Mindscape School Software

Software that challenges the mind.

MINDSCAPE INC

By L & S Computerware

Mindscape School Software
Software that challenges the mind.
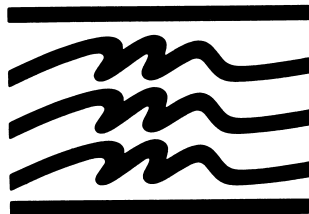
Contents

Introduction	Imagine a teaching tool that is at once flexible, effective, and interesting to students. *Crossword Magic* is that tool. With *Crossword Magic,* you can create puzzles consisting of *any* words and *any* clues you, or your students, want. And you can do it quickly and easily. *Crossword Magic* is an ideal vehicle for testing or practicing the content or vocabulary of any subject area. In addition, the program can help improve spelling skills and encourage development of dictionary and other resource skills.

With *Crossword Magic,* all you do is type in the words you want the puzzle to contain; your computer and the *Crossword Magic* program do all the arranging. Then type in your clues. You can edit the puzzle and, when you're satisfied, print it and distribute it to your students to solve. Or, if you prefer, save the puzzle on a disk and let students work the puzzle at the computer. You can also encourage students' strategizing and computer skills by letting them create their own puzzles at the computer for other students to solve.

Use puzzles for contests and competitions, group work, individual study, or for reviewing or testing any subject area. You provide the material; *Crossword Magic* does the work. Students will learn eagerly while enjoying the puzzle challenge of *Crossword Magic.*

These *Crossword Magic* teacher materials include this teacher's manual, the user's guide, the program disk, a backup disk, and a SpeeDemo card. The SpeeDemo card is designed to help you get into the program quickly. We suggest that you keep the backup disk somewhere safe so it will be available in the event something happens to your program disk.

Mindscape Philosophy

Mindscape, Inc. is a subsidiary of SFN, one of the nation's leading educational publishers. Mindscape combines a tradition of educational experience with a dedication to meeting today's demand for new approaches to education. The result is innovative computer software for schools and homes that fully utilizes the computer to make serious learning rewarding for students.

Educational Objectives

Crossword Magic is, by nature, an inter-disciplinary educational tool. Puzzles can be created specific to any subject area. Because the program is so flexible, its educational objectives are at once universal and yet specific to each subject. The following objectives are applicable to any educational discipline and to crossword puzzle solving in general.

Students will have opportunities to develop further their:

- vocabulary
- etymology
- spelling skills
- problem-solving strategy
- concentration on a long-term task
- knowledge of a specific subject
- ability to work within a group (optional)
- dictionary and resource skills
- foreign language study
- typing skills

Using the Program

The *Crossword Magic* disk lets you create, edit, transfer, print, complete, delete, or play a puzzle. Although concise screen directions allow you to use the program with little guidance, consult the user's guide for detailed instructions if you need them. At almost any point in the program, pressing the ESC key takes you to a list of options currently available. These ESC Key Options are discussed at length in the user's guide. Also in the user's guide is a *Helpful Information* section that contains pertinent information and suggestions for using the program. For example, it is best to enter larger words to a puzzle first, and better screen resolution is obtained by turning the color off on a color monitor or TV.

You can choose to use the program entirely at the computer; doing so eliminates the need for a printer. If, however, you wish to create puzzles for students to complete at their desks, you will need a printer to print the puzzles you create. We encourage using a printer because solving a puzzle at the computer is less interesting than solving the printed puzzle.

Presenting the Program

Crossword Magic is an appropriate complement to any classroom. Puzzles can be generated by teacher or students, for any discipline and any age group. The program can be used effectively in small groups or with individual students. Words used and subject matter covered in puzzles can span the educational disciplines. Puzzles can be as broad and general or as specific as you wish. Puzzles can be as easy or as difficult, or as long or as short as you want them (within certain program limitations). Most variables are in your control.

We suggest two approaches effective for implementing *Crossword Magic* in your classroom:

1. The teacher creates puzzles for students to work, either at the computer or on paper, as class assignments, homework assignments, or exams.

2. Students use the computer to create puzzles for other students to solve.

Option One   When you create a puzzle, you can save it on a disk for students to solve at the computer, or, if you have a printer, you can print the puzzle and distribute it for students to solve at their desks. Puzzles can be completed by individuals, or you can divide the class into small groups or teams. Make a puzzle using words being studied in any subject area. The printed puzzle can serve as a worksheet, a contest, a review, or a test for any imaginable subject.

Option Two   You may want students to exercise their creativity by devising their own puzzles. Remember that creating a puzzle, including its answer clues, is a good test of students' familiarity with a subject area. Students creating puzzles require time at the computer. As one student or group works at the computer entering words and clues to a puzzle, the rest of the class can be compiling lists of words and their clues so they are ready to go when the computer is available. Students can then quiz each other with their completed puzzles. If you use this option, students creating puzzles will need to be familiar with the program's operation. Since pressing the

ESC key shows options available from any point in the program, learning the program probably will not be difficult. However, refer any students needing help to the user's guide and its complete explanation of the program and its options and features.

Note that not only empty, numbered puzzles and their clues can be printed, but answer puzzles can also be printed. This allows the teacher or students to check work quickly and accurately.

Reproducible Masters

Included at the end of this teacher's manual are seven sample puzzles, complete with clues and answers. These are representative samples of the kinds of puzzles you can create with *Crossword Magic*. Each is specific* to a subject area: English, math, science, computer literacy, social studies, and U.S. history. **State Capitals** is appropriate for elementary students; **Parts of Speech, Math,** and **Science** are most appropriate for junior high school students; **Computer Literacy, U.S. History,** and **American Authors** can be used with junior high or secondary school students. Reproduce and use these puzzles as activities or use them simply as examples to stimulate your own or students' ideas. Distribute the puzzles along with clues for students to solve, or distribute answer puzzles only and have students write, and perhaps compare, their own clues.

