

User's Guide

Description

MATCHMAKER is a new way to sharpen academic skills and to provide an enriching learning experience at home. MATCHMAKER goes beyond traditional "pencil and paper" learning. MATCHMAKER gives instant feedback, personalized attention, and motivating computer graphics — things no schoolbook can provide. It's like having a friendly private tutor at home who really makes learning fun.

With MATCHMAKER, learning is no longer confined to the classroom. Basic skills in 11 subject areas can now be learned at home. Each program is based on the principle of matching words and phrases. The variety and the game approach keep the learner involved. The unique features of each program are described on the following page.

Each program contains 35 to 38 lessons, which can be selected in any order. And every MATCHMAKER program has space for the user to create new learning activities. No previous computer experience is necessary — all you need is your imagination.

The MATCHMAKER Series

The 14 programs in the MATCHMAKER series provide an exciting new way to learn facts and skills in a broad range of subjects.

MATCHMAKER GRAMMAR sharpens skills and helps to undo bad habits. Covering sentence structure, punctuation, parts of speech, comparisons, tenses, and more, it reinforces and expands good usage.



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MATCHMAKER VOCABULARY stresses word meaning and recognition in context and improving vocabulary for speaking, writing, reading, and spelling. Subjects covered include homonyms, synonyms, homographs, prefixes, suffixes, similes, metaphors, and words often confused.

Three MATCHMAKER programs develop vocabulary skills in other language: MATCHMAKER FRENCH, SPANISH, and GERMAN strengthen usage and understanding and cover words and phrases, basic vocabulary, sentences, idioms, and more.

Knowledge of the United States and the rest of the world is expanded by MATCHMAKER social studies programs. MATCHMAKER U.S. GEOGRAPHY and WORLD GEOGRAPHY provide practice on facts about nations and states, oceans and continents, cities, capitals, mountains, rivers, and more.

MATCHMAKER U.S. HISTORY and WORLD HISTORY improve understanding of historical events by reinforcing facts about famous leaders, battles, treaties, and other important factors that shaped present-day civilization.

Our country's democratic institutions are covered in MATCHMAKER U.S. GOVERNMENT, including the executive, legislative, and judiciary branches and other civics subjects.

MATCHMAKER ELEMENTARY SCIENCE programs are available for three levels: grades 3-4, 5-6, and 7-8. Each program treats a wide range of scientific facts in the same enjoyable but challenging format.

Finally, MATCHMAKER BIOLOGY provides a unique study approach to basic material in the life sciences.

Examples of many of these fascinating MATCHMAKER programs are shown on the facing page.

How to Play MATCHMAKER

The MATCHMAKER programs are easy to use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive as described on the following pages. (You may have noticed that your

MATCHMAKER disk does not have a "Write Protection" tab covering the notch on the disk envelope. Please DO NOT add any write protection devices, as the program will not function properly if it is write protected.)

2. After the screen displays the program title, you will be asked your name. Type your first name and press the *RETURN* key.
3. A list of numbered titles will appear. This is the program menu. Type the lesson number you want and press the *RETURN* key. (The titles are abbreviated to 8 characters maximum length.)
4. The first lesson item will be displayed. There are three types of question formats: True/False, multiple choice, and fill-in-the-blank, which requires the student to type an answer that completes a statement.

Select your answer and type the answer, T or F, the multiple choice letter, or the missing word(s). If your choice is correct, the letter or word(s), will appear in the appropriate answer space. If your choice is incorrect, the number of "guesses" remaining will decrease by one, and you may try again (if you are allowed more than one guess).

5. If you are allowed more than one guess, continue selecting letters until the answer is complete. Once you've correctly identified the answer, the next lesson item will appear on the screen and the bar graph on the right will record your score.

If you can't identify the answer and your guesses have run out, the computer will display the correct answer. Press the *RETURN* or *ENTER* key to continue.

6. If you want to leave a lesson before it is completed, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the appropriate key for your computer:

APPLE II:	ESC key
ATARI:	RETURN key
COMMODORE:	f1 key
IBM:	ESC key
TRS-80:	CLEAR key

- When you have completed all 10 items in a lesson, your total score will be displayed. If you have scored fewer than 7 correct answers, the lesson will be repeated. You can try again to reach the mastery level of at least 7 correct answers.

