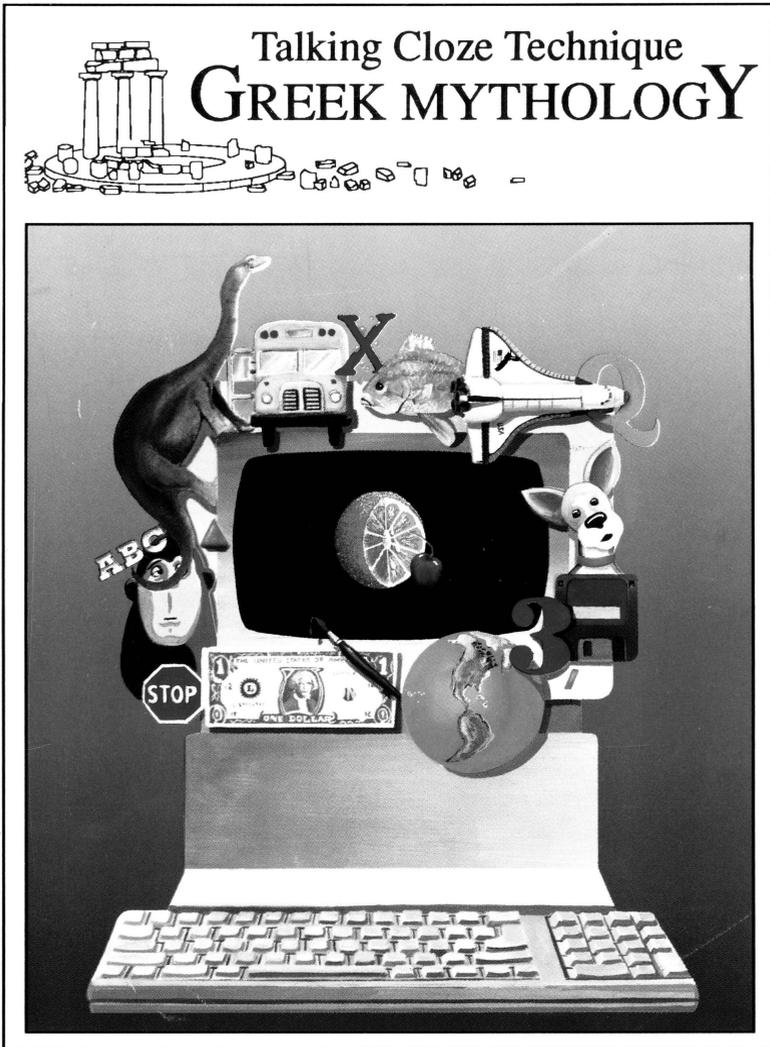
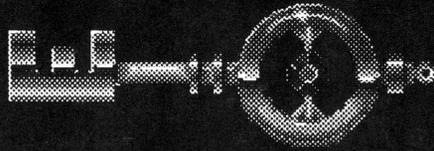


ORANGE CHERRY TALKING SCHOOLHOUSE

S O F T W A R E





Talking Cloze Technique
GREEK MYTHOLOGY

This series consists of eight parts on three 3.5" disks:

- ▲ Daedalus and Icarus
- ▲ Jason and Medea
- ▲ Odysseus
- ▲ Heracles
- ▲ Perseus and Medusa
- ▲ Theseus and the Minotaur
- ▲ Persephone and Pluto
- ▲ Pandora

Copyright © 1991
Orange Cherry / Talking Schoolhouse Software



Multi Dimensional Communications, Inc. reserves all rights in **Orange Cherry Software[®]** and the **Talking Schoolhouse[™]** Series and these names under copyright laws. U.S. Trademark Registration No. 1,240,912.

Unauthorized reproduction, distribution, or display of this document is strictly prohibited. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of **Multi Dimensional Communications, Inc.** are violations of U.S. Copyright Law and are hereby expressly forbidden.

