



Sellardore Tales

An Easy Read Adventure

Teachers' Book



SHERSTON SOFTWARE

Contents

Credits and copyright

Sellardore Tales: an easy read adventure for pupils with reading difficulties.

Designed and programmed by Marshal Anderson
 Illustrated by Nicholas Marangos
 Teacher's book by Marshal Anderson

Programme and documentation © Sherston Software 1991

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Sellardore Tales

an easy read adventure

by

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Artwork by Nicholas Marangos

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Sellardore Tales is sold on the condition that it will not be hired or used by software clubs or be made available as part of a lending library system.

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This teachers' book was produced on an Archimedes 440 using Impression II.

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Introduction

Sellardore Tales, an easy read adventure, is a package designed especially for use with children who have reading difficulties. The group it is specifically aimed at are those children who have a reading age of about 8 and a chronological age of 10 and above. The content of the package has been designed to appeal to older children but the text and the problems are set at a lower level. *Sellardore Tales* is not a solution in itself but it does provide you with an exciting activity to motivate children who are experiencing difficulties with their reading, either in the classroom or in small support groups.

There are two main elements to *Sellardore Tales*. *The Curse of Zorin* is an illustrated book which introduces children to the main characters, Tem, Soolin and Darvid who journey to Sellardore seeking adventure. They are sent to retrieve the Wand of Command from the Ork mines and (only just) prevent it from falling into the hands of the evil wizard Zorin. During their escape from the Ork mines they start a landslide which blocks the Black River. Without realizing it at the time they have cut off the water supply to Black River village.

Black River Quest is the computer adventure and takes up the story where *The Curse of Zorin* left off for another exciting quest in the land of Sellardore. The children take the part of Tem, Soolin and Darvid, their task is to un-block the Black River and save the Black River village.

The package also includes a range of support materials including photocopyable activity sheets based on chapters in the book and events in the program and creative writing cards. The text of the story book is also included on the disc as a wordprocessor file.

The *User disc*, which children use to play the adventure and save their games, is unprotected and you can make as many copies of it as you like. By using the *Start-up disc* and replacing with copies of the *User disc*, *Sellardore Tales* can be used on any number of computers at the same time.

The package contents

In your *Sellardore Tales* pack you should find:-

2 discs (either 5½ inch or 3½ inch depending on which version you have)

- Start-up disc
- User disc

Teachers' book

13 photocopyable activity sheets

Creative writing cards

Children's book

Function Key Strip

Word Card

Big Print version

The *Big Print* version is included on the Start-up disc for the use of partially sighted children who are unable to read normal sized lettering on the screen. This version has no graphics and uses the whole screen for double height Mode 7 characters. On loading the program you will be asked to select the background and text colours; the program will then run in exactly the same way as the other versions except that the *User disc* is not required.

It is worth noting that in Mode 7 the Archimedes and A3000 version is not as clear as the BBC.

Loading the software

Archimedes and A3000 version

Place the *Start-up disc* in the drive and click the **select** button (left) on the floppy disc icon (:0).

This will open a directory window containing an application *!Sellardore*. Move the pointer over this application and double click the **select** button. You will be asked to insert the *User disc*.

Double click on *!Bigprint* for the Big Print version. This version does not require the *User disc*.

BBC/MS 128/Compact versions

Place the *Start-up disc* in drive 0, hold down the **SHIFT** key and press and release the **BREAK** key.

After a short while a menu will appear with three options:-

- **BBC version**

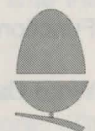
This will work on **all BBC** machines, including the Master 128 and Compact. Selecting this option will load the program and then ask you to insert the *User disc*.

- **Master version**

This version takes advantage of the extra memory in the Master 128 and Compact; it works much faster as it does not have to access the disc during the game until the very end. It does, however, take slightly longer to load after the *User disc* has been inserted. (If you have an expanded BBC B or BBC B+ with at least 3 x 16k sideways ram chips try loading this version; it may work but there is no guarantee as different expansion boards use different systems.)

- **Big Print version**

This is described in more detail under *package contents*. After loading this version you will not need to insert the *User disc*. You may, however, still remove the *Start-up disc*.