You may want to use puzzles as a timed contest. To do this, hand out blank puzzles and clues and give students a specified period of time, perhaps ten minutes, to solve the puzzle. Award points for each correct word.

* Some puzzles contain a few words not specific to the subject matter.

Classroom Applications

This section provides suggestions for using *Crossword Magic* in your classroom. The suggestions are grouped according to grade levels, and are intended to form a general guideline. The ability level of each of your classes will dictate what types of activities are actually appropriate.

A printer is not required for using the *Crossword Magic* program, but one is recommended so you can use the program with the greatest flexibility in your classroom. Many of the following suggestions do require a printer.

Elementary

1. Students create a puzzle using words related to an upcoming event or holiday. The printed puzzle is used for an invitation or greeting card.

2. Students create puzzles appropriate to a subject area, print them, and use them as covers for notebooks or folders.

3. Students solve teacher-developed puzzles to reinforce specific information, such as multiplication tables. Clues can include numbers (3 times 3 equals), answers can be words (nine).

Junior High

1. A student or group of students selects 10 or more words from a story or lesson being studied and uses them to make a puzzle. The student or group adds clues and prints the puzzle, then exchanges puzzles with other students or groups of students to solve.

2. Students solve teacher-created puzzles or those made by other students on an *extra-credit basis.*

3. Students create, exchange, and solve puzzles using words from popular music or culture.

Secondary

1. Divide the class into three groups. Group one enters words from a lesson or unit being studied into a puzzle at the computer. Group two writes clues for the words used and enters them into the computer. Group three answers the clues to solve the puzzle, either at the computer or printed on paper.

2. Students in a foreign language class solve a teacher-created puzzle. The words are in the foreign language, the clues in English, or vice versa.

3. Foreign language students create and trade their own puzzles as described in number 2 above.

4. Students challenge the teacher to complete a puzzle (created by other students).

All Grade Levels

1. Students solve a teacher-created puzzle as a timed contest. Points are awarded for the first student or group to complete the puzzle correctly.

2. Students create puzzles for the school newspaper; the newspaper runs these puzzles as a school contest.

3. Students create puzzles using words and names specific to your school.

4. At the computer, students are given two long words (appropriate to material being studied) with which to begin a puzzle. Within a specified time period, students add as many related words to the puzzle as they can. This exercise might be presented as a contest, the winner being the group or individual to enter the most words within the established time period.

5. Students solve teacher-created puzzles specific to the subject area. Sample ideas for puzzle content in various disciplines include

science	geologic time periods
English	antonyms
math	geometric shapes
social studies	political figures
art	painters and their works
music	composers and compositions

