Microzine®

The Learning Library on Disk

32

FYI: A Database • *Critical Thinking/Social Studies*

A Night at Fleener's • *Reading/Problem Solving*

The Case of the Unidentified Flying Alien • *Inference/Reading*

Eyes on the World • *Visual Discrimination*

Apple® II Plus, *IIe*, IIc, IIc Plus, or IIGS; 64K; disk drive; printer optional

SCHOLASTIC

Ages 9 and up

Microzine **is the learning library on disk.**

Every issue contains four challenging programs to help students master basic subject matter skills and learn key curriculum concepts while they enjoy themselves on the computer. It's like taking part in a variety show that spins yarns, makes music, tickles your imagination, and challenges you to think, read, write, and reason. Included in each issue are the popular Twistaplot™ interactive reading adventures as well as three other programs that enhance critical thinking, problem solving, math, science, and language arts skills, and more.

Microzine and *Microzine Jr.* Awards

1984 Best Software of the Year • *Classroom Computer Learning & Learning Magazine*
1985 Critics' Choice Award • *Family Computing*
1987 Educational Software Award • *Learning Exchange*
1987 "Top Six" Winner, Best Software of the Year • *Classroom Computer Learning*
1988 Enhancement Award • *Classroom Computer Learning*
1988 Nominated: Best Elementary School Program • *Software Publishers Association*

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Microzine®

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STUDENT HANDBOOK AND TEACHER'S GUIDE



"A NIGHT AT FLEENER'S"

SCHOLASTIC

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Getting Started

Apple Computers

Equipment You Need

1. Monitor or TV
2. 64K Apple II Plus, *IIe*, IIc, IIc Plus, or IIGS
3. Disk drive

Apple ® is a registered trademark of Apple Computer, Inc.

Loading *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.
4. Close the disk drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

MS-DOS Computers

Equipment You Need

1. Monitor or TV
2. 256K IBM with a Color Graphics Adapter (CGA), Tandy 1000, or any 100% compatible
3. Disk drive
4. Disk Operating System (DOS), version 2.0 or higher

Loading DOS

You must load DOS into your computer before you can load *Microzine*.

1. If you have a hard drive, turn the computer on.

   If you have DOS on a 5.25-inch disk or on a 3.5-inch disk, open the disk drive door and insert the disk. Turn the computer on.

2. You will see a DOS prompt. The prompt will be a letter followed by a greater-than sign (A>, for example). The letter of the prompt corresponds with the disk drive.
3. If you want to load *Microzine* in the drive that corresponds with the letter of the prompt (for example, if the DOS prompt is A> and you want to load *Microzine* into Drive A), put the *Microzine* disk in that drive.

   If you want to load *Microzine* in a drive that is different from the drive indicated by the DOS prompt (for example, the prompt is A> and you want to load *Microzine* in Drive B), type the letter of the drive and a colon, then press Enter (for example, type **B:** and then press Enter). You will see a new DOS prompt (for example, B>). Put the *Microzine* disk in the drive.

Loading *Microzine*

Choose a program you want to load. Find the disk with that program's name on the label.

Type these commands to load the *Microzine* programs:

MICROZINE GUIDE: Type **MZ** and then press Enter.

NOTE: You may also load the other Microzine *programs from within the* Microzine *Guide. Choose Programs and then choose the* Microzine *program you want to load. Choose the option, Start the Program, and then press Enter.*

FYI: A DATABASE: Type **FYI** and then press Enter.

A NIGHT AT FLEENER'S: Type **ANAF** and then press Enter.

THE CASE OF THE UNIDENTIFIED FLYING ALIEN: Type **TCOTUFA** and then press Enter.

EYES ON THE WORLD: Type **EOTW** and then press Enter.

NOTE: In each issue of Microzine, *you may load any program by typing the initials of the program name at the DOS prompt.*

If the *Microzine* program does not appear on the screen, read the instructions once more, starting with "Loading DOS," and try again.

Using *Microzine*

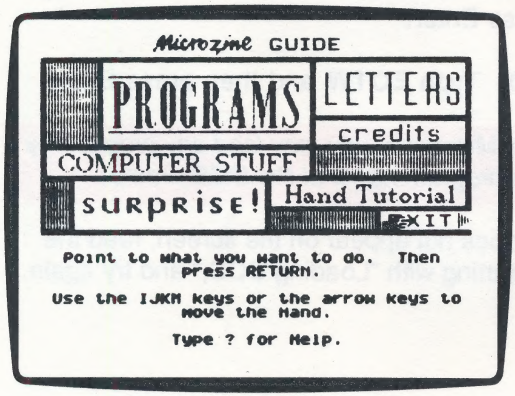
Using the *Microzine* Hand

You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys, or IJKM to move the Hand.

