

no. A-158



paint with words

instructional computing courseware
for the **apple**® II computer



a product from the
mecc early learning series



paint with words

instructional computing courseware
for the **apple® II** computer

This manual is compatible
with
the Paint with Words diskette

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INTRODUCTION

Paint with Words adds a new dimension to word recognition for early readers, preschool through second grade. Children create colorful pictures while learning words. They can select words, move them to a background screen, and then press the Space Bar to "magically" turn the words into images. When their pictures are complete, they may choose to save them to view in the WORD-ART SHOW program or they can print them on paper.

Pictures created can be printed if you have one of the following printers and interface cards: Apple DMP with a Parallel Card, Apple Imagewriter with a Serial Card, printers with a Grappler Card, or Apple color printers.

Teachers can select the words to create lists that fit the needs of their students. Words may be changed to allow for regional differences or personal preference. Refer to the section on Management Options, pages 8-12.

The Ufonic™ voice system developed by Borg-Warner Educational Systems allows children to hear the words spoken as they "paint" their pictures. Use of this natural, human-sounding voice system is optional. For information on the Borg-Warner system, contact Jostens Learning Systems, Inc., 600 West University Drive, Arlington Heights, IL 60004-1889.

Paint with Words is a double-sided diskette containing the PAINT WITH WORDS program on the front side and the WORD-ART SHOW program on the back.

Paint with Words requires an Apple II series computer with 64K of memory. A color monitor is recommended but not required. A joystick or mouse can be used as an optional input device.

DESCRIPTION

Paint with Words is designed to entertain students while expanding and enriching their reading vocabulary. It consists of two programs: PAINT WITH WORDS and WORD-ART SHOW. PAINT WITH WORDS provides young children with a creative way to learn new words. It allows early readers to select words from a list and then move them onto a background screen, where they are transformed into images. Children can stop "painting" at any point. They will then have the option to print their picture or save it for the WORD-ART SHOW. Up to seven pictures can be saved for the WORD-ART SHOW. If you are using the Ufonic voice system, each selected word is pronounced as it is transformed into an image.

Curriculum Area: Language Arts

Subject: Reading

Topic: Vocabulary

Type: Educational Game

Grade Range: Preschool - Second Grade

Classroom Use: Individual

LEARNING OBJECTIVES

After using this courseware, students should be able to:

- recognize words used frequently in everyday life;
- match words with corresponding pictures;
- match pictures with corresponding words;
- create word and picture "paintings."

PROGRAM PREVIEW

Place the PAINT WITH WORDS side of the diskette in the disk drive and then turn on the machine. The program will know if you have a Borg-Warner Ufonic interface card attached. If you do, it will prompt you to flip the diskette to the WORD-ART SHOW to load in the sound track, and will then prompt you again to return to the front side (Figure 1). (Hint: If you have the Ufonic voice system, you can save time by starting on the WORD-ART SHOW side. The sound track will automatically be loaded into memory.) The program will also detect a mouse or joystick if one is attached. You will have a choice of using the mouse, joystick, or the keyboard (Figure 2).

