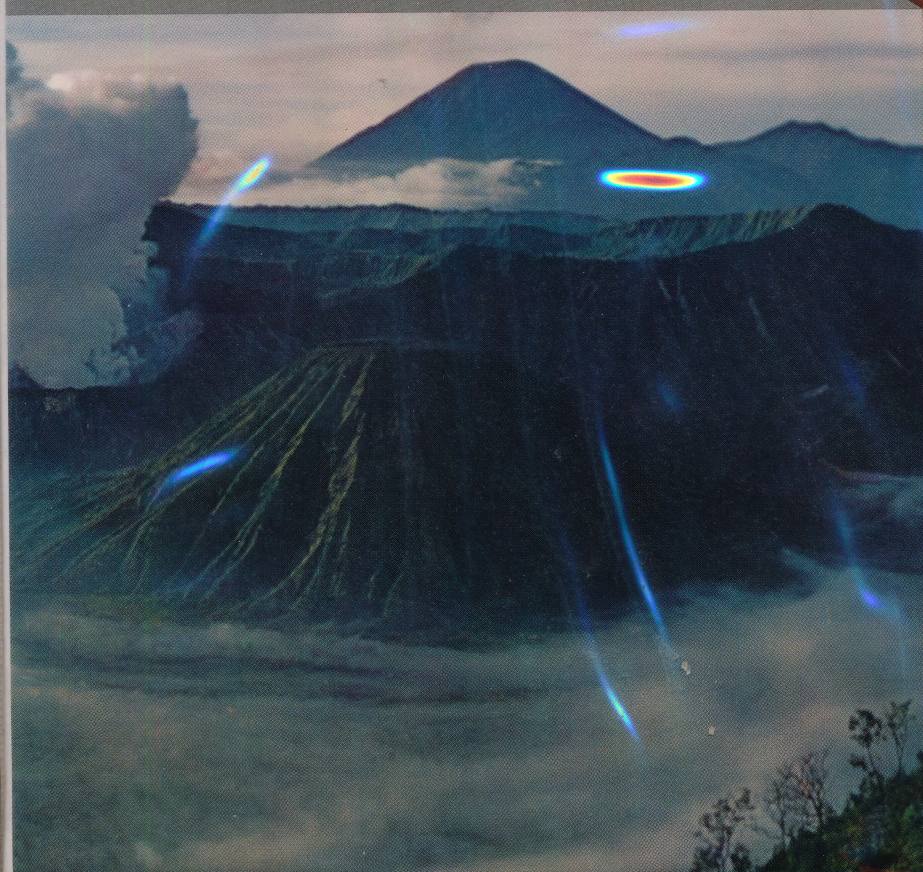




The Knowledge Explorer Series

SeekIt:

THE ISLE OF MEM



Grolier Microcomputer Software

The Knowledge Explorer Series

Disk 1. SeekIt: Max Dublin's Treasure

An educational adventure that encourages young students to explore Volume A of *The New Book of Knowledge Encyclopedia*.

Disk 2. SeekIt: The Isle of Mem

An educational adventure for intermediate level students that motivates them to explore Volume M of *The New Book of Knowledge Encyclopedia*.

Disk 3. WonderQuest

An interest exploration program that directs students to fascinating articles throughout *The New Book of Knowledge Encyclopedia*.

Disk 4. InforMaster

An introductory database management program that provides a comprehensive, easy-to-understand tutorial, a built-in practice database, and a simple, powerful database management program that allows users to create, manipulate, save and print their own database files.

Disk 5. GraphMaster

An introductory computer graphing program that teaches students how to make basic graphs, gives them practice with graphing data found in *The New Book of Knowledge Encyclopedia*, and provides a tool with which they can create and print their own graphs.

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The Knowledge Explorer Series . . .

. . . designed for young students; usable through high school . . . designed to be used with *The New Book of Knowledge Encyclopedia*, thus encouraging reading and the development of reference skills . . . designed to be used in the library as well as the classroom . . . designed to teach computer literacy through the use of various computer applications and techniques . . . provides comprehensive documentation and helpful instructor's guides . . . provides attractive graphics to motivate students . . . provides prompts on the screen; no commands to memorize . . . provides graded levels of difficulty so that students can proceed at their own pace . . . provides a vital resource for reports and other assignments . . .



