Mine: _____

My pal's: _____



LESSON 9

Words with /ī/

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

fight

right

might

sight

bright

high

highway

lightning

tonight

midnight

flight

night

mighty

deny

reply

supply

spy

dry

die

tie

LESSON 10

Words with /i/

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

life

knife

slide

beside

twice

wise

size

surprise

write

smile

sunshine

awhile

quiet

iron

child

behind

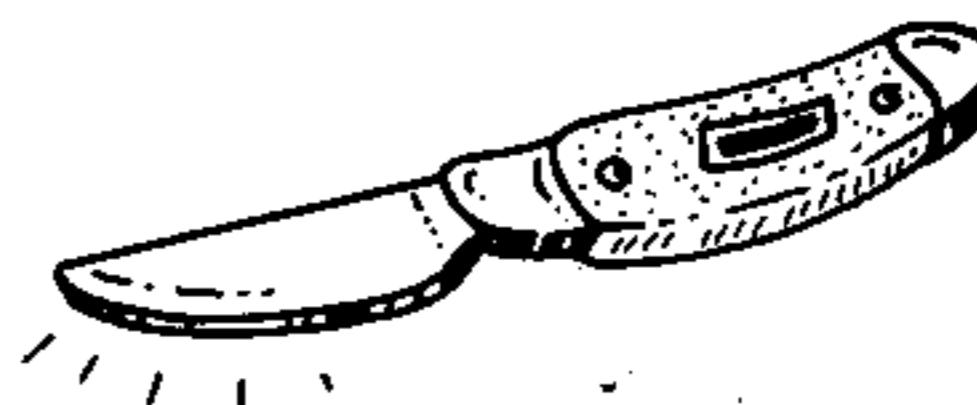
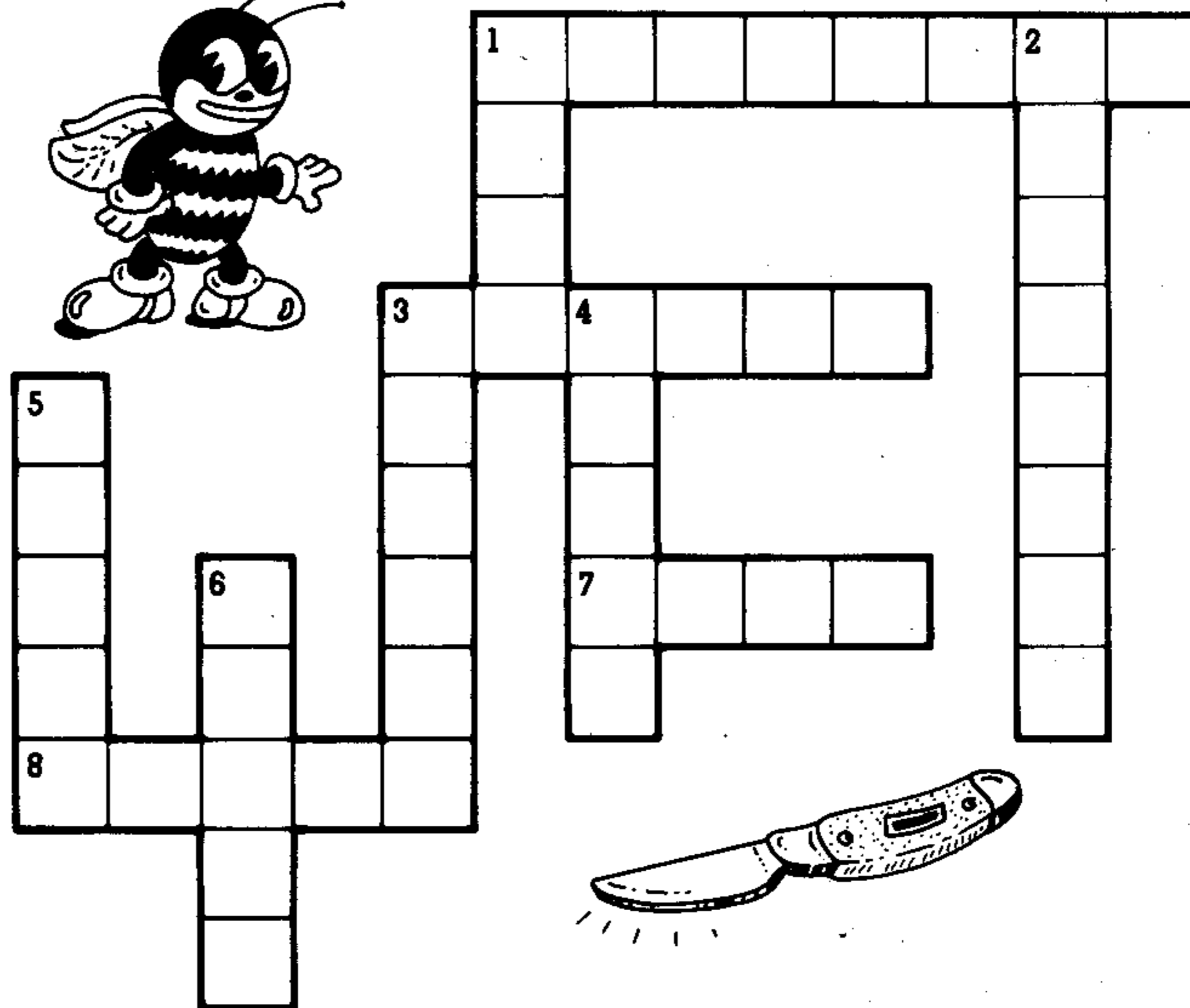
blind

climb

giant

buy

Try this crossword puzzle.



Across

1. To catch off guard
3. Next to
7. From birth to death
8. Not being able to see



Down

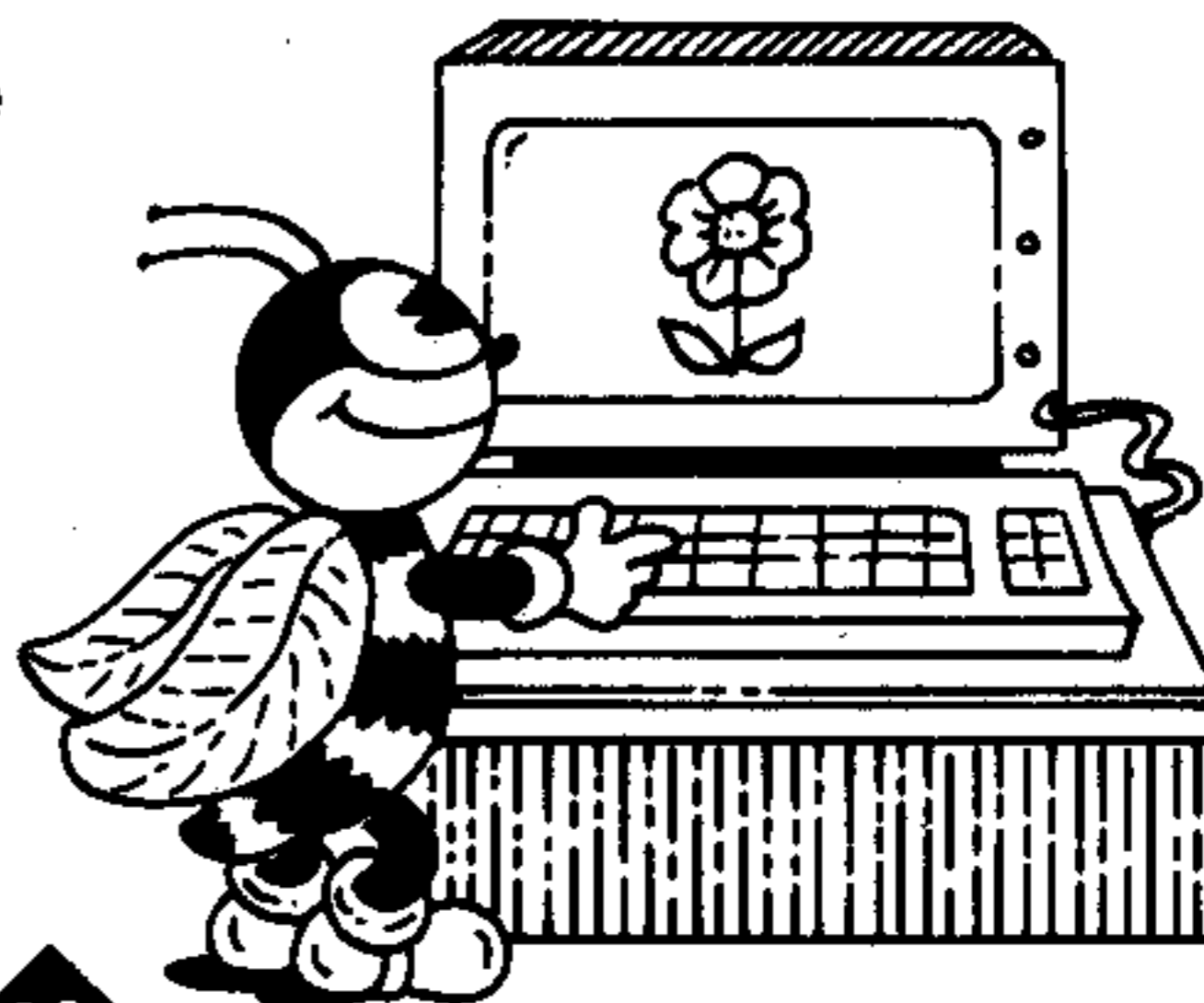
1. The dimensions of something
2. What makes the day bright
3. In back of
4. A pleasant response
5. What you do to get to the top of something
6. A cutting instrument

Now play a spelling game on the computer.

SCORE _____

Mine: _____

My pal's: _____



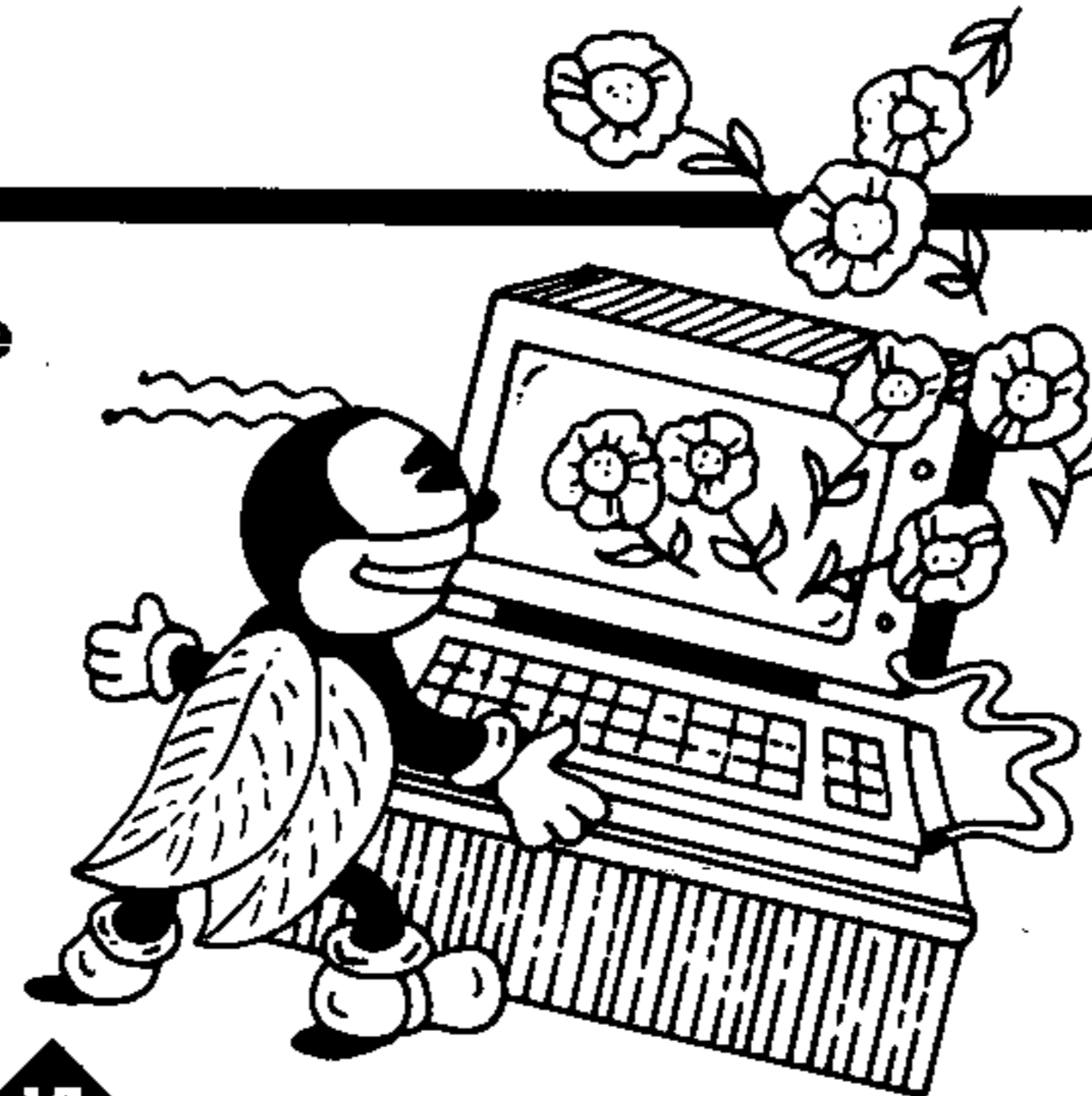
Complete these silly definitions. The last two words in each sentence should rhyme.



1. Loren's tales are Lorie's _____.
2. Abraham's new twins are Abie's _____.
3. Leonard's piggy bank is filled with Lenny's _____.
4. Mr. Rush has a brush company that makes Rush's _____.
5. My uncles are my mother's _____.
6. Beatrice's orchard is filled with Bea's _____.
7. Gustav's fleet of vans are Gus's _____.
8. Michael's long walks are Mike's _____.
9. Cassandra's ballet lessons are Cass's _____.
10. Trisha makes plates called Trish's _____.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Plurals

Say each word.

brothers

trees

pockets

rocks

hikes

gloves

dishes

classes

brushes

inches

branches

peaches

buses

foxes

boxes

stories

babies

cities

pennies

families

LESSON 12

Words in Review

Say each word.

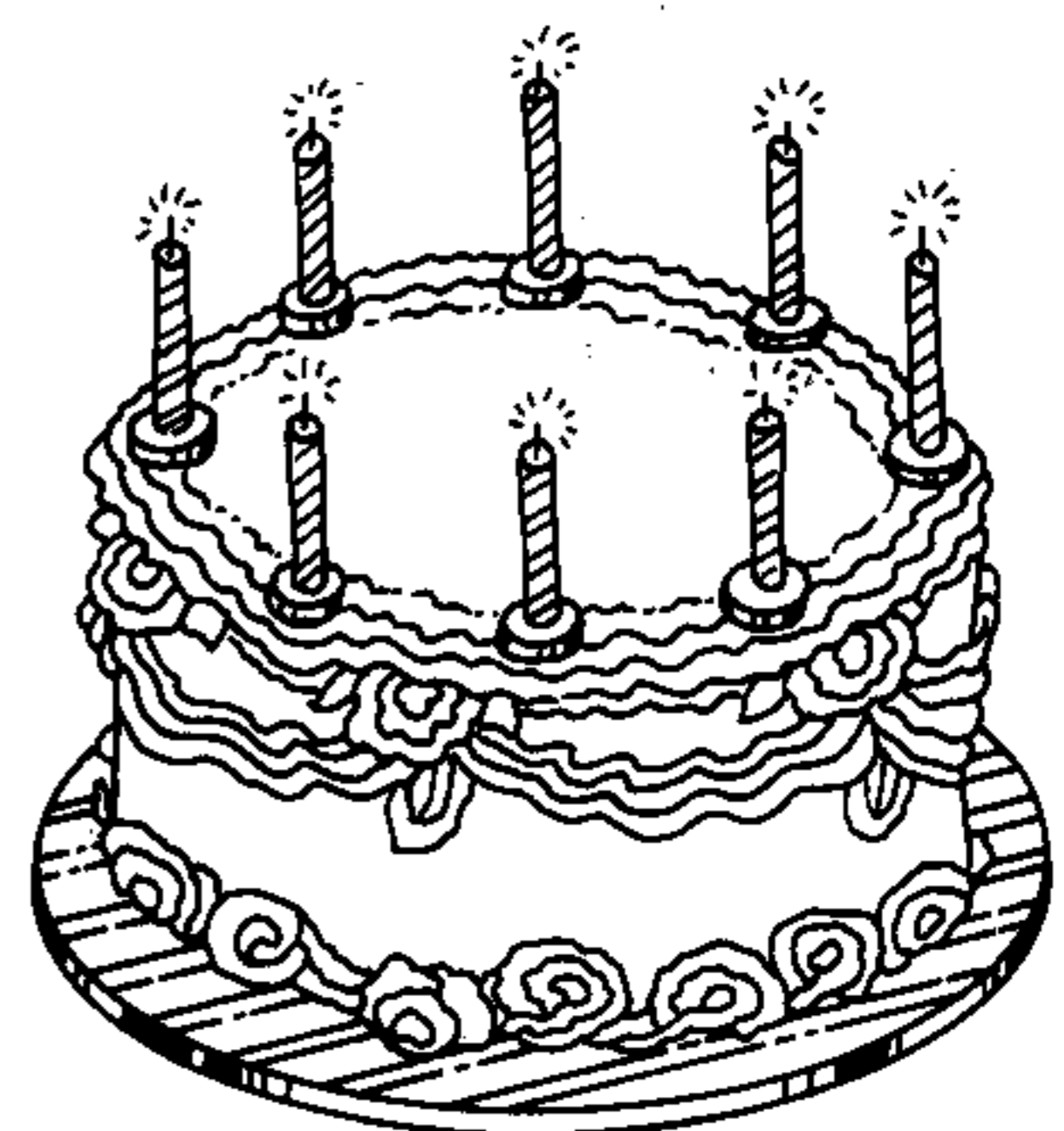
evening
family
secret
radio
police
people
pitch
interesting
different
gym
package
building
lightning
flight
supply
buy
surprise
quiet
giant
tie

Use this code to decode the following invitation. Write the missing words in the blank spaces below.

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
⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙

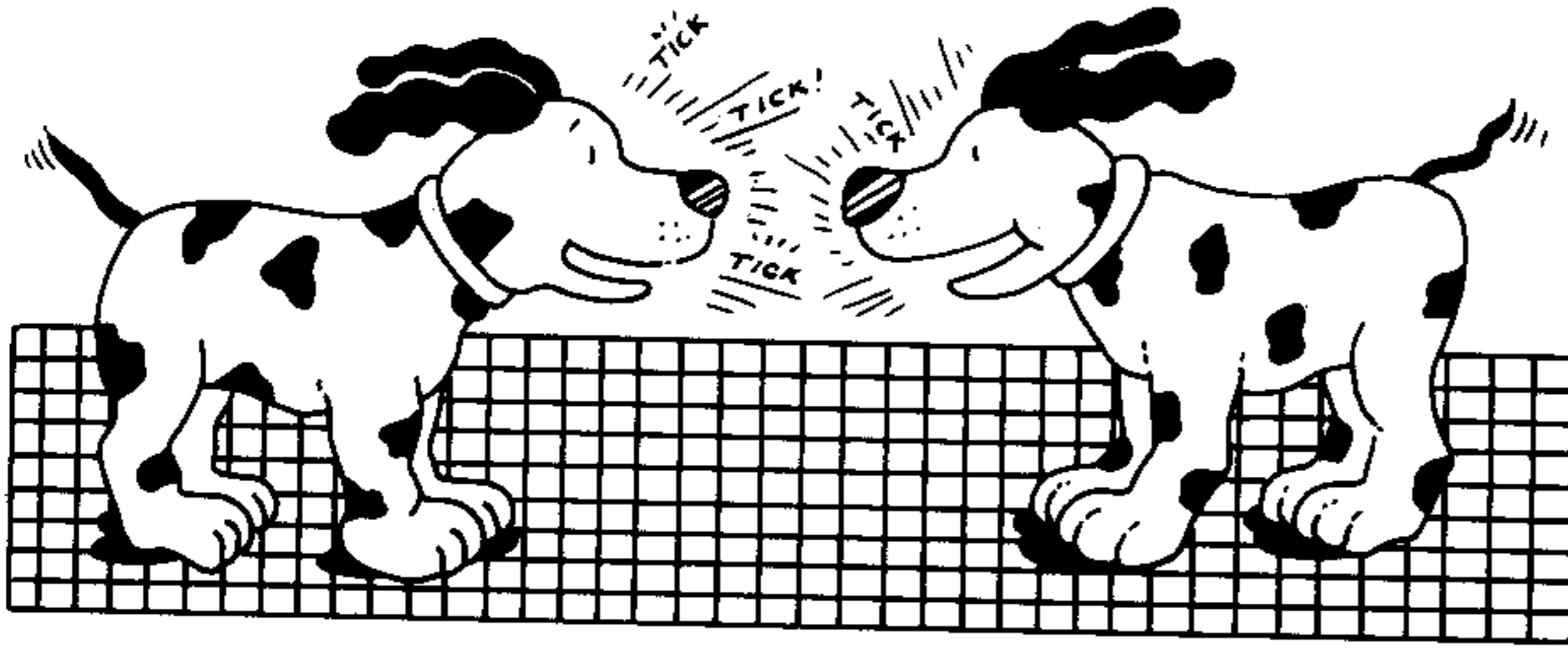
You are invited to a (1) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ party. The place it's
 being held is a (2) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ party. It will be
 Friday (3) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ . You should
 (4) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ a present, put it in a
 (5) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ (6) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ,
 and (7) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ it with a bow. We will
 (8) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ the food and the interesting
 (9) ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ . See you there.

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



Unscramble the letters in the boxes to find out where the party is. It's in the _____ .

Fill in the missing words to complete these jokes.



1. What happens if dogs _____ a watch?
They get ticks!
2. Why did the _____ walk on the long stick?
She wanted to get on the _____ staff.
3. If Washington's _____ is lost in the
woolen _____, how many w's are
there in all? There are no w's in *all*.
4. Why did Ted put a _____ in the freezer?
He wanted cold, hard cash.
5. Why did the student _____ math puzzles?
Because he's a _____ child.
6. When it's 13 _____, what time is it?
It's time for a new clock.
7. Did you hear the joke about the _____?
It didn't make cents (sense)!



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 pot.

beyond

forgot

doctor

o'clock

cotton

solve

model

problem

knot

knock

bottom

hospital

dollar

contest

hobby

object

wash

wallet

watch

swallow

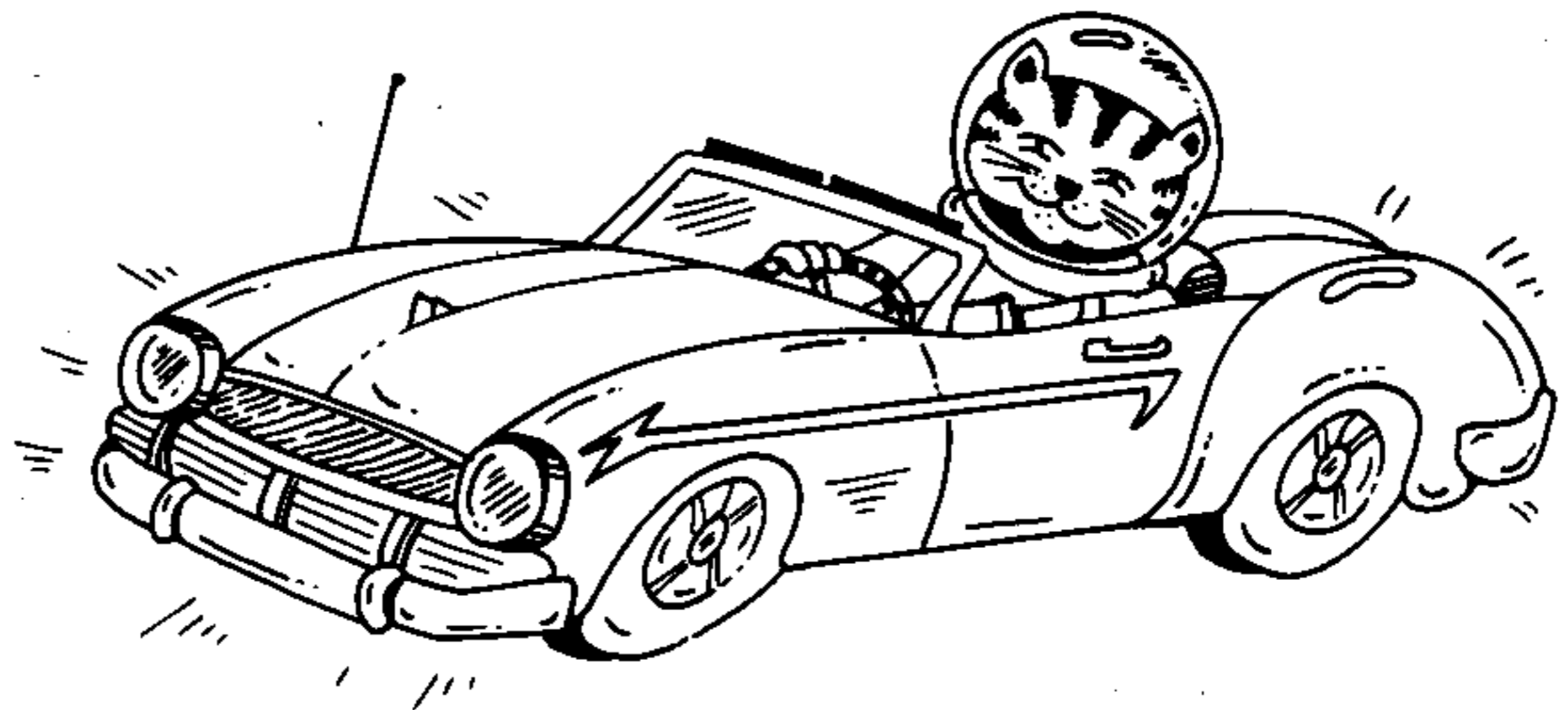
LESSON 14

Words with /ō/

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

- almost*
- comb*
- ocean*
- zero*
- pony*
- only*
- total*
- obey*
- hotel*
- motor*
- program*
- poem*
- clothes*
- coach*
- oak*
- coast*
- soap*
- throat*
- toe*
- goes*

In the blank spaces below, write the words that fit each definition. Then unscramble the letters in the magic boxes to find the answers to the questions.



