

Speed Reader™

Double, triple, or quadruple your reading speed and increase your comprehension.

For ages 14 through adult



MACINTOSH 512/PLUS/SE

 **Davidson.**
Teaching Tools From Teachers

Speed Reader™

Formerly Speed Reader II

Dear Future Speed Reader,

For most people, time is the scarcest of all commodities. That's why we've designed Speed Reader---to increase your reading speed and comprehension so you become a more efficient reader and understand more of what you read.

Speed Reader lets you work at your own pace through its six separate speed reading activities and extensive on-screen reading materials. The program uses proven reading techniques to make dramatic improvements in reading speed and comprehension.

So whether you read the Wall Street Journal, school textbooks or Agatha Christie mysteries, Speed Reader makes reading more fun and enjoyable.

Jan Davidson
Jan Davidson, Ph.D.
Founder & President
Davidson & Associates, Inc.

P.S. Please let me hear from you. Your successes are our greatest reward.

Level

Ages 14 through adult

Benefit

Double, triple, or quadruple your reading speed and increase your comprehension.

Each activity uses proven techniques to increase your reading speed and comprehension.

Macintosh Screen



Features

- Increase reading speed at your own pace with sequential reading activities
- Understand more of what you read using the comprehension exercises
- Add your own reading passages and comprehension questions to the program with the easy-to-use editor

File Exercise Help

Paced Reading

Phineas Taylor Barnum was undoubtedly America's first great showman. In 1842, he purchased the nearly defunct American museum and within a year turned it into the most popular place of amusement in New York City. More people visited Barnum's American museum than visited the British Museum. Barnum's amazing advertising techniques turned it into the most profitable institution of its kind in the world.

Barnum's view of advertising was to "promise everything for next to nothing." And he did this with energy and dedication. For a mere 25-cent admission ticket, a visitor

(press mouse button)

Learn to quickly scan passages and identify key elements of the content.

Macintosh Screen



Davidson.

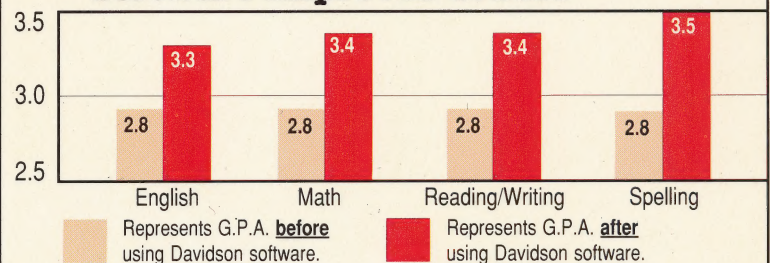
Teaching Tools From Teachers

SR/MAC



ISBN 0-918585-29-5

UCLA Study* Verifies Davidson Software Improves Grades



* This chart was created from information gathered in an independent study by MBA students at UCLA's Anderson Graduate School of Management.

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Copying *Speed Reader II*

Speed Reader II is now provided on a "master" disk that contains special identifications that the Macintosh must read before you use the program. You may copy *Speed Reader II*, either to a hard disk or to a 3 1/2" disk. If you use a copy, you will be asked to insert the master disk briefly each time you begin using *Speed Reader II*, so that the special identification can be read. If you do not insert the master disk when asked, the copy will work only as a demo disk, allowing you to use all of the exercises in the program, but with limited reading selections.

**SPEED
READER IITM**

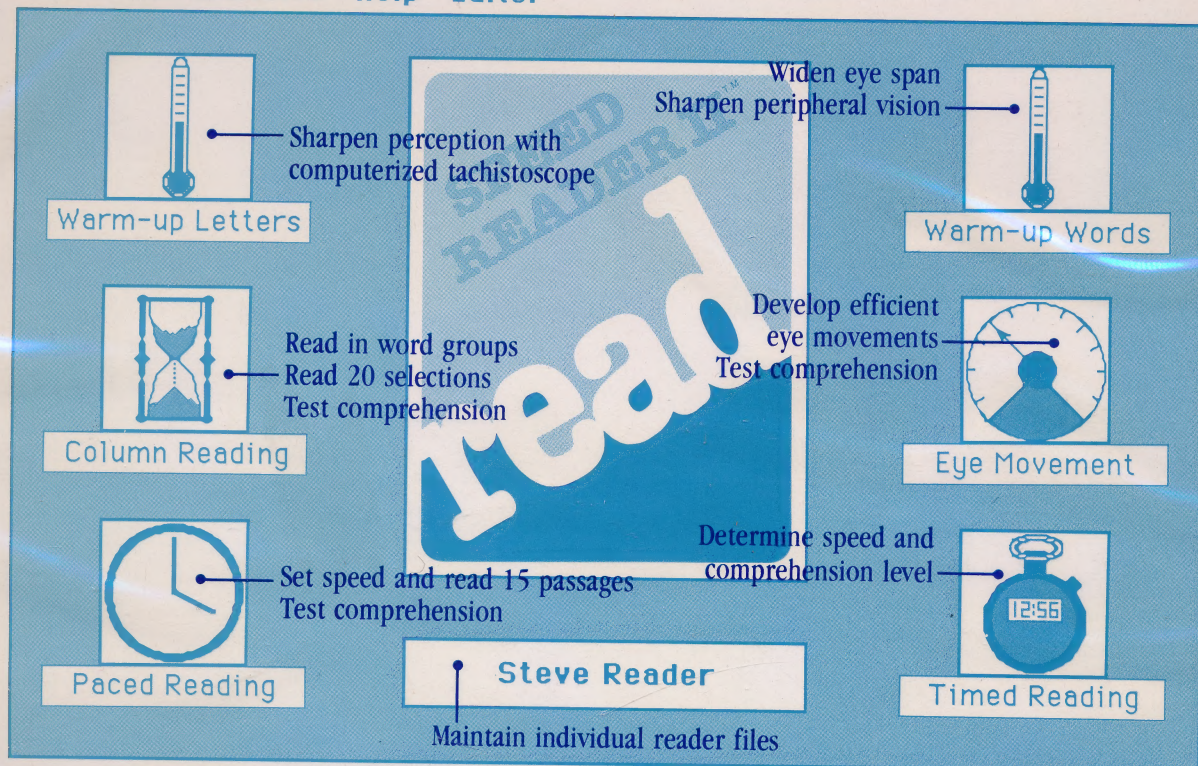
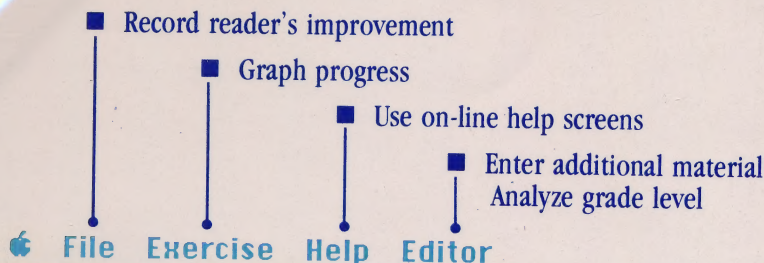
me201

Macintosh

SPEED READER II^{T.M.}

OBJECTIVE: To increase reading speed and comprehension

LEVEL: For high school, college, and adult readers*



Break the speed limit with your Mac! Double, triple, even quadruple reading speed and improve your comprehension with this award-winning program!

D Davidson. Educational Software that Works.

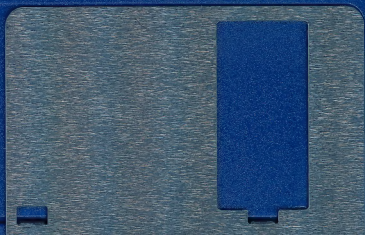
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(213) 373-0971 • (800) 556-6141 (outside California)

**Additional data disks are available at various grade levels.*

SPEED READER II^{T.M.}
for Apple Macintosh

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L9FMB006



SPEED READER II^{T.M.}

by Janice G. Davidson, Ph.D.

and Joel Cannon

Macintosh Version

read

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Davidson and Associates, Inc. reserves the right to make improvements in the product described in this manual at any time and without notice.

ONE YEAR WARRANTY

If your disk fails or is accidentally damaged within one year of purchase, return it to Davidson and Associates, Inc. with proof of purchase for a free replacement.

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INTRODUCTION

Welcome to *Speed Reader II* for the Apple Macintosh.

The six *Speed Reader II* exercises will help you improve your reading speed, your comprehension (how much you understand while you're reading), and your retention (how much you remember afterward). It will also make reading easier and more enjoyable.

The exercises will help build the skills you need for rapid, efficient reading. You'll be able to

- broaden your eye span (peripheral vision)
- increase your rate of perception (speed of recognition)
- train your eyes to move efficiently across a page, without wandering, slowing, or regressing.

These techniques are simple to practice and relatively easy to master. They've worked for thousands of people, and you'll be surprised at how soon they'll start to work for you.

Speed Reader II was tested on high school and college students at the Upward Bound educational facility in Palos Verdes, California. In private sessions under an instructor's direction, all Upward Bound students at least doubled their reading speeds. Most students tripled, and some even quadrupled their reading speeds. These spectacular gains in speed were made while students maintained or improved their comprehension levels.

The Apple Macintosh is the ideal computer for building your reading skills. Because no typing is required during the actual lessons, the Macintosh lets you focus entirely on improving your reading skills. *Speed Reader II* takes full advantage of the Macintosh's windows, icons, and flexible screen design.

This manual will tell you everything you need to know about using *Speed Reader II* to improve your reading speed. You'll find the program extremely easy to use—and the manual valuable as a reference guide and course outline.

If you're not comfortable with the basic operating procedures for the Macintosh, please review Apple's Macintosh Tutorial before using *Speed Reader II*.

GETTING STARTED

What You'll Need

To use this version of *Speed Reader II*, you'll need

- an Apple Macintosh with at least 128 K of memory
- the *Speed Reader II* disk.

If you want printed copies of *Speed Reader II*'s reports and graphs, you'll also need a printer.

Back-up Copies

Speed Reader II is copy-protected. However, you may make a copy of it as a "demonstration program" which will allow you to use all the activities with limited reading selections.

You may order a back-up disk for \$10 from

Davidson & Associates, Inc.
6069 Groveoak Place, #12
Rancho Palos Verdes, CA 90274

You must either send in a warranty card, or already have a warranty card on file with Davidson & Associates, Inc., in order to purchase a back-up.

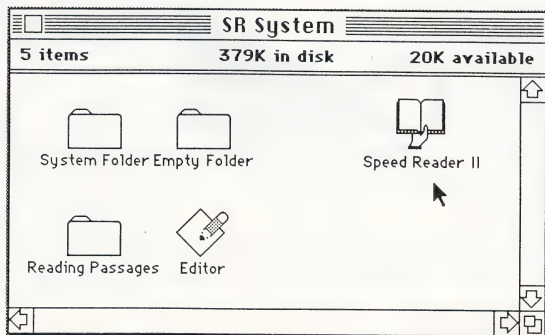
There is a one-year warranty on *Speed Reader II*. If you have a warranty card on file, Davidson & Associates, Inc. will replace any damaged or malfunctioning disk, free of charge, for one year from the date of purchase.

Starting Speed Reader II

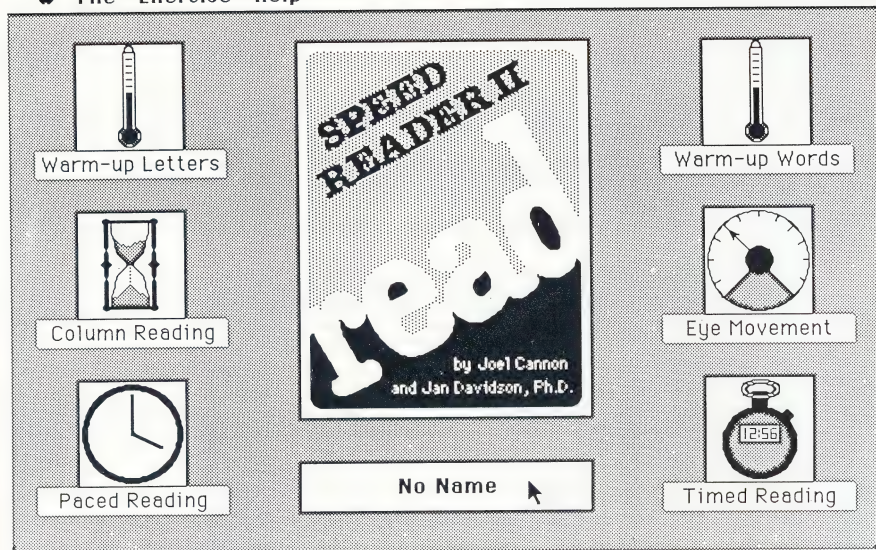
To start *Speed Reader II*:

- Turn on the computer.
- Place the *Speed Reader II* disk in the drive.

In a few seconds, you'll see the Macintosh Finder screen:



Double-click the *Speed Reader II* icon. You'll see a screen displaying all six *Speed Reader II* exercises:



This is the main screen. Each time you complete a Speed Reader II exercise—or if you leave an exercise before completing it—you'll come back to the main screen.

Help

The Help menu will give you more information about speed reading, as well as directions for using specific exercises.

- Pull down the **Help** menu.
- For basic information on starting to use *Speed Reader II*, select **Getting Started**.
- For information about a specific exercise, click the appropriate icon on the main screen, pull down the **Help** menu, and select **Directions**.
- To learn how a specific exercise will improve your reading skills, click the appropriate icon on the main screen, pull down the **Help** menu, and select **Theory**.

Signing In

To sign in for the first time:

- Pull down the **File** menu.
- Click the word **New . . .**

The image shows a rectangular dialog box with a double border. On the left side, the text 'New Student Name' is positioned above a single-line text input field. Below the input field are two buttons: 'Save' and 'Cancel'. On the right side, separated by a vertical dashed line, is the text 'SR System' above two buttons: 'Eject' and 'Drive'.

- Type your name.
- Click **Save**, or press the **Return** key.

The next time you use *Speed Reader II*, you'll pull down the **File** menu, select **Open**, then click to open the file with your name, or double-click the student file icon from the Finder screen.

