

Troll

MICRO

COURSEWARE

APPLE DISK

Apple II/II+ /IIe/IIc
Applesoft, 48K

HORSES



A TROLL LEARNING CENTER

This unit contains: An "I CAN READ" Book
with matching READ-ALONG Cassette, Guide
and **MICRO-SOFTWARE** Disk.

Dennis Kehr

A TROLL LEARNING CENTER

Here's the perfect combination for helping children build strong reading and learning skills.

Children start with the I CAN READ book first, or follow along as they listen to the lively word-for-word cassette. Then they turn to the micro-software for fun-filled computer activities that focus on learning and language skills.

THIS UNIT CONTAINS:

- a 48-page "I CAN READ" Book
- matching READ-ALONG Cassette
- a User's Guide
- a MICRO-SOFTWARE Disk with 4 exciting learning games

TROLL ASSOCIATES

320 Rt. 17, Mahwah, N.J. 07430

TROLL READ-ALONG

I Can Read About Horses

Duplication
Prohibited

TROLL ASSOCIATES

© 1973 Troll Associates

TROLL READ-ALONG

I Can Read About Horses

Duplication
Prohibited

TROLL ASSOCIATES

© 1973 Troll Associates

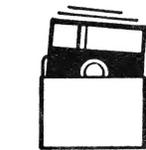
HORSES

Troll
COURSEWARE

© 1985

Troll Associates 320 Rt. 17, Mahwah, N.J. 07430

D. Kehr



Protect
Protéger
Schützen
保護



No
Non
Falsch
注意



Insert Carefully
Insérer avec soin
Sorgfältig Einsetzen
挿入注意



Never
Nunca
Jamais
Nie
絶対禁止



10° C → 52° C
50° F → 125° F



Never
Nunca
Jamais
Nie
絶対禁止

Troll

MICRO

COURSEWARE

USER'S GUIDE

HORSES



Troll Micro-Software

HORSES

USER'S GUIDE

How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the S key.* As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.*

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

- A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"
- B) In Game B, when the instruction appears, "READ THE SENTENCE, THEN PRESS SPACE BAR."
- C) In Game C, when the instruction appears, "PRESS A, B, OR C."
- D) In Game D, when the pointing arrow is on the screen.

Using The Games

O.K. CORRAL

(Reading Comprehension)

Can you move the horse through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

WORD CATCHER

(Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

APPLE HORSE

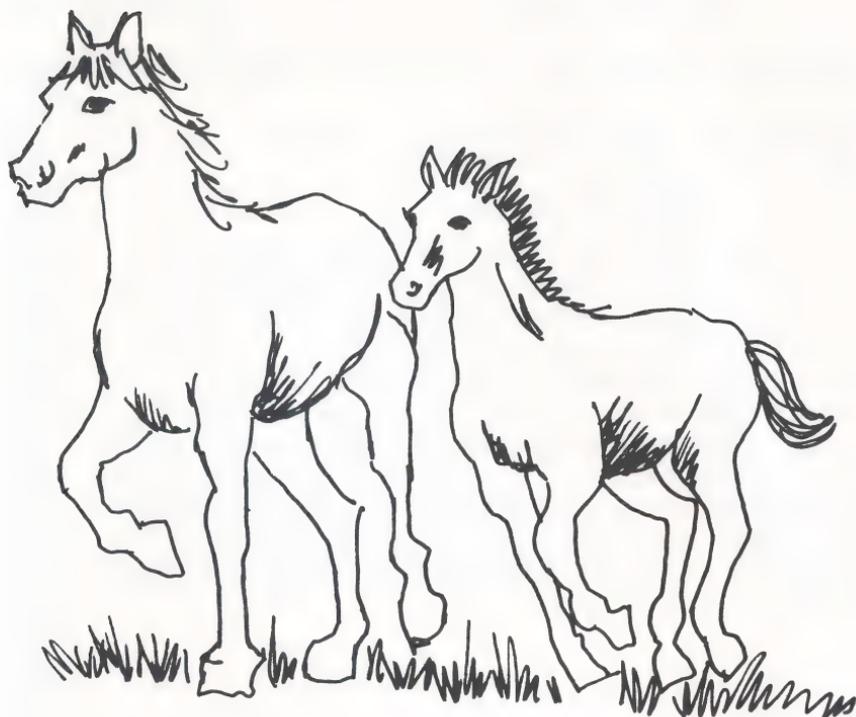
(Word Definitions)

Now it's your turn to help the hungry horse eat some apples! First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, the horse gets an apple to eat and you win 3 points. With a correct answer on the second try, the horse gets an apple and you win 1 point. After two wrong answers in a row, you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

NIMBLE

(Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.



System Requirements

1. Apple IIe, Apple II +, or Apple II (with Applesoft) and at least 48K of RAM.
2. One disk drive.
3. A TV set or video monitor (color is recommended).

Program Components

1. One micro-software program disk.
2. One copy of a paperback *I Can Read* book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

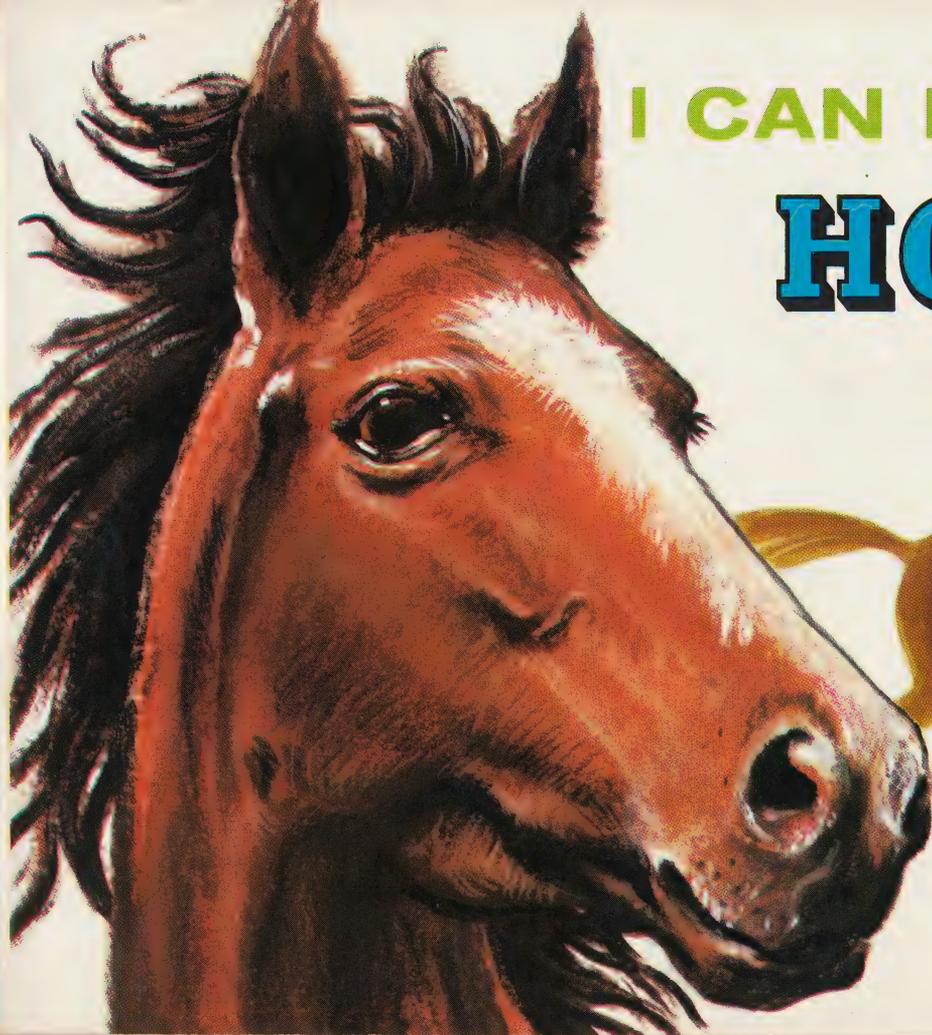
Apple II, II + , and IIe are registered trademarks of Apple Computer, Inc.