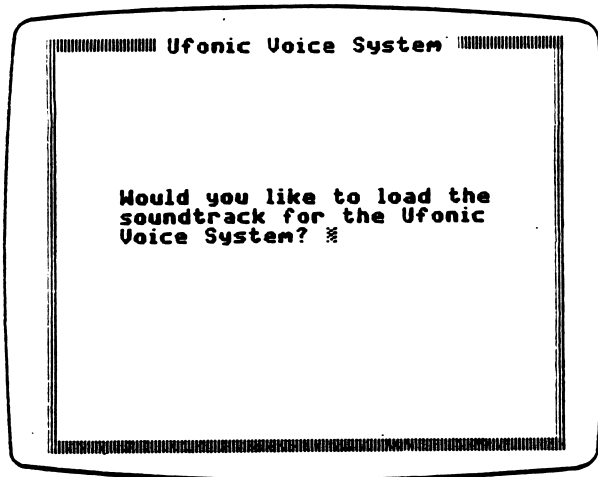


Figure 1

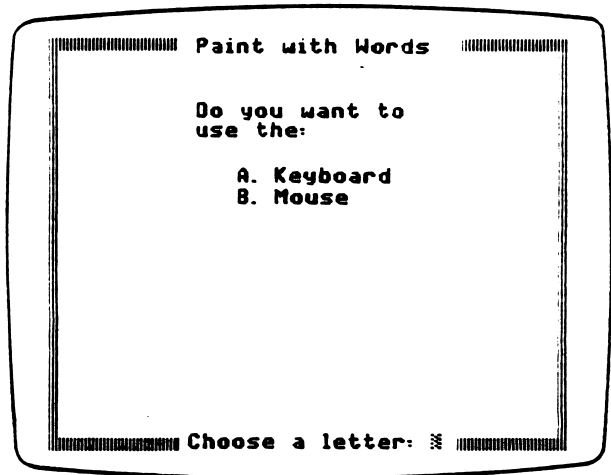


Figure 2

Select the PAINT WITH WORDS program from the main menu. Then children will press a letter from A to L to choose a word list. The eight words in this list will appear at the bottom of the screen with two options, "Stop" and "Background" (Figure 3). The description on the following page will explain the "painting" procedure.

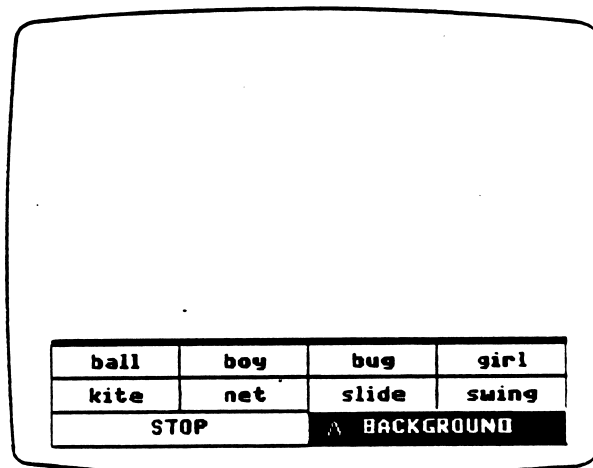


Figure 3

PROGRAM PREVIEW (continued)

After you choose a word list, eight words appear at the bottom of the screen. Move the cursor to a word and press the Space Bar or the joystick/mouse button to select it.

Using the keyboard, joystick, or mouse, move the word to the desired position on the background. The image appears on the background when the Space Bar or the button is pressed. To remove the image, press Space Bar to change the image into a word once again and move it back to the list at the bottom of the screen.

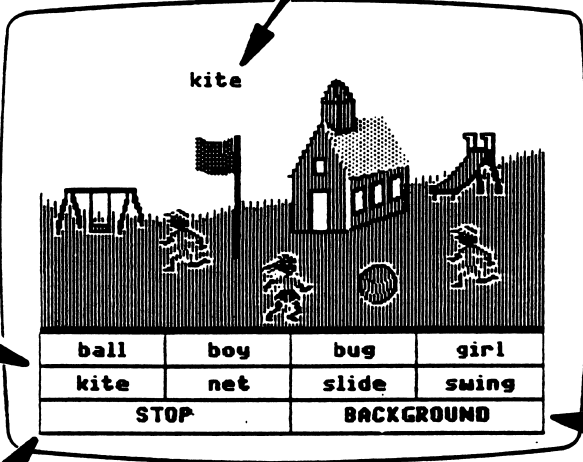


Figure 4

When the painting is completed, move the marker to "Stop" and press the Space Bar. Your options are to return to the painting, go to the main menu, save your picture for the WORD-ART SHOW, or print it.

A background can be chosen prior to painting by moving the cursor to "Background" and pressing the Space Bar. Select one of the eight backgrounds available. **Caution:** If you change backgrounds after you have started painting, your images will be erased.