Grolier Educational Corporation

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The Knowledge Explorer Series

SeekIt:

THE ISLE OF MEM

To be used with Volume M of The New Book of Knowledge Encyclopedia

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SIDE TWO



For extended media life —
here's how to take care of your MINIDISKETTES



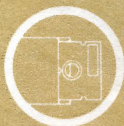
Do not touch
exposed areas of
the magnetic disk



Insert disk carefully



Keep away from
magnetic fields



Return to envelope
after use



Do not fold
do not bend



Store disks at:
50° F — 125° F
10° C — 52° C



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The Knowledge Explorer Series™

SeekIt:

**THE ISLE
OF MEM™**

User's Guide

SeekIt: The Isle of Mem™

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Quick Reference Page

What Are The Computer Keys I'll Use?

Use the keys like a typewriter when you sign in, and when you type the answers to questions.

Use <— to erase. (On the //e and //c, you can use the DELETE key also.)

Use the SPACE BAR to get help messages or questions, or when the program instructs you to use SPACE BAR, as to gather memstones.

Use RETURN when you have typed a response, and want it to be entered.

Type Y for 'yes;' type N for 'no.'

Use the arrow keys on the //e and //c or I, J, K, M on the II and II+ for up, left, right, down to move your car around in Mem. To increase speed, press the directional key twice or hold it down. Use S to stop your car.

Type ? to see a summary of all of the hints you've had so far.

When you type in a number, use the numbers in the top row of the keyboard.

If you type anything other than the commands the computer is programmed to accept, nothing will happen.

About The Isle of Mem

The Isle of Mem is a challenging adventure quest, in which you have a chance to travel about a magic island seeking "memstones" to build a shelter to protect you from hurricanes. If you complete your adventure in time, you will be safe when the hurricane comes, ready to go on to further adventures on the island. If not, you can watch your partly-built shelter blow away; then try again.

The Isle of Mem is designed to challenge the most advanced user of the *SeekIt* series of adventures.

Three adventures take place on three different parts of the island, and there are three shelters to be built. Each involves answering challenging questions by looking in Volume M of *The New Book of Knowledge Encyclopedia*.

What Can I Learn from the Isle of Mem?

- You'll pick up all kinds of information (big ideas and trivia as well) as you look in the articles in *The New Book of Knowledge Encyclopedia* (called NBK for short).
- You'll discover that there are lots of things in the encyclopedia that interest you. You'll probably start browsing in the NBK as you look for answers to the adventure questions.
- You'll also learn how to use encyclopedias—what kinds of information are in them, and how information is displayed in different forms and in different places in an encyclopedia.
- You'll learn how to use the computer along with printed materials, like the NBK.
- Because The Isle of Mem is a computer program, you will become more familiar with using the machines and program disks. Your fingers will become quite nimble at using the keyboard to start, stop, and change the speed or direction of your magic car.

How Can This Help with School Work?

While you're enjoying the adventure of looking for memstones, you're also learning how to use the encyclopedia to find information you need. The next time you need to look things up for a school assignment, it will be easier for you, because you've had the practice with The Isle of Mem adventure.

What Materials Do I Need to Get Started?

All you need to begin is The Isle of Mem disk, an Apple //e or //c, or an Apple II or II+ with 64K of RAM, and Volume M of *The New Book of Knowledge Encyclopedia* (NBK).

How Much Help Will I Need with The Isle of Mem?

If you can't find your record (see "How Do I Sign In?"), or if Volume M of the NBK isn't where you expected to find it, ask your librarian or teacher for help.

How Do I Get Started?

You don't need this guide to start your adventure on The Isle of Mem. All you need to do is to "boot up" (load the program into the computer) the disk, and you can begin.

Here's how to "boot up" any of the disks that are used in the *Knowledge Explorer Series™*, (or, for that matter, any disk on any Apple Computer).

To insert the disk:

- 1** Before turning the computer on, remove the disk from its protective sleeve, holding it by the end with the label. *Do not touch the exposed plastic parts of the disk.*
- 2** Hold the disk with the label side up; insert it gently into the disk drive and close the door.
- 3** Turn on the computer. Soon the disk drive's red light will go on and you will hear a whirring sound as the program is loaded into the computer. When the light goes off, the program will begin on the screen.

