

THAT'S MY STORY

Creative Writing

BY LEARNING WELL™

AC223



DESIGN BY METHODS & SOLUTIONS, INC.

THAT'S MY STORY

Creative Writing

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THAT'S MY STORY is published by Learning Well™. It was created by Methods & Solutions and developed by Methods & Solutions and Learning Well™

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The writing process continues until the space on the disk has been filled.

That's My Story's Special Features

This program will enable authors to do the following:

- CREATE A LIBRARY OF ORIGINAL STORIES ON DISKS BASED ON STORY STARTERS FOR GRADES ONE THROUGH EIGHT.
- CREATE A LIBRARY OF ORIGINAL STORIES ON DISKS BASED ON PARENT OR TEACHERS STORY STARTERS.
- CORRECT ERRORS EASILY. This program offers word processing capability.
- CREATE STORIES AS THE RESULT OF A COOPERATIVE EFFORT OF MANY USERS.
- PRINT ALL STORIES WITH THE USE OF A PRINTER.
- ALTER ANY STORY TO REFLECT NEW IDEAS AS THE RESULT OF A BURST OF AUTHOR CREATIVITY.

In addition, it will allow a teacher or parent to do the following:

- CREATE NEW STORY STARTERS.
- CREATE NEW STORY DISKS.
- CHANGE STORY STARTERS.
- CREATE A VARIETY OF ROSTERS WHICH WILL KEEP TRACK OF THE VARIOUS USERS OF THE PROGRAM.
- VIEW ALL STORIES.
- VIEW ALL STORIES BY AUTHOR.
- PRINT STORIES.
- DECIDE ON CERTAIN PROGRAM SPECIFICATIONS, i.e., should printing be allowed, should changes to stories be allowed, number of characters per line.

SECTION 3

Getting Started

1) Requirements:

- 1 Apple II[®], Apple II Plus[®], Apple IIe[®] or Apple Compatible Computer 48K of RAM
- 1 Apple Disk II[™] Drive
- 1 Video Monitor (Color Desirable)
- 1 LEARNING WELL set of "That's My Story" Diskettes

2) Loading That's My Story:

* If you are using the Apple II Plus, we recommend you first consult Apple II Plus instructions in Section 7.

- A. Place the disk into the disk drive. Be sure to insert the disk, with the label marked **That's My Story - MASTER** facing up.
- B. Turn the monitor and the computer on.
- C. When the red light on the disk drive goes off, the computer will prompt you to type your name.
To type a capital letter press the "SHIFT" key, and while holding it, type the letter you wish to be capitalized.
- D. The computer then prompts you to "Place the correct STORY disk in the drive and press 'RETURN.'" Remove the Master from the disk drive and turn it over. Insert the same disk with the label marked "STORY #1" facing up. (After the other story disks have been prepared, you can load one of those disks in addition to Story #1. See Utilities on preparation of story starters).

Press "RETURN" after you have closed the disk drive door.

SECTION 4

Directions

1) BEFORE WRITING A STORY

THE STORY STARTER

The Smallest Dragon

Once upon a time, in the Land of Dragons, there lived a very, **very** small dragon. His name was Ralph.

Ralph was by far the smallest dragon in the land. He was so small that sometimes the much larger dragons didn't even see him!

Sometimes this was a **very** big problem for Ralph. One day, a big dragon named Igor nearly stepped on him. Another day, a large dragon named Bertha almost sat on him.

Finally, Ralph knew he had to do something to make the other dragons notice him.

by computer

ESCAPE - Main menu P - Print story
SPACE - What if

Once the story starter is on the screen, the author reads it and can do one of the following:

- A) Press ESCAPE. This will return you to the screen where the author's name was entered.
- B) Press "P" to print the story (if a printer is attached to the computer).

- C) If you wish to continue with this story press the SPACE BAR. Part of the previous story will remain on the screen. In addition, the author will see two "WHAT IF" choices. This indicates that the story can be written in two different ways.

The Smallest Dragon

Once upon a time, in the Land of Dragons, there lived a very, very small dragon. His name was Ralph.
Ralph was by far the smallest.