Orange Cherry and **Talking Schoolhouse** are registered trademarks of **Multi Dimensional Communications, Inc.**

Apple is a registered trademark of **Apple Computer, Inc.**

IBM is a registered trademark of **International Business Machines Corporation.**

Tandy is a registered trademark of the **Tandy Corporation.**

Apple Computer, Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability, or its fitness for any particular purpose. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights you may have that vary from state to state.

Apple II System Disk 3.1 is a copyrighted program of **Apple Computer, Inc.** licensed to **Multi Dimensional Communications, Inc.** to distribute for use only in combination with the **Orange Cherry / Talking Schoolhouse[™]** Series. **Apple** software shall not be copied onto another diskette (except for archive purposes) or into memory unless as part of the execution of the **Orange Cherry / Talking Schoolhouse[™]** Series. When the **Orange Cherry / Talking Schoolhouse[™]** Series has completed execution, **Apple** software shall not be used with any other program.

BOOTING THE PROGRAM

Talking Cloze Technique is a three-disk program designed to run on an Apple IIGS computer with 768K minimum memory and a 3.5" disk drive. Insert **Disk A** into the drive, label side up, then turn on your computer and monitor. The program will boot automatically. Do not attempt to launch this program from your desktop using your operating system. Boot directly from the floppy disk.

INSTALLING THIS PROGRAM ON A HARD DRIVE

1. Create a new folder on your hard disk by selecting "New Folder" from "File" on the desktop. Give the folder a name. In these instructions we will name the folder *Cloze* and refer to it as such.
2. Insert **Disk A** into your floppy drive and open it by double-clicking the mouse on the disk icon labeled **OC.BOOT.DISK** that appears on the desktop when the disk is inserted.
3. Use the mouse to click on, or select, all files labeled **Program** as well as all files labeled **Data**.
4. Copy these files into the *Cloze* folder. Do this by clicking the mouse on each file icon, holding down the mouse button, then dragging the highlighted file icons to the folder. Release the mouse button when the pointer is over the folder and both the files and the *Cloze* folder are highlighted.
5. When the computer finishes copying these files, remove **Disk A** and insert **Disk B**. As in step 3, copy all files marked **Program** and **Data** into your *Cloze* folder. Repeat this process using **Disk C**.
6. To launch the program from your hard disk, open the *Cloze* folder, then double-click on the icon marked **Program**.
7. Follow the same procedure to install other programs, but be sure to create a separate folder and name for each program on the hard disk.



Ojectives

Conceptual Objectives

Through the appropriate use of this program, children will learn to read in context. Their ability to grasp both the overall meaning of a reading passage and specific details within that passage will be developed through carefully designed reading instruction. Students will come to understand the concepts of order, sequence, theme, plot development, and contextual meaning as they relate to the written word. They will see how each reading passage relates to the overall mythological theme, realizing how each part is an important contribution to the whole in a well-written passage.

Skill Objectives

Students will learn to integrate their understanding of context, knowledge of syntax, and higher-level analytical skills. The effective use of this program will produce a marked increase in children's reading comprehension as well as retention of detailed material presented. Students should also expand their vocabulary significantly as they work with this program. Use of the mouse will enhance fine motor skills and eye-hand coordination.

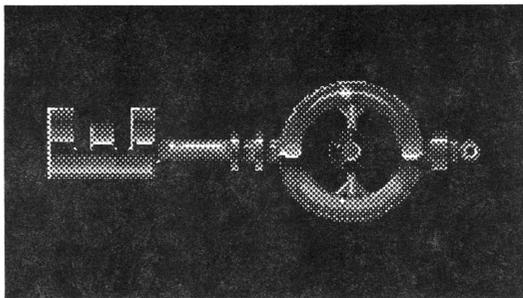
Affective Objectives

Students control the direction of the program with a simple click of the mouse. Another click elicits the most sophisticated animation a user is likely to see in educational software. The outstanding graphics and animated sequences capture children's interest, aid comprehension, and reward students. On-screen help and immediate feedback further reinforce kids for their efforts.