Using a concept keyboard

BBC computers

If you are using the graphic version of Black River Quest on a BBC B or BBC B+, there is simply not enough room for a concept keyboard driver in memory - sorry!

If you are using the Big Print version on a BBC B or BBC B+ there will be room for a driver, up to 1.5K long, loaded at &1300.

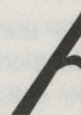
On the Master 128 and Compact graphic version you should load your driver at &E00, it could be up to 1K long. The Big Print version, again loaded at &E00 could be up to 2.5K long.

Archimedes and A3000

Concept keyboard drivers for the Archimedes and A3000 are being developed by other companies at the time of writing this teachers' book.

- **Longman's Logotron/NCET** have a product in the pipeline.
- **NW SEMERC** are working on a package called *CONFORM*.
- The **Concept Keyboard Company** are producing a package called *INTERCEPT*.

For obvious reasons it has not been possible to test *Sellardore Tales* with these drivers.



Using the software

Once the program is loaded you will be presented with a screen containing text and graphics. First you will be asked if you want to load a saved game. If this is your first game just press **N**.

The graphic at the top shows your location. On the Arc version this may change according to the situation, on the BBC it will remain the same. The text below will tell you where you are, what you can see that is of interest, and which directions you can go in.

There is a line followed by:

- the last instruction you gave the program
- any messages the program wants to give you, and finally
- the 'What now' prompt for you to type in your next instruction.

The text is quite widely spaced to help with reading but this does mean that occasionally the text window is full. If the window fills up the program will stop until the space bar is pressed, it will then clear the window, except for the room description, and continue. If you want to see the original text again just press **RETURN**.

You can move in any of the directions indicated and **take**, **use** and **drop** some of the objects you can see. Input is in 'normal' English using any number of words, though only the first 30 characters are dealt with in the BBC versions. The program then searches for words it understands, these are printed on the **Word List card**. The program actually only deals with the first two recognisable words so you can type **TAKE LAMP** or **GO TO THE TABLE AND TAKE THE LAMP**, both will result in you carrying the lamp. The program ignores any subsequent words so **TAKE THE LAMP AND THE MATCHES** will only take the lamp. The program will accept any combination of upper and lower case letters.

You move around using **north**, **south**, **east** and **west** or **N,S,E** and **W**. The function keys also have directions programmed into them. To find out what you are carrying type **LIST**, you are limited to carrying six objects. To end the program type **STOP**.

Saving games

While the program is short and you may wish children to complete it in one sitting or have them retrace their steps on a second attempt, you can save your position in the game.

To do this:

- Type **SAVE** at the **What now?** prompt
- Enter a name for your saved game.

Your current room, the things you are carrying and the tasks completed are recorded on the *User disc*.

You can **reload** the game at the **Play a saved game?** prompt at the start of the game.

After the children have completed the game it is advisable to delete their saved games from the disc using ***DELETE** on the BBC or via the desktop on the Archimedes and A3000.

You will be able to save **ten** games on each user disc.

Care should be taken with the names given to saved games. If children save their game under the same name as a another user they will overwrite the previously saved game.

Saving on the Big Print version:

You must insert a new disc as you will not be able to save onto the *Startup disc*, your saved game disc can be left in the drive while the program is running.

Have a blank disc ready.

Using the sprites

Archimedes and A3000 version only

The pictures from the Archimedes and A3000 version of the program are available for you to use with desktop publishing or wordprocessing packages such as *PenDown* and *Impression*.



The pictures of the rooms are held as standard **sprite files** on the *User disc* and are called *pic1* to *pic30*, these may be dragged into any package that accepts **sprite files**.

There is no reason why pupils should not produce their own pictures for use within the program.

The pictures may be edited in !Paint which is supplied with the computer on *Applications Disc 1*.

Any pictures which were edited would need to be re-saved with the same filename as the original - so make sure that if you are editing sprites you are using a back-up copy and not the original *User disc*.

Please note that some of the pictures in the program are not on the *User disc* e.g. the chest, the beggar etc. These can be found on the *Start-up disc* inside the *!Sellardore* application directory. To get into this directory, move the pointer over the application, hold down the **Shift** key, and double click the **select** button. This will open the directory window containing, among other files, a sprite file *SSPRITES*. This sprite file contains more than one sprite and you will therefore need to load the file into *!Paint* and re-save the sprites separately before you can load them into other packages.