1. A sum. _ _ _ _
2. A kind of tree. _ _ _
3. Use this for your hair. _ _ _
4. Just about, but not quite. _ _ _ _ _
5. Nothing. _ _ _

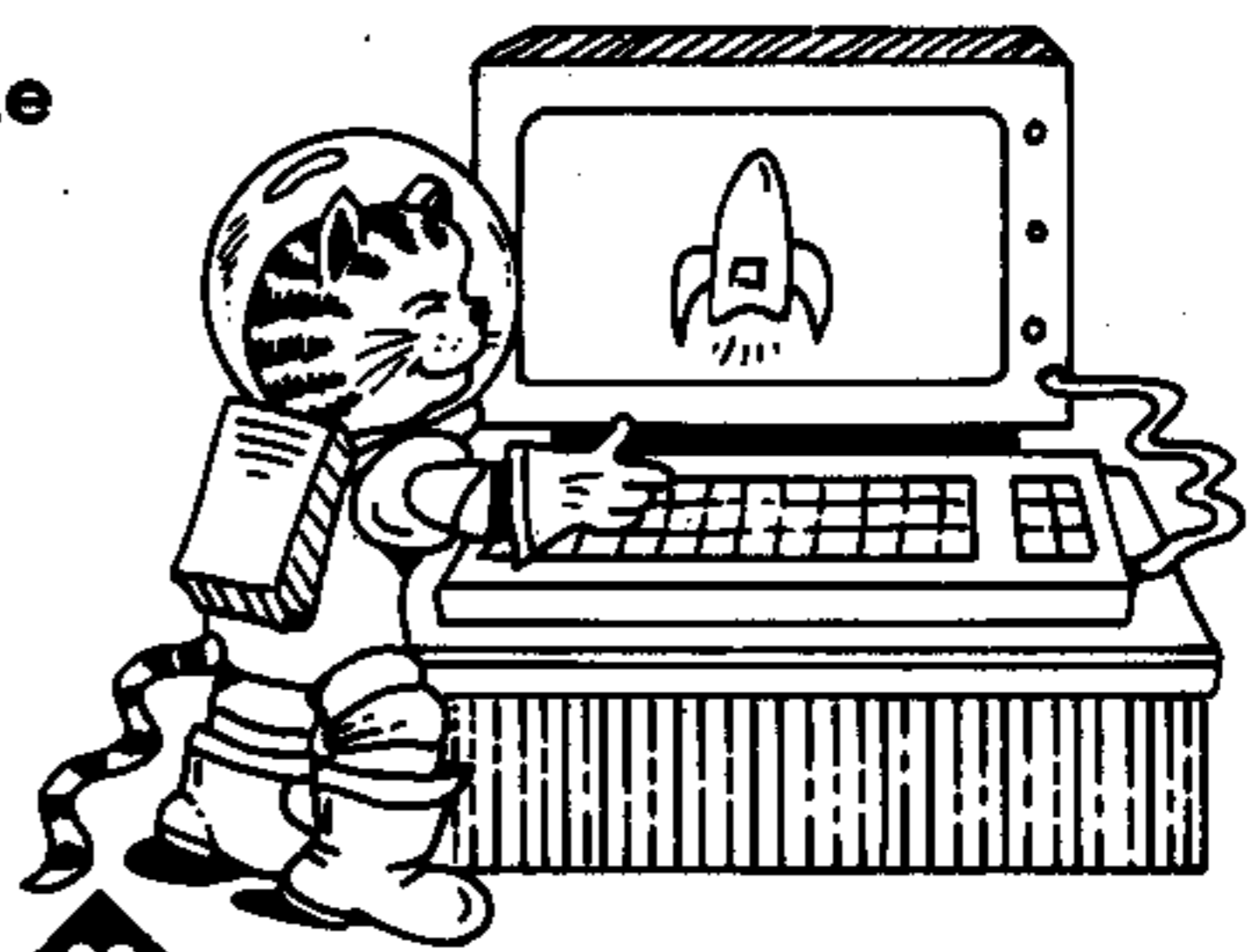
What makes a car run? A

6. You wash with this. _ _ _ _
7. Food goes through this to get to your stomach. _ _ _ _
8. Atlantic or Pacific. _ _ _ _ _
9. A place to stay overnight. _ _ _ _ _
10. A television show. _ _ _ _ _

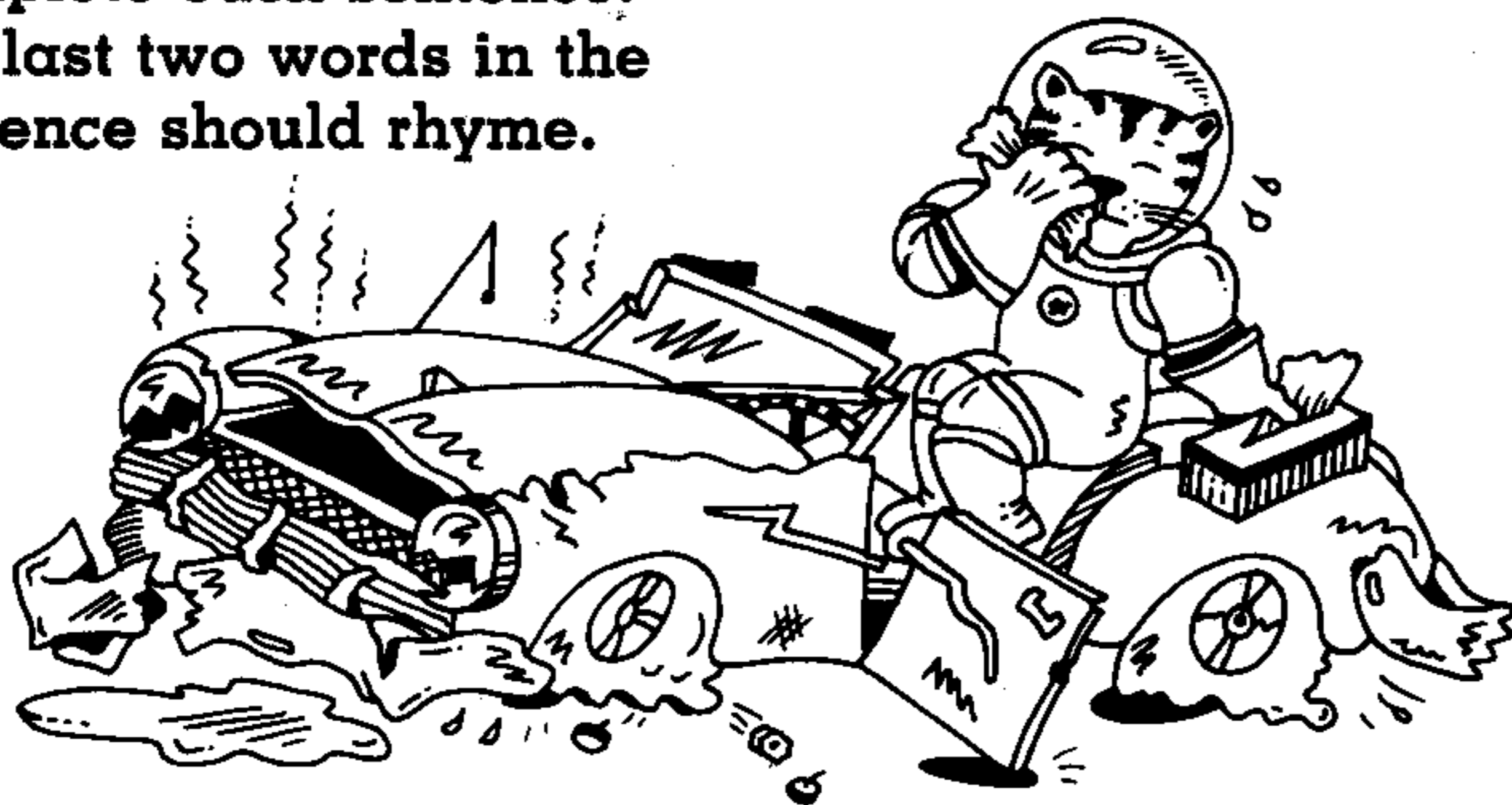
What is land near the ocean called? The _ _ _ _ .

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Complete each sentence.
The last two words in the sentence should rhyme.



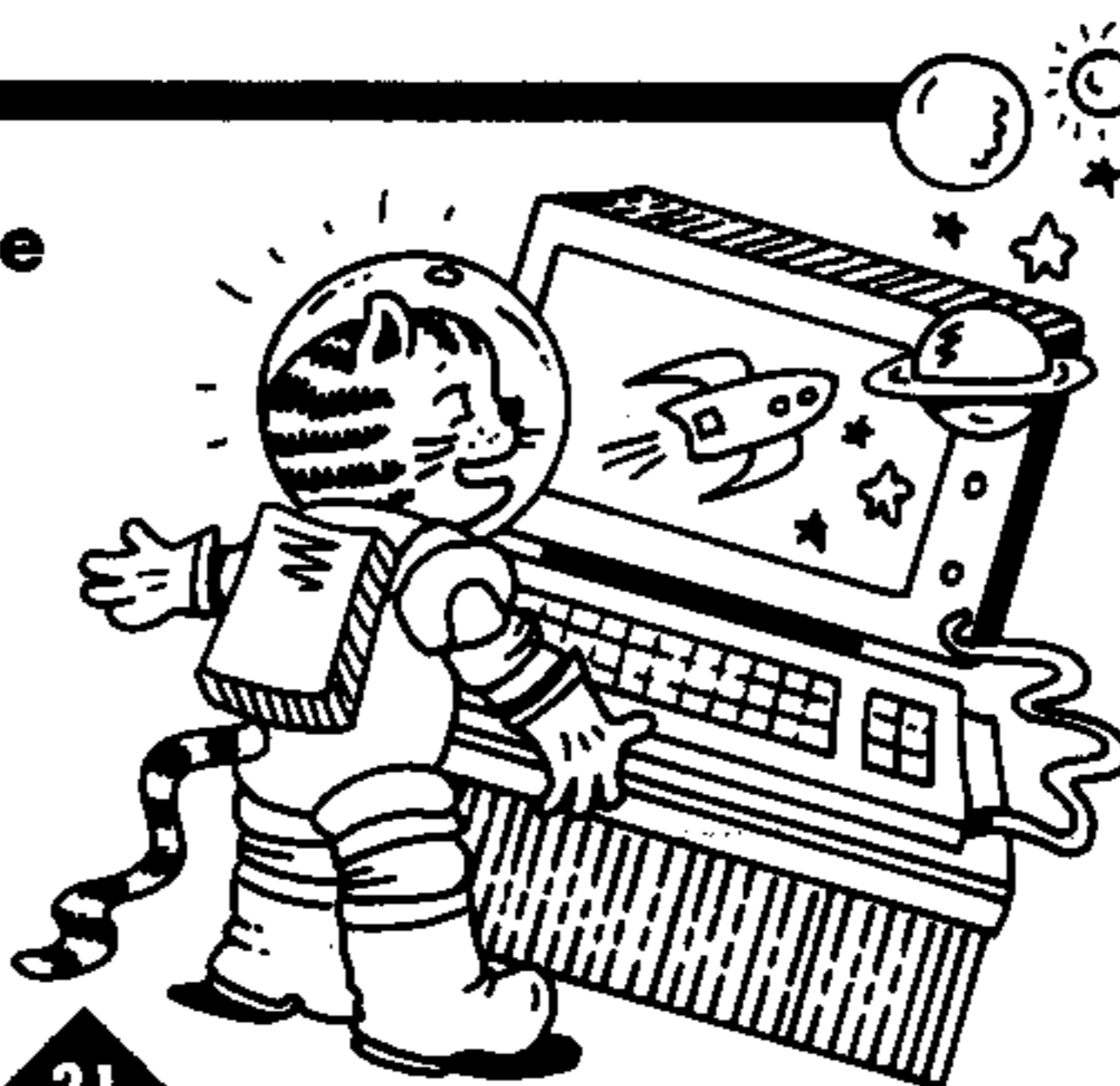
1. To cry by yourself is to moan _____.
2. To ask for a loan the day after today is to borrow _____.
3. When the chicken dropped the egg, the yolk _____.
4. Instead of blue shoes, I _____ rose.
5. The thieves were disappointed because instead of stealing diamonds they _____ coal!
6. The gardner couldn't water the lawn in the winter because the hose _____.
7. The same person as I would be my _____ clone.
8. I could breathe again when my _____ unfroze.
9. An entertainment expert _____ shows!
10. To become humble over a long period of time is to become lowly _____.

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.

nose

froze

chose

close

those

broke

alone

explode

stole

knows

slowly

below

shadow

hollow

tomorrow

own

window

elbow

pillow

though

LESSON 16

Words with /ŭ/

Say each word.

Listen for the /ŭ/ sound and in cut.

brush

until

under

jungle

fudge

button

subject

hundred

knuckle

suddenly

hunt

double

trouble

enough

rough

tough

country

touch

couple

does

There are 10 words hidden in this puzzle. Use the clues below to figure out the words. Then circle the words in the puzzle.

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

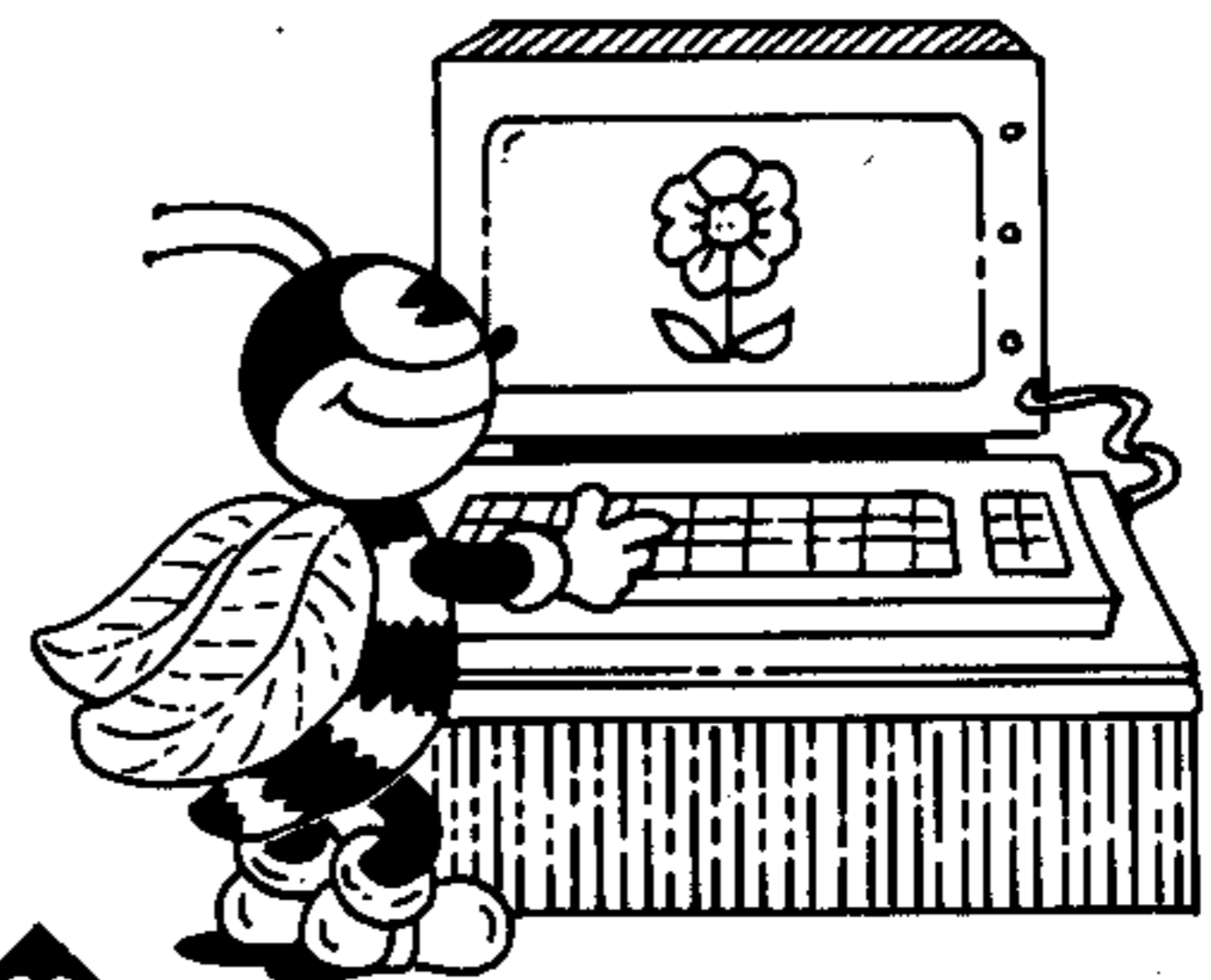
- The number after 99.
- Where lions live.
- Part of a finger.
- Opposite of over.
- Part of your coat.
- A type of candy.
- You use this on your hair.
- Not smooth.
- Twice as much.
- How animals get their food.

Now play a spelling game on the computer.

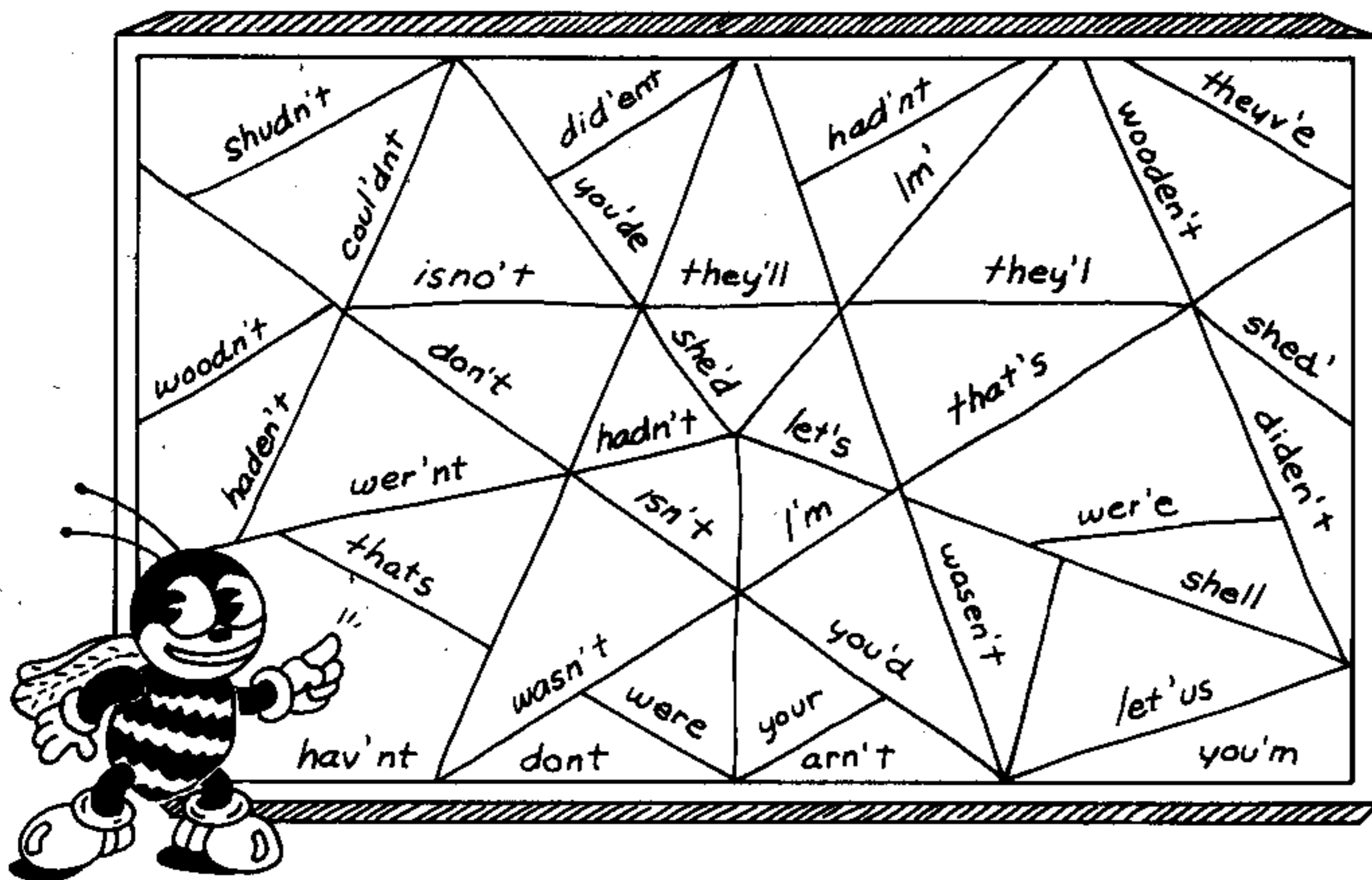
SCORE

Mine: _____

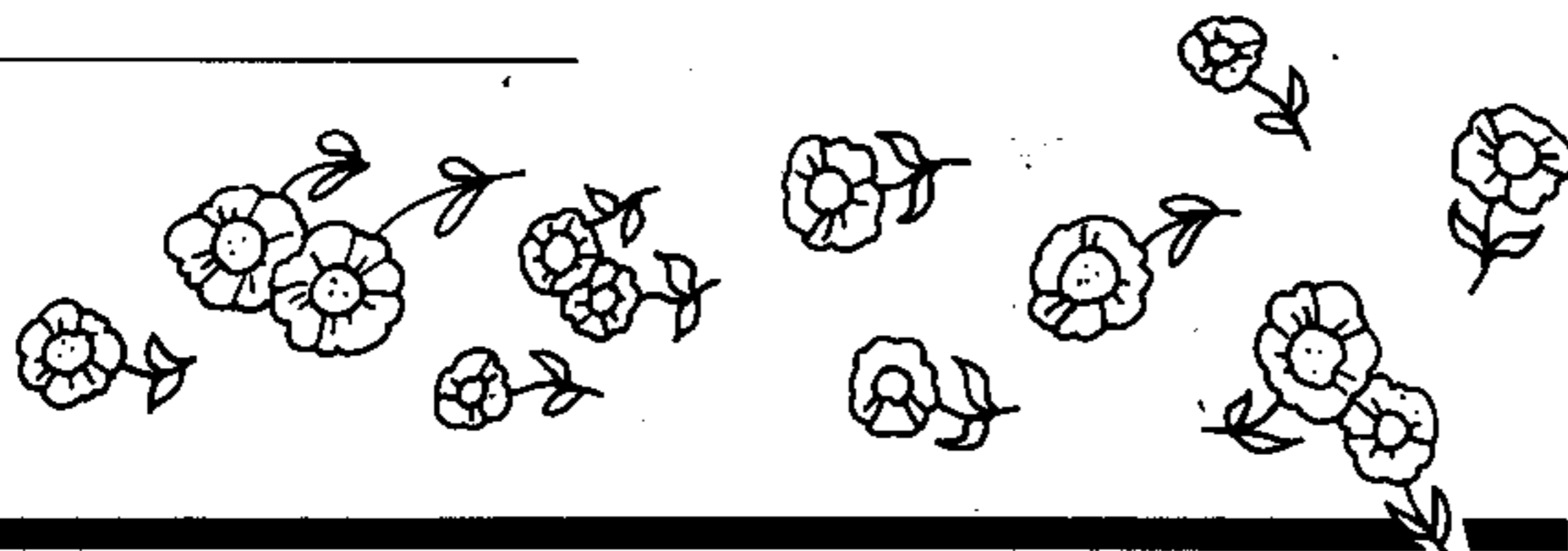
My pal's: _____



In this triangle tangle, find the 10 contractions that are spelled correctly. Shade in the triangles containing these contractions. Write the contractions below.