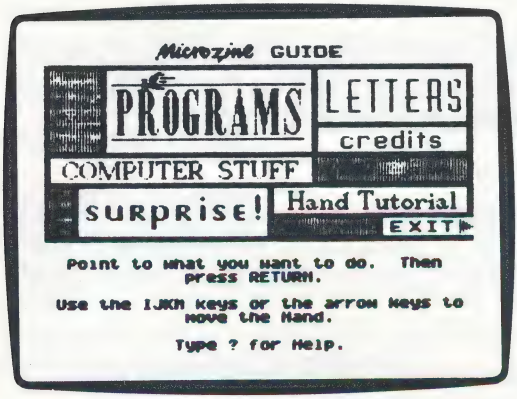
Use the Hand to point to what you want to do, and then press Return or Enter.

There are three different ways to point to what you want to do:

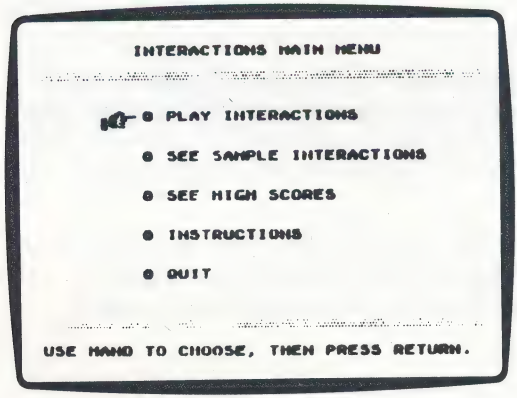
1. Make the Hand touch some part of the word that describes what you want to do. If you wanted to exit a program or screen, you would make the Hand touch the word Exit, or the circle in front of Exit, and then press Return or Enter.



2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press Return or Enter.



3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.



The *Microzine* Guide

There are six features in the *Microzine* Guide. They are Programs, Computer Stuff, Credits, Letters, Hand Tutorial, and Exit. The features are listed in a collection of boxes on the screen. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. For example, to read the Credits, use the Hand to point to the box labeled Credits, and then press Return or Enter.

PROGRAMS

Use the Hand to point to Programs on the *Microzine* Guide, and then press Return or Enter, to read a description of the programs in this issue of *Microzine* or to load a program from this issue of *Microzine*.

COMPUTER STUFF

Use the Hand to point to Computer Stuff on the *Microzine* Guide, and then press Return or Enter to see a list of the functions in Computer Stuff. See "Computer Stuff," page 30.

CREDITS

Use the Hand to point to Credits on the *Microzine* Guide, and then press Return or Enter, to see the credits for this issue of *Microzine*.

LETTERS

Use the Hand to point to Letters on the *Microzine* Guide, and then press Return or Enter, to read letters from the *Microzine* Editor and *Microzine* readers.

HAND TUTORIAL

Use the Hand to point to Hand Tutorial on the Table of Contents, or press ?, and then press Return or Enter to learn how to use the *Microzine* Hand. Also, see "Using the *Microzine* Hand," page 8.

EXIT

Use the Hand to point to Exit on the *Microzine* Guide, and then press Return or Enter, to quit using *Microzine*.

CONTROL (CTRL) KEYS

Sometimes you will have to press the Control (Ctrl) key and another key at the same time. This will be written as Ctrl-(the key). For example, if you see Ctrl-N, it means press the Control key and the N key at the same time.

Troubleshooter

We have included this section in the *Microzine* Handbook to help you if you run into problems using *Microzine*. Each *Microzine* program is documented in the Handbook, and specific hints for using the program are included there. However, we occasionally receive calls about more general problems.

LOADING *MICROZINE*

If *Microzine* does not appear on the screen, turn the computer off. Then turn it back on and try again. Make sure the disk drive door is closed, and check to see that the disk drive is hooked up correctly.

APPLE IIc PLUS

Microzine programs run most effectively when the Apple IIc Plus is running in slow mode, rather than fast mode. Put the *Microzine* disk in the drive. Hold down the Open Apple key, the Control key, the Reset key, and the Esc key simultaneously, then release all four keys. The computer will reboot the *Microzine* program in slow mode.

FYI: A DATABASE OF OUR FIFTY STATES

***Microzine's* Critical Thinking Feature**



What You Will Find

"Our Fifty States" is a database which lists past, present, and fun facts about each of the fifty states. You may look through the entire database, or find lists of entries by choosing specific categories to search under. You may also print the database.

Solve the database puzzles by searching the database for answers. If you are successful, you will receive a reward!

Copy "FYI: A Database"

Microzine is committed to offering your students programs that will challenge and reinforce their critical thinking skills. To make these programs accessible to your entire class, Scholastic grants permission for you to make one copy of the *Critical Thinking* program in this issue for each of your students. See the Computer Stuff feature on the *Microzine* Guide to learn how to copy "FYI: A Database."