How to Play the Reward Game

You will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed.

The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls. (Directions for moving the cursor are given at the end of these game instructions.)

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive bonus points. The number of points added and subtracted is listed at the bottom of the maze.

If your computer has a joystick, play the game by connecting the joystick to port #1. (Use port #2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move use these keys	UP	DOWN	RIGHT	LEFT
Apple II	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←
TRS-80	↑	↓	→	←

How to Make or Edit Your Own Lessons

Each MATCHMAKER disk has room for the user to create ten new lessons of 10 questions each, using material of your choice. The lessons will operate just like the ones already on your disk—the student will even get the reward game as in regular lessons.

To access the MATCHMAKER “Editor” used for creating and changing your own lessons, begin by loading your MATCHMAKER disk as usual. When asked for your name, press RETURN instead of typing your name. A menu will be displayed to guide your choices.

CREATE/EDIT Option

The CREATE/EDIT option will permit you to create new lessons or modify those lessons you have already entered.

For most computers, the MATCHMAKER disk has helpful information already stored in the user-programmable lessons. Listed below are step-by-step instructions for creating/editing your own lessons.

- Boot up your diskette.
- Go to the TYPE YOUR NAME screen. Press RETURN (do not enter your name). This takes you to the EDITOR OPTION SCREEN.
- Choose option #2 (Option #1 for IBM/MS-DOS Compatible).
- Choose the lesson number you wish to create.
- Type E for EDIT. (Not applicable on IBM's)
- This will take your cursor to the ENTER WORD TITLE line. Type your word title (We suggest “QUESTION”), then press RETURN (or ENTER).
- This will take your cursor to ENTER HINT line. Type a hint for your lesson or press RETURN (or ENTER). If you do not wish to incorporate hints as a part of your lesson, simply press RETURN (or ENTER) to bypass this step.

- If everything is entered correctly, type Y for yes or N for no.
- You are now at the QUESTION SCREEN:
 - Step A. Type the answer to your question. Then hit RETURN
 - Step B: Type your question. Then hit RETURN
 - Step C: Type Y if you want to enter another question, N if you have entered all your questions.
- Repeat the above steps for each additional question - up to a maximum of 10 questions.
- After last question is entered, you are asked if there are any more questions to add. Type N for no.

The EDIT DEFAULTS

Option
(Apple, Atari,
Commodore ONLY)

The EDIT DEFAULTS option permits you to set the rules for how many guesses will be permitted for each question in your user-created lesson, and how many questions must be answered correctly for the student to pass the lesson.

You will be asked to make these decisions:

1. How many misses per word?
2. % correct to successfully complete lesson?

Follow the screen instructions to set or change these values.

The CHANGE LESSON NAME

Option
(Apple, Atari,
Commodore ONLY)

The CHANGE LESSON NAME option will allow you to give your user-created lessons names which will appear in the lesson menu. This option can also be used to change the name of a user-created lesson.

The ERASE Option

(Apple, Atari,
Commodore ONLY)

The ERASE option is used to erase a user-created lesson. You will be asked to identify the number of the lesson you want to erase, then verify your choice.

How To Load MATCHMAKER

Apple II, Apple II+, and Apple IIe

System requirements: One of the above computers with a minimum of 48k memory, a disk drive, and color monitor.

1. Insert the MATCHMAKER disk into the drive.
2. Turn on the monitor and computer.

Atari 800, 800XL, 1200XL

System requirements: One of the above computers with a minimum of 48k memory (800 and 1200XL require BASIC Cartridge #CXL4002), a disk drive, and color monitor.

1. Turn on the monitor and disk drive.
2. After the "busy" light on your disk drive has gone out, place the MATCHMAKER disk into the disk drive.
3. Turn the computer on.

Note: When using 800XL computers, the disk will start to boot, then stop, showing a cursor at the top left corner of the screen. At this point, press *RETURN* twice, and the program will resume normal loading.

Commodore 64

System requirements: Commodore 64 computer, a disk drive, and a color monitor.

1. Place the MATCHMAKER disk into the disk drive.
2. Turn on the computer, monitor, and disk drive.
3. When *READY* appears on the screen, type *LOAD "MM", 8* and press *RETURN*.
4. When *READY* appears on the screen, type *RUN* and press *RETURN*.