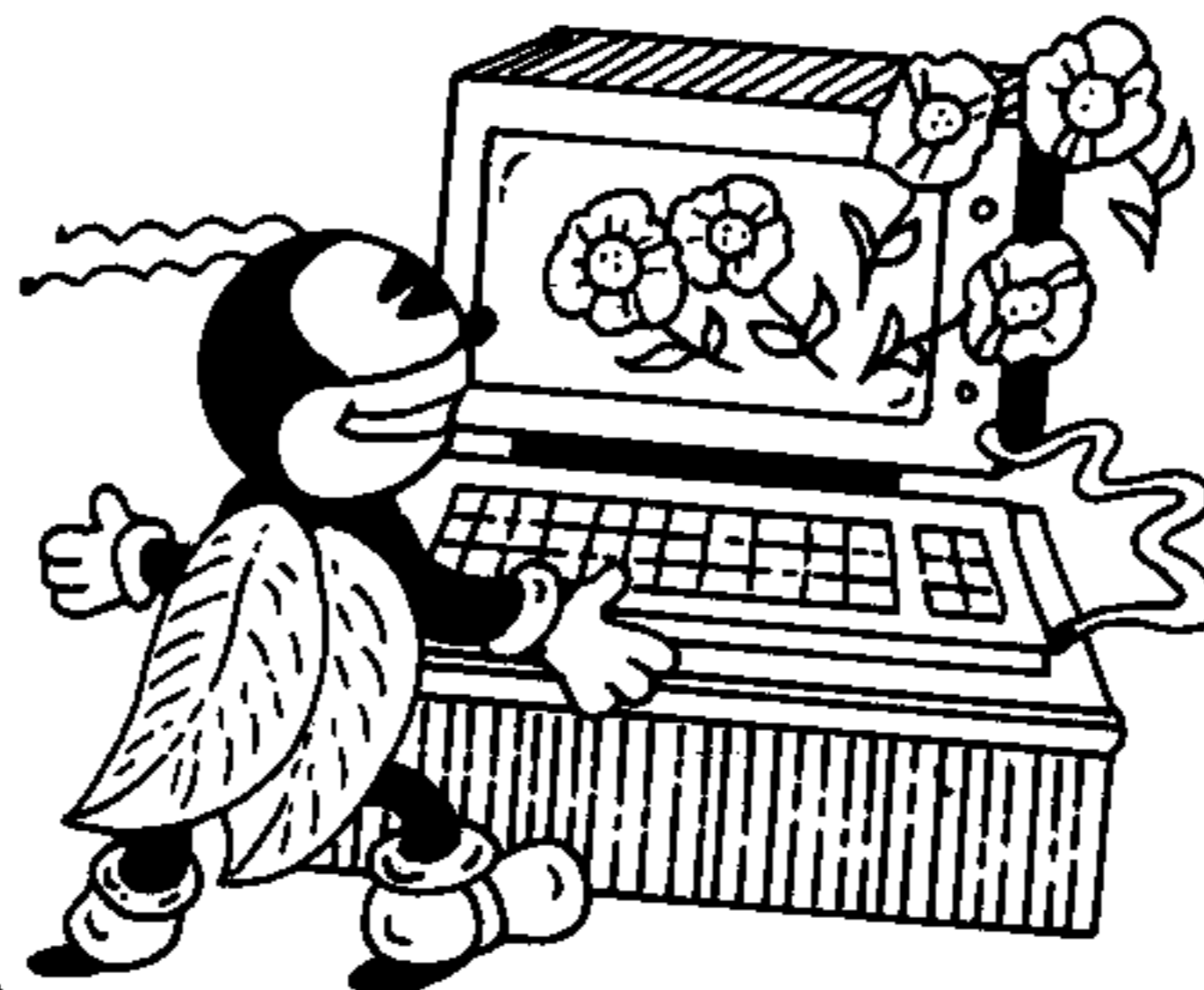


1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. What does the shaded area look like?



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Contractions

Say each word.

don't

doesn't

didn't

isn't

hadn't

wasn't

weren't

aren't

haven't

couldn't

wouldn't

shouldn't

I'm

you'd

she'd

they'll

they've

we're

let's

that's

LESSON 18

Words in Review

Say each word.

swallow

solve

hospital

problem

hobby

knock

poem

obey

throat

goes

motor

froze

shadow

tomorrow

though

subject

double

trouble

does

suddenly

Cross out the P's, D's, and Q's to find 10 words. Write these words in the blank spaces below.

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

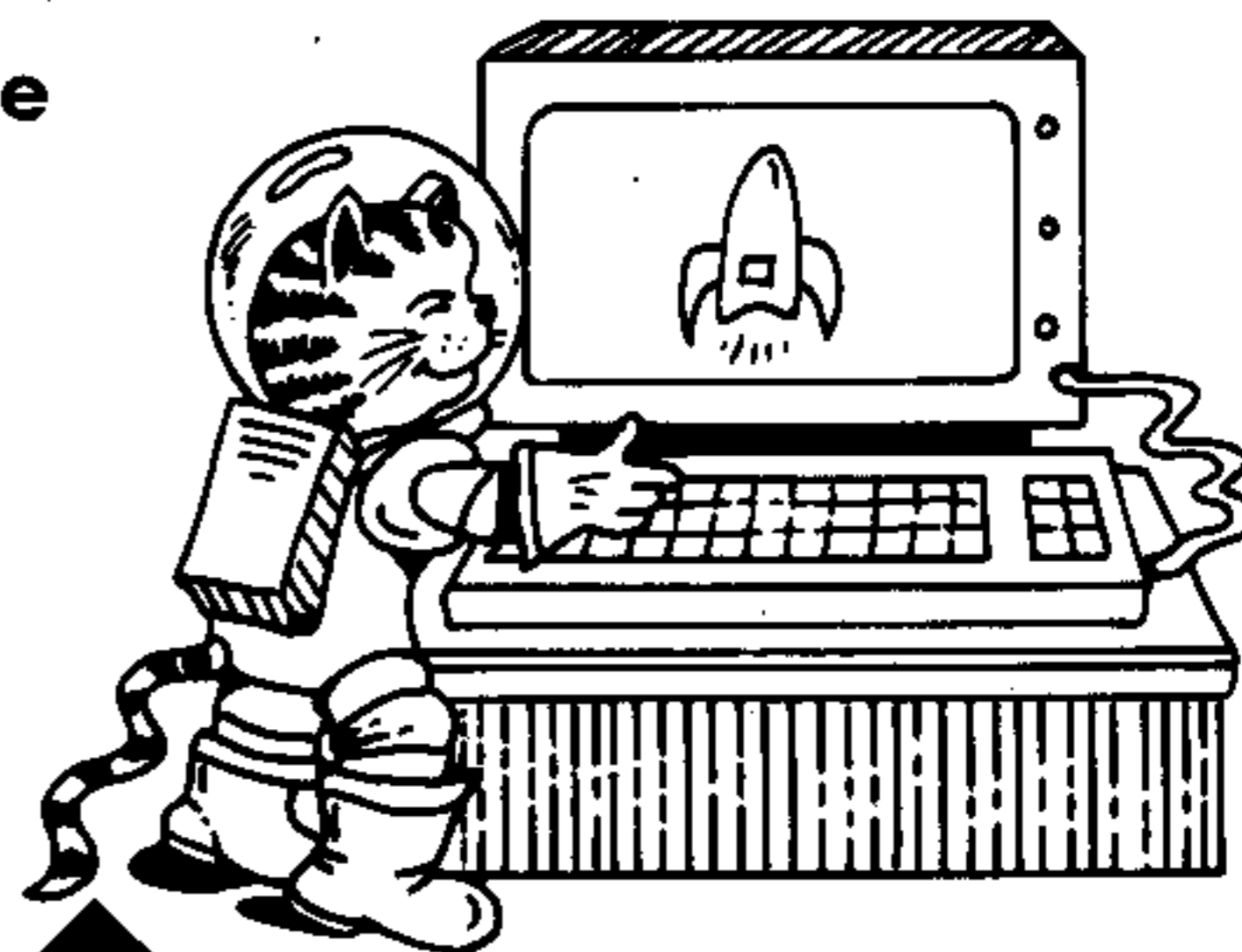
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Now play a spelling game on the computer.

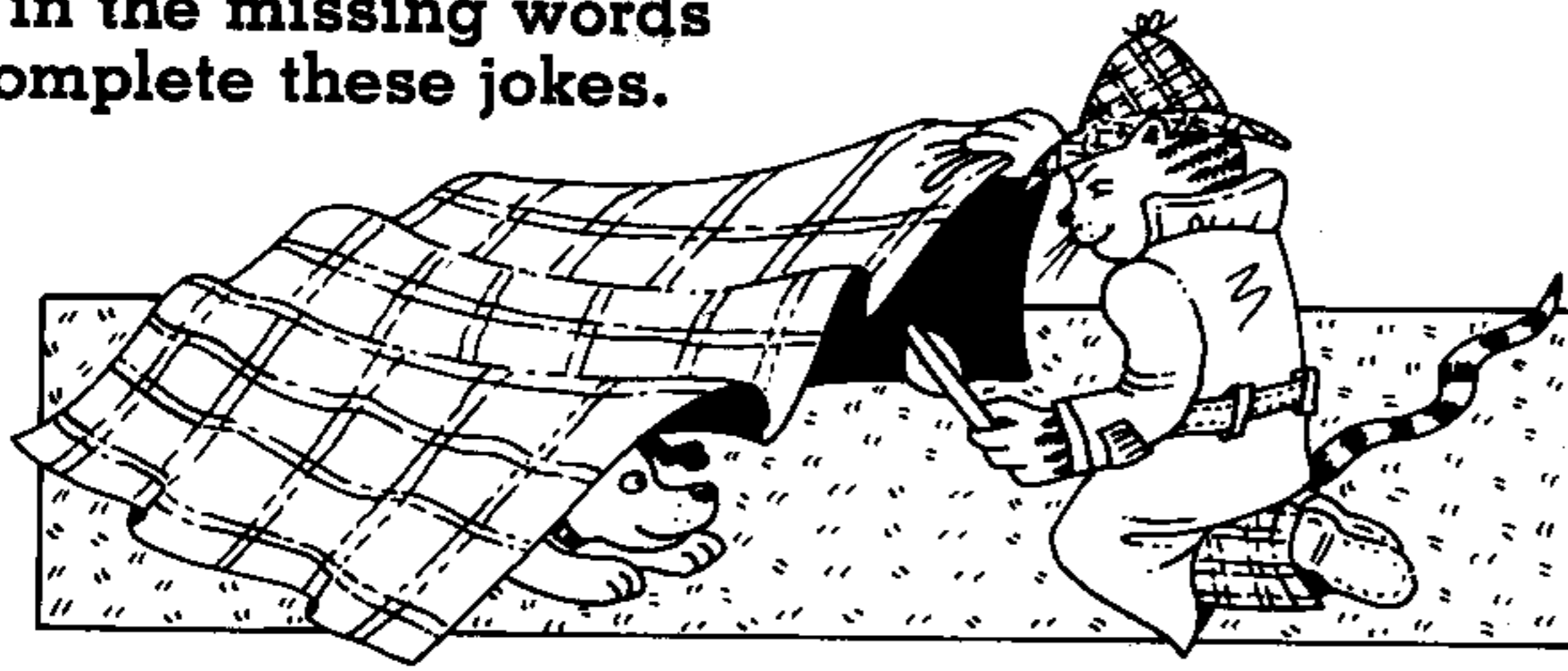
SCORE

Mine: _____

My pal's: _____



Fill in the missing words to complete these jokes.

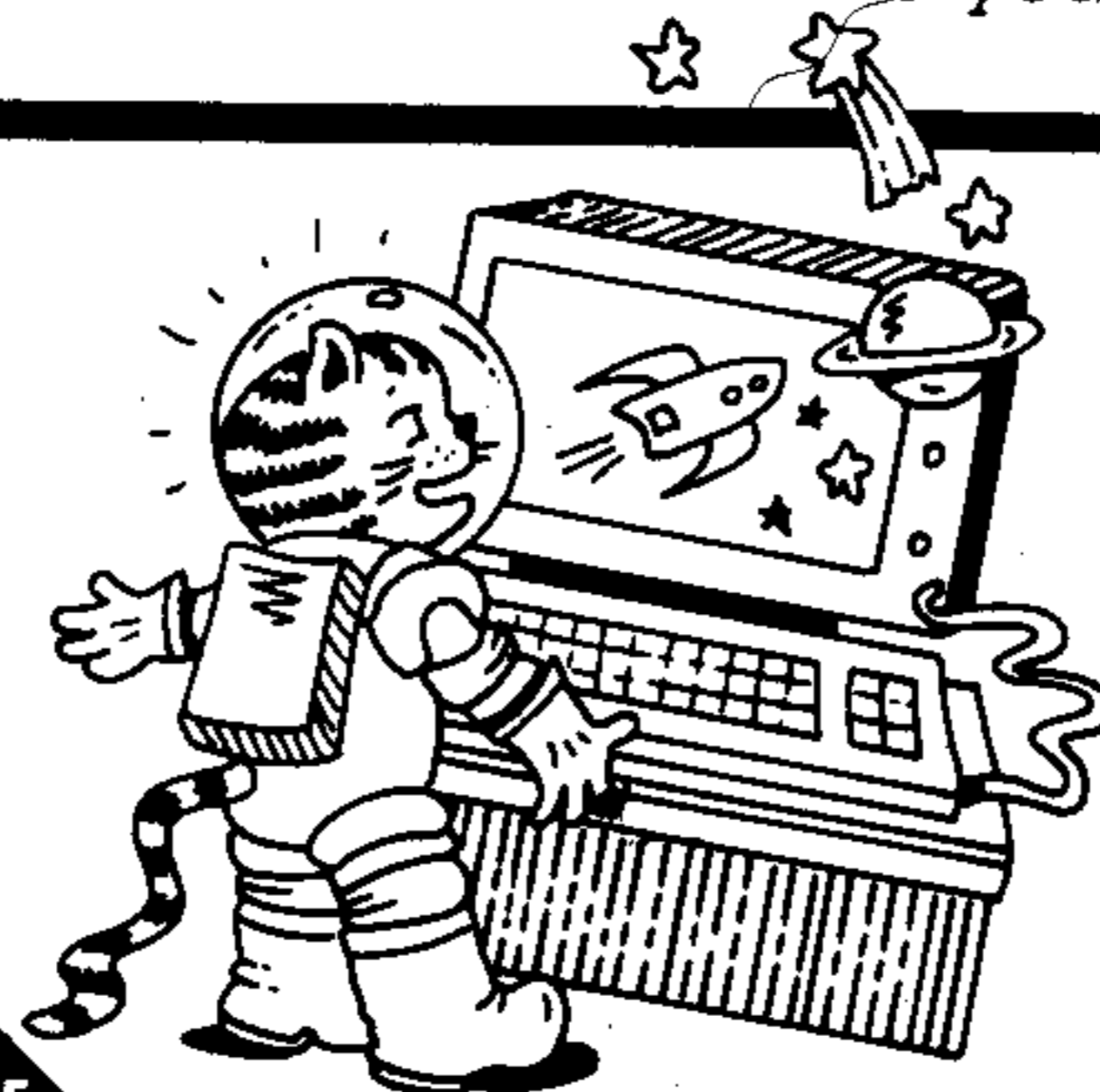


1. Why did the spy wear a blanket?
Because he was an under _____ agent.
2. What kind of key isn't a key?
A _____.
3. What was the one thing the woman with 13 sons did not want her boys to have?
_____.
4. Which _____ likes to parade? March.
5. Which dessert can you eat and use to clean the sink?
A _____ cake.
6. What's the best number to be at the end of a game?
_____ (one).
7. Knock, knock!
Who's there?

_____ who?
Done know who I am.
8. Knock, knock!
Who's there?
The _____
The _____ who?
The once who love you.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Words with /ũ/

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

won
wonderful
month
front
among
other
brother
another
cover
discover
money
monkey
done
sponge
nothing
above
stomach
once
become
blood

LESSON 20

Words with /oo/

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

understood

notebook

wool

brook

cooked

wooden

stood

good-bye

full

pudding

bush

sugar

pull

during

could

would

should

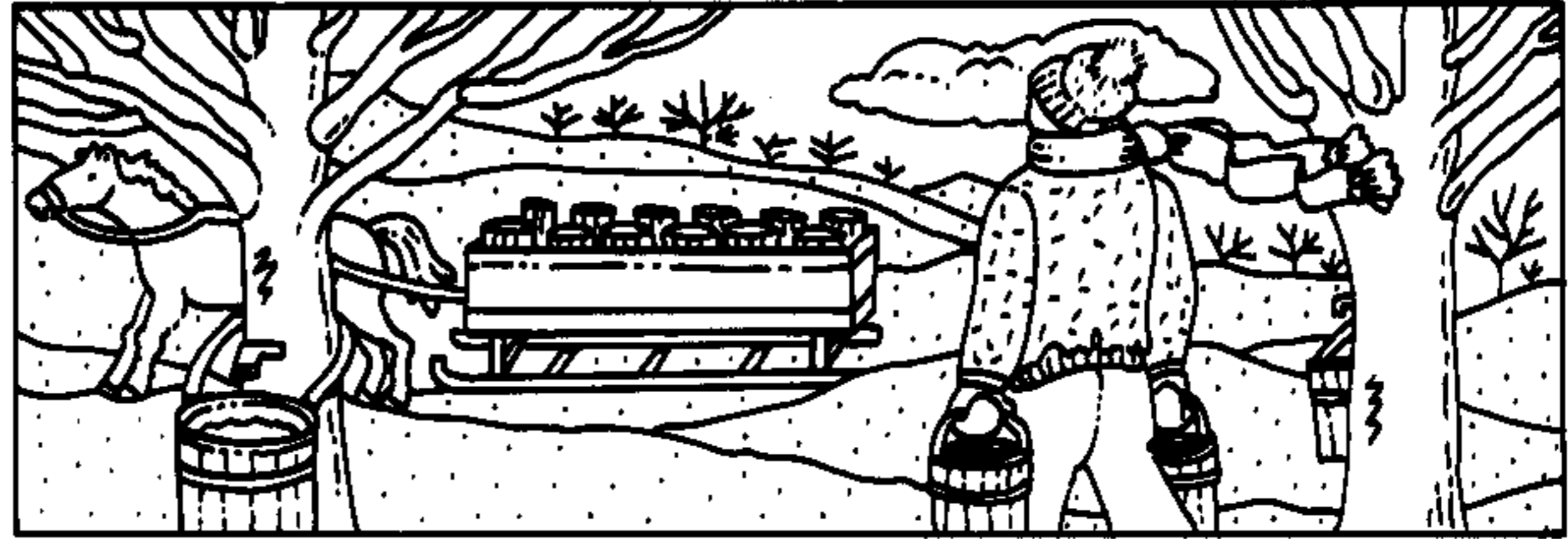
yours

woman

wolf

Complete this story by filling in the missing words.

I grew up in a little town in northern Vermont. One of my fondest childhood memories is of the times my family made maple syrup.

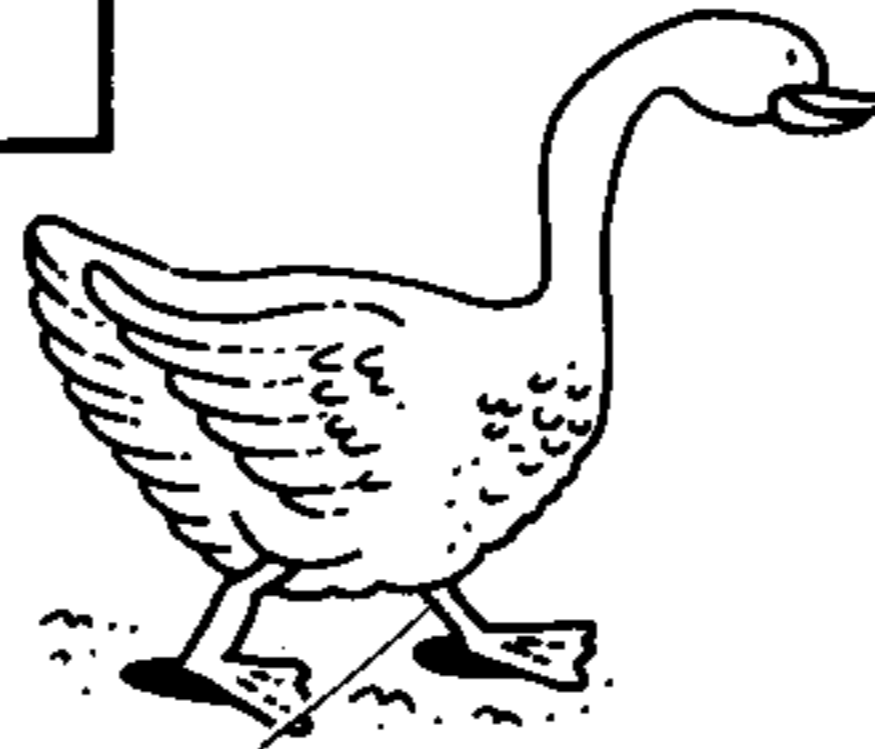
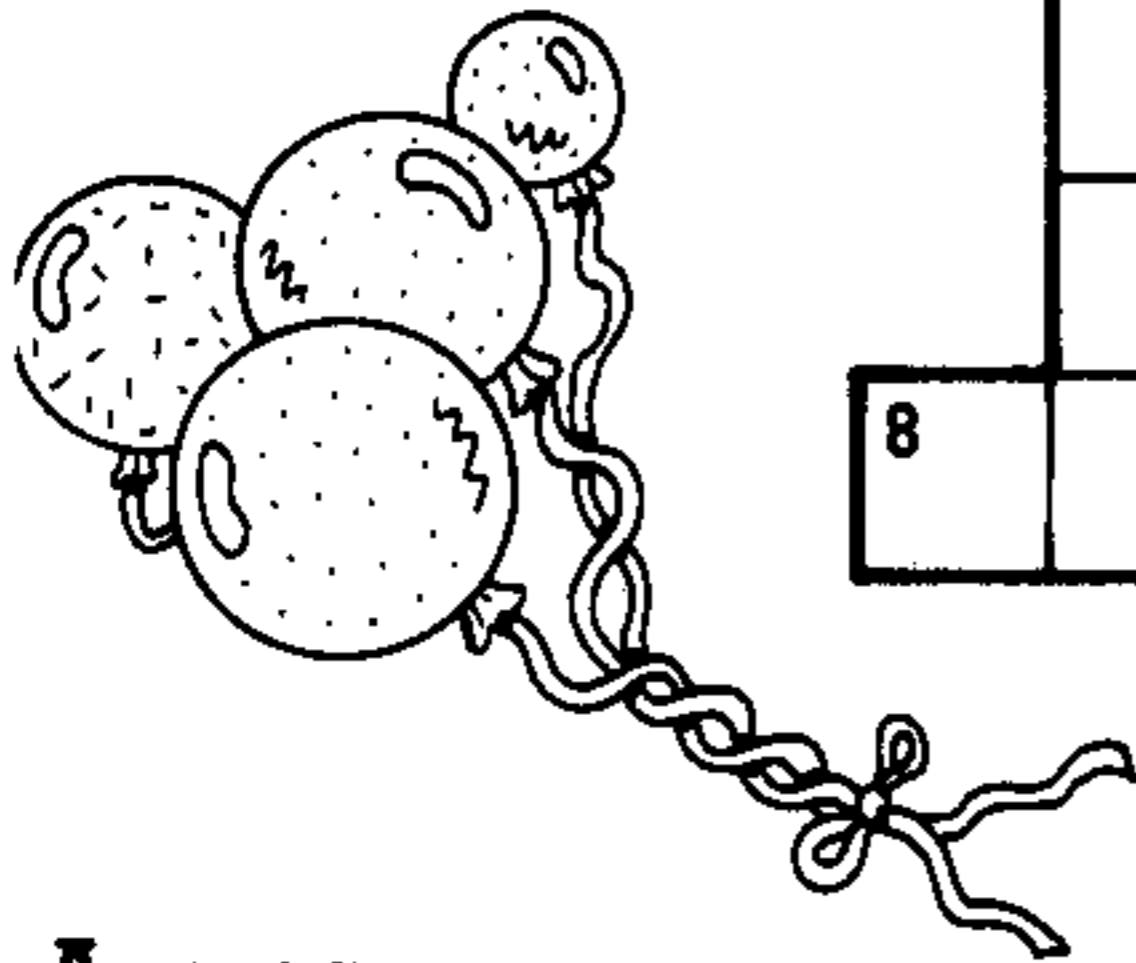
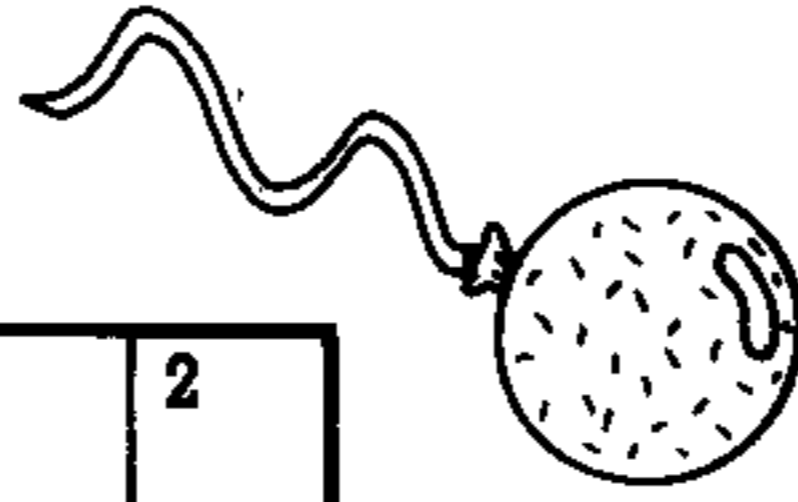
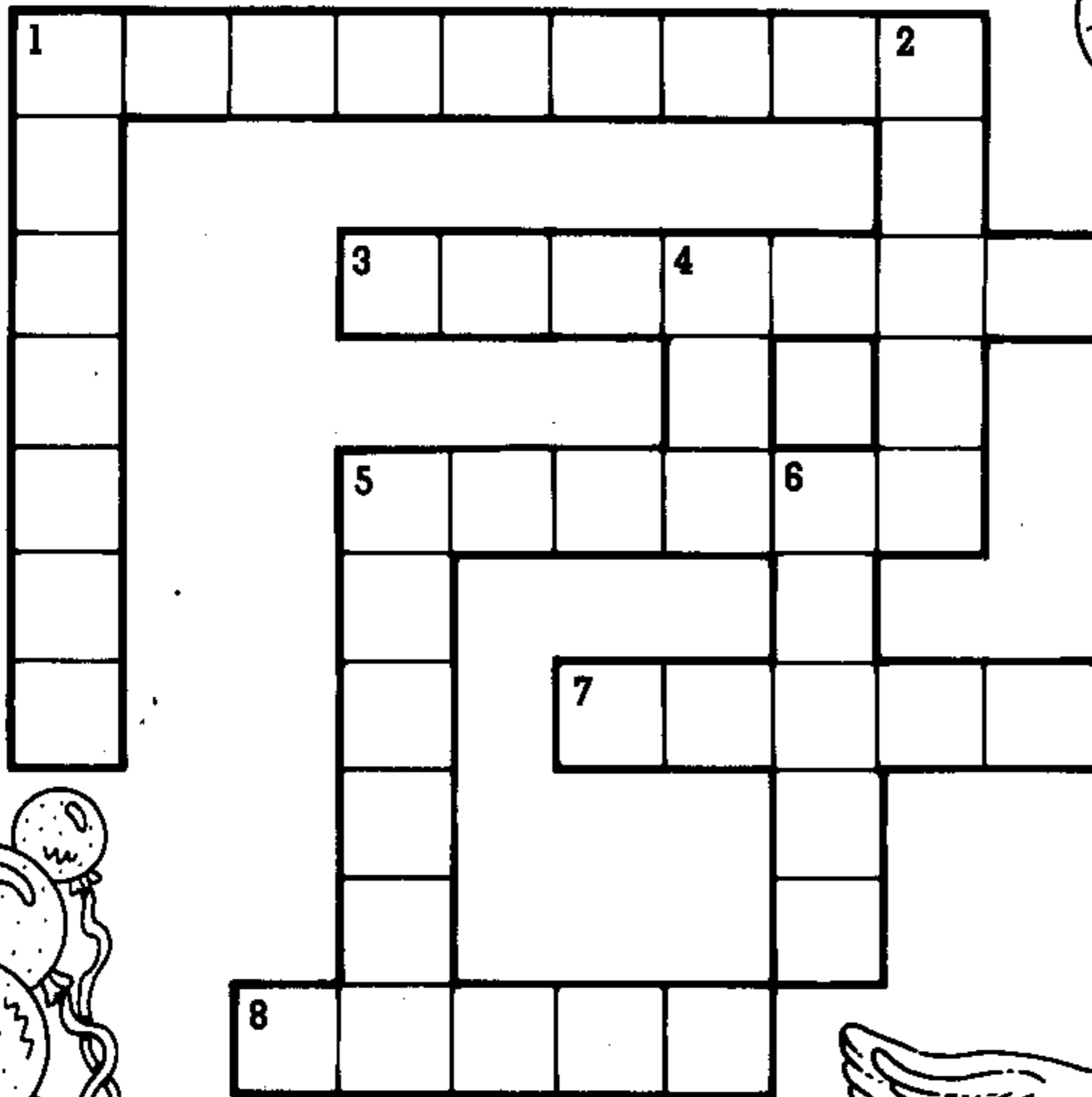