"Our Fifty States" MAIN MENU

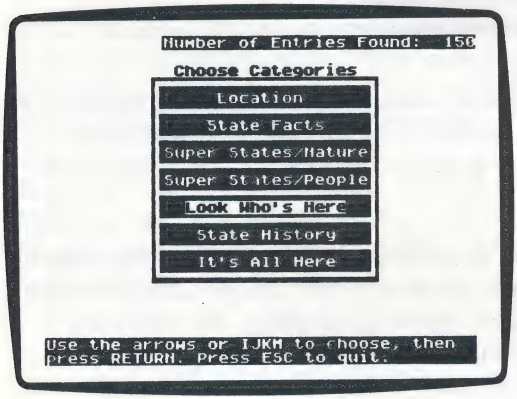
"Our Fifty States" has three functions, or things you may do. They are SEARCH THE DATABASE, SOLVE THE OUR FIFTY STATES PUZZLES, and INSTRUCTIONS.

SEARCH THE DATABASE

SEARCH THE DATABASE has six options. They are Choose Categories, Look at Entries, Word Search, List of Entries, Print, and Clear.

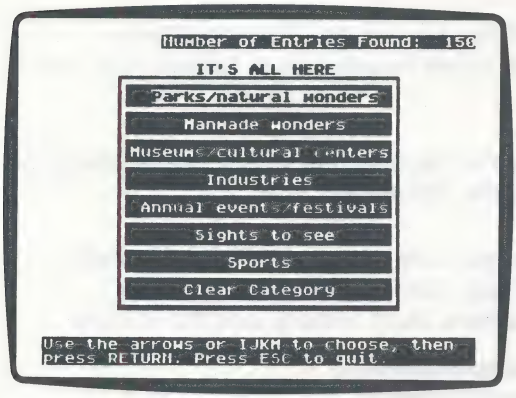
- Choose Categories: Choose this option to search the database for specific categories about the fifty states.

There are seven categories you may use to search the database. They are Location, State Facts, Super States/Nature, Super States/People, Look Who's Here, State History, and It's All Here.



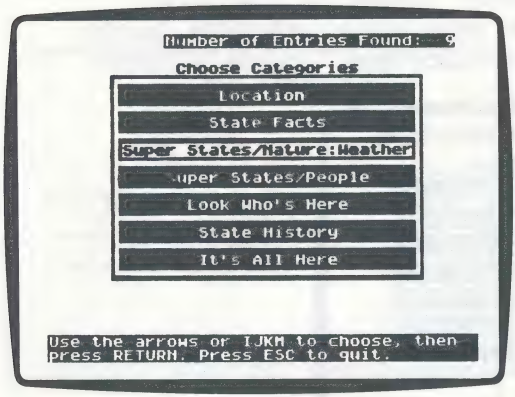
Use the arrow keys or IJKM to select a category, and then press Return or Enter. The screen will display a list of subcategories to search under.

Subcategories: There are up to seven subcategories under each category. For example, the subcategories under It's All Here are Parks/Natural Wonders, Manmade Wonders, Museums/Cultural Centers, Industries, Annual Events/Festivals, Sights to See, and Sports.



Each category also has a Clear Category option. Choose this to clear a subcategory chosen in a search. You can also clear the entire database of entries found in a search by choosing the Clear option. (See "Clear," page 19.)

Use the arrow keys or IJKM to select a subcategory, and then press Return or Enter. The screen will display the Choose Category menu. The subcategory will be listed next to its category. For example, if you choose the category Super States/Nature and then the subcategory Weather, the Choose Category menu will display: Super States/Nature: Weather.

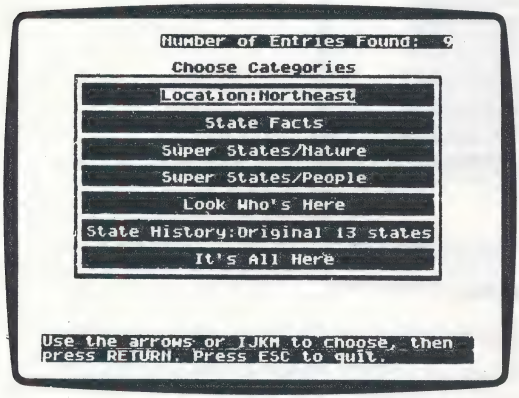


The computer will search the database to find the entries that fit in that subcategory. The number of entries found in the search will appear in the upper right-hand corner of the screen.

If you would like to add another category to your search, use the arrow keys or IJKM to select a new category. You may search through as many categories as you'd like, but you may only select one subcategory within each category.

Suppose you want to look at all states that are located in the Northeast and that are part of the original 13 states. Select Search the Database from the MAIN MENU. Then select Choose Categories.

Select the category "Location." Choose the subcategory "Northeast." Now move the arrow keys or IJKM to the category "State History." Choose the subcategory "Original 13 states."

