



ALL
ABOUT
AMERICA™

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A Note to Parents and Teachers

All About America was designed to introduce young children to America's interesting history as well as encourage early learners to enjoy reading independently. It also aims to develop a broad variety of comprehension, language arts and social studies skills.

Initially, we suggest that the parent or teacher familiarize the child with each story's word list. These lists can be found following this documentation. Once these words are mastered, the child should be able to read the stories with ease. An atlas would be useful so that the child can be given an idea as to where the different geographic locales mentioned in the stories are, in relation to one another.

After the story has been read, the child should answer the reading comprehension questions pertaining to that story. The questions are randomly accessed and will be different each time that option is chosen.

The vocabulary questions following each story cover various skills. The child should be familiar with alphabetical order and understand the concept of rhyming. Additionally, he should be taught what an analogy is, since there are a few of these types of questions included in the All About America program database. All questions were designed to stretch the child's mind into new directions and acquaint him with a variety of activities similar to those he will be working on in school.

The Maps and Quizzes module will help build a good foundation for beginning map reading skills.

It will also introduce students to states, capitals, as well as postal abbreviations.

Unicom's staff is continuously developing new software. Please feel free to write us, and inform us of any new subject areas you'd like to see addressed.

June Stark

Important Note About the Use of Speech in All About America

Digitized speech requires a huge amount of storage capacity. Due to space limitations because of the graphics and activities in this program, there was only enough room on disk to include speech as an extra stimulus to keep the child's interest.

Speech has been utilized mainly for prompting directions, rewarding correct answers and making the child aware of his mistakes. When the program is "talking", the computer cannot accept any keyboard or mouse input. Be sure to wait until the speech is finished before entering information.

ALL ABOUT AMERICA™

Apple IIGS (r)

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple and Control Keys simultaneously will access the desk accessories menu. Use the arrow key to select CONTROL PANEL and press RETURN.

Control Panel Menu

Sound - Selecting sound permits you to adjust the volume and pitch to your liking. FOR NO SOUND OR SPEECH AT ALL in ALL ABOUT AMERICA, move the volume star all the way to the left. If you wish no music or speech you must adjust the sound option as detailed above, before loading the program.

System Speed - We suggest your system speed be set at FAST.

Slots - If your 3 1/2" floppy disk drive is not already assigned as your usual start-up device, then change the start-up slot to 5 on the slot menu.

RAM Disk - This program requires 768k to operate. If some of the memory is currently allocated for RAM disk, you must de-allocate it. Select RAM disk from the Control Panel menu. Set both minimum and maximum on RAM DISK to 0k (zero k).

Loading Procedures

Please read all prior instructions pertaining to the Control Panel. If you have one 3 1/2" drive, insert the ALL ABOUT AMERICA DISK #1 in the drive and re-boot the computer by either powering on and off or preferably, by pressing the CONTROL, OPEN APPLE and RESET keys simultaneously. The program will automatically load. On-screen instructions will prompt you when to swap disks and insert DISK #2.

If you have two 3 1/2" drives, you can place DISK #2 in the second drive.

Throughout the use of the program, please be sure to follow all on-screen instructions for swapping DISKS #1 and #2. If you have ignored prompts to swap disks, the program will instruct you to insert the proper disk.

Instructions

After viewing the Unicorn Software and ALL ABOUT AMERICA title and credit screens, you will be asked to select either **History Lessons** or **Map Reading Skills**. Use the mouse to point and click on the box next to your selection and then click on **OK**.

Note: Throughout the program you will notice an **E** in the lower right of the screen. Pointing and clicking on the **E** will permit you to quit the current activity and escape. This will work only when the computer is awaiting an answer. (Pressing the **ESC** key will also work the same way.)

History Lessons

After having selected this option a picture menu featuring the following 16 stories will appear:

Top Row, Left to Right

Columbus Discovers America
Explorers and Colonists
The Pilgrims and Thanksgiving
Manhattan Island and the Dutch

2nd Row, Left to Right

William Penn
The Midnight Ride of Paul Revere
Independence Day - July 4th
George Washington

3rd Row, Left to Right

Daniel Boone
Lewis and Clark
Our Country's Song
Transportation

4th Row, Left to Right

Inventions
The Pioneers
Abraham Lincoln and the Civil War
Alaska, Hawaii, and Our Future

Use the arrow icon to point to the story of your choice and click. The story's title will then appear on the bottom of the screen. **Click again** to select that story. If you have one disk drive, follow the on-screen instructions for swapping disks.