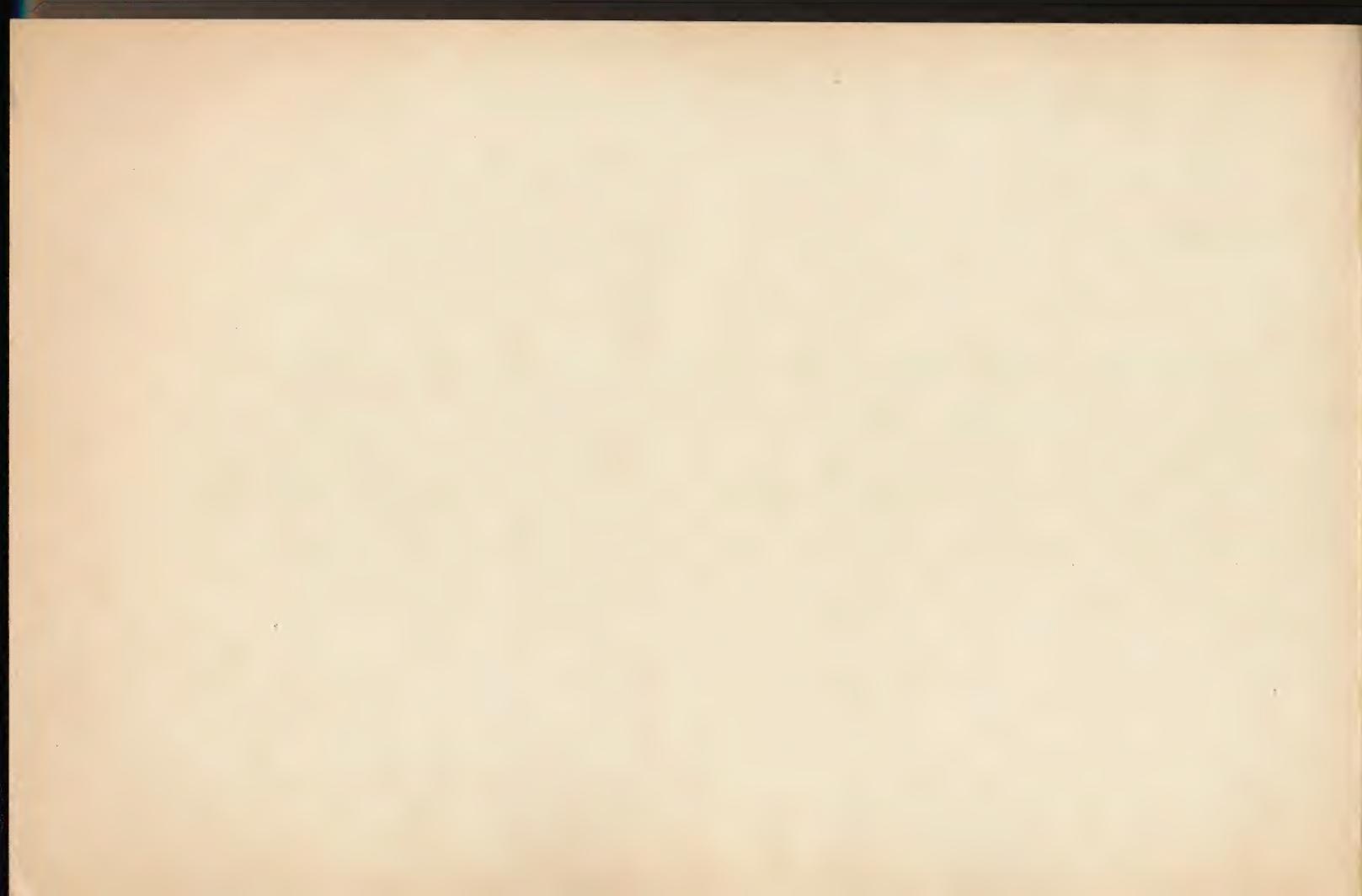
Troll Associates

320 Rt. 17, Mahwah, N.J. 07430

I CAN READ ABOUT

HORSES









I CAN READ ABOUT

HORSES



Written by Richard Harris

Illustrated by J. I. Anderson

Troll Associates

Copyright © 1973 by Troll Associates

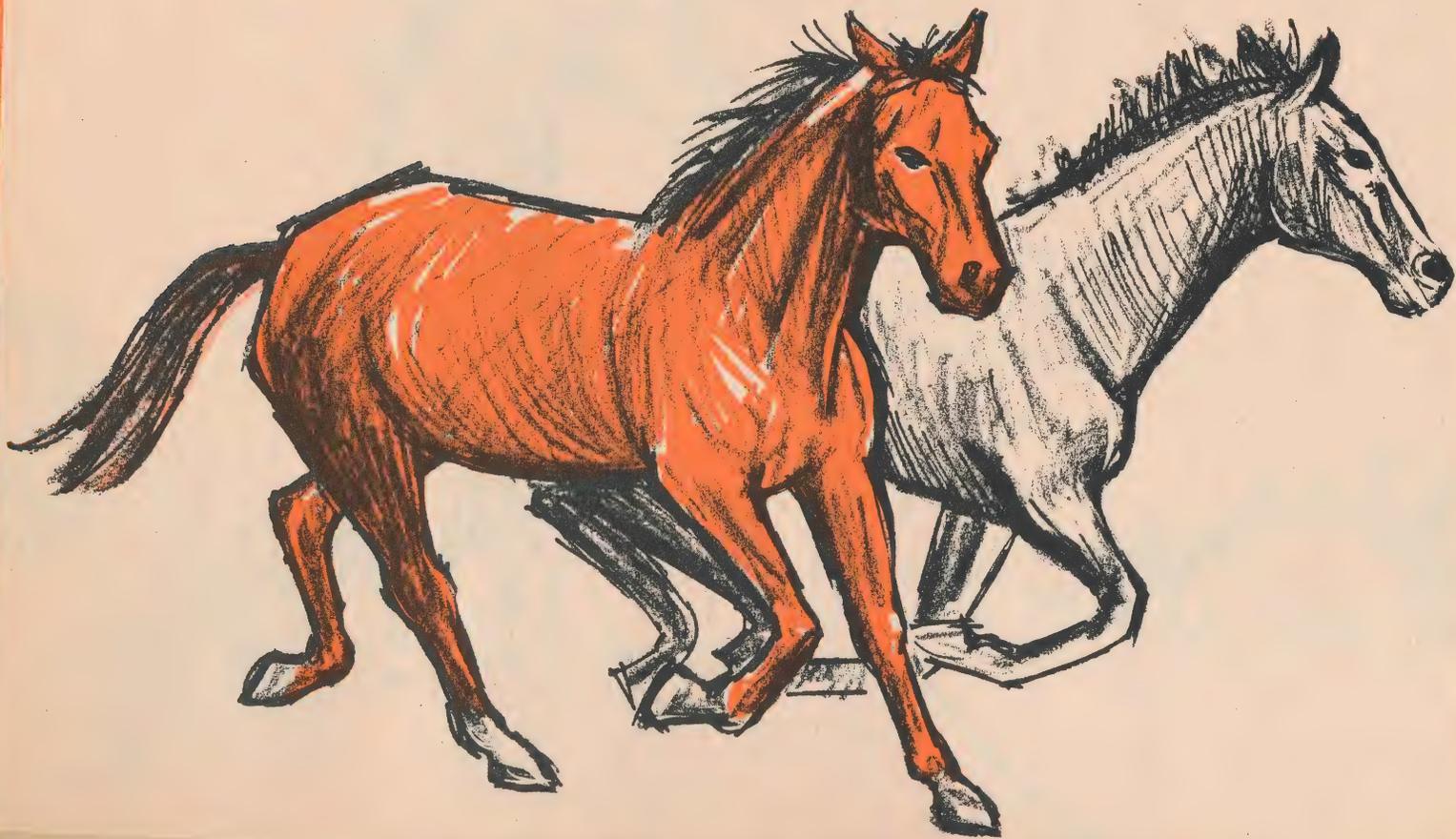
All rights reserved. No part of this book may be used or reproduced
in any manner whatsoever without written permission from the publisher.
Printed in the United States of America. Troll Associates, Mahwah, N.J.

Library of Congress Catalog Card Number: 72-96960

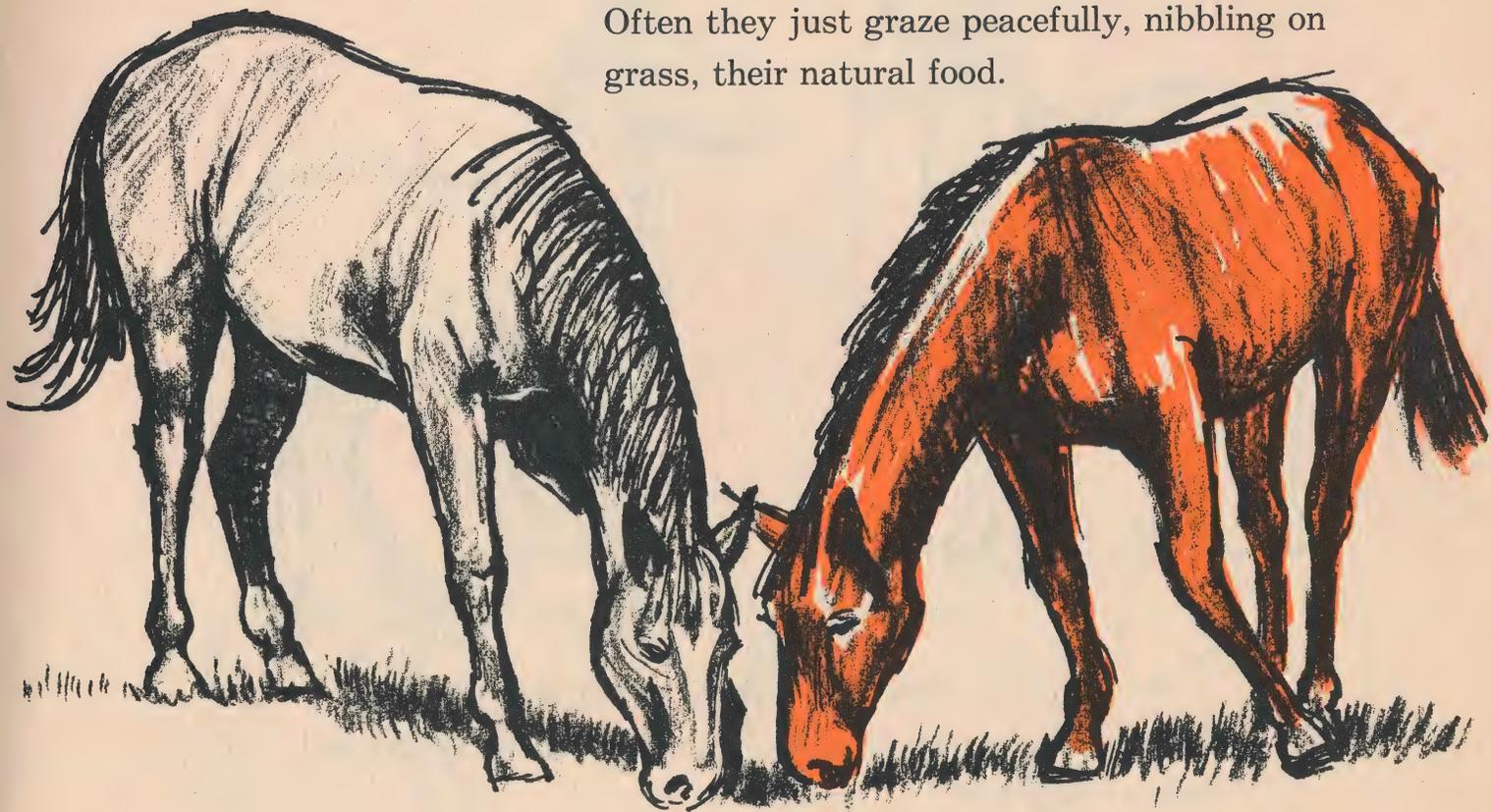
Horses are tall and beautiful.
How proud they are, with their
smooth coats shining in the sun.



Sometimes they race and gallop through fields.

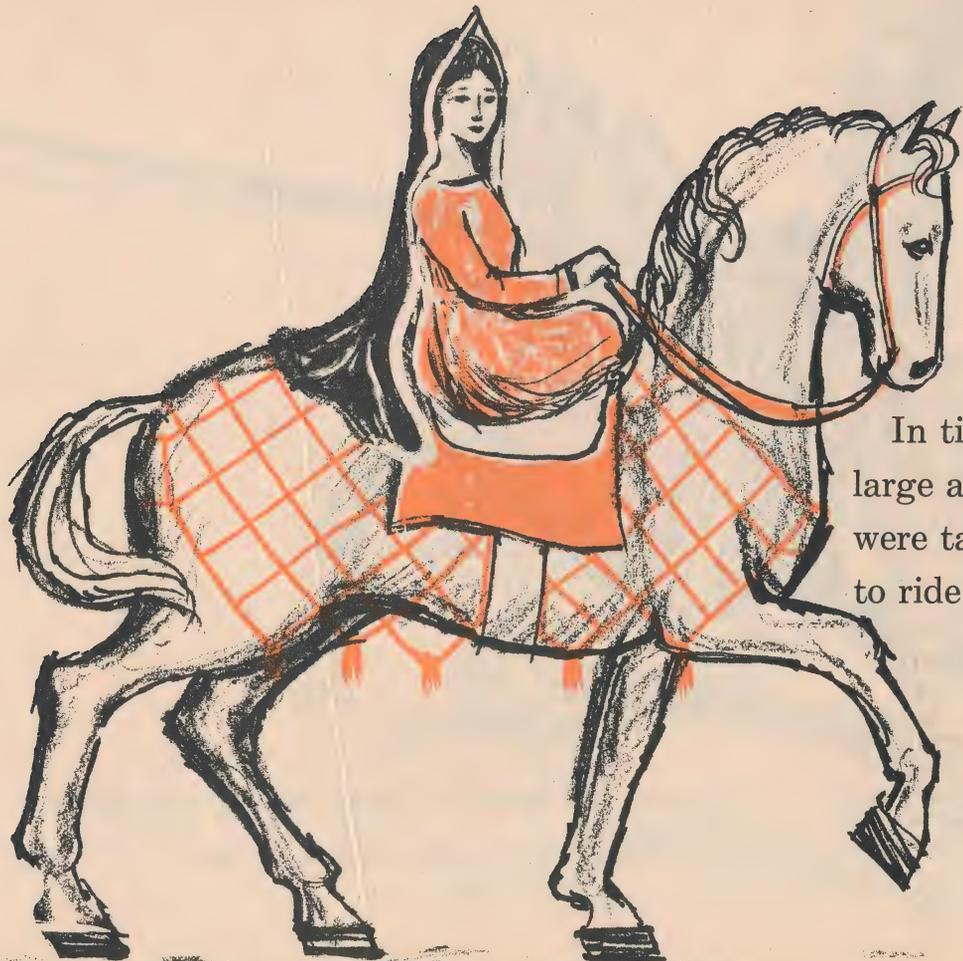


Often they just graze peacefully, nibbling on grass, their natural food.