What if:

1. Ralph decided to ask a friendly dragon named Harry to help
not written yet

or,

2. Ralph changes the way he looks
not written yet

Pick 1 or 2 ____

ESCAPE - Main Menu P - Print what ifs
SPACE - See story

Type either number 1 or 2 as your choice of a story path: Follow screen directions for additional options.

If a story starter indicates that it has been written by another person, you may choose to:

- 1) take the unwritten "what if" option
- 2) view the written story until you come to a "what if" that has not been written.

If you choose a "What If" option that has not been written, the computer will ask, "Would you like to write it?" _____."

2) WRITING A STORY

The title of the story will appear at the top of the box on the screen. Type your story.

- A. For capital letters, press the "Shift" key and type the letter you wish capitalized at the same time. Your "CAPS LOCK" key should not be in a down position, or your story will be in upper case only.
- B. The "Delete" key is used to go back along the same line and erase. (Use the ← key on the Apple II+.) To make additional corrections see section titled "HOW TO MAKE CHANGES IN YOUR STORY."
- C. The computer automatically fits your chapter into the box on the screen. Words that will not fit on a line are moved by the computer to the next line.
- D. Do not press "RETURN" unless you wish to start a new paragraph or skip a line.

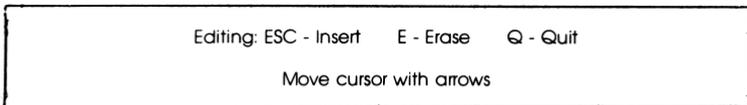
- E. After you have finished writing your story, press "ESC." The computer will ask: "Is your story the way you want it? ____" If you type "N" - Refer to the section titled "HOW TO MAKE CHANGES IN YOUR STORY."
- F. If you type "Y" the computer will prompt you to put in your two "What If" possibilities, following the same procedure used for writing a story.
- G. The computer will save your story and the two "What ifs" exactly as you typed them.

3) HOW TO MAKE CHANGES IN YOUR STORY

- You can make changes in your story:
 - A. When the computer prompts "Is your story the way you want it?" and you type "N."

or

- B. After a story has been saved, the story will come back on the screen. Press the "C" key to indicate that you wish to make changes. You will see the following at the bottom of the screen after you have indicated that your story is not the way you want it:



- There will be a dash (-) at the end of your story called a cursor. Before pressing "ESC" or "E" you must indicate where changes are to be made by using the cursor. Press the arrow keys to move the cursor.
 - ↑ moves the cursor up
 - ↓ moves the cursor down
 - moves the cursor to the right
 - ← moves the cursor to the left
 - After moving the cursor to the place in the story where you wish to make a change press "ESC" or "E" to indicate the type of change.
- NOTE: When using an Apple IIe, the arrow keys can not be used to make changes while you are writing a story.

- INSERT

You may wish to add letters, words or entire sentences to your story. To INSERT move the cursor to the space after the letter where you wish to make an addition. When you press the "ESC" key, whatever was written after the cursor will disappear, but it has not been deleted. Type in whatever you wish to add in that space and press "ESC." The part of the story that disappeared will reappear after your addition.

- CORRECTIONS

A short cut may be used for correcting typing errors.

Move the cursor to the space **after** the letter where you wish to make a correction. Press the "ESC" key.

When the text after the cursor disappears from the screen press the delete key (← key on Apple II+) one time for each letter you wish to erase. Type in the correct letters and press the "ESC" key.

- ERASE

To erase a letter, word or sentence, move the cursor to the space where you wish to begin.

Press the "E" key.

Press the arrow key (→) one time for each letter you wish to erase. Each time you press the arrow key, that space will be highlighted. When you press "RETURN" the highlighted letters will be erased.

To erase the entire story, move the cursor to the first letter and press "E." Highlight every line using the → arrow key or the ↓ arrow key (use the "M" and "K" keys on the Apple II+). Then press "RETURN."

- QUIT

When you have finished making all of your changes press "Q."

The computer will prompt you: "Is you story the way you want it?"

If you type "N" you can continue to make changes. If you type "Y" you will be returned to the end of your story and may continue writing.

- If you wish to make changes in your "What If" possibilities, follow the same procedure used for changing a story.