State Capitals
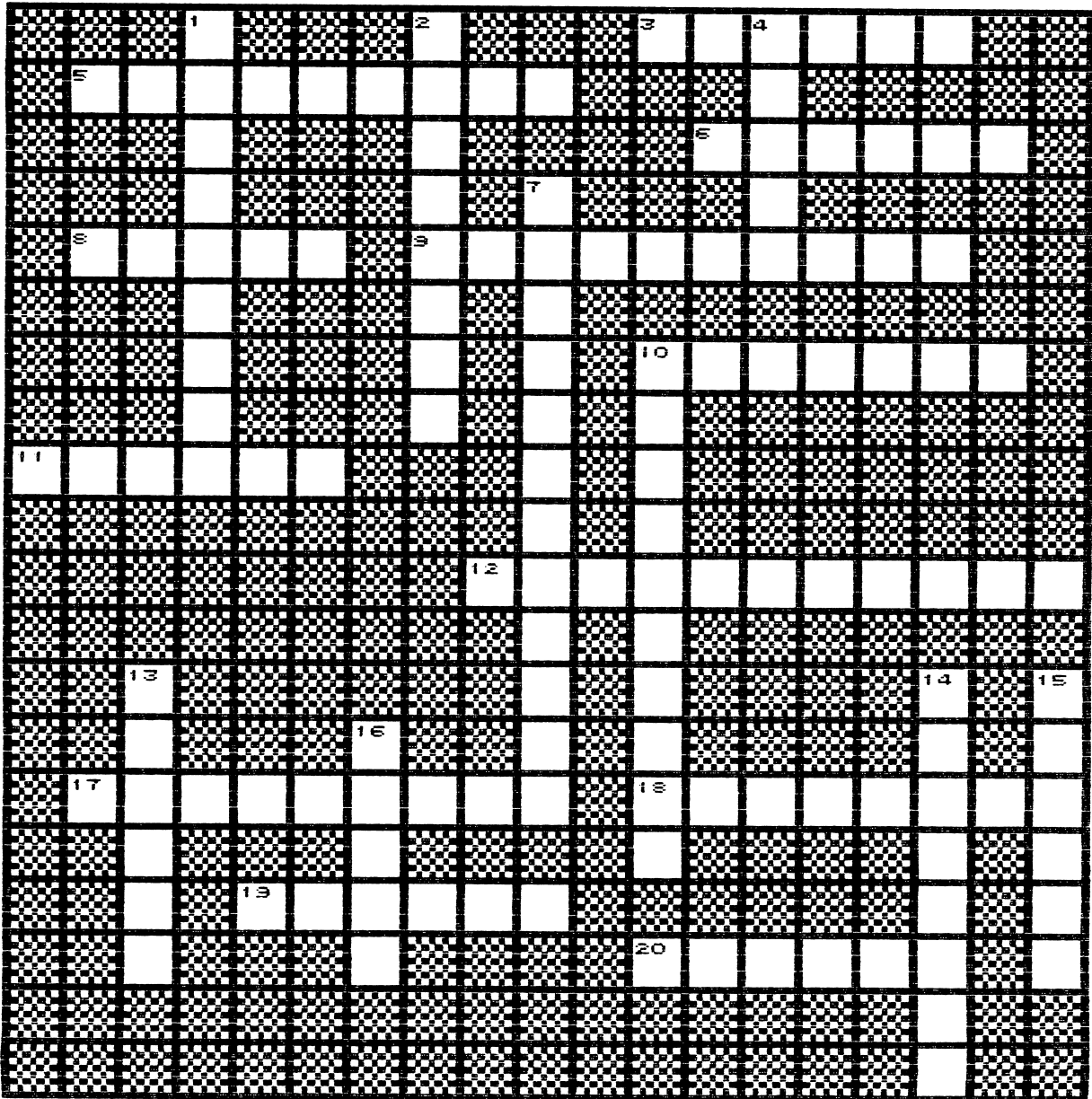
State Capitals

Across		Down	
3	Massachusetts	1	Tennessee
5	Kentucky	2	Ohio
6	New York	4	Oregon
8	Delaware	7	Indiana
9	Alabama	10	Rhode Island
10	Arizona	13	Colorado
11	Kansas	14	Hawaii
12	Illinois	15	South Dakota
17	Maryland	16	Idaho
18	Wyoming		
19	Texas		
20	Alaska		

Parts of Speech   Samples of Each
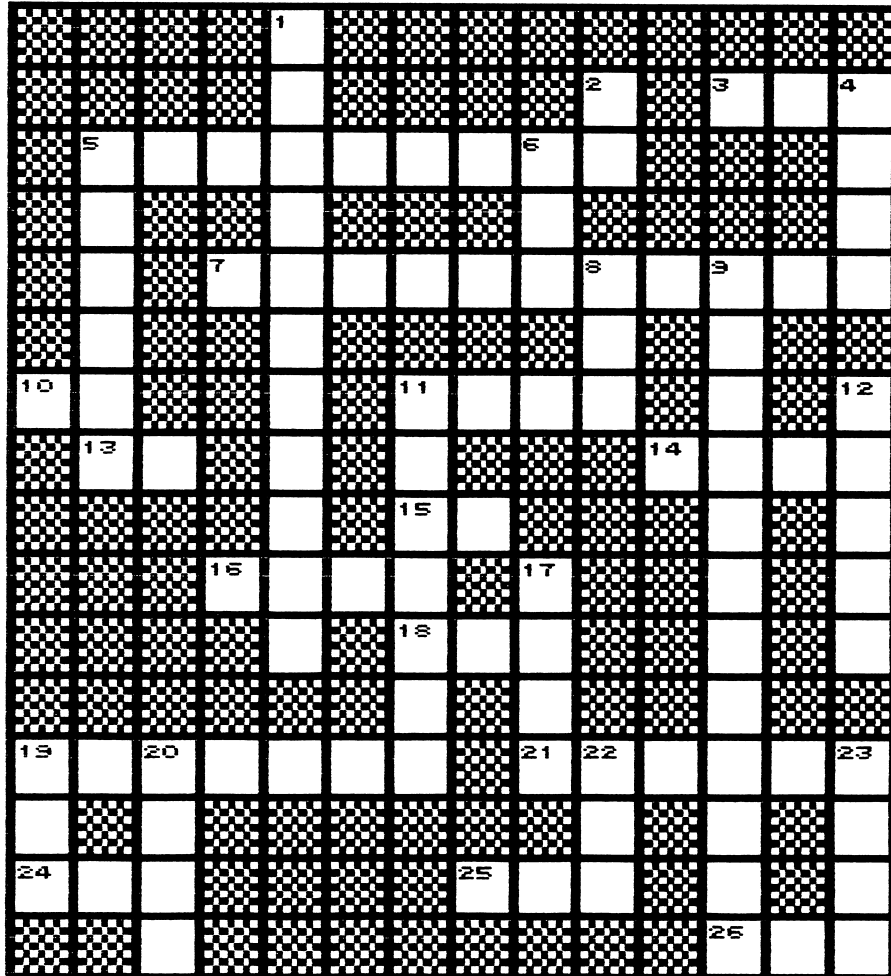
Parts of Speech   Samples of Each

Across

3   "Did" plus "___" makes "didn't"
5   Word that describes
    or modifies a noun or
    a pronoun
7   Word that joins words, phrases,
    clauses, or sentences
10 Joining word used to express a
    choice or difference
11 Mail your letters at the ___ office
13 Linking verb; "To ___, or not to ___"
14 Word that expresses action or being
15 Common interjection, used in the
    expression "___, my!"
16 Word that names a person, place,
    thing, or idea
18 Possess
19 A child's toy that is blown up; often
    used at birthday parties
21 What an author does
24 Opposite of no
25 A joining word meaning "as well as"
26 Opposite of then

Down

1   Word that expresses some relation
    to a noun, pronoun, phrase, or
    clause that follows it
2   "___ who hesitates is lost."
4   Small city; village
5   Word that modifies a verb,
    adjective, or another word of its kind
6   A large truck used for hauling
    furniture or household goods
8   Feline pet
9   An exclamation regarded as a part of
    speech
11 Word that takes the place of a noun
12 Opposite of below
17 Soft, white flakes that fall on the
    ground in winter
19 To get something by paying money
    for it
20 Opposite of win
22 The color of the ruby
23 Opposite of fast