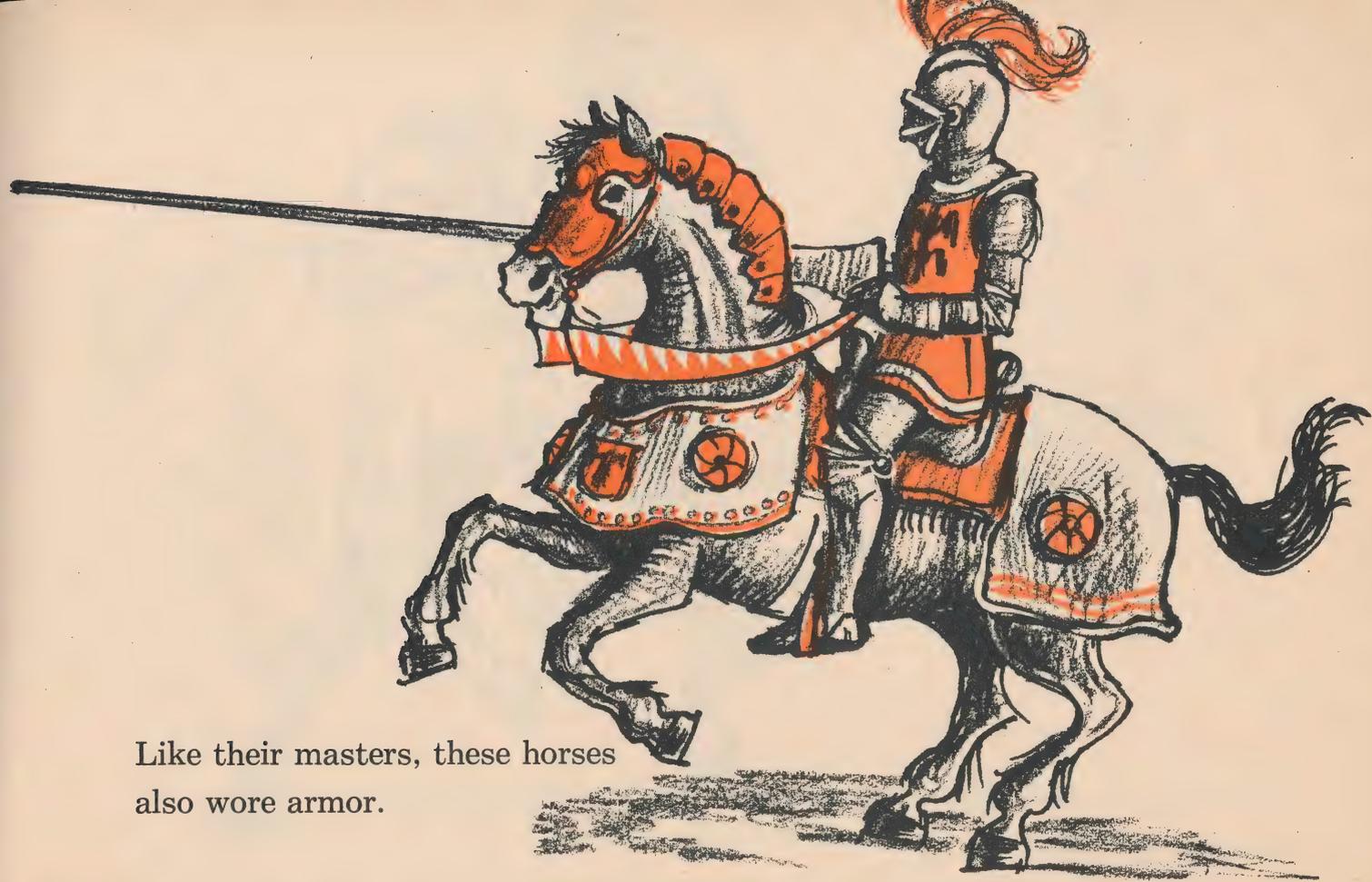
The very first horses lived over 60 million years ago. They were as small as foxes. Instead of hoofs, they had toes on their feet.



In time, horses became fast, large and strong. When they were tamed, people were able to ride them.



During the Middle Ages, strong war horses carried knights in armor into battle.



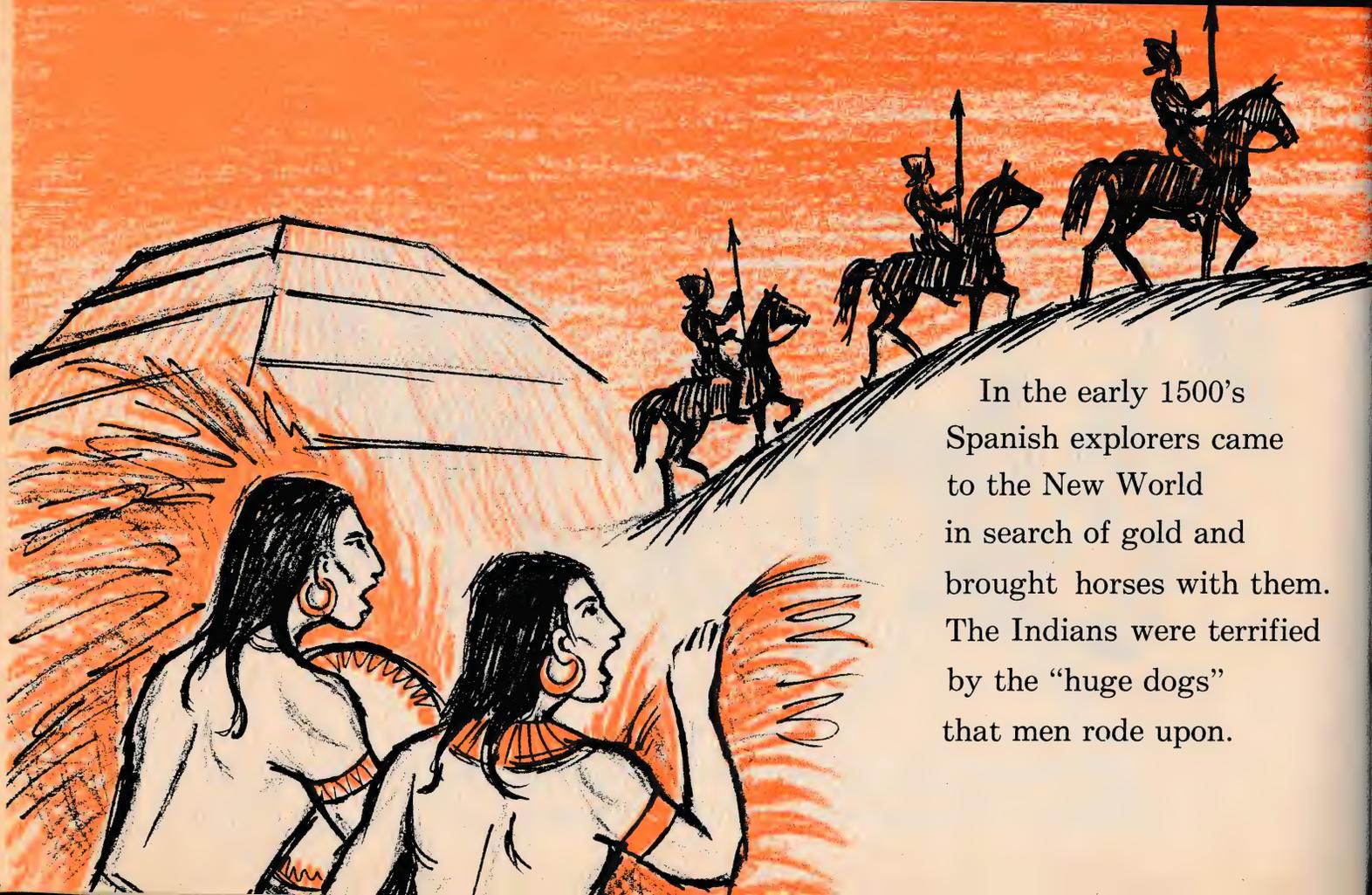
Like their masters, these horses
also wore armor.



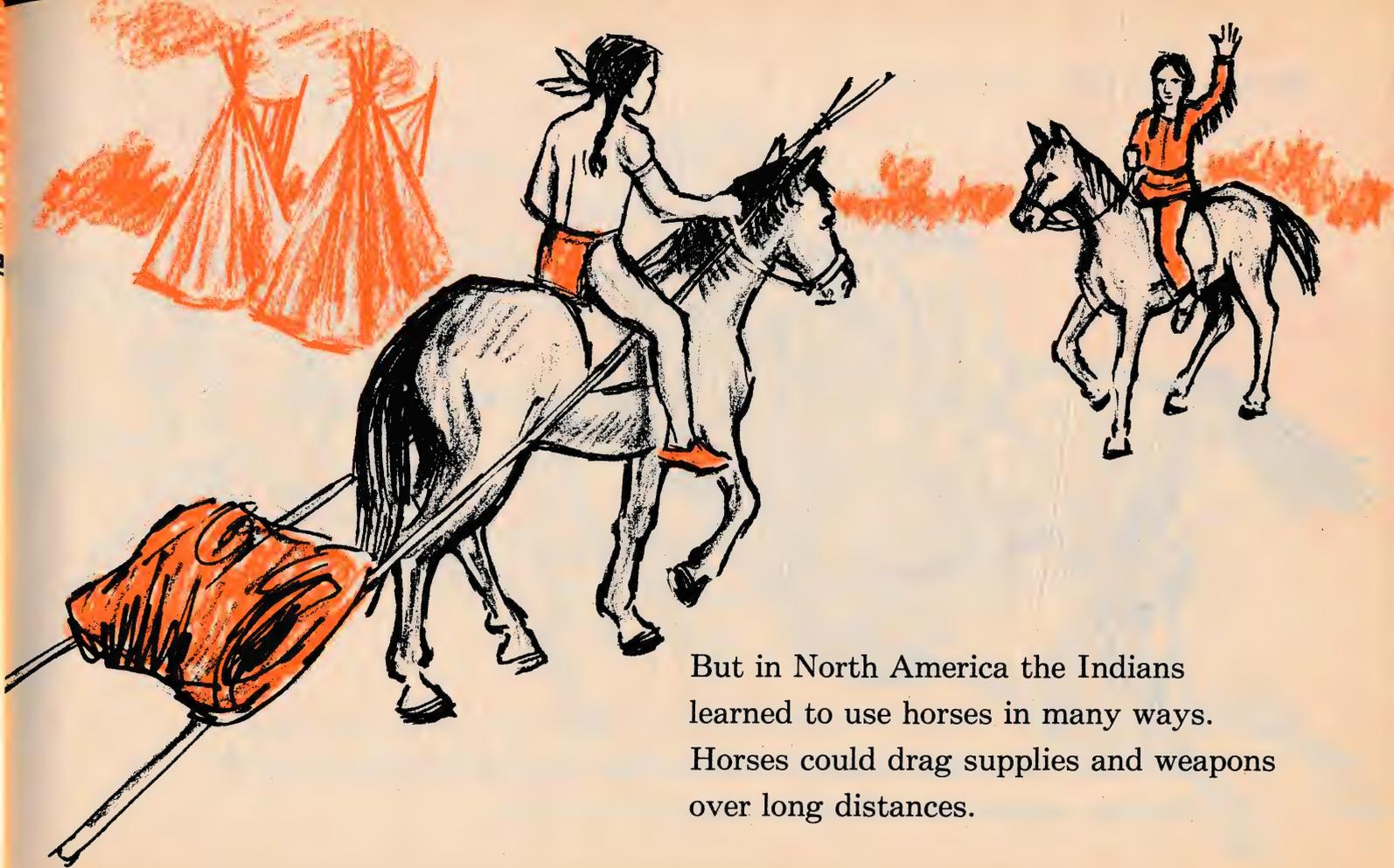
In the Middle East, the Arabian horse — a light, fast horse — was bred for desert travel.



Eventually the Arabian horse was brought to Europe, where it became a favorite riding horse.



In the early 1500's Spanish explorers came to the New World in search of gold and brought horses with them. The Indians were terrified by the "huge dogs" that men rode upon.



But in North America the Indians learned to use horses in many ways. Horses could drag supplies and weapons over long distances.

