Microzine®

The Learning Library on Disk

34

Secret Sentences · *Critical Thinking/Language Arts*

Mystery of the Olympic Impostors · *Reading/Problem Solving*

FYI: A Database of Inventions · *Social Studies/Science*

Case of the Missing Rose · *Problem Solving/Visual Discrimination*

◣◣SCHOLASTIC

Ages 9 and up

Microzine®

Student Handbook and Teacher's Guide

34

Secret Sentences • *Critical Thinking/Language Arts*
Mystery of the Olympic Impostors • *Reading/Problem Solving*
FYI: A Database of Inventions • *Social Studies/Science*
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SCHOLASTIC

CONTENTS

STUDENT HANDBOOK

Microzine

34

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 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 (for example, A>). The letter of the prompt corresponds with the disk drive.

3. If you want to load *Microzine* in the disk 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 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.*

SECRET SENTENCES: Type **SS** and then press Enter.

THE MYSTERY OF THE OLYMPIC IMPOSTORS: Type **TMOTOI** and then press Enter.

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

THE CASE OF THE MISSING ROSE: Type **TCOTMR** 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 want to exit a program or screen, make the Hand touch the word Exit, or the circle in front of Exit, and then press Return or Enter.

```
                    CREDITS
     Designed, Developed and Published by
                Scholastic Inc.
                   730 Broadway
           New York, New York 10003




                         ONEXT  OEXIT
```
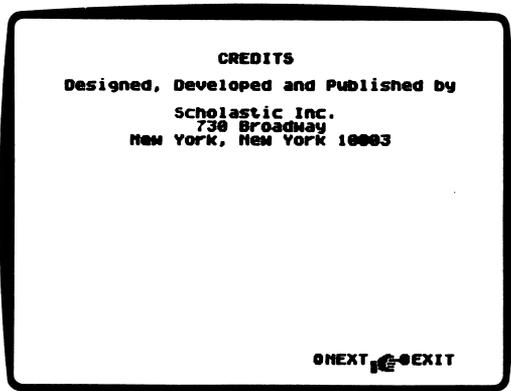
2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press Return or Enter.
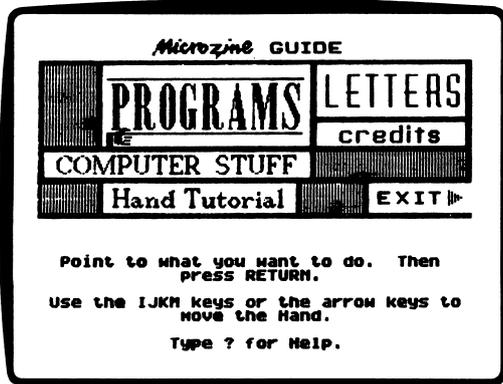
3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.
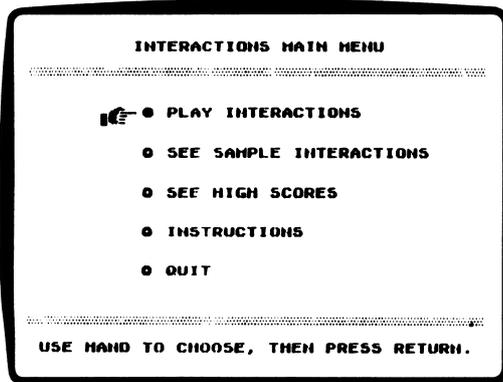
The *Microzine* Guide

There are six features on 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 list of the functions in Computer Stuff. See "Computer Stuff," page 29.

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 7.

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.