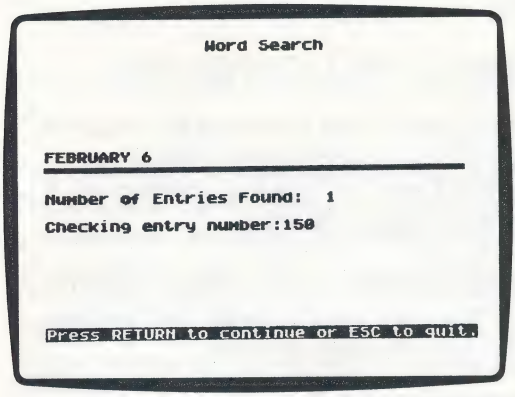


Choose Look at Entries to see the results of the search.

Press Esc to return to the SEARCH THE DATABASE menu.

- Look at Entries: Choose this option to look at all the entries in the database in alphabetical order, with Past Facts listed first, Present Facts listed second, and Fun Facts listed third. Or use this option to see all the entries found in a search.
- Word Search: Choose this option to search the database for (a) specific word(s), character(s), or number(s).

Type the word(s), character(s), or number(s) you want to search for and then press Return or Enter. You can type up to 25 characters. The computer will search the database for entries that contain the characters you typed. If you already narrowed down your search by using Choose Categories, Word Search will only search through that limited list.



Suppose you want information about all of the states that mention French and Spanish exploration. Choose Word Search, and type the word "French." Twenty-two entries will appear. Press Return or Enter to go back to the SEARCH THE DATABASE menu. Choose Word Search again, and type the word "Spanish." The database will then search the 22 entries found in the previous search. It will find six entries that contain the word "Spanish." To read these entries, press Return or Enter and choose Look at Entries.

You can also search for numbers using Word Search. If you want to know in which states the year 1763 was important, choose Word Search from the SEARCH THE DATABASE menu. Type in the number 1763. This search will find six entries. Choose Look at Entries to read them.

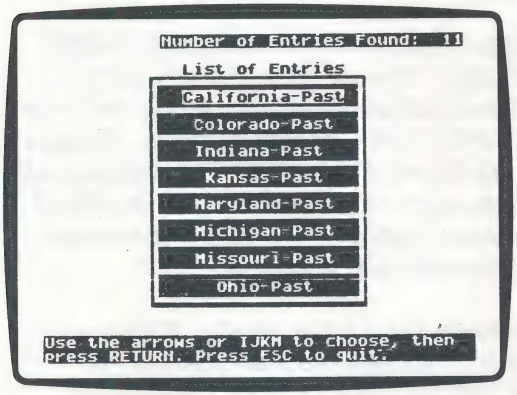
Make sure to clear the previous search before starting a brand-new search.

To correct a typing mistake, use the Delete key or the ← key to backspace over the mistake.

Press Esc to return to the SEARCH THE DATABASE menu.

- List of Entries: Choose this option to see a list of all the entries in the database, in alphabetical order, beginning with Past Facts, Present Facts and finally, Fun Facts. Or, use this option to see a list of all the entries found in a particular search.

Use the arrow keys or IJKM to select the entry you would like to read, then press Return or Enter. The entry you chose will be displayed on the screen. You can only read one entry at a time.



- Print: Choose this option to print one entry, all of the entries found in a search, the entire database, or just the list of the entries found in a search.

The printer will ask if you want to have the Line Feed option turned on.

The Line Feed option moves the paper through your printer one line at a time. Some hardware, such as printers, or printer cards, automatically moves the paper through the printer one line at a time, so you will not want the Line Feed option turned on (No).

Some hardware does not automatically move the paper through the printer one line at a time, so you will want the Line feed option turned on (Yes).

To test whether you need the Line Feed option turned on or off, print a database entry.

If the text appears as one solid black line, you need to have the Line Feed option turned on.

If the text appears with space between the lines of text, you need to have the Line Feed option turned off.

Press Esc to stop printing.

- Clear: Choose this option to clear the entire database of entries found in previous searches. Use this option if you would like to begin a new search.

SOLVE THE OUR FIFTY STATES PUZZLES

Choose this function to solve the database puzzles.

Each puzzle has five questions. If you don't know the answer to a question or if you type in the wrong answer, press Esc to return to the database. Then search the database to find the answer.

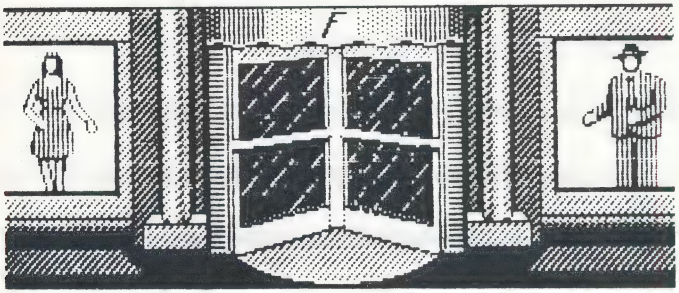
When you know the answer to a question, choose SOLVE THE OUR FIFTY STATES PUZZLES again. The program will ask if you want to return to the puzzle you were playing before or if you want to start from the beginning. Use the arrow keys or IJKM to choose, and press Return or Enter.