U.S. History
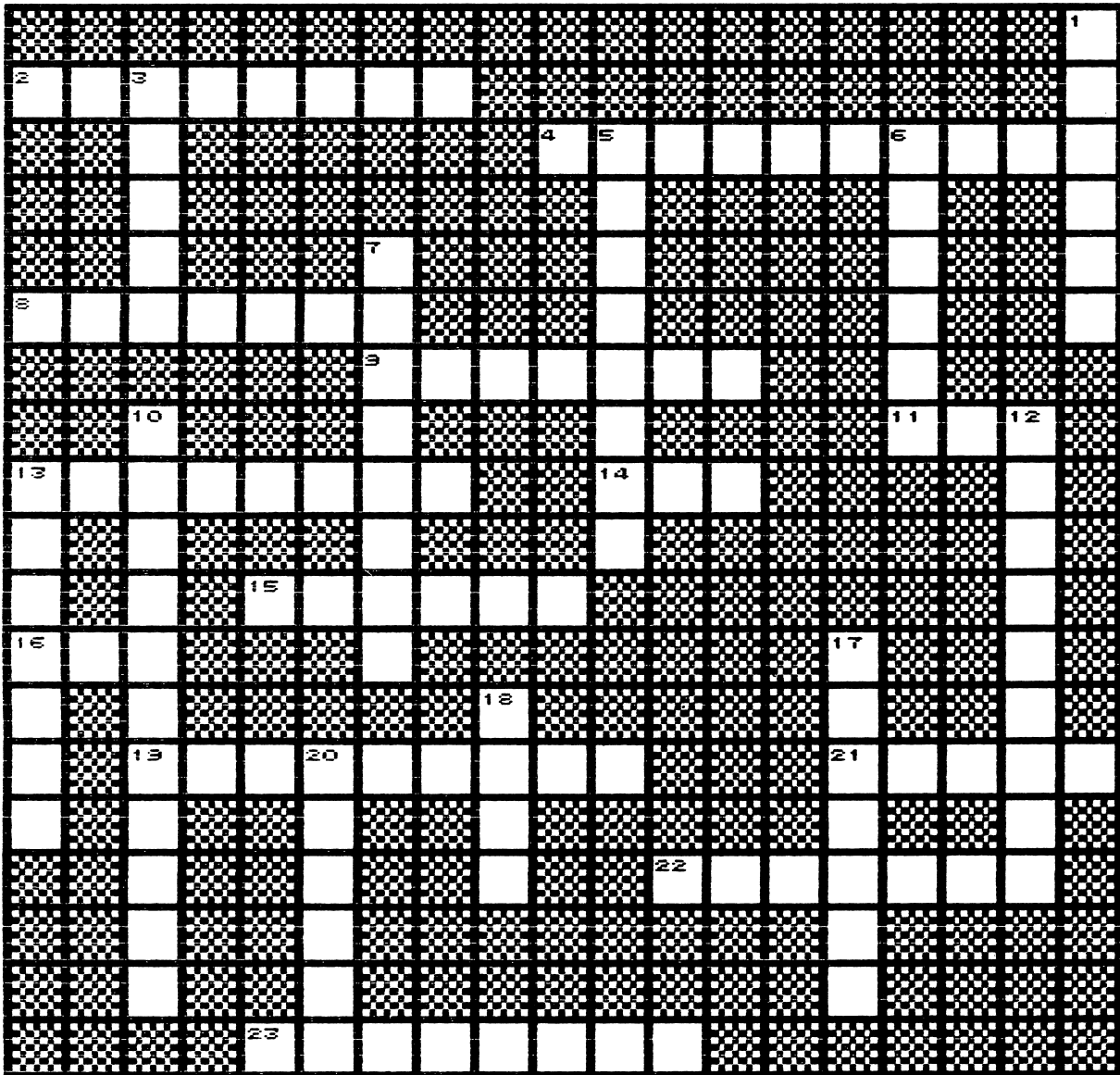
U.S. History

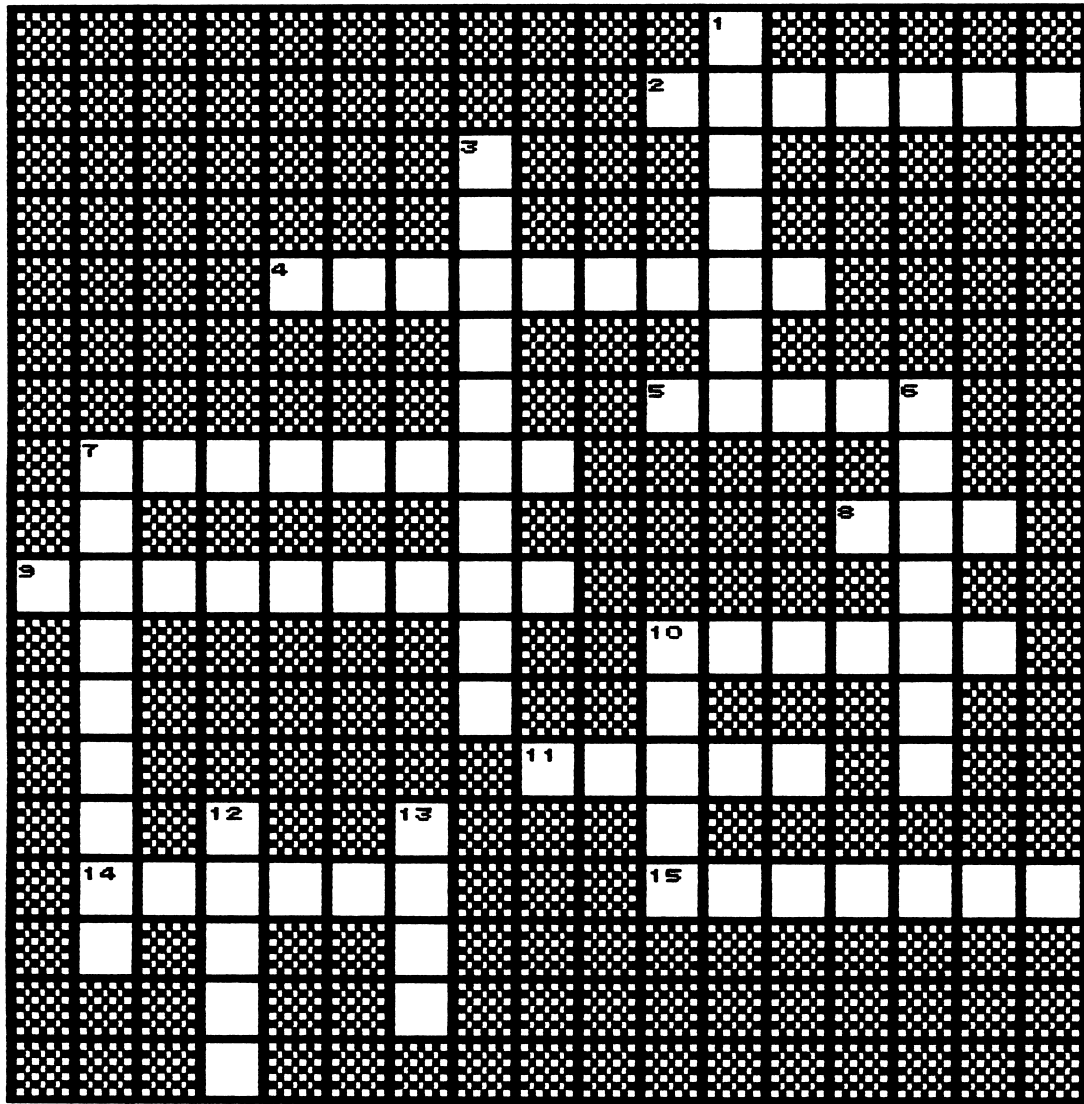## Across

2 First name of the first Roosevelt president
4 Long speech made to let speaker delay action
8 United State of ___
9 Type of bills that must originate in the House of Representatives
11 One of the colors of the stripes on the American flag
13 The Constitution's introduction that explains why the Constitution was written
14 The number of years a member of the House of Representatives serves
15 An every-ten-year count of the U.S. population
16 Save Our Ship
19 Last name of the first man to walk on the moon, in 1969
21 Images passing through the mind during sleep
22 Life,___, and the pursuit of happiness
23 First name of a Revolutionary War traitor

Down

1 George Washington's wife's name
3 America's symbolic bird
5 Lets members of Congress speak without fear of being sued
6 Paul Revere worked with this precious metal
7 Fort McHenry is in this state
10 Governmental branch that makes the laws
12 Government that is run by the poeple who live under it
13 Life, liberty, and the ___ of happiness
17 Lincoln gave the famous Gettysburg ___
18 Name of theater where Lincoln was shot
20 The Vice-President of the United States serves as president of this governing body

American Authors

American Authors

Across

2 Wrote *Another Country*
4 Wrote *The House of the Seven Gables*
5 Wrote "The Road Not Taken"
7 Wrote *The Catcher in the Rye*
8 Wrote "The Telltale Heart"
9 Wrote *The Sun Also Rises*
10 Wrote *The Pathfinder*
11 Wrote *Huckleberry Finn*
14 Wrote *Death Comes for the Archbishop*
15 Wrote *Invisible Man*

Down

1 Wrote *A Light in August*
3 Wrote *The Great Gatsby*
6 Wrote *Walden*
7 Wrote *The Grapes of Wrath*
10 Wrote *The Red Badge of Courage*
12 Wrote *The Autobiography of Alice B. Toklas*
13 Wrote *Exodus*

