Amsoft

WORLD-WISE

Constructive geography programs
covering the UK and the World

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Capital

by Bourne Educational Software

- Stimulates children to 'teach the computer' about local and world geography.
- Encourages use of atlases and reference books.
- Ideal aid to geography projects on countries or specific topics.
- Introduces the use of computers to store information.

SPECIAL FEATURES

- Motivates children through visible count of objects 'taught'.
- Information readily saved and reloaded at any time.
- Stimulates knowledge of geography as children develop their particular interest.
- Features the usual BES Monitor allowing simple access to childrens' actual entries.
- Full editing facility allowing easy changes at any time.
- Complete with fully explanatory booklet.
- Widely used in schools.

Best suited for children aged 7-15 years.

WORLD-WISE

This program is attractively different from most in that a child can teach the computer instead of the other way around. Both the child and the computer learn a great deal whilst using this program!

The child can put in already familiar items or can research something new. As a result, the program can be used at a level to suit the skills of the user.

The child first thinks of a particular geographic feature. The computer then tries to guess what the child is thinking of by asking questions. If the computer gets it wrong, then the child can 'teach it' by typing in the object and a particular distinguishing feature. It motivates the child to find information in order to tell this object apart from other things the computer knows. The program can be used for features such as rivers, towns, lakes, etc. or in the wider context of world geography, such as mountain ranges, oceans and seas, continents, etc.

In the event of any problems with the use of this program, or ideas as to improvements which could be incorporated, please do not hesitate to contact BES at the address on the back cover.

Please note: Minor variations in specification may occur due to characteristics of different microcomputers and operating systems.

WORLD-WISE PROGRAMME NOTES

TAPE CONTENTS

World-Wise UK:
    WW-UK
    WW-UK2

World-Wise World:
    WW-WORLD
    WW-WORLD2

INTRODUCTION

World-Wise comprises two programs designed to assist the learning of geography. They achieve this aim in a way that thoroughly involves the participants in a creative and wide-ranging activity. Children should have a good atlas to hand since they will need to refer to it quite often.

The two programs cater for both UK and World geography, and are well suited for use by an individual or a group. They are therefore ideal for use both in the home and at school.

It should be noted that the computer only knows twenty objects at the start of a new database, so leaving the stimulating task of building the database to the child. As the database grows the computer asks more and more questions about the object. It is best used with children of between the ages 7 and 15 years, where it generates interesting discussions and encourages the use of reference books.

LOADING

It is best to press CTRL and SHIFT and whilst holding them down, press the ESCape key. This resets the computer before loading. The cassette should then be placed in the Datacorder with the label upwards.

The cassette contains two World-Wise programs. To load 'World-Wise UK' make sure the tape is wound back to the beginning. Simply press CTRL and the small ENTER key, followed by pressing the PLAY key on the Datacorder and then pressing any other key. Loading of the program takes about four minutes.

For 'World-Wise World' again hold down CTRL and press and then release the small ENTER key. Now use the FF (fast forward) button on the recorder to wind the tape on to approximately a third of its length, and then press PLAY. If 'found "WW-WORLD"' or 'found "WW-WORLD2"' appears it is necessary to rewind the tape and repeat until the tape is positioned in front of the 'WW-WORLD' file. After this, simply press CTRL and the small ENTER key, followed by pressing the PLAY key on the Datacorder and then pressing any other key. Loading of the program again takes about five minutes in all.

Having completed loading, the program displays the title and copyright screen for a few seconds. No entries are necessary and the program will automatically move on to the main menu screen.

DATABASES

A database is a store of information. It can be read – the information retrieved, or written to – the information stored. In World-Wise the database is stored on tape.

Since the program tape is 'write protected' you cannot store a database on it. Consequently, you will need a separate data tape. It is worth labelling it clearly as a World-Wise Database tape. Note that several different database files can be on the one tape at any one time.

MENU OPTIONS

1. The Main Program

The fundamental concept of the program is the branching tree. It operates by asking a series of questions and then trying to guess the object that the child has thought of. If the computer gets the object wrong, it then asks the child to enter the object and a question to differentiate between it and the wrong guess. The child therefore 'teaches' the computer some more information.

In doing so, the child having thought of an object needs to find out or know the difference between it and the computer's guess. This then encourages the use of reference books and atlases to find out such information. The program thus provides an incentive to learn.

Having started, the child will then be asked to enter his/her name. This can be done in upper, lower or mixed case letters. If an error is made then it can be corrected before pressing ENTER, by using the delete key to work back to eliminate the error.

The child then has the option of choosing from ten categories, comprising:

UK

1. River	6. Canal
2. Town	7. County
3. Mountain	8. Antiquity
4. Land Use	9. Island
5. Lake	10. Coastal Water

WORLD

1. River
2. Capital
3. Mountain Range
4. Land/Resource
5. Lake
6. Continent
7. Country
8. Antiquity
9. Flag
10. Ocean/Sea

The program is entirely flexible in that it will accept a database made up of any mixture of categories within one program so that one database may have all items of one category and another may consist of several different ones. It is therefore possible to let the child decide which path to follow or to concentrate on particular categories.