_____ the early spring, when the days were warm and the nights were very cold, the sap in the maple trees began to flow. My brother and I would wake up early and go to the trees whose sap held maple _____. We would collect the sap in _____ buckets. Then we would empty the buckets into a sled. When the sled was _____, our big, gray draft horse _____ the sled past the bubbling _____ to the sugar house.

The sap was poured into an evaporating table where it _____ a long time. It takes about 40 gallons of sap to make one gallon of syrup.

You _____ smell the maple syrup mixed with the smell of burning wood all through the forest. It was wonderful. But I think the best part of sugaring off was coming home to Mom's special maple _____ topped with warm maple syrup. I can taste it even now!

Try this crossword puzzle.



Across

- 1. Very pretty
- 3. A comic strip
- 5. To pick
- 7. A large bird
- 8. A number of things

Down

- 1. A large gas-filled bag
- 2. Not tight
- 4. Also
- 5. A large member of the cat family
- 6. To discharge a pistol



Now play a spelling game on the computer.

SCORE _____

Mine: _____

My pal's: _____



Words with /oo/

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

shoot

choose

goose

loose

cartoon

balloon

too

soup

group

cougar

route

new

knew

grew

truly

truth

fruit

through

two

beautiful

LESSON 22

Words with /ou/

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

ours

hours

sour

proud

cloud

counter

noun

south

mouth

loud

shower

crown

growl

crowd

crowded

tower

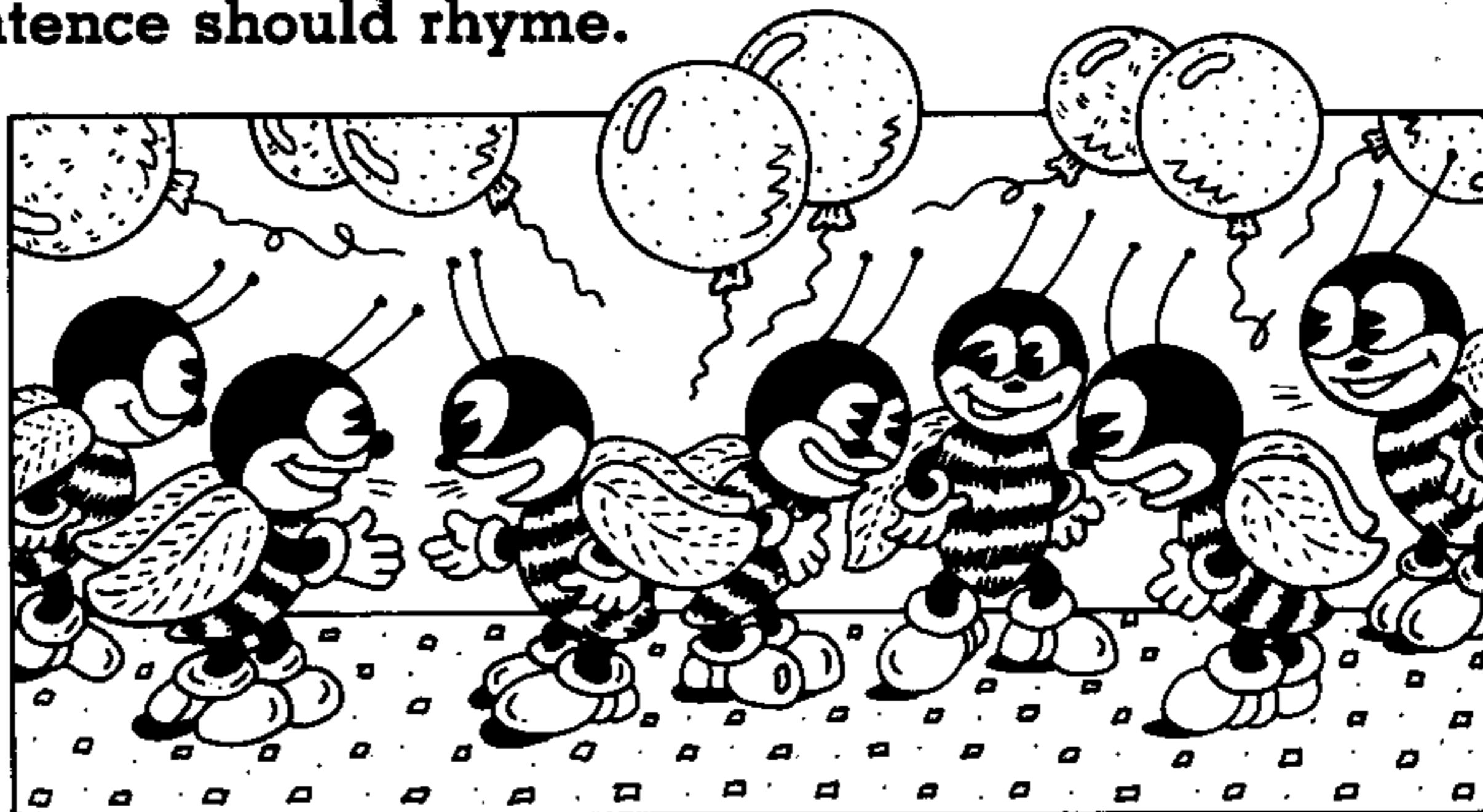
powerful

towel

vowel

somehow

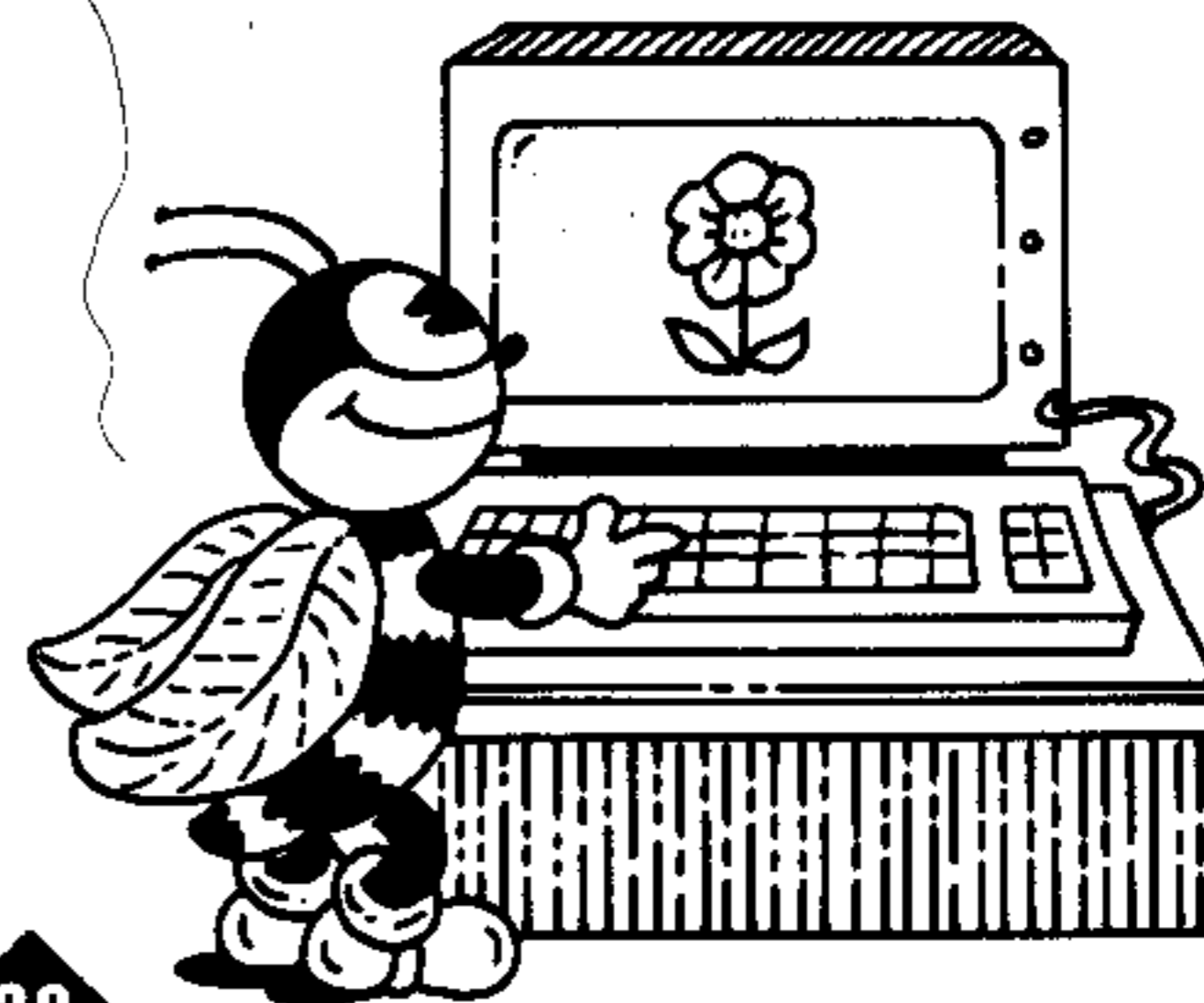
Complete each sentence. The last two words in the sentence should rhyme.



1. A noisy bunch of people is a loud _____.
2. A royal hat that is passed from queen to queen is a hand-me-down _____.
3. Bitter ground wheat is _____ flour.
4. A person, place, or thing upside down is an upside down _____.
5. A thundering thing in the sky is a loud _____.
6. If it rains tulips, there's a flower _____.
7. A tall building that generates electricity is a power _____.
8. A duck dries itself with a fowl _____.
9. A hundred parents of graduating students is a _____ crowd.
10. A dog that had its mouth tied in a bow gave a bow-wow _____.

Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Find 10 words in this puzzle. Write the words in the blank spaces below.

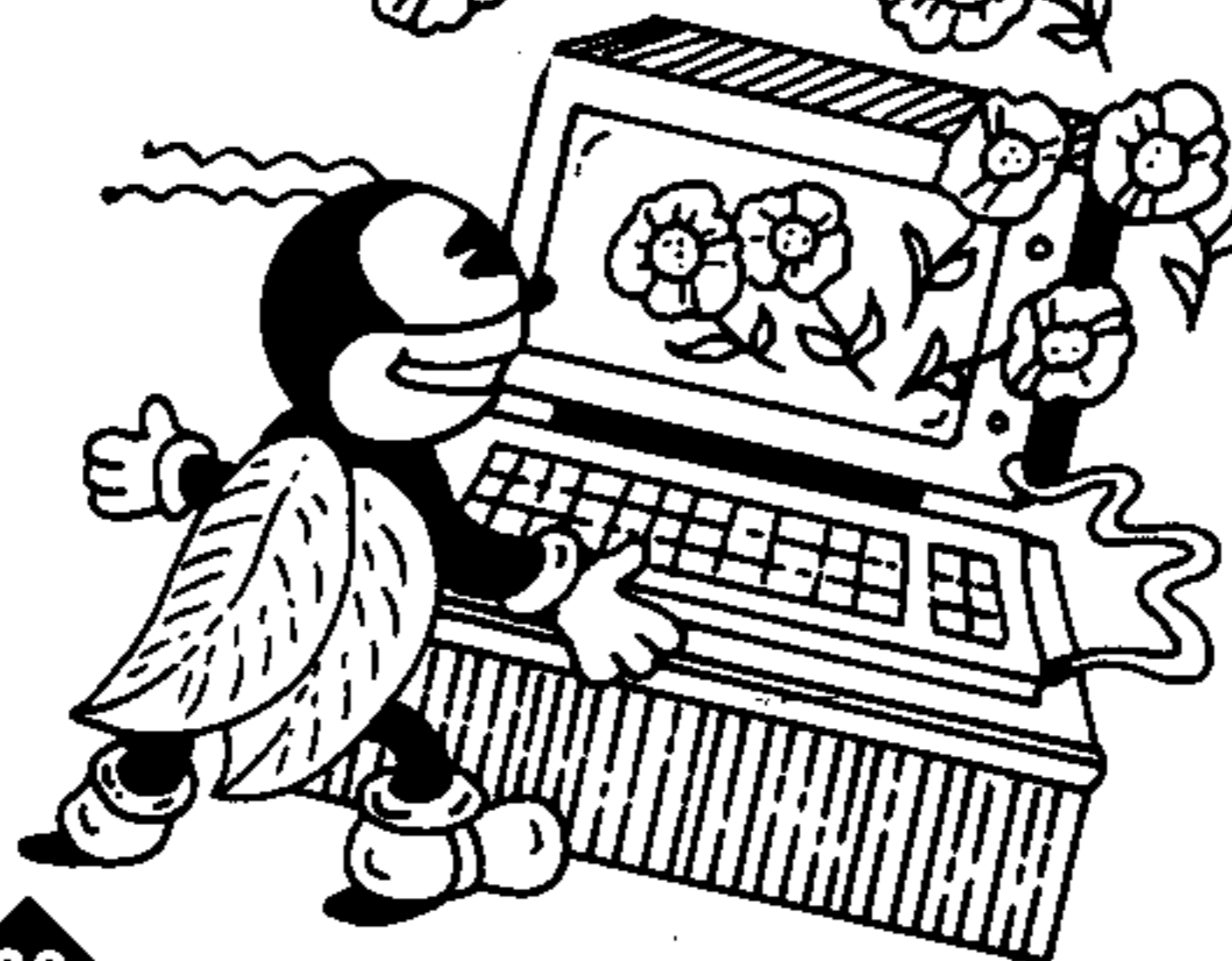
C	A	U	S	E	D	R	I	E	L
R	A	S	K	E	D	A	U	J	N
I	T	R	A	D	E	D	I	O	V
E	A	W	R	I	T	I	N	G	L
D	S	T	R	Y	I	N	G	G	T
R	T	C	O	P	I	E	D	I	E
E	B	E	G	I	N	N	I	N	G
B	J	O	G	G	I	N	G	V	O

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.

asked

changed

pleased

caused

traded

invited

tasted

studied

copied

dried

cried

trying

carrying

swimming

beginning

jogging

closing

writing

hoping

saving

LESSON 24

Words in Review

Say each word.

wonderful

discover

stomach

once

blood

sugar

pudding

woman

should

understood

choose

knew

truly

route

fruit

through

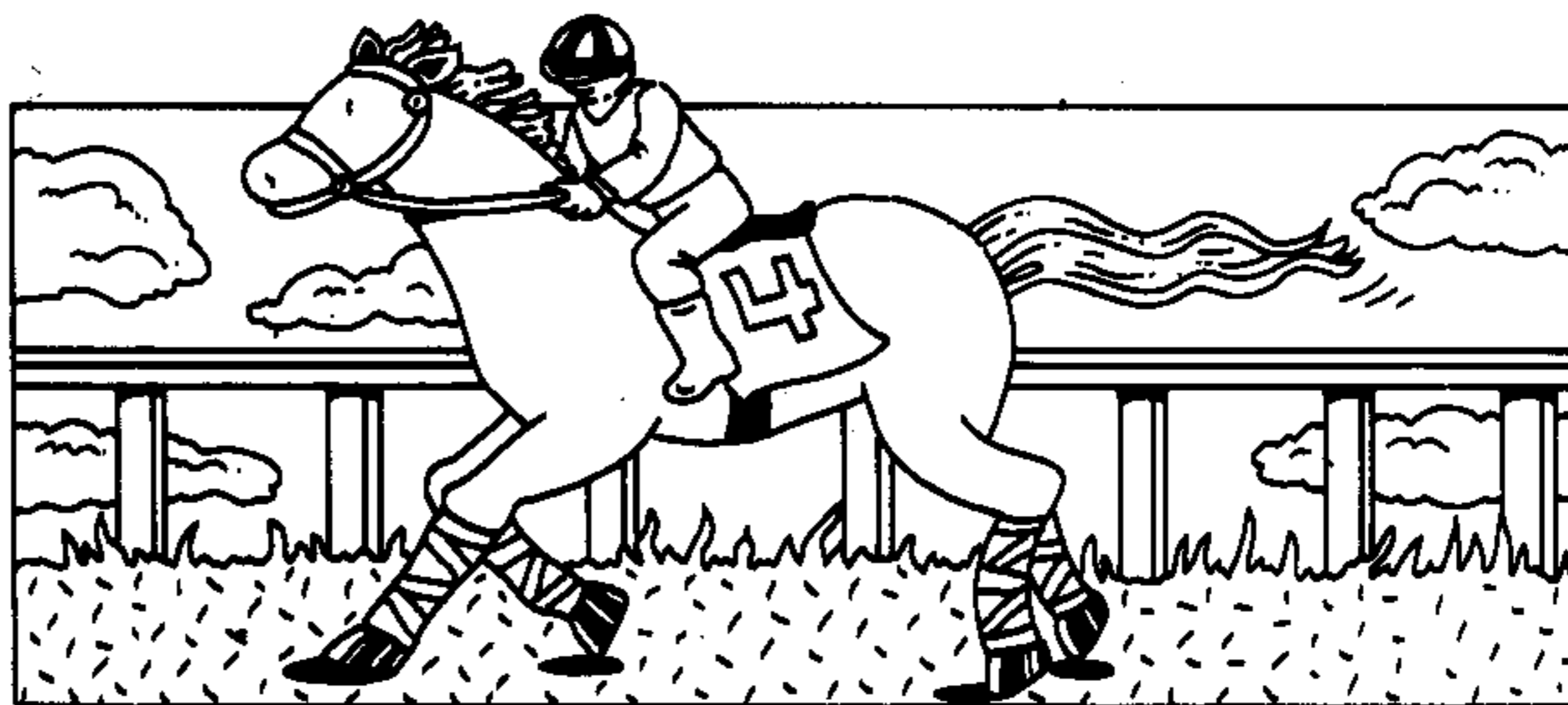
two

beautiful

loud

crowd

Unscramble the 10 words, using the blank spaces.
Then unscramble the letters in the magic squares to solve the riddle below.



1. homastc

___ _ _ _ _ _ _

2. cidsovre

___ _ _ _ _ _

3. dupnigd

_ _ _ _ _

4. kewn

___ _ _ _

5. gasur

___ _ _ _

6. trifu

___ _ _ _

7. ncoe

___ _ _ _

8. hgourth

___ _ _ _ _ _

9. tifeabulu

___ _ _ _ _ _ _ _

10. osecho

_ _ _ _ _

Riddle: What is a rhyming name for a horse at a racetrack? A _____

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Each of the words below is missing two letters.
 Complete the words by filling the missing letters in
 the blank spaces. Then find the words in the puzzle.

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

- | | |
|--------------|--------------------|
| 1. v _ _ c e | 6. m _ _ s t u r e |
| 2. p _ _ n t | 7. s _ _ l |
| 3. a v _ _ d | 8. c h _ _ c e |
| 4. s p _ _ l | 9. c _ _ n |
| 5. j _ _ n | 10. n _ _ s e |



Now play a spelling game
 on the computer.

SCORE

Mine: _____

My pal's: _____



Words with /oi/

Say each word.
 Listen for the /oi/ sound
 as in oil.