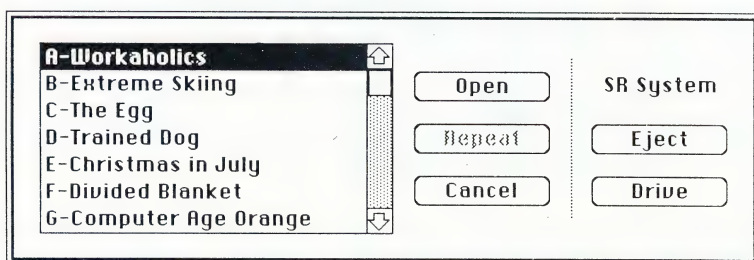
If this is your first experience with *Speed Reader II*, start with the Timed Reading exercise. Double-click the **Timed Reading** icon.

TIMED READING

Timed Reading lets you read a passage at your own pace. At the end of the passage, you'll see your reading rate displayed. Then you'll take a quiz to test your comprehension level. Your score includes your reading speed in words per minute (wpm) and your comprehension level.

Using Timed Reading

Double-click the Timed Reading icon. A dialog box will appear on the screen.



To begin:

- Click a title.
- Click **Open**.
- Click **Ready** to see the first page.
- Click to "turn the page."
- After reading the passage, click once to see your reading rate.

To take the quiz:

- Click to begin.
- Click the correct answer (A, B, C, or D), or type the answer.
- If the question mark is still visible, your answer is incorrect. Try again.

- When a correct response is given, an icon will appear in the box at the bottom of the screen:

Right the first time!



Right on the second try.



Right on the third try.



Right on the last try.



When you've answered all the questions, the scoreboard will display your score:

Granny Smith	
Timed Reading	
285 wpm	75%
A-Workaholics	
Record	Ignore

- Click **Record** to save your score.
- Click **Cancel** to return to the main screen.

Now you're ready to begin improving your reading skills. Double-click the **Warm-up Letters** icon.

WARM-UP LETTERS

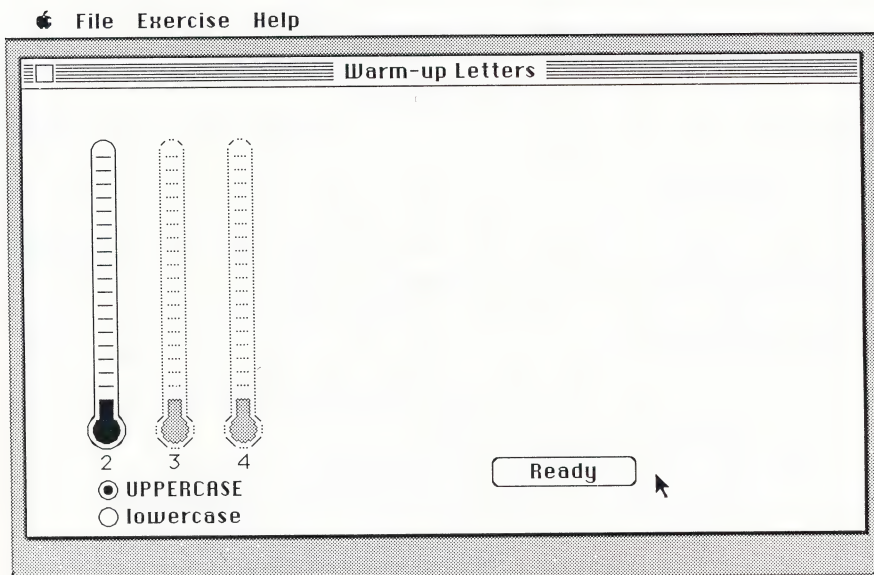
In the Warm-up Letters exercise, two letters will appear on the screen. If you correctly recognize these letters, the next group will appear for a briefer period of time. As you progress, the display time becomes increasingly brief. After you have mastered two letters, you will be challenged by three, and then four letters.

This exercise will widen your eye span and increase your rate of perception. **Eye span** (or **peripheral vision**) is a measure of how many letters or words you can recognize at one time. As you advance from two letters to three, and from three to four, you are learning to utilize your peripheral vision more effectively. Your **rate of perception** is the speed at which you recognize letters or words. As you work through each level of Warm-up Letters, your rate of perception will accelerate.

Remember, this is a warm-up—not a test. Don't worry if you miss a lot of letters at first; *Speed Reader II* will let you try until you get them right.

Using Warm-up Letters

There are three levels in the Warm-up Letters exercise—two letters, three letters, and four letters. The screen shows one thermometer for each level:



- Click the **Uppercase** or **Lowercase** button (you'll probably find uppercase letters easier to recognize).
- Get ready to focus on the target and read the letters that follow:



- Click **Ready**.
- Read the letters that appear.

Two columns of letters will be displayed.

- Click the appropriate letter in each column (or type the letters).
- If you select the correct letters, the mercury in the thermometer will rise.
- An incorrect selection will cause the mercury to fall.

As the mercury rises, the display time decreases. When the mercury reaches the top, the thermometer will “explode,” sending you on to the next thermometer.

To go faster:

- Drag the mercury upward with the pointer.

To change the number of letters in the exercise:

- Click the stem of another thermometer.

To start again after an interruption:

- Click **Ready**.

Remember to focus on the target. Don't move your eyes from side to side. Use your peripheral vision to take in all the letters at once.

To leave Warm-up Letters:

- Click the close box in the upper left corner of the screen.
- Click **Record** to save your score.

Return to the main screen and double-click the **Warm-up Words** icon.

WARM-UP WORDS

The Warm-up Words exercise is similar to Warm-up Letters, except that it challenges you with words instead of letters. It will further challenge your eye span and sharpen your perception.

Using Warm-up Words

The three thermometers indicate a choice of two words, three words, or four words.

Drag the mercury up or down the thermometer to increase or decrease your speed. To change the level of difficulty, click the stem of the appropriate thermometer.

To begin the Warm-up Words exercise:

- Get ready to focus on the target and read the words that follow.
- Click **Ready**.
- Click the appropriate word in each column (or type the first letter of the word).

To leave Warm-up Words:

- Click the close box.
- View your score and click **Record** to save it.

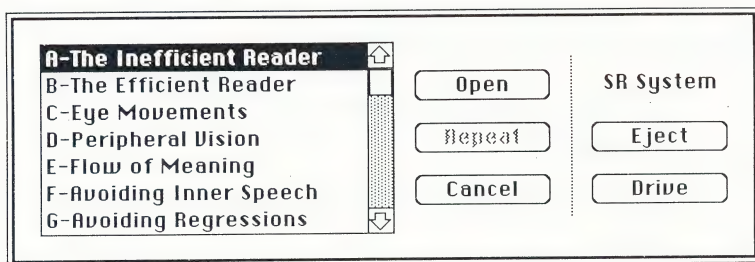
The remaining four *Speed Reader II* exercises use actual prose passages to help you improve your reading skills. To begin, double-click the **Column Reading** icon.

COLUMN READING

The Column Reading exercise builds on the skills you practiced during the Warm-up exercises. In the Column Reading exercise, the computer will highlight groups of words as you read down a column of prose. You will use your wider eye span as you read down the column in groups of words. You'll be able to increase your reading speed by gradually increasing the speed of the passage.

Using Column Reading

Double-click the Column Reading icon. This dialog box will appear:



The first ten passages listed are about speed reading. The last ten passages are on a variety of interesting topics.

- Click to select a passage, then click **Open**.
- The speed you see is the rate you established during Timed Reading. It may have been adjusted upward or downward depending on your comprehension score. You may change it if you wish. Click **OK**.
- Adjust the column width by pointing to the size box in the lower-right corner of the column.
- Press the mouse button and drag left to narrow the column, right to widen it.
- When the width is satisfactory, release the mouse button.
- Move the pointer off the column so it won't distract you while you read.
- Get ready to read each highlighted line.
- Click **Ready** to start the exercise.
- Read the passage and take the quiz to test your comprehension.
- Record your score. You may repeat the passage, select a new one, or click **Cancel** to return to the main screen.

The Eye Movement exercise is a natural follow-up to the Column Reading exercise.

EYE MOVEMENT

In the Eye Movement exercise, you will read groups of highlighted words across an entire line. This exercise will train you to move your eyes rhythmically from one group of words to the next. You will be able to select the number of pauses per line.

During the Eye Movement exercise, your eyes should pause only once on each group of words. Your head should remain still; do not move it from side to side.

The closer you can come to these goals, the more you'll benefit from the exercise.

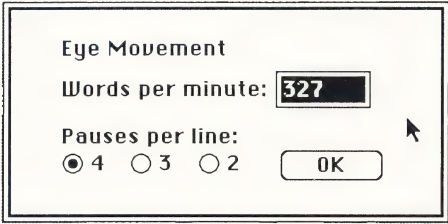
Using the Eye Movement Exercise

Eye Movement opens with a dialog box listing the passages that are available.

To begin Eye Movement:

- Click to select a passage.
- Click **Open** to start the exercise.

Now you'll be able to specify exactly how you want to read the passage:

A dialog box titled "Eye Movement" with a double border. It contains two settings: "Words per minute:" with a text field showing "327" and "Pauses per line:" with three radio buttons labeled "4", "3", and "2". The "4" radio button is selected. An "OK" button is at the bottom right, with a mouse cursor arrow pointing at it.

Eye Movement

Words per minute: 327

Pauses per line:

☒ 4 ☐ 3 ☐ 2

OK

To change the speed and number of pauses per line:

- Type in the new speed.
- Click the button to choose the number of pauses per line (four, three, or two).
- Click **OK**.
- Get ready to read each phrase as it is highlighted, and let the highlighting guide you through the passage.
- Click **Ready** to begin.
- Read the passage and take the quiz.
- After the quiz, your score will appear.
- Click **Record** to save your score and return to the Eye Movement dialog box.

It's very important to adjust the reading rate and eye span to your own reading patterns as you go through an exercise. If you find yourself trying to read ahead of the program, set the speed at a faster wpm (words per minute). If you find phrases disappearing before you have grasped them, reduce the speed slightly. If you find it easy to read the whole group of words without moving your eyes, increase your eye span by reducing the number of pauses per line. Try to push your speed a little higher each time you do an Eye Movement exercise.

From the Eye Movement dialog box, you can

- select another passage, or
- click **Cancel** to return to the main screen.

At the main screen, double-click the **Paced Reading** icon.

PACED READING

Paced Reading gives you the opportunity to combine the eye span and perception skills you've developed so far. You'll be reading longer selections at a preset pace. The effect is like reading a book while someone else turns the pages.

Using Paced Reading

When you double-click the **Paced Reading** icon, a list of passages will appear.

- Click to select and open a passage.
- Set your speed and click **OK**.

To adjust the window size:

- Point to the size box in the lower right corner of the window, and hold down the mouse button.
- Drag the size box up or down to increase or decrease the number of lines that appear on the screen at one time.

When the window size is satisfactory:

- Get ready to read the passage.
- Click **Ready** to see the first page.
- Read the passage and take the quiz.
- Record your score.
- Return to the dialog box to repeat the passage, select a new passage, or return to the main screen.

CHECKING YOUR PROGRESS

Return periodically to the Timed Reading exercise to learn how much your speed and comprehension have improved.

To measure your progress:

- Double-click the **Timed Reading** icon.
- Select a new passage.
- Read the passage.
- Take the quiz.
- Record your score.

GETTING A REPORT

Speed Reader II will keep a record of your progress during each session. You may view your scores on the screen, or print out the report.

To get a report:

- Pull down the File menu.
- Select Report.

The report displays all the exercises that you recorded for each session:

Report				
Speed Reader II Progress Report				
Johnny Appleseed				
Session #1	Mon, Mar 11, 1985	1:42 PM		
Timed Reading - A-Workaholics			472	100%
Warm-up Letters- 2 Letters			16	16/16
Warm-up Letters- 3 Letters			15	19/23
Eye Movement - A-The Inefficient Reader			522	75%
Eye Movement - C-Eye Movements			572	75%
Paced Reading - B-Extreme Skiing			522	100%
Session #2	Tue, Mar 12, 1985	1:26 PM		
Warm-up Words - 2 Words			16	16/16
Warm-up Words - 3 Words			7	12/16

If the report extends beyond one window, use the arrows on the scroll bar to see more.

To print a report:

- Make sure your printer is on-line and has paper.
- Pull down the **File** menu.
- Select **Page Setup**.
- Click the buttons to select paper size and orientation.
- Click **OK**.
- Pull down the **File** menu again.
- Select **Print**.
- Click the buttons to specify quality, page range, number of copies, and paper feed.
- Click **OK** to start printing.

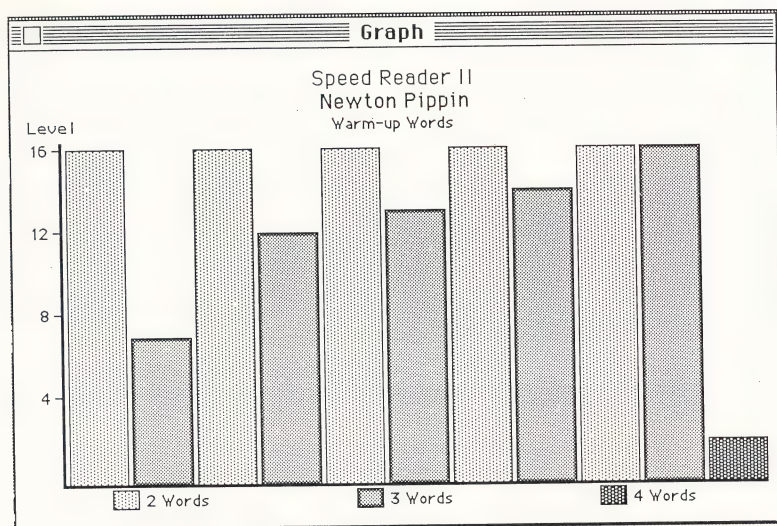
GETTING AND INTERPRETING A GRAPH

Speed Reader II will graph your scores for any of the six exercises. It can also print a copy of each graph for your reference.