Using text files

Archimedes and A3000 version only

The story can be found in the directory *STORY* on the *Start-up disc*. The chapters are held in 'plain text' files called *ch1*, *ch2* etc. The file *WHOLESTORY* contains the entire text in one file. The text loads easily into *!Edit*, *PenDown* and should transfer into most DTP packages without trouble. The one problem we found when testing this with other packages was the way some deal with spaces, for instance *First Word+* takes 'normal' spaces to be 'hard' spaces and won't re-format the text as it stands. If you have problems look in your respective manual under 'imported text', 'plain text' or 'ASCII files' for help. If you need to go to *!Edit* to make changes, as you will with *First Word+*, you will find it much easier to work on the *WHOLESTORY* file and save it as separate chapters after you have made the changes.



Using text files

BBC version



Copying text files

The entire reading book is provided on the *Start-up disc* as text files. If you wish to use these you are strongly recommended to transfer them first to a blank disc.

With a blank formatted disc proceed as follows:

DFS version:

Single drive:

Place the *Start-up disc* in the drive and type:

***COPY 0 0 S.* <RETURN>**

and then follow the instructions on the screen.

Double drive:

Place the *Start-up disc* in drive 0 and your blank formatted disc in drive 1 and type:

***COPY 0 1 S.* <RETURN>**

ADFS version:

The files are in the directory *STORY*. The best way to copy these is to use the *DirCopy* utility on the *Welcome disc* supplied with the computer.

Using the text files.

DFS version.

As they stand you will find each chapter saved as a separate file, chapter 1 is in *S.CH1* etc. In their current form they will load straight into *Interword* and *Wordwise+*.

PenDown

To load them into *PenDown* they will need to be transferred into the *A* directory. To do this type:

***RENAME S.CH1 A.CH1 <RETURN>**

Repeat this process for each chapter. *PenDown* strips out all formatting so you will have to go through the text adding paragraphs etc.

Writer

To load into *Writer* you must go through the same renaming process except this time they must be put in *Directory H* by typing:

***RENAME S.CH1 H.CH1 <RETURN>**

Formatting is left intact.

Folio

In Folio (tested on the BBC MS128 version) you will need to use the *Import text* facility which is available via the *Disc management* menu and requires you to have a copy of the *Folio utilities* disc ready. Note that *Folio* makes its own decision about the font used to import the text, so you will probably want to change that once you have it safely on your Folio disc. The text format is left intact.

View

If you have to use VIEW you must first switch off justification (**CTRL/f3**) then

READ S.CH1 etc.

Use **f0** to reformat each paragraph to the screen width.

Developing Tray

You can also load the text files into Developing Tray (version 3 tested) either as they are, (in which case you will get the first 19 lines of the chapter), or after editing them in a word processor. Before you can load them into Tray you will need to move them into the \$ directory by typing:

***RENAME S.CH1 \$.CH1 <RETURN>** etc.

ADFS version:

All the above applies but, again, you will find it easiest to change directories with *DirCopy* from the *Welcome Disc*.

Rom problems

BBC version only

Some ROM chips seem to clash with the program, specifically *Computer Concept's Spellmaster*. If you find that the program will not run or that using the function keys causes the program to crash you will need to use the command

***UNPLUG <rom id>**

before using the program. To find the rom's id type ***ROMS**. Once you have finished with the program use the command ***INSERT <rom id>** to make that ROM usable again. If this still does not solve the problem try switching your machine off and on after UNPLUGging and then load the program again.

**Teachers' Notes**

Sellardore Tales was designed to meet a need that teachers have been asking us to address for years. It is aimed at children with a chronological age of 10 and above who are experiencing difficulty with their reading. The content of the package, both in the reading book and the educational adventure, should appeal to older children while the reading age required and the difficulty of the problems encountered have been set at a lower level.

The package can be used with children individually or with small groups where the children would benefit from the cooperation and discussion involved in trying to solve the adventure. It could form the central theme of a topic based around the land of Sellardore, or dragons, or can simply be used as an adventure in its own right to support other reading work the children are doing.