Remember that clicking on the E box appearing on the bottom right of the screen will permit you to quit and return to the previous menu.

Use the mouse to select the desired activity and click on OK when ready.

Reading the Story

The Word Lists

Each story's word list can be accessed by pressing the "W" key at any time during the story. These are the words that young children might have trouble reading or understanding. Parents or teachers may wish to introduce and discuss these words with their children or students. The lists appear at the back of this manual as well. Clicking the mouse will page through the lists if a particular list is more than one screen. Clicking on the E box will return you to the story without viewing the remainder of the word list.

People and Places Word List

A list of all the famous people and geographical places mentioned in the stories can be accessed at any time while reading a story by pressing the "P" key. Parents and teachers may wish to discuss these names with the children and help them with pronunciation.

The Story

To proceed from screen to screen, simply press any key or click the mouse. After each story you will be given the option of either answering questions or exiting. Click on your choice and then on OK.

If you choose to exit, you will be prompted to swap disks if necessary and will be returned to the story picture menu. If you wish to practice MAP READING, you will have to click on the E box.

Questions and Answers

Select the number of players and click on OK. Next, type each player's name and press RETURN. Select either Reading Skills or Vocabulary Building and click on OK. Reading questions are based on the story that was just read. Vocabulary questions are based on each story's word list and also cover the concepts of alphabetical order, analogies, rhyming and meaning in context.

Directions for Answering Questions

Use the mouse to move the arrow icon and Abe Lincoln's arm to the answer you choose by clicking

in that answer box. Click again to register your answer. Remember, first you click to move the arm to the answer you want and then click again.

If an answer is incorrect, the correct answer will be indicated by being highlighted in black. Press any key or click the mouse to continue.

After each set of questions or if you've clicked on the E box you will be asked if you wish to play again. Click on 'Y' or 'N' accordingly. If you answered 'N', the score will be shown. Press any key or click the mouse to return to the Picture Menu.

Map Reading Skills

Remember, if you wish to enter the Map Reading Skills exercises from the History Lessons Picture Menu, press the ESC key or click on the E box. Use the mouse to select the activity of your choice.

The Thirteen Colonies

Choose Look and Learn to learn the names of the 13 colonies. **YOU MUST USE THE MOUSE TO MOVE THE ARROW'S POINT DIRECTLY ON TOP OF THE HIGHLIGHTED POINT IN EACH COLONY AND CLICK.** The colony name will appear on the bottom of the screen. Remember, you must COVER the point with the tip of the arrow.

Choose Colony Names to take the quiz. Enter the number of players and their names. The computer will highlight a colony in white. You must type the colony name and press RETURN. Use the delete key to change your answer. If your answer is incorrect, the correct answer will be displayed. Press any key or click the mouse to continue. Five questions will be asked before the score is displayed. Click to continue.

Remember, you can quit by pressing the ESC key or by clicking on the E box. You will be returned to the Map Reading Skills Main Menu. Exiting once again will return you to the ALL ABOUT AMERICA Menu.

America Before the Civil War

Select either Look and Learn, State Names or Exit and click on OK to proceed. This activity functions exactly like the Thirteen Colonies as described above.

The United States

Look and Learn

This activity operates exactly as described above, except that at the same time the state name

is displayed, so are its capital and postal abbreviation. **REMEMBER, YOU MUST PLACE THE ARROW'S TIP DIRECTLY ON TOP OF THE DOT REPRESENTING THE CAPITAL AND CLICK.**

State Capitals

Type the name of the capital of the state that is highlighted in white and press RETURN. If the answer is incorrect, the program will display the state's name on the bottom of the screen and the correct answer on the top of the screen. Click to continue.

Postal Codes

Type the Postal Code of the state that is highlighted in white and press RETURN. If the answer is incorrect, the program will display the state's name on the bottom of the screen and the correct postal code on the top of the screen. Click to proceed.