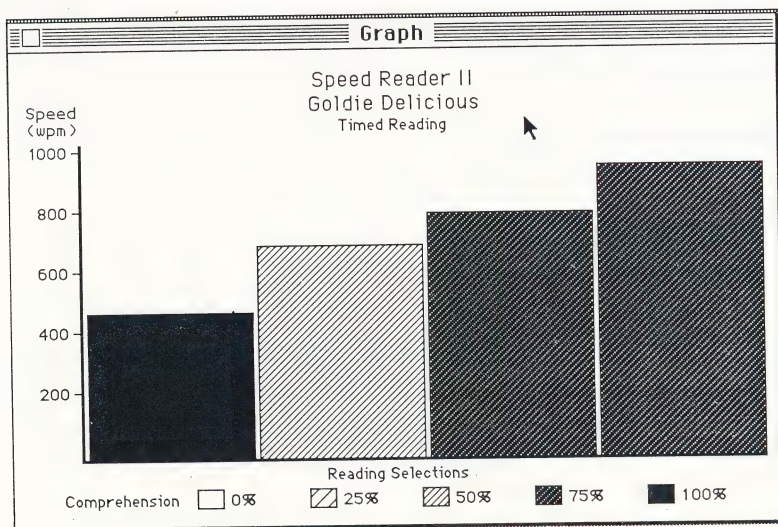
To see a graph of your scores:

- Go to the main screen.
- Click once on one of the six exercise icons.
- Pull down the **Exercise** menu.
- Select **Graph** from the menu.

A Warm-up Letters or Warm-up Words graph will display one column for each level you have attempted. The height of the column indicates the speed you reached for that exercise. The pattern of the column indicates the number of letters or words in that level.



A reading exercise graph will display one column for each Timed Reading, Paced Reading, Column Reading, or Eye Movement passage you've read. The height of the column gives your reading speed in wpm (words per minute). The pattern of the column indicates your comprehension level.



To see a graph of your scores for another exercise:

- Click the close box to return to the main screen.
- Click another icon.
- Pull down the Exercise menu and select **Graph**.

To print a graph:

- Make sure that your printer is on-line and has paper.
- Pull down the File menu.
- Select **Page Setup** to specify paper size and orientation.
- Select **Print** to specify quality, range, copies, and feed.
- Click **OK** to start printing.

CREATING STUDENT RECORDS

To create a new student file:

- Pull down the **File** menu and select **New**.
- Type a name into the box.
- Click **Save**.

If a file has already been created:

- Pull down the **File** menu and select **Open**.
- Select a name from the list.
- Click **Open**.

Each student file you create will appear on the Finder screen as an icon:



From the Finder screen, you can enter *Speed Reader II* by double-clicking the icon for the student file you want to use.

A SELF-STUDY COURSE USING SPEED READER II

Principles of Speed Reading

Reading involves both the eyes and the brain. The six exercises in *Speed Reader II* will strengthen and train your eyes to help you read more efficiently. As you work through each exercise, *Speed Reader II* tests your comprehension to make sure your brain and eyes are working together.

Before you begin the *Speed Reader II* self-study course, let's look at what occurs when you read.

Your eyes do not move smoothly and continuously across the printed line as you read. They move across each line in irregular spurts: they pause, focus, move quickly, pause, focus, and move again.

Each time your eyes pause, they recognize a word or group of words, sending the image of the printed word or words to the brain to be decoded into something meaningful. Each time your eyes move, they are not reading but merely getting into position to pause and read the next word or group of words.

Weak or sluggish eye movements can slow down your reading. Look at the following examples; the dots show where the reader pauses, and the lines show how many words the reader sees during each pause.



The inefficient reader reads word by word.

The diagram shows the sentence "The inefficient reader reads word by word." with seven dots placed above each word. Short horizontal lines connect each dot to the word below it, illustrating that the reader pauses for each individual word.



The efficient reader reads several words

The diagram shows the sentence "The efficient reader reads several words" with two dots placed above the words "efficient" and "reads". Long horizontal lines connect each dot to the words below it, illustrating that the reader pauses for groups of words rather than individual words.



each time his eyes pause.

The diagram shows the sentence "each time his eyes pause." with two dots placed above the words "eyes" and "pause". Short horizontal lines connect each dot to the word below it, illustrating the specific points where the eyes pause during reading.

The fewer pauses you make per line, the faster you will read. The less time you spend on each pause, the faster you will read. And the more efficiently your eyes move from one group of words to the next, the faster you will read. Thus, your reading rate is affected by your

- eye span
- rate of perception
- eye movement
- ability to decode the printed words.

Eye Span

If you currently read only one word per pause, and you widen your eye span to two words per pause, you will read twice as fast. If you widen your eye span to three words per pause, you will triple your reading speed.

To increase your eye span, you need to make better use of your peripheral vision. Most of us use our peripheral vision while walking, driving, playing sports—in every activity except reading. But peripheral vision is just as useful in reading as it is in the rest of our daily lives.

The chart below illustrates the importance of peripheral vision in reading. Start with the first line. Focus on the dot in the center of each line. Without moving your eyes from side to side, see if you can recognize all the letters on each line. Remember to focus on the dot—not the letters.

A	•	E				
G	A	•	K	L		
R	X	Y	•	B	P	Q
L	T	U	O	•	E	Z C N

You'll probably be surprised at how many letters your eyes can recognize at one time. Exercising your peripheral vision when you read can greatly widen your eye span.

Rate of Perception

The more rapid your perception rate—that is, the less time you spend each time your eyes pause—the faster you will read. Studies have shown that most of us can greatly increase our rate of perception. Reading teachers often use a tachistoscope—a device that displays words for a fraction of a second—to help their students do this. The Warm-up Letters and Warm-up Words in *Speed Reader II* work on this principle; they speed up your rate of perception and increase your eye span at the same time.

As your perception rate improves, you'll find your ability to concentrate on what you're reading will also improve.

Eye Movement

After you have increased your rate of perception and widened your eye span, your eyes must be trained to move in wider sweeps from one group of words to the next. Without these wide, rapid movements, your wider eye span will be wasted. (What use is the ability to recognize three words at a time if your eyes stop at every single word?)

The Eye Movement and Column Reading exercises in *Speed Reader II* will help you retrain your eyes to move rapidly from one group of words to the next.

Speed, Comprehension, and Retention

Has anyone ever told you, “Fast readers don’t understand as much of what they read as slow readers”?

This is a popular myth about reading. Not only do fast readers understand as much of what they read as slow readers, they often understand much more.

As you increase your reading speed, your comprehension will probably increase. Why is this? Because fast readers read in groups of words instead of word-by-word. Words in phrases have more meaning than words in isolation. As you read in groups of words, you’ll understand what you read more rapidly and completely.

As you continue to increase your speed, your retention will improve along with your comprehension. You’ll more accurately remember what you read. Because good reading habits are less tiring, you’ll find that your attention span and your powers of concentration will increase.

Getting Started

The following course outline contains a series of eight practice sessions designed to improve your reading skills. Although these sessions are self-paced, follow these guidelines for best results:

- Perform all the activities for each session in the order in which they are listed.
- Do no more than one session per day, but do at least two sessions per week.
- Spend no more than twenty to thirty minutes on the computer during each session. After thirty minutes, the effectiveness of the exercises decreases.

Immediately after you complete a session, read from a book, magazine, or newspaper. Push yourself to read faster. Read in groups of words as you did while using *Speed Reader II*. Practice for short periods several times between sessions.

As you advance through the course, record your progress on each exercise. Expect some fluctuation in your scores, rather than a steady increase in speed. Your general direction will be toward higher speeds and greater comprehension.

After a few sessions, you may wish to adjust the course outline to emphasize areas where more practice is needed. Increase or reduce the time spent on Eye Movement, Column Reading, or Paced Reading as necessary. Feel free to repeat a reading selection for the extra practice. It may be easier to reach a higher speed by repeating a passage.

Always begin each session with Warm-up Letters, Warm-up Words, or both. Always end each session by reading from a book, magazine, or newspaper.

Have fun!

Determining Your Reading Speed

Begin the *Speed Reader II* reading improvement program by measuring your present reading speed:

- Read a Timed Reading exercise as described in the first part of this manual.
- Take the quiz.
- Record your speed and comprehension level.
- If you wish, print a report of your score for reference.

How does your present reading rate compare with those of other readers? Here are some average reading rates and comprehension levels:

	<u>Speed</u>	<u>Comprehension</u>
Adults	250 wpm	50 percent
College Students	325 wpm	50 percent
High School Students	250 wpm	50 percent

Keep these figures in mind when you set a goal for yourself. If your reading rate falls within this average range, you should be able to double or triple your rate while maintaining or improving your level of comprehension.

Note: If you have been diagnosed as having a reading disability or perception problem, you should work through these exercises with a reading instructor. The instructor may choose to emphasize some exercises over others, or change their sequence.

Practice Session 1

1. Warm-up Letters:

- Start with two letters, and work up to the top speed before you advance to three letters. Remember to focus on the target!
- Work for about five minutes on this exercise.
- At the end of the exercise, record your score.

2. Warm-up Words:

- Start with two words, and work up to the top speed before you advance to three words.
- Work for about five minutes on this exercise.
- Record your score.

3. Column Reading:

- Read one selection. Begin with a narrow column width.
- Take the quiz and record your score.
- Repeat the article if you wish, but skip the quiz.

4. Eye Movement:

- Begin with four pauses per line, and advance to three as soon as you are able.
- Read one selection.
- The default speed for the first selection will be based on your Timed Reading score. You may, however, increase or decrease the speed.
- Answer the questions.
- If you score 75 percent or higher on the quiz, the default speed for the second selection will automatically be increased by 25 wpm (words per minute).
- Record your scores.
- Repeat this article if you wish. Skip the quiz.

5. Print out the report of your scores, if you wish. Quit *Speed Reader II*. Read from a book, magazine, or newspaper for at least 10 minutes. Push yourself!

Practice Session 2

1. Warm-up Letters:

- The program will default to the last level you worked on. Go to the top of that thermometer before you advance to the next one.
- Work for five minutes on this exercise.
- Record your score.

2. Warm-up Words:

- The program will default to the last level you worked on. Go to the top of that thermometer before you advance to the next one.
- Work for five minutes on this exercise.
- Record your score.

3. Column Reading:

- Read one selection.
- Take the quiz and record your score.

4. Eye Movement:

- You can warm up for the Eye Movement exercise by rereading a selection you read during the last session. This time, read it at a higher speed. Skip the quiz.
- Read two new selections and answer the questions.
- Record your scores.

5. Paced Reading:

- Read one selection.
- The default speed will be based on your Timed Reading score. You may, however, increase or decrease the speed.
- Answer the questions and record your score.

6. Print out the report of your scores, if you wish. Quit *Speed Reader II*. Read from a book, magazine, or newspaper for at least ten minutes. Push yourself!

Practice Session 3

1. Warm-up Letters:

- Start with the default level, and go to the top of that level before you advance to the next.
- Record your score.

2. Warm-up Words:

- Start with the default level, and go to the top of that level before you advance to the next.
- Record your score.

3. Column Reading:

- Read one selection. Make the column slightly wider than last time.
- Answer the questions and record your score.

4. Eye Movement:

- Read two selections. Follow the same procedure as for Session 2.
- Answer the questions and record your score.

5. Paced Reading:

- Read one passage.
- Take the quiz and record your score.
- Repeat the passage, if you wish, for further practice. This time, skip the quiz.

6. Quit *Speed Reader II*. Read from a book, magazine, or newspaper. Be sure to read in groups of words.

You're making great progress. Keep pushing yourself!

Practice Session 4

1. Warm-up Letters:

- Work for five minutes on this exercise.
- Follow the same procedure as for Session 3.

2. Warm-up Words:

- Work for five minutes on this exercise.
- Follow the same procedure as for Session 3.

3. Column Reading:

- Read one selection.
- Answer the questions and record your score.

4. Eye Movement:

- Read two selections and answer the questions.
- Record your scores.

5. Paced Reading:

- Read one selection.
- Answer the questions and record your score.

6. Timed Reading:

- Read one passage. Push yourself.
- Take the quiz and record your score.
- If your Timed Reading rate fell below your Paced Reading rate, repeat the Timed Reading. Try to go faster. You can do it!

7. Quit *Speed Reader II*, and read for ten or fifteen minutes. Remember, it takes practice to become good at anything!

Practice Session 5

1. Warm-up Letters:

- Work for five minutes on this exercise.
- Follow the same procedure as before.

2. Warm-up Words:

- Work for five minutes on this exercise.
- Follow the same procedure as before.

3. Column Reading:

- Read one selection
- Take the quiz and record your score.

4. Eye Movement:

- Read two selections.
- Answer the questions and record your scores.

5. Paced Reading:

- Read two selections.
- Answer the questions and record your scores.

6. Quit *Speed Reader II*, and read. Push yourself!

Practice Session 6

1. Warm-up Letters:

- Work for five minutes on this exercise.

2. Warm-up Words:

- Work for five minutes on this exercise.

3. Eye Movement:

- Read two passages.
- Answer the questions and record your scores.

4. Paced Reading:

- Read two passages.
- Answer the questions. Record your scores.

5. Quit *Speed Reader II*, and read from a book for ten to fifteen minutes. Read for ideas and important facts. Push yourself! The harder you try, the more you'll improve.

Practice Session 7

1. Warm-up Letters:

- Work for five minutes on this exercise.

2. Warm-up Words:

- Work for five minutes on this exercise.

3. Eye Movement:

- Read two selections.
- Answer the questions and record your scores.

4. Paced Reading:

- Read two passages.
- Take the quizzes and record your scores.

5. Timed Reading:

- Read one passage.
- Read at your fastest rate.
- Take the quiz and record your score.

6. Quit *Speed Reader II*, and read from a book for ten to fifteen minutes. Read in phrases, and push yourself! Don't allow yourself to go back and reread.

Practice Session 8

1. Warm-up Letters:

- Work for five minutes on this exercise.
- Remember how tough these Warm-up Letters were when you first started? You're making progress!

2. Warm-up Words:

- Work for five minutes on this exercise.

3. Eye Movement:

- Read two selections. Take the quizzes. Record your scores.

4. Paced Reading:

- Read two passages.
- Answer the questions and record your scores.

5. Timed Reading:

- Read a passage at your fastest rate.
- Answer the questions.
- Record your score.
- Compare this score with your beginning score.

6. Print out a graph showing your marvelous progress!

Congratulations! You've made a major improvement in your reading skills. These enhanced skills will help you every day for the rest of your life.

As a faster reader, you'll have far more flexibility. You'll want to read some materials at your highest speed. You'll want to read other materials at a slower pace, either because of their difficulty or because they're extremely interesting. You may not always want or need to read at your fastest rate—but now you have a choice.

To maintain and improve your speed and comprehension, you must continue to read. Having mastered the basic techniques, the more you read, the better you'll become.

Return to *Speed Reader II* at least once every 3 or 4 weeks to keep your reading skills at their highest level.