Reading age

This is always a controversial area and you will know best which pupils of yours will benefit from using part or all of *Sellardore Tales*. However, to give you some sort of objective guide we have run two reading level tests on the material. The first is the Mugford Reading Difficulty Level which is widely believed to be reliable for primary and lower secondary aged children as well as remedial texts. The second is the Flesch Grade which is much less reliable on this particular text but is commonly used in secondary schools and so should give a starting point for teachers working in remedial departments. The standard deviation within the book is also shown to give you some idea of the boundaries within which the text stays. The text analysed was 1400 words for the reading book (the first 200 words of the first seven chapters) and all the messages and room descriptions in the program.

Reading book

Mugford Reading Difficulty Level: 8.26. Standard deviation: 0.6.

Flesch Grade: 10.96. Standard deviation: 0.5.

Adventure Text

Mugford Reading Difficulty Level: 7.48

Flesch Grade: 9.67 (This is calculated according to the Flesch formula but in fact goes off the scale at the 'easy' end.)

Solution

For those teachers who want to get a quick overview of the adventure (or are stuck) the solution is as follows.

Starting from the dry river bed go SOUTH to the village and WEST to the small house, TAKE the LAMP.

Go EAST then SOUTH to the big house and TAKE the BOX of MATCHES.

Go NORTH then EAST then EAST. You will find it is too dark to see so LIGHT the LAMP.

Go SOUTH and TAKE the FIREWOOD.

Go NORTH, EAST, EAST and NORTH to the cave with the wall of ice. LIGHT a FIRE to melt the ice.

You can now go NORTH to TAKE the ROPE.

Go SOUTH, SOUTH, WEST and SOUTH and you will be at a cliff edge. Go DOWN and TAKE the TIN.

Go UP again and DROP the ROPE.

Go NORTH and NORTH again and TAKE the COIN.

Go SOUTH, WEST and then NORTH; GIVE the COIN to the beggar, he will give you a can OPENER in return.

OPEN the TIN and DROP the can OPENER.

Go SOUTH, EAST, EAST and SOUTH; TAKE the BUCKET.

Go NORTH and NORTH and FILL the BUCKET.

Now go SOUTH and EAST, FEED the dragon and DROP the TIN.

Go EAST and TAKE the COIN.

Go EAST, EAST and SOUTH and then BUY a SPELL. The Wizard will tell you that the magic word MELLON opens doors.

Go NORTH and NORTH again. TAKE the KEY.

GO EAST and say MELLON. Go EAST again and UNLOCK the CHEST.

DROP the KEY and TAKE the DYNAMITE.

Go WEST, SOUTH and then SOUTH again and THROW the WATER.

Finally go EAST and LIGHT the DYNAMITE.

Extending Sellardore Tales

The package includes a number of resource materials which are intended to extend the work the children can get out of both the reading book and the computer adventure.

The Support materials

Activity sheets

There are 13 photocopyable activity sheets of the following types:

Cloze procedure sheets: These are a standard format and can be used as they are. You may like to cover the word list at the base of each when you copy them to make the task more demanding.

Word searches: When copying these again you may wish to cover the word list. The directions the words run has been limited to: Horizontally left to right. Vertically downwards. Diagonally left to right and down.

Crosswords: These use words in the given chapters plus other common words.

Sequencing sheets: The children cut the sentences out as indicated and stick them onto a separate sheet in the correct order. Alternatively you may want them to copy the sentences out in the correct order.

The sheets each cover a specific part of the reading book or the whole of the computer program; you will find this information on each sheet.

Creative writing sheets

The photocopyable picture sheets are a simple open ended set of resources for you to use. You could copy them as they are and have children write descriptions of what is in the pictures, short stories, poems etc. You could also cut and paste copies to make your own resources.

Text files

The *Start-up* disc contains a copy of the text of the story book as a word processor file. This could be used in a number of ways.

You could reprint the book after using search and replace to put specific children's names into the text instead of Soolin, Tem, Darvid, Sneck and Zorin. Beware of their respective genders!

Create your own Cloze procedure sheets based on the text. The Arc version of *Pendown* has a utility that creates Cloze passages for you.