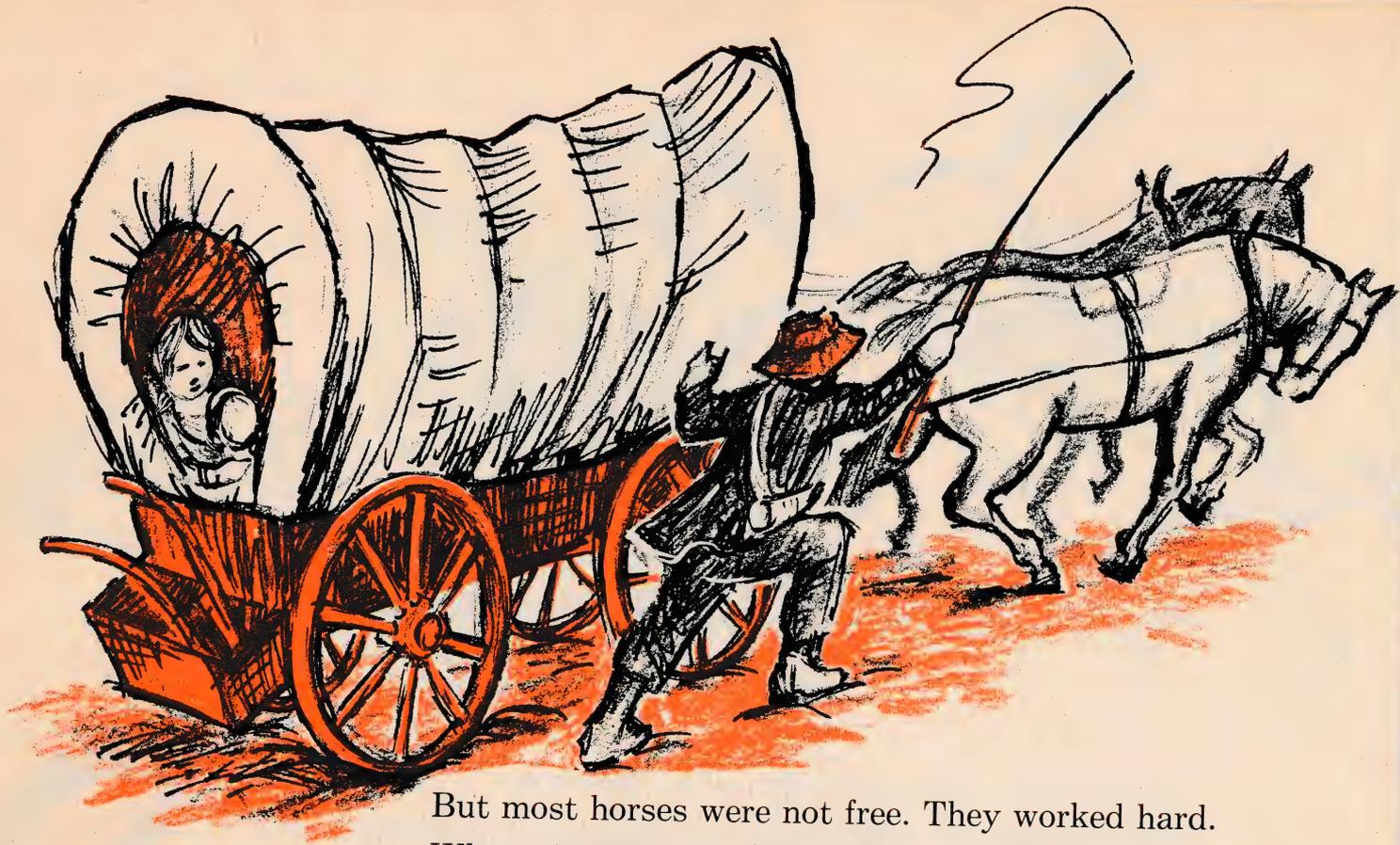
Horses were helpful in battle.



But most important, horses could gallop after swift herds of buffalo. Indians needed the buffalo for food and clothing.

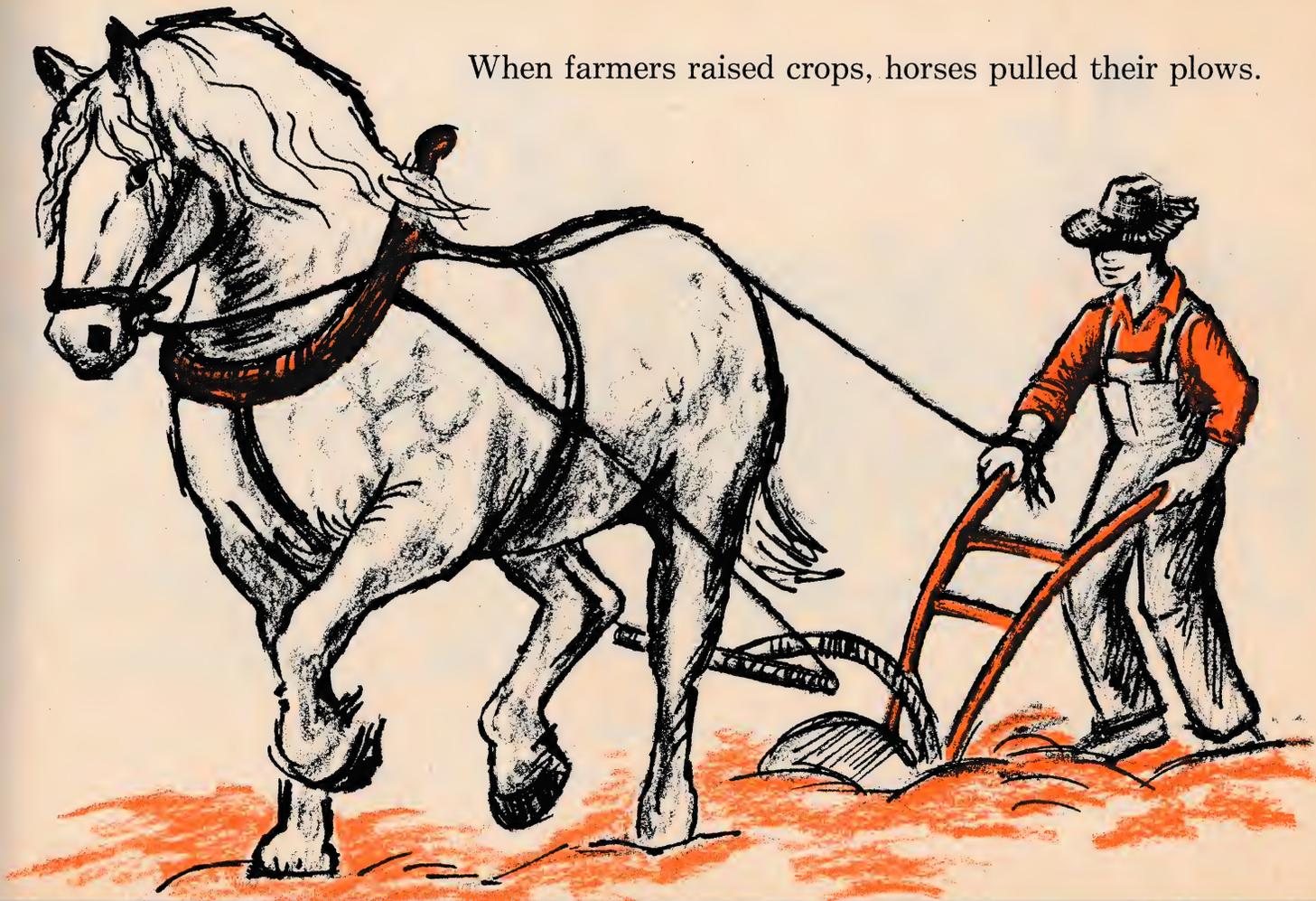


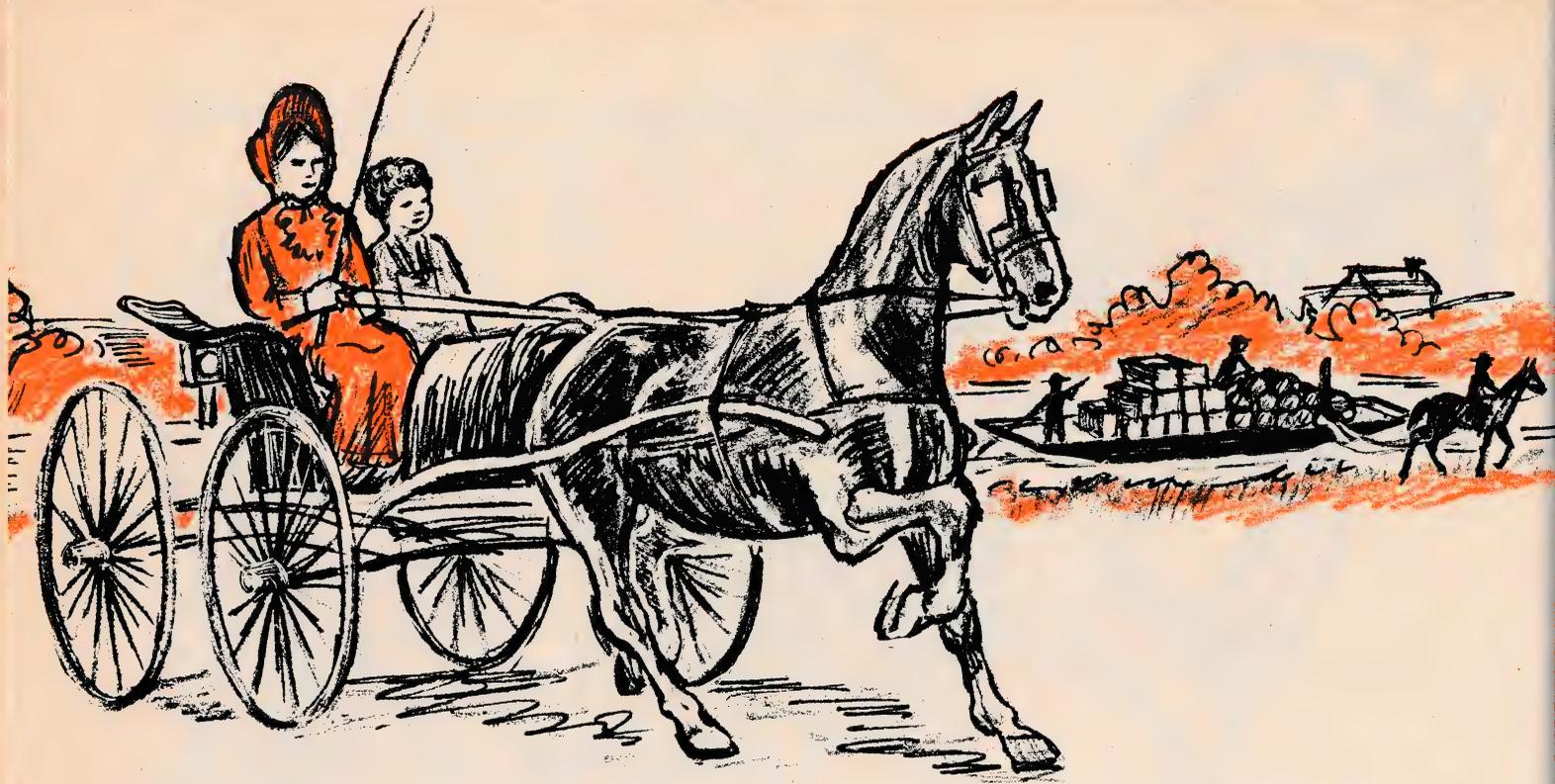
Some horses escaped their Indian masters.
They wandered in herds and became wild mustangs.



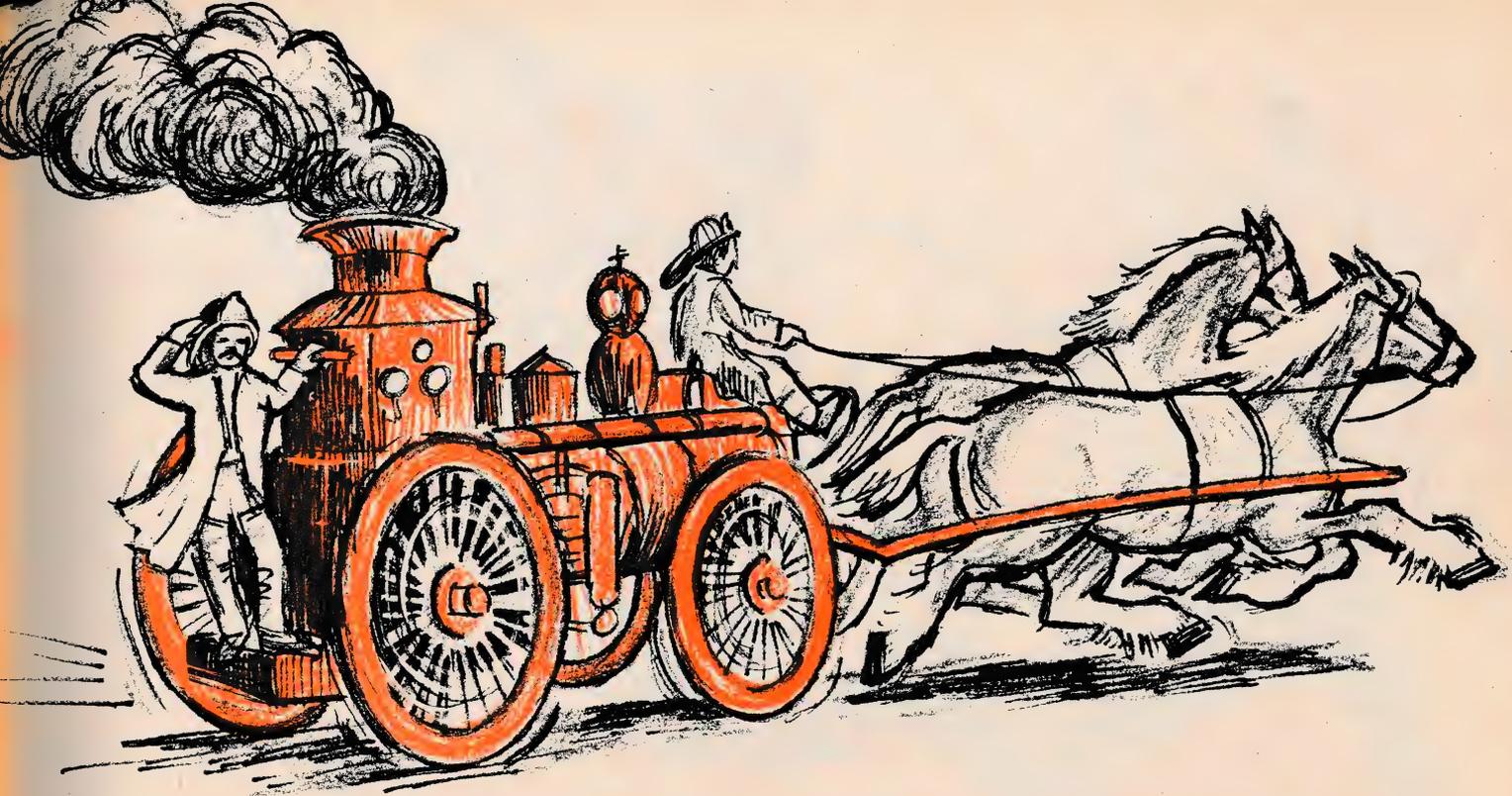
But most horses were not free. They worked hard.
When pioneers went West, horses pulled their wagons.