SECRET
SENTENCES
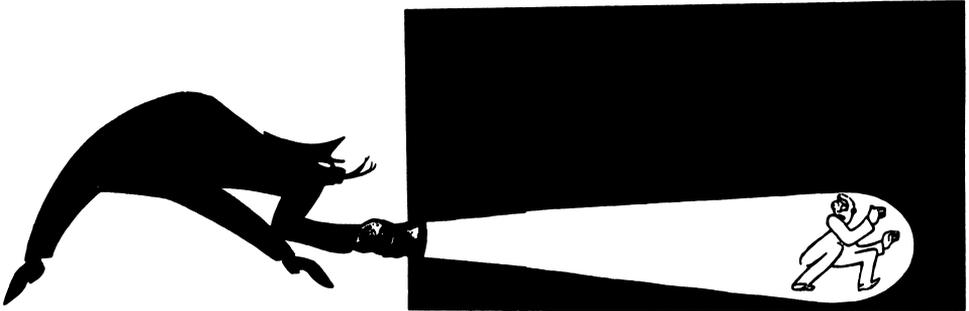
What You Will Find

In "Secret Sentences" you will see sentences with all the vowels and punctuation, but with dashes where consonants belong. Guess words, reveal letters, and read clues to solve each Secret Sentence. You may create your own sentences, too! Save them on a data disk and challenge your friends to uncover the secrets.

Copy "Secret Sentences"

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 "Secret Sentences."

Data Disk
To use "Secret Sentences" you will need a data disk initialized by the Computer Stuff feature in *Microzine* (page 29). Now is the time to initialize a data disk.

"Secret Sentences" MAIN MENU
The "Secret Sentences" MAIN MENU has three functions or things you may do. They are PLAY SECRET SENTENCES, CREATE SECRET SENTENCES, and INSTRUCTIONS.

PLAY SECRET SENTENCES
Choose PLAY SECRET SENTENCES to solve the *Microzine* Secret Sentences or Secret Sentences you created using "Create Secret Sentences" (page 14).

Tell "Secret Sentences" the number of players you are playing with, and press Return or Enter. You may play alone, with one friend, or with up to four teams.

Next type the name of each player or team, and press Return or Enter. A name may be up to seven characters long.

A "Secret Sentences" File Menu
There are two kinds of "Secret Sentences" you may play: *Microzine* Sentences, and Data Disk Sentences. Use the arrow keys or IJKM to choose the sentences you want to play, and press Return or Enter.

You will see a list of all the files of Sentences on the disk you choose. Use the arrow keys or IJKM to choose the file you want, and press Return or Enter.

"Secret Sentences" will tell you how many sentences are in the file you choose. Type the number of the sentence you want to play first, and press Return or Enter.

There are four PLAY SECRET SENTENCES options you may choose to solve each sentence. They are Guess a Word, Reveal a Letter, See Clues, and Guess the Sentence.

Use the arrow keys or IJKM to choose the option you want, and press Return or Enter.

- Guess a Word: Choose this option to guess a word in the sentence. Use the arrow keys or IJKM to move the cursor over the word you want to guess, and press Return or Enter. Then type the word. Type all the letters, including any vowels and consonants that are already revealed.

  You earn 10 points every time you guess a word correctly.
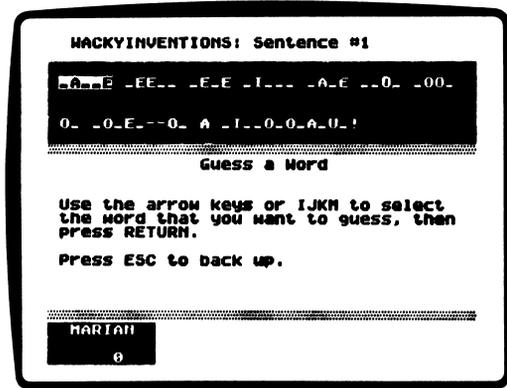
- Reveal a Letter: Choose this option to reveal one letter in a word. Use the arrow keys or IJKM to move the cursor over the letter you want to reveal, and press Return or Enter. The dash will change to the correct letter.

