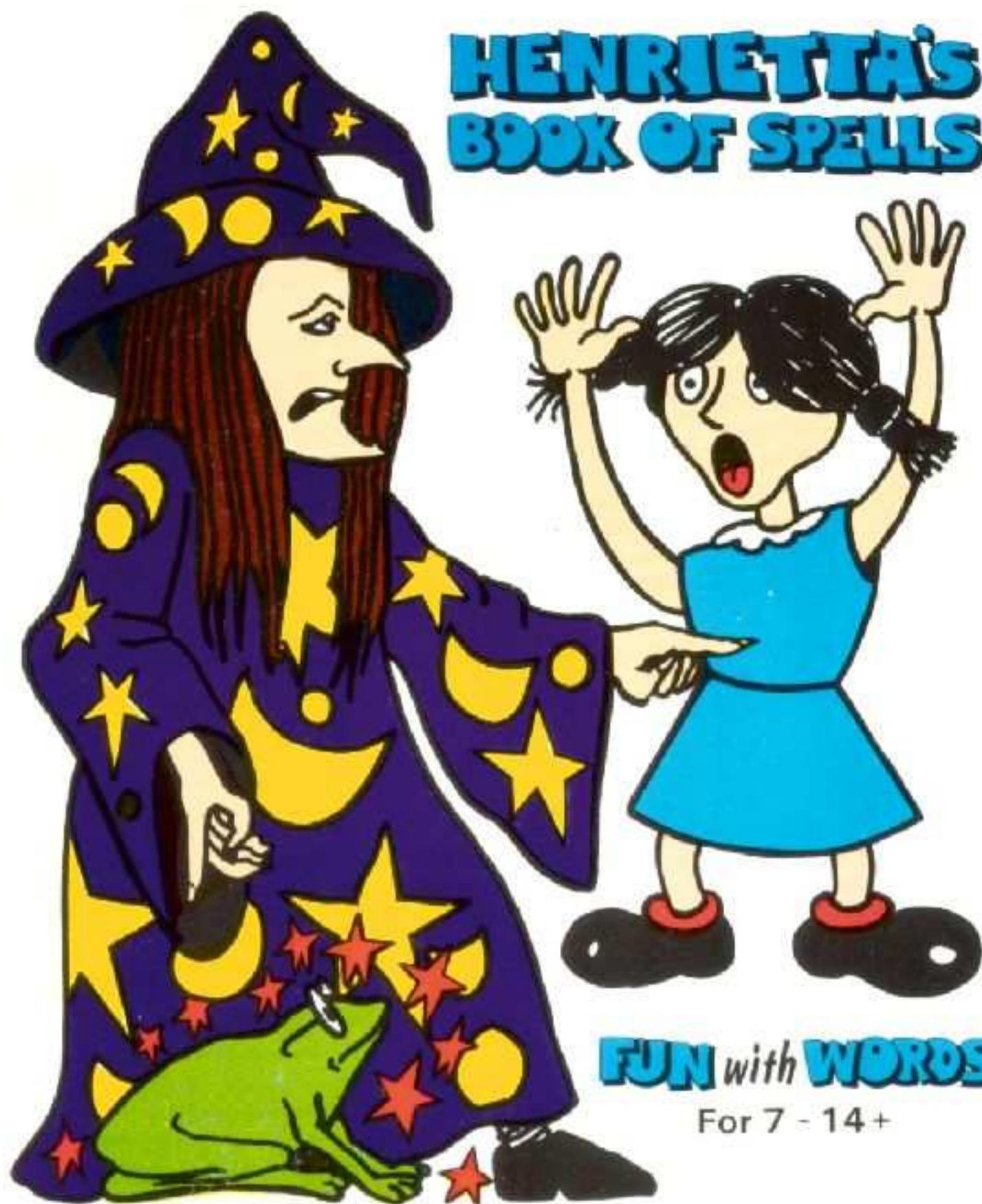


CREATIVE SOFTWARE FOR EDUCATION

HENRIETTA'S BOOK OF SPELLS

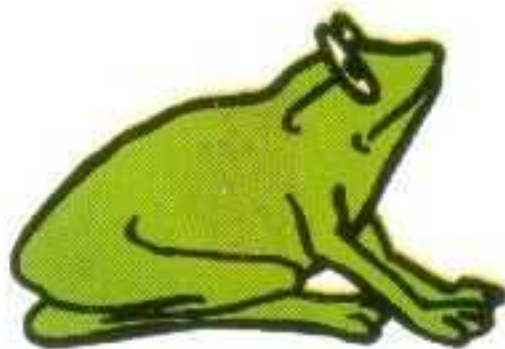


FUN with **WORDS**

For 7 - 14+

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Henrietta's Book of Spells

WELCOME to HENRIETTA's BOOK of SPELLS and to the world of computer assisted learning.