- spoil*
- coin*
- point*
- choice*
- noise*
- voice*
- avoid*
- join*
- soil*
- poison*
- moisture*
- enjoy*
- destroy*
- employ*
- employer*
- loyal*
- royal*
- voyage*
- loyalty*
- soybean*

LESSON 26

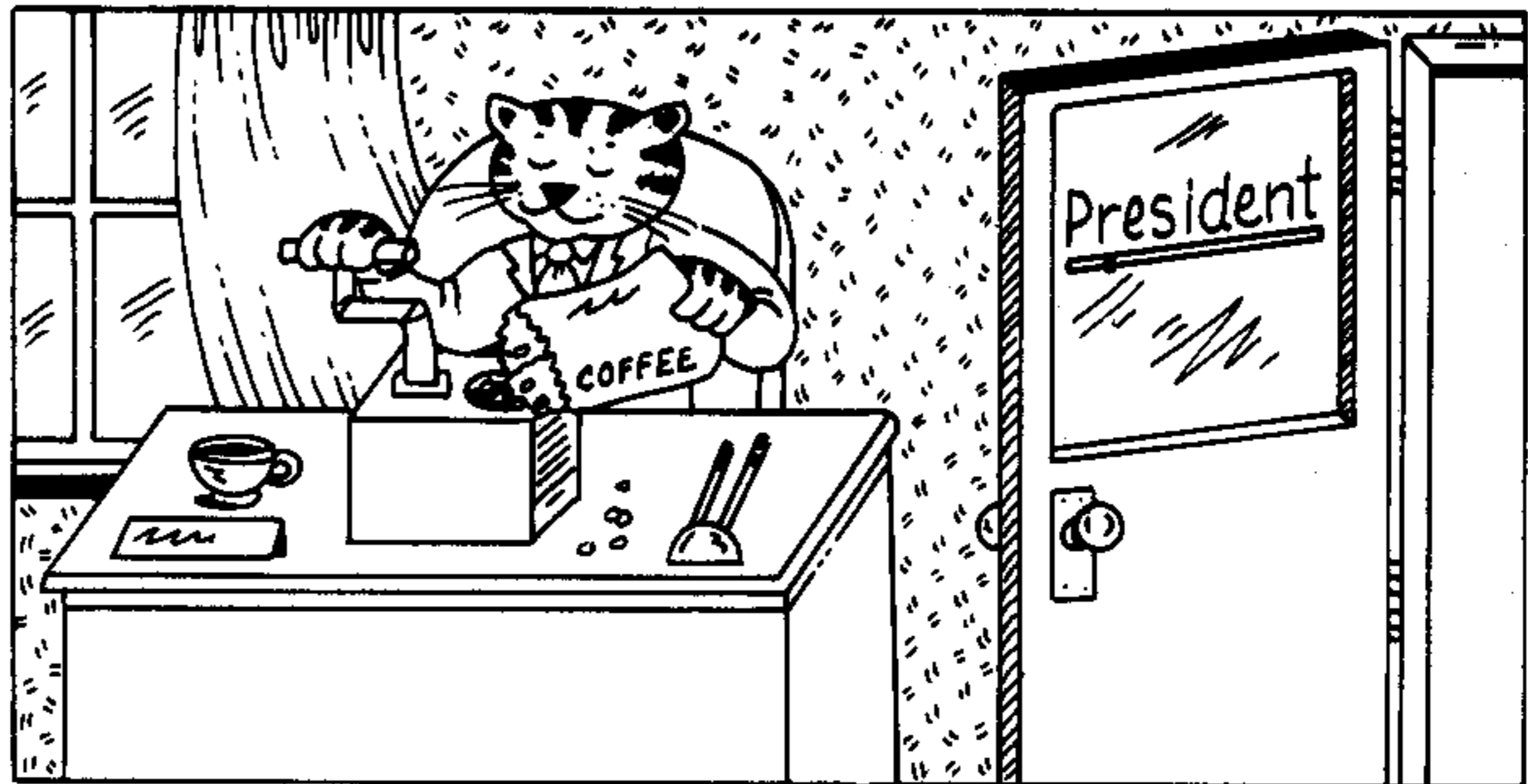
Words with /ô/

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

pause
cause
because
author
applaud
autumn
daughter
caught
taught
strong
wrong
coffee
office
often
offer
gone
thought
bought
brought
already

The words below are in code. Use the following code to decode them. Write the words in the blank spaces.

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



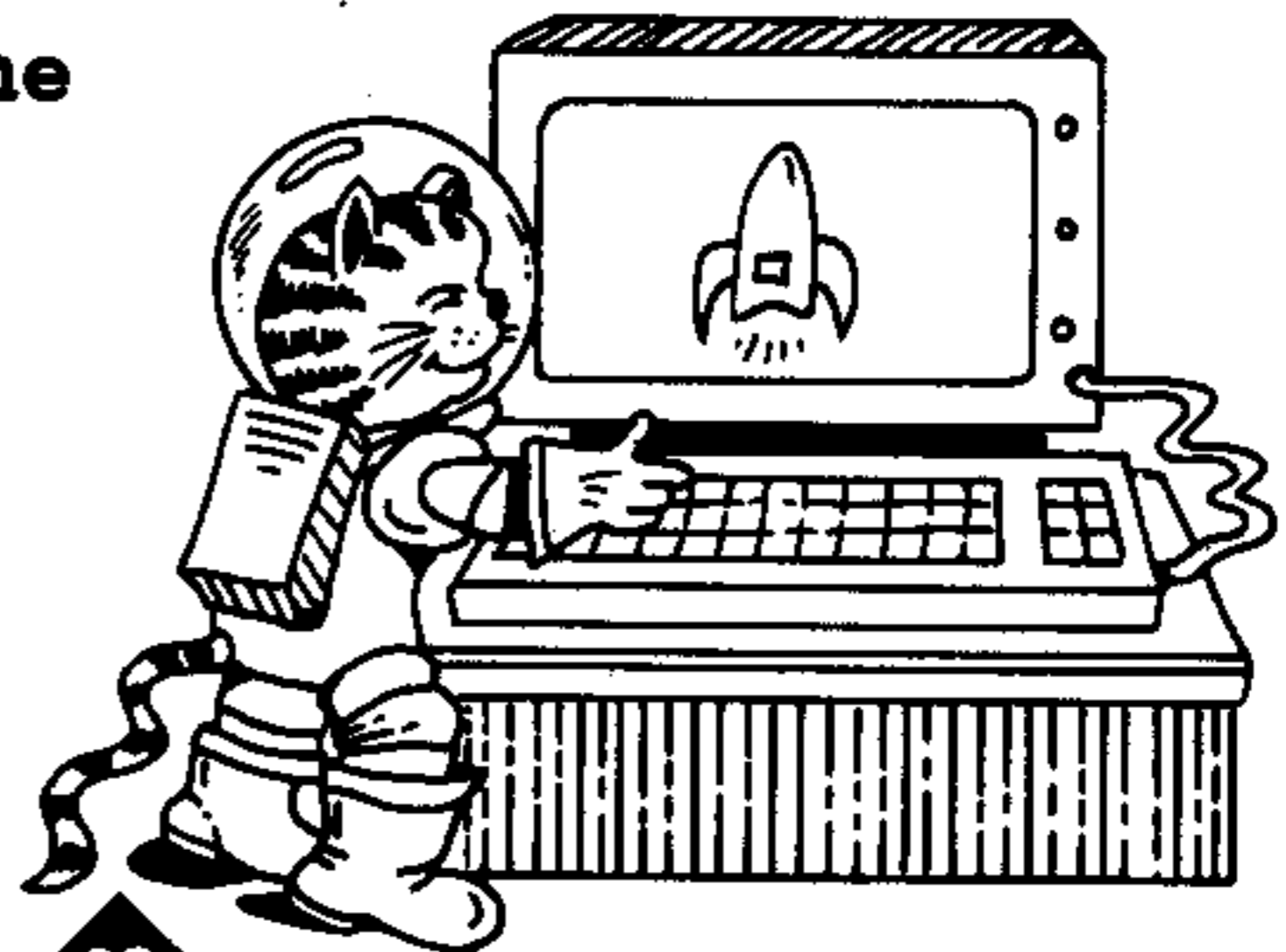
1. YVXZFHV _____
2. LUURXV _____
3. GSLFTSG _____
4. DILMT _____
5. WZFTSGVI _____
6. ZOIVZWB _____
7. XZFTSG _____
8. XLUUVV _____
9. ZKKOZFW _____
10. ZFGFNM _____

Now play a spelling game
on the computer.

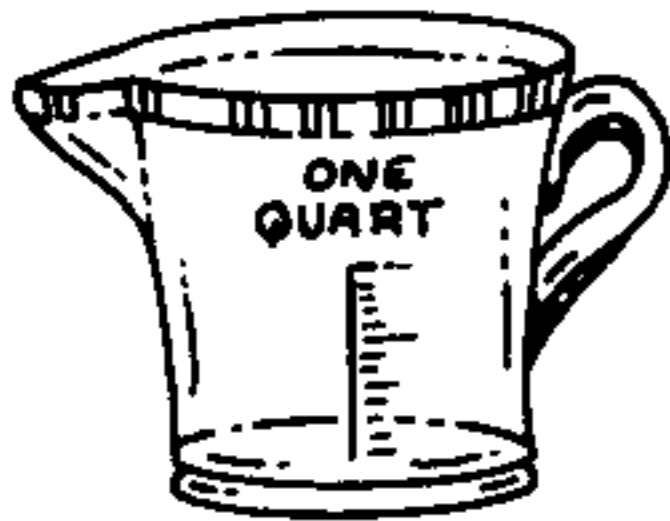
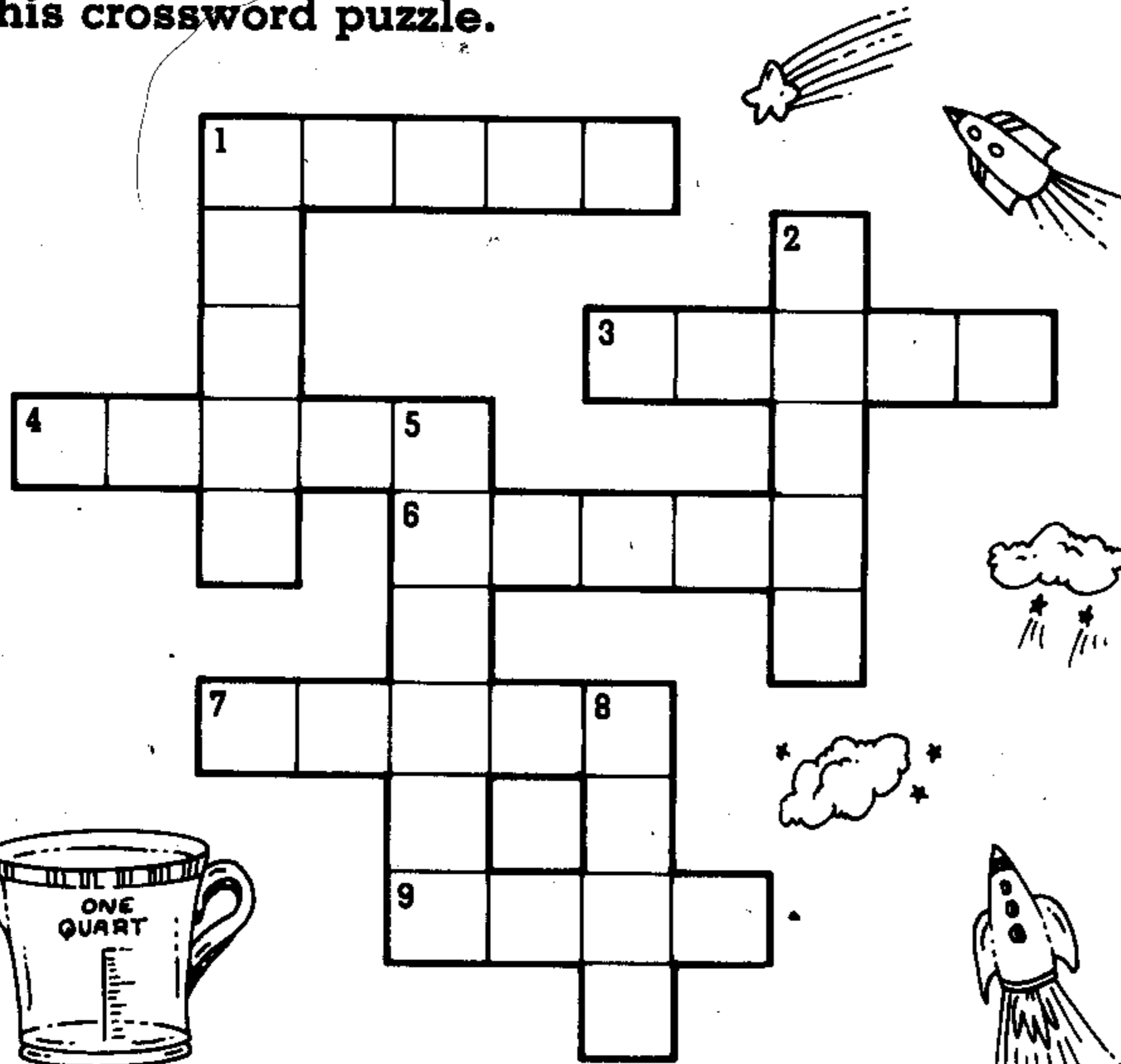
SCORE _____

Mine: _____

My pal's: _____



Try this crossword puzzle.

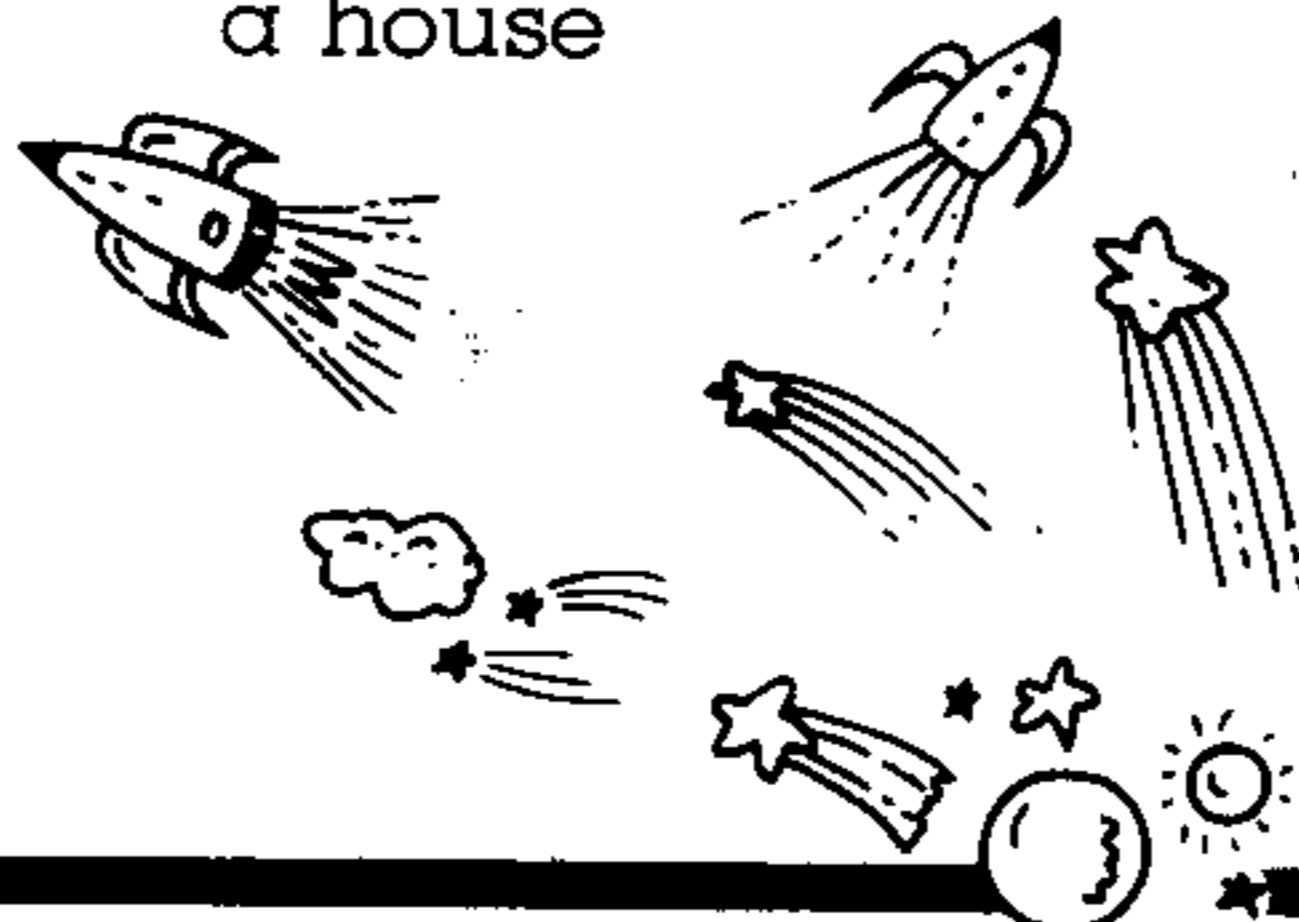


Across

1. Where the ocean meets the land
3. The points in a game
4. A unit of measure
6. The path of a planet around the sun
7. To move along on hands and knees
9. The first morning light

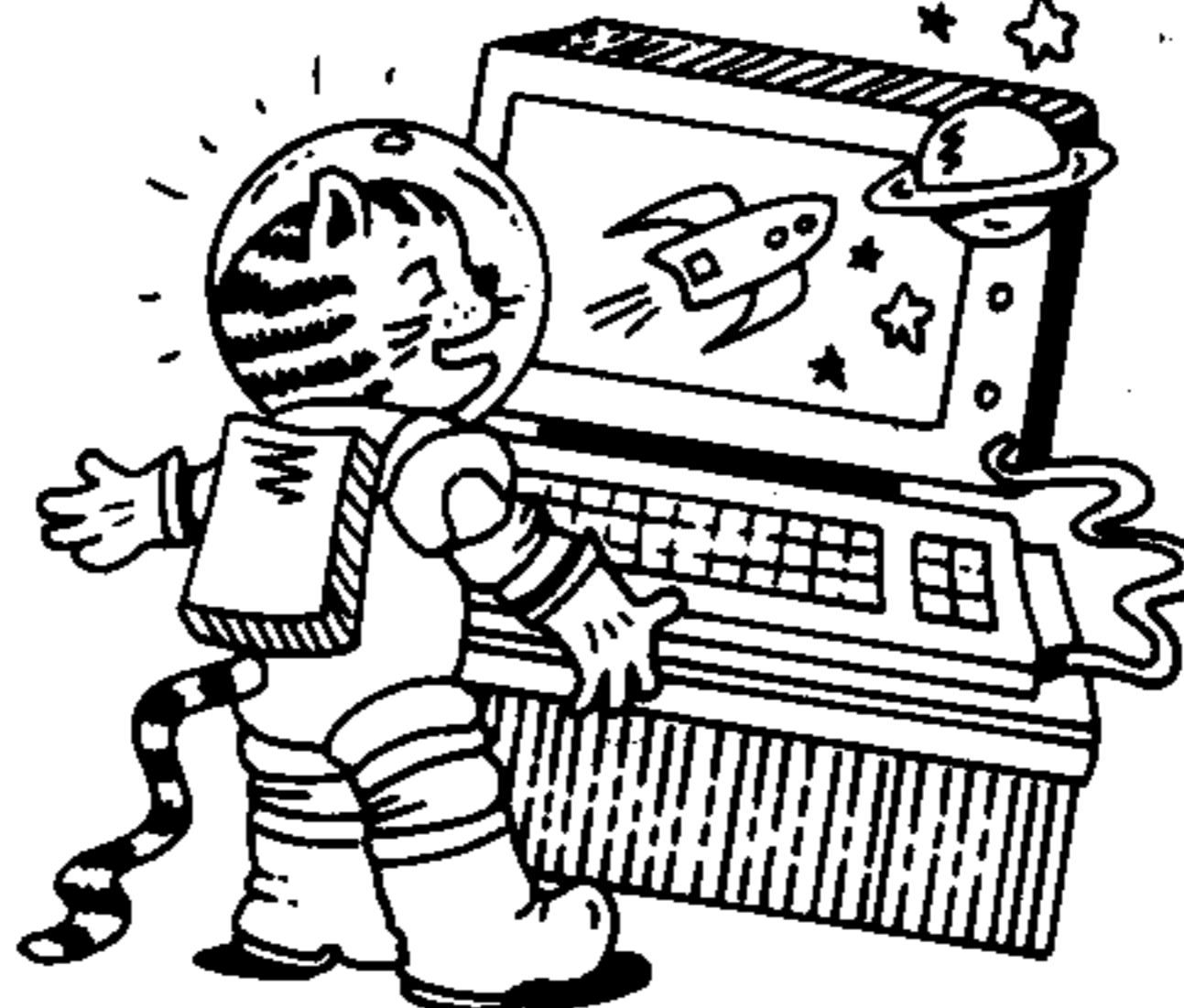
Down

1. Used to drink with
2. The opposite of south
5. In the direction of
8. The grass surrounding a house



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.

- morning*
- north*
- popcorn*
- report*
- orbit*
- important*
- chorus*
- shore*
- before*
- explore*
- score*
- straw*
- lawn*
- yawn*
- crawl*
- dawn*
- toward*
- warm*
- quart*
- water*

LESSON 28

/ä/ and /â/

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

sharp

marbles

smart

large

scarf

apart

alarm

heart

careful

square

fare

stares

share

air

fair

stairs

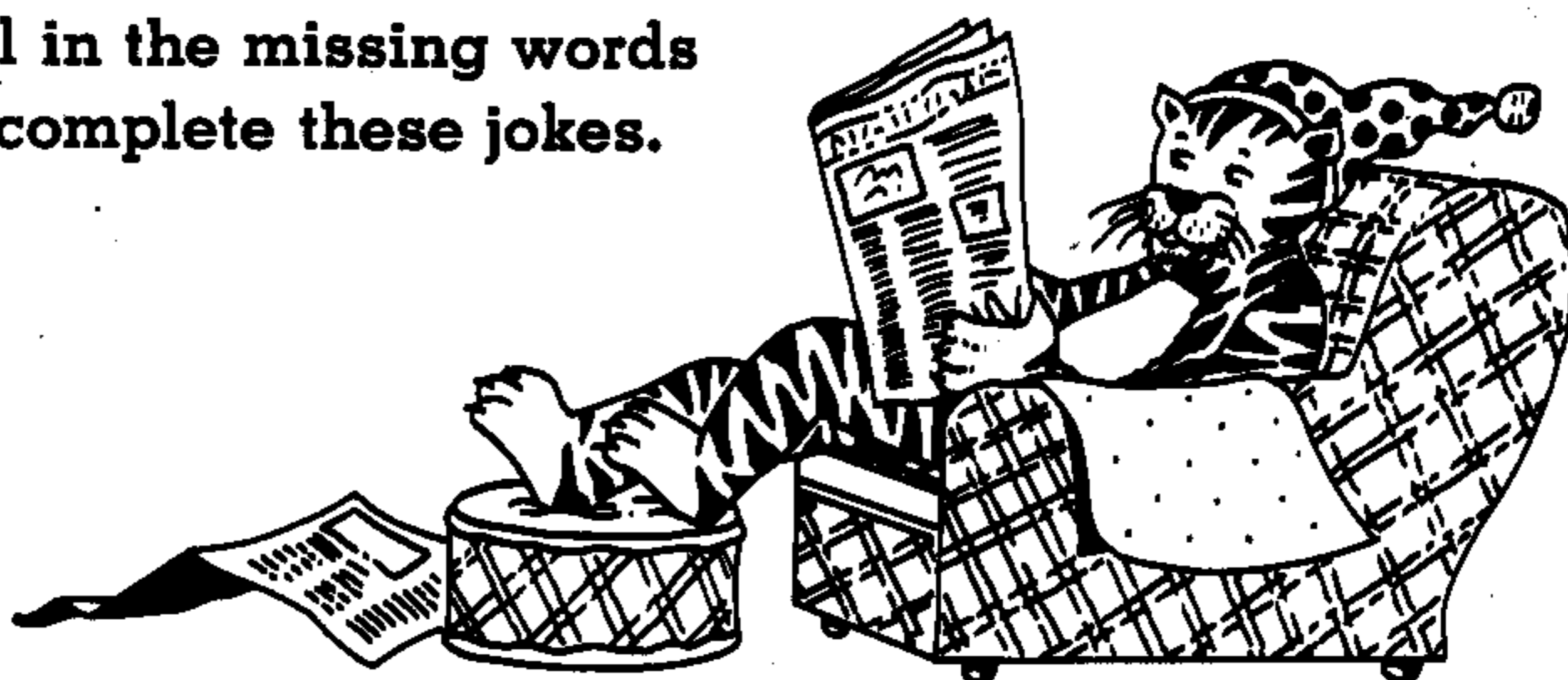
there

where

their

they're

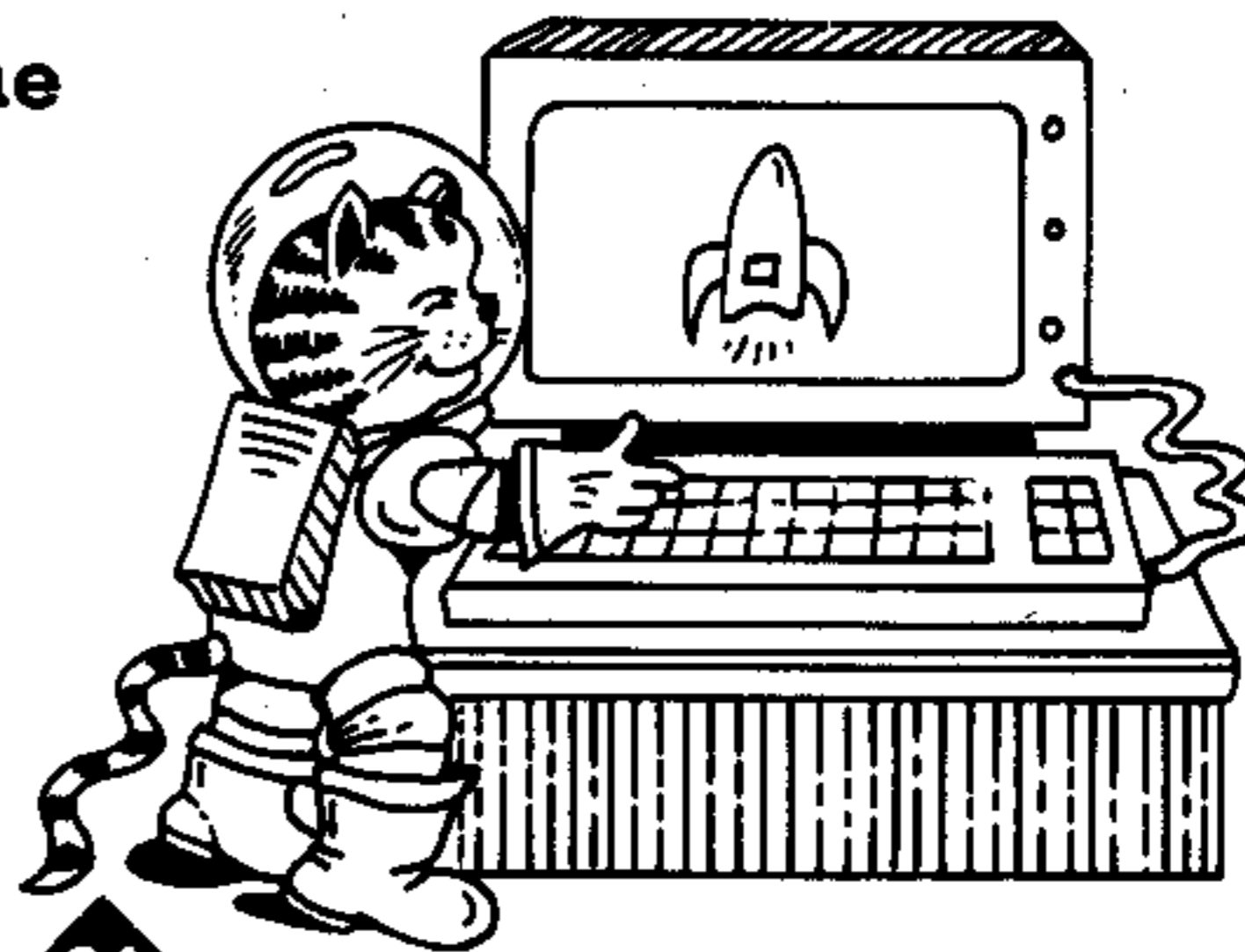
Fill in the missing words
to complete these jokes.