- See Clues: Choose this option to read a clue about the Secret Sentence. There are up to three clues for each sentence. Each time you read a new clue, you may reread the clues you've already seen.
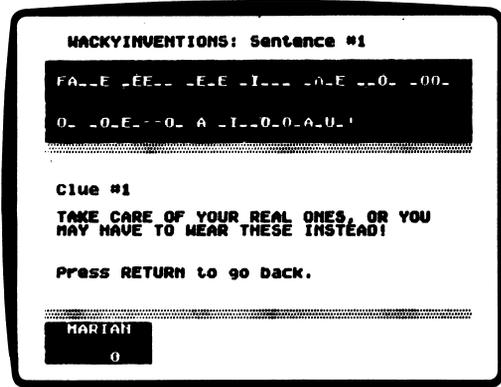
- Guess the Sentence: Choose this option to guess the entire Secret Sentence. Type all the words, including punctuation, letters, and words that are already revealed.

  You earn 500 points minus five points for every turn you took before guessing the sentence, when you guess the Secret Sentence correctly.

CREATE SECRET SENTENCES

Choose CREATE SECRET SENTENCES from the MAIN MENU to make your own sentences. There are three options, or things you may do. They are Create a Sentence File, Add to a Sentence File, and Edit a Sentence. Use the arrow keys or IJKM to move the Hand over the option you want to do, and press Return or Enter.

- Create a Sentence File: Choose this option to make a file in which you'll save your Secret Sentences.

  Type a name for your Sentence file, and press Return or Enter. It may be up to 15 characters long. Then put your data disk in the drive. Now you may write a Secret Sentence.

- Add to a Sentence File: Choose this option to add sentences to a file already saved on a data disk. Use the Hand to point to the file to which you want to add sentences, and press Return or Enter. Now you may write more Secret Sentences.

- Edit a Sentence: Choose this option to edit a sentence you created and saved in a Sentence file. Use the Hand to point to the file in which the sentence you want to edit is saved, and press Return or Enter. Then type the number of the sentence you want to edit. Now you may rewrite your Secret Sentence.

Write Your Secret Sentence

You will write your Secret Sentence in the box at the top of the screen.

```
 nE: Sentence #1

 TYPE YOUR SENTENCE HERE.  ■



 .............................................



         Write your Secret Sentence.

     Use the arrow keys to move the
     cursor.  Press DELETE or Ctrl-D
     to delete.  Press RETURN when
     you are done, or ESC to back
     up.
```
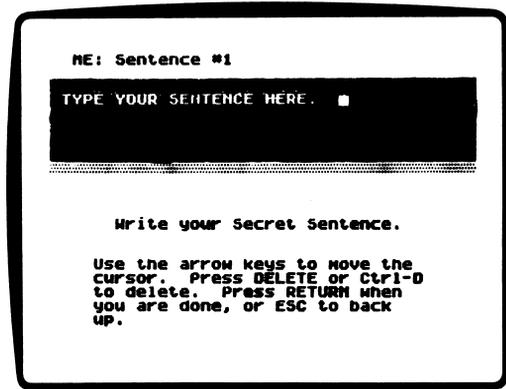
Type your Secret Sentence, including all punctuation. If you make a mistake typing, use Ctrl-D or the Delete key to erase. Press Return or Enter when you're done.

"Secret Sentences" will ask if you want to keep this sentence. Type **Y** to keep it or type **N** to start over.

"Secret Sentences" will ask you to write a clue for your Secret Sentence. You may type clues in the center of the screen under the label "Clue."

```
NE: Sentence #1

TYPE YOUR SENTENCE HERE.



    Clue #1
    TYPE YOUR CLUE HERE.█


    Use the arrow keys to move the
    cursor.  Press DELETE or Ctrl-D
    to delete.  Press RETURN when
    you are done, or ESC to back
    up.
```
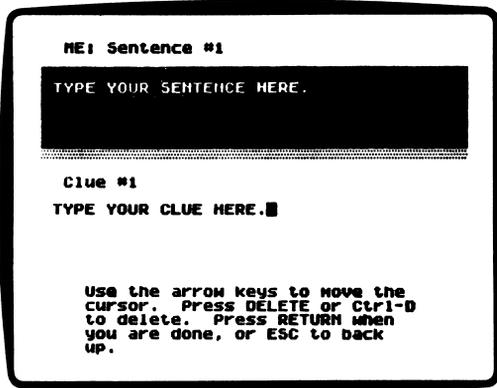
Type a clue and press Return or Enter when you're done. "Secret Sentences" will ask if you want to keep this clue. Type **Y** to keep it or type **N** to start over.