ADDING NEW READING SELECTIONS

You may obtain additional reading selections for use with *Speed Reader II* in either of two ways:

1. Order a *Speed Reader II* data disk from Davidson and Associates, Inc. Each disk contains twenty Eye Movement/Column Reading selections and fifteen Paced Reading/Timed Reading selections, with comprehension questions. They are available for the following levels:

Disk A	4th, 5th, and 6th grades
Disk B	7th, 8th, and 9th grades
Disk C	10th, 11th, and 12th grades
Disk D	College students and adults

Complete instructions for using the additional data disks with *Speed Reader II* are included in each package.

2. Create your own selections and write appropriate questions using the *Speed Reader II* Editor. Save them on a separate disk.

USING THE EDITOR

The *Speed Reader II* Editor allows you to create and use additional reading selections. These selections should be saved on a separate disk.

To use the Editor:

- Quit *Speed Reader II* and return to the Macintosh Finder screen.
- Double-click the **Editor** icon.

Here are a few general guidelines for using the Editor:

- Start typing at the blinking bar, which indicates the insertion point.
- Press the backspace key to erase characters to the left of the blinking bar.
- To move the blinking bar, point with the mouse and click once.
- Be sure to return the blinking bar to the end of your typed text when you are ready to resume typing.

To select part of your text:

- Click and hold down the mouse button just before the first character.
- Drag to just past the last character.
- Release the mouse button; the selected text will be highlighted.

To move, erase, or copy selected text, pull down the **Edit** menu:

- **Cut** erases highlighted text and saves it for copying.
- **Copy** saves a copy of highlighted text for duplication. Unlike Cut, Copy leaves the original as it was.
- **Paste** copies text that has been Cut or Copied into your document at the insertion point.
- **Clear** permanently erases the selected text.
- **Select All** selects your entire text.

Entering Text

Type in your own reading selection. A good length for Column Reading and Eye Movement passages is about 200 words. Paced Reading and Timed Reading selections may be up to 600 words.

Entering Questions

After you have entered your complete text, create questions to test the reader's comprehension.

You may enter from one to eight questions. We recommend using four questions with Column Reading and Eye Movement selections, and eight questions with Paced Reading and Timed Reading selections.

To enter questions:

- Pull down the **Special** menu.
- Select **Questions**.
- Type the question in the box at the top of the window.
- Use the mouse to move the insertion point (or press the **Tab** key) and type the first answer choice opposite the letter A.
- Type additional choices opposite B, C, and D.
- Click the letter of the correct answer.
- Click **Next** to create the next question.
- Click **Previous** to review earlier questions.
- If you decide not to use a question, click **Delete** to erase it.
- When you've finished entering your questions, click **Cancel**.

To check whether you have entered the questions and answers correctly:

- Pull down the **Special** menu.
- Select **Review**.
- Take the quiz as you would while using *Speed Reader II*.

Saving and Classifying the Reading Selection

To find the approximate grade level of the selection you have entered:

- Pull down the **Special** menu.
- Select **Analyze**.
- The program will count the number of words, syllables, and sentences in the selection and display the approximate reading level.

The Analyze option looks only at the passage—not at the questions. The reading level is approximate, based on the number of words and syllables. Other factors that affect reading level—such as vocabulary, sentence structure, and complexity of ideas—are not measured.

Remember that most books, magazines, and newspapers are written at a 7th or 8th grade level.

To save your reading selection:

- Pull down the **File** menu.
- Select **Save As . . .**
- Type a file name in the box.
- Click **Column Reading/Eye Movement** if the passage is to be used with those exercises.
- Click **Paced Reading/Timed Reading** if the passage is to be used with those exercises.
- Click **Save**.

Remember, save your files on a separate disk.

When your reading selection has been properly entered, the student will be able to use it with the appropriate parts of the program. *Speed Reader II* will automatically calculate the reading rate, administer and score the quiz, and record the student's scores.

To print the selection and questions:

- Make sure your printer is on-line and has paper.
- Pull down the **File** menu.
- Select **Page Setup**.
- Click the buttons to specify page size and orientation.
- Click **OK**.
- Pull down the **File** menu again.
- Select **Print**.
- Click the buttons to specify quality, page range, copies, and paper feed.
- Click **OK** to start printing.

To leave the Editor and return to Speed Reader II:

- Pull down the **File** menu.
- Select **Quit**.
- From the Macintosh Finder screen, double-click the *Speed Reader II* icon or a student file icon.

ABOUT THE AUTHORS

Janice Davidson holds a B.A. from Purdue University and an M.A. and Ph.D. from the University of Maryland. She is founder and director of Upward Bound, an educational center in Palos Verdes, California. She also serves as educational computer consultant to schools in southern California. As founder and president of Davidson & Associates, Inc., she has been responsible for the design and publishing of the highly successful educational programs *Math Blaster*, *Word Attack*, *Spell It*, and previous versions of *Speed Reader II*.

Joel Cannon is a principal of The Renaissance Group, a team of professional programmers specializing in advanced applications for the Apple Macintosh. He received his Computer Science education at California State University, Northridge. Besides educational software, he has written managerial, graphics, accounting, and other business-oriented applications programs.

This edition of *Speed Reader II* is the first Davidson & Associates program to appear on the Apple Macintosh.

ACKNOWLEDGMENTS

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Cathy Johnson, Ellen Salzman, and Faye Schwartz, who each made many valuable contributions in the development and testing of this software;

Robert Hunt, who wrote and designed the documentation;

the teachers and students at Upward Bound, who tested the software;

the enthusiastic, supportive Davidson & Associates employees, who quadrupled their reading rates while testing the software.

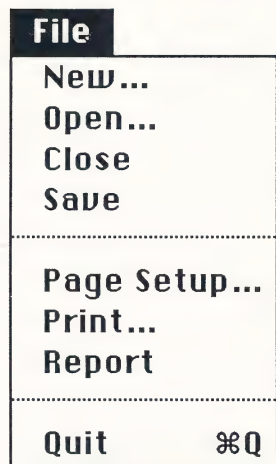
APPENDIX

Menus

Default Speeds, Levels, and Ranges

Suggestions for Managing Your Files

SPEED READER II MENUS



New . . .

Creates a new student file and starts a session.

Open . . .

Opens an existing student file and starts a new session.

Close

Closes the current student file.

Save

Saves the current student file to disk.

Page Set-up . . .

Lets you specify page size and orientation (vertical or broadside) of printed reports and graphs.

Print . . .

Lets you specify quality (draft or presentation), page range, number of copies, and paper feed (single sheet or continuous) of printed reports and graphs, before printing.

Report

Displays a record of each session, including the date and time, your level and scores for warm-up exercises, and your speed and comprehension for other exercises.

Quit (or Command-Q)

Leaves *Speed Reader II*, saves the record of your exercises to a student file, and returns to the Macintosh Finder screen.

Exercise

Start

Stop

Graph ⌘G

✓Sound On

Start

Opens the currently selected *Speed Reader II* exercise (the same as double-clicking the icon).

Stop

Ends the currently selected exercise (the same as clicking the close box).

Graph (or Command-G)

Displays a graph of your progress in the current *Speed Reader II* exercise, indicating the level (for warm-up exercises) or speed and comprehension (for reading exercises).

Sound On

If clicked when sound is on, turns off sound. If clicked when sound is off, turns on sound. (Sound level is regulated from Control Panel menu reached by clicking apple icon in upper left corner of screen.)

Help

Getting Started

Directions

Theory

Getting Started

Gives basic directions for using *Speed Reader II* for the first time.

Directions

Gives step-by-step directions for completing the selected *Speed Reader II* exercise.

Theory

Outlines what the selected *Speed Reader II* exercise will do to improve your reading speed and comprehension.

EDITOR MENUS

File

New
Open...
Close
Save
Save As...
Revert to Saved

Page Setup...
Print...

Quit **⌘Q**

New . . .

Creates a new file for a reading selection. The selection you enter will be stored in this file.

Open . . .

Opens an existing file for editing or review.

Close

Closes the current reading selection file.

Save

Saves the current reading selection file to disk.

Save As . . .

Saves the current reading selection to disk under a new file name.

Revert to Saved

Throws away the current reading selection and brings the last version saved under that name into the Editor. Especially useful if you have accidentally deleted part of your text or made extensive, unsatisfactory changes.

Page Set-up . . .

Lets you specify page size and orientation (vertical or broadside) of printed reading selections.

Print . . .

Lets you specify quality (draft or presentation), page range, number of copies, and paper feed (single sheet or continuous) of printed reading selections.

Quit (or Command-Q)

Leaves the Editor and returns to the Macintosh Finder screen.

Edit

Undo	⌘Z
Cut	⌘H
Copy	⌘C
Paste	⌘V
Clear	
Select All	⌘A

Cut (or Command-X)

Erases selected text and saves it for copying elsewhere in the document.

Copy (or Command-H)

Saves a copy of selected text in memory for copying elsewhere in the document; leaves the original selected text unchanged.

Paste (or Command-C)

Copies text that has been cut or copied into the document at the insertion point.

Clear (or Command-V)

Erases the selected text without making a copy of it.

Select All (or Command-A)

Selects (highlights) the entire document.

Special

Analyze Questions Review

Analyze

Counts the words and syllables in a reading selection, then gives the approximate grade level of the selection.

Questions

Displays the format in which your questions for the reading selections may be entered and correct answers specified.

Review

Administers and scores the quiz so that you can check it for accuracy.

DEFAULT SPEEDS, LEVELS, AND RANGES

Warm-up Exercises

Speed	Length of Display (seconds)
0	2.0
1	1.5
2	1.0
3	0.66
4	0.5
5	0.41
6	0.33
7	0.25
8	0.20
9	0.16
10	0.15
11	0.13
12	0.11
13	0.08
14	0.06
15	0.05
16	0.03

Eye Movement/Column Reading

Comprehension Level

0-25 percent
50 percent
75-100 percent

Default Change in Speed

reduce speed 50 wpm
no change
increase speed 25 wpm

Paced Reading/Timed Reading

Comprehension Level

0-37 percent
50-62 percent
75-100 percent

Default Change in Speed

reduce speed 50 wpm
no change
increase speed 25 wpm

SUGGESTIONS FOR MANAGING YOUR FILES

There is room on your *Speed Reader II* system disk for four or five student files. If you wish to keep records for more students, you may do so by

- saving them onto a separate disk, or
- making more room on the system disk by removing the Editor and saving it on a separate data disk. It would be convenient to have the editor on the same disk with any new reading selections that you might add.

Software Review

By: Jim Wellman

Co-Sysop, APPLESIG, ID SIG075, on the SOURCE(tm), (c) 1989

Math Blaster: Mystery

MACHINE

Ile, Iic, Iic+, and IIGS with 128K and 80 column card (Also available for MS-DOS 256K, VGA, MCGA, CGA and Hercules compatible.

PRODUCED BY

Davidson & Associates, Inc.
3135 Kashiwa Street
Torrance, CA 90505

EXTRAS

Printer required for Certificate of Excellence and tests

PRICE: \$49.95

Well **Davidson & Associates** have out done themselves this time with their new addition: **Math Blaster: Mystery**. One of the first things that stands out in their excellent documentation is their "FIVE-YEAR WARRANTY" on their disk! Now this alone is a step in the correct direction to completely support their customers.

Davidson & Associates have very simple system requirements: 128K and 80 column card. The color monitor, mouse, and printer are optional equipment. After playing this game for a while I was convinced that this is really great: **Davidson & Associates** have lived up to their motto once again: "**Teaching Tools from Teachers.**"

I turned over the computer to my 9 and 11 year old with amazing results! First, I want you to know that they will fight over playing the Nintendo but when they were sitting down with **Math Blaster: Mystery** they were helping each other solve the puzzles! Nintendo eat your heart out!!!!!!

Math Blaster: Mystery is divided into four areas called activities:

Activity 1: Follow the Steps which are word based problems teaching students to quickly solve the problems. Follow the Steps has 25 problems in each of four levels.

Activity 2: Weigh the Evidence is similar to the problem of moving the smaller rings to the top of the tower of the stack thus creating a pyramid. In Weigh the Evidence students are to move weights from one scale to the next according to the "target" weight to achieve. There are 4 levels of difficulty here too.

Activity 3: Decipher the Code is similar to Mastermind where you have to find the correct equation instead of the colored pegs. This too contains 4 levels to master.

Activity 4: Search for Clues is similar to playing a guessing game where students guess the number.

Math Blaster: Mystery utilizes Pull-Down menus and will print out tests, quizzes, and other information on 41 different printers! I don't see you having problems finding your printer or interface card in Appendix B where the setup information can be found! Also, should you have a problem they are only an "800" call away!

As a final note, I had to chase my two sons off the computer so I could write this review ... they are standing behind me now waiting for the second I save so they can return to **Math Blaster: Mystery**.

Math Blaster: Mystery spans both sides of two 5.25 inch disks and is written for ages 10 and up and grades 5 - 12. I feel that you will get your monies worth from this game for many months to come!

Other products available from **Davidson & Associates** include: **Math Blaster**, **Math Blaster Plus**, **Math and Me**, **Read 'N Roll**, **Reading and Me**, **Grammar Gremlins**, **Spell It**, **Homeworker**, **Word Attack**, **Word Attack Plus**, **Word Attack Plus Spanish**, **Word Attack Plus French**, **Speed Reader II**, **Alge-Blaster**, and **Classmate!**

Speed Reader II has a 5-YEAR warranty!

To receive important product update information and to register this product, please complete this card and return it to us today.

Name _____

Street Address _____

City _____ State _____ Zip _____

Telephone Number () _____

Your Version ☐ Apple ☐ IBM ☐ C64/128 ☐ Mac

Disk Size ☐ 5.25" ☐ 3.5"

Purchased From _____

Address _____ Date _____

In what type of store was your program purchased?

- | | | |
|--|---|---|
| ☐ Hardware & software store | ☐ Discount store | ☐ Mail order-advertisement |
| ☐ Software only store | ☐ Book store | ☐ Other _____ |
| ☐ Department store | ☐ Mail order-catalog | |

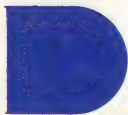
What MOST influenced your purchase?

- | | | | | |
|---|------------------------------------|--------------------------------------|-------------------------------------|--------------------------------|
| ☐ Salesperson | ☐ Friend | ☐ Magazine ad | ☐ Your child | ☐ Other |
| ☐ Teacher/School | ☐ Newspaper | ☐ Gift | ☐ Review | _____ |

Back-up Copy

- ☐ Send a back-up copy of Speed Reader II. A check for \$10.00 to Davidson & Associates, Inc. is enclosed. California residents please add applicable sales tax.
- ☐ I do not wish to purchase a back-up at this time.