Treat disks with care!

They can be damaged if:

- something spills on them.
- they are bent.
- you soil the exposed plastic areas.
- they are exposed to extreme heat, cold, humidity, or a powerful magnet.

How Do I Sign In?

The Mem program asks you to type in both your first *and* last name, and tell if you have played before. The Mem program keeps a record of your game. This means that if you go away for a while you can come back and pick up where you left off in the adventure. Be sure to remember exactly how you entered your name. If you do not enter it the same way every time you come back to Mem, the program will not be able to find the record of your game.

What If The Computer Can't Find My Record?

It's important to enter your name exactly the same way every time. If you change anything about the way you type your name, you will see this on the screen:

"Try typing in your name again carefully, just in case you made an error in spelling or forgot to put in a space between your first and last name."

If the program still can't find your name, you will see this message:

"I cannot find your name. Press N to start a new game or ask your librarian or teacher for help."

If you do not press N, the program waits while you go off to get help. When you come back, your librarian or teacher will get the program to display the names of all players on the screen. (Instructor: See Instructor's Guide). Check to see if your name is on the list, and how it is spelled in Mem. Then press the number opposite your name to resume play.

What Is "The Isle of Mem?"

The adventure opens on the beach where you have been washed ashore. Mem is beautiful, but there is something magical about it. Parked on the beach is a magic memcar; it is for you to use to get around Mem in search of memstones to use in building your shelter. Mem has three areas. Your adventure begins in the Countryside.

You'll need shelter. You drive about the countryside gathering magic memstones to build a simple but sturdy shack by answering quests magically available along the country roads. As you complete quests, you see your shelter taking shape. If you fail to complete your shelter before you have used up 400 hours, the hurricane blows in and destroys your incomplete structure. You have only a copy of Volume M of *The New Book of Knowledge Encyclopedia* to help you.

A hurricane is coming in just 400 hours. If you can build shelter in the Countryside before the big storm, then you can go on to the Town, and if you build a town house in time, you can go on to the greatest challenge of all, the Troll Forest.

The Countryside Adventure

With the NBK in your hand, you climb into the car. Magically it starts by itself, and heads along the country roads toward a flashing question mark, where it stops. Press SPACE BAR to see instructions for how to drive your car. Use the arrow keys on the //e and //c or I, J, K and M on the II or II+ to drive your car up, down, left, and right, and S to stop it. The more you play, the more skilled you'll become as a driver. (Hint: use two hands. Keep one finger above the S key at all times; use your other hand to control the arrow or I, J, K, M keys.) When you stop at places that have questions or hints, press SPACE BAR to get the questions or hints. Part of the fun of the adventure is learning more about the rules of life on Mem as you go.

You are now on your own. Your position is shown on the map. Although you can see only one half of the map at a time, you can drive your memcar off the edge of that part of the map and onto the other half of the Countryside map. In the northeast corner of the map is a pair of gates. They will not open until you have earned enough memstones to build a country shelter.

When you see a question mark sign, you can drive to it, stop, and press SPACE BAR, and a hint will appear. Hints are useful, but you will have to decide how often to seek hints—they do cost you time! At any time, you can press ? to get a list of all your hints so far.

If you stop at a road sign and press SPACE BAR, you are given a chance to answer a riddle. All the answers can be found in Volume M of NBK. Memstones are the reward for correct answers—one memstone for the

easier questions, two for the harder ones. It takes 20 memstones to build a shelter in the Countryside.

Sometimes, as you are driving along, a Troll will stop you with a road block. You must answer his question correctly or lose valuable hours. The index of Volume M will help you find the answer, and save you many hours.

All these things cost you time in the Countryside:

- driving
- pressing SPACE BAR to read a road sign or help sign
- wrong answers to riddles
- wrong answers to Troll block questions
- crashing

One thing never costs you time in Mem—the time you spend looking things up in the NBK is free!