If this is your first program from *Scetlander*, we suggest you take a few minutes to study these notes. They will help you get the very best from your computer and software. If you are an experienced user, you may prefer to skip what follows and start at *Terminology* on page 5.

Why educational software?

Parents often ask about the ideal time to introduce children to educational software. Many have been impressed at how easily their youngsters took to using exciting games on a computer. While these can play a useful role in developing keyboard skills and co-ordination, for example, most are very restricted in their educational value and are of little or no assistance in helping with school work.

Nevertheless, the best educational software need not be dull. Indeed, if such programs are to maintain the user's interest for long periods of time, they must provide constantly changing problems at just the right levels of difficulty to gently stretch - but not strain - the student's abilities.

Scetlander programs can bring otherwise boring exercises and lessons to life. They command attention, yet never lose patience. They challenge students of all abilities - from the most academically gifted to those with severe learning difficulties. And by using special keyboards and switches, almost no-one is too young or too disabled to benefit from the magic of our computer assisted learning programs.

For younger children particularly, colourful animations, sound effects and a game element can often add to the motivation. And with regular practice, results will improve.

Keeping ahead

Research has shown that children who are ahead in the early years of their schooling are likely to remain ahead throughout their academic careers.

Early access to a computer can, undoubtedly, provide a significant, added advantage. It is an extremely powerful tool which can be used with great effect right across the curriculum.

It is, however, never too late to start!
HENRIETTA's BOOK of SPELLS
improves everyone's language ability.
Try it yourself! It's effective and it's fun.



Good practice some suggestions

Your computer is both a valuable and vulnerable piece of equipment. It is sensible to keep food and drink well away from it. Clean the disc heads occasionally in accordance with the manufacturer's instructions.

Scetlander software is supplied on discs and cassettes which are extremely reliable. In certain circumstances however, they may be affected by static electricity and stray magnetic fields. Seek advice if static appears to be a problem.

Always keep discs well away from magnets and devices which contain them (such as electric motors and loudspeakers). When not being used, place discs in their sleeves and boxes to protect them. Do not leave them lying about.

Terminology

We use bold letters inside chevron brackets <> for single keys such as <**Space**> and <**Enter**>.

<**Enter**> refers to the keys marked ↵ or Enter

A hyphen means that you press two keys together: ie, <**Ctrl-T**> means “while holding down <**Ctrl**>, press and release <**T**>”.

Before you start - README

Every *Scetlander* program supplied on disc has a README file which may contain tips, suggestions, ideas and information on changes etc made after the documentation was printed. Please refer to your QUICK-START GUIDE for details before loading the program.



About the program

HENRIETTA's BOOK of SPELLS helps improve spelling and language skills. By generating a continual supply of randomly generated questions, it provides varied and stimulating practice with words for a wide range of abilities. It can also be used extremely effectively by English speaking students learning other languages and also by those for whom English is a second or foreign language.

A major feature of the program is the extensive Parent/Teacher Section which enables easy adjustment to suit every user. We strongly advise careful study of this section (accessed from the Control Screen) to ensure a comfortable starting point for each student.

The program has **five exercises**, each with **three skill levels** and a **choice of words from five to nine letters**. You can also set the program to focus exclusively on any one of the five exercises. A clever **help system** provides assistance when required.

An initial supply of over 2500 words in two word lists may be used as supplied or edited to suit individual requirements. You can even replace any or all words with those of a foreign language. (See page 11, *Customising the program*.)

A comprehensive **results monitoring facility** may be switched on or off to enable a student's progress to be recorded. It can also be used to check the work done by up to ten different students after each has completed a set of exercises. Results may be printed for future reference.

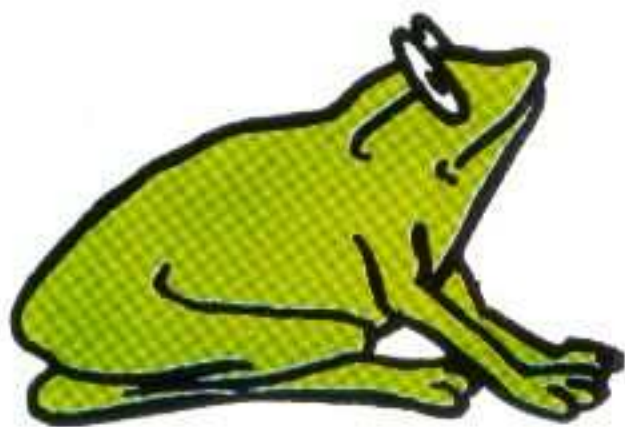
Exercises are linked to an **absorbing storyline** featuring Henrietta, Hopeless Henry, Cedric the Skeleton and Morgana the Morbid. The computer monitors progress automatically and the level of challenge can be adjusted (up or down) after each set of exercises has been completed.