Program Format

Talking Cloze Technique presents eight newly adapted Greek myths. When the menu appears on the screen, students may choose any story by pointing the cursor (appearing in the shape of a sword) at the story of their choice, then clicking the mouse button. The program will then load the first screen of the myth selected.



Each screen in this reading passage appears in the same format, although the picture, animation, and text change from page to page. Students should read through the text on the screen, ignoring the omitted words (indicated by the red outlined boxes) the first time through. If they so desire, they may then click the mouse on the animation box in the lower righthand portion of the screen. An animated sequence relating to the action taking place in the program will then appear.

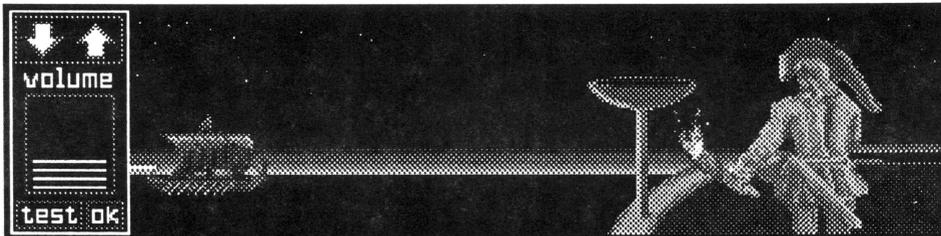
When students feel they understand the passage, they should attempt to fill in the blanks (two per screen) with the most appropriate word. They begin by clicking the mouse on the red box they wish to fill in. The animated owl character, Mo Mentum, will then appear offering a choice of three words. Students should click on the word that best fits the context. Mo will then tell kids "You are correct," or "That's not it," and offer another chance to select the correct word if necessary.



When students have finished filling in the missing words on each screen of the story, they may click on *Exit* at the top lefthand part of the screen to return to the main menu. If they wish to go back through the same story, or missed some of the questions, users may click on the arrow pointing left in the lower lefthand portion of the screen. This will return them to the previous screen in the story. Every screen has an animated sequence that may be viewed by clicking the mouse on the lower righthand illustration block. If students answer 75% or more correctly, they will earn a golden key given to them by one of the Greek gods.

VOLUME CONTROL

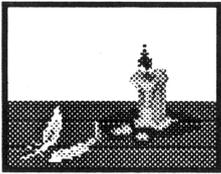
The volume may be set from any screen in the **Talking Cloze Technique** program. Users may simply click on the word *Volume* appearing on the screen's border in all of the reading passages. The window shown below will appear on the screen. To check the current volume setting, click the mouse on the word *test*, and a sample tone will be heard. If this setting is adequate, click on the word *OK* and the volume box will disappear, returning the user to the reading passage. If the volume set is too low, click the mouse on the arrow pointing upward; if it is too loud, click on the arrow pointing downward. Click on *test* to hear a sample tone at the new setting, then click *OK* to exit the volume window.



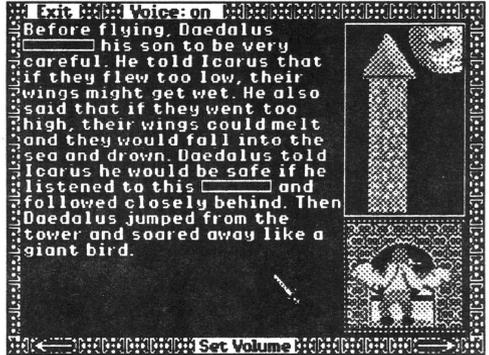
Dædalus and Icarus

The well-known tale of **Dædalus and Icarus** is vividly presented as father and son struggle to escape the clutches of King Minos. Dædalus, famous inventor and architect of the minotaur's labyrinth, is locked in a tower with his son, Icarus, after the king becomes angry with Dædalus. Minos proclaims that they will never escape from the

imprisoning tower. Day after day, Dædalus works on a plan. Seeing birds soaring past the tower's window, he decides to create two sets of wings that would allow him and his son to fly to safety. Dædalus builds wooden frames and collects many feathers from perching birds. Years later, Dædalus