There are four ways to leave the Countryside:

- 1** If your 400 hours elapse before you complete your 20-memstone shelter, the hurricane will blow your unfinished shelter away.
- 2** If you complete your shelter before the time is up, you may enter Memtown.
- 3** By pressing ESC at any point in the adventure before your 400 hours have elapsed, you can save your current position to resume play another time.
- 4** If you earn 20 memstones, and think you have enough hours left, you can see your Countryside shelter completed, and then take your 20 memstones into Memtown, and try to complete a 40-memstone townhouse before your time elapses.

Memtown

There are two ways to enter Memtown. You may drive in from the northeast corner of the Countryside if you have your 20 memstones and some time remaining from your last adventure in the Countryside. (These memstones will be the beginning of your 40-memstone Townhouse.) The other way is to enter from the start of the program if you completed a shelter in the Countryside before you signed off the last time. As in the Countryside, you will see only half of the map at a time—the half on which you are driving. To get to see the other half of town, you must drive your memcar into that part of Memtown. North of town, you will see the bridge that leads to the Troll Forest, but it will not open for you until you have earned your 40 magic memstones by answering questions in Memtown.

Quests and instructions are available at various houses. In Memtown you control your car the same way you did in the Countryside. When you have stopped at a house, pressing SPACE BAR will get you the quest or instruction. Volume M of NBK is your source, as before, and memstones will be your reward for correct answers. You will need 40 memstones to build a townhouse—each of the easier quests is worth *two*; each of the harder ones is worth *four*.

Time penalties occur for the same causes in Memtown, but they are higher than in the Countryside.

You leave Memtown in the same kinds of ways you left the Countryside,

- 1** By being blown away (you can begin again),
- 2** By building a Townhouse and entering Troll Forest,
- 3** By pressing ESC to stop and save your game, and
- 4** As soon as you have seen your Townhouse completed, you can take your 40 memstones and remaining time into Troll Forest.

Troll Forest

There are two ways to enter Troll Forest. You may drive North over the bridge out of Memtown if you have your 40 memstones and some time left over from Memtown. (These memstones become the foundation of your 80-memstone Troll Forest Castle.) The other way is to enter from the start of your program if you completed your Townhouse before you signed off last time you played.

All of the Troll Forest is on one map. Help, quests, and traps are indicated by flashes. You control your memcar and use SPACE BAR the same way you did in the Countryside and memtown. But there are no roads. Your memcar can drive over the rugged countryside, but it cannot climb mountains, nor drive into rivers or trees. Doing so causes crashes that cost you several hours.

The Trolls have hidden their memstones in mines, and do not part with them easily. Be careful to answer their questions correctly. But first you have to get to the mine opening. Watch for flashes that indicate where the mines are. You'll have to drive your memcar to the place where they flashed, and press SPACE BAR to get the chance to try a question. Each flash marks a place that remains available for a while even after the flash has disappeared. You will have to remember where it was, land on it and press SPACE BAR. Try to get there while it lasts. It costs you time to enter a mine and get a question. Missing a question costs even more time!

As if that weren't bad enough, the Trolls have more tricks in store for you. Look carefully at the flashes. Some Troll Mines are actually Troll Traps. Troll Mines

and Troll Traps have slightly different appearances. Can you tell the difference? Getting caught in a Troll Trap wastestime. Hints and Hint Summary are available as usual, at a cost.

You can still count on Volume M of NBK to help you answer the Troll quests. The Trolls give you *four* memstones for correct answers to the easier quests, and *eight* for the harder ones. It takes 80 memstones to build your Troll Forest Castle, but in it you will ride out the storm in comfort and style.

There are two ways to leave the Troll Forest:

- 1** Press ESC to save your current position, or
- 2** blow away in the storm (and be able to begin again). Or don't leave! Stay and live happily in the Troll Forest Castle that you have built with your hard-earned memstones.

How Many People Can Use The Isle of Mem Disk?

The disk will save the records of 30 different players. So what if I'm player #31? Don't worry, you can still play. The disk will check through its files to see which of the 30 players hasn't played for the longest time. That player's record will be removed to make room for you.

What Happens to My Record When I Go Away From The Computer?

Whenever you want to stop, for the day, or just to stop for a while, press ESC. The disk will save your records. The computer can be turned off, and when you come back to pick up your adventure, all you need to do is to "boot up" the disk and sign in correctly to resume play.