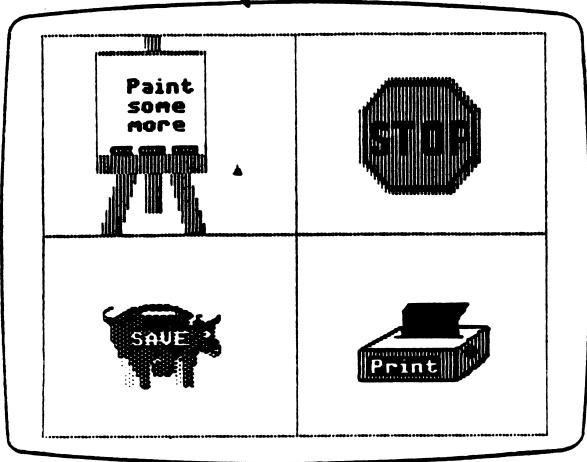


Figure 5

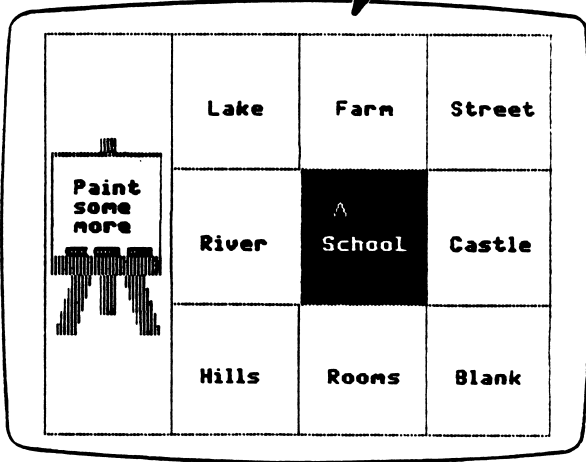


Figure 6

PROGRAM PREVIEW (continued)

The WORD-ART SHOW program is on the back of the Paint with Words diskette. Junior artists will enjoy saving their pictures for future art shows. Students can also print their favorite pictures.

There are two ways to access the WORD-ART SHOW. When you select Option 2, WORD-ART SHOW, from the main menu on the front side, you will see a prompt telling you to flip the diskette. The WORD-ART SHOW menu will be displayed (Figure 7). You can also start on the WORD-ART SHOW side. All of the pictures that have been saved will be shown in sequence.

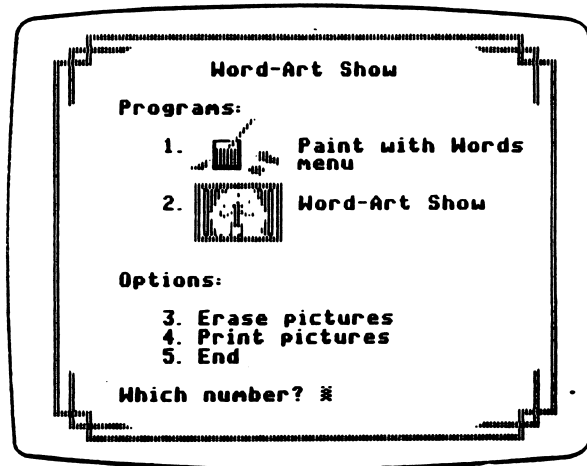


Figure 7

USE IN AN INSTRUCTIONAL SETTING

Preparation

Children will need some instruction prior to using Paint with Words. If individual help is not possible, consider giving a large-group demonstration or training several students and letting them teach others.

As a two-sided diskette, there will be times when children will have to flip the diskette over. They will need to learn how to do this. To "paint," it is easiest to begin on the PAINT WITH WORDS side; to see the pictures, it is more convenient to start on the WORD-ART SHOW side.

Your students will need to know which keys are used to make selections, how to move the words and then turn them into images, how to select a background for their "painting," how to quit painting, and finally what to do when they are finished.

The method of input will vary depending upon the device attached to your computer. The programs will detect a mouse or joystick and the prompts will reflect the device being used. Single-key input makes it easy for young children to make selections.

Up to seven pictures can be saved at any one time. The oldest picture will be erased when an eighth picture is saved. You will want to make sure that students will be able to print their pictures before this occurs.