When farmers raised crops, horses pulled their plows.

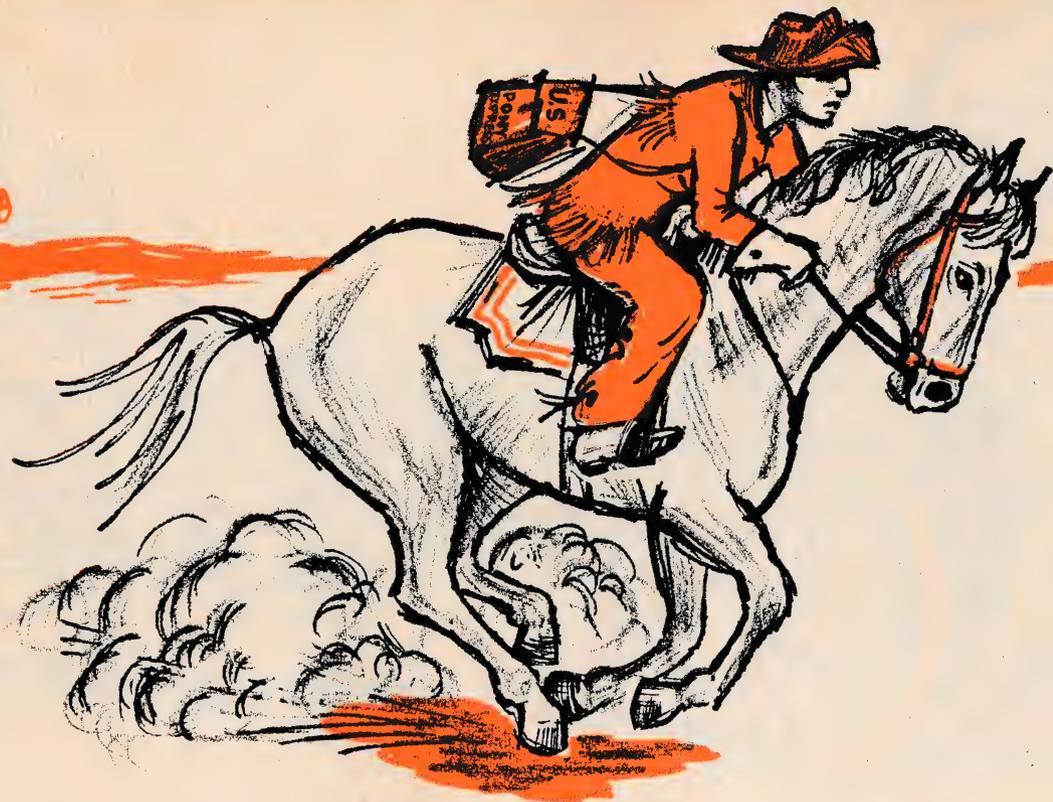




As towns grew, many horses pulled carriages,
or dragged heavy barges down rivers and canals.



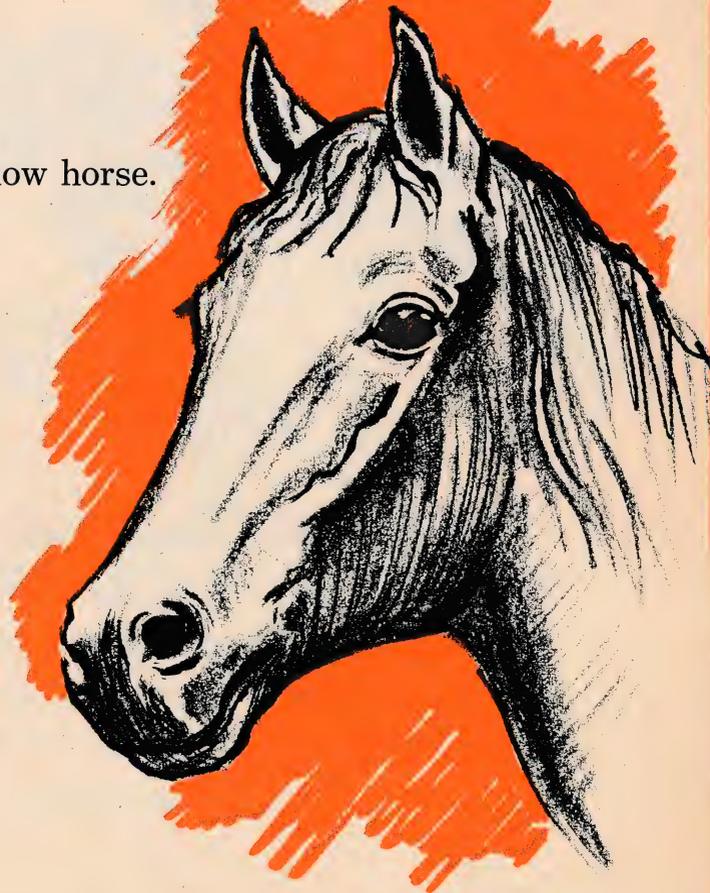
They rushed through streets, pulling fire engines to burning buildings.



Out West, strong tough ponies carried the mail
across country for the Pony Express.

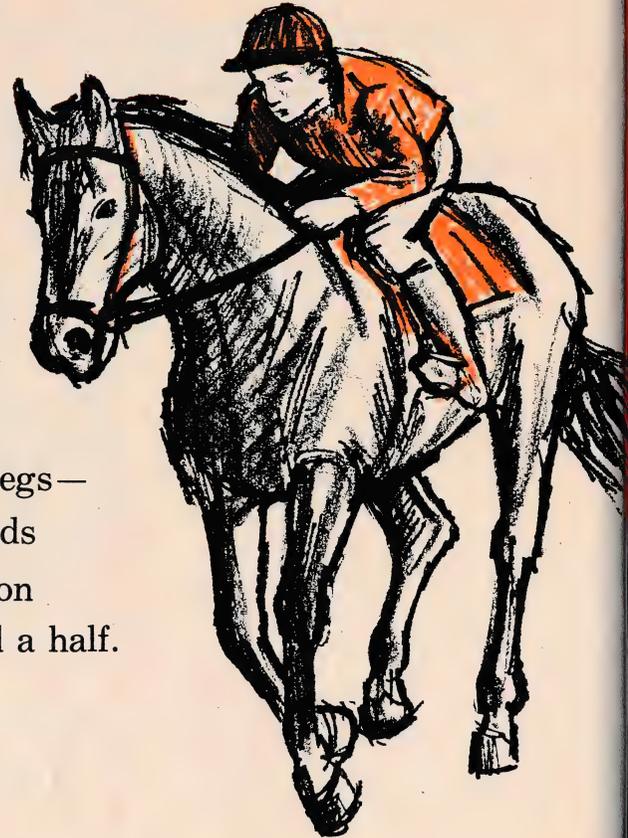
Today horses are used in other ways.

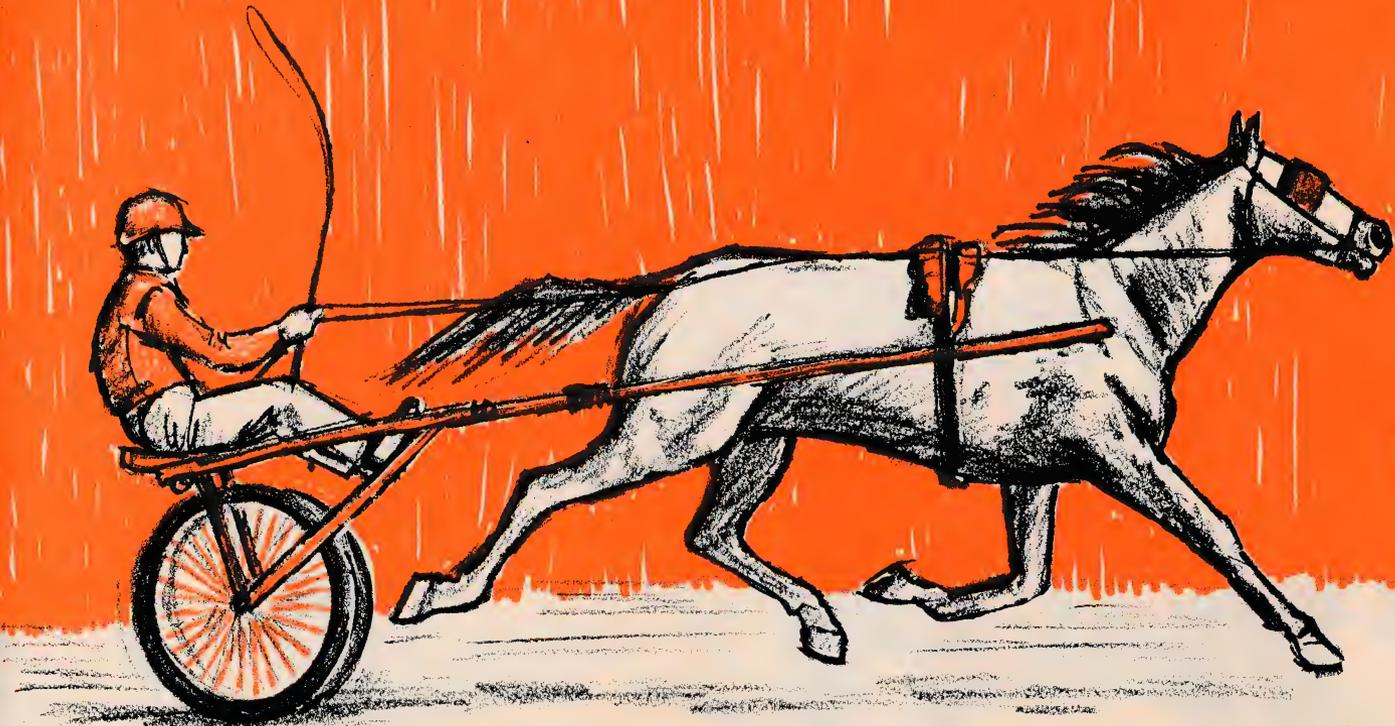
One breed — the Arabian — is a natural show horse. Graceful and intelligent, he seems to be the prince of horses at parades and horse shows.





Thoroughbreds—a breed with long, strong legs—are used in races. Why? Because Thoroughbreds are the fastest horses in the world. A champion Thoroughbred can race a mile in a minute and a half.