The program will take you back to the place in the adventure where you left off.

What If I Get Halfway Through the Game, Go Away, And Don't Come Back for Weeks?

If many other students have been playing, your name may be removed. You will have to start at the beginning again. However, you will probably find that you remember the answers to most of the questions you've answered before. Even if you do not remember, it shouldn't take long to find the answers in the NBK.

How Do I Sign Off?

All you have to do is press ESC any time you want to sign off in the middle of an adventure.

When you have finished building a shelter in the Countryside or in Memtown, you can choose:

- 1** To take your memstones with you and go on to the next adventure. If you have finished a shelter in the Countryside, and have time left over before the hurricane, you can take your 20 memstones and your remaining time and go into Memtown. There you will have a 20-memstone start on a Townhouse. The same is true if you have finished a Townhouse: you can take your 40 memstones and your remaining time and go into Troll Forest to begin an 80-memstone castle with your 40 memstones.
- 2** Or you can choose to quit for now. When you come back, you simply have to “boot up” the disk, and the program will take you to the place in the adventure where you left off.

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The Knowledge Explorer Series TM

SeekIt:

**THE ISLE
OF MEM TM**

Instructor's Guide

SeekIt: The Isle of Mem™

Instructor's Guide written by
Barbara Stewart with Kathleen DeBoer

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Message to Librarians and Teachers

Welcome to *The Knowledge Explorer Series*.™ This series was developed in response to your needs. Our research among your peers concluded that many computers in schools were located in libraries/media centers, yet there was no software available that taught, reinforced and gave students an opportunity to practice and master basic research skills.

This group of five programs was designed to take advantage of the unique opportunities the computer and *The New Book of Knowledge Encyclopedia* provide for stimulating discovery learning. Your students will find the *Knowledge Explorer Series* both challenging and fun. You will find that it helps you to teach valuable research skills in a refreshing new way.

Relax

If you are a new computer user, do not panic. The software is easy to use and requires little or no previous knowledge about computers. If you are an experienced user, you will feel right at home!

Program Components

This package is designed for librarians, teachers, and their students. Each program can be used individually or in conjunction with others in *The Knowledge Explorer Series* for individual students, small groups and/or large group experiences.

1 *User's Guide*

This guide, written for students, describes the software. It explains the program's various levels and how to use each one. However, it is not necessary to read the guide before proceeding with the software. The programs are self-explanatory. Instructions and hints are provided. The User's Guides are designed

to provide easy reference to students or instructors with questions. We do recommend that the librarian or the instructor review the guides before assigning the programs to students.

2 *Program Diskette*

3 *The New Book of Knowledge Encyclopedia*

This encyclopedia is an integral part of *The Knowledge Explorer Series*. It is a required reference for some of the programs and all of the tutorials in the series. Also, many ancillary activities suggested in this guide require it as a resource.

4 *Instructor's Guide*

This guide is flexible and designed to help librarians and/or teachers facilitate learning in their libraries, classrooms or media centers by combining the new technology with more traditional methodology. It contains learning objectives for the software and accompanying suggested lesson plans and activities.

Learning Objectives

Cognitive

- Students practice locating subjects and collecting information in Volume M of *The New Book of Knowledge* by using alphabetical order, guide words, and cross references.
- Students use the encyclopedia to read maps, interpret charts and diagrams, find information in illustrations, and use the index in the back of each volume.
- Students integrate the encyclopedia, a conventional print resource, with computer software.
- Students practice problem solving, reasoning, and critical thinking skills using several research and reference tools simultaneously.

- Students interact with the software and develop competence with the computer keyboard.
- Students use tools which transfer to any curriculum area.

Affective

- Students interact with peers and/or their teacher or librarian while using the computer software and ancillary materials.
- Students have fun while using the computer and the associated learning materials.
- Students are challenged through three levels of play, yet are encouraged to pursue knowledge through a nonjudgmental response to errors.

Software Description

In SeekIt: The Isle of Mem, students are "washed" ashore on a magic island. The hurricane season is approaching rapidly. The student's task is to drive his/her car around the island and build a shelter. The shelter is built as students answer questions to acquire the necessary building blocks before the first hurricane arrives. The Isle of Mem has many surprises, such as hidden road blocks and traps that a student can avoid by answering harder questions. When a shelter is built successfully and the hurricane is avoided, the student may proceed to the next level of play and a greater challenge. Volume M of *The New Book of Knowledge* is the only resource your students need to use The Isle of Mem.