Math
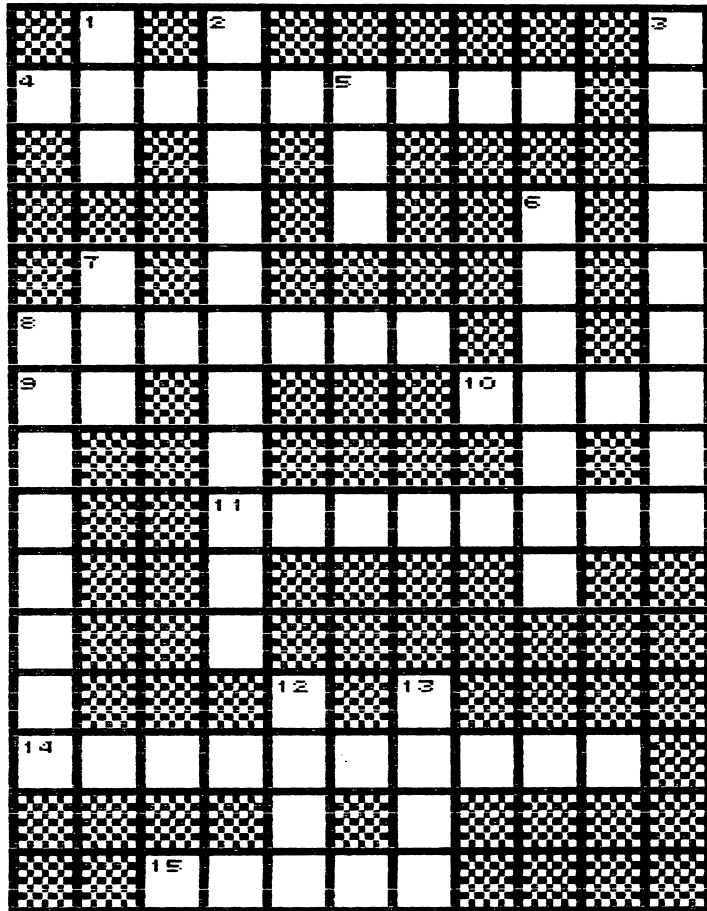
Math

Across

4 Number above the line in a fraction that shows how many parts are being taken

8 Number that divides another number

9 Opposite of out

10 Boast

11 A figure with three sides and three angles

14 What is left after subtracting one number from another

15 3___2 equals 1

Down

1 Number obtained by adding two or more numbers together

2 Number below the line in a fraction

3 A figure with four sides and four right angles

5 Find the sum of two or more numbers

6 Quantity found by dividing the sum of all the quantities by the number of quantities

7 Opposite of lose

8 Number that is divided by another number

12 Having a value intermediate between the values of other quantities

13 Smaller in size or degree; 4 is ___ than 5

Computer Literacy
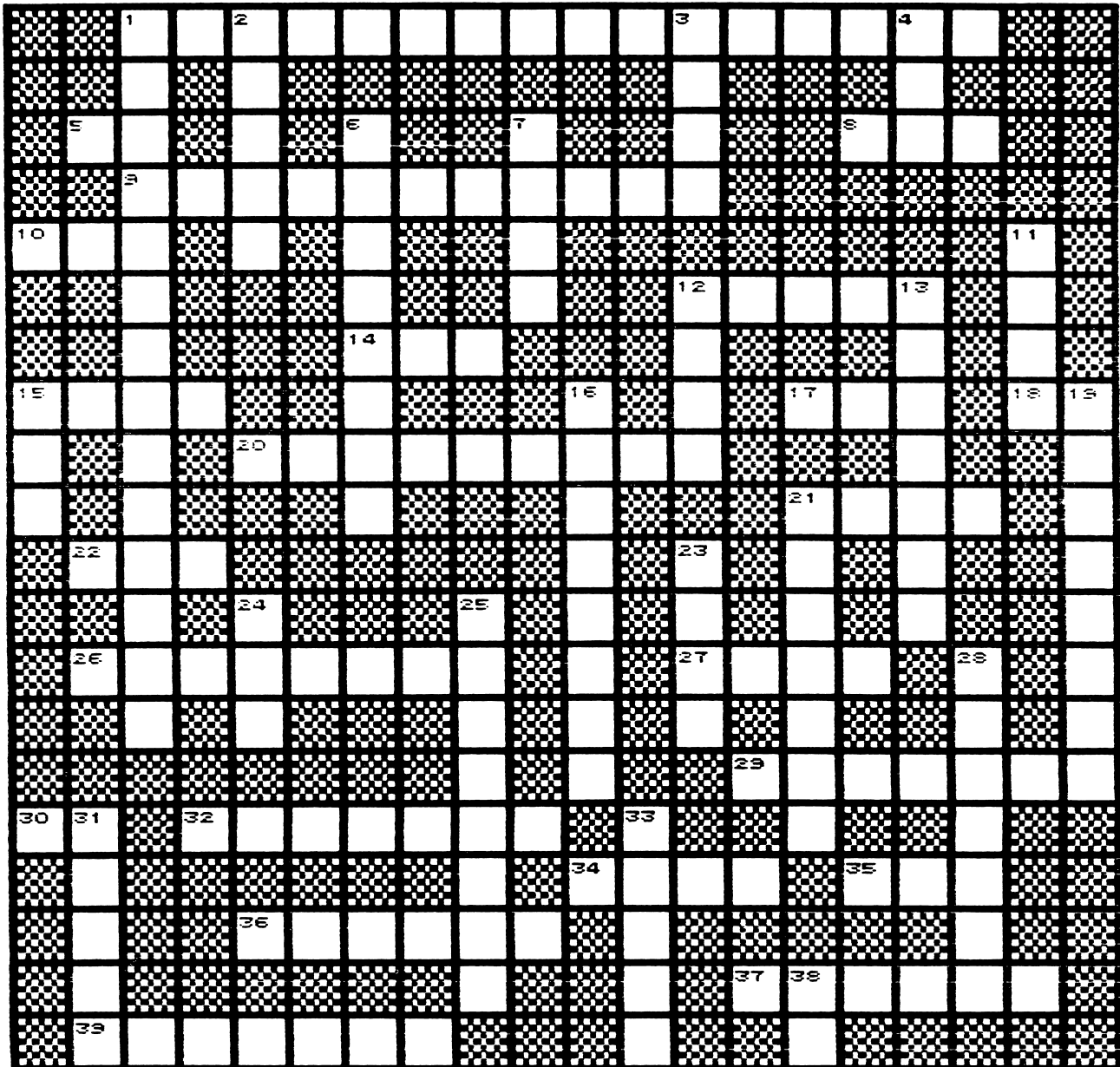
Computer Literacy

Across

1 Course where one learns about the use of computers
5 Abbreviation for input/output
8 Computer error
9 An electronic ___ helps put together a budget
10 Abbreviation for software which allows a disk drive to communicate with a computer
12 Common programming language for small computers
14 Digit used in the binary number in a system
15 Often punched and used with computers
17 Abbreviation for a computer terminal
18 Abbreviation for operating system
20 Computer peripheral which allows fast random access to files
21 Unit of storage on a diskette
22 Abbreviation for memory not preprogrammed by the computer manufacturer
26 What K stands for
27 More than one datum
29 Language that is directly understandable to a computer
30 Abbreviation for data processing
32 Common output device with a screen
34 Popular computer language for young people
35 ___ matrix printer
36 The amount of _____ distinguishes a 48k computer from a 64k computer
37 A number system based on 2's
39 What you get when you ask for a printout of code

Down

1 Name of this program
2 Popular prefix for small computers
3 A computer screen contains both graphics and ___
4 Abbreviation for the brains of the computer
6 A computer program which provides a systematic approach to storing and retrieving information
7 A tiny piece of silicon on which an integrated circuit is built
11 Abbreviation for garbage in/ garbage out
12 Contains 8 bits
13 Command which lists different programs on a diskette
15 Abbreviation for using the computer to teach academic subjects
16 Often floppy, a computer medium similar to a record
19 General term for programs on diskette or other media which tell the computer what to do
21 Computer programming language often used in scientific applications
23 To write a computer program
24 Abbreviation for memory programmed into the computer by the manufacturer
25 Common input device requiring typing skills
28 Common output device which provides hard copy
31 Minute point which is the basic element of a tv picture
33 Used to communicate via phone with other computers
38 Amount of memory in early personal computers (in roman numerals)