finally completes the wings. He warns his son not to fly too close to the sun, nor too close to the water. Dædalus and Icarus strap on their wings and leap from the window. The wings work perfectly, however, when Dædalus looks about for his son, he sees no sign of him. Then, high above, he catches sight of Icarus and watches in horror as he disobeys him and foolishly flies too close to the sun. The wings quickly melt, as they were fastened with candle wax, and Icarus falls into the sea and drowns. This story is both tragic and breathtaking in its imaginative use of text, imagery, and sound.



Heracles

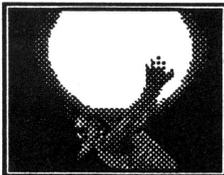
Exit **Voice: on**

Heracles's fourth task was to trap a giant boar. After completing this, Heracles was asked to clean the stables of King Augeus in one day. These stalls hadn't been cleared out for years and even Heracles couldn't finish them. Heracles, however, was able to change the course of a nearby river. The water rushed in and cleaned the pens. As his sixth labor, Heracles had to kill the Stymphalian birds. These creatures ate people but Heracles _____ the birds and shot them with arrows as they flew into the sky.



The myth of Heracles imparts a sobering lesson of guilt and redemption. Heracles displays amazing strength and courage from an early age. When he reaches manhood, however, he is driven mad by the jealous goddess Hera. Heracles kills his wife and children and must then try to rid himself of the staggering guilt arising from his crime. Heracles is given twelve "impossible" tasks to complete. He will be free from guilt and made immortal if he accomplishes all twelve tasks.

Each labor is different. His tasks include killing the Nemean lion, killing the Hydra of Lerna, and capturing the Cerynean deer. Heracles also traps a giant boar, cleans the stables of Augeus in one day, and kills the Stymphalian birds. Heracles captures the Cretian Bull, gathers the flesh-eating horses of Diomedes, and battles the Amazons for their queen's belt.



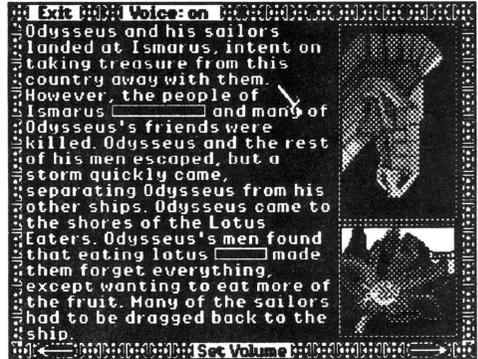
To gain immortal life, Heracles captures the cattle of Geyron, retrieves Hera's golden apples, and brings the three-headed dog Cerberus back from the Underworld.

Heracles finally completes his labors and becomes immortal, but more importantly, he learns that one must do penance to atone for one's sins and earn forgiveness.



Odyseus

This myth tells the rewarding story of Odysseus and his twenty-year quest to return to his family following the Trojan war. Odysseus is warned by the gods that he will not return from battle for many years if he chooses to fight, but he decides to join the Greek army and promises his wife and son that he will return one day. After a ten-year assault on



Troy, Odysseus and a band of men set sail for their home in Ithaca.



Odysseus and his sailors face many trials on their way back to Greece, including an attack on Ismarus that leads to the death of many of Odysseus's friends. The group lands on the shores of the Lotus eaters, then on the island of Polyphemus where they are captured by the cyclops. Polyphemus, a giant one-eyed beast, traps Odysseus and his men in a cave. They finally escape by hiding under the bellies of sheep running out of the cave. Odysseus later encounters Sirens whose beautiful singing lures men to their death, Circe, and the Scylla, a six-headed beast with snarling dogs at the waist. Eventually, the ship sinks and all aboard perish except for Odysseus. He washes ashore on an island and finally returns home seven years later as he promised. Odysseus is a magnificently rendered tale of adventure and forbearance.