Place
Stamp
Here



Davidson & Associates, Inc.
File No. 91613
Los Angeles, CA 90074 - 1613

SOFTWARE GIVEAWAY!

We Need An Expert Opinion— YOURS

Now that you've had an opportunity to work with a Davidson software program, we want to know what you think. By filling out the questionnaire and sending it to us, you become eligible to enter our **monthly drawing for \$100 worth of FREE Davidson software.**

We will also add your name to our mailing list allowing us to keep you updated on our new software products, videos, workbooks, and much more.

NAME _____ PROFESSION _____

SCHOOL/ORGANIZATION (if appropriate) _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE NUMBERS: WORK _____ HOME _____

The Davidson product you are telling us about _____

What type of computer do you have? _____

Do you own any other Davidson programs? ☐ Yes ☐ No

If yes, which ones? _____

Where is the program primarily used? ☐ Home ☐ Classroom ☐ Lab ☐ Other _____

If in the home, how many children use it? _____ What ages? _____

If in the classroom, what grade(s) or special classes use the program? _____

Number of students who use the program? _____ Number of computers? _____

How often is the program used? ☐ Each day ☐ Once a week ☐ Once a month ☐ Other _____

How easy is the software to use? ☐ Very easy ☐ Easy ☐ Fairly difficult ☐ Very difficult

What do you like best about the software? _____

What features of the software do you use most often(i.e. game, certificate, etc.)? _____

What features would you like to see added or changed in this program to improve it? _____

How would you rate the software manual? ☐ Excellent ☐ Very good ☐ Fair ☐ Poor

Please describe any errors or inconsistencies in the manual you may have encountered?
(Page numbers would be helpful.) _____

Have you ever called Davidson Customer Service for help in using this program? ☐ Yes ☐ No

If yes, how would you rate the service you received? ☐ Excellent ☐ Very good ☐ Fair ☐ Poor

Comments _____

How would you rate this software overall? ☐ Excellent ☐ Very good ☐ Fair ☐ Poor

Based on your experience with this software, how likely would you be to purchase another Davidson program? ☐ Very likely ☐ Somewhat likely

What kind of educational software products would you like to see Davidson develop? _____

YOUR AGE(Circle) Under 18 19-24 25-30 31-36 37-42 43-48 49-54 55+

After completing this questionnaire, fold card in half, seal and mail.

Name _____
Address _____
City _____
State _____ Zip _____

LETTER
POSTAGE
REQUIRED

Davidson & Associates, Inc.
3135 Kashiwa Street
Torrance, CA 90505

ATTN: PRODUCT PLANNING

SPECIAL OFFER FOR DAVIDSON CUSTOMERS

Learning *and Fun!*



Special Offer
SAVE
\$5.00
off the regular
retail price
Details On Back

A Winning Combination

 **Davidson.**
Educational Videos
That Make Learning Fun!

Develop A Positive Attitude Toward Math...

With Davidson's Award-Winning Videos.

Imagine a way for your child to grasp math concepts through humor and music instead of chalkboards and pointers. A way to see math facts applied to everyday situations and understand their importance. A method to build a lasting more positive attitude towards math. These are the benefits that Davidson's dynamic new educational videos bring to your children.

Each video starts with a genuinely funny adventure story that includes a cast of endearing live action characters (showcasing the talents of renowned L.A. comedy troupe, the "Groundlings"). As each story unfolds, your child will be drawn into amusing situations that call for the use of addition, subtraction, multiplication or division to find solutions.

What makes Davidson videos so unique is that the math problems are presented as a natural part of everyday life, not just as confusing combinations of numbers.

Each video presents a variety of important math skills that your child needs to be successful:

- Verbalizing problems
- Using clue words to determine when to add, subtract, multiply or divide
- Working with units of measurement and time

These award-winning Davidson videos feature live action, humor and music to create entertaining stories that your child will ask to watch again and again. Davidson videos make learning new skills fun and exciting...and *that's* a winning combination!

Designed by teachers to motivate children to learn, Davidson videos teach your child the importance of understanding math fundamentals in order to succeed.





In Search of the Missing Numbers

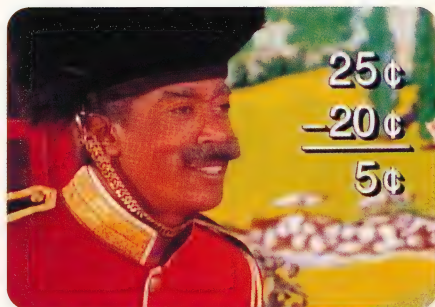
Addition & Subtraction
Ages 6-9

"Winner
New York
International
Film & TV
Festival"



Join Brad, Melissa and the Blasternaut in their search for the bumbling number-snatching computer bugs.

Children will delight in following Brad and Melissa into the fantasyland of Blasteria as they search for missing numbers. Along the way, our heroes befriend Papa Roni, The Processor, Memory and Cross D. Bridger. These colorful characters use addition and subtraction to help solve the mystery of the missing numbers AND save Blasteria from the evil computer bugs, Fallover Crumbwell and Crawley. Math was never this much fun!



Cross D. Bridger learns that knowing your math skills makes life a whole lot easier, and a lot more fun.



Math Rock Countdown

Multiplication & Division
Ages 9-12



Anna and Louis, winners of the math trivia contest, begin their adventures at the taping of Math Rock Countdown.

Move over MTV! Anna and Louis, math trivia contest winners, attend the taping of "Math Rock Countdown," America's top-rated new music show with zany producer, Sterling Pinchpenny. Rap with The Products as they master multiplication. Sway with The Siblings in division blues. Sing along with Treva Sue and The Bleaters as they use math facts to tell their country rock story. Join host K.C. Greasum and the entire cast in this zany mathematical and musical countdown.



K.C. Greasum and his cast review multiplication and division rules in a fun-filled musical countdown.

Award-Winning Educational Videos So Entertaining, Children Are Eager To Learn.

Objective: In Search of the Missing Numbers and Math Rock Countdown were designed by teachers to motivate children to learn by demonstrating how math is used to solve problems in everyday situations.

In Search of the Missing Numbers

Level: Ages 6-9 (Grades 1 through 3)

Running Time: 60 minutes (two 30-minute segments separated by an intermission)

Suggested Retail Price: \$19.95

Format: VHS/Full Color

Math Rock Countdown

Level: Ages 9-12 (Grades 4 through 6)

Running Time: 50 minutes (two 25-minute segments separated by an intermission)

Suggested Retail Price: \$19.95

Format: VHS/Full Color

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this order form
TODAY
or call and
receive your
\$5.00 discount.

**ORDER TODAY! REGULARLY \$19.95
NOW ONLY \$14.95 EACH!**

**TOLL FREE:
800-545-7677**

**IN CALIFORNIA:
213-326-7444**

Or mail \$14.95 plus \$2.50 postage/
handling for each video ordered.
(California residents add 6.5% sales tax.)

In Search of the Missing Numbers

(Quantity) _____

Math Rock Countdown

(Quantity) _____

Enclosed is my:

☐ Check ☐ Money Order ☐ VISA ☐ Mastercard

Card # _____ Exp. Date _____

Signature: _____

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Send to: Davidson and Associates, Inc., 3135 Kashiwa Street, Torrance, CA 90505.
Please allow four to six weeks for delivery. Offer Expires 12/90.

Bulk Rate
U.S. Postage
PAID
Torrance, CA
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Davidson.

3135 Kashiwa Street
Torrance, CA 90505

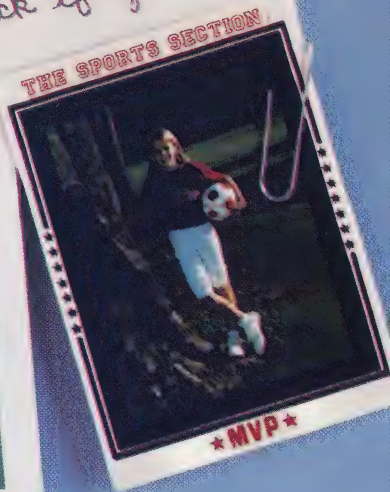
Dear Dr. Davidson,
My name is April and I am
10½. I was happy when my Dad
bought us the computer last year
because I use one at school.

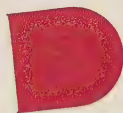
Sometimes my friend from my
soccer team comes over to play
Math Blaster Plus. Even my
little brother, Mikey, plays your
Reading and Me all by himself.

My Mom teaches 6th grade
and she brought your catalog
home from school, so I tore out
this picture because I want to
get the Mystery program. Is
that like Math Blaster? I
like that program.

Your friend,
April Manuel

P.S. - Please write back if you
have time.





Davidson.



Dear April,

Thank you for your nice letter about our software. We're always happy to hear from people like you who are having fun using their computers for learning.

To answer your question, **Math Blaster Mystery**, for ages 10 & up, is the newest addition to the Davidson line-up. This program will help you learn problem-solving skills, logical thinking and word problems. **Math Blaster Mystery's** four activities are filled with wonderful graphics in a detective theme. I think you'll really enjoy this one, April.

We're also pleased to introduce what we call the "Plus" version of one of our most popular programs. **Spell It Plus**, for ages 10 & up, helps you master over 1,000 of the most commonly misspelled words. You can even print out a list of words mastered and words missed after every activity, and you can add your own words using the *editor*. The **Spell It Plus** game—which happens to be my son John's favorite—uses a frog to jump up to the correct word.

You're right April, learning *can* be fun, and I want you to know how much I enjoy being reminded of that by a Davidson fan.

Your friend,

Jan Davidson

Jan Davidson, Ph.D.
President & Founder

Davidson & Associates, Inc.

3135 Kashiwa Street • Torrance, CA 90505

Phone 213/534-4070 • FAX 213/534-3169

Customer Service

Five-Year Warranty on All Disks:

If for any reason your disk becomes damaged, Davidson will replace it FREE. Simply mail us the damaged DISK ONLY with a note requesting a replacement.

FREE Disk Swap:

To exchange your 5 1/4" disk for a 3 1/2" or vice versa, send us your DISK ONLY with a note requesting a swap.

Back-Up Disks:

To receive a back-up of any Davidson software program, send us your registration card with a check or money order for \$10.

Additional Information:

To receive additional information on any Davidson program, call or write us for a FREE fact sheet detailing the benefits and features of each individual program.

Upgrade Offers:

If you have *Math Blaster™*, *Word Attack™*, *Alge-Blaster™* or *Spell It™*, you can upgrade to the "PLUS" versions of these award-winning programs, (see individual program pages). Just send us your existing *Math Blaster*, *Word Attack*, *Alge-Blaster* or *Spell It* program DISK ONLY with a check or money order for \$19.95 each. Davidson will send you the program upgrade kit including the new disk and manual.



Customer Service Hotline:

Call us toll-free for technical support or for the name of your Authorized Davidson Dealer.

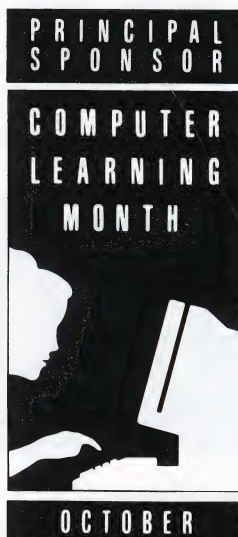
(800)556-6141

(213)534-2250 (CA Only)

7:30 a.m.-5:00 p.m. PST

Davidson & Associates, Inc.
3135 Kashiwa Street
Torrance, CA 90505

Davidson & Associates, Inc.
is a principal sponsor of
Computer Learning Month



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Macintosh is a trademark of Apple Computer, Inc.

 **Davidson.**

Math Blaster Plus™

Best-selling *Math Blaster Plus* presents colorful graphics and animation to motivate your children to build solid math skills and develop confidence.

Program Contents: *Math Blaster Plus* covers all fundamental math skills in addition, subtraction, multiplication, division, fractions, decimals, and percents.

Five Learning Activities:

- Countdown
- Orbit
- Ignition
- Blasternaut Game
- Lift-Off

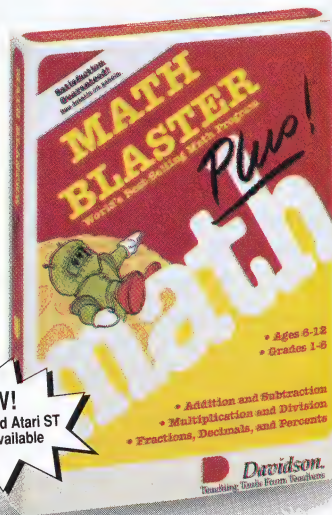
Easy-To-Use Editor and Test Maker:

These unique features allow users to customize the program with special math equations.

Printed Certificate of Excellence: To award outstanding scores, *Math Blaster Plus* includes a feature that will print out a Certificate of Excellence with graphics.

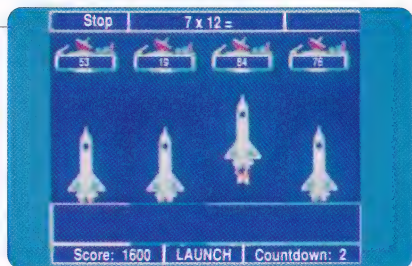
Additional Features:

- Score-keeping
- Positive reinforcement
- Optional sound effects
- Animation and color
- Re-take option for missed items
- Print capability
- Easy-to-use pull-down menus and icons
- Double high-resolution graphics



"The new and enhanced version of the Davidson & Associates classic Math Blaster is even better than the original. New graphics and pull-down menus give Math Blaster Plus a classy new look... and its [other] new features make it a valuable teaching tool."

A+ Magazine



FOR AN AUTHORIZED DEALER
CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.

System Requirements:

Apple IIGS, IIC+, IIC, IIE
(128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Atari ST (512K)
Apple II+; C64/128;
Macintosh; Atari 800XL,
65E, 130XE; IBM PC Jr.
owners! Ask for Math
Blaster.

Level:

Ages 6 through 12

5 1/4" to 3 1/2" disk exchange available FREE

Supplement your software with workbooks. See page 19.

Suggested Retail

Price: \$49.95

\$39.95 (Atari ST)

Math Blaster Owners!

To upgrade to Math Blaster Plus, send us your Math Blaster disk only and \$19.95.

 Davidson.

Math Blaster Mystery™

Math Blaster Mystery teaches strategies for solving math word problems and develops critical thinking skills.