INSTRUCTIONS

Choose this function to read about how to use the database and solve the puzzles.

A NIGHT AT FLEENER'S

A Twistaplot™ Adventure



What You Will Find

It's your dad's birthday, and you still haven't gotten him a gift! You go to Fleener's Department Store to find the perfect present.

While you're there, the store closes! Be careful! The store is patrolled by a robot security system. The robots will surely kick you out if they find you in the store! Can you outsmart the robots, find a gift for your dad, and make it home in time for his birthday party?

Moving Through Fleener's

Type these commands to move through Fleener's:

- W for Walk: Type **W** to walk in the direction you are facing. You will keep walking in that direction until you type a different command.

If you are walking and come to a down stairway, you will automatically walk down the stairs. If you don't want to walk down the stairs, type **J** to jump over the stairs (see "J for Jump" below).

- Z for Zip (Walk fast!): Type **Z** to zip through a room.

- S for Stop: Type **S** to stop walking or zipping.

- R or → for Right: Type **R** or → to turn right.

- L or ← for Left: Type **L** or ← to turn left.

- C for Climb: Type **C** while you are walking to climb a stairway.

- J for Jump: Type **J** while you are walking to jump over something.

- T for Take: Type **T** and the name of the object you want to take. Then press Return or Enter.

For example, if you want to take a magnet, type **T MAGNET**, and press Return or Enter.

- U for Use: Type **U** and the name of the object you want to use. Then press Return or Enter.

For example, if you want to use a magnet, type **U MAGNET**. Then press Return or Enter.

- I for Inventory: Type **I** to see a list of all the objects you are carrying. Then press Return or Enter to go back to the story.

- ? for Command List: Type **?** to see these commands at any time. Then press Return or Enter to go back to the story.

Correcting Mistakes

If you make a mistake while typing, press the Delete key or the ← key to backspace over your mistake.

Four Gifts

There are four versions of this story. In each version you buy your dad a different gift.

Each time you read the story, the program will ask if you bought your dad a gift. If you did buy him a gift, type the name of the gift and press Return or Enter.

If you didn't buy a gift for your dad, just press Return or Enter.

Helpful Hints

- Smart shoppers will look for the Convenient Shopping Service computer. It will help you locate the perfect gift. You'll have to know a special password before you can use the computer. Keep your eyes open, and write down the password when you find it!

- Good bargain hunters make a map of Fleener's as they adventure through the store. Write down the name of each department you visit and the things you find there.

THE CASE OF THE UNIDENTIFIED FLYING ALIEN

A Monitor Mystery





We at the *Microzine* Mystery Society used our powers of observation and logic to deduce that you would be using Monitor Mystery today. Last night one of our agents secretly turned your everyday computer into a Sherlock 221B Mystery-solving Computer! Can the two of you work together to solve this out-of-this-world mystery?

What You Will Find

You will read a story, look at a picture, and then answer questions to solve "The Case of the Unidentified Flying Alien."

"The Case of the Unidentified Flying Alien" MAIN MENU

This Monitor Mystery has two functions or things you may do. They are INSTRUCTIONS and THE CASE OF THE UNIDENTIFIED FLYING ALIEN.

INSTRUCTIONS

Choose this function to learn how to solve "The Case of the Unidentified Flying Alien."

THE CASE OF THE UNIDENTIFIED FLYING ALIEN

Choose this function to solve "The Case of the Unidentified Flying Alien." The mystery is divided into three parts: the Story, the Picture, and the Questions.

The Story

Read the story to learn the facts you will need to answer the questions.

Type **P** to see the picture. Type **Q** to answer the questions.

The Picture

Study the picture and search it for clues. A magnifying glass will appear. Move the magnifying glass over every object in the picture, and then press Return or Enter. Clues will appear at the bottom of the screen.

Use these keys to move the magnifying glass:

Apple II Plus	Apple *//e*/IIc/IIc Plus/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right
M to move down	M or ↓ to move down	↓ to move down

Type **S** to read the story. Type **Q** to answer the questions.

The Questions

Answer the questions to solve "The Case of the Unidentified Flying Alien." Your 221B computer will tell you if all your deductions are correct.

If one or more of your deductions are wrong, your 221B computer will ask you to type in the number of the answer you want to change.

When all your answers are correct, your 221B computer will ask you one final question.

FINAL QUESTION

Answer the final question to solve the mystery. If your answer is wrong, your 221B computer will ask you if you want to try to answer the final question again.

Type **Y** for Yes and **N** for No.

When you answer the final question correctly, your 221B computer will ask if you want to compare your deductions with it.

Type **Y** for Yes and **N** for No.

You will then read the final story screens.