Perseus and Medusa

Exit Voice on

On his way home to Seriphos, Perseus helped a beautiful princess, Andromeda, escape from another monster. Perseus and Andromeda returned to the kingdom of Polydectes together. They arrived to find Polydectes trying to force Danae to marry him. Perseus ran to his mother and stopped the king, who wanted proof of Perseus's victory. Perseus reached in his magic bag and pulled out the head of Medusa. Polydectes's look of surprise quickly turned to stone. The king had gotten his wish and Perseus had proven his valor.

Set Volume



The exciting story of **Perseus and Medusa** focuses on Perseus's desire to win the respect of the jealous King Polydectes. Perseus grows up on the island of Seriphos under the care of his mother, Danae, and Polydectes. Polydectes wants all of Danae's attention, so tries to separate Perseus from his mother. The king challenges Perseus to bring Medusa's head back to the kingdom in order to prove

his manhood. Medusa is a hideous monster with long fangs and snakes growing from her head instead of hair. She is so horrible to look at that anyone who dares to is turned to stone. The goddess Athene gives Perseus winged sandals, a helmet to make himself invisible, a special sword and shield, and a bag in which Medusa's head would be placed, so that Perseus would not glimpse her accidentally. Perseus finds Medusa in her dark, sinister cave. He uses the reflection of the shield to locate Medusa without looking at her directly, and after a fierce battle, manages to cut off her head.

Perseus returns to Seriphos to find Polydectes trying to force Danae to marry him. Perseus stops the king by presenting him with the magic bag. Polydectes removes Medusa's head from the bag and instantly turns to stone. This story is a boldly designed ode to the trials of a young man's rite of

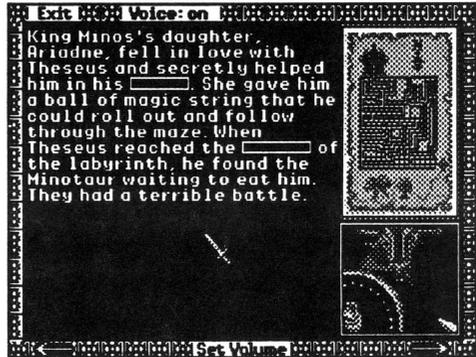


passage into adulthood.



Theseus and the Minotaur

In the myth of **Theseus and the Minotaur**, King Minos of Crete orders King Aegeus of Athens to send him human sacrifices each year for his dreaded minotaur. Theseus asks for the chance to prove his courage by traveling to Crete to fight the creature. The minotaur, a horrible monster with the head of a bull and the body of a man, lives in a labyrinth beneath the kingdom of



Minos and eats the human offerings from Athens each year. Aegeus agrees to his son's proposal, but only if Theseus agrees to fly a white sail on his ship when returning home, thereby signalling he was still alive. Theseus is thrown into the dark tunnels of the labyrinth, but he receives help from Adriadne, Minos's daughter, who falls in love with him. She gives him a magic ball of string that helps him escape. In the middle of the maze, Theseus battles the minotaur. He finally overcomes the monster and follows the magic string out of the labyrinth. Theseus promises to marry Adriadne, but leaves her sleeping while he and his men sail home. He pays a horrible price for this betrayal however, for he forgets to fly the white sail when approaching Athens, and his father, thinking he is dead, throws himself from a cliff. Theseus becomes king after learning a grave lesson about the value of keeping one's word.



Persephone and Pluto



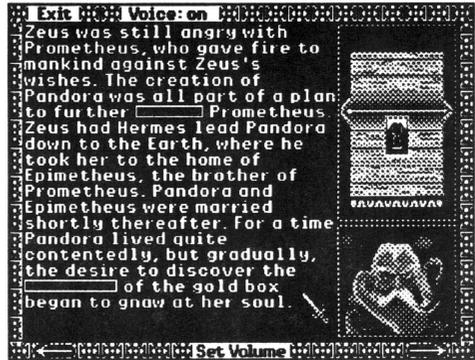
The story of **Persephone and Pluto** is part of a genre of nature myths attempting to explain the development of the seasons. Persephone is the daughter of Demeter, goddess of the harvest. Persephone helps her mother by tending the flowers and shrubs. One day, as she is weeding, she encounters an odd shrub she decides to uproot. As she does so, a crevice opens in the earth.