There are three levels in this program. The software is self-pacing and it gently guides the user through each of its levels. The names and placement of up to thirty students can be saved on disk. Therefore,

a student can stop at any time and resume activity at the place where he/she stopped using the program.

The three levels of involvement are:

- 1** Level One takes place in the countryside. The student has to build a shack by collecting twenty memstones in four hundred hours. Students earn one memstone by correctly answering questions they find along their path. The questions are designed to give students practice with important encyclopedia research skills. Students earn two memstones by correctly answering two part questions. The two parts of the question are related to the same entry in *The New Book of Knowledge* and are designed to challenge the students' research skills even further. Also, this level contains help screens represented by "?" signs. These signs are included to aid the student who needs direction and reminders about how to play the game. Finally, a troll blocks the path to the city until the student collects twenty memstones and is permitted entry.
- 2** Level Two takes place in a town. The student has to build a townhouse by collecting forty memstones in four hundred hours. If a student completes Level One without using all of the allotted hours, then he/she can start this level with the remaining number of hours from Level One and one half of the town house completed. If the student does not complete the townhouse, then he/she starts this level again. The questions become increasingly more difficult, and the random troll appears with wild card questions in this level as well.
- 3** Level Three takes place in a forest. The student has to build a castle by collecting eighty memstones in four hundred hours. This level does not have roads for

the memcar to follow. The location of each question is marked by a sign which flashes on and off thus requiring the student to remember its location. There are three kinds of signs that flash on the map: help screen signs indicated by a ?, signs containing questions, and troll signs. Since the question signs and troll signs are difficult to distinguish from each other, the student can be trapped by a troll for twelve hours. Level Three presents the greatest challenge because the questions are more difficult and there are more of them to answer.

Students can use the software one day and return another day to use the same program again. Direct students to spell their names the same way every time they use the software. If students experience difficulty finding their name (file), this menu appears on the screen:

1. Try again
2. Get librarian or teacher
3. Quit

If a student picks choice two, an adult's help is required. Once the librarian or teacher is at the computer, he/she pushes Control U. A list of student names appears. Find the student's name and type the corresponding number.

Planning: How Many Students; How Much Time?

The SeekIt Adventures were designed so that students could use them for as little as fifteen minutes at a time and still learn something and gain a sense of accomplishment. The Isle of Mem will remember the playing locations of up to thirty students at a time. The entire program takes the average student 4 hours to complete. Using the fifteen minute module as a building block, plan student time with the computer in fifteen, thirty or forty-five minute blocks, depending on your school's class schedule. For example, it would take the average student 8 one-half hour periods to complete the entire program.

Remember that the program can store the locations of only thirty students. If a thirty-first student uses the program, the work of one of the original thirty students is lost. He or she has to start again from scratch. Therefore, to avoid frustration we recommend no more than thirty students playing at a time. As students complete all three levels, new students can begin. It might be helpful to keep a list or to periodically check the computer's list by typing Control U and checking the number of names on the program.

To use the program with more than thirty students divide students into small groups or teams. Each group works together through each level of the program. Students take turns at the computer and looking things up in the NBK.

Encourage students to keep the ending of the program to themselves so the fun of discovering Mem's secret is available for everyone.

Getting Started

This software runs on the Apple //e or //c and on the Apple II or II + with 64K of RAM memory.

How to begin:

1. Open the disk drive door.
2. Insert the disk with its label facing upward.
3. Close the disk drive door.
4. Turn on your Apple and your television or monitor.

The program's title screen appears first.

To turn on your Apple, press the switch on the back, left side of the computer.

Lesson Plans and Library and Classroom Activities

The following are suggestions for research activities, class discussions, learning games and practice activities. Symbols precede each activity. Most activities can be adapted for either a library or classroom situation. Here is a key for those symbols.