IBM/MS-DOS Compatibles

System requirements: IBM PC, XT, AT, Tandy 1000 series or MS-DOS Compatible computer with 256k, at least one (1) 360k 5.25 floppy drive, color monitor with hercules graphics adapter with monochrome monitor, IBM or MS-DOS 2.0 or 3.0 series.

1. Start up your computer using your DOS disk. When you see the **A▶** prompt, remove the DOS disk and replace it with the AEC disk. Type *RUNAEC* and then press *ENTER* (or *RETURN*). Follow the instructions on your screen.

TRS-80 Color Computer

System requirements: A TRS-80 Color computer, a disk drive, and color TV.

1. Turn on the TV, disk drive, and the computer.
2. Place the MATCHMAKER disk in the drive.
3. Type *PCLEAR6* and press the *ENTER* key.
4. When *OK* appears on the screen, type *RUN "BOOT* and press the *ENTER* key.

Index to Fixed Lessons

Grammar

- 1 –Subjects
 - 2 –Predicates
 - 3 –Punctuation
 - 4 –Nouns: Name Person, Place or Thing
 - 5–6 –Nouns: Plural, Singular
 - 7–8 –Pronouns
 - 9 –Who/Whom
 - 10–11 –Verbs
 - 12–16 –Tense: Present, Past
 - 17–18 –Tense: Present, Past Participle
 - 19 –Lay/Lie
 - 20 –Roundup: Review
 - 21 –Adjectives
 - 22 –Adverbs
 - 23 –Comparisons
 - 24 –Prepositions
 - 25 –Conjunctions
 - 26 –Emotions
 - 27 –Roundup: Review
 - 28 –Correct the Mistake
 - 29–31 –Commonly Misused Words
 - 32 –Roundup: Review
 - 33–34 –Abbreviations
 - 35 –Compound Words
-

Vocabulary

- 1–6 –Homonyms
 - 7 –Roundup: Review
 - 8–12 –Synonyms
 - 13 –Roundup: Review
 - 14–15 –Homographs
 - 16–20 –Antonyms
 - 21–24 –Prefixes
 - 25 –Roundup: Review
 - 26–29 –Suffixes
 - 30 –Roundup: Review
 - 31–32 –Similes
 - 33 –Metaphors
 - 34–35 –Cautions: Commonly Misused Words
-

French

There are 35 FRENCH numbered lessons.

Spanish

There are 35 SPANISH numbered lessons.

German

There are 35 GERMAN numbered lessons.

U.S. Geography

- 1–7 –Earth
- 8–9 –New England States
- 10–12 –Middle Atlantic States
- 13 –The Great Lakes
- 14–16 –Midwest
- 17–18 –Appalachian States
- 19–21 –Deep-South States
- 22–23 –Great Plains
- 24–25 –Southwest States
- 26–29 –Rocky Mountain States
- 30–33 –Pacific Coast States
- 34 –Alaska
- 35 –Hawaii

World Geography Facts

- 1–7 –Geographic Terms
- 8 –The British Isles
- 9 –France and the Low Countries
- 10 –Germany and Central Europe
- 11 –The Nordic Countries
- 12 –Mediterranean Countries
- 13–14 –Eastern European Countries
- 15 –U.S.S.R.
- 16–17 –Middle East
- 18 –Northern Africa
- 19 –West Africa
- 20 –Central Africa
- 21 –East Africa
- 22 –Southern Africa
- 23–24 –Indian Subcontinent
- 25–26 –Southeast Asia
- 27–28 –China and Korea
- 29 –Japan
- 30 –Australia, New Zealand, Pacific
- 31 –Canada
- 32 –West Indies
- 33 –Latin America
- 34–35 –South America