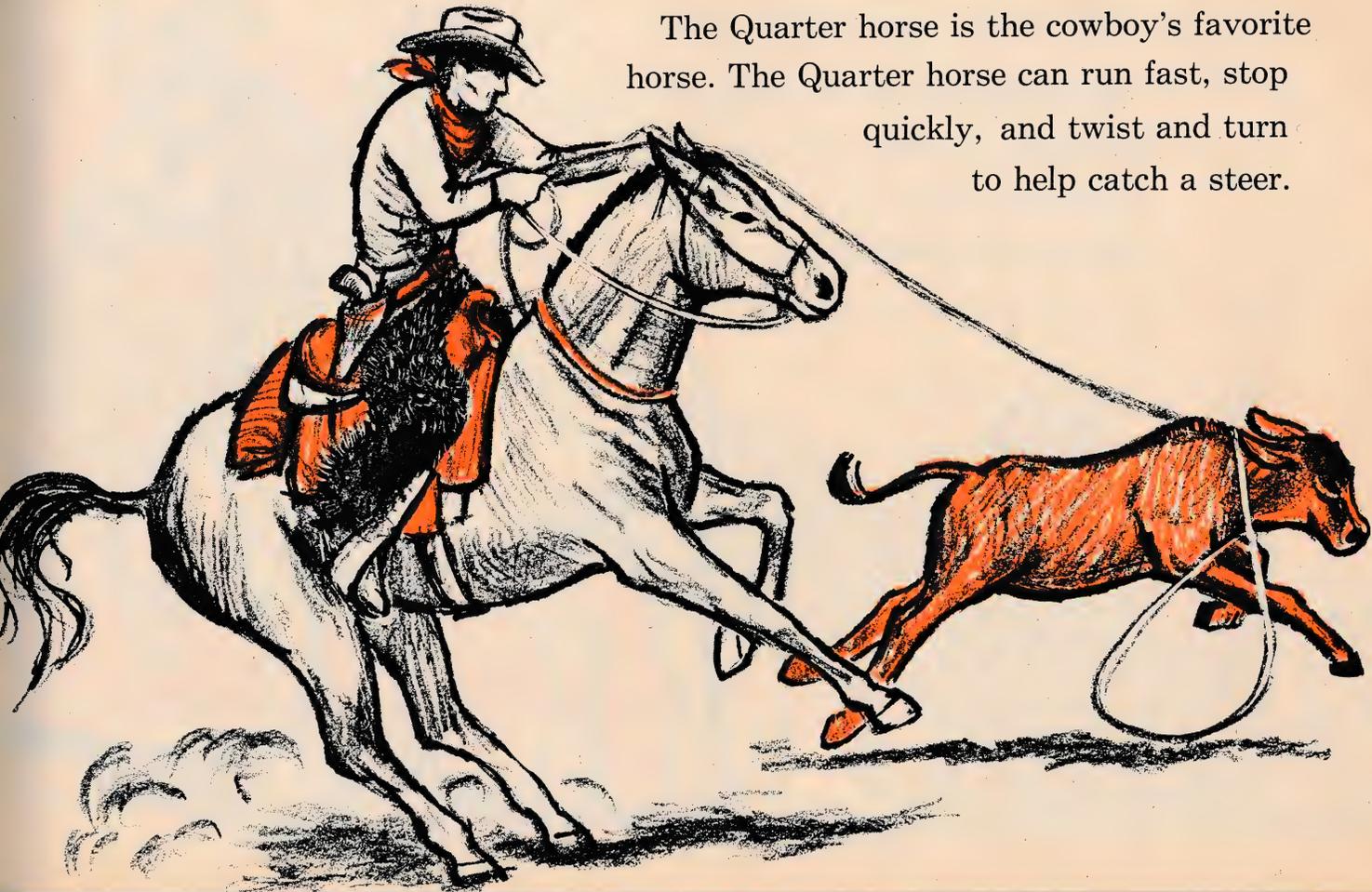


Some horses, called Trotters, are trained to pull men in light carts. Standardbred horses are taught not to gallop around the track, but to trot as fast as possible.



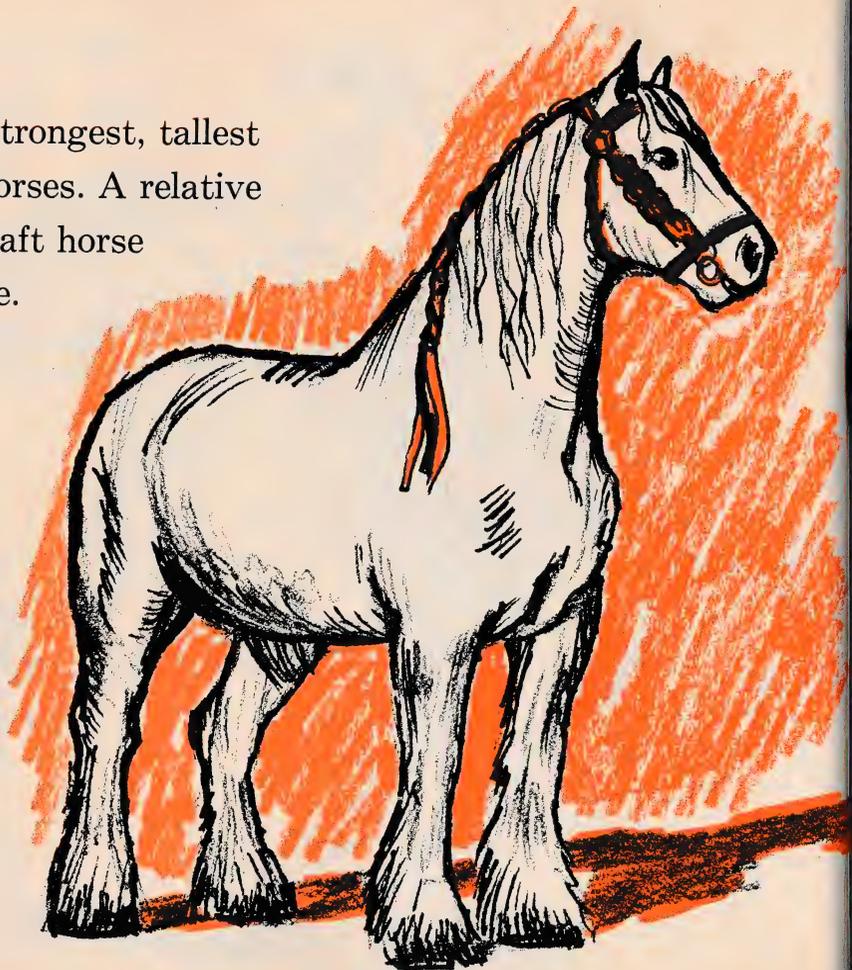
A policeman rides high
on his Morgan horse.
These strong, gentle horses
are not frightened by
crowds or noisy traffic.

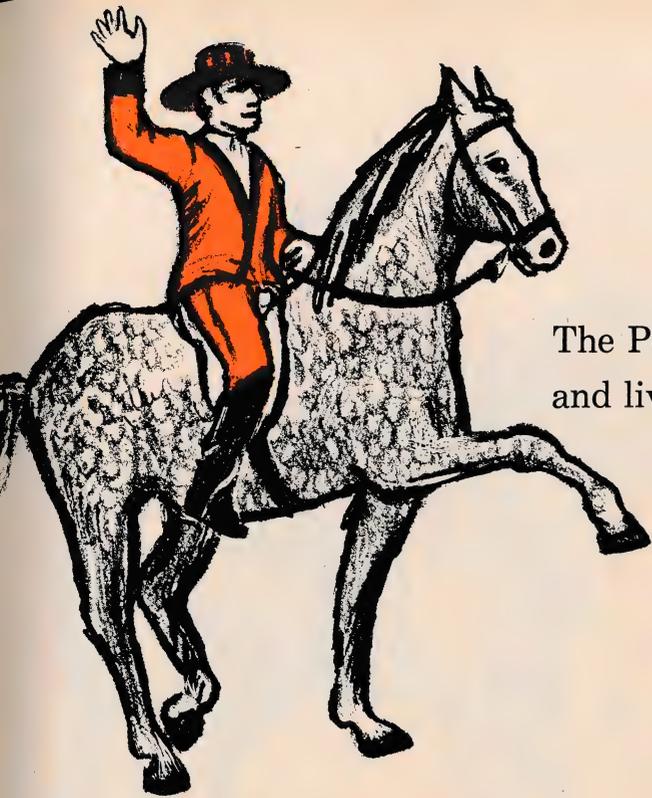
The Quarter horse is the cowboy's favorite horse. The Quarter horse can run fast, stop quickly, and twist and turn to help catch a steer.



Draft horses are the strongest, tallest and heaviest group of horses. A relative of the war horse, the Draft horse is known as a workhorse.

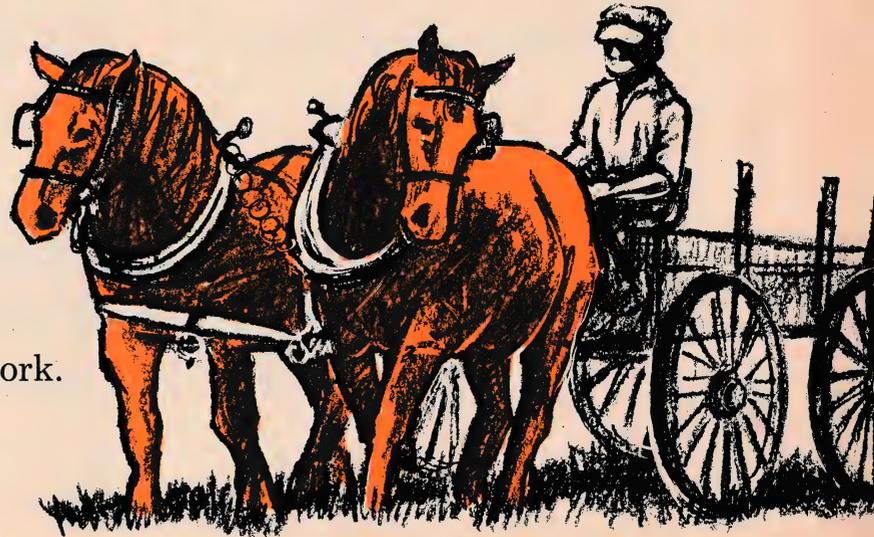
The Shire is the tallest draft horse. He is taller than most men and weighs more than a ton.





The Percheron is a draft horse so strong and lively that he sometimes performs in circuses.

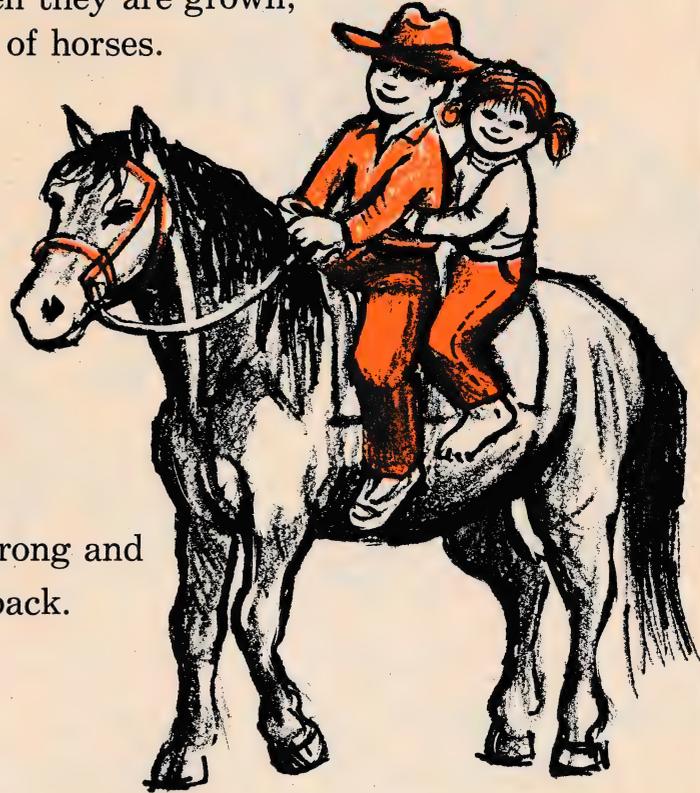
The Belgian is able to do heavy farm work. He is one of the strongest and gentlest of horses.



Ponies are little horses. Even when they are grown, they are not as large as other types of horses.

The Shetland pony grows no higher than 46 inches.

Still, the Shetland is surprisingly strong and enjoys giving children rides on his back.