CL

Classroom activity

L

Library activity

C

Computer required

NBK

The New Book of Knowledge required

G

Game

SeekIt: Isle of Mem is integrated easily into existing classroom and library-media center curricula. This program is intended for students who have a grasp of basic research skills and are ready for practice at a more advanced level. Librarians and teachers can combine this program with any content area material found in *The New Book of Knowledge Encyclopedia* to provide students with reference skills' practice.

CL	G
----	---

Define It

Learning Objective: Students become familiar with new vocabulary words.

Activity: There are several games and activities which help students master new vocabulary words. Use any of the suggestions as a lesson by itself or as an introduction to a longer lesson.

Vocabulary Suggestions: Spine, guide words, keywords, reference book, volume, subject, index, headings, sub-headings, main entry, sub-entry, fiction, non-fiction, dictionary and encyclopedia.

Vocabulary Concentration: Use three by five index cards. Select several words and their definitions. Print a word on each card and its meaning on a separate card. Shuffle the cards and place them face down. Each player has to make a match by pairing a word

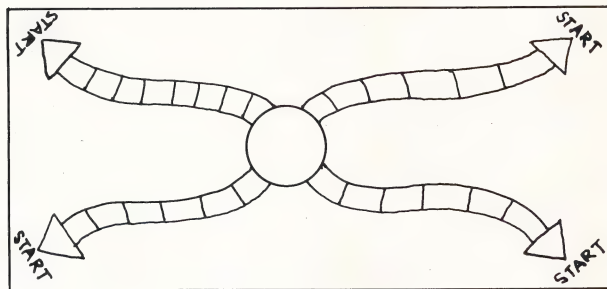
with its definition. Two cards are revealed at a time. If a player makes a match, he/she retains the cards. If a match is not made, the cards are turned face down. Play continues until all of the cards are used. This game can be played by a small group of students or two students alone.



Take a Hike

Learning Objective: Students browse through *The New Book of Knowledge* to gain familiarity with its format and features.

Activity: Make the following gameboard on oak tag.



Two to four students can play at one time. Each player chooses a volume of *The New Book of Knowledge* for one round of play. The first player throws one die and moves that many spaces. He/she follows the directions on the gameboard, using the encyclopedia to locate an answer. If his/her answer is correct, the player stays on that space. If the answer is incorrect, the player goes back to the previously occupied space. The first player to reach the center wins. Here are suggestions for the squares on the board:

1. Name one fact from a "Facts and Figures" box.
2. Name a type of map.
3. Name a heading from the index.
4. Find 3 cross-references in an index entry.
5. Read a caption.
6. Find an article about a person.
7. Find a box that tells a special fact about an entry.
8. Use the population box and make a comparison.

Students can use any volume of the encyclopedia. Each time a student plays this game, he/she uses a different volume.

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Rows and Columns

Learning Objective: Students use key words and subjects to locate information in *The New Book of Knowledge*.

Activity: Prepare a chart similar to the one illustrated on the next page. The vertical columns represent key words

or subjects. The horizontal rows represent individual volumes of *The New Book of Knowledge*. Distribute this worksheet and a different volume of the encyclopedia to each student. Students use their volume of the encyclopedia and write a question for each category on the worksheet, moving horizontally in their row. When each student completes his/her row of questions, collect the worksheets and write all of the questions on large chart paper. Then:

- 1** Students can answer every question on the chart, either individually or in small groups. This is a long term project which can span several weeks.
- 2** Display the *answers* to student questions in each box. Direct students to write a question for each answer in the chart.
- 3** Enter the information from this activity into an *InforMaster* database file. Each subject represents a file, e.g., Famous People. Direct students to sort and search for specific information.

	SPORTS	HISTORY	FAMOUS PEOPLE	FAMOUS PLACES	BODIES OF WATER	GEOGRAPHY
A						
B						
C						
D						
E						
F						

etc.

NBK

Walk Through History

Learning Objective: Students research and display information visually and in chronological order.

Activity: Choose a subject like Explorers, Events in American History, or Scientists. Direct each student to choose a person or event from the chosen subject, e.g., Explorers: Magellan. Elicit important questions from your students so that everyone researches for the same information. Some sample questions include: What was the explorer's date of birth? Where did this person explore? What country funded the explorer's journey? Next, students record the answers to the questions on a mural. Display the mural across a wall in your classroom. Repeat this activity with different subjects as appropriate to your curriculum in Science, Social Studies, Language Arts, etc.