A chariot emerges, and Pluto, god of the underworld, scoops up Persephone and takes her back to Hades. When Demeter discovers her daughter has been kidnapped by Pluto, she rushes to Mt. Olympus to speak with Zeus, Persephone's father. Angry, Demeter demands her daughter's return. Zeus, however, had made a deal with Pluto, allowing him to marry Persephone. Demeter is furious and vows that she will seek revenge. She refuses the plants water; everything began to die. Zeus compromises with Demeter, saying that Persephone would be returned as long as she did not eat anything while in Hades. Just as Zeus was arriving in Hades to collect his daughter, Persephone finally weakened and ate six pomegranate seeds. Zeus tells her that she will have to remain in Hades six months of each year. Demeter is still angry, so declares that nothing will grow while Persephone is in Hades, beginning the concept of the winter season.

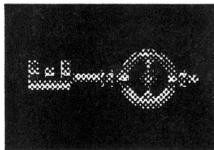


Pandora

One of the most familiar myths is the story of Pandora and her insatiable curiosity. Zeus creates Pandora to punish Prometheus, who gave mankind fire against Zeus's wishes. Pandora receives gifts from all of the gods and goddesses. She is given beauty, wisdom, protection from drowning, and many other wonderful things, including an exquisite



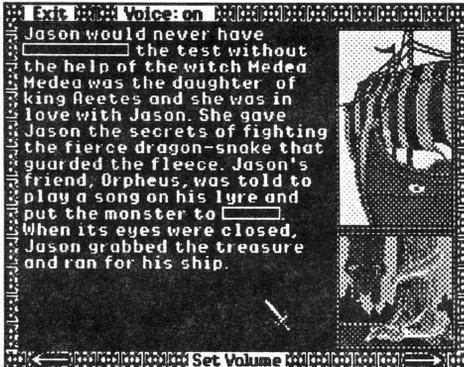
gold box given to her by Apollo. The final present is an unfortunate one, however, that Hera bestows: Inquisitiveness. Apollo warns Pandora not to open the beautiful chest and she agrees. Zeus sends Pandora down to earth to marry Epimetheus, Prometheus's brother. Gradually, Pandora's desire to



open the golden box grows until she becomes obsessed with the need to discover its contents. Consumed with the curiosity evilly implanted in her by Hera, Pandora finally breaks down and unlocks the box. As she lifts the lid, hordes of demons come teeming out, representing the evils that plague mankind. Illness, Deceit, Greed, Anger, Poverty – all are unleashed as Zeus's revenge for man obtaining fire. Pandora quickly closes the box; all but one demon escapes. Pandora manages to keep Doom locked inside, thereby preserving Hope for mankind in the face of all misfortune.



Jason and Medea



Jason and Medea is a fascinating retelling of Jason's overzealous efforts to become the ruler of Iolcus and his subsequent loss of favor in the eyes of his people. As a baby, Jason is the heir to this wondrous kingdom, but his uncle, Pelias, steals away the wealth and power of Jason's inheritance. When Jason reaches manhood, he goes to Pelias and demands the crown. Pelias replies that Jason may become king if he will steal the golden fleece, a great treasure that belongs to King Aeetes of Colchis.

Jason builds a ship he names the *Argos*, calls his sailors *Argonauts*, and sets sail for Colchis. King Aeetes makes Jason fight the fierce dragon-snake guarding the fleece. Aeete's daughter, Medea, falls in love with Jason and helps him defeat the dragon, then escapes with him back to Iolcus. Aeetes is furious at his daughter's deception and chases the ship until Medea kills her half-brother and throws him overboard. Upon returning to Iolcus, Jason tries to take the throne, but Pelias still refuses. Medea tricks Pelias's daughters into killing their own father, winning the throne for Jason. The people, however, banish Jason and Medea for their cruelty, teaching them that lying, stealing, and murder are not acts to be rewarded.