The Paint with Words diskette contains twelve word lists ready for your students to use. The word lists may be changed or replaced to meet the needs and interests of individual children. The master list contains 124 words. See the section on Management Options beginning on page 8 for information describing the procedure for deleting, editing, and creating lists.

Using the Programs

Encourage students using the PAINT WITH WORDS program to select a background for their words. The background provides context for the words and images. Associating words with a background further reinforces meaning.

Students' oral language skills can be developed by allowing two students to work together. Their paintings will stimulate oral expression. They can be encouraged to relate personal experiences or create stories about the pictures they are creating.

While one student "paints" a picture, have the other child write sentences using the words from the painting. If older children are available, ask them to record the painter's story. Then print the picture and display it with the story.

Create a lesson on following and giving oral directions. Students could take turns providing the directions needed to create a particular painting. For example, students might direct the painter to "put the farmer on the left side of the barn" or to "put three pigs and four hens in the picture."

USE IN AN INSTRUCTIONAL SETTING (continued)

Follow-up

- Display the printed pictures or allow students to share their pictures with their classmates.
- Select the WORD-ART SHOW program and let students show their pictures and tell their classmates about them.
- Provide time for students to write stories to go along with their pictures.
- Use Handouts 1 and 2 to reinforce the concepts presented in this package (see pages 14 and 15).

MANAGEMENT OPTIONS

The Management Options allow you to create or edit word lists used in the PAINT WITH WORDS program. Synonyms can be substituted for words in the lists. For example, you can change the word "car" to "auto," or you can use foreign words. The Management Options also allow you to set up your printer and to erase pictures from the WORD-ART SHOW program.

After selecting "Management Options" from the main menu, the options are displayed on the menu seen in Figure 8.

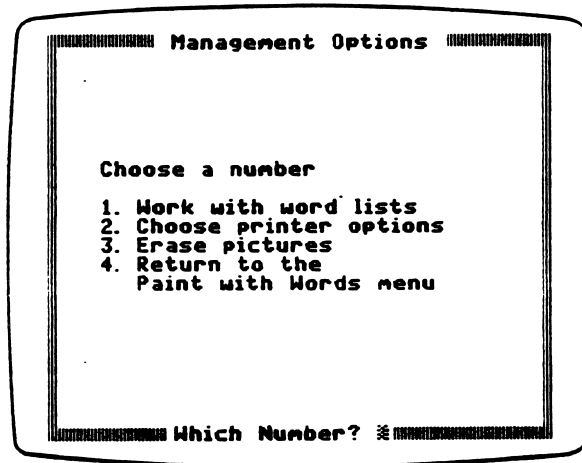


Figure 8

Management Option 1, "Work with word lists," takes you to another menu that allows you several options: to see the current word lists, create new word lists, edit word lists, delete word lists, or return to the Management Options menu (Figure 9).

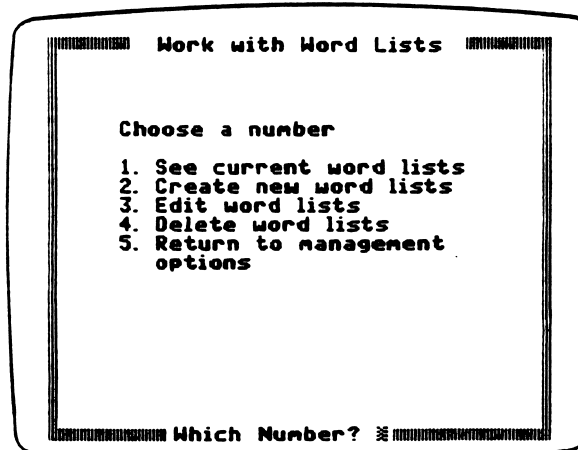


Figure 9

MANAGEMENT OPTIONS (continued)

Option 1, "See current word lists," allows you to examine the twelve existing word lists. Each list contains eight words that will appear at the bottom of the paint screen. You can view six lists at a time for purposes of planning and evaluating the existing lists. The original lists are printed below.