CL

L

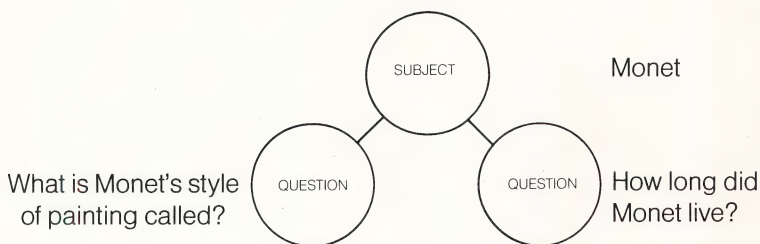
NBK

Connect

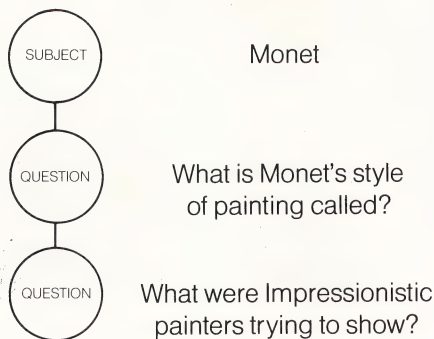
Learning Objective: Students locate key words and research for specific information as they have to do when playing The Isle of Mem.

Activity: Use a spirit master and duplicate twenty copies of the worksheet illustrated on the next page. Write a different subject in the circle at the top of each worksheet, e.g., Monet (or have students pick a subject and write it on a blank circle on a worksheet). Direct students to write two questions about the subject, using *The New Book of Knowledge*, e.g. What is Monet's style of painting called? and How long did Monet

live? Then, students exchange papers and research the answers to their friend's questions.



Use a spirit master and duplicate twenty copies of the worksheet illustrated below. Write a different subject in the circle at the top of the twenty worksheets or have students choose a subject and write it on a blank worksheet. Distribute worksheets and *The New Book of Knowledge* to individual students. Direct students to write *one* question about the subject, using the encyclopedia as a reference. Then students write a second question about the answer to their first question. Students exchange papers and research the answers to their friend's questions.



CL	L
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Maze Craze

Learning Objective: In Mem, students have learned to use cross-referencing with *The New Book of Knowledge*.

Activity: Prepare a maze on a spirit master or have students prepare mazes for you. At strategic places in the maze, write references from *The New Book of Knowledge* Index Volume or from index pages in each individual volume. Distribute the maze to the students. Direct students to complete the maze. However, each time students arrive at a reference, they write a cross-reference underneath it. Prepare several mazes for the students to complete. Vary the task by using entries and sub-entries.

CL	L	C	NBK
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Present It

Learning Objective: Students have gained experience finding information in The Isle of Mem. Direct students to present information orally, visually, and in written form which has been gathered using *The New Book of Knowledge*.

Activity: There are many forms for presenting research. Encourage students to choose one of these methods to present information researched in *The New Book of Knowledge* as a part of *The Knowledge Explorer Series*.

- 1 Written. In addition to a traditional report, students can:
 - a) write a class *newspaper* from the time period of their research. They can include news stories,

editorials, advertisements, feature stories, and letters to the editor.

- b) write a *log* which is a written account of activities over a period of time. They can write a log for an astronaut, a scientist, or an artist. Also, students can write *diaries*.
- c) write a *letter* from a historical figure to the class describing important events of his/her time period.
- d) write a *biography* which recounts a famous person's life. They can include a time line of important events in the person's life.
- e) *interview* people from the subject area of their research.

2 Visual. Students can present visual representations of their research. Different formats include:

- a) maps. Students prepare maps which illustrate a country's products, a state's physical features, explorers' routes, climate or rainfall, or animal migration.
- b) mural. Students use large chart paper to illustrate their topic.
- c) charts. Students study the charts used in *The New Book of Knowledge* and make several of their own, e.g., time lines, "Facts and Figures," "Important Dates."
- d) mobile. Students make mobiles illustrating the subject of their report.
- e) artifacts. Students make replicas of artifacts from historical periods using clay or plaster of Paris.

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