Science

Across

1 Ribonucleic acid
3 Scientific trial or test
6 Basic unit of living matter
10 A neutrally charged particle that occurs in the nucleus of most atoms
11 Elementary atomic particle with a positive charge
13 The quantity of matter in a body as measured in its relation to inertia
15 Instrument that determines distance, direction, etc. of unseen objects by radio wave reflection
16 Micro____ or tele____

Down

2 Central part of an atom
3 Elementary atomic particles charged with one unit of negative electricity and small mass
4 Elementary atomic particle charged with one unit of positive electricity
5 Mass of rock or metal that enters the earth's atmosphere from outer space with enormous speed
7 Heavenly object more massive than a star and smaller than a galaxy that emits radio waves
8 Deoxyribonucleic acid
9 Of or having to do with atoms
12 Curved path of an electron about the nucleus of an atom
14 Look at with the eyes
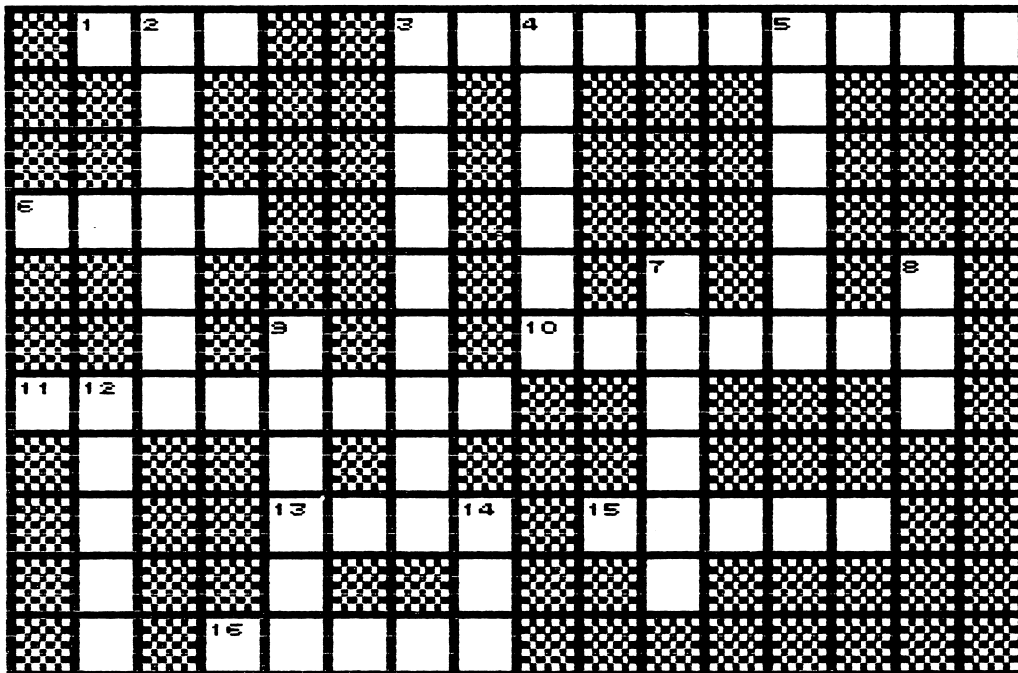
Answers to Puzzles

State Capitals

```
      N     C       BOSTON
  FRANKFORT       A
      S     L     ALBANY
      H   U I     E
  DOVER MONTGOMERY
      I   B O
      L   U I   PHOENIX
      L     S A   R
  TOPEKA       N   O
            A   V
            SPRINGFIELD
            O   O
      D       L   E     H P
      E     E I N       O I
  ANNAPOLIS   CHEYENNE
      V     I     E     O R
      E AUSTIN         L R
      R     E     JUNEAU E
                        L
                        U
```

American Authors

```
                        F
                    BALDWIN
                F   L
                I   K
        HAWTHORNE
                Z   E
                G   FROST
  SALINGER           H
  T         R       POE
  HEMINGWAY         R
  I           L   COOPER
  N           O   R     A
  B           TWAIN   U
  E   S   U       N
  CATHER         ELLISON
  K   E   I
      I   S
      N
```

Parts of Speech/Samples of Each

```
        P
        R       H   NOT
  ADJECTIVE         O
  O   P     A       W
  V CONJUNCTION
  E   S       A   N
  OR   I POST   T A
  BE   T R     VERB
      I OH     R   O
      NOUN   S   J V
      N OWN     E E
      U   O     C
  BALLOON   WRITES
  U O           E I L
  YES     AND   O O
      E         NOW
```
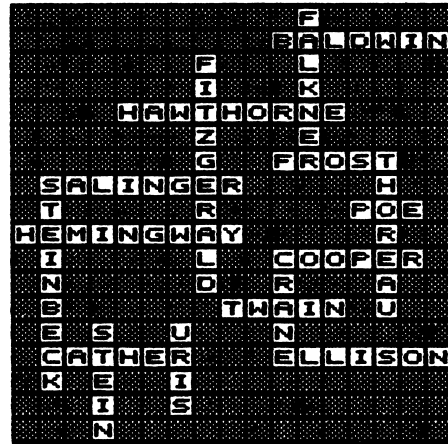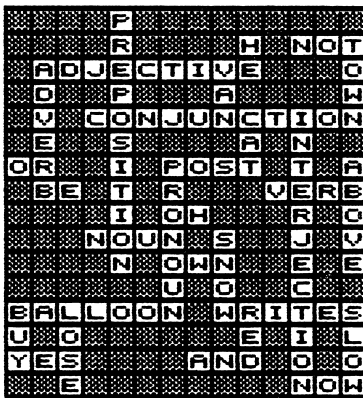
Math

```
  S   D           R
  NUMERATOR     E
    M   N   O       C
        O O     A T
    W   M       V A
  DIVISOR       E N
  IN    N     BRAG
  V     A       A L
  I   TRIANGLE
  D     Q       E
  E     R
  N       M L
  DIFFERENCE
          A S
    MINUS
```