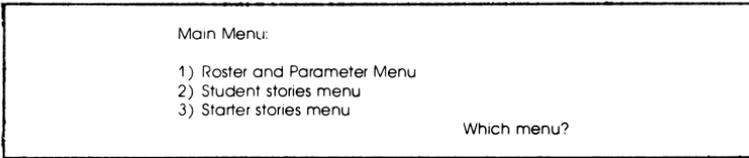
4) PRINTING

- A printer must be attached to the computer to use this option. If you press "P" and there is no printer, the program will not operate.
- You can not press any keys while the printer is operating.
- When the printer has stopped, you may continue your story.

SECTION 5

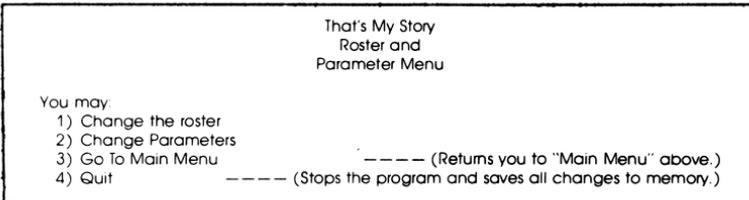
Utilities

- Access to the Utilities portion is possible only at the beginning of the program when "What is your name?" _____ appears on the screen.
- When using the Apple IIe the "CAPS LOCK" must be in a down position to enter the Utilities.
- To enter the Utilities, press the "CONTROL" key and while holding it press the "T" key.
- Next the computer will ask for a password. Type in: ALPHA. You will not see the password appear on the screen when you type it.
- The Main Menu will appear:



- Type the number of the activity to be used.

1. The Roster and Parameter Menu appears as follows:



Option 1. Change the Roster

- For your general use, **That's My Story** contains an open roster, called the "Anybody" roster. This "Anybody" roster allows anyone to use the program. This roster will appear until the teacher or parent creates and loads another roster.
- When the "Anybody" roster is loaded into memory, no additions, changes or deletions can be made to this list. (The program will automatically return you to the "Roster and Parameter" menu.)
- In special cases, you may wish to create your own class roster. (See "Change Classes" on "Change Parameters" menu for instructions.) Once you have created your own class rosters, you may view the names or make changes by using the "Change the Roster" menu shown below.

1)	21)
2)	22)
3)	23)
4)	24)
5)	25)
6)	26)
7)	27)
8)	28)
9)	29)
10)	30)
11)	31)
12)	32)
13)	33)
14)	34)
15)	35)
16)	36)
17)	37)
18)	38)
19)	39)
20)	40)

You may: 1) Add; 2) insert; 3) Delete a name; or 4) return to Menu

- 1) Add -The computer asks you to enter a name.
-15 letter maximum.
- 2) Insert -The computer asks you to enter the number where you wish to insert the name. Then the "add" procedure is initiated.
- 3) Delete -The computer simply asks for the number of the name you wish to delete.
- 4) Return to Menu - Returns you to the Roster & Parameters Menu.

Option 2. The Change Parameters Menu appears as follows:

Change Parameters	
YES	1. Printing allowed?
1	2. Printer slot number?
65	3. Number of characters per line?
YES	4. Changes to stories allowed?
YES	5. Changes to "What ifs" allowed?
NO	6. All capital letters
	7. Change classes
	Present class = Anybody
Please press a number ESCAPE to exit	

- Parameters are preset. (See preset parameters left of numbers)

Explanation of Parameters

1) Printing allowed?

"NO" indicates that there is no printer or no printing is allowed. If a "YES" is placed there, and there is no printer, you will not be able to proceed with the program if printing is requested. Typing the number 1 will automatically change the "Yes" to "No."

2) Printer Slot number?

Most printers interface with slot 1. If your printer is not in slot 1, type the number "2" and then the correct slot number.

3) Number of characters per line?

To change the preset number of characters, type the number "3" and then enter any number between 1 and 128.

4) Changes to stories allowed?

This gives parents or teachers the option of allowing authors to make changes in their stories at later sittings. Typing the number "4" will automatically change "Yes" to "No." After the editing process, no further changes will be allowed.

5) Changes to "What ifs" allowed?

This gives parents or teachers the option of allowing authors to make changes in their "What If" story paths at later sittings. After the editing process has been completed, no further changes will be allowed.

Typing the number "5" will automatically change "Yes" to "No."