You may write up to three clues for each Secret Sentence you create. When you are done, you may review all your clues.

Once you are satisfied with your Secret Sentence and clues, press Return or Enter to save the sentence. You may now write another Secret Sentence.

INSTRUCTIONS
Choose INSTRUCTIONS from the MAIN MENU to read Instructions on how to play and create "Secret Sentences."

THE MYSTERY OF THE OLYMPIC IMPOSTORS

A Twistaplot™ Adventure

Detective Friday the 13th has called you for an important assignment. Three of the Olympic athletes from the tiny country of McCoy have been kidnapped and replaced with impostors. The impostors are McCoy's archenemies and certainly won't try to win any gold medals for McCoy. You've only got one hour to find the real McCoys before the Olympic Games begin! Hurry!

What You Will Find

You will fight your way through the bustling crowds heading into the Olympic Stadium. You will have to move carefully to avoid all the people walking in and out of the stadium. Once inside, you must figure out which athletes are the real McCoys, and which are impostors.

Once all three impostors are identified, you must find the real McCoys who are hidden somewhere in the Olympic Hall of Fame. Good luck!

Moving through "The Mystery of the Olympic Impostors"

Use the following keys to move through "The Mystery of the Olympic Impostors" and to safely enter the Olympic Stadium.

Apple II Plus	**Apple IIe/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

The Electronic Olympic Almanac

Use the Electronic Olympic Almanac to find out information about past Olympic winners and events.

Time

You only have one hour to find the real McCoys! There are three ways you will lose time.

You will lose 10 minutes each time you bump into somebody on the way into the Olympic Stadium.

You will lose 10 minutes each time you wrongly accuse an athlete of being an impostor.

And, you will lose 10 minutes each time you wrongly congratulate an athlete for being a real McCoy.

Password

If you want to stop reading the story and continue "The Mystery of the Olympic Impostors" another time, press Esc at any time.

The program will ask you to type a password. Remember it! Then, when you read "The Mystery of the Olympic Impostors" again, you may enter your password and continue the story.

Helpful Hints

Here are a few hints to help you separate the real McCoys from the impostors!

- When you meet the athletes, use the Electronic Olympic Almanac to make sure they have answered your questions correctly. Don't waste valuable time wrongly accusing or congratulating the athletes.

- You will learn a lot of facts about past Olympic greats in the Olympic Hall of Fame. Write down information that seems important. You will have to use your knowledge of past Olympic athletes to free the real McCoys.

FYI: A DATABASE OF INVENTIONS

A Database Feature

What You Will Find

"FYI: A Database of Inventions" is a database of over 100 inventions. 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.

You may play the database game show "Who Done It?" by searching the database to match inventors with their inventions. If you are successful, you will see a special treat!

"FYI: A Database of Inventions" MAIN MENU

"FYI: A Database of Inventions" has three functions, or things you may do. They are SEARCH THE DATABASE, PLAY "WHO DONE IT?", and INSTRUCTIONS.

SEARCH THE DATABASE

Choose this function to look through the database. SEARCH THE
DATABASE has six options, or things you may do. 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 of inventions.

There are seven categories you may use to search the database.
They are Communication, Agriculture, Textiles, At Home,
Medical/Science, Transportation, and Info Processing.
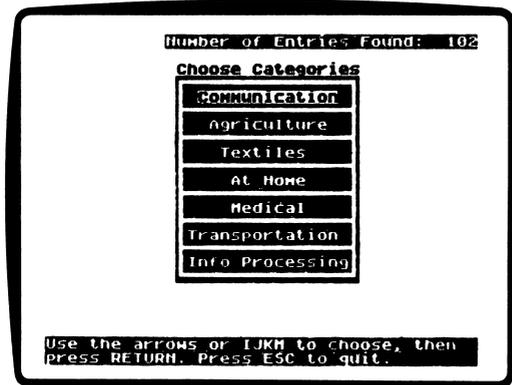
Use the arrow keys or IJKM to choose a category, and then press
Return or Enter. You will see a list of subcategories you may search
under.