Science

```
  RNA   EXPERIMENT
    U     L R     E
    C     E O     T
  CELL   C T     E
    E     T O Q O O
    U A R NEUTRON
  POSITRON     A   A
  R   O N     S
  B   MASS RADAR
  I   I     E R
  T SCOPE
```

U.S. History

```
                        M
  THEODORE             A
    A         FILIBUSTER
    G         M     I   T
    L   M     M     L   H
  AMERICA     U     V   A
        REVENUE       E
    L   Y   I       RED
  PREAMBLE   TWO     E
  J G     A   Y     M
  R I CENSUS       O
  SOS   D       A C
  U L     F     D R
  I ARMSTRONG   DREAM
  T T   E   R     R C
    U   N O LIBERTY
    R   A         S
    E   T         S
      BENEDICT
```

Computer Literacy

```
  COMPUTERLITERACY
  R I         E     P
  IO C D     C X   BUG
  SPREADSHEET
  QOS O T   I       G
    W     A   P   BASIC I
    O   BIT     Y     A G
  CARD     R     O T CRT OS
  A O DISKDRIVE     A   O
  I M   E     S   FILE F
  RAM       K C O O T
    G R     K E O R W
  KILOBYTE T DATA P A
    C M     Y T E R R R
          B E MACHINE
  OP MONITOR M   N N
    I       A LOGO OT
    MEMORY O     E
  E       C E BINARY
  LISTING     M   W
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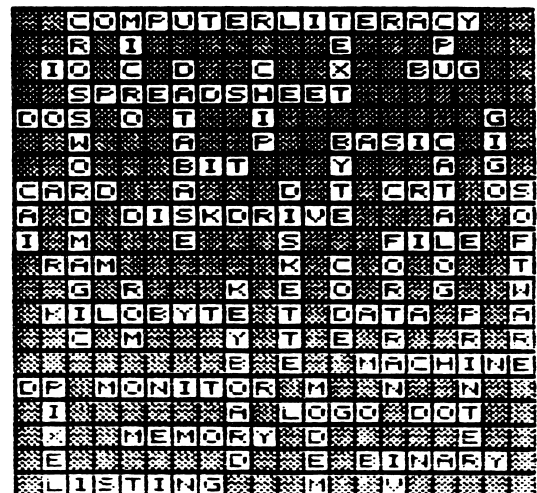
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Diskette Replacement Policy

For 12 months following the 30-day limited warranty period, you can replace defective diskettes at a cost of $15.00 per diskette. To replace a diskette:

- Enclose the defective diskette with a brief explanation of the problem
- Enclose a check or school purchase order for $15.00
- Send in protective packaging to:

Mindscape School Group Customer Service
Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062

SpeeDemo

Crossword Magic

Overview *Crossword Magic* turns the ever-popular crossword puzzle into a flexible tool for teaching *any* subject area. *Crossword Magic* lets students sharpen vocabulary and spelling skills as they work alone or in groups to create or solve crossword puzzles. Test or practice the content of any curriculum area in the appealing context of a puzzle.

Easily-accessed, on-screen options make it simple to create, edit, transfer, print, and play puzzles. There are two primary ways to take advantage of this program in a classroom. The teacher creates puzzles at the computer, prints and reproduces them for students to solve; or, students use the computer to make their own puzzles, and then solve one another's. Once someone provides the words and clues, the computer does the rest with *Crossword Magic.*

To Begin 1. You will need the following:

- Television or monitor
  (black and white recommended)
- Computer
- Disk Drive
- Printer (optional)
- Initialized Storage Disk
  (optional, but highly recommended)

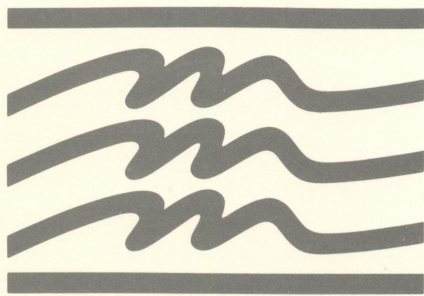2. Set up the equipment and load the program according to the instructions in the user's guide.

To Demonstrate When the program is loaded, a title page appears on the screen, followed by:

1. MENU Select number 1, **Create a puzzle**.

2. SIZING Press Y (Yes) for automatic puzzle sizing.

3. BEGIN Now simply read the following paragraph, typing in the capitalized words as you read. Press RETURN after typing each word. Watch a puzzle "grow" as you learn more about the *Crossword Magic* program.

This program is **INTERESTING** as well as **EDUCATIONAL**. It helps students **LEARN** specific **VOCABULARY** and **SPELLING** at any **GRADE** in any **LANGUAGE** or **SUBJECT**. The teacher can use this program to **INTRODUCE**, **REVIEW**, or **REINFORCE** content. You can print the **PUZZLE**, **CLUES**, and **ANSWERS** for the entire class. The **NUMBERING** of the clues and the puzzle is automatic. Locating of the words is automatic, too, but you can **RELOCATE** words by pressing the control and R keys simultaneously. If a word does not fit, it will be saved until it does. Note that the current **SIZE** of the puzzle as well as the number of **WORDS** in the puzzle are displayed on the left side of the screen.

GREECE OLYMPIA READING LAB
Cullen 20)
_3/86_

To enter clues for your puzzle, just press **ESC** (the Escape key) or F1 on the Commodore 64 to see a list of options currently available. Select the **Enter Clues** option. Pressing **ESC** from almost any point in the program lets you see what your options are at that time. This makes the program not only efficient, but also easy to use.

MINDSCAPE INC