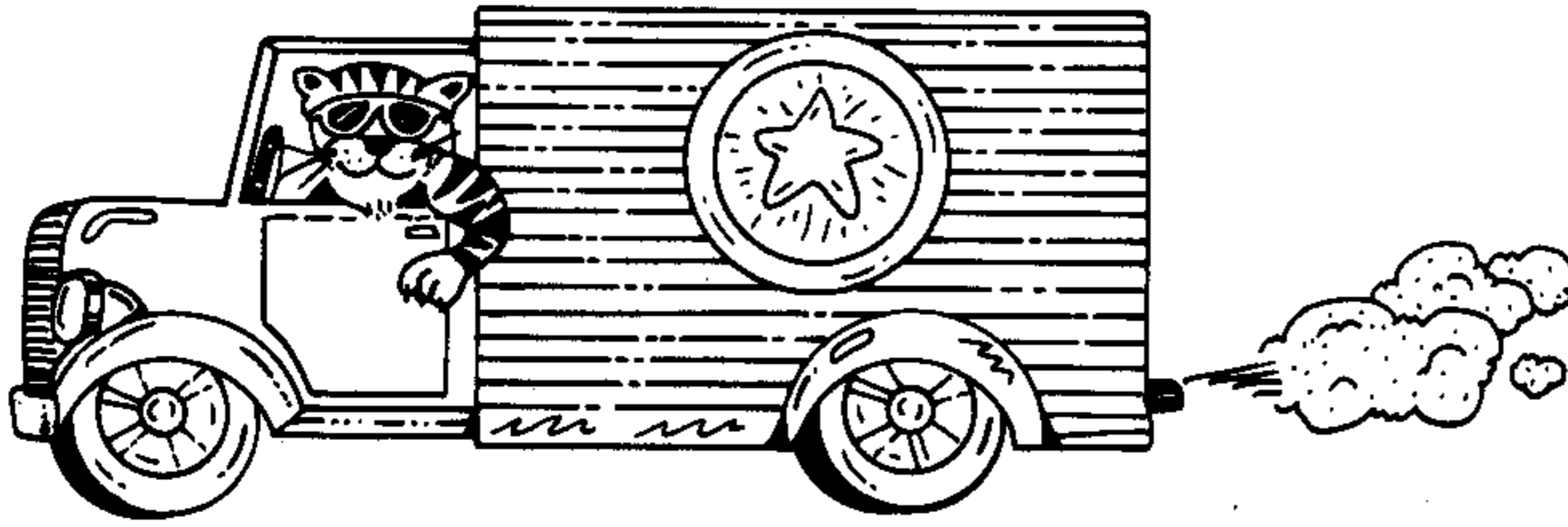
- _____ does the ferocious tiger sit when he comes to visit? Wherever he wants to!
- What do a bright child and a knife have in common? They're both _____.
- What does an officer who patrols Lovers' Lane have? A _____ beat.
- Why didn't the cool cube get along with his dad? Because his father was a _____.
- What is _____, purple, and Concord the world? Alexander the Grape.
- Why are Soviets always in a hurry? Because _____ Russian.
- Why are a traveler and an elephant alike? They both have _____ trunks with them.
- Why did the child throw the _____ clock out the window? He wanted to see time fly!

Now play a spelling game
on the computer.

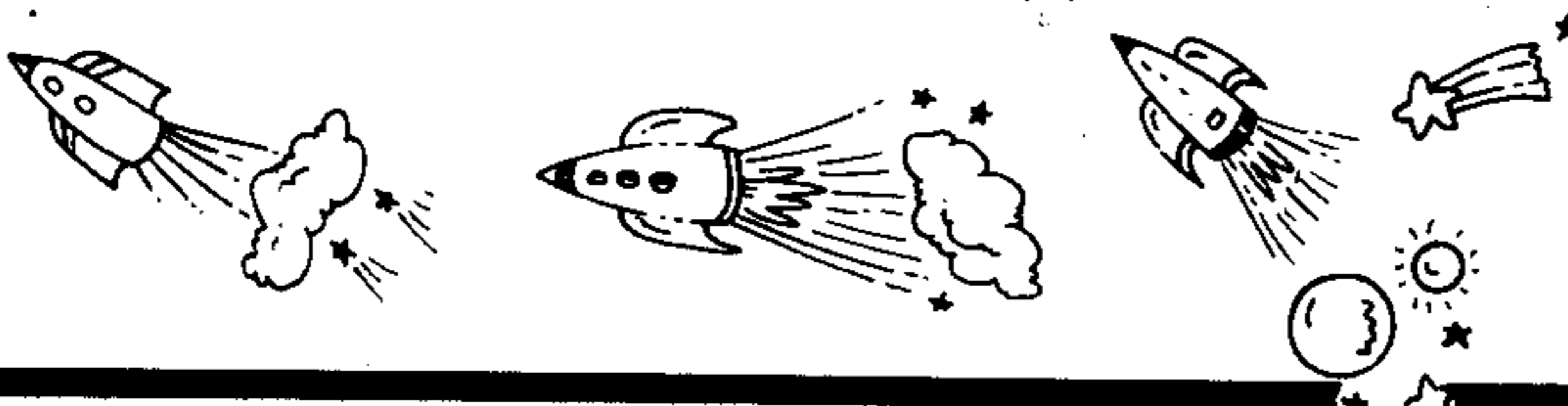
SCORE
Mine: _____
My pal's: _____



Complete each sentence. The last two words in the sentence should rhyme.

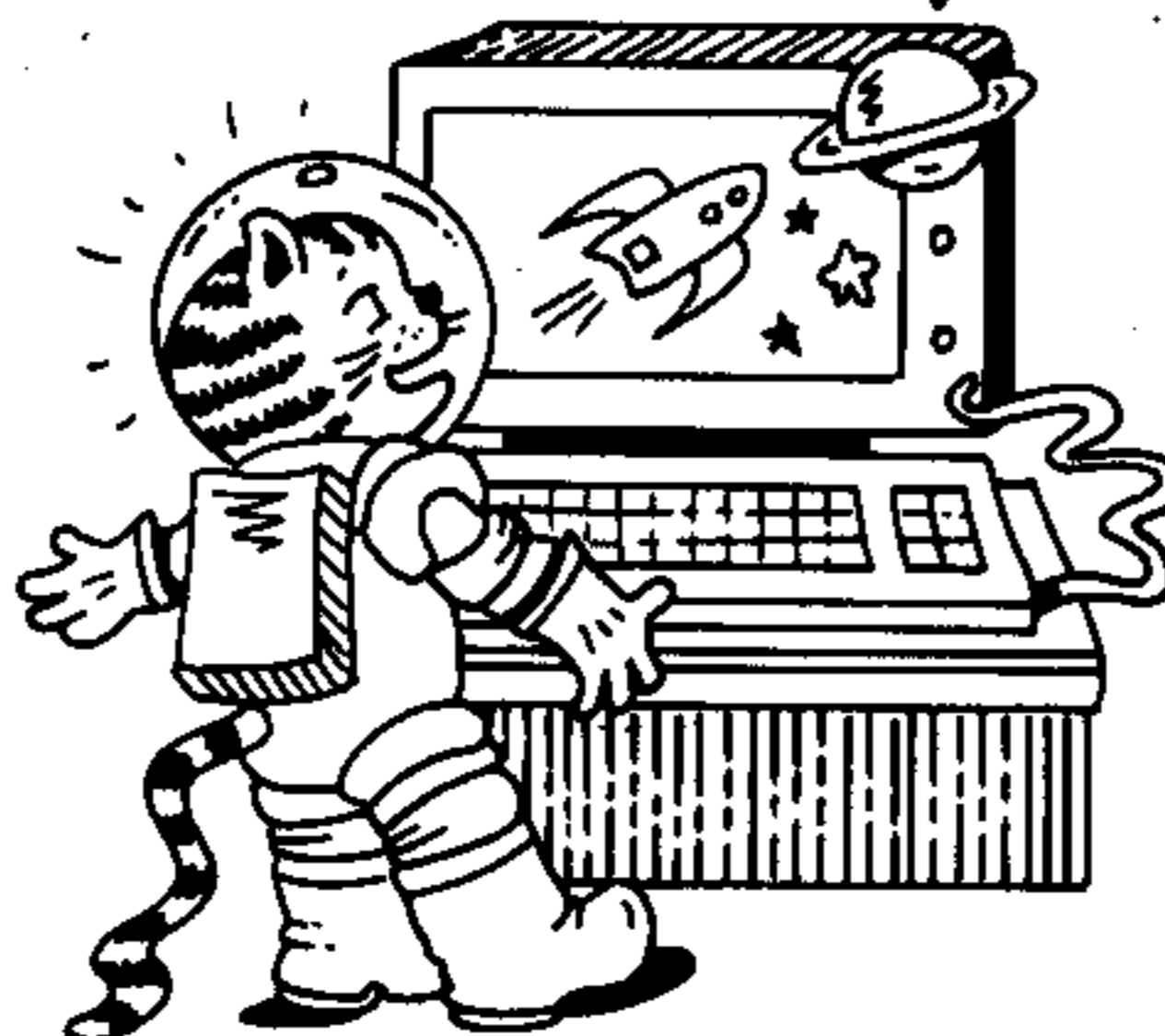


1. A grown male's truck is a _____ van.
2. If you open your lips, you'll find _____ underneath.
3. Sweet rodents are nice _____.
4. Grown-up boys in chicken costumes are hen _____.
5. A problem for a man's spouse is his _____ strife.
6. What an Olympic runner puts in his shoes are athlete's _____.
7. Cattle who fight are boxin' _____.
8. Bookcases for gnomes are elves' _____.
9. Stingy lambs are cheap _____.
10. Married women's cutting instruments are wives' _____.



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Plurals and Possessives

Say each word.

men

women

children

feet

teeth

sheep

oxen

mice

geese

wives

knives

shelves

man's

men's

woman's

women's

child's

children's

wife's

cloud's

LESSON 30

Words in Review

Say each word

choice
 loyal
 autumn
 daughter
 wrong
 gone
 already
 bought
 important
 explore
 toward
 dawn
 water
 scarf
 heart
 square
 fair
 where
 their
 they're

Use this code to decode the words below.
 Write the words in the blank spaces.

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
⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙

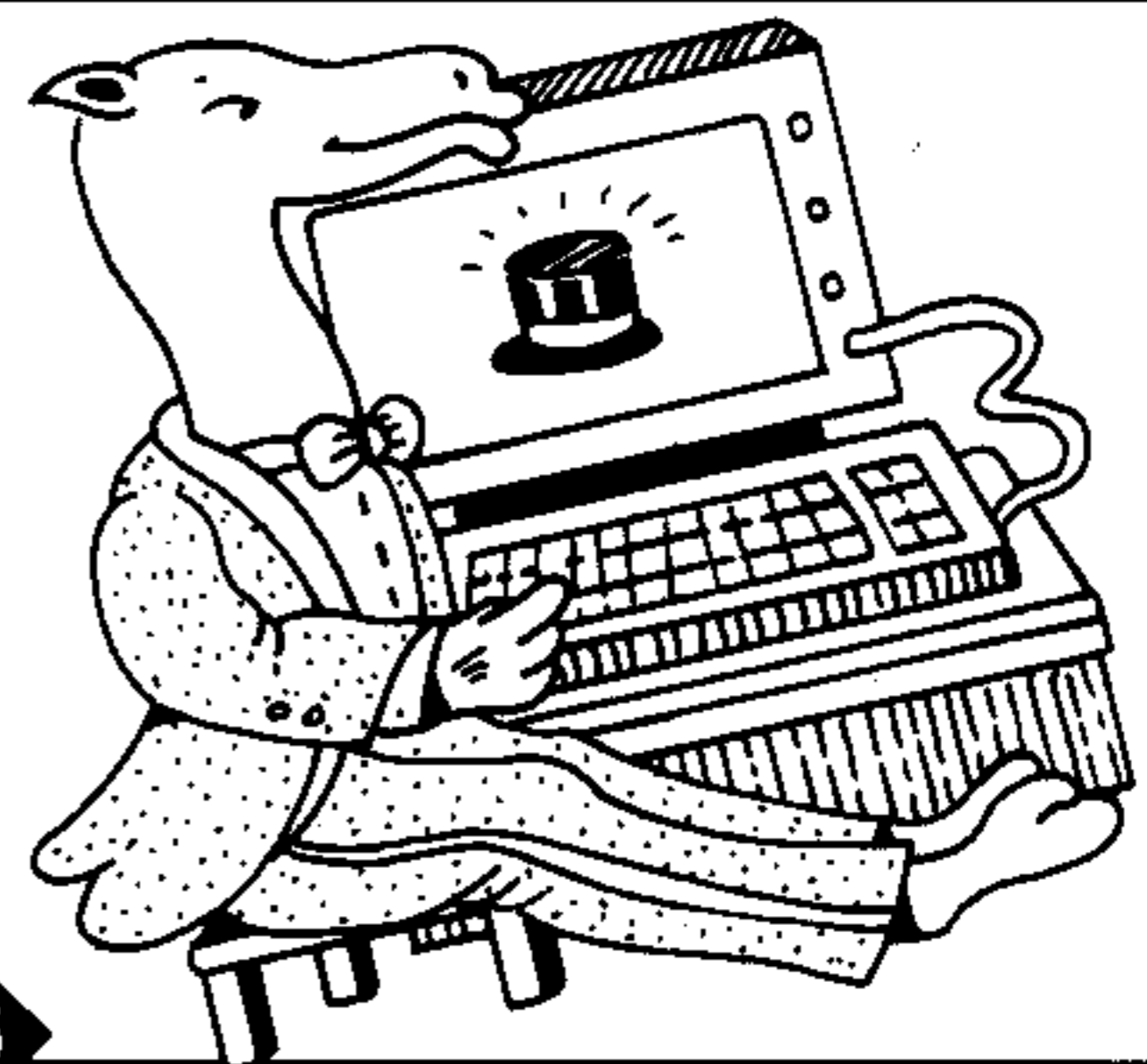
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙
- ⊙ ⊙ ⊙ ⊙ ⊙

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



Unscramble the 10 words below, using the blank spaces. To answer the riddle below, find the boxed letters in the puzzle and shade them in.

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

- dirth
- rehad
- hecer
- leray
- clirce
- quirst
- yidrt
- pidreo
- raed
- kirst



What is the difference between *here* and *there*? _____

Now play a spelling game on the computer.

SCORE

Mine: _____

My pal's: _____



/û/ and /î/

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

third

squirt

dirty

circle

skirt

circus

birth

learn

earn

early

heard

curve

world

germ

hear

dear

clear

cheer

here

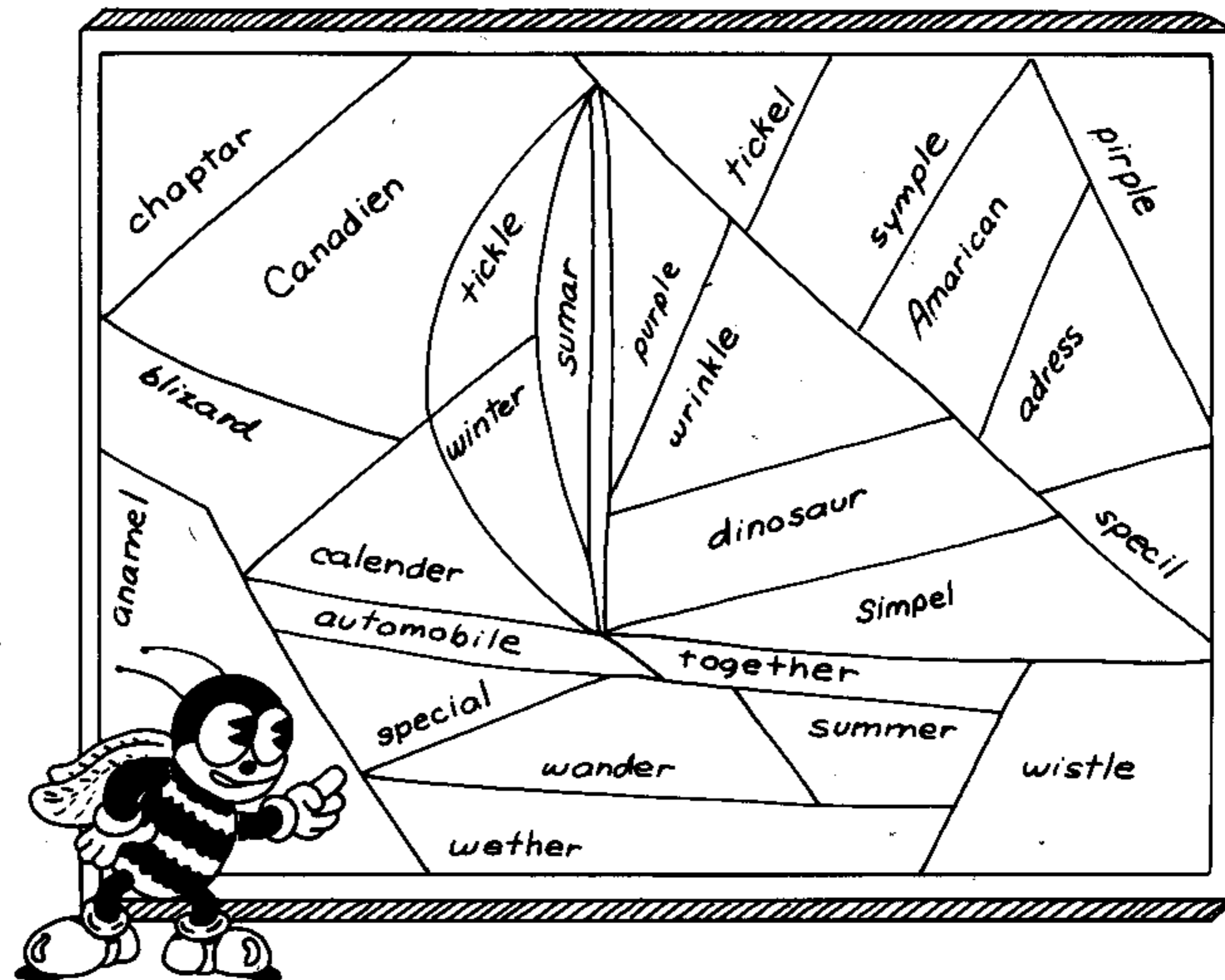
period

LESSON 32

Shade in the shapes in the puzzle containing words that are spelled correctly. Write these words below in the blank spaces.

Words with /ə/

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



tickle

wrinkle

simple

purple

whistle

wander

winter

chapter

summer

whether

together

special

calendar

blizzard

address

Canadian

dinosaur

automobile

animal

American

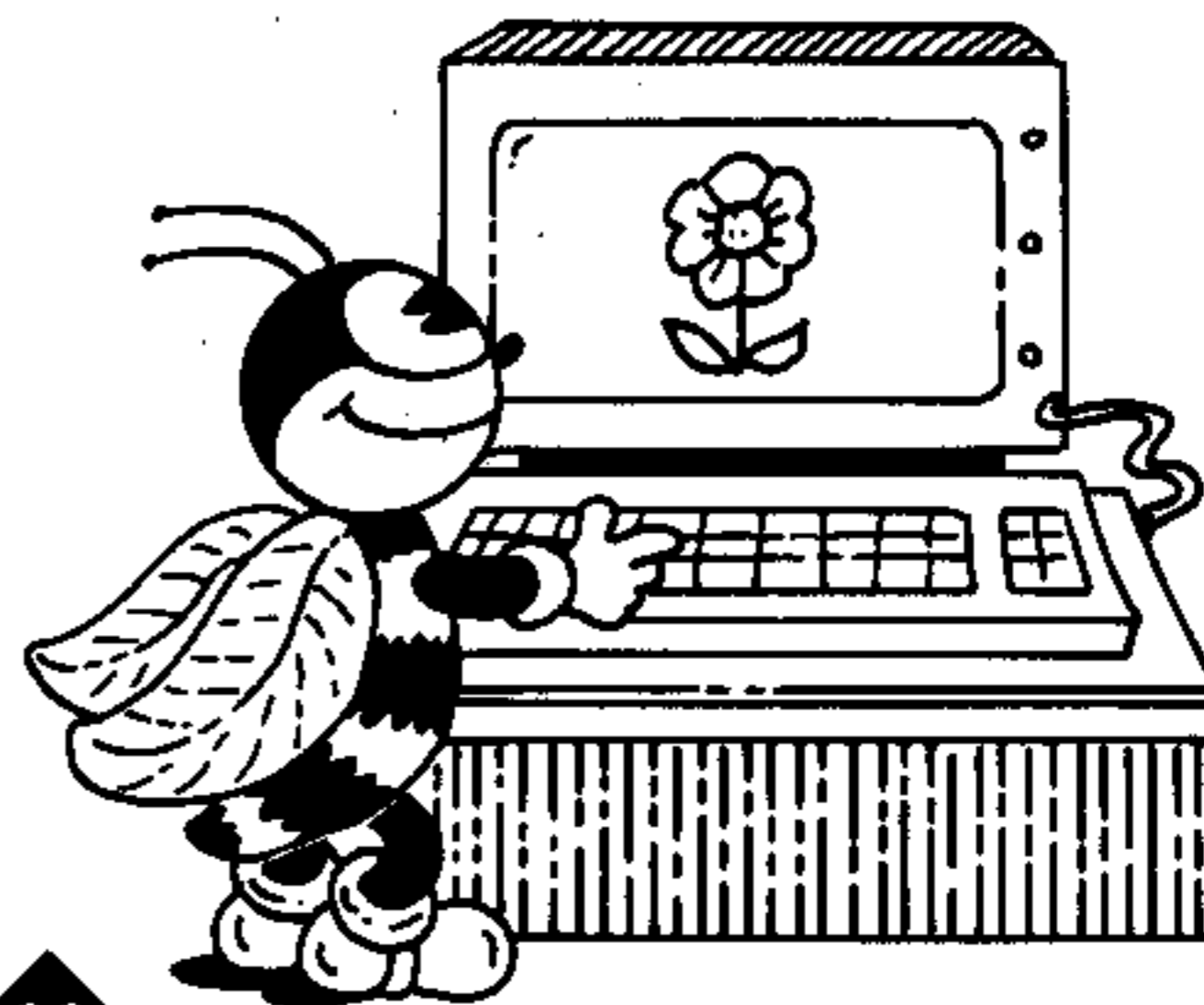
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Now play a spelling game
on the computer.

SCORE _____

Mine: _____

My pal's: _____



Find 10 words in this puzzle. Write the words in the blank spaces below.