U.S. History

- 1 –Exploration and Settlement
- 2 –Early Colonization
- 3 –The Original Colonies
- 4 –Life in the Colonies
- 5 –Signs of Independence
- 6 –American Revolution
- 7 –Declaration of Independence
- 8 –Confederation of States
- 9 –The Constitution is Written
- 10 –The Constitution
- 11 –The New Nation
- 12 –National Growth
- 13 –A Unified and Growing Nation
- 14 –Sectionalism Begins
- 15 –Expansion and Reforms
- 16 –The Final Break
- 17 –War Between the States
- 18 –Reconstruction
- 19 –Moving West
- 20 –Industrial Revolution
- 21 –Labor and the Populists
- 22 –Urban Society
- 23 –The Progressive Movement
- 24 –Changes in American Life
- 25 –The U.S., a World Power
- 26 –World War I
- 27 –The Great Depression/
New Deal
- 28 –Life During the New Deal
- 29 –Isolationism
- 30 –World War II
- 31 –The Cold War and After
- 32 –Turbulent Sixties
- 33 –The U.S. and the World
- 34 –Equal Rights
- 35 –A Look at the New World

World History

- 1 –Prehistoric Times
- 2 –Ancient Civilizations
- 3 –Ancient Asian Civilizations
- 4 –Greek Civilization
- 5 –Hellenistic Culture
- 6 –Rome
- 7 –The Byzantine Empire and Early Russia
- 8 –The Muslim Peoples
- 9 –Asian Civilizations
- 10 –Early Africa and the Americas

- 11 –Medieval Europe
- 12 –Struggle for Power in Europe
- 13 –Renaissance and Reformation
- 14 –Political Change in Europe
- 15 –Exploration and Expansion
- 16 –Revolution
- 17 –Political and Economic Change
- 18 –Democracy Develops
- 19 –Industrial Revolution
- 20 –The Rise of Nationalism
- 21 –Worldwide Imperialism
- 22 –World War I
- 23 –Struggles Between the Wars
- 24 –Totalitarian Powers
- 25 –World War II
- 26 –The World Regroups: Cold War
- 27 –Africa in Today's World
- 28 –The Middle East Today
- 29 –Asia Today
- 30 –Latin America Today
- 31 –Canada, Europe and the U.S.
- 32 –The Technological Revolution
- 33 –Dateline on the World
- 34 –Places Old and New
- 35 –Lexicon of Historical Terms

**U.S.
Government**

- 1 –The Foundations of Government
- 2 –The Colonial Experience
- 3 –The Making of the Constitution
- 4 –The Living Constitution
- 5 –The Process of Federalism
- 6 –Constitutional Guarantees
- 7 –Rights and Liberties
- 8 –Protecting the Accused
- 9 –Law and Justice
- 10 –The Rise of Political Parties
- 11 –Party Function and Structure
- 12 –Voting and Elections
- 13 –Politics and Pressure Groups
- 14 –The Structure of Congress
- 15 –Powers of Congress
- 16 –How Congress Functions
- 17 –Bills, Resolutions and Laws
- 18 –The Executive Branch
- 19 –Electing a President
- 20 –Powers of the Executive Branch
- 21 –The Federal Bureaucracy
- 22 –The Regulatory Agencies
- 23 –Development of Foreign Policy
- 24 –Foreign and Defense Policy
- 25 –The United Nations
- 26 –The Federal Court Structure
- 27 –The Supreme Court
- 28 –The Supreme Court at Work
- 29 –State Constitutions
- 30 –State Legislative Structure
- 31 –State Legislatures in Action
- 32 –The State Executive
- 33 –The State Judiciary
- 34 –Community Government
- 35 –Financing Government

**Elementary
Science Facts,
3 & 4**

- | | |
|-----------------------------------|------------------------|
| 1 –Inside Our Earth | 18 –Machines 1 |
| 2 –The Changing Earth | 19 –Machines 2 |
| 3 –The Changing Earth | 20 –Machines 3 |
| 4 –Weathering and Erosion | 21 –Magnetism |
| 5 –Rocks and Minerals | 22 –Electricity |
| 6 –Solar System—Overview | 23 –Computers |
| 7 –Solar System—Earth | 24 –Heat |
| 8 –The Moon 1 | 25 –Light |
| 9 –The Moon 2 | 26 –Sound |
| 10 –Solar System—Inner
Planets | 27 –Living Things |
| 11 –Solar System—Outer
Planets | 28 –Cells |
| 12 –The Sun | 29 –Plants 1 |
| 13 –Beyond the Solar System | 30 –Plants 2 |
| 14 –Weather 1 | 31 –Animal Populations |
| 15 –Weather 2 | 32 –Animal Habitats |
| 16 –Water | 33 –Insects |
| 17 –Matter | 34 –The Food Chain |
| | 35 –Life Cycles |