Reprint the book with specific gaps left for the children to illustrate.

Let the children re-write part or all of the book. To keep the reading age down fairly simple words have obviously been used with a fair amount of repetition. More able children could replace some of these with more sophisticated language. Alternatively, if there are events that they don't like they could totally change them: What if Sneck was a spy for Zorin? What if they hadn't rescued Soolin? - The endings are endless.

A still more sophisticated use of the text would be to re-write it in the first person. This might be a useful exercise for ESL students.

The character Sneck speaks in very broken English, and therefore, a useful exercise might be for the children to try to express what she is saying using better language. This could be done as either a written or oral exercise.

Other ideas

Choose your own adventure books

You might like to consider the Oxford University Press 'Quest Game Books' which operate in a similar environment to Sellardore. These are 'choose your own adventure' style books in two sets of six.

There are loads of these types of books out now and it is difficult to sort through them all but those by Ian Livingston are fairly sound and are now available in 'multi-player' form.

There are also numerous books on dragons, (see the list on the next page) Orks etc. and you should have no trouble resourcing any project based on these. You will find a wealth of information in role playing source books published by the likes of TSR, Games Workshop, Palladium, Chaosium etc. A copy of Games Master International magazine will fill you in on all these. These books tend to be available in large toy shops rather than book shops.

Board games

There are a range of board games you might like to look at, though you will probably have to make some modifications to run them in a school environment.

Mystic Wood from Gibson Games is nice as it doesn't use a board but cards which

are turned over to reveal a map which changes every time.

Talisman from Games Workshop is of the more familiar type, throw dice, move around the board etc. There are lots of 'encounter cards' in this game so there's lots of reading at a fairly low level. The strength and combat systems require some simple maths but lots of it.

Hero Quest from Milton Bradley is similar in some ways to Talisman, again with a combat system but there is very little reading in it - it's the co-operative aspect that is attractive.

You may well find that children in your school have copies of these games and be able to have a look at them.

Book list

This comes from several days in the local library, it is by no means complete but should give you a starting point. It is not possible to list which are in and out of print at any given time but your Schools Library Service should have a fair proportion available.

Beowulf Dragon Slayer	Sutcliff, R.
The Great Dragon Competition	Cunliffe J.
Dragons and More	Davidson M.
The Dragon on the Hill	Gard J.
The Hobbit	Tolkien J.
The Dragon of Og	Godden R.
The Garland of Filigree	Gray N.
The Hamish Hamilton Book of Dragons	
Complete Book of Dragons	Nesbit E.
Farmer Giles of Ham	Tolkien J.
J. Dragon's Blood	Yolen J.
A Book of Dwarfs	Mannering-Saunders R.
Fantastic Creatures	Asimov I.
Sky Fleet of Atlantis	Bloomfield F.
The Hamish Hamilton Book of Magicians	
The Quest for the Sword of Infinity	Lee S.
The Castle of the Dark	Lee T.
The Wizard of Earthsea	Le Guin U.
The Hamish Hamilton Book of Magical Beasts	
The Wizard of Borland	B.B.
The Weirdstone of Brisingamen	Garner A.
A Book of Wizards	Mannering-Saunders R.

Crossword Solutions

Activity Sheet 4

Across:

5	Taking	6	Only
7	Centre	8	Time
9	Keyhole	12	Grew
14	Ground	16	Into
17	Needed		

Down:

1	Late	2	Little
3	Lost	4	Climb
10	Looked	11	Wrong
13	Wood	15	Need

Activity Sheet 10

Across:

5	Were	6	Table
8	Stop	9	Others
11	Sent	12	Strong
13	Most	15	Crops
16	Land		

Down:

1	Went	2	People
3	Each	4	Eldren
7	Got	10	Waters
11	Simple	14	Sent

Activity Sheet 13

Across:

6	Inside	7	Hard
9	Pile	10	Everyone
11	Deeps	12	Happy
16	Years	17	Began
20	Couldnot	22	Burn
23	Fist	24	Enough

Down:

1	Once	2	River
3	Several	4	They
5	Wrong	8	Mines
13	Pie	14	Grinned
15	Hairy	18	Zorin
19	Stood	21	Late
22	Bags		

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