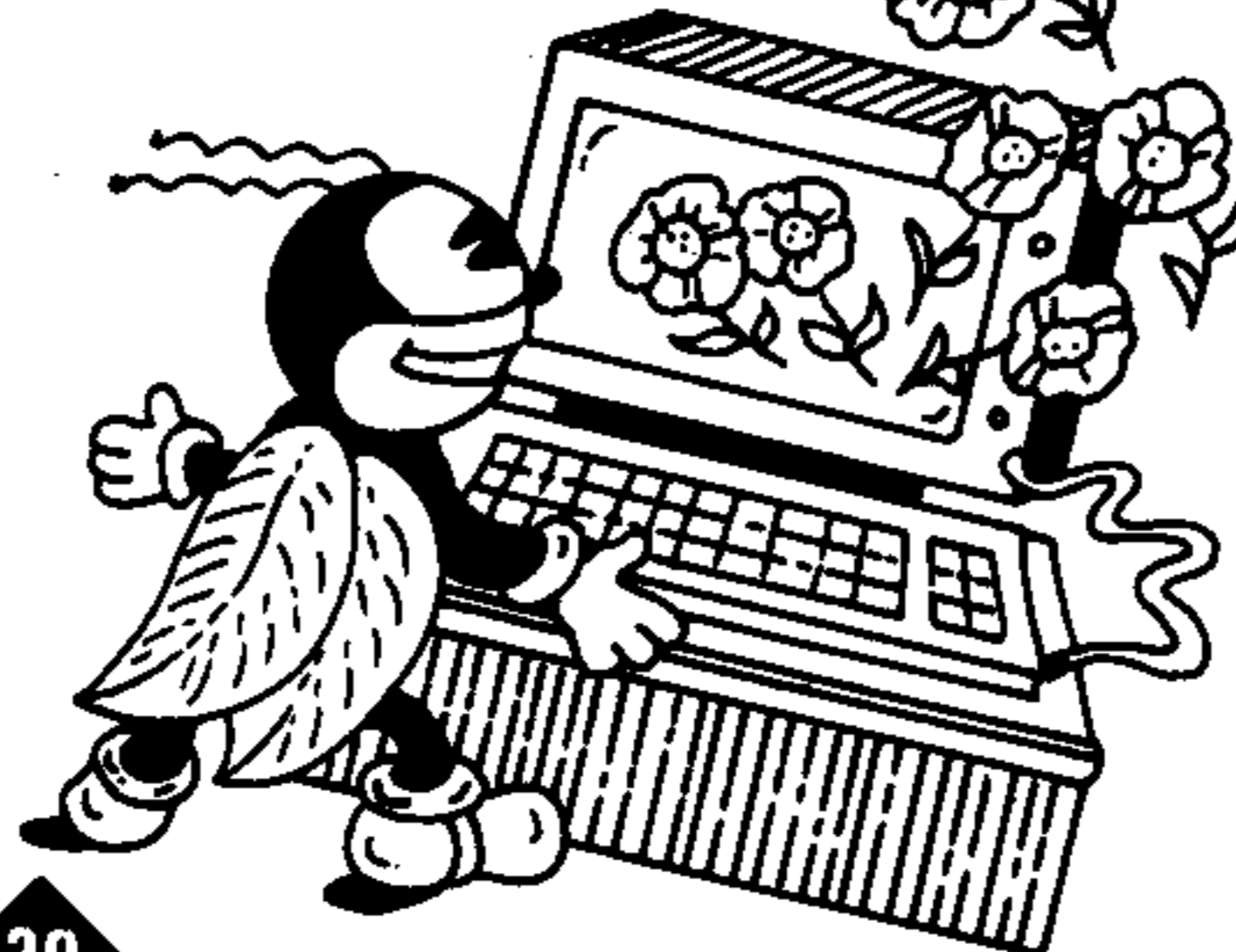
C	H	E	E	S	E	B	U	R	G	E	R
F	O	R	E	V	E	R	B	S	E	V	A
D	R	U	G	S	T	O	R	E	M	E	N
O	F	G	N	I	G	H	T	M	O	R	E
W	B	I	R	T	H	D	A	Y	U	Y	W
N	O	T	S	I	D	E	L	R	T	B	S
T	R	A	I	L	R	O	A	D	S	O	X
O	T	E	V	E	R	Y	W	H	E	D	E
W	E	L	W	E	E	K	E	N	D	Y	R
N	E	W	S	P	A	P	E	R	O	A	D

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



Compound Words

Say each word.

- afternoon*
- anything*
- forever*
- sometimes*
- without*
- everybody*
- basketball*
- countdown*
- inside*
- outside*
- nightmare*
- newspaper*
- upstairs*
- drugstore*
- everywhere*
- railroad*
- weekend*
- birthday*
- downtown*
- cheeseburger*

LESSON 34

Abbreviations

Say each word.

in

ft

yd

mi.

c.

pt.

g.

gal.

cm

m.

km

l

F

C.

Rte.

Ave.

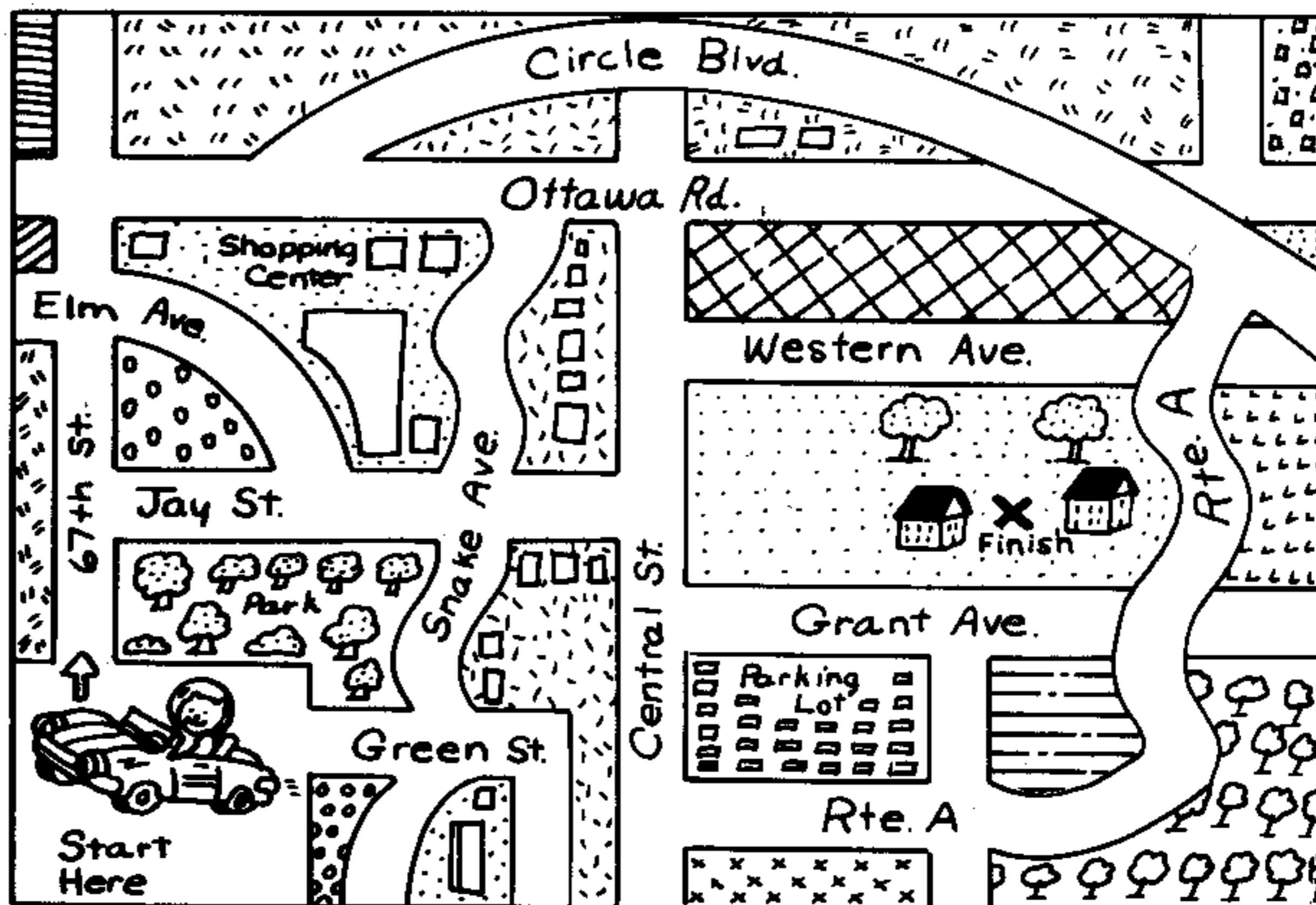
St.

Blvd.

Rd.

RFD

Fill in the blank spaces with abbreviations from the list. The map will help you. Follow the route on the map to find the secret meeting place.



Turn right on Jay ___ ___. Travel one mile (___ __).

Turn left on Snake ___ ___. Take another left on Ottawa ___ ___. Travel 1/2 kilometer (___ __).

Turn right on Circle ___ ___. Go until you reach ___ ___. A. Go until you come to Central ___ __.

Turn right. Go until you reach Western ___ __.

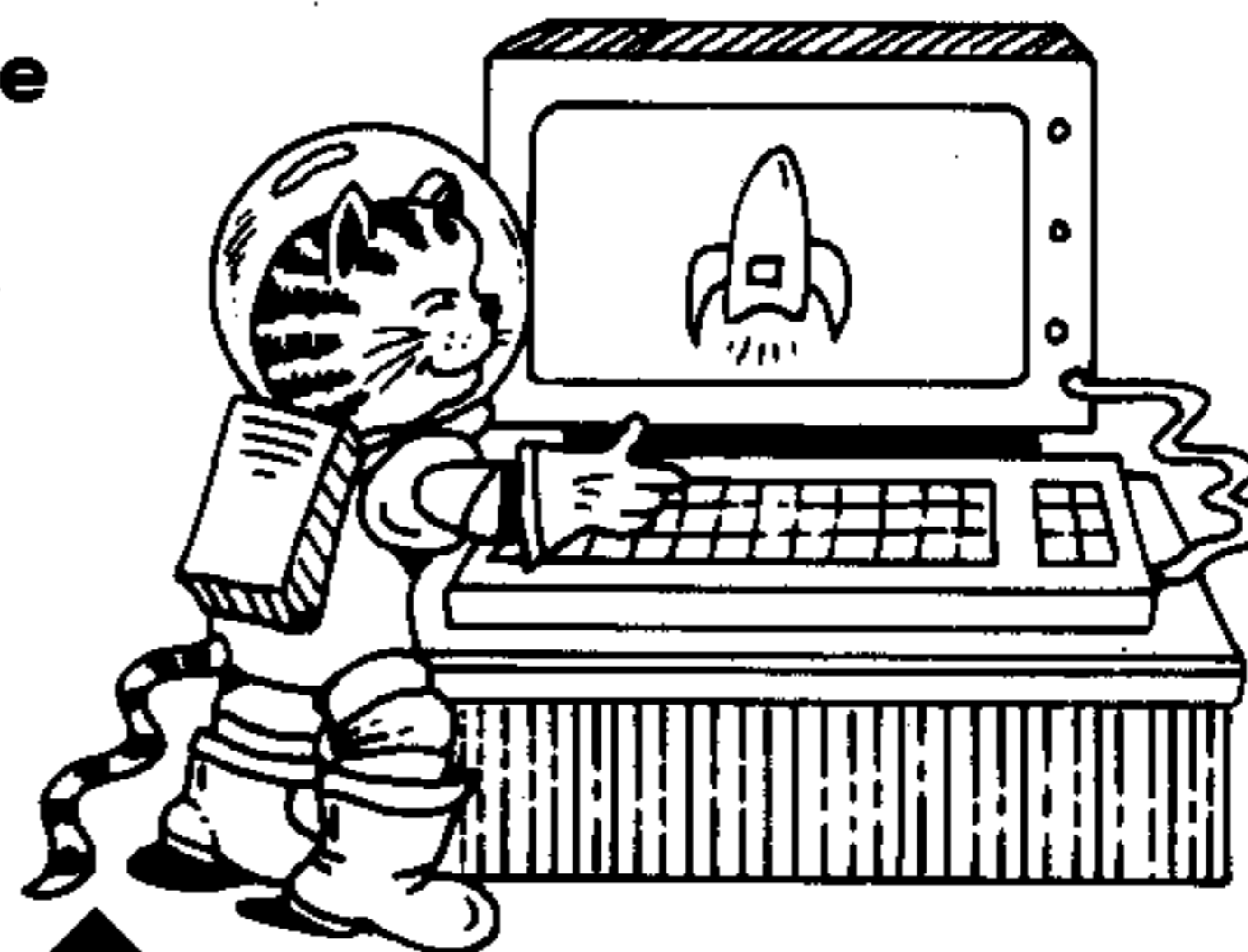
Turn right again. You will see two trees and two houses. Walk between the trees for one meter (___ __).

Now play a spelling game on the computer.


SCORE

Mine: _____

My pal's: _____



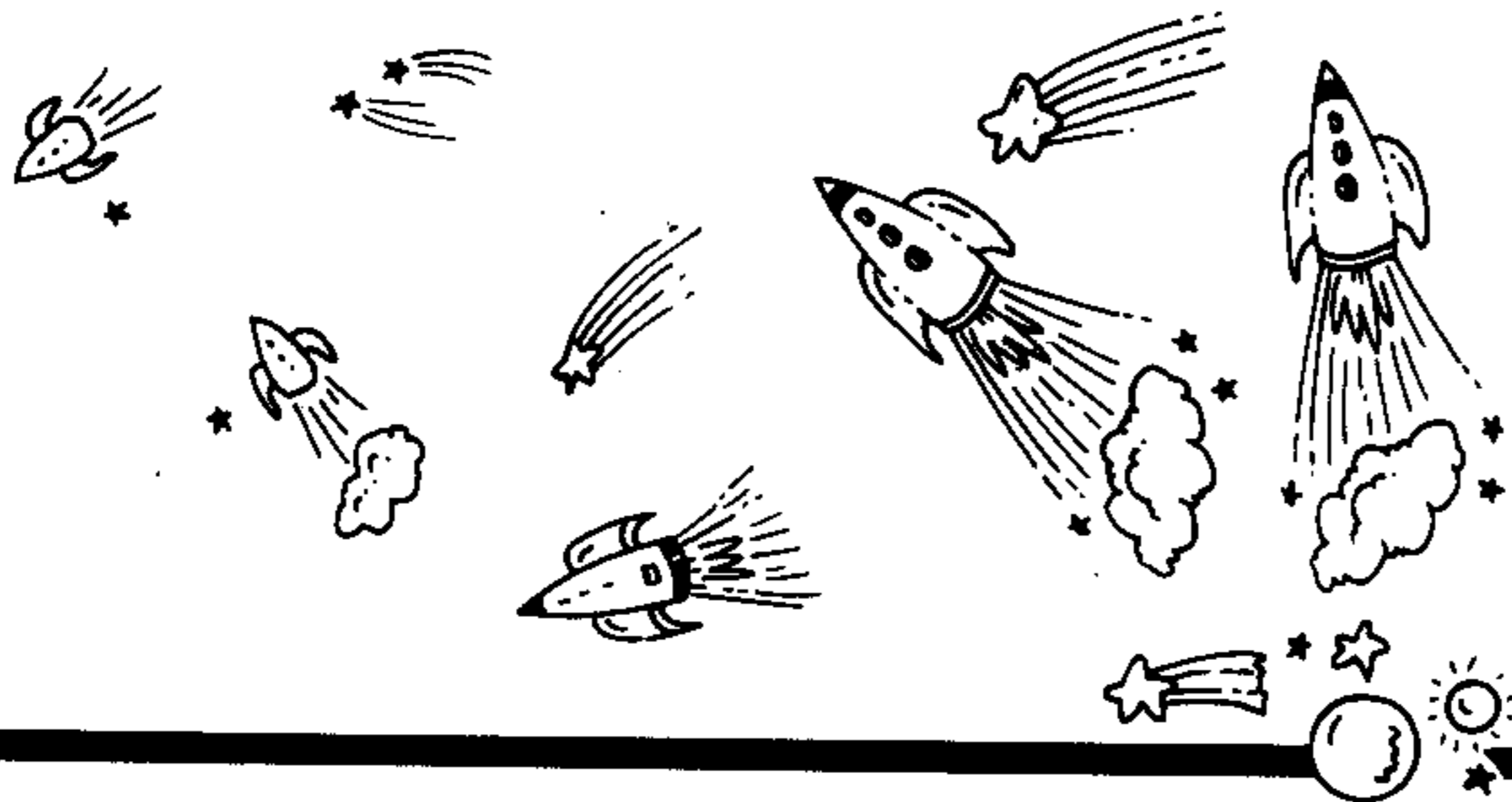
In the blank spaces below, write the word or words that fit each definition. Then unscramble the letters in the boxes to answer the riddle.

1. The planet nearest the sun. _____
2. The planet on which we live. _____ 
3. The second planet from the sun. _____
4. The largest planet. _____
5. The sun and all the planets that revolve around it. _____
6. The ringed planet. _____
7. To turn on an axis. _____
8. A shooting star. _____
9. A group of stars. _____



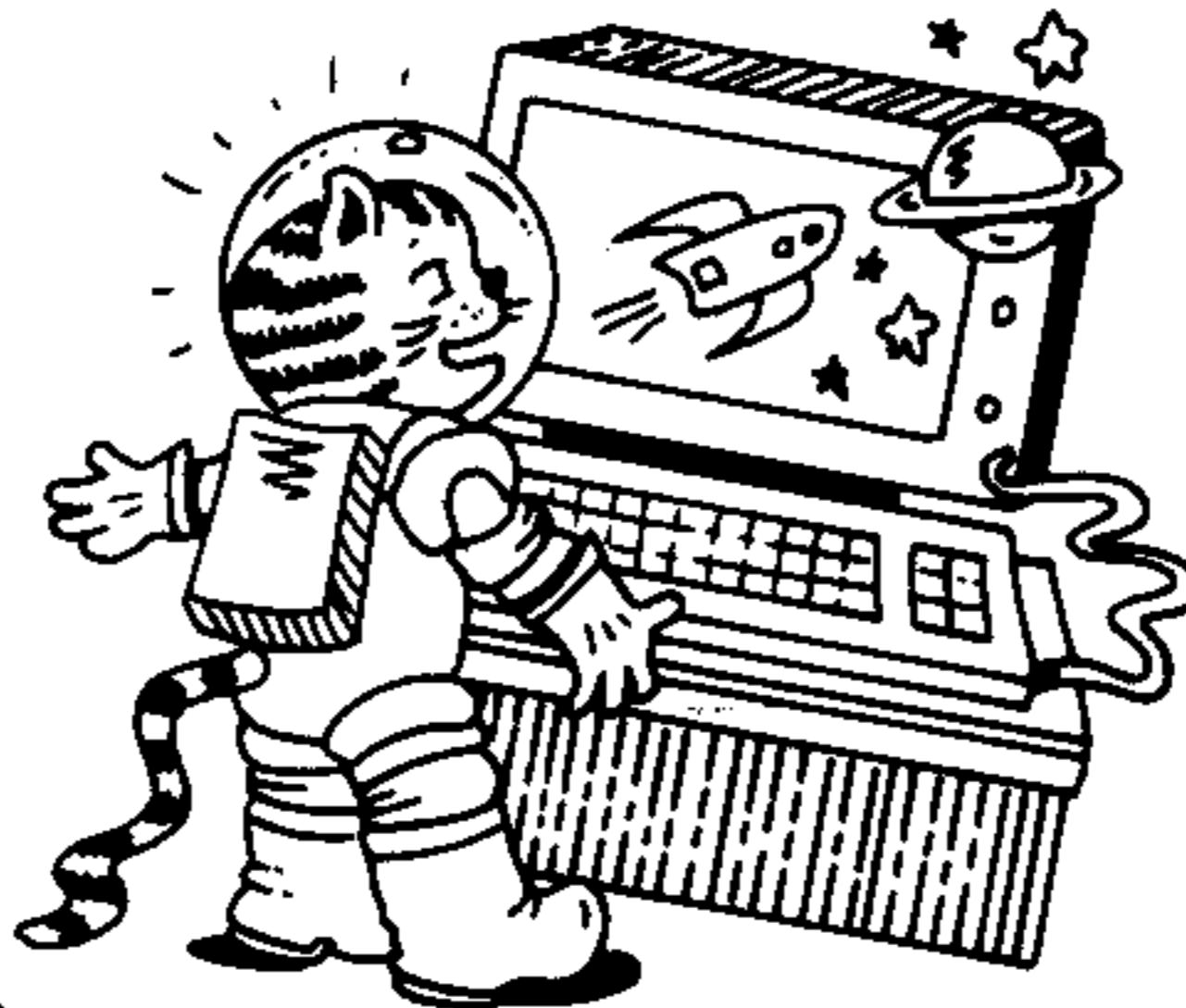
Riddle: What is another word for cosmos?

The _____



Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



The Universe

Say each word.

Mercury

Venus

Earth

Mars

Jupiter

Saturn

Uranus

Neptune

Pluto

solar system

galaxy

universe

satellite

comet

meteor

constellation

planets

rotate

revolve

gravity

LESSON 36

Words in Review

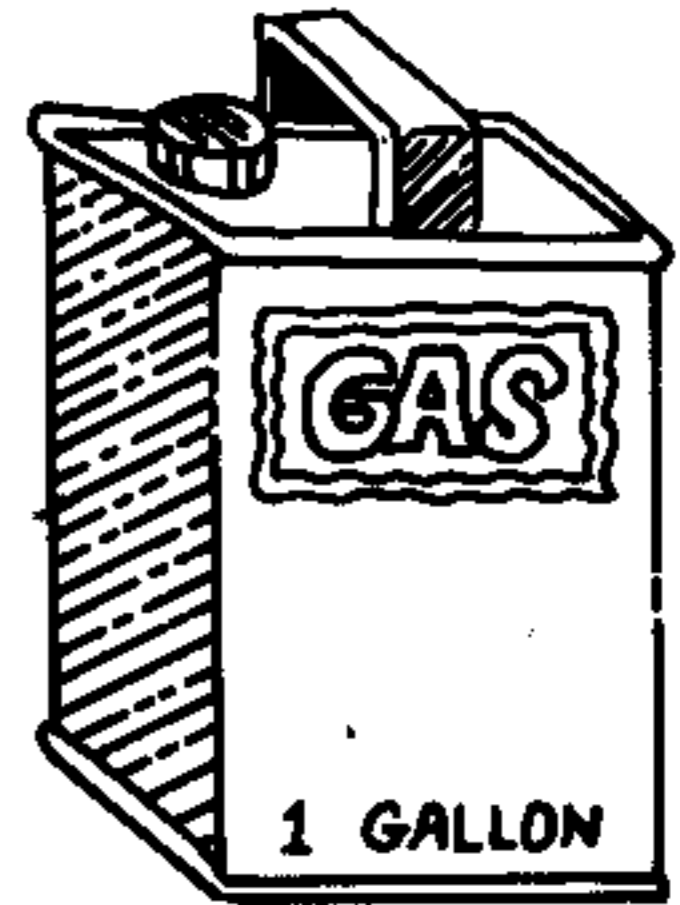
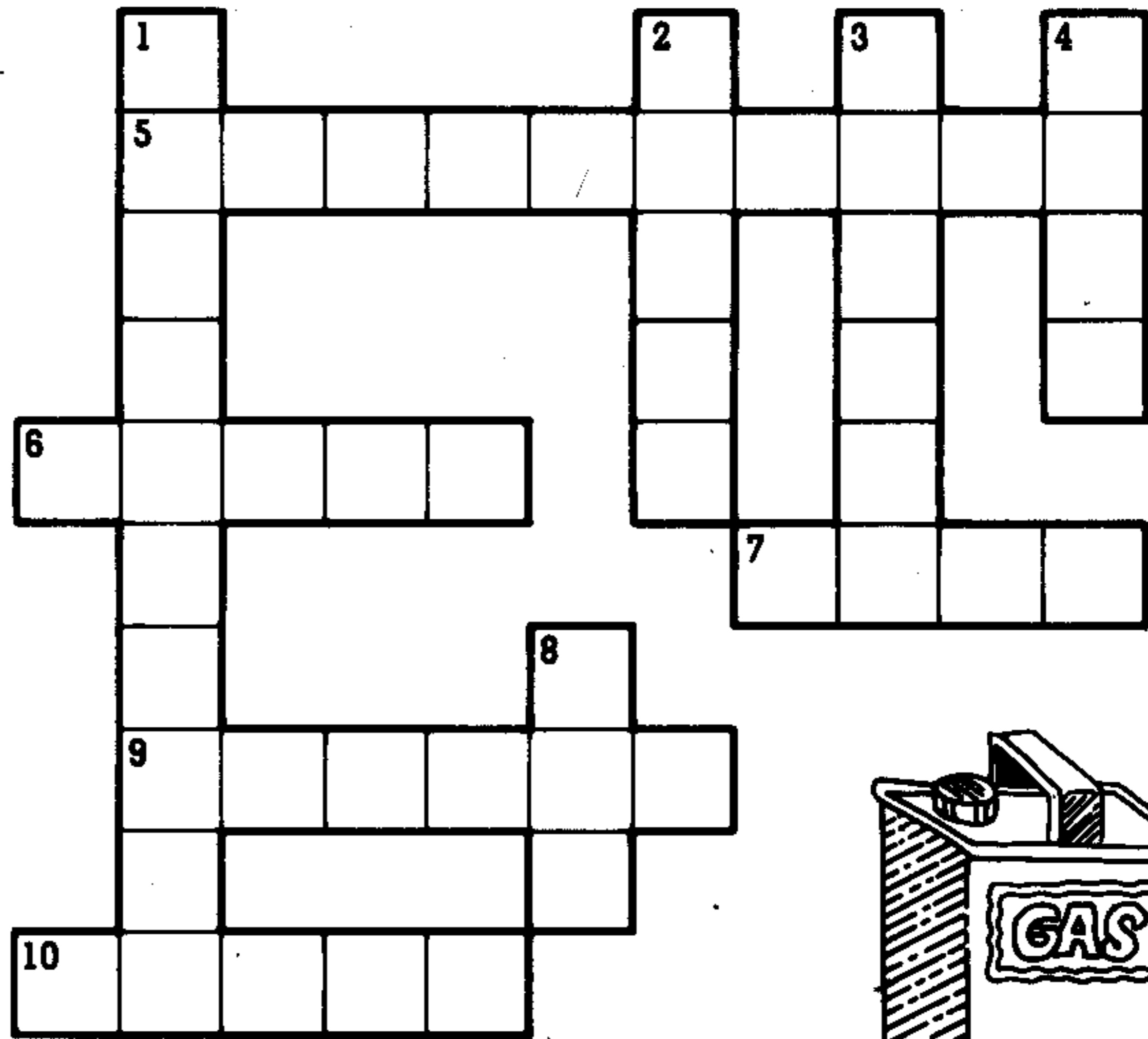
Say each word.

circle
 heard
 curve
 germ
 world
 clear
 cheer
 here
 period
 special
 simple
 together
 animal
 automobile
 basketball

c.

pt.
 gal.
 C
 F

Try this crossword puzzle.