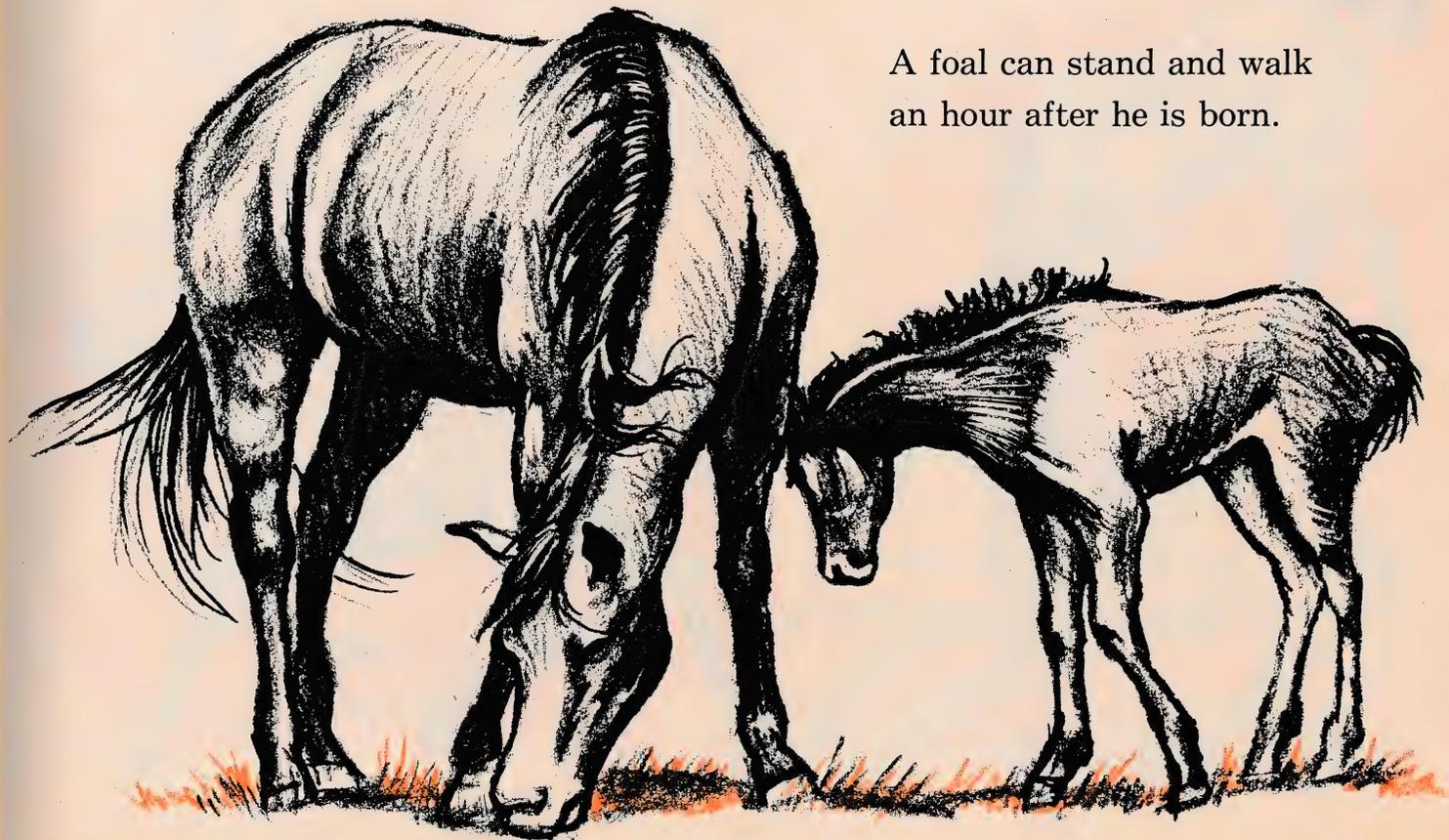


Welsh ponies are larger than Shetland ponies.
They learn quickly and are good with children.
Once they worked in coal mines. Now you can see
them pulling small carts.

A baby horse is called a foal.



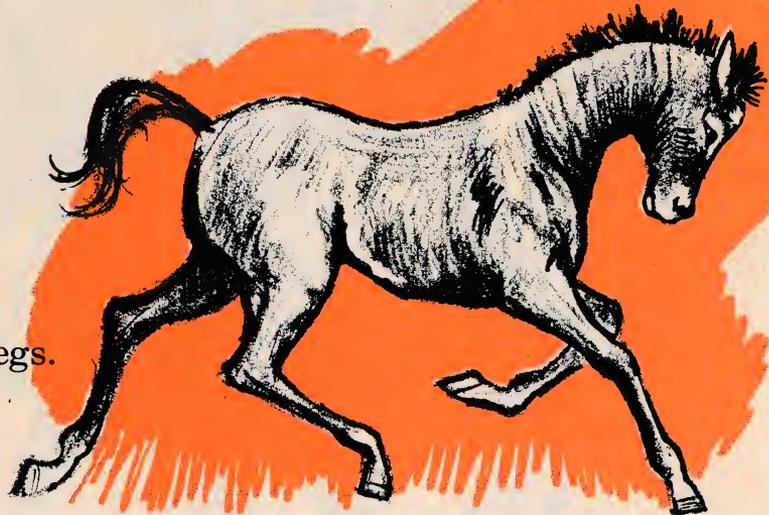
A foal can stand and walk
an hour after he is born.





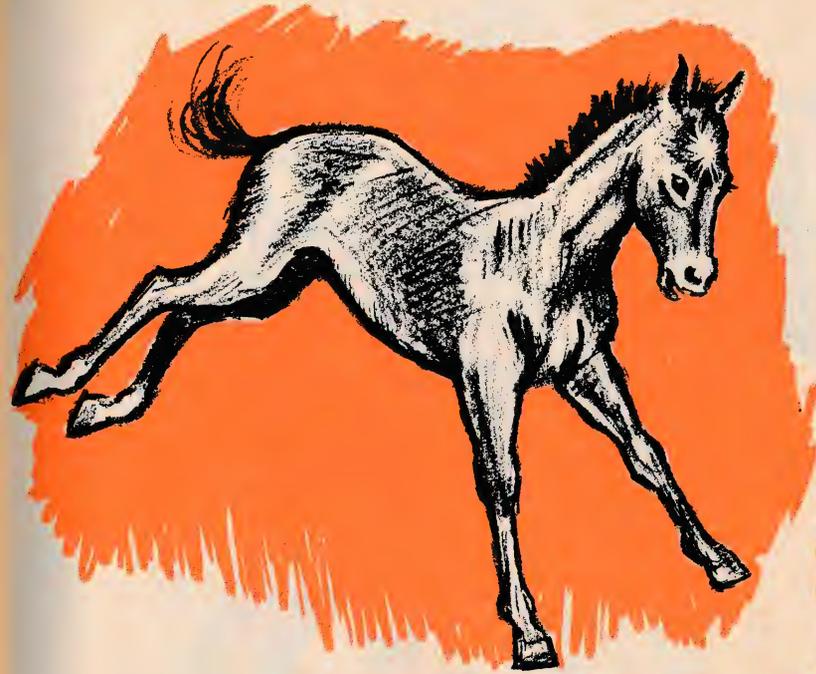
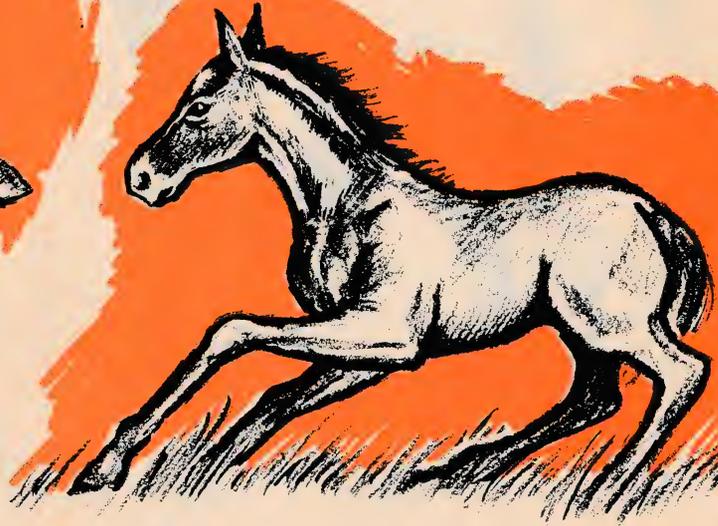
When the foal begins to eat grass,
he seems unsteady on his long, thin legs.

But soon he learns to trot.
Lifting his head high,
he steps proudly along.



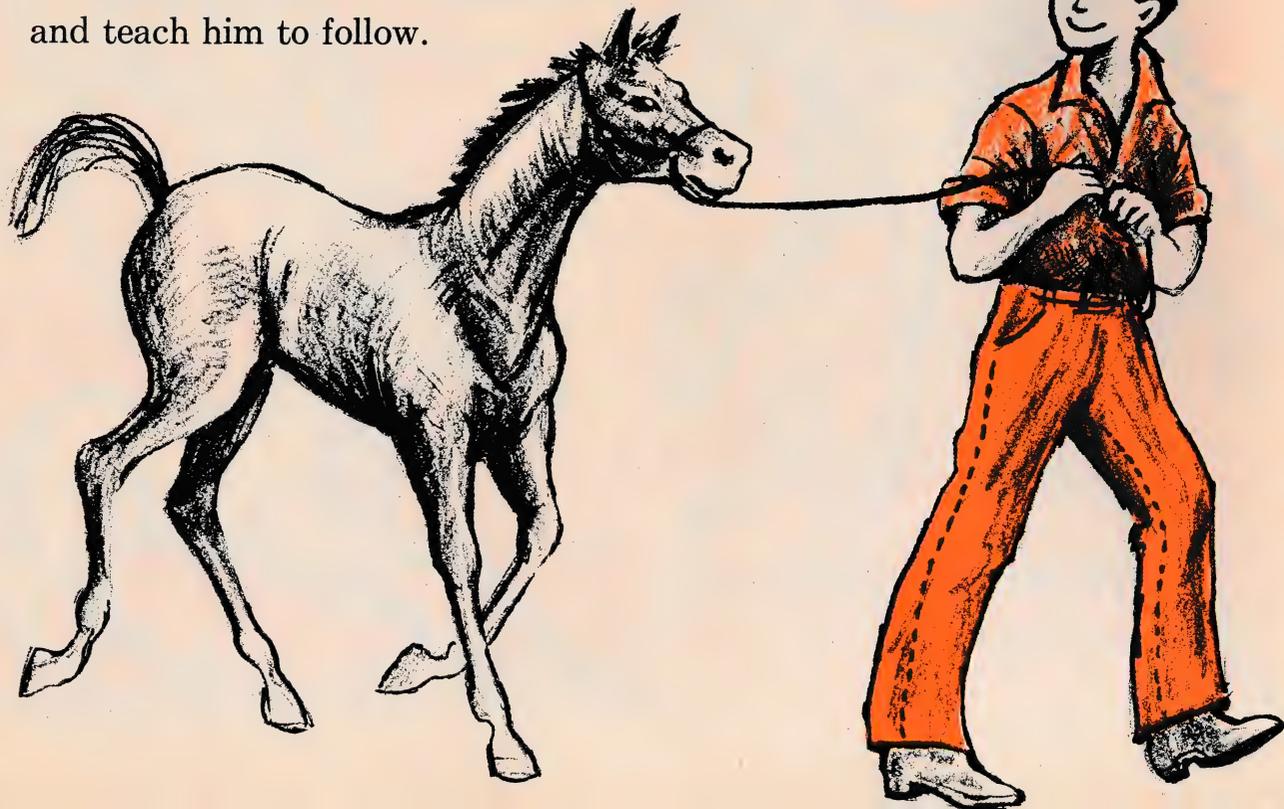
Finally, he begins to gallop—
faster and faster.