Original Word Lists

A. Lake	B. Street	C. Rooms	D. Farm
cloud deer duck fish frog sun swan turtle	bike bus car house mailbox plane store truck	bed chair clock door picture table TV window	corn cow farmer garden goat hen pig tractor
E. Hills	F. School	G. River	H. Castle
dog fire man raccoon rocks smoke tent woman	ball boy bug girl kite net slide swing	boat bridge cat fish grandma grandpa plane swan	fence flower gate horse king moon queen tree
I. Picnic	J. Winter	K. Forest	L. Zoo
apple baby basket bird bread cake father mother	chimney house moon smoke snow snowman star van	bird deer flower fox mouse rabbit snake tree	bear cloud fence lion snake sun tiger zebra

MANAGEMENT OPTIONS (continued)

The word lists are created from a bank of 124 primary-level words and images. The words appear in alphabetical order to help you locate particular words in the list. This master word list is reproduced below.

Master Word List

apple	cloud	jeep	rug
baby	cone	kettle	saw
bag	corn	king	sheep
ball	cow	kite	sink
balloon	cup	ladder	slide
banana	deer	lamp	smoke
basket	desk	letter	snake
bear	dog	lion	snow
bed	doll	mailbox	snowman
bike	door	man	star
bird	drum	milk	store
block	duck	moon	stove
boat	farmer	mother	sun
book	father	mouse	swan
bottle	fence	net	swing
box	fire	orange	table
boy	fish	paint	tent
bread	flag	pan	tiger
bridge	flower	phone	tractor
bug	fox	picture	train
bus	frog	pig	tree
cabbage	garden	plane	truck
cage	gate	plant	trunk
cake	girl	pot	turtle
camera	goat	present	TV
candy	grandma	queen	van
car	grandpa	rabbit	wagon
cat	hammer	raccoon	window
chair	hen	radio	woman
chimney	horse	rocket	year
clock	house	rocks	zebra

MANAGEMENT OPTIONS (continued)

Option 2, "Create new word lists," displays 24 words from the master list in the middle of the screen (Figure 10). Command keys are displayed along the top. Move the cursor through the word lists and press Return when the desired word is highlighted. The word and its image are then displayed at the bottom of the screen. Press R to reject the word and image, press C to change the word to a synonym (the image will remain unchanged), or continue moving the cursor to search for the next word. Press M to see another set of 24 words from the master list.

Note: Each list must have eight words. If you do not select eight words, the program will automatically duplicate the words that were selected to fill out the list.