Across

- 5. Another word for car
- 6. The past tense of hear
- 7. The opposite of there
- 9. Not vegetable or mineral
- 10. Crystal _____

Down

- 1. A kind of game
- 2. Earth
- 3. Another word for easy
- 4. A bacteria
- 8. Abbr. for gallon

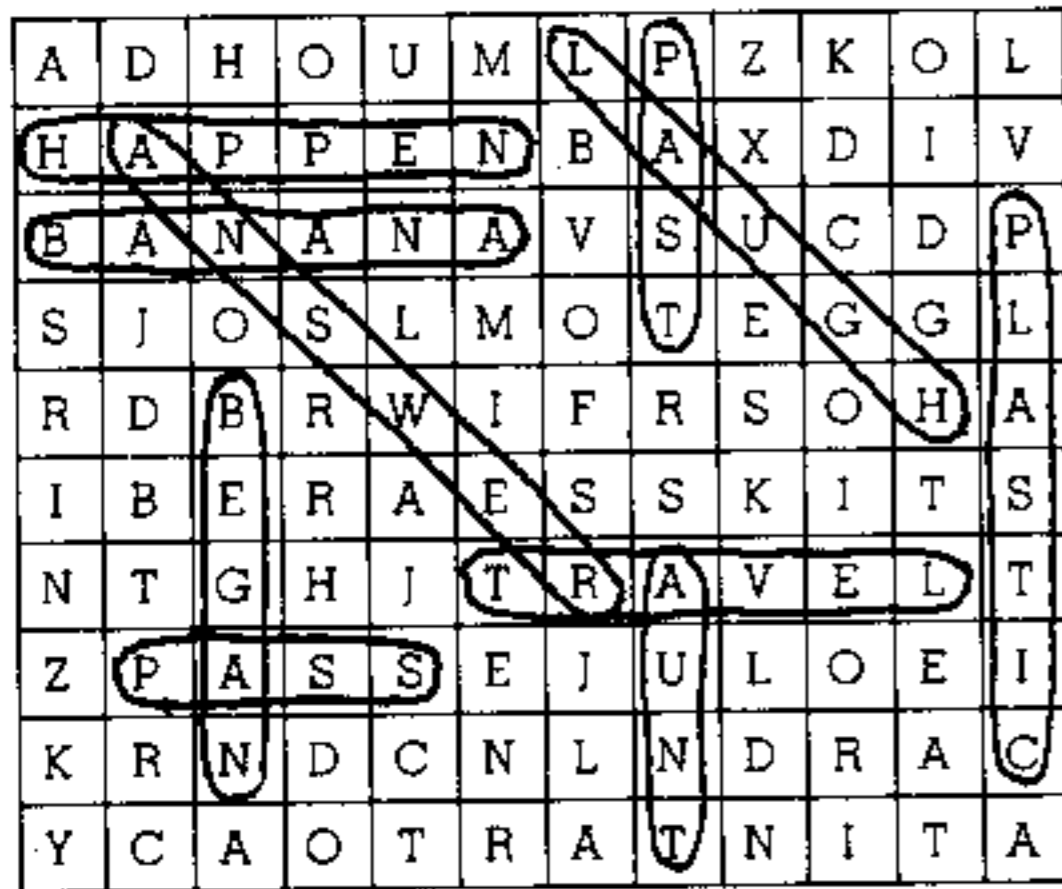
Now play a spelling game on the computer.

SCORE
Mine: _____
My pal's: _____



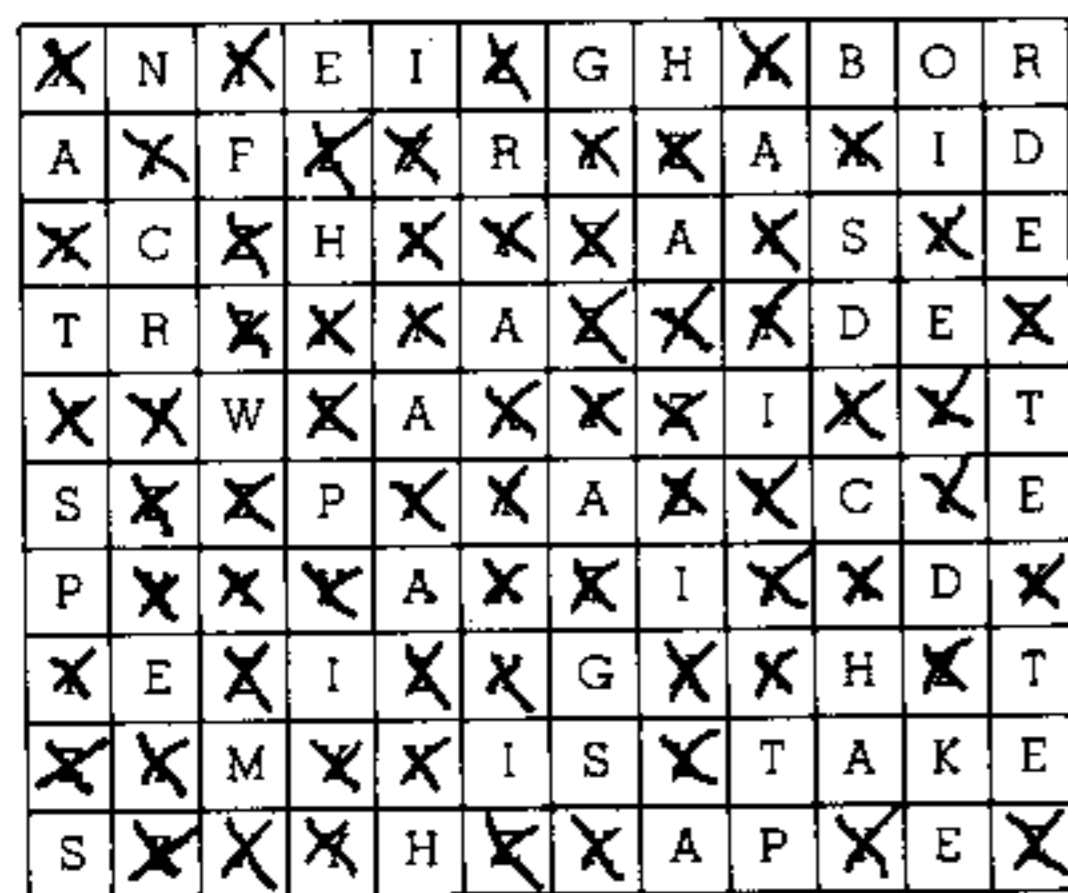
Answers

Lesson 1



1. pass
2. past
3. aunt
4. plastic
5. travel
6. answer
7. happen
8. began
9. banana
10. laugh

Lesson 2

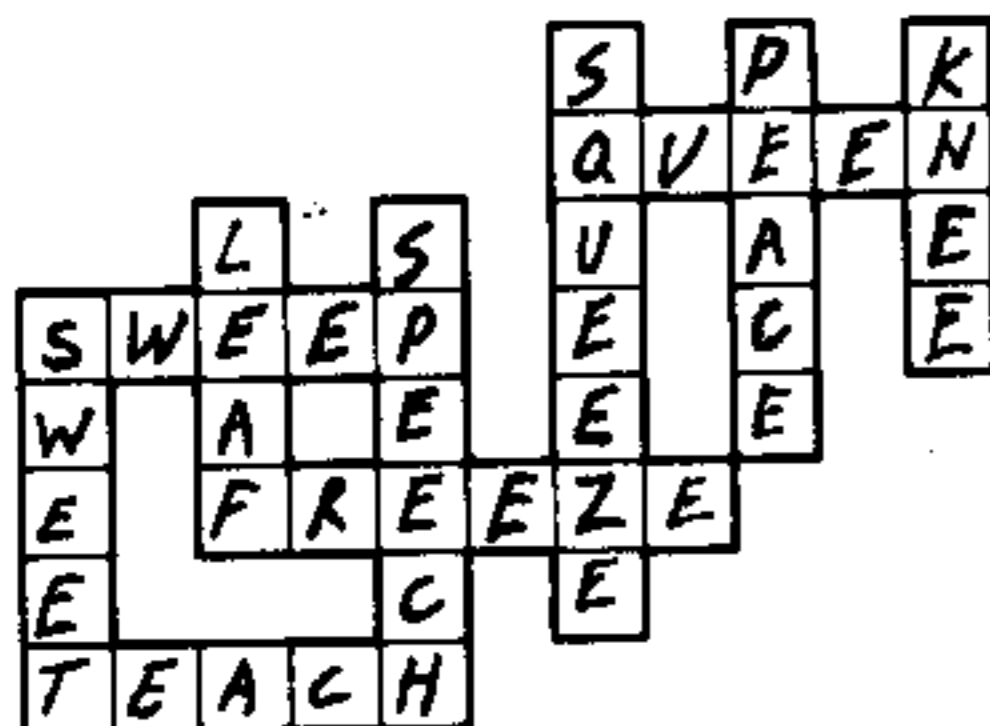


1. neighbor
2. afraid
3. chase
4. trade
5. wait
6. space
7. paid
8. eight
9. mistake
10. shape

Lesson 3

1. stretch
 2. echo
 3. bread
 4. guess
 5. sweater
 6. desert
 7. heavy
 8. again
 9. ready
 10. weather
- Riddle: yesterday

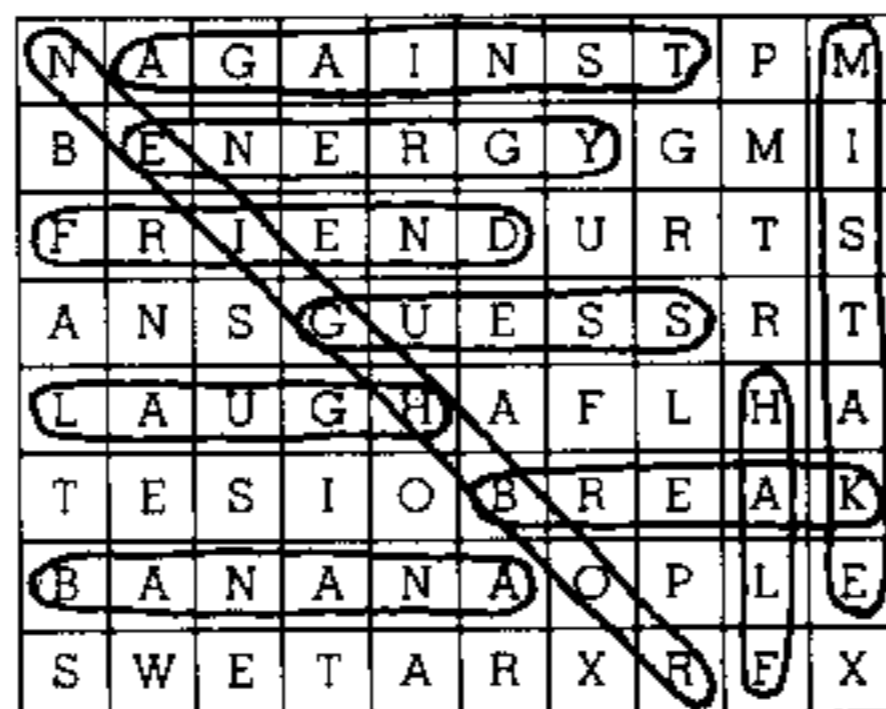
Lesson 4



Lesson 5

Dear April,
Meet Dr. May March on
Monday, July 6. The code
word is Sunday.
Guy Friday

Lesson 6

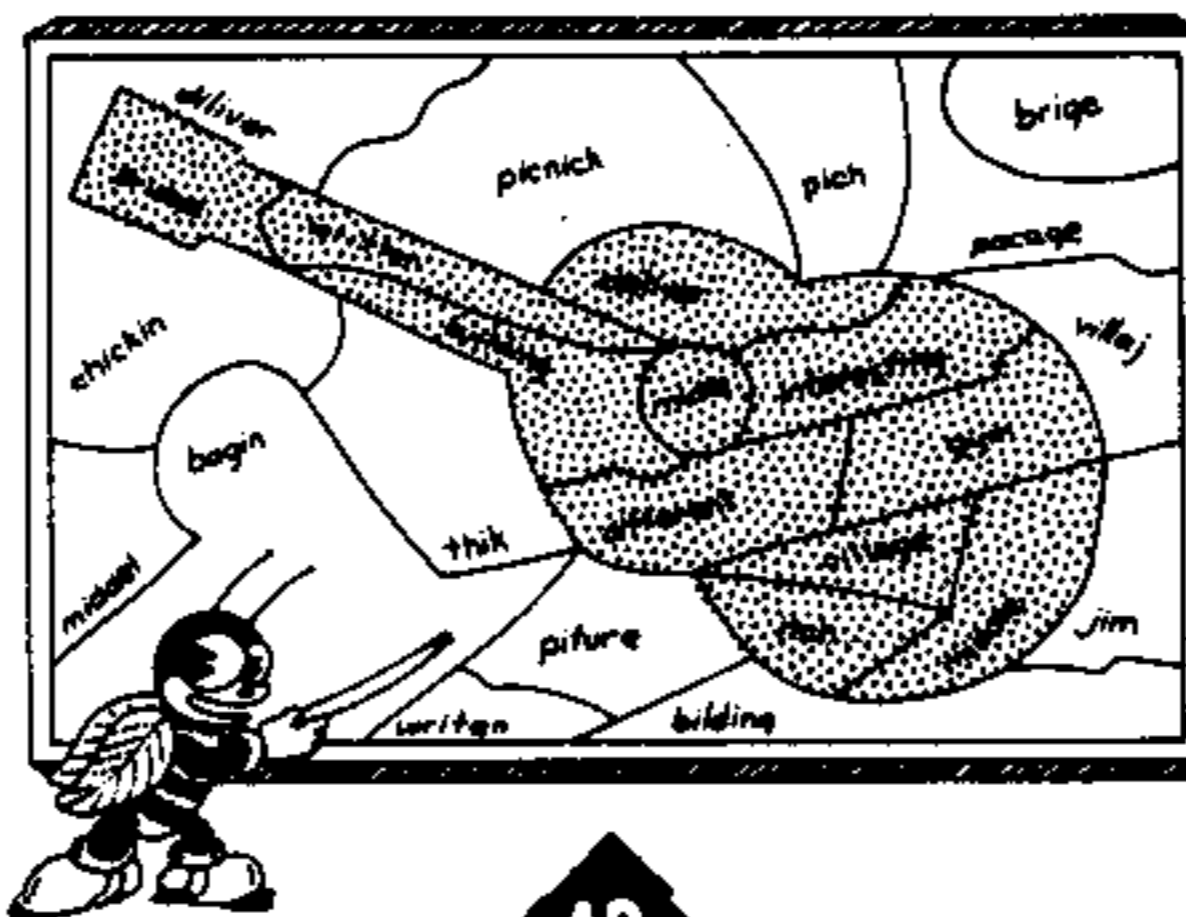


1. against
2. energy
3. friend
4. guess
5. laugh
6. break
7. banana
8. half
9. mistake
10. neighbor

Lesson 7

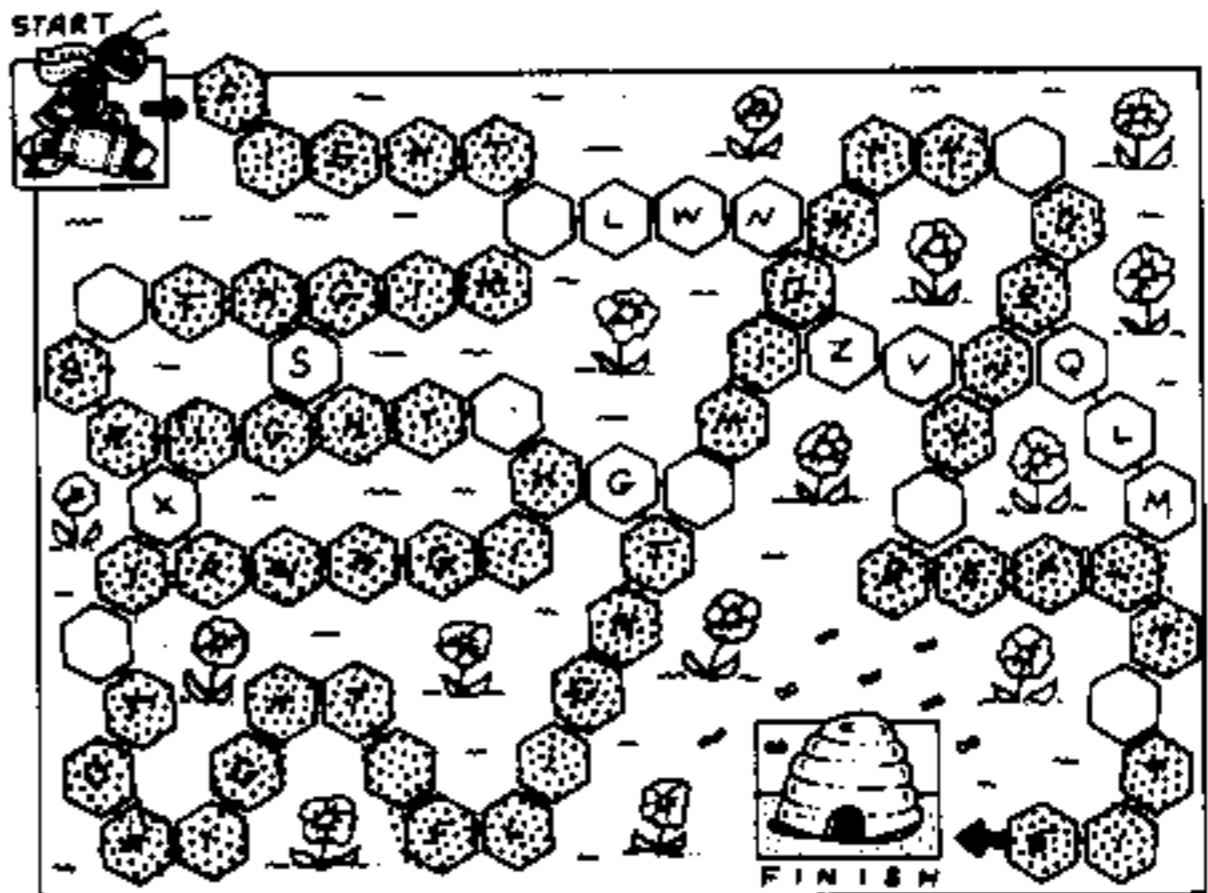
I live with my family in a big city. It's a very busy place. There is something new to see and do every day. There are people everywhere. My dad is a policeman. He has a police band radio in the house. I'm not allowed to use it. But one time I had to. One evening I was sitting next to the window. I saw a robbery going on in the (body; piano; pizza; or ski) shop across the street. I tried to use the phone but got a busy signal. I had to think fast. The radio. I'd seen my dad use it a hundred times. I called a squad car over the radio and reported the crime. It was easy.

Lesson 8



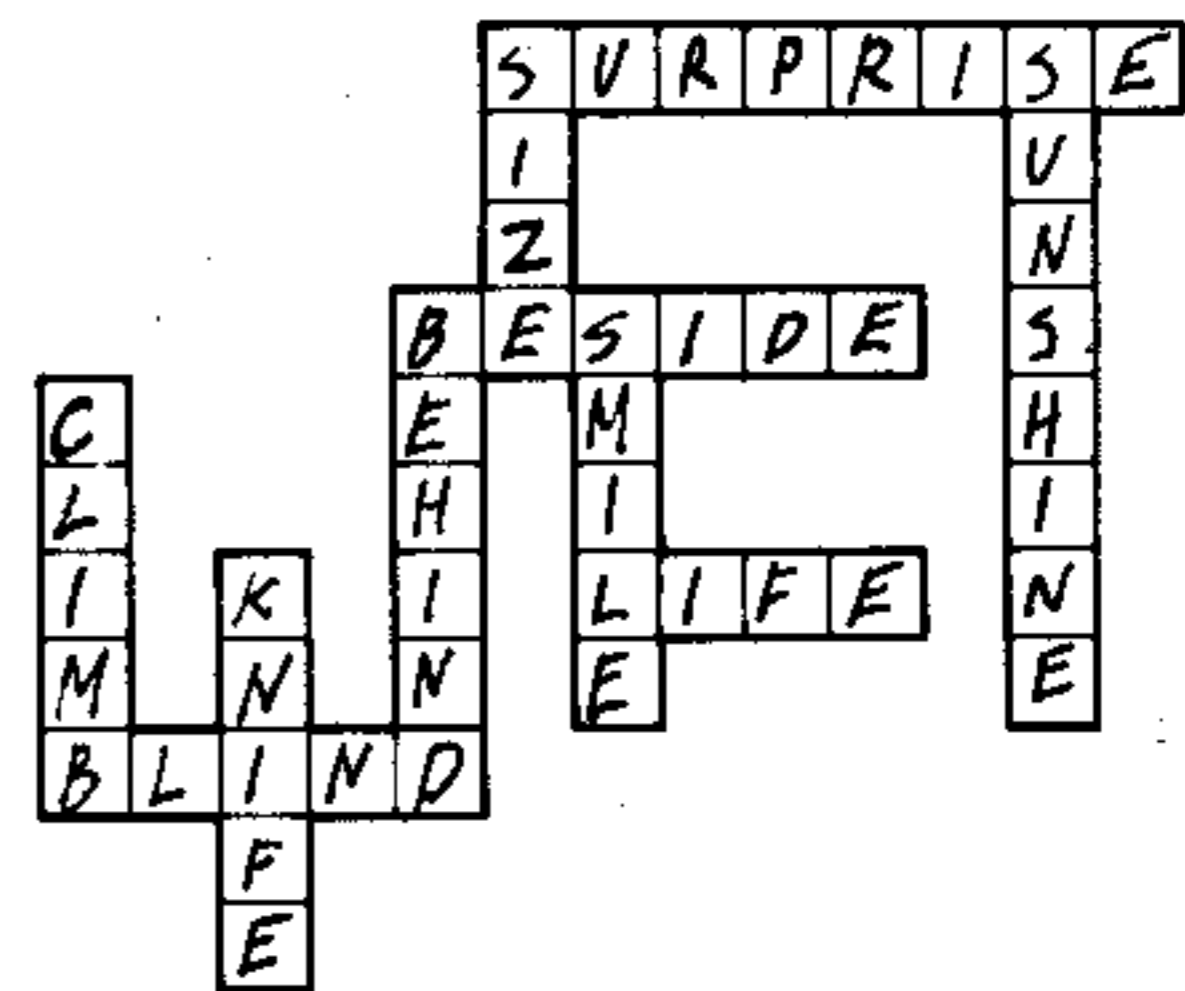
1. bridge
2. written
3. building
4. deliver
5. interesting
6. different
7. gym
8. village
9. itch
10. middle
11. guitar

Lesson 9



1. fight
2. might
3. bright
4. highway
5. tonight
6. flight
7. mighty
8. deny
9. reply
10. tie

Lesson 10



Lesson 11

1. stories
2. babies
3. pennies
4. brushes
5. brothers
6. trees
7. buses
8. hikes
9. classes
10. dishes

Lesson 12

1. different
2. family
3. secret
4. evening
5. buy
6. giant
7. package
8. tie
9. supply
10. people

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 4 contains 600 high-usage spelling words — those used and needed most by fourth-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 4** makes learning to spell a rewarding and positive experience.

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

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