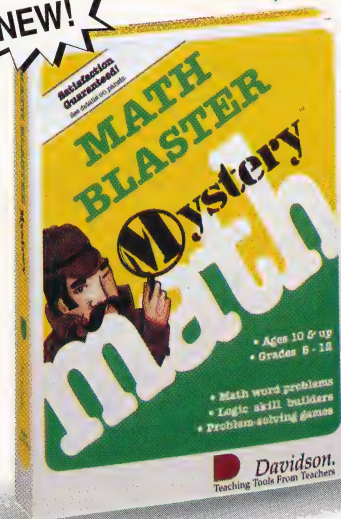
Program Contents: The "Study the Steps" activity presents a highly effective step-by-step approach for solving word problems. The "Weigh the Evidence," "Decipher the Code," and "Search for Clues" activities build critical thinking skills as students apply inductive and deductive reasoning. Math concepts covered include: whole numbers; fractions, decimals, and percents; positive and negative numbers; interest and principle; and pre-algebraic concepts.

Easy-To-Use Editor: Customize the program with your own word problems.

Helpful "Hint" Screens: Instructions, formulas, definitions, and hint screens help students develop problem-solving strategies.

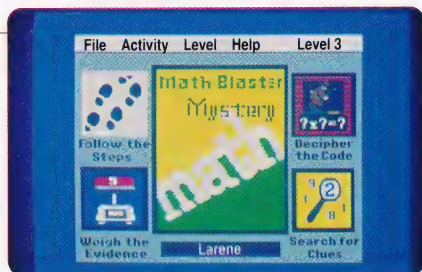
Additional Features:

- High-resolution graphics
- Certificate of Excellence
- Positive reinforcement
- Pop-up calculator
- Record-keeping
- Animation & sound



"I want you to know that [my 9- and 11- year-olds] will fight over playing Nintendo. But when they were sitting down with Math Blaster Mystery, they were helping each other solve the puzzles! Nintendo eat your heart out!!!"

Jim Wellman
Reviewer
The Source



System

Requirements:
Apple IIGS, IIC+, IIC, IIE (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles

Level:

Ages 10 through adult
5 1/4" to 3 1/2" disk
exchange available FREE

Suggested Retail

Price: \$49.95

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CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.



Alge-Blaster Plus™

Mathematics
Software

Alge-Blaster Plus covers 1st and 2nd semester algebra in one program and includes a challenging graphing game!

Program Contents: The program offers a step-by-step approach to algebra through practice in positive/negative numbers, order of operations, monomials & polynomials, equations, factoring, systems of equations, algebraic fractions, radical expressions, and quadratic equations. *Alge-Blaster Plus* contains over 500 algebraic equations and an infinite number of computer-generated problems for graphing and translating word problems. Perfect for students of all ages.

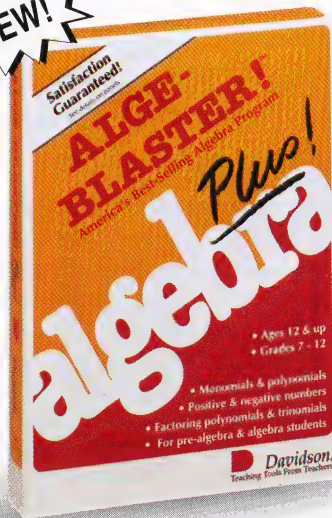
Easy-to-Use Editor: The editor makes it easy to add your own list of problems to solve.

Instructional "Help" Feature Option:

Alge-Blaster Plus contains an optional help feature, on-screen instructions, and a glossary.

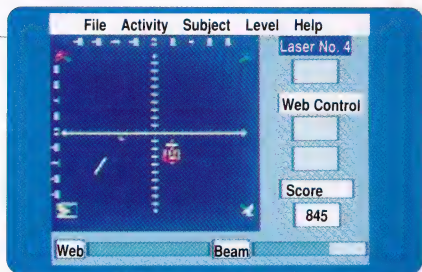
Additional Features:

- Review option
- Certificate of Excellence
- High-resolution graphics
- Record-keeping
- Animation & sound
- Print capability



"Alge-Blaster Plus helped me understand and review basic algebra by using a step-by-step method of teaching, and the game is a fun way to understand graphing!"

Lori Lacy
High School Student
Exeter, N.H.



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800 556-6141
213 534-2250 CA ONLY

System

Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Apple II+; C64/128; IBM PC Jr. owners! Ask for Alge-Blaster.

All Davidson MS/DOS programs are hard disk installable.

Level:

Ages 12 through adult
5 1/4" to 3 1/2" disk
exchange available FREE

Suggested Retail

Price: \$49.95

Alge-Blaster Owners!

- To upgrade to Alge-Blaster Plus, send us your Alge-Blaster disk only and \$19.95.
- Extend the life of your software with additional data disks. See page 20.

 **Davidson.**

Word Attack Plus!™

Word Attack Plus teaches new words and definitions as students build vocabulary skills essential to reading and writing.

Five Learning Activities:

- Word Display
- Multiple Choice
- Sentence Completion
- Word Match
- *Word Attack Game*

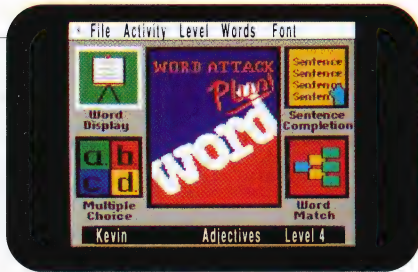
Printed Certificate of Excellence: To award outstanding scores, *Word Attack Plus* includes an option to print out a Certificate of Excellence with graphics.

Test Maker: Teachers have the option to print sentence completion tests for their students.

Flash Card Maker: Users can create flashcards from original or custom data. Then they can print the flashcards for additional study.

Additional Features:

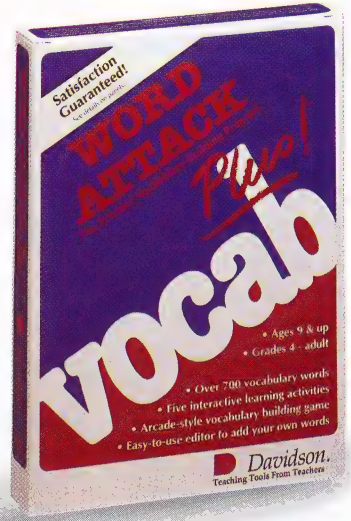
- Record-keeping
- Easy-to-use editor including foreign language fonts for Spanish, French, and German
- Positive reinforcement



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CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.



Word Attack Owners!

To upgrade to *Word Attack Plus*, send us your *Word Attack* disk only and \$19.95. Call for more information.

- Optional sound effects
- Animation and color
- Print capability
- Easy-to-use pull-down menus
- Double high-resolution graphics

System

Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles

Apple II+; C64/128;
Macintosh; Atari
800XL, 65E, 130XE;
IBM PC Jr. owners!
Ask for Word Attack.

Level:

Ages 10 through adult
5 1/4" to 3 1/2" disk
exchange available FREE
Extend the age level and life of your software with data disks. See page 20.
Supplement your software with workbooks. See page 19.

Suggested Retail

Price: \$49.95



Davidson.

Word Attack Plus French™

Word Attack Plus French builds beginning French vocabulary for travelers and French students.

Five Learning Activities:

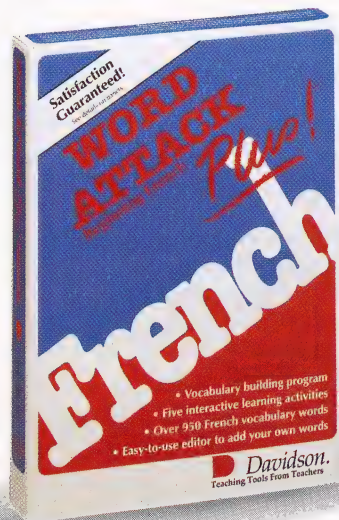
- Word Display
- Multiple Choice
- Sentence Completion
- Word Match
- *Word Attack French* Game

Printed Certificate of Excellence: To award outstanding scores, *Word Attack Plus French* prints a Certificate of Excellence.

Flash Card Maker: Users can create and print flashcards for additional study.

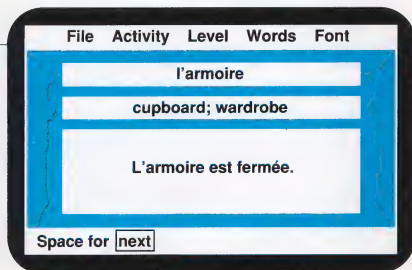
Additional Features:

- Animation and color
- Positive reinforcement
- High-resolution graphics
- Easy-to-use menus
- Foreign language font with special characters
- Optional sound
- Print capability
- Record-keeping
- Editor to add your own French words



"The opportunity to build French vocabulary skills by using five unique and fun approaches should increase the motivation of many Junior and Senior High students of French all across the nation."

James E. Becker
The French Review



System Requirements:

Apple IIGS, IIC+, IIC, IIE (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles

Level:

Ages 10 through adult

5 1/4" to 3 1/2" disk
exchange available FREE

Suggested Retail Price: \$49.95

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CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.

 Davidson.

Word Attack Plus Spanish™

Whether you're travelling to Spain or just beginning a Spanish class in school, *Word Attack Plus Spanish* is an easy-to-use vocabulary-building program.

Five Learning Activities:

- Word Display
- Multiple Choice
- Sentence Completion
- Word Match
- *Word Attack Spanish* Game

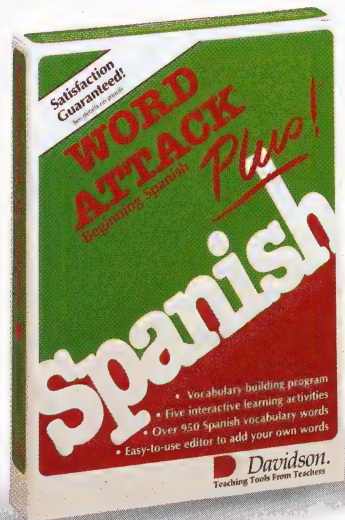
Printed Certificate of Excellence:

To award outstanding scores, *Word Attack Plus Spanish* prints a Certificate of Excellence.

Flash Card Maker: Users can create and print flashcards for additional study.

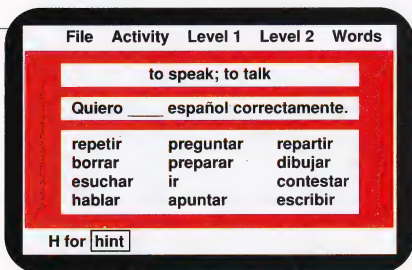
Additional Features:

- Animation and color
- Positive reinforcement
- High-resolution graphics
- Easy-to-use menus
- Foreign language font with special characters
- Optional sound
- Print capability
- Record keeping
- Editor to add your own Spanish words



"Word Attack Plus Spanish features an arcade-style game that puts some fun into vocabulary instruction."

Curriculum Product News



System

Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles

Level:

Ages 10 through adult

5 1/4" to 3 1/2" disk
exchange available FREE

Suggested Retail

Price: \$49.95

FOR AN AUTHORIZED DEALER

CALL TOLL FREE

800 556-6141

213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.



Davidson.

Math and Me™

Early Learning
Software

Now I'm Talking
on the IIGS!

Math and Me develops a life long love of math as animated monkeys help your child build early math skills.

Program Contents: *Math and Me* includes twelve captivating learning games—three in each of four subject areas:

- Shapes
- Numbers
- Patterns
- Beginning addition

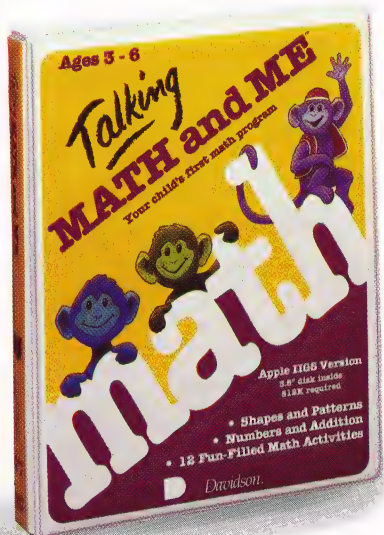
The material is presented sequentially, so the program grows with the child.

Early Learner Interface: The new Davidson Early Learner Interface provides easy access to activities and mobility within the program. Children can use either the mouse or the keyboard to select activities and answers.

Printed Graphic Certificate: When children complete an activity, they are rewarded with a graphic certificate that includes their name and a picture of the *Math and Me* monkey characters for coloring.

Additional Features:

- Positive reinforcement
- Animation
- Optional sound effects
- Double high-resolution graphics



"Teachers, parents, and students find Math and Me effortless to run, colorful, and captivating. Math and Me is an excellent first math program for the 3-to-6-year-old in your life."

Family & Home Office
Computing



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CALL TOLL FREE
800 556-6141
813 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.

System Requirements:

Apple IIGS, IIC+, IIC, IIE (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Will not run on IBM PC Jr. or Apple II+
IIGS Specific Version includes IIGS graphics and speech

Level:

Ages 3 through 6
5 1/4" to 3 1/2" disk exchange available FREE
Supplement your software with workbooks. See page 19.

Suggested Retail

Price: \$29.95
\$49.95 (IIGS)

 Davidson.

Reading and Me™

Now I'm Talking
on the IIGS!

Reading and Me develops a life long love of reading as colorful clowns help your child build early reading skills.

Program Contents: *Reading and Me* offers twelve sequential learning games in four key areas:

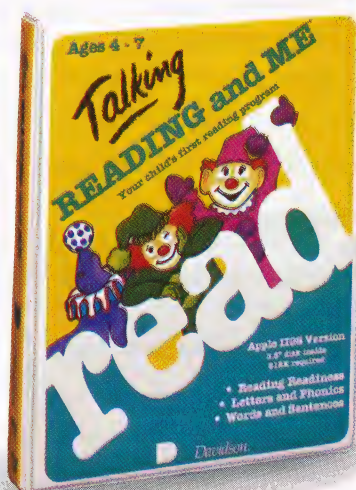
- Readiness • Phonics
- Alphabet • Words

Early Learner Interface: The new Davidson Early Learner Interface provides easy access to activities and mobility within the program. Children can use either the mouse or the keyboard to select activities and answers.

Printed Graphic Certificate: To reward children who complete an activity, a graphic certificate can be printed. The certificate includes the child's name and clown illustrations for coloring.