Subcategories: There are up to six subcategories under each category. For example, the subcategories under Agriculture are Hand Tools, Machines, Foods, Growth/Storage Aids, and Clear.

```
┌─────────────────────────────────────────┐
│      Number of Entries Found:   102      │
│          AGRICULTURE                     │
│      ┌─────────────────────────┐         │
│      │      Hand Tools         │         │
│      │      Machines           │         │
│      │      Foods              │         │
│      │  Growth/Storage Aids    │         │
│      │   Clear Category        │         │
│      └─────────────────────────┘         │
│                                          │
│                                          │
│   Use the arrows or IJKM to choose, then │
│   press RETURN. Press ESC to quit.       │
└─────────────────────────────────────────┘
```

Use the arrow keys or IJKM to choose a subcategory, and then press Return or Enter. The Choose Categories menu will appear. The subcategory chosen will now be listed next to its category. Choose Clear, the last subcategory listed, to unselect the subcategory.

```
┌─────────────────────────────────────────┐
│      Number of Entries Found:   5        │
│          Choose Categories               │
│      ┌─────────────────────────┐         │
│      │     Communication       │         │
│      │  Agriculture│Foods       │         │
│      │     Textiles            │         │
│      │     At Home             │         │
│      │     Medical             │         │
│      │   Transportation        │         │
│      │   Info Processing       │         │
│      └─────────────────────────┘         │
│                                          │
│   Use the arrows or IJKM to choose, then │
│   press RETURN. Press ESC to quit.       │
└─────────────────────────────────────────┘
```
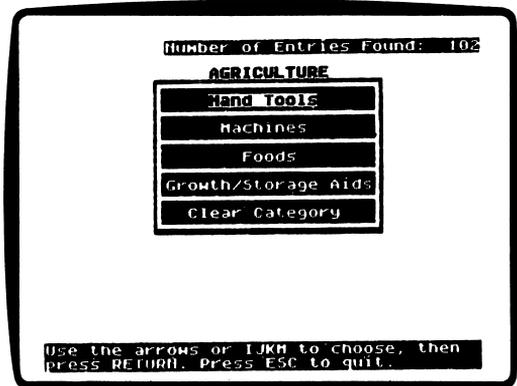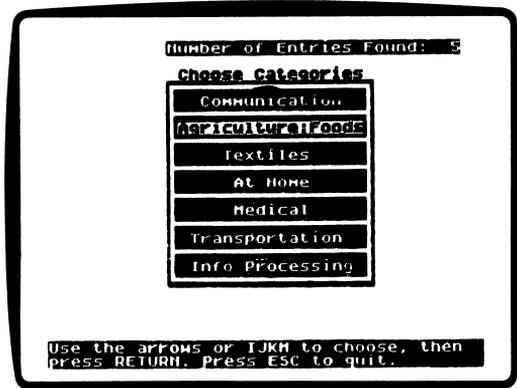
The program will search the database for inventions in the subcategory you chose. The number of entries found will appear in the upper-right corner of the screen.

Use the arrow keys or IJKM to choose any other category to search. In one search, you may choose as many categories as you like, but you may only choose one subcategory within each category.

- Look at Entries: Choose this option to look at all the entries in the database in alphabetical order or to see all the entries found in a search.
- Word Search: Choose this option to search the database for 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 may type up to 25 characters. The program will search the database for entries that contain the characters you typed.

If you already narrowed down your search by choosing Categories, Word Search will only search through that limited list of entries.
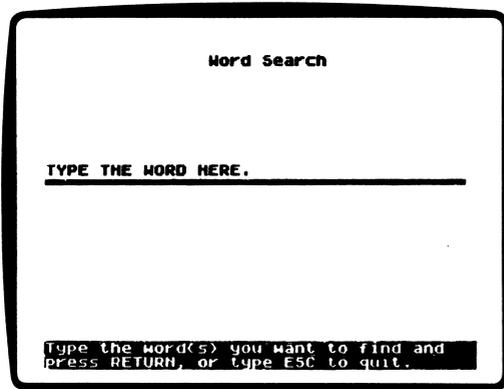
```
                    Word Search




TYPE THE WORD HERE. _____




Type the word(s) you want to find and
press RETURN, or type ESC to quit.
```

For example, suppose you want to see all the inventions in the database that mention, or were invented by Thomas A. Edison. Choose Word Search and type **EDISON**. The program will find eight entries in the database.

