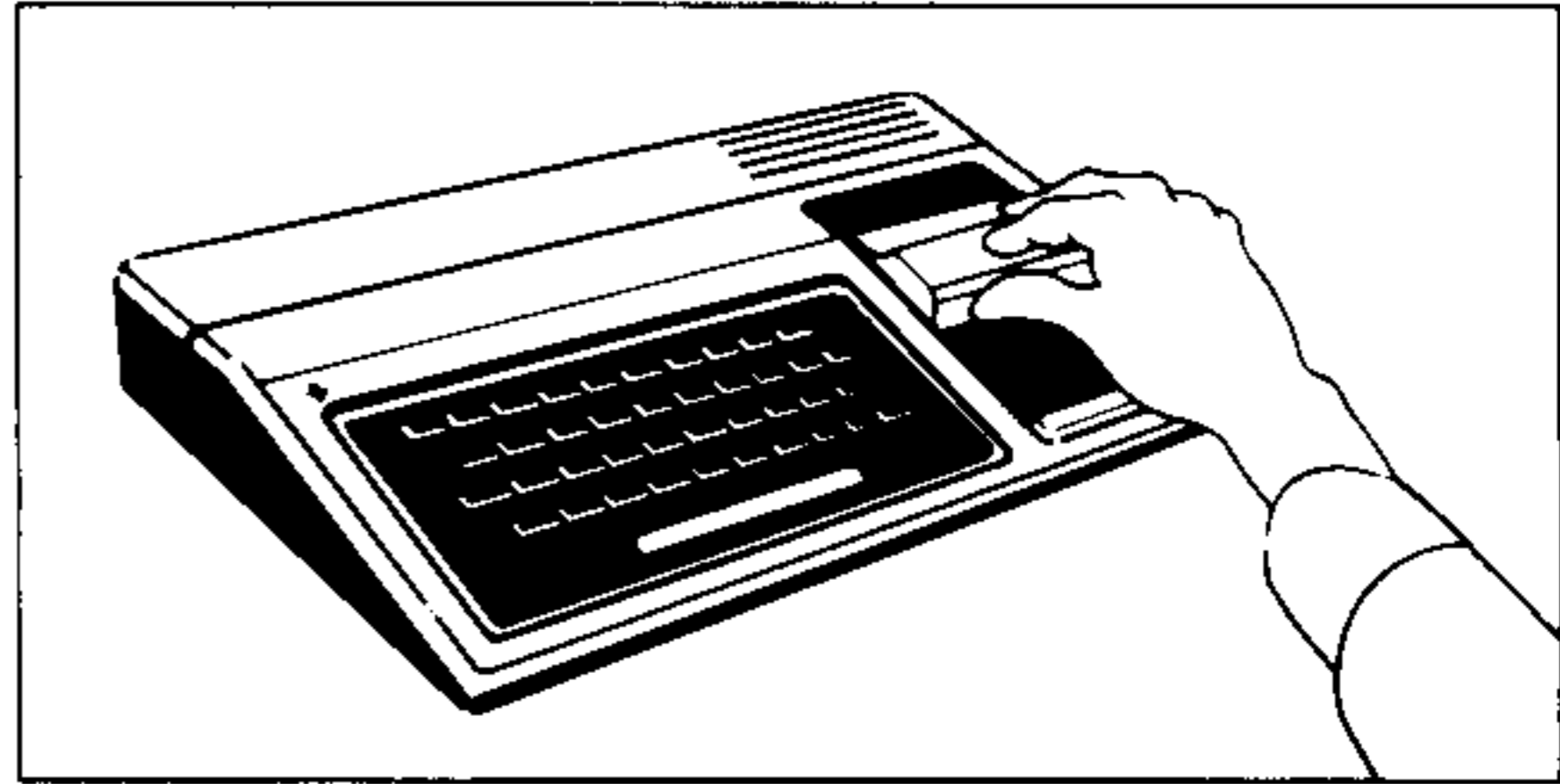
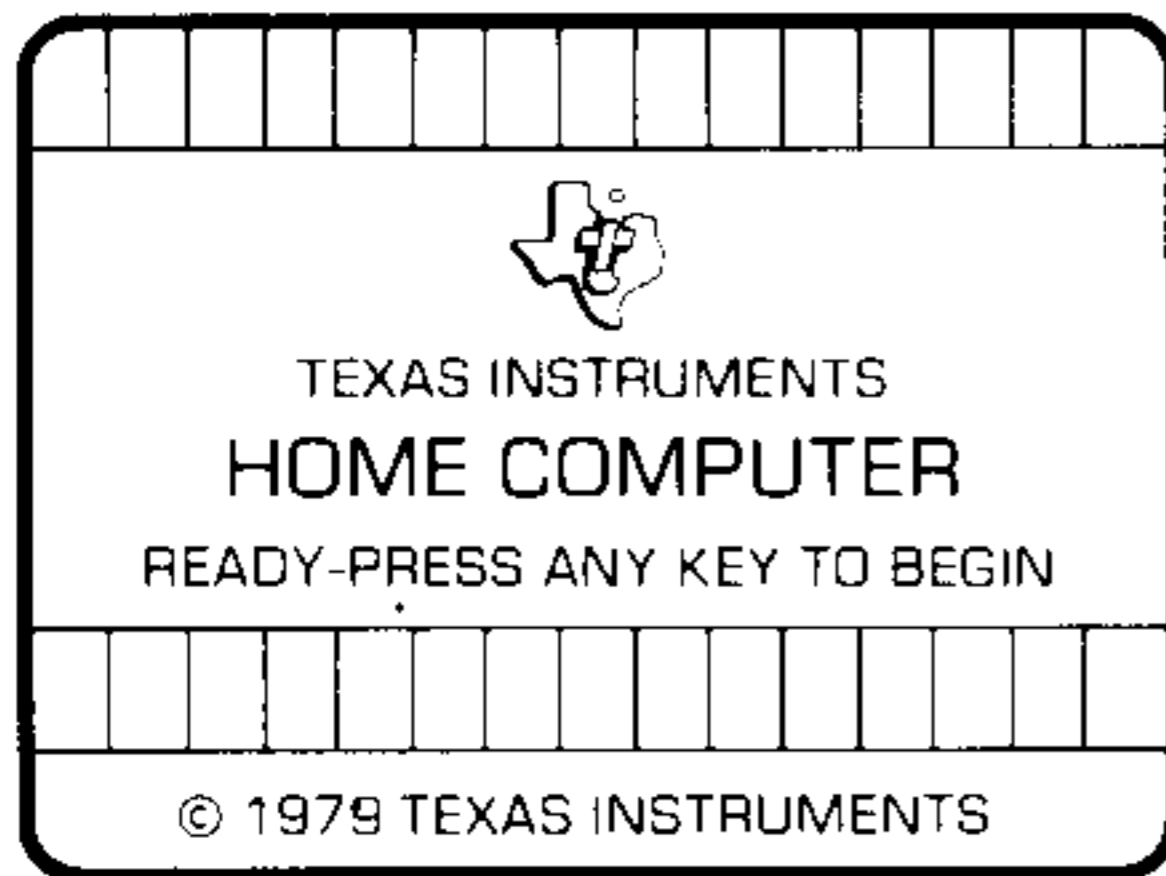