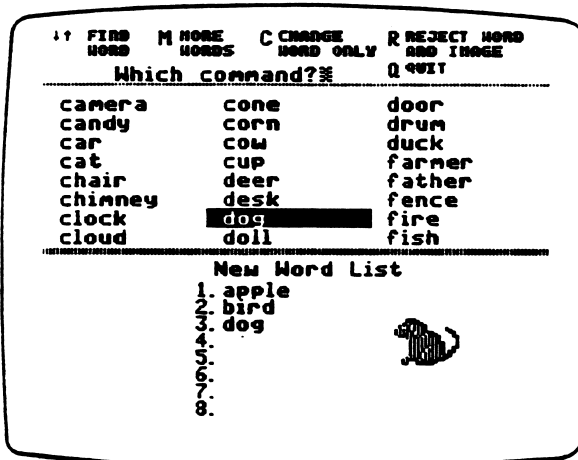


Figure 10

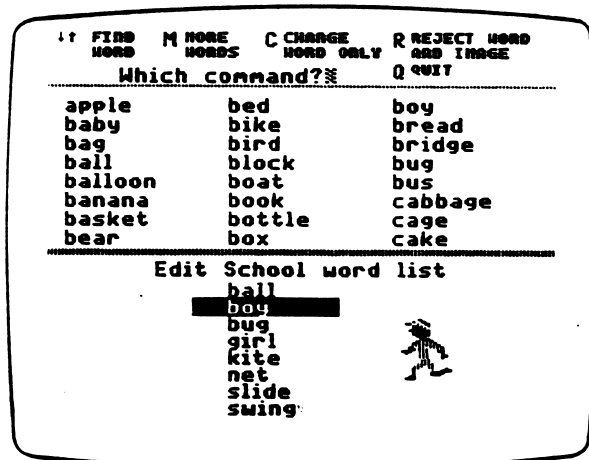


Figure 11

Option 3, "Edit word lists," allows you to select an existing word list and change words and images. This is very similar to creating new word lists. Twenty-four words from the master list are displayed in the middle of the edit screen (Figure 11). Command keys are displayed at the top of the screen. The first word in the selected list is highlighted. Highlight the word you wish to change. Press C to change the word to a synonym (again the image will remain the same). If you wish to remove a word **and** image from the list, press R for reject. You can now select a new word to substitute for the word that was rejected. Remember that to see a new set of words you must press M.

Word List Guidelines

Master word list	124 words
Max. number of selected lists	12 lists
Max. number of words in a selected list	8 words
Max. number of characters allowed in a word	7 characters
Max. number of characters in a list title	6 characters

MANAGEMENT OPTIONS (continued)

Command Keys

Up or Down Arrow	moves cursor through the word lists (use the letters U and D on the Apple II).
Return Key	selects the highlighted word from the list.
M	displays M ore words from the master list.
C	C hanges a list word and allows you to type in a synonym, after which you press Return (the image remains unchanged).
R	R ejects a word and its image from the list you are creating or editing.
Q	allows you to Q uit working with word lists.

Option 3, "Delete word lists," allows you to erase a list for each new list you wish to create when the maximum number of word lists has been reached. Select the option to delete word lists and then type the letter of the list you wish to eliminate.

Option 4 returns you to the Management Options menu.

Management Option 2, "Choose printer options," allows you to select your printer setup and to print the pictures. When this option is selected from PAINT WITH WORDS, you will be prompted to flip the diskette over to WORD-ART SHOW. Since pictures can be printed from both programs, the printer setup must be written on both sides of the diskette. When printing pictures with this option, you are able to select an individual picture or to print all of the pictures that have been stored on the diskette.

Management Option 3, "Erase pictures," enables you to erase individual pictures or to clean out the entire picture file. The pictures are stored on the WORD-ART SHOW side of the diskette. If you have selected this option, you will be prompted to flip the diskette. Remember that if an attempt is made to save more than seven pictures, the oldest one is automatically erased when the new one is saved. Use of the "Erase pictures" option gives you the freedom to choose which pictures will be erased.

STUDENT HANDOUTS

Match each picture with a word. Draw a line from the picture to the word.



tree



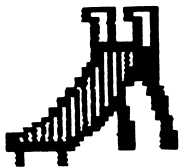
slide



kite



rabbit



mouse



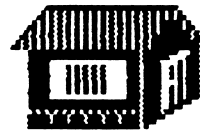
cake

Match each word with a picture. Draw a line from the word to the picture.

TV



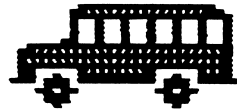
mailbox



house



bus



clock



swing



APPENDICES

CREDITS

Paint with Words was produced by MECC designers Gail Hanka, Caren Stelson, and Dean Hinmon. Programming staff included John Krenz, lead programmer, and Richard Morse and Charolyn Kapplinger, graphic artists.

TO THE READER:

The Minnesota Educational Computing Corporation has made every effort to ensure the instructional and technical quality of this courseware package. Your comments—as user or reviewer—are valued and will be considered for inclusion in any future version of the product. Please address comments to:

MECC Courseware Development
3490 Lexington Avenue North
St. Paul, MN 55126

USING A PRINTER WITH THIS COURSEWARE

Any of the following combinations of printers and interface cards can be used with this product: Apple DMP with a Parallel Card, Apple ImageWriter with a Serial Card, Apple ImageWriter II with a Serial Card, Apple Scribe with a Serial Card, or other printers with a Grappler Card.