**Elementary
Science Facts,
5 & 6**

- | | |
|---------------------------------------|-----------------------------------|
| 1 –Air Pressure and Storms | 17 –Cells |
| 2 –Weather 1 | 18 –Living Things 1 |
| 3 –Weather 2 | 19 –Living Things 2 |
| 4 –Weather 3—Precipitation | 20 –Plant Growth and
Responses |
| 5 –Weather 4—Wind | 21 –Animal Adaptations |
| 6 –Erosion | 22 –Matter and Atoms |
| 7 –The Changing Earth—
Earthquakes | 23 –Compounds and Molecules |
| 8 –The Changing Earth—
Volcanoes | 24 –Chemical Changes |
| 9 –The Earth's Layers | 25 –Electricity 1 |
| 10 –The Sun | 26 –Electricity 2 |
| 11 –The Moon 1 | 27 –Climate and Life |
| 12 –The Moon 2 | 28 –Environment |
| 13 –Solar System—The Earth | 29 –Water in the Air |
| 14 –Beyond the Solar System | 30 –Using Forces |
| 15 –Solar System—Inner
Planets | 31 –Energy |
| 16 –Solar System—Outer
Planets | 32 –Images and Refraction |
| | 33 –Light Energy |
| | 34 –Minerals |
| | 35 –Names for Scientists |

Elementary Science Facts, 7 & 8

- 1 –Cells and Cell Theory 1
- 2 –Cells and Cell Theory 2
- 3 –Organisms—Classification
- 4 –Green Plants 1
- 5 –Green Plants 2
- 6 –Green Plants 3
- 7 –Biomes 1
- 8 –Biomes 2
- 9 –Water 1
- 10 –Water 2
- 11 –Cell Reproduction 1
- 12 –Cell Reproduction 2
- 13 –Inheritance of Traits
- 14 –Simple Forms of Life 1
- 15 –Simple Forms of Life 2
- 16 –Earth’s Revolution
- 17 –Earth Rotations
- 18 –Astronomy (Night Sky)
- 19 –Atmosphere—Heat
- 20 –Atmosphere—Winds
- 21 –Water 3—Atmosphere
- 22 –Water 4—Atmosphere
- 23 –Weather 1
- 24 –Weather 2
- 25 –Weathering
- 26 –Volcanoes
- 27 –Earthquakes
- 28 –Plate Tectonics
- 29 –Moon
- 30 –Solar System
- 31 –Motion
- 32 –Energy
- 33 –Waves and Sound
- 34 –Matter 1
- 35 –Matter 2

Biology Facts

- 1 –The Science of Living Things
- 2 –The Chemical Basis of Life
- 3 –Photosynthesis and Cell Energy
- 4 –Cell Growth and Reproduction
- 5 –Genetic Material and Heredity
- 6 –The Cell Structure and Function
- 7 –Bacteria and Infectious Disease
- 8 –Protozoa, Algae and Fungi
- 9 –Mosses and Ferns
- 10 –Seed Plants
- 11 –The Leaf: Structure and Function
- 12 –Roots of Multicellular Plants
- 13 –Stems of Multicellular Plants
- 14 –Plant Growth and Reproduction
- 15 –Ecology and the Biosphere
- 16 –Ecology and Biomes
- 17 –Ecology—Ecosystems
- 18 –Ecology—Communities
- 19 –Human Environmental Problems
- 20 –Sponges and Coelenterates
- 21 –Invertebrates—Worms
- 22 –Human Body: Bone and Muscle
- 23 –Human Nutrition and Digestion
- 24 –Human Excretion and Respiration
- 25 –The Human Circulatory System
- 26 –The Human Nervous System
- 27 –The Human Body—The Senses
- 28 –The Human Body—Endocrine System
- 29 –Human Reproduction and Development
- 30 –Mollusk and Echinoderms
- 31 –Arthropods and Insects
- 32 –Fishes and Amphibians
- 33 –Reptiles
- 34 –Birds
- 35 –Vertebrates—Mammals



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