To find out how many of these eight inventions involve sound, choose Word Search again and type **SOUND**. The program will search through the eight entries and find three entries in the database.

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

Before starting a new word search, make sure to clear the previous Word Search by choosing Clear from 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. Also choose this option to see a list of the entries found in a search.

Use the arrow keys or IJKM to choose the entry you want to read, and press Return or Enter. The entry you chose will appear on the screen. You may only read one entry from the List of Entries at a time. Press Return or Enter to go back to the SEARCH THE DATABASE menu.

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

The printer will ask if you want to have the Line Feed option turned on. Type **Y** for Yes or **N** for No.

The Line Feed option moves the paper through the 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. Choose (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. Choose (Yes).

To test whether you need the Line Feed option turned on or off, print one 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 a previous search. Always choose this option before beginning a new search.

PLAY "WHO DONE IT?"
Choose this function to play the database game, "Who Done It?".

"Who Done It?" is a game show in which you meet Mystery Inventors. They will tell you a little about themselves and their inventions. From this information, you must figure out who they are.

If you don't know who the Mystery Inventor is, or if you guess incorrectly, press Esc to return to the database. Then search the database to find the answer.

When you know who the Mystery Inventor is, choose PLAY "WHO DONE IT?" on the MAIN MENU again. The program will ask if you want to return to the game where you were playing before, or if you want to start playing from the beginning.

Use the arrow keys or IJKM to choose, and press Return or Enter.

INSTRUCTIONS
Choose this function to learn how to use the database and play the database game "Who Done It?".

MONITOR MYSTERY

"The Case of the Missing Rose"

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 thorny mystery?

What You Will Find
You will read a story, look at a picture, and then answer questions to solve "The Case of the Missing Rose."

Monitor Mystery MAIN MENU
Monitor Mystery has two functions, or things you may do. They are INSTRUCTIONS and "THE CASE OF THE MISSING ROSE."

INSTRUCTIONS

Choose this function to learn how to solve "The Case of the Missing Rose."

THE CASE OF THE MISSING ROSE

Choose this function to solve "The Case of the Missing Rose." 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 IIe/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 Missing Rose."
Your 221B computer will tell you if all your deductions are correct.

If one or more of your deductions is 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 or **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.

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.

COMPUTER
STUFF
A Utility
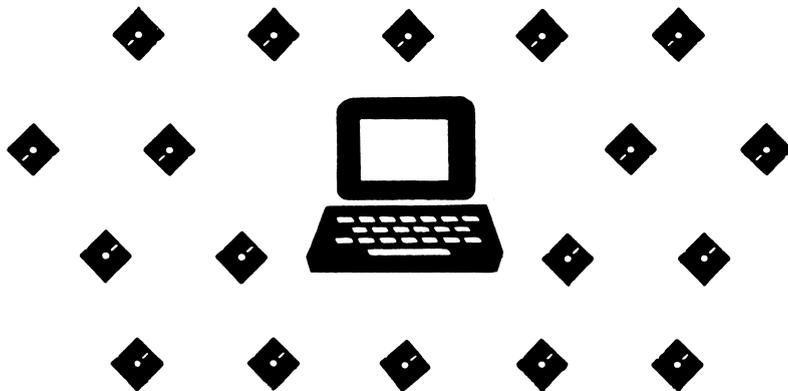
What You Will Find
On the "Computer Stuff" MAIN MENU, you will find COPY A
PROGRAM and INITIALIZE A DISK.

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. If you are using the Apple
version, use any ProDOS copy utility to make a copy of "Secret
Sentences." If you are using the MS-DOS version, select COPY A
PROGRAM to make a copy of "Secret Sentences."