Once a category is selected the child will be asked to think of a town or mountain or whatever category that has been chosen. The program then waits until the child is ready. The space bar needs to be pressed to begin.

The questions and computer guesses are made with human comments to improve the dialogue between child and computer. The computer accepts Y, y, YES, yes, Yes, and N, n, NO, no, No as responses. Should the computer fail to guess the object the child has thought of, then the child is asked to enter it together with a question to differentiate it from the computer's guess and whether the answer for a particular object is yes or no.

It will become apparent early in the program that the questions need to be entered which can be answered by either yes or no; for instance, "is it over

100 metres deep?" is admissible whilst "which is over 100 metres deep?" is not. Neither of the objects should be mentioned in the questions.

Upper or lower case letters may be used and the DELETE key may also be used to correct any mistakes. After the entries, the child is asked if he/she would like to change any entries. This gives an opportunity to go back and correct them should the ENTER key have been pressed inadvertently. The original entry appears on the line; if it is acceptable then just press ENTER, or use the delete key and re-enter.

NOTE: the dashes on the entry line are there to provide an idea of how long an entry may be. They do not have to be erased before ENTER is pressed.

The child is then asked whether he/she would like another go. If the answer is yes the computer thanks the child and then begins the cycle over again. If no, and this should be the case if another child is about to take over, the program reverts to the main menu. Another child starting the program will then be asked to enter his/her name and a new monitor record is started (see section 2).

Pressing the ESCape key twice at any point will usually return the user to the main menu.

2. Storing Memory to Tape

If at any time you wish to break off a session but would like to continue to build the database at some other point in time, then you will need to save the database to tape. If you are building a large database then it may also be a wise precaution to occasionally

save it, since if there was a power failure all would be lost. Saving the database occasionally acts as an 'insurance policy', and in fact develops in children good computer practice.

The database must be recorded on a separate data tape since the program tape is 'write protected' – you cannot record on it. When the storage option is chosen the computer operates to catalogue the tape in the Datarecorder when PLAY is pressed followed by any key.

> If a new cassette is being used, or if you are sure that the tape is correctly positioned press ESCape twice. This takes you back into the storage program.

> If you are using a tape with existing files which you want to avoid overwriting, use the PLAY (followed by any key) together with if necessary, the Fast Forward and REWind buttons on the Datacorder. This gives you the ability to position the tape exactly where you want to record the file. Normally this would be after the end of the last recorded file. Beware of overwriting files if there is another recorded after it on the tape since if the database is much larger, it will use up more tape and there is a risk of overwriting the beginning of the next file.

Having found the correct position press ESCape twice. A file name is requested. Spaces in file names should be avoided since it can be confusing, especially if the space is at the beginning or end. For this reason, a file name with a space in it will be rejected.

It is suggested that if two words are used then separate with a hyphen or slash. It is recommended that each time a file is recorded that its name is written on the cassette card together with the tape counter number for the start and finish – e.g. WW-UK FILE 160 195.

Having entered the file name by pressing ENTER the message 'REC and PLAY then any key' will appear. Press the RECORD and PLAY keys on the Datacorder – then press any other key. The database will then be recorded onto the file.

Note: DO NOT PRESS ESCape whilst saving the file to tape – if you do, it will be necessary to reload the World-Wise program. If you suspect there is a problem during the storage operation, allow the program to continue until 'File saved' appears. After this message is seen the program can be used as normal and a further attempt made.

The program then returns to the menu. Should you want to check that the file has recorded properly then again use the procedure outlined at the beginning of this section to catalogue the tape. The file name should appear when PLAY is pressed followed by any key.

Having checked, press ESCape twice to return to the main menu.

3. Loading Memory from Tape

Place your data cassette in the Datacorder. This function operates similarly to the store option in that it first gives an opportunity to position the tape

correctly before attempting to load. Use the PLAY, REWind and Fast Forward keys to position the tape in front of the file you wish to load.

Press ESCape twice when it is positioned.

Having done so, press PLAY then any key to load the file. The program will indicate when the file has been successfully loaded.

Note: You cannot load a World-Wise UK database into a World-Wise World program and vice versa. The program will detect the difference between the two databases. Attempting to load any file other than that for the appropriate program will result in the message 'Not a World-Wise file' being displayed.

4. The Monitor

All BES programs which are interactive contain a performance recording system or monitor. Using this, parents, teachers or the child can see how well a task is being performed.

Each time a new name is entered after starting the program from the main menu a new monitor record is created. The facility will hold the record of the last five children (after number five, number six will be recorded over number one, seven over two, etc.). The information recorded is the time taken, the number of questions answered and the number of entries made. As each record is displayed, there is the option of moving to the next record or to examine a child's entries. These record the category, the two objects and the question entered. The two objects are those that the child was asked to differentiate

between when entering the question. Thus it is possible to review the entries in detail.

5. Erase Memory

Should you at any time wish to clear memory and start afresh, simply choose menu option 5. Note that in doing so, you will lose all information that has been entered into the database and the MONITOR results.

To prevent inadvertently erasing you are required to confirm erasure by replying YES to the question.