6) All Capital Letters

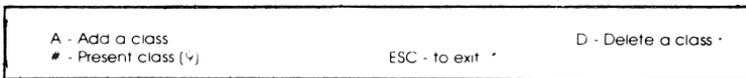
This is set for "No." This utility gives the teacher or parent the option of eliminating the need to use the "SHIFT" key to capitalize. Young children might find it easier if the text is all in upper case.

* If the teacher or parent changes the option to "YES" - the roster names used with this option must all be in capitals as well.

7) Change classes

(Present class = ANYBODY)

The bottom of the screen will appear as follows:



("#" indicates the roster that is presently loaded into memory.)

This option allows you to create up to 8 rosters or class lists, in addition to the "ANYBODY" roster. This is shown on the screen. When many classes are using the program, this option allows you to verify how an author's name is entered.

- Up to 40 names can be included on each roster.
- The "Present class" on the screen indicates the roster that is loaded into memory. Only the names of the authors on that particular roster will be able to use the program. If the "ANYBODY" roster is on the screen, anyone may use the program.

Option A To Create New Rosters

- Type "A" (Add a class)
- Type in the class or roster title and press "RETURN,"

The screen appears as follows:

1	21
2	22
3	23
4	24
5	25
6	26
7	27
8	28
9	29
10	30
11	31
12	32
13	33
14	34
15	35
16	36
17	37
18	38
19	39
20	40
You may: 1) Add, 2) Insert, 3) Delete a name or 4) Return to Menu	

- The computer will prompt you as to the procedure for each activity, once you have pressed the number of the activity you desire.
- The last roster created is automatically loaded into memory for play.

Option B To Load a Roster Into Memory

Return to "Change Parameters" Menu

- Press the number "7"
- Type in the number of the class roster which you wish to load.

Option C To Delete a Class List

- Press the "D" key.

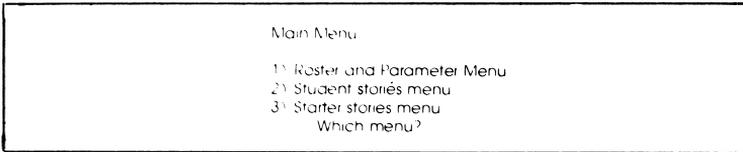
- Type the number of the roster title you wish to delete and press "RETURN,"

Note: To delete a roster presently loaded into memory, load a different roster into memory first and then use the delete procedure.

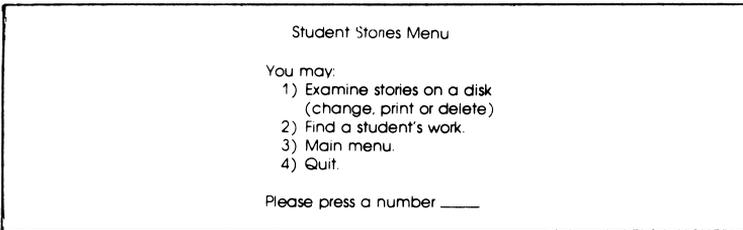
Each time you wish to delete a roster, you must first return to "Change Parameters Menu,"

The "ANYBODY" roster and the roster presently loaded into memory cannot be deleted.

2. The Student Stories Menu appears as "2" on the Main Menu.



Type "2." The "Student Stories Menu" will appear as follows:



Option 1. To examine - change, print or delete - the stories that have been written on a disk, press the number "1."

- Follow the directions on the screen.
- These directions are similar to those used in editing and making changes in stories. However, there are some differences:

Press "RETURN" to see the next story in the order that it was written. The numbers at the bottom of the screen indicate the number of this story first and then the total number of stories written, i.e., "#3 of 8."

- If "What ifs" were accidentally left out of a story, they may be added while using this option.

Option 2. To find and track a particular student's work press number "2."

Put the story disk you wish to examine in the disk drive and press "RETURN."

Type the name of the student whose work you would like to see. The name must be typed exactly as it appears on the roster.

The stories will appear in the order in which they were written. **There is no print capability while using this option.**

Option 3. Main Menu

Pressing "3" will return you to the Main Menu.

Option 4. Quit

Follow directions on screen to return to the program.