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*.

NOTE: 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.

If you are using the Apple version of *Microzine*, to initialize a data disk, use the Hand to choose INITIALIZE A DISK and then press Return.

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

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.

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.

If you are using the MS-DOS version of *Microzine*, use any MS-DOS utility to initialize, or format, a disk.

MICROZINE
SCOPE & SEQUENCE
CHART

CRITICAL THINKING SKILLS	SECRET SENTENCES	THE MYSTERY OF THE OLYMPIC IMPOSTORS	FYI: A DATABASE OF INVENTIONS	THE CASE OF THE MISSING ROSE
Comparing/Classifying			•	
Sequencing	•			
Analyzing		•		•
Inferring	•	•		•

CURRICULUM AREAS

	SECRET SENTENCES	THE MYSTERY OF THE OLYMPIC IMPOSTORS	FYI: A DATABASE OF INVENTIONS	THE CASE OF THE MISSING ROSE
Reading/Language Arts	•	•	•	•
Math/Problem Solving				
Science	•		•	•
Social Studies	•	•	•	
Fine Arts				
Computer Literacy			•	

INFORMATION PROCESSING SKILLS

	SECRET SENTENCES	THE MYSTERY OF THE OLYMPIC IMPOSTORS	FYI: A DATABASE OF INVENTIONS	THE CASE OF THE MISSING ROSE
Word Processing/Publishing	•			
Database/Research			•	
Maps/Charts/Graphs				
Visual Discrimination				•

SECRET SENTENCES

Microzine's **Critical Thinking Feature**

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

VOCABULARY PREVIEW: abominable, burs, fatal, matter, prey

SCHOOL ACTIVITIES

CRITICAL THINKING/DISCUSSION: In "Secret Sentences" students find sentences with a series of blanks, vowels, and punctuation. From this, they must fill in the sentence. Develop with your students a plan they can use to figure out the sentences. First ask students to analyze the one- and two-character words in the sentence, and deduce what they may be. For example, if they see "i_" it may form the word "it" or "in." Next have students read the clues and make deductions about the subject of the sentence. Encourage students to think of all the topics the sentence may be about, and write their suggestions on the blackboard. Once students have developed a working hypothesis as to the sentence subject, ask students to plan their next three turns. Do they know enough to guess any words? Do they need to reveal more letters first?

Using this process of deduction and analysis, continue guessing words and revealing letters until students are ready to guess the sentence.

HOME ACTIVITIES

LANGUAGE ARTS/WRITING: Have students write five of their own secret sentences about the Olympic Games. Instead of removing the consonants from words, have them remove words with two parts of speech from each sentence. For example, in one sentence, tell students to insert blanks for all articles and prepositions. In another, tell students to insert blanks for all the verbs and adverbs. Ask them to identify the parts of speech in each sentence they write: subject, verb, predicate, and so on. Students may find the Activity Page on page 37 helpful in completing this assignment.

THE MYSTERY OF THE OLYMPIC IMPOSTORS

A Twistaplot™ Adventure

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

VOCABULARY PREVIEW: consecutive, decathlon, eerie, fraud, interrogate, pentathlon, vault

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SCHOOL ACTIVITIES

WRITING/RESEARCH: Have students select one of the athletes from the Olympic Hall of Fame or from the Electronic Olympic Almanac in "The Mystery of the Olympic Impostors" to research further. Instruct students to write a short report on the athlete they choose. Ask them to include in their reports the history of the athlete's Olympic event, and any world or Olympic records set.

GEOGRAPHY/RESEARCH: In your school or local library, have students use the Guide to Periodical Literature to find information on which countries sent a team of athletes to the 1988 Summer Olympic Games in Seoul, South Korea. Using a world map or globe, put a flag or pin next to each country that participated in the Games.

HOME ACTIVITIES

ART & DESIGN: Have students draw pictures of themselves as an Olympic athlete in their favorite sport. Have them include in their pictures the clothing and equipment that the sport they choose requires.