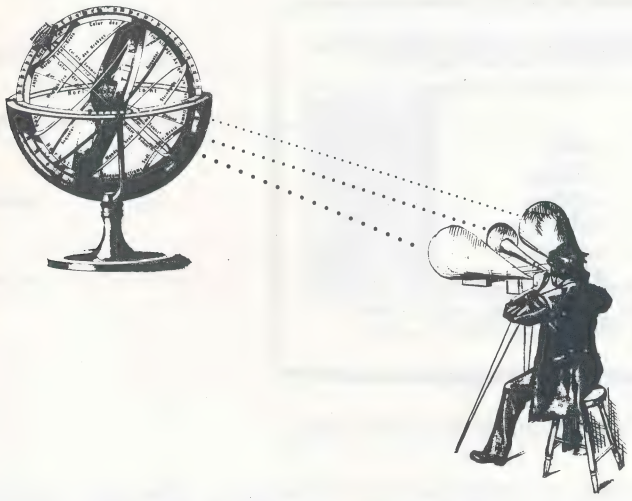
Microzine Mystery Society

Mystery-solving tips:

- A smart sleuth reads the story carefully to learn all the facts.
- An inventive investigator checks each object in the picture for clues.
- If the 221B computer says that at least one answer is wrong, a daring detective carefully reexamines each answer to make sure an "obviously" right answer is not, in fact, dead wrong!
- After answering the final question correctly, a magnificent mystery-solver always compares deductions with the 221B computer to see how logical minds think alike.

EYES ON THE WORLD

A "Double Vision" Program



What You Will Find

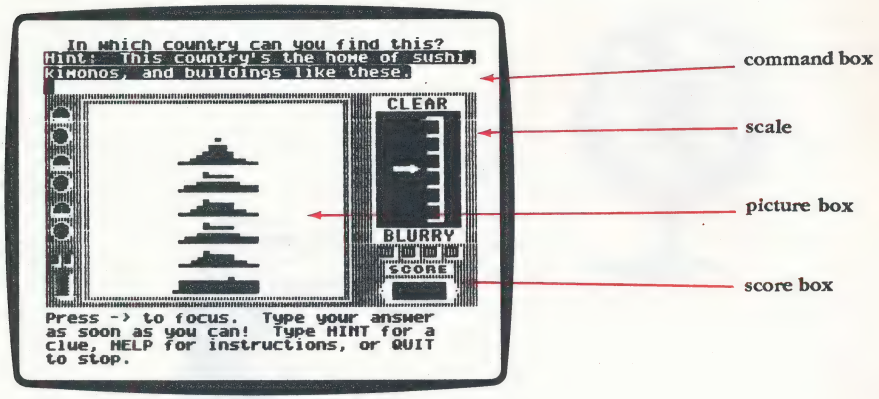
In "Eyes on the World" you will look at a picture of something you've seen before. But you probably won't be able to recognize it, because it's blurry!

You will clear up the picture little by little, until you can guess what the object is. Then figure out in which country you'd find that object. The pictures may be of a famous site, an important building, or a chief product of a country. For example, if the picture is of a penguin, you would type **ANTARCTICA.**

There are 15 puzzles for you to solve. See if you can name all the countries pictured!

The "Eyes on the World" Play Screen

You will solve the puzzles on the "Eyes on the World" Play screen. This screen has a picture box, a scale, a score box, and a command box.



The puzzle will appear in the picture box.

The scale is next to the picture box. It measures how clear a picture is. The scale is labeled Blurry at the bottom and Clear at the top. Each time you press the → key to clear the picture, the arrow on the scale will move up one notch. The scale has seven notches for each of the seven levels between Blurry and Clear.

Your score will appear in the score box below the scale. If you solve the puzzle without focusing it at all, you will get seven points. Your score drops one point each time you focus the picture.

You will type your answers, or the commands Hint, Help, or Quit in the command box.

Options

"Eyes on the World" has three options or things you may do. They are Hint, Help, and Quit.

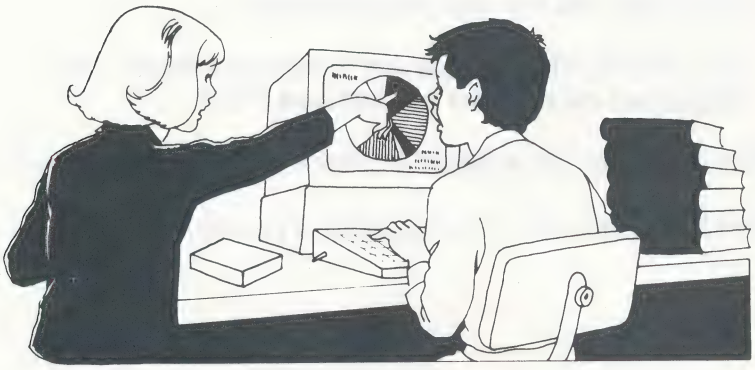
- Hint: Type **HINT** to see a hint that will help you solve the puzzle.
- Help: Type **HELP** to read the instructions.
- Quit: Type **QUIT** to stop playing "Eyes on the World." The program will ask if you are sure you want to quit.