3. The Starter Stories Menu appears as "3" on the Main Menu.

<p>Main Menu:</p> <ol style="list-style-type: none"> 1) Roster and Parameter Menu 2) Student stories menu 3) Starter stories menu <p>Which menu? _____</p>

Type "3." The "Starter Stories Menu" will appear as follows:

<p>Starter Stories Menu</p> <p>You may:</p> <ol style="list-style-type: none"> 1) Add a new Starter Story 2) List or Change a Starter Story 3) Initialize and make a story disk 4) Main menu 5) Quit <p>Please press a number _____</p>
--

Option 1. Add a New Starter Story

- This will allow you to add a new story starter to the list you have presently. (Program set comes with a list of 12 - You will see the list when you choose Option number "2" on the "Starter Stories" Menu.)
- Type in your story. Follow the same procedures used in writing and editing stories, p. 5.
- Type in two "What ifs."
- Type in the title of the story.
- Press "RETURN."
- The story starter will be added to the list. (Forty story starters may be added.)

Option 2. List or Change a Starter Story

- A) A list will appear on the screen showing available story starters.
- B) You may change story starters which you have created. (Note: Learning Well story starters may not be changed.)

To change your story starter:

- 1) Choose the story starter you wish to change by pressing the number preceding the title.
- 2) Follow the same procedure used for editing and changing stories.

Option 3. Initialize and Make a Story Disk

- One story starter, The Smallest Dragon, has been initialized and prepared for you on the reverse side of your master disk.

- You will be able to create a large library of stories for student authors by using additional blank disks.
- **That's My Story** comes with one blank disk. A different story starter may be put onto each side.

The following story starters are on the **That's My Story - Master**. The number next to the title indicates the suggested grade level.

The Smallest Dragon	- 2
The Magic Picnic	- 2
The Ice Cream Cat	- 2
The Haunted Cave	- 4
The Wicked Wizard	- 4
The Monster Planet	- 4
The Lost City	- 6
The Treasure Tree	- 6
Stuck in a Storm	- 6
The Ghost Town	- 8
The Missing Person	- 8
The Fast Getaway	- 8

Any reputable brand of 5¼" blank disk may be purchased to utilize additional story starters.

- **Procedure for Initializing a Story Disk**

Type in the number of the story starter for which you wish to prepare a disk. Follow the directions on the screen. Use a felt-tip pen to write the title of the story on the label of the disk. **Do not use a ball point pen.**

When the "Starter Stories" Menu reappears, your new story starter disk is ready to use.

Option 4. Main Menu

Pressing number "4" will return you to the Main Menu.

Option 5. Quit

Press number "5" and follow directions on the screen to return to the program.

SECTION 6

Supplementary Activities

That's My Story provides the teacher or parent with an opportunity to focus on an unlimited scope of activities in a variety of subject areas. You may wish to use **That's My Story** for foreign language writing practice; to illustrate how changing conditions affect science experiments; social sciences; and reading exercises. The following are some examples that illustrate the possibilities available to you.

Making Hard Choices

You are shopping in the Mall with your best friend. He sees a radio that he always wanted and decides to steal it. Though you try to stop him, he grabs the radio and runs. You start running also, but a salesman grabs you. Your friend has gotten away. The salesman tell you that you will be arrested if you don't tell him your friend's name and address. What will you do?

- 1) What if you tell the salesman your friend's name and address?
- 2) What if you refuse to give the salesman any information?

Math Problems (Keep a pencil and paper handy for computation.)

- a) The cost of building a new store is \$15.30 per square foot of space. The cost of a rectangular store 75 feet long and 35 feet wide is \$40,162.50.
 1. What if the store is square and 55 feet long? What will the cost be?
 2. What if the store is a rectangular shape 60 feet long and 23 feet wide?
- b) You have 60 cents and want to buy some apples. Each apple costs 6 cents. How many apples can you buy?
 1. What if the apples cost 5 cents. How many apples can you buy?
 2. What if the apples cost 10 cents. How many apples can you buy?

Science Experiments

Example - Batteries and Bulbs

Aim: To learn how the voltage produced by a battery is a result of the type of arrangement used.

Distribute two No. 6 dry cells, 4 pieces of insulated wire (stripped at each end), a miniature socket, a switch screwdriver, and a 3-volt bulb to each student.