You can set up your printer using the "Printer Support" option. There are two ways to get to "Printer Support." Select "Management Options" from the PAINT WITH WORDS menu on the front side of the diskette. Then select Management Option 2, "Choose printer options." You will be prompted to flip the diskette to the WORD-ART SHOW side. The "Print Pictures" menu is displayed; select the "Printer Support" option.

The second and perhaps faster way to reach the "Printer Support" option is to start on the back side of the diskette with the WORD-ART SHOW menu. Select "Print Pictures" first and then choose "Printer Support" from the next list of options. You will then see the "Printer Support" menu, as shown in Figure 1.

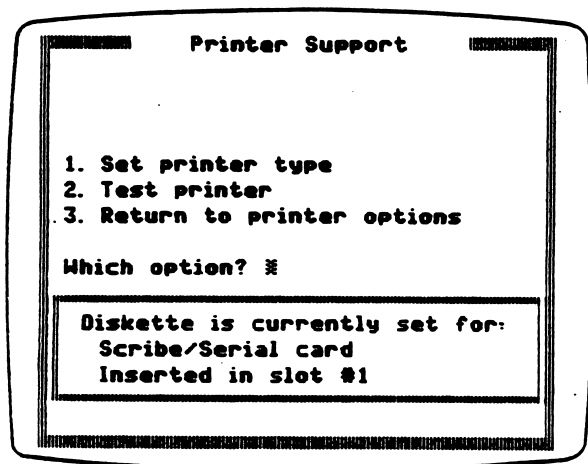


Figure 1

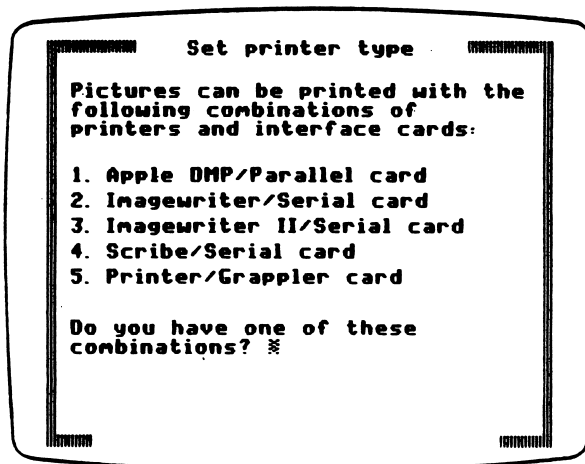


Figure 2

Option 1, "Set printer type," allows you to select one of the five printer combinations (Figure 2). You will have to flip the diskette during this process in order to print pictures from both the PAINT WITH WORDS and the WORD-ART SHOW programs.

Option 2, "Test printer," prints out all of the keyboard characters. If these characters do not appear, check to see whether you have connected your printer correctly or check your printer and interface cards against the combinations offered in "Set printer type."

Note: Once the printer settings have been established, the standard slot-searching routine will not be used. Instead, the computer will use the slot you specified. The commands are saved on the diskette and are permanent until you use "Printer Support" again to change the printer settings.

MECC SERVICES

MECC is an organization established in 1973 to assist Minnesota schools in implementing educational computing. MECC provides a variety of services to education, including 1) development and distribution of instructional computing courseware; 2) in-service training for educators and development of materials for conducting training; and 3) educational computing assistance through newsletters and equipment purchase contracts. MECC's knowledge and expertise in the educational computing field comes from more than fifteen years of working with and providing leadership for thousands of educators on a daily basis.

- ***MECC Educational Computing Catalog***
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- ***MECC Network Newsletter***
Published regularly throughout the school year, MECC's newsletter focuses on MECC activities, services, and products. To obtain, write or call indicating your interest in the *MECC Network* newsletter.

For information on all the above items, use the MECC General Information telephone number: 612/481-3500.

- **Help Line**
If you have any problems using MECC software:
 - 1) make note of the *name* and *version number* of the product;
 - 2) note the *brand* and *model* of the equipment involved, as well as the type of *printer card* used if the problem concerns a printer;
 - 3) write or call the Help Line to describe the problem (612/481-3660).

MECC
3490 Lexington Avenue North
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(General Information: 612/481-3500)