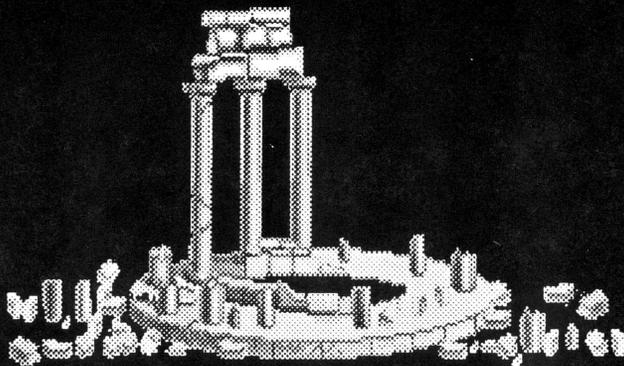
Jason builds a ship he names the *Argos*, calls his sailors *Argonauts*, and sets sail for Colchis. King Aeetes makes Jason fight the fierce dragon-snake guarding the fleece. Aeete's daughter, Medea, falls in love with Jason and helps him defeat the dragon, then escapes with him back to Iolcus. Aeetes is furious at his daughter's deception and chases the ship until Medea kills her half-brother and throws him overboard. Upon returning to Iolcus, Jason tries to take the throne, but Pelias still refuses. Medea tricks Pelias's daughters into killing their own father, winning the throne for Jason. The people, however, banish Jason and Medea for their cruelty, teaching them that lying, stealing, and murder are not acts to be rewarded.



T **eaching Strategies**

- Ω Introduce your students to Roman and Norse mythology. Have them compare versions of the same myth to see how they differ. Discuss the cultural climates of the respective regions and try to discover connections between the myths and the cultures that developed those myths.
- Ω Encourage students to write their own myths. Ask them to focus on contemporary society and create modern scenarios. Allow students to illustrate their myths if they so desire, then prompt each individual to share his or her myth with the rest of the class.
- Ω Ask students to vote on their favorite myth, whether it is from the **Cloze Technique** program or from additional myths they have been studying. Have the students work on a project to enact that particular myth. If your class is a large one, divide students into small groups and allow them to select the myth of their choice. Help the class obtain the costumes and props they need and allow them to create their own sets, painting backdrops, etc. Give them a time frame in which they must complete their projects and schedule performances of the myths. Invite other classes in to see the students' performances.
- Ω Ask the class why they think myths came about. Focus on the need people have to explain the mysteries of nature, death, and other natural phenomenon.





Multi Dimensional Communications, Inc. warrants to the original purchaser only that the software provided with this guide will perform in accordance with the descriptions in this guide when used with the specified equipment. If the program is found defective within 90 days of purchase, it will be replaced free of charge if returned to the address below. Replacement of the software is the full extent of our liability.

Disks the purchaser damages will be replaced for a nominal duplicating and handling fee. Return your damaged disk and a check for \$10.00 to:

Orange Cherry Software
Box 390 Westchester Ave.
Pound Ridge, N.Y. 10576

Credits

Illustration

Roger L. Phillips

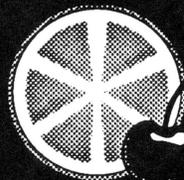
Programming

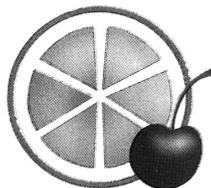
Dylan Gladstone

Story Adaptations & Editing

Kathryn Madsen

Neil LaBute





Orange Cherry Software® Box 390, Westchester Avenue, Pound Ridge, NY 10576 (800) 672-6002 (914) 764-4104
Talking Schoolhouse and Orange Cherry Software are trademarks of Multi Dimensional Communications, Inc.
Apple is a trademark of Apple Computer, Inc.