Type **N** and then press Return or Enter if you want to keep playing.

Type **Y** and then press Return or Enter if you want to quit.

COMPUTER STUFF

A Utility



What You Will Find

On the Computer Stuff MAIN MENU, you will find COPY A PROGRAM and INITIALIZE A DISK.

COPY A PROGRAM

Microzine is committed to offering your students programs that will challenge and reinforce their critical thinking skills. To make these programs accessible to your entire class, Scholastic grants permission for you to make one copy of the *Critical Thinking* program in this issue for each of your students.

In this issue, the *Critical Thinking* program is "FYI: A Database," on Disk 1, Side 2. To copy this program, use any ProDOS copy utility. Follow the directions on your copy utility to copy a disk.

INITIALIZE A DISK

Choose this function to initialize a data disk.

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*. Initializing a disk gets it ready to save your data for *Microzine*.

To initialize a data disk, use the Hand to choose INITIALIZE A DISK and then press Return or Enter.

The program will tell you that you need a blank disk, or one you don't mind erasing. The Hand will be pointing to Next. Press Return or Enter.

The program will tell you to insert your blank disk. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to Yes or No, and then press Return or Enter.

The program will initialize the disk. Then the Computer Stuff list of functions will appear. You now have a data disk. You may use it for any *Microzine* feature that requires a data disk.

NOTE: You will not need a data disk with this issue of Microzine.

Issues 1 through 26 of Microzine *require a DOS 3.3 data disk. Beginning with issue 27, each issue of* Microzine *that requires a data disk will require a ProDOS data disk for Apple computers or an MS-DOS data disk for MS-DOS computers.*

MICROZINE SCOPE & SEQUENCE CHART

CURRICULUM AREAS	FYI: A DATABASE	A NIGHT AT FLEENER'S	THE CASE OF THE UNIDENTIFIED FLYING ALIEN	EYES ON THE WORLD
Reading	•	•	•	
Science	•			
Social Studies	•			•
THINKING SKILLS				
Critical Thinking	•	•	•	
Problem Solving	•	•		
Maps/Charts/Graphs		•		
Visual Discrimination			•	•
COMPUTER LITERACY				
Word Processing/Publishing				
Computation/Estimation				
Data Storage/Retrieval	•			

FYI: A DATABASE OF OUR FIFTY STATES

***Microzine's* Critical Thinking Program**

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: database, category, subcategory

SCHOOL ACTIVITIES

COMPUTER LITERACY: Introduce this database by explaining to students that a database is a resource of information on a single topic. Ask students to name their state and the states that border their state. List the states on the chalkboard. Assign teams of students to search for the listed states in the database.

CRITICAL THINKING: A database is a perfect vehicle for reinforcing the critical thinking skill of classifying. Explain to students that a database classifies each piece of information in it by categories or subcategories. To demonstrate how a database searches, ask your class to stand up. Say, "I am searching for all of the students that have brown hair." Ask every student that does not have brown hair to sit down. Say, "I am searching for all of the students that have brown hair and are wearing something blue." Ask every standing student that is not wearing something blue to sit down. Say, "I am searching for all of the students that have brown hair, are wearing something blue, and are right-handed." Ask every standing student that is left-handed to sit down. Say, "I am searching for all of the students that have brown hair, are wearing something blue, are right-handed, and like lima-bean ice cream." Every remaining student will probably sit down!

Point out that a database searches in the same way: it searches for one fact at a time, classifying each entry into two categories: those that fit the criteria the user imposes and those that do not.

Have students experiment with "FYI: A Database" on their own. Then have students discuss what searches they made, and what they discovered about how a database sorts and classifies information.

HOME ACTIVITIES

ART & DESIGN: Have students choose a state and draw a poster illustrating facts about the state that they learned from the database.

Here are the answers to the Our Fifty States Puzzles:

BROOK VISITED:	CLIFF VISITED:	VIOLET VISITED:	ROCKY VISITED:
Oklahoma	Alaska	Delaware	Oregon
Wyoming	New York	New Jersey	Texas
Arkansas	Montana	Maryland	Mississippi
Colorado	Nevada	Massachusetts	North Carolina
South Dakota	Connecticut	Rhode Island	Maine

A NIGHT AT FLEENER'S

A Twistaplot™ Adventure

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: swerve, stagger, mannequin, intruder

SCHOOL ACTIVITIES

CRITICAL THINKING: In this Twistaplot, students have to deduce which of the objects they find at Fleener's to use to outsmart the robot guards. Have students make a list of other objects they might have chosen to stop the robot guards. For example, instead of spraying perfume to confuse the odor-sensitive robot, students might suggest opening a can of sardines, or a bottle of rose water to throw the robot's bionic nose off the trail.