6. Review and Edit

Since the program uses the branching tree approach there is a danger that an invalid question could block branches of the tree. For example, if a child entered a question that did not have a yes or no answer, then it would make a nonsense of all that followed. Both the computer and child would get confused! In order to overcome this, there is a review and editing option. Care should be exercised in use since alteration of the subject matter of the question could invalidate the tree.

For example, if the question "Does it flow into the North Sea?" for a river has Yes for an answer leading to the Tees and No leading to the Severn, then changing the question to "Does it flow to the South Coast?" is obviously incorrect and destroys the logic. This is an extreme example but illustrates the need to take care.

As a consequence of this problem, when reviewing questions in a particular category, there is also the

facility to review all the objects that would be effected by a change to the displayed question. They are in two columns, those that lead from a "yes" answer and those that lead from a "no" answer. Thus, a question can be constructed to keep these answers valid should the displayed question be invalid. Obviously the more objects that are dependent on the question the harder it is to find a new question without having to edit dependent objects.

After entering the review and edit facility from the menu, a choice of category is made. Having made your choice, the first question in the appropriate category is displayed. The following options are then available:

N — to move on to the next entry which is then displayed.

E — edit the question or object shown. Simply use the delete key to work back and then re-enter. Press ENTER to indicate completion.

R — to review the branching tree nature of the program, listing the objects that lead from the displayed question.

It is more important to review the questions at an early stage in the building of a database since a question that occurs in the first five has a greater chance of being encountered, whereas one that occurs as the fifteenth is relatively unlikely to be asked.

Note that as the Database grows the chance of encountering a specific object also grows less and less.

The combination of the monitoring facility and the review and edit option is extremely powerful. Using the monitor you can see all entries made during the last session and see if any objects or questions need to be altered. It allows you to watch and assist children should they have difficulty. As a result, younger children can join in the exercise without risking other childrens' work.

OTHER BES PROGRAMS

World-Wise is one of a series of microcomputer programs produced by Bourne Educational Software Ltd with the aim of making learning both easy and enjoyable. The programs are aimed at both home and school use, and are designed to enable children of the appropriate age range to operate them readily through common use of such items as ESCape key to return to 'starting choices'; <SPACE> to move on to a next screen and so on.

BES programs are designed to be largely self-explanatory, and follow similar styles. Children rapidly familiarise themselves with new programs, and can use them if required with the minimum of help.

Other programs in the range include:

Timeman One
The program helps children tell the time and set a clock. Attractive scoring with man and a ladder keeps children's interest. Choice of twelve progressive stages of difficulty, together with the usual attractive sound, colour and monitoring facilities.   (Age 4–9 years).

Timeman Two

Companion program covering minutes to the hour, half and quarter hours and the 24-hour clock. Same attractive features as Timeman One with progressive stages of difficulty, together with attractive sound, colour and monitoring facilities. (Age 4–10 years).

Happy Numbers

A program to help children learn their numbers and count without need of reading skills. Attractive graphics and scoring make this a favourite with 3 to 5 year olds. (Age 3–5 years).

Happy Letters

The program to teach children to match small and capital letters both on the screen and the keyboard. They love trying to stop the crocodile eating the fishes. Features attractive use of sound and colour as well as easy identification of problem letters for further practice. (Age 3–6 years).

Map Rally

Try to find the hidden checkpoints in a race against your opponent or the clock! Map co-ordinates and directions are soon mastered as children learn to control the cars. After each rally they can watch the cars retrace the routes taken, showing how well each driver did. (Age 7–13 years).

Happy Writing

The program helps children form their letters and numbers correctly and encourages them to practise writing. A moving pencil point shows clearly where to start each figure. Tractors, attractive colour and sound all help to keep their interest. (Age 3–5 years).

Animal/Vegetable/Mineral

This program provides hours of fun and enjoyment as the computer tries to guess the object a child has thought of. The computer's failure to guess correctly encourages children to help the computer to tell the difference between the various objects. The program stimulates discussion and the use of reference books. Suitable for all ages 7 years and upwards.

Wordhang

This version of the traditional "Hangman" spelling game has been described as ". . . the Rolls-Royce of them all"! Features over 250 words plus the ability to enter your own words – either individually or as a group (ideal for that weekly spelling list!). Improves spelling at all ages of 5 years and upwards.

THIS BOOKLET

BES programs always include explanatory booklets of this type to satisfy several aims. Firstly, to identify the objectives of the program, and to give guidance as to some possible uses of the program based on experiences during the extensive in-classroom and in-house testing period. Secondly, they are designed to give an understanding of the sequences encountered in the programs, since in many situations the time of access to the micro may be at a premium. Thirdly, the booklet will assist in using the substantial content of BES programs to the full, through reference to it before, during and after use of them on the micro.

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                    World-Wise: UK

        Choose which category you
        would like:

          1   River            6   Canal
          2   Town             7   County
          3   Mountain         8   Antiquity
          4   Land use         9   Island
          5   Lake            10   Coastal Water

        Select (1-10):
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"The program has been well written to help
the user along with the question and answer
sequence . . ."

Personal Computing Today.

"So settle back and read the excellent docu-
mentation that Bourne supply."

A & B Computing

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