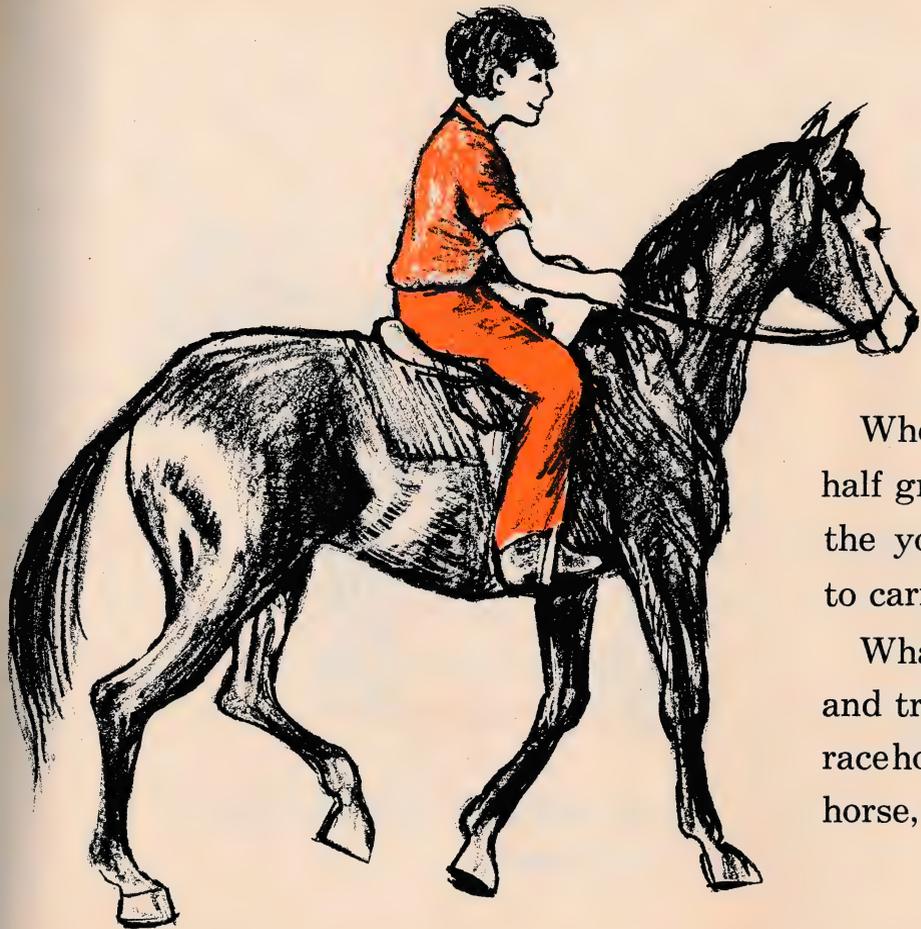
If he falls, he gets right up
and tries again.



How do you train a horse?

Training begins when you put a halter over the foal's head. You lead him around and teach him to follow.





When a horse is a year old, he is half grown. When he is two years old, the young horse is strong enough to carry a rider.

What he does will depend on his breed and training. Perhaps he will be a racehorse, a police horse, a cowboy's horse, or a show horse.



Riding a horse is fun if you know how to ride properly.

Always mount or get on a horse from his left side.

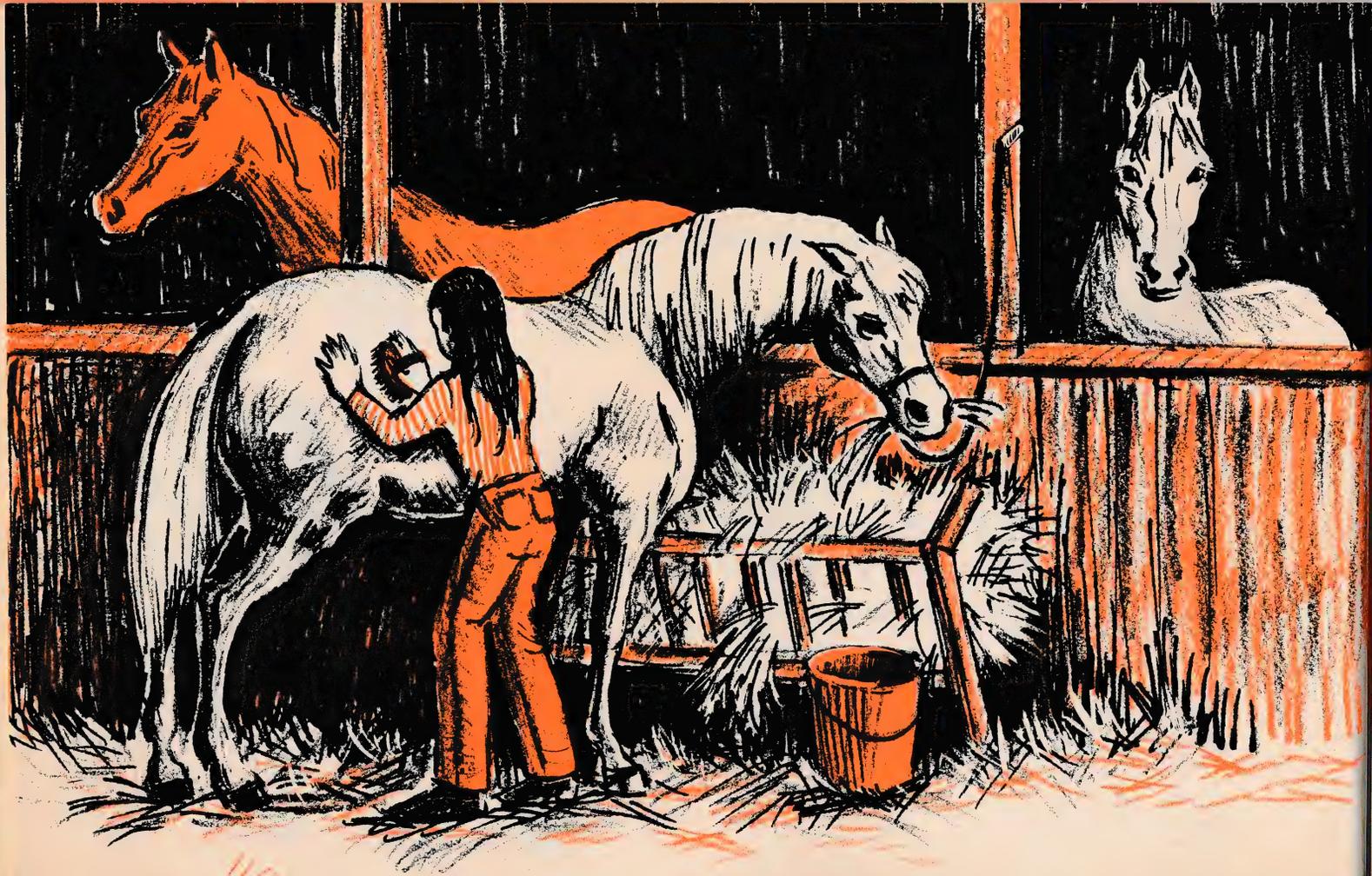


Sit up straight. Hold the reins in both hands.

Use the reins to steer the horse left or right, and to stop him.

Ride your horse in quiet places.
After a fast ride, walk your horse slowly
and quietly for a few minutes
to let him cool down.





Every day, and after each ride, a horse should be combed and brushed. After he is brushed, wipe him with a soft cloth until his coat shines.

Be sure your horse has enough to eat. Horses eat grass, grain and hay. They love oats.

A grown horse needs about 14 pounds of hay a day, and he drinks over 12 gallons of water.

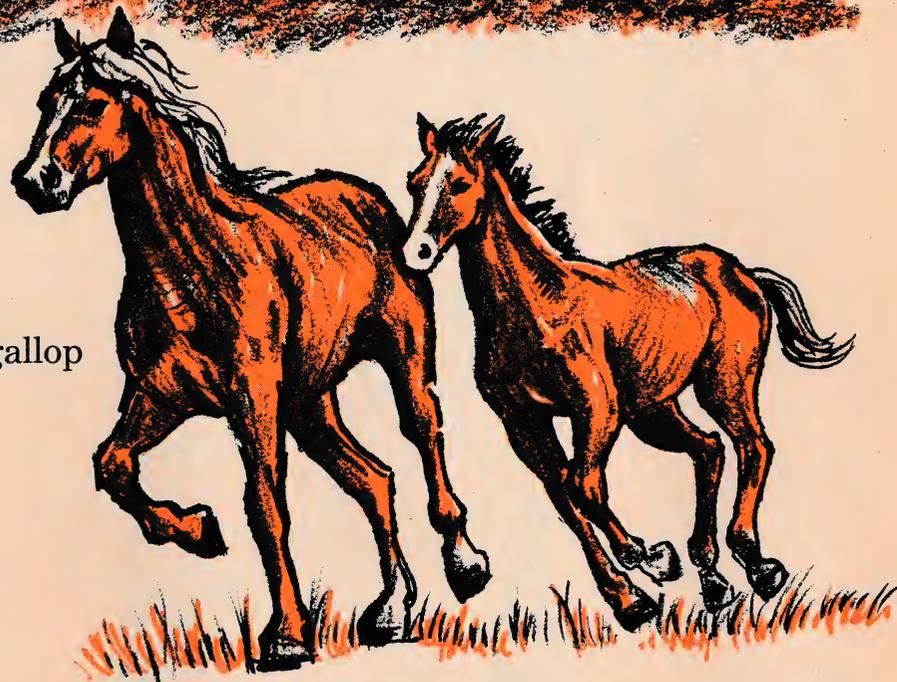
Taking proper care of a horse keeps him happy and healthy. And a happy and healthy horse will give you many years of pleasure.

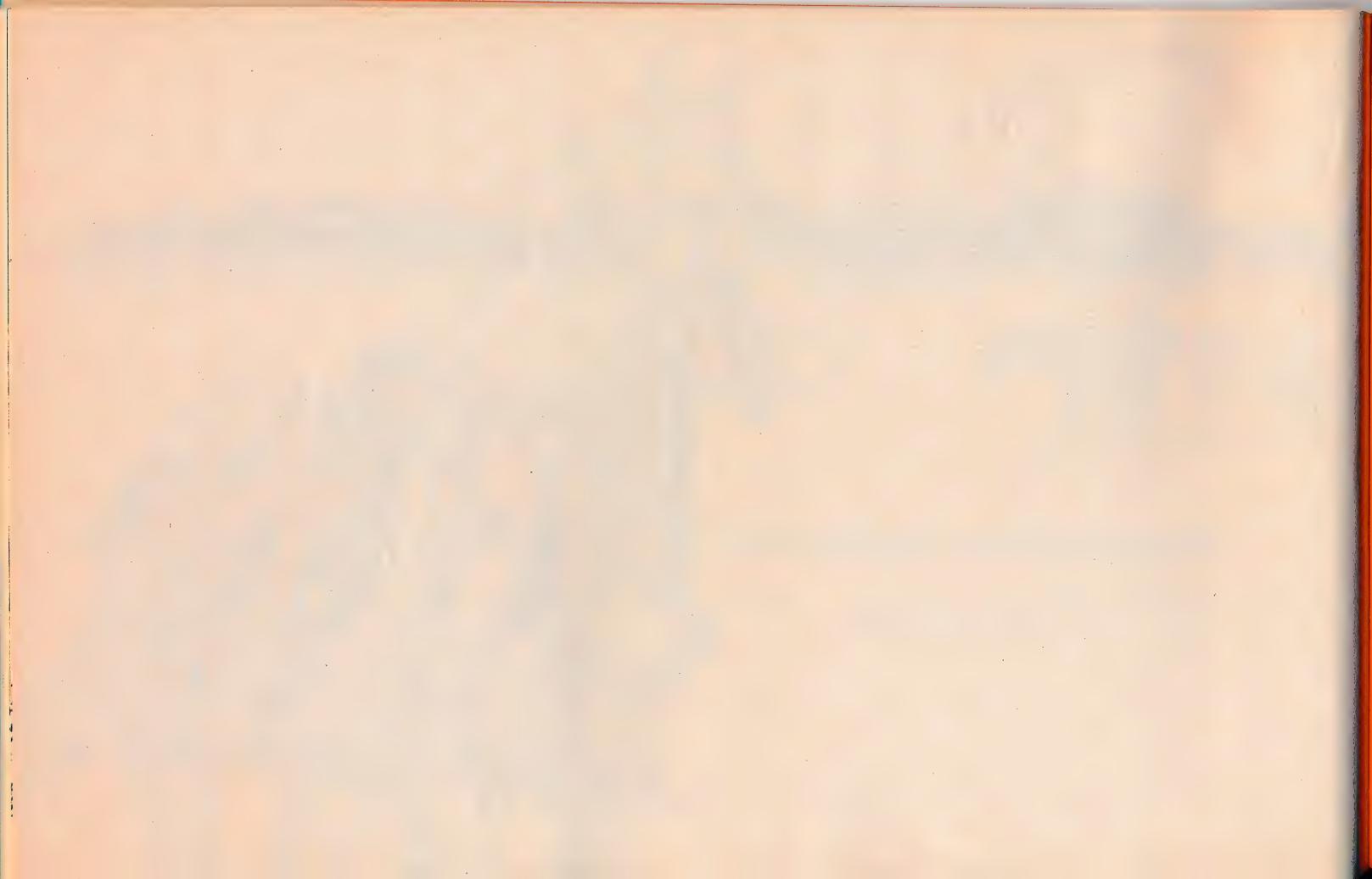




Horses are truly strong and beautiful.

How proud they are as they gallop
in the wind—
they seem so fast and free.





PARTS OF A HORSE

