Journey

Users' Notes

PROGRAM NAME: Journey
COMPUTERS: BBC B, B+, Master
SUBJECT AREA: Map Reading Skills
AGE BAND: 8 - 16 years old

PROGRAM DESCRIPTION: The first four parts test your knowledge of compass points. The last five sections are all based on the same simple plan to allow practice in using a map, and planning and adapting a route around town. The sections are arranged to be progressively more difficult and within each there are varying degrees of difficulty. Each section starts with an explanation.

TO LOAD THE PROGRAM: Insert the disc in a disc drive. While holding down <SHIFT>, press and release <BREAK>.

TO RUN THE PROGRAM: After the program is loaded, the first screen you see is the scrolling *Scetlander* title page. This automatically moves into the SMDP title page from where you can access the CONTROL SECTION (see later).

At the SMDP title page, press <SPACE>. You will see a menu on the screen listing the choices you have available. Choose the section you want to work in by pressing the appropriate number.

1. COMPASS POINTS (4 directions) gives simple exercises to test knowledge of north, south, east and west.

2. MAZE asks you to use the compass directions to make your way through mazes of varying degrees of difficulty. The North Point can be set as a fixed or a variable point in the CONTROL SECTION.

3. COMPASS POINTS (8 directions) has further basic exercises to test knowledge of north, south, east, west; north- west, north-east, south-west and south-east.

4. ARROW further tests knowledge of the eight compass points.

5. TOWN PLAN (Index) asks you to locate a place on the town map using an index and grid references.

6. TOWN PLAN (Grid) asks you to find a hidden location on the town map using grid references and directional hints if your first guess is wrong.

7. MAKING A JOURNEY shows you a town plan then challenges you to find the shortest route to and from specified points. These specified points can be random or chosen by you.

8. PLANNING A JOURNEY is similar to the above but challenges you to pre-plan a whole journey by listing directions and distance. The specified points to be visited can be random or chosen by you.

9. ORIENTEERING is a competitive test which can be played between two people or against yourself. It tests the skills acquired in the previous sections and also introduces an element of distance estimation.

CONTROL SECTION: This section is accessed from the SMDP title page (the second one you see after you start the program). While holding down <CTRL>, press and release <T>.

There are three things you can change through the control section:-

Press <1> to change between SOUND ON and SOUND OFF.

Press <2> to choose between a fixed and a variable north point in section 2 - Maze.

Press <3> to select the sections which will be used in the main program. From the menu shown on screen, the following options can be made by pressing the appropriate number:-

1. Free choice from the full menu of nine programs;

2. Free choice from a limited menu of progams. Use the arrow keys to move the highlighting bar and select the sections you want to offer;

3. Fixed sequence of programs. Select the sections as above. These will then run automatically in the main program.