THE SPEAKING SCHOLASTIC SPELLING TEACHER

Just snap in a Command Module — and go.



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 to make the master selection list appear. To select the module, press the key corresponding to the number beside the title of the Command Module.

Now you're ready to take advantage of The Speaking Scholastic Spelling Teacher.

The Speaking Scholastic Spelling Teacher offers a fun and challenging way to expand your child's spelling skills through the use of phonetics. Each of the four levels — 3, 4, 5, and 6 — is an individual *Solid State Software*™ Command Module designed in conjunction with Scholastic, Inc. for Texas Instruments for use with the TI Home Computer.

With these modules, Texas Instruments continues its tradition of applying innovative *Solid State Speech*™ technology to educational activities. These modules require the Texas Instruments *Solid State Speech*™ Synthesizer (sold separately). Attaching the Speech Synthesizer to your computer enables the computer's voice to pronounce each word in the activities, indicate which words are spelled wrong, and encourage your child to continue.

In addition, this attractive binder is included as a handy storage case for The Speaking Scholastic Spelling Teacher.

Each of the Scholastic Spelling modules is accompanied with an activity book. The lessons for each level help your child learn to spell words with the use of context clues — homophones and antonyms. After your child masters the lessons in the activity book, he or she can go to the games on the computer. The levels correlate with grades 3, 4, 5, and 6. However, your child can learn at his or her own pace.

Three exciting games utilize the spelling words learned in the activity book. The first game, "Spelling B," is a one-player game in which your child decides on the type of clues to be given to aid in spelling the word. The second game, "That Did It," is a two-player game in which your child must guess the letters of a word before all seven objects are dropped into the character's hat. In the third game, "Space Race," the computer pronounces a word and your child must spell the word correctly, using the context clues that are given. If the word is spelled correctly, the space ship crosses the display and destroys a meteor.