Compass Directions

Select the number of players, enter their names and press RETURN. A sentence with a word missing will appear on the bottom of the screen. That sentence can be properly completed by a direction: north, east, south or west. Use the mouse's arrow icon to click on the compass direction, which is located on the right of the screen, that will correctly complete the sentence. Click once to select your direction so it will appear in the blank space, completing the sentence. Click again to register your answer. You may get help by clicking on the HELP BOX on the screen's upper left. The states in the question will be highlighted. You can only get help once. If an answer is incorrect, the states will be highlighted (if they haven't been already), and the correct direction will be printed on the top of the screen. Click or press any key to proceed after an incorrect answer.

Programming by Stanley Brewster.

Designed by June Stark

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WORD LIST

Columbus Discovers America

believed
celebrate
discovered
earth
enough
everyone
jewels
money
people
reached
really
riches
sailor
spices
thought
traveling
trying
world

Explorers & Colonists

because
beginning
build
colonists
difficult
explorers
money
ocean
raise
realized
riches

settle
taught
tobacco
world

The Pilgrims & Thanksgiving

another
belong
captain
church
colony
everyone
families
feast
freedom
galore
gardens
gathered
reason
region
religious
riches
search
settled
several
special
taught
Thanksgiving
turkeys
vegetable
women

worship

Manhattan Island & the Dutch

bought
carried
cities
cobblestones
colonists
dollars
exchange
fur
furniture
island
paved
returned
supplies
trader
tulips
wooden
worth

William Penn

brotherly
built
capital
colonies
colony
enough
fought
peace
religious

***The Midnight Ride
of Paul Revere***

arrived
bought
capture
decided
fighting
freedom
hidden
laws
midnight
obey
order
patriot
revolution
revolutionary
soldiers
though
unfair
vowed

Independence Day

against
army
birthday
celebrate
colonies
created
decided
declaration
equal
fight
general
independence
organizing

patriots
soldiers
successfully
united
writing
George Washington
camped
colonies
declaration
elected
fighting
force
independence
people
president
promised
soldiers
Daniel Boone

areas
cabin
colonists
fruits
gunfights
pioneers
traveled
vegetables
Lewis & Clark
continued
diary
doubled
during
explorers
huge
purchase

several
village
Our Country's Song

another
attack
awful
battles
bothering
disappeared
fought
history
kidnapped
morning
navy
published
sailors
terrible
upset
written

Transportation

different
ditch
engine
enormous
folly
governor
invented
inventor
laughed
locomotive
oars
railroads
stretched

Inventions

alphabet
brought
combinations
communicate
connecting
cotton
dashes
different
easier
factories
gin
invented
machines
messages
quickly
reaper
sewing
telegraph
telephone
wheat
wires

Pioneers

campfires
circle
coast
decided
discovered
fertile
fruits
pioneers
populated
reached
thought
vegetables

wagons

Abe Lincoln & the Civil War

arguing
believe
civil
confederate
cotton
decided
fields
freedom
general
president
slavery
surrendered
tobacco
union

Alaska, Hawaii & Our Future

astronauts
countries
donated
explore
freedom
harbor
information
islands
knowledge
liberty
limited
modern
people
preserve
restore
satellites
scientists
special

statue

welcome

PEOPLE & PLACES

The following list includes most of the people and places mentioned in the stories.

Abraham Lincoln	Europe	New England
Alaska	European	New York
Alexander Graham Bell	France	Oregon
America	Francis Scott Key	Pacific Ocean
Amerigo Vespucci	George Washington	Paul Revere
Amsterdam	Germany	Pennsylvania
Atlantic Ocean	Great Lakes	Philadelphia
Baltimore	Hawaii	Pilgrims
Benjamin Franklin	Holland	Plymouth
Boonesboro	Hudson River	Poland
Boston	Indians	Quakers
California	Indies	Robert E. Lee
China	Ireland	Robert Fulton
Clermont	Italy	Rocky Mountains
Columbus	Jamestown	Russia
Concord	Japan	Sacajawea
Continental Congress	John Smith	Samuel Morse
Cyrus McCormick	Kentucky	Spanish
Daniel Boone	Lake Erie	Thomas Jefferson
DeWitt Clinton	Louisiana	Ulysses S. Grant
Dutch	Manhattan	United States
East Indies	Maryland	Valley Forge
Eli Whitney	Massachusettes	Virginia
Elias Howe	Merriweather Lewis	William Clark
Emancipation Proclamation	Minuteman	William Penn
England	Mississippi	Yorktown
Englishmen	Mississippi River	
Erie Canal	Mount Vernon	



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