Although there is **no time limit** to complete each exercise, a clock on each screen shows the actual time taken plus penalty time for clues requested. Three separate **high score tables** (one for each skill level), enable friends or colleagues to join in the challenge. This adds to the fun (low time = high score; high time = low score).

We suggest this program be set up initially by an adult to ensure that the user understands exactly what needs to be done. Some gentle guidance can be greatly appreciated at first. Once the principles are understood, you will be amazed how little has to be done and how long the program will hold attention. The generous supply of randomly generated problems guarantees boredom-free practice. The results will speak for themselves.



National Curriculum



The program deals with several important aspects of the National Curriculum. It will help with reading, spelling and familiarity with a wide range of words.

If you edit either or both word lists and insert foreign words, the program can then be used for foreign language work in a most enjoyable and challenging manner. Set up in this way, it is particularly suitable for older children and adults.

Use the program with small groups (children and/or adults) and it can become a focal point for animated debate. This helps develop essential social skills such as communication, understanding and co-operation. Encourage the use of reference books, especially dictionaries and encyclopaedias.

Remember: Off-computer activities can be just as important as use of the program itself.

The story so far . . .

Henrietta and Hopeless Henry were recently married. But alas, their happiness is short-lived. You see, Henry attracts trouble like a magnet attracts pins. While out for a stroll, he stumbles upon Castle Spellalot, home of Morgana the Morbid, an evil and nasty witch. She simply hates happy people! So to make Henry miserable, she turns him into a frolicking, fat frog! Only Henrietta (with a little help from you) can save him from a life of leaping, swimming and croaking.

To undo Morgana's evil work, find the **magic letters** which make the **magic word** (something in Morgana's garden). Only then can you reverse the spell and return Henry to his normal, handsome self.

But remember: Morgana the Morbid will take advantage of any mistakes you make.
You have been warned!

Loading instructions

Before using this program for the first time, please spend a few minutes studying the accompanying **QUICK-START GUIDE**. It will give you essential information to ensure trouble-free operation.



Getting started

An important feature of HENRIETTA's BOOK OF SPELLS is the ease with which it may be configured to suit any user. If you wish to customise the program now, go to the **Parent/Teacher Section** via the Control Screen. You can then view and alter a wide range of parameters by following on-screen instructions. **Help** is available at every stage, if required.

If you wish to try the program initially using the defaults set by us, follow these instructions:

- 1 After loading the program (see QUICK-START GUIDE), press <Space> until you reach the screen which outlines your task and asks your name.
- 2 Type your name then press <Enter>
- 3 Select starting level; type a number from 5 (relatively easy) to 9 (relatively difficult) then press <Enter> The first page of the book will open.
- 4 Select one of the five exercises by pressing <Space> or the "up" and "down" cursor keys, then press <Enter>
- 5 Follow on-screen instructions. If you require clues or help, press <F1> when it is displayed. Try to answer each question but don't worry if you get some wrong. After three incorrect attempts, the correct answer is always given. Press <Space> and the next question appears.
- 6 As you complete each exercise successfully, you will be rewarded with a magic letter. Find all five magic letters and then perform one final task before Henry is transformed from frog to man.
- 7 Your session finishes either when you complete this final task or when you use <Esc> to return to the screen referred to in step 1 above.
- 8 If you have scored highly enough, your name and results will appear automatically on the High Score Table.
- 9 With **Record results** set at YES, your performance may be reviewed. (See Parent/Teacher Section.)

NOTES:

- 1 You can return to the Control Screen at any time by repeatedly pressing <Esc>
- 2 Resetting your high score tables is usually unnecessary. However, should you wish to do this, locate the file named **scores. dat**. This contains the data relevant to each of the three high score tables. To reset them (all or none), delete or rename the file. When you use your program, it will create a new (empty) file automatically as and when it is required.

Making a working copy

Please refer to your QUICK-START GUIDE.

Customising the program

You can configure this program very easily to suit any user. Do this via the Parent/Teacher Section (accessed from the Control Screen).

When replacing a word list with **foreign words**, we suggest you experiment by changing the small list first. Remember, as long as you retain the original word lists from your master disc, you can copy (these lists) back on to your working disc at any time. This would restore it to the original English version supplied. Copy the generated foreign word lists to a data disc for possible, future use. The relevant file names for the two lists are: MINWORDS.DAT and MAXWORDS.DAT. Note that the magic words list is stored in the MINWORDS.DAT file but must be edited separately. (See Parent/Teacher Section.)

Quitting the program

Please refer to your QUICK-START GUIDE.

Helpline

If you encounter a problem with this program, please do not hesitate to contact our **Customer Service Department**. You can write, 'phone, or fax. Whichever method you choose, we promise a prompt and helpful response.