FYI: A DATABASE OF INVENTIONS

A Database Feature

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

VOCABULARY PREVIEW: amplify, flammable, pigment, shaft, silicon, textile, vacuum

SCHOOL ACTIVITIES

PROBLEM SOLVING/DISCUSSION: It's been said that necessity is the mother of invention. Using this as a starting point, lead your class in a discussion about the origins of invention.

Explain that first people recognize a need. Then they analyze their situation and the tools they have available to them to figure out ways to satisfy this need. For example, before there were roads and road signs, travelers were getting lost as they tried to go from one place to another. They recognized a need to find a way to determine direction, which may have lead to the invention of the compass. Have students suggest other needs and the inventions that filled these needs.

After a general discussion of needs and inventions, limit the discussion to classroom needs, and list their suggestions on the blackboard. Analyze their needs, listing all the things an invention should have or do to satisfy their needs.

HOME ACTIVITIES

ART & DESIGN: Inventions that satisfy most of the students' needs probably already exist. For needs for which no invention exists, have students use the "list of things an invention should have or do," to draw a picture of their new invention.

"THE CASE OF THE MISSING ROSE"

A Monitor Mystery

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

VOCABULARY PREVIEW: additives, botany, exhibit, greenhouse, preservatives, soil

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SCHOOL ACTIVITIES

SCIENCE: In this Monitor Mystery, Iris's rose appears to be missing from the science fair exhibit. Upon closer examination of the exhibits at the fair, the rose is found in Kim's exhibit, although it's now blue. Changing the color of a flower's petals is a science experiment that you can do in your classroom. All you need are two white flowers— any type will do. Cut the stems of both flowers. Place one in water mixed with food coloring—a dark color will work best, such as red, blue, or green. Place the other flower in regular tap water to act as a control for the experiment. Check the flowers after one hour. The petals of the flower in food coloring will begin to change color. Ask students to examine both flowers and explain what happened. Have them look at the flowers several times over the next few hours and note any changes.

As a variation of this experiment, you may also cut the stem of one flower in half vertically, and put each half in a separate cup of water and food coloring. The petals will turn two different colors.

READING FOR DETAIL/WRITING: Students must determine which of the facts and details in the mystery are important and which are not. Have students write down all of the relevant facts they find in "The Case of the Missing Rose," in both the story and the picture. Have them write a sentence explaining why they feel that each fact or clue they find is important.

Students can use the "Case of the Missing Rose" Activity Page on page 38 to complete this activity.

HOME ACTIVITIES

DESIGN/SCIENCE: Have students design a project they would enter in a science fair. Suggest that they think of a science topic that interests them. Have students write a description of the scientific concepts their project would exhibit, and list the things they would need for their project. Then have students draw a picture of how their science fair project would look.

SENTENCE SETUP

Use the chart below to help you write your own secret sentences in which the secret is missing parts of speech. Write a sentence, and don't forget to include punctuation and blank spaces between words.

_____

_____

_____

Now write your sentence, one word at a time.

	WORD	**PART OF SPEECH**
# 1	_____	_____
# 2	_____	_____
# 3	_____	_____
# 4	_____	_____
# 5	_____	_____
# 6	_____	_____
# 7	_____	_____
# 8	_____	_____
# 9	_____	_____
#10	_____	_____

SUSPECT SORTER

Use the chart below to list the facts you uncovered about the suspects and the clues in "The Case of the Missing Rose." If you're a super sleuth, you will be able to figure out who the guilty culprit is!

SUSPECTS   **CLUES/FACTS**

Ron   _____

                                _____

                                _____

Miguel   _____

                                _____

                                _____

Kim   _____

                                _____

                                _____

Willie   _____

                                _____

                                _____
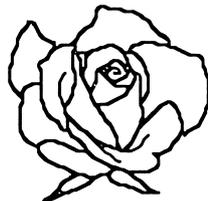
Monitor Mystery

Detective Diploma

Has Solved

The Case of the Missing Rose

And Has Hereby Demonstrated
All The Skills Necessary To Become
An Official Monitor Mystery Detective

Detective Ed Minkly

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*
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