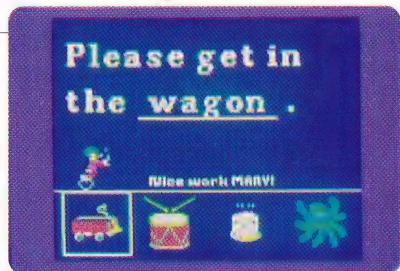
Additional Features:

- Playful clown characters
- Positive reinforcement
- Optional sound effects
- Animation and color
- Double high-resolution graphics



"Super, educationally sound program for teaching reading-readiness skills. My kids love it!"

Rev Korman
Computer Consultant
Los Angeles Unified
School District



FOR AN AUTHORIZED DEALER

CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.

System Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Will not run on IBM PC Jr. or Apple II+.

IIGS Specific Version includes IIGS graphics and speech

Level:

Ages 4 through 7

5 1/4" to 3 1/2" disk exchange available FREE

Supplement your software with workbooks. See page 19.

Suggested Retail

Price: \$39.95
\$49.95 (IIGS)

 Davidson.

Grammar Gremlins

Grammar Gremlins develops language skills by creating an entertaining format for your children to understand and apply rules of grammar.

Program Contents: The program includes more than 60 rules and 600 practice sentences in four levels of difficulty.

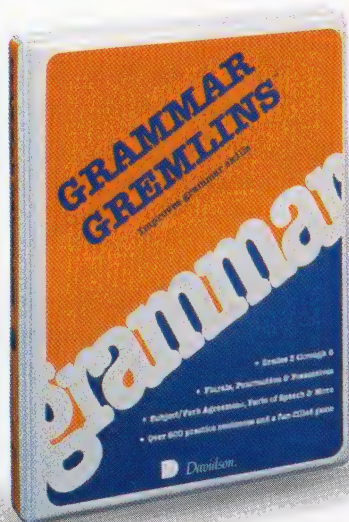
Four Learning Activities:

- Pretest
- Build Your Skill
- Grammar Gremlins Game
- Review Test

Easy-To-Use Editor: With the editor, users can add their own practice sentences. Any type of lesson that has a multiple-choice format can be used with the program.

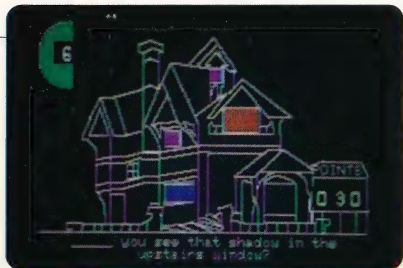
Additional Features:

- Animation and color
- High-resolution graphics
- Sound effects
- Positive reinforcement
- Review and retest feature
- Student record-keeping
- Score-keeping
- Print capabilities



"I have never used any computer program that is as comprehensive as Grammar Gremlins in dealing with the rules of grammar."

Frank Ferraro
Educational Software Review
Electronic Learning Magazine



FOR AN AUTHORIZED DEALER
CALL TOLL FREE
800 556-6141
213 534-2250 CA ONLY

System Requirements:

Apple IIGS, IIc+, IIc, IIe, II+
IBM PC, PC Jr. & PS/2
Tandy 1000 series
Major compatibles

Level:

Ages 9 through 12
5 1/4" to 3 1/2" disk
exchange available FREE
Extend the life of your software with data disks.
See page 20.

Suggested Retail Price: \$49.95

All Davidson MS/DOS programs are hard disk installable.

 Davidson.

Spell It Plus™

Language Arts
Software

Spelling becomes a fun and favorite subject as you master 1,000 commonly misspelled words and more than 20 important spelling rules.

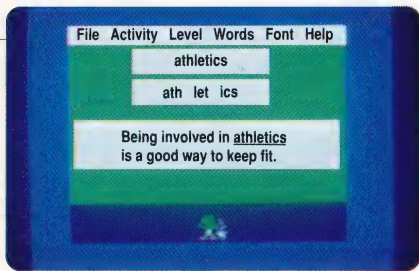
Program Contents: With five progressive learning activities, *Spell It Plus* teaches students 1000 words presented in 50 lists grouped in five levels of difficulty. *Spell It Plus* reinforces correct spelling rules and patterns.

Easy-to-Use Editor:

The editor makes it easy to personalize the program by adding your own word lists with any of the five activities. Foreign language fonts are also available to let you add words in French, Spanish, and German to each of the program's five activities.

Additional Features:

- Animation & sound
- Certificate of Excellence
- Word-search puzzle
- High-resolution graphics
- Review option
- Record-keeping
- Print capability



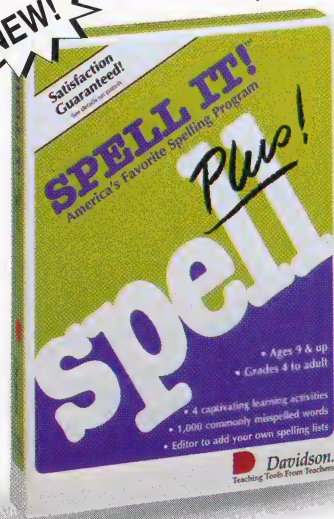
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800 556-6141
213 534-2250 CA ONLY

All Davidson MS/DOS programs are hard disk installable.

NEW!

Now I'm Talking
on MS/DOS
computers!



"My students have formed teams to learn and practice their spelling words using Spell It Plus! They don't want to do anything else. This program is a MUST for me!"

Nancy Todd
Eighth Grade
Communications Teacher
Shawnee Mission, Kansas

System

Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Apple II+; C64/128;
Atari 800XL, 65E, 130XE; PC Jr.
owners! Ask for
Spell It.

Level:

Ages 10 through adult
5 1/4" to 3 1/2" disk
exchange available FREE
Extend the life of your
software with data disks.
See page 20.

Suggested Retail

Price: \$49.95

Spell It Owners!

To upgrade to *Spell It Plus*, send us your *Spell It* disk only and \$19.95. Call for more information.

 Davidson.

Order Your Davidson Programs Today! It's Easy . . .

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(213) 534-2250 (CA only) OR

- Fill out the order form on the next page of this insert and mail to:

Davidson & Associates, Inc.

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Torrance, CA 90505

Attn: Consumer Sales

Five-Year Warranty On All Disks

If for any reason your disk(s) becomes damaged, Davidson will replace it FREE. Simply mail us the faulty disk(s) only with a note requesting replacement(s).

Upgrade Your Davidson Programs to the NEW Plus Versions

To upgrade your **Math Blaster**, **Word Attack**, **Alge-Blaster**, or **Spell It** to the NEW Plus versions, send us your existing disk(s) only with a check or money order for only \$19.95 each.

The new versions feature animated graphics and sound, new arcade-style games, Davidson's easy-to-use interface, and more data to extend the life of your program!

Satisfaction Guarantee

All Davidson programs offer a full satisfaction guarantee. If you are not completely satisfied with your purchase, you may exchange it for a replacement program (of equal or lesser value) OR a full cash refund. Send us the program with your receipt within 30 days of purchase and specify your choice of program or cash.

Upgrade Your Apple II Programs! NEW Talking IIGS Versions . . .

The following programs are available in Apple IIGS "talking" format.

- **Math Blaster Plus**
- **Reading and Me**
- **Math and Me**

To upgrade to any one of these IIGS formats, send us your existing disk(s) only with a check or money order for \$10.00 each.

Back-Up Disks

To receive a back-up of any Davidson software program, send us your registration card with a check or money order for \$10.00 per back-up.

Customer Service Hotline

Call us toll-free (7:30 a.m. to 5:00 p.m. PST) for technical assistance or for the name of your Authorized Davidson Dealer.

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* Commodore 64/128 versions of **Math Blaster**, **Word Attack**, **Spell It**, and **Speed Reader II** are now available for \$29.95, a savings of \$20.00!

It's easy to order...

- 1.) Fill out the order form and
 - Include your VISA/MC information
 - or
 - Make your check payable to:
Davidson and Associates, Inc.
- 2.) Enclose your check and order form in this envelope,
moisten (3) sides, seal, and mail TODAY!

Place
Stamp
Here

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3135 Kashiwa St.
Torrance, CA 90505

Attn: Consumer Sales

Speed Reader II™

Designed by reading specialists, *Speed Reader II* helps students increase reading speed and improve comprehension.

Program Contents: *Speed Reader II* contains six separate activities and 35 reading selections.

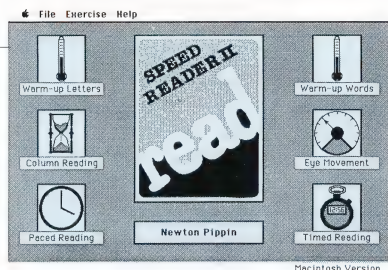
Six Learning Activities:

- Warm-Up Letters • Eye Movement
- Warm-Up Words • Reading Passages
- Column Reading • Timed Reading Test

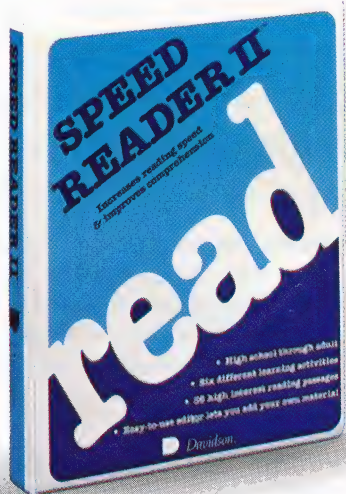
Easy-To-Use Editor: The editor allows users to add their own reading passages. After the passages are entered, a built-in grade level analyzer determines the level of difficulty.

Additional Features:

- Automatic speed computation
- Optional sound effects
- Optional color
- Positive reinforcement
- Computerized tachistoscope
- Comprehension tests
- Record-keeping (Macintosh)



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213 534-2280 CA ONLY



"Speed Reader II can help high school and college students become faster and more efficient readers, enjoy reading more, and understand and retain what they read."

Gwen Solomon
Family & Home Office
Computing

System Requirements:

Apple IIGS, IIc+, IIc, IIe, II+
Macintosh 128K, 512K, Plus, SE
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Commodore 64/128

All Davidson MS/DOS programs are hard disk installable.

Level:

Ages 14 through adult
5 1/4" to 3 1/2" disk
exchange available FREE
Extend the age level and
life of your software with
data disks. See page 20.

Suggested Retail

Price: \$49.95
\$29.95 (C64/128)

 Davidson.

Read 'N Roll™

Read 'N Roll's innovative approach to improving reading comprehension entertains your children as they learn.

- Identifying the main idea
- Making inferences
- Determining the relevant facts
- Following a sequence of events
- Building a reading vocabulary

Vocabulary-Building Bowling

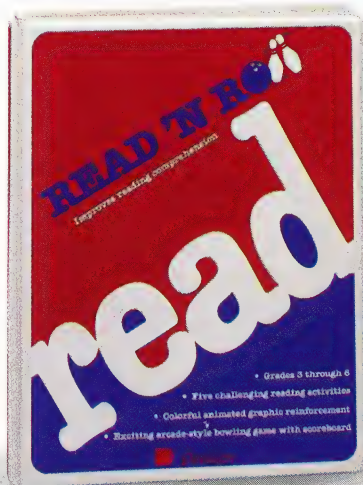
Game: This action-packed game motivates students to learn synonyms while they bowl in a colorful bowling alley complete with crowd and scoreboard!

Printed Certificate of Excellence:

To reward outstanding scores, *Read 'N Roll* includes an option to print out a Certificate of Excellence with graphics.

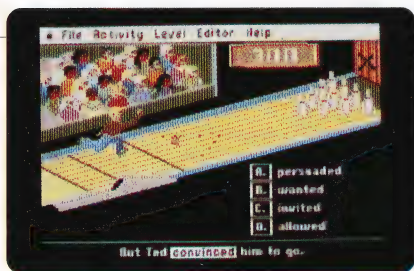
Additional Features:

- Student record-keeping with option to print reports
- Easy-to-use editor
- Instructional hints for incorrect answers
- Double high-resolution graphics



"Read 'N Roll allows teachers and parents to tailor reading exercises aimed at helping students better understand the contexts and inferences of words, as well as their meanings."

Compute Magazine



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CALL TOLL FREE
800 556-6141
213 554-2250 CA ONLY

System

Requirements:

Apple IIGS, IIc+, IIc, IIe (128K & extended 80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Will not run on IBM PC Jr. or Apple II+
All Davidson MS/DOS programs are hard disk installable.

Level:

Ages 9 through adult
5 1/4" to 3 1/2" disk exchange available FREE
Extend the age level and life of your software with data disks. See page 20.

Suggested Retail

Price: \$49.95

 Davidson.

Homeworker™

Take Charge! With *Homeworker* you can learn the "secret tips" to improve your grades and better organize your time.

With *Homeworker*, students can plan and write papers, create flashcards for memorization tasks, keep track of important deadlines, and make "what if" predictions while computing grade point averages.

Program Contents:

- Outliner
- Word processor
- Printable flashcard maker
- Calendar
- Grade keeper
- Pop-up calculator

Deluxe Student Organizer: A program disk, easy-to-follow instructional manual, and *How To Study For Success* book are all packaged in a three-ring binder.

Also included:

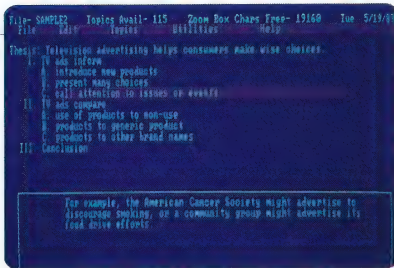
- Pen and highlighter
- Pencil and ruler
- Notepad
- Divider tabs
- Fact finder
- Personal information section

**Best Secondary School
Education Program**

Software Publishers
Association

"Personally, I think Homeworker is the 'wave of the future.' I can see a time when nearly every student will have one. It's fantastic."

Donna Young
Software Exploration for Educators
University of Missouri at
Kansas City



System

Requirements:

Apple IIGS, IIc+, IIc,
IIe (128K & extended
80-column card)
IBM PC & PS/2
Tandy 1000 series
Major compatibles
Will not run on
IBM PC Jr. or Apple
II+

Level:

Ages 12 through 18
5 1/4" to 3 1/2" disk
exchange available FREE

Suggested Retail

Price: \$49.95

All Davidson MS/DOS
programs are hard disk
installable.

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 **Davidson.**

With this comprehensive classroom management tool, teachers can organize their class records, giving them time to do what they do best—teach!

Program Contents: *Classmate* keeps track of grades, attendance, and individual comments for classes up to 51 students. The program also computes final grades based on total points and/or weighted averages, graphs distribution curves, and prints reports.