1. What if you make a circuit using a series arrangement of dry cells and disconnect one dry cell by removing the wires from its terminals?
2. What if you make a circuit using a parallel arrangement of dry cells and disconnect one dry cell by removing the wires from its terminals?

SECTION 7

Apple II Plus Instructions

The differences between the Apple IIe and Apple II Plus are minor.

That's My Story automatically adjusts to the computer you are using and shows the correct prompts.

- To capitalize a letter -
Press the "CONTROL" key and the "A" at the same time. Release both keys and then type the letter you wish to capitalize.
- DO NOT USE THE "CONTROL" key and "A" key at the beginning of this program when the computer prompts "What is your name?" **That's My Story** automatically capitalizes the first letter of the name.
- To capitalize the entire text -
Press the "CONTROL" key and while pressing "CONTROL," press the "A" key two times. The letters typed after you have released both keys will all be in upper case. To return to lower case, press "CONTROL" and "A" then release and continue typing.
- To erase a letter -
To delete a mistake when entering a story, use the (←) arrow key to go back along the same line and erase.
- Cursor Movement -
Use the following keys to move the cursor and make changes in your story.
 - I - Moves Up
 - J - Moves Left
 - K - Moves Right
 - M - Moves Down

SECTION 8

Care of the Diskette

The program is produced on a magnetically coated plastic disk placed in a square plastic cover. Handling of the diskette requires care to insure maximum reliable life.

- 1) It should be placed in the storage box when not in use.
- 2) It should be kept at least 9 inches from magnetic fields.
- 3) It should not be exposed to extremes in temperatures.
- 4) It should not be folded or mutilated in any way.

Warranty

The program is sold "AS IS," without warranty either express or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material and faulty workmanship, under normal use. If your disk should fail within 90 days from the date of purchase, return it along with a copy of your sales receipt directly to Learning Well™ for a free replacement. If your disk should fail after the 90 day period, but within 1 year from the purchase date, you may return the failed disk along with \$10 plus \$1.75 postage and handling, and we will replace the disk. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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—NOTES—

—NOTES—

TEN COMMANDMENTS OF EDUCATIONAL SOFTWARE

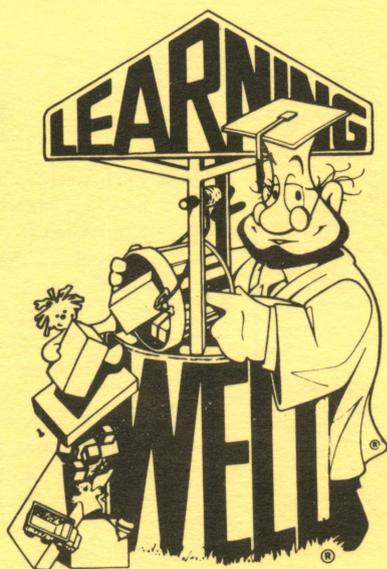
At Learning Well we have evolved our own set of working guidelines which we use to develop our educational software programs. You might wish to use these guidelines to formulate criteria of your own which could then be used to judge the quality of the software you are presently using or plan to buy in the future.



1. Each educational software program must have significant **new** content or skill-producing strategies. Programs must offer planned, sequential and original information.
2. Each educational software program must be motivating and offer some challenge. Programs should be both interesting and fun for the learner and should encourage the learner to want to repeat the experience.
3. Each educational software program must guarantee the learner an emotionally healthy and appropriate learning environment.
4. Each educational software program must have educational objectives that are carefully chosen and clearly stated. These objectives should specify the subject area, topic, and grade level(s) of the intended learner. Programs should not claim to teach things which they do not teach.
5. Each educational software program must be subjected to rigorous field testing with appropriate learners.



6. Each educational software program must provide the learner with ease of control over the elements of the learning experience. Levels of difficulty, speed of presentation and the selection of program parts are typical of learner controls.
7. Each educational software program must provide a trail to permit an adult to monitor and review the learner's activities.
8. Each educational software program must provide clear documentation about all aspects of the program for the learner and the adult.
9. Each educational software program must be accurate in the presentation of all facts and precise in the use of spelling, grammar and usage.
10. Each educational software program must be free of personal abuse, sarcasm, derogatory or sexist/racist remarks.



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