RESEARCH/WRITING: Robots are not only found in fiction. Many businesses are currently using robots. Have students go to the school or local library. Have them look up an article in *The Guide to Periodical Literature* about how robots are used in business today and have them write a brief report about the information they find.

HOME ACTIVITIES

ART & DESIGN: It's great to buy gifts for family and friends. But it's also great—and easy—to make gifts! Ask students to save household objects, such as coffee cans and egg cartons. Then, using only their imagination, tell them to construct a useful object.

For example, a decorated egg carton makes a great desk organizer, with one cup for paper clips, another for rubber bands, etc.

Here are hints to help you get your dad a gift and avoid Fleener's robot guards:

Take the marbles in the Storage room. Use them to stop the robot in Linens.
Take the radio in Electronics. Use it to stop the robot in Stationery.
Take the magnet in Hardware. Use it to stop the robot in Jewelry.
Take the car in Toys. Use it to stop the robot in Accessories.
Take the perfume in Cosmetics. Use it to stop the robot in Appliances.
Take the shoe in Shoes. Use it to stop the robot in Candy.
Version 1: the computer is in Flowers. Today's password is BUG CHOW.
Version 2: the computer is in Accessories. Today's password is EYE BELT.
Version 3: the computer is in Housewares. Today's password is SPUD HEAD.
Version 4: the computer is in Books. Today's password is COMEDY STORE.

THE CASE OF THE UNIDENTIFIED FLYING ALIEN

A Monitor Mystery

DIFFICULTY LEVEL: Challenging, Average, **Easy**

VOCABULARY PREVIEW: transferred, caper, alien

SCHOOL ACTIVITIES

DISCUSSION: Lead students in a discussion about UFOs. Do students think they exist? Do your students believe witnesses who claim to have seen UFOs? Discuss the possibility of life forms existing on other planets, or in other solar systems.

Tell students to think about questions they'd ask of an alien. What would they want to tell an alien about our culture? What would they want to learn about an alien's culture?

CREATIVE WRITING: Have students write a short story about meeting an alien. Encourage them to include a physical description of the alien and his or her home planet.

HOME ACTIVITIES

READING: Have students read a science-fiction book. Some selections they might enjoy are:

Appleton, Victor, *The Tom Swift* series, Wanderer Books, 1981-83.

Cameron, Eleanor, *Stowaway to the Mushroom Planet*, Joy St. Books, 1956.

Cameron, Eleanor, *The Wonderful Flight to the Mushroom Planet*, Joy St. Books, 1954.

Beatty, Jerome, Jr., *Maria Looney and the Cosmic Circus*, Avon Books, 1978.

Beatty, Jerome, Jr., *Maria Looney On the Red Planet*, Avon Books, 1977.

EYES ON THE WORLD

A "Double Vision" Program

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: pagoda, Glasnost, pyramid, canal

SCHOOL ACTIVITIES

GEOGRAPHY: Using a map or globe, have students locate the countries pictured in "Eyes on the World." Then have students point out each country's capital.

RESEARCH/WRITING: Divide the class into small groups. Have each group choose a different country from the program to research. Then tell students to write a travel brochure for that country. What points of interest should a tourist visit? What kind of food do the people there eat? How do they dress? What is the weather like?

Encourage students to make their brochures more attractive by adding photographs from books and magazines, and pictures they draw themselves.

HOME ACTIVITIES

SOCIAL STUDIES: Tell students to be on the look-out for things they see and use everyday that come from other countries. Have students keep a list of the foreign items they find.

The pictures and the countries they represent in "Eyes On The World" are:

Pagoda: Japan	Great Wall: China	Tower of Pisa: Italy
Eiffel Tower: France	Koala Bear: Australia	Bullfighter: Spain
Big Ben: England	Taj Mahal: India	Coffee Beans: Columbia
The White House: United States	Pyramid: Egypt	Mayan Ruins: Mexico
Red Square: The Soviet Union	Windmill: The Netherlands	Canal: Panama

FLOORPLAN PLANNER

Make a floorplan of Fleener's Department Store! What will you include on your map? Will you show where each department is found? Will you show where objects are located? Remember that there are four versions to this story. Make a floorplan for each version. List below what you will include in your floorplan.

MY FLOORPLAN WILL SHOW:

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EYES ON YOU!

In "Eyes on the World" you identified countries by pictures of buildings or objects that are found in that country. For example, you identified the Eiffel Tower and knew that it is found in France.

If we made a program called "Eyes on You," what pictures would we include? What objects or things are special about you?

Make a list of the pictures that would be included in "Eyes on You." Then draw one of the pictures below.

_____ _____

_____ _____

_____ _____

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Eyes on the World
Side 2: FYI: A Database
Apple® 64K
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Side 2: The Case of the Unidentified Alien Apple® 64K
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