Program Activities:

Enter Class Roster

- Input an unlimited number of classes
- Sort by name or ID number
- Print class roster
- Transfer names/ comments to new file

Revise Class Roster

- Add, drop, or revise, then sort names
- Print revised class roster

Compute Weighted Averages

- Compute grade averages

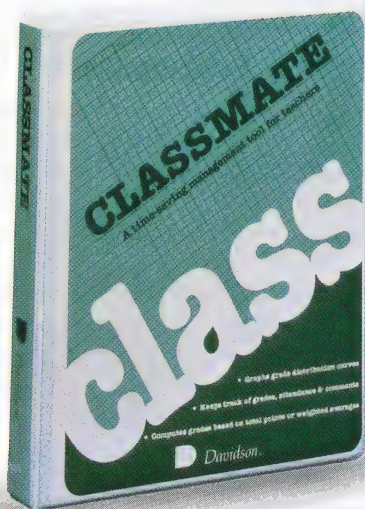
Analyze Statistics

Enter/Revise Students' Records

- Enter grades under specified headings
- Record attendance
- Enter personal comments about each student
- Correct or delete assignments, titles, or marks

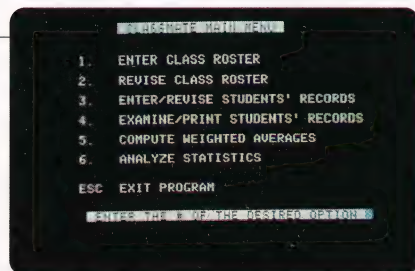
Examine/Print Students' Records

- Rank students by grade
- Print all records
- List attendance and missing work records



"Classmate's special features include easy editing and a comfortably large number of characters you can enter for assignment names. The manual is informative and easy to follow."

InCider Magazine



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System Requirements:

Apple IIGS, IIc+, IIc, IIe, II+

IBM PC & PS/2

Tandy 1000 series

Major compatibles

Will not run on IBM PC Jr.

Level:

For Teachers

5 1/4" to 3 1/2" disk exchange available FREE

Suggested Retail Price: \$49.95

All Davidson MS/DOS programs are hard disk installable.

 Davidson.

Videos

Mathematics
Video

"In Search of the Missing Numbers"

Addition and Subtraction (Ages 6-9)

Run Time: 60 Minutes (two 30-minute segments separated by an intermission)

Children will delight in following Brad and Melissa into the fantasyland of Blasteria as they search for the missing numbers.

Along the way, our heroes befriend many colorful characters as they use addition and subtraction to help solve the mystery AND save Blasteria from the evil number-snatching Fallover Crumbwell.



Winner

New York International Film and Video Festival Awards

"Math Rock Countdown"

Multiplication and Division (Ages 9-12)

Run Time: 50 Minutes (two 25-minute segments separated by an intermission)

Move over MTV! Anna and Louis, math trivia contest winners, attend the taping of "Math Rock Countdown," America's top-rated new music show. Join K.C. Greasum, roving reporter Todd Toady, zany producer Sterling Pinchpenny, and a whole cast of live entertainers in a musical countdown that will improve everyone's multiplication and division skills.



Available Format:
VHS/Full Color



For more information
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Special Offer!

Regular price \$19.95
now only \$14.95 each!

Order direct from Davidson
and receive \$5.00 off the
regular retail price.

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Workbooks

To enhance your child's education at home or at school, Davidson offers a series of workbooks that can be used alone or in conjunction with Davidson software.

- Designed by educators
- Teaches and reinforces math, reading and vocabulary building skills
- Includes captivating illustrations on every page
- Develops higher level thinking skills
- Offers blackline reproducible pages

The 33-workbook series includes the following. Each grade and subject area represents a separate workbook.



Math Blaster™ (Math Blaster Plus™) Workbooks

Grade 1, Addition
Grade 1, Subtraction
Grade 1, Addition & Subtraction
Grade 2, Addition
Grade 2, Subtraction
Grade 2, Addition & Subtraction
Grade 3, Multiplication
Grade 3, Division
Grade 3, Multiplication & Division
Grade 4, Multiplication
Grade 4, Division
Grade 4, Multiplication & Division

Reading and Me™ Workbooks

Preschool, Book 1
Preschool, Book 2
Kindergarten, Book 1
Kindergarten, Book 2
Grade 1, Book 1
Grade 1, Book 2

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Math and Me™ Workbooks

Preschool, Book 1
Preschool, Book 2
Kindergarten, Book 1
Kindergarten, Book 2
First Grade, Book 1
First Grade, Book 2

Word Attack™ (Word Attack Plus™) Workbooks

Grade 2, Adjectives
Grade 2, Nouns
Grade 2, Verbs
Grade 3, Adjectives
Grade 3, Nouns
Grade 3, Verbs
Grade 4, Adjectives
Grade 4, Nouns
Grade 4, Verbs

Suggested Retail Price:

\$4.95 each (Math Blaster, Word Attack)

\$3.95 each (Math and Me, Reading and Me)

 **Davidson.**

Data Disks

These supplemental disks offer additional data to add longevity to your software program.

You must have the program disk to use the data disks.

Spell It Plus!™

- Grades 1-2
- Grades 3-4
- Grades 5-6

Word Attack!™

Word Attack Plus!™

- Grades 2-3
- Grades 4-5
- Grades 6-7
- Grades 8-9
- SAT Prep
- Roots/Prefixes

Speed Reader II™

- Grades 5-6
- Grades 7-8
- Grades 9-12
- College through Adult

Grammar Gremlins™

- Grade 3
- Grade 4
- Grade 5
- Grade 6

Read 'N Roll™

- Grades 3-4
- Grades 5-6
- Grades 7-8



Alge-Blaster™

- Monomials & Polynomials
- Factoring
- Equations

Foreign Language Data Disks™

For use with *Word Attack Plus* only

- Beginning French, Level 1
- Beginning French, Level 2
- Beginning Spanish, Level 1
- Beginning Spanish, Level 2

Attention Educators! Combine Textbooks With Software . . .

Scott, Foresman Series Data Disks

Supports the Scott, Foresman Textbook Series

For use with *Word Attack* (Apple only), or *Word Attack Plus* (Apple, IBM)

- Grade 3, Hidden Wonders/
Golden Secrets
- Grade 4, Sea Treasures
- Grade 5, Sky Climbers
- Grade 6, Star Flight

"With Davidson's data disks, now even my first and second graders can use Spell It Plus!"

Betty Ann Heineman
Resource Specialist

Suggested Retail Price: \$19.95 each

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 **Davidson.**

Award-Winning Software

Davidson's educational software is internationally recognized for its innovative approach to learning. Noted for its effectiveness, Davidson software challenges and motivates by addressing all points along the learning continuum—both higher and lower order thinking skills.

Math Blaster Plus™ / Math Blaster™

- Parents Choice Award/*Parents Choice Foundation*
- Highly Recommended/*Media & Methods Awards Portfolio*
- Rated: Excellent/*Florida Center for Instructional Computing*
- Highly Recommended/*Apple IIGS Buyer's Guide*
- Outstanding Educational Product/*Parents Choice Foundation*
- Best Selling New Educational Product/*Softsel/Businessweek*
- Certified Platinum Award (Over 250,000 sold)/*Software Publishers Association*
- Software Excellence Award/*Nibble Magazine*

Math and Me™

- Rating: A/*Software Reports: A Guide to Educational Software*
- Highly Recommended/*Survey of Early Childhood Software*
- Highly Recommended/*A+ Magazine*
- Software Excellence/*High Scope Resource*
- Rated: Excellent/*Florida Center for Instructional Computing*

Homeworker™

- Best Secondary School Education Program/*Software Publishers Association*
- Critics' Choice Award/*Family Computing Magazine*
- Parents Choice Award/*Parents Choice Foundation*
- Highly Recommended/*Media & Methods Awards Portfolio*

Spell It™

- Critics' Choice Award/*Family Computing Magazine*
- Grade: A/*Software Reports: A Guide to Educational Software*
- Highly Recommended/*Media & Methods Awards Portfolio*

Word Attack Plus™ / Word Attack™

- Critics' Choice Award/*Family Computing Magazine*
- Certified Gold Award (Over 100,000 sold)/*Software Publishers Association*
- Top Seller, Education/Home Category/*Software Retailing*
- Excellent: All Categories/*Info World*

Speed Reader™

- Software of the Year/*Classroom Computer Learning Magazine*
- Best of the Year/*Learning Magazine*
- Certified Silver Award (Over 50,000 sold)/*Software Publishers Association*

Alge-Blaster™

- Highly Recommended/*Curriculum Product Review*
- Highly Recommended/*Electronic Learning Magazine*
- Grade: A/*Software Reports: A Guide to Educational Software*
- Highly Recommended/*Compute's! Gazette*
- Certified Gold Award (Over 100,000 sold)/*Software Publishers Association*

Read 'N Roll™

- Rated: Excellent/*Florida Center for Instructional Computing*
- Highly Recommended/*Media & Methods Awards Portfolio*
- Highly Recommended/*InCider Magazine*

Reading and Me™

- Highly Recommended/*InCider Magazine*

Software Guide

PROGRAM	AGE LEVEL															SUBJECT AREA										PAGE NO.
	3	4	5	6	7	8	9	10	11	12	13	14	15	Adult	R	W	M	PS/L	P	E	FL	Ed				
Math Blaster																							4			
Math Blaster Plus																							4			
Math Blaster Mystery																							5			
Alge-Blaster /Alge-Blaster Plus																							6			
Word Attack																							7			
Word Attack Plus																							7			
Word Attack Plus Spanish																							8			
Word Attack Plus French																							9			
Math and Me																							10			
Reading and Me																							11			
Grammar Gremlins																							12			
Spell It																							13			
Spell It Plus																							13			
Speed Reader II																							14			
Read 'N Roll																							15			
Homeworker																							16			
Classmate																							17			
TEACHERS ONLY																										
Additional data disks extend the level of the program.																										
R W M PS/L P E FL Ed																										
Reading Writing Mathematics Problem Solving and Logical Thinking Productivity Early Learning Foreign Language Educators Only																										

Additional data disks
extend the level
of the program.

PS/L Problem Solving and
Logical Thinking
P Productivity
R Reading
W Writing
M Mathematics

E Early Learning
FL Foreign Language
Ed Educators Only

TEACHERS ONLY

System Requirements

PROGRAM	APPLE IIcS, IIc+, IIc IIe, II+	MAC 512, Plus, SE	IBM PC/XT/AT PS•2	TANDY 1000 Series	COMM. 64/128	ATARI
Math Blaster	48K	128K	128K ^{2,13,16}	256K ^{13,14,16}	✓	✓ ¹¹
Math Blaster Plus	128K ^{1,7,8}		256K ^{2,9,10,17}	256K ^{3,10,17}		✓ ¹²
Math Blaster Mystery	128K ^{1,8}		256K ^{2,9,10,17}	256K ^{3,10,15,17}		
Alge-Blaster	64K		128K ^{2,5,16}	256K ^{4,16}	✓	
Alge-Blaster Plus	128K ^{1,8}		256K ^{2,9,10,17}	256K ^{3,10,15,17}		
Word Attack Plus	128K ^{1,8}		256K ^{2,9,10,17}	256K ^{3,10,17}		
Word Attack Plus Spanish	128K ^{1,8}		256K ^{2,9,10}	256K ^{3,10}		
Word Attack Plus French	128K ^{1,8}		256K ^{2,9,10}	256K ^{3,10}		
Math and Me	128K ^{1,7,8}		256K ^{2,5,9}	256K ^{3,5}		
Reading and Me	128K ^{1,7,8}		256K ^{2,9,10,17}	256K ^{3,10,17}		
Grammar Gremlins	64K		128K ^{2,5,16}	256K ^{5,14,16}		
Spell It	48K		128K ^{2,5,13,16}	256K ^{5,13,14,16}	✓	✓ ¹¹
Spell It Plus	128K ^{1,8}		256K ^{2,9,10,17}	256K ^{3,10,15,17}		
Speed Reader II	48K	128K	128K ^{2,13,16}	256K ^{13,14,16}	✓	
Read 'N Roll	128K ^{1,8}		256K ^{2,5,9}	256K ^{3,5}		
Homeworker	128K ^{1,8}		256K ^{2,9}	256K ¹⁴		
Classmate	64K		128K ^{2,9}	256K ¹⁴		

¹² ST, color 512K or higher¹³
Requires Basic or GW Basic
512K

¹⁴ DOS 2.11.22 or higher required

¹⁵ DOS 2.11.26 or higher required

¹⁶ HD access requires key disk

⁸ Will not run on II+

⁹ Will not run on IBM PC Jr.

¹⁰ Color graphics or Hercules
adapter required

¹¹ 800XL, 65E, 130XE

⁵ Color graphics adapter required

⁶ Includes speech capability

⁷ Talking IIcS specific version
available; requires 512K and
ROM version 01

¹ Extended 80-column card required for IIe

² DOS 2.1 or higher required

³ DOS 2.11.24 or higher required

⁴ Direct Memory Access (DMA) chip
required on EX and HX models only

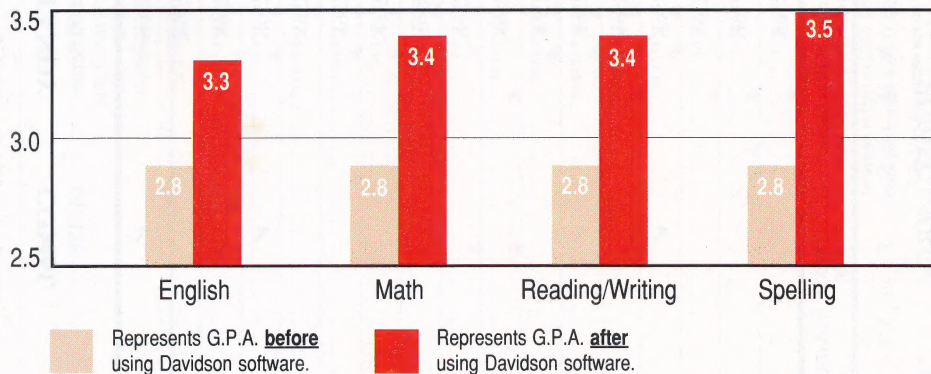


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UCLA Study* Verifies Davidson Software Improves Grades



* This chart was created from information gathered in an independent study by MBA students at UCLA's Anderson Graduate School of Management.

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