THE PATIENT PROFESSOR™

PURPOSE

The Patient Professor is designed to assist in the learning process by providing an interesting drill or test.

OPERATION

1. Load the program. Type RUN and press RETURN.

2. The computer asks, "What is your name?" Type your name and press RETURN.

   If you wish to change the program or set-up, type TEACHER or PARENT instead of your name. (See the "Teacher's Section".)

   If you are using the program for self-instruction, type TEACHER for setting up, and your own name for practice.

3. If the program is being run as a practice, there will be a slight delay while the computer tells you, "I am setting up the practice for you." This step is necessary so that the computer can pick the questions at random.

4. Answer each question as it is given.

   -On True/False Questions, you may type T (or TRUE) if you think the statement is correct, or type F (or FALSE) if you think it is wrong. Press RETURN.

   -On Multiple Choice questions, type the number of the answer you believe is the best. Then press RETURN.

   -On Matching Questions, do what the computer tells you:
   a. Type any number from the list on the left side of the screen and press RETURN.

   b. Type one of the letters from the list on the right side of the screen, and press RETURN.

   -On Fill-In Questions, type the word or words you think belong in the space (the length of the space is not a clue!). Do not type unnecessary spaces or punctuation. Press RETURN.

   -On Direct Questions, type the answer and press RETURN.

5. The computer will tell you if your answer was right or not.

   If you miss a practice question:

   a. You will have another chance to answer it (sometimes immediately, sometimes later.)

   b. On Fill-In and Direct Questions you may see the correct answer by typing A.

   c. In some programs the computer will print "Type A for Answer, C for Clue." You may see the clue (to help you discover the answer) by typing C.

   Type RETURN to go on to the next question.

6. When you are finished:

   a. If it is a practice, your turn will end.

   b. If it is a test:
   1.) Your score will be given.
   2.) Your performance on each question will be displayed (C means correct, X means wrong.
   3.) Your turn will end.

   -The computer may instruct you to call the next student, or to call the teacher.

TEACHER'S SECTION

1. At the beginning of the program,
if you type TEACHER or PARENT in-
stead of your name, the computer
will ask your code. When the
program is new, type 12345 and
press RETURN. This will allow you
to use the teacher's section of
the program.

Note: To establish your own in-
dividual code, press CONTROL, and
at the same time press C. Then
press RETURN. Type RUN 20300 and
press RETURN. Follow the com-
puter's directions, entering the
number you wish to use (between
10000 and 32767). Begin the pro-
gram again by typing RUN and press
RETURN.

2. As a parent or teacher, you are
given a list of options:
1. Review Grades
2. Change Set-Up
3. Change Questions
4. Start the Test or Practice
5. End Program
Type the number of your choice and
press RETURN.

a. Review Grades lets you see the
score for each person in your
class the last time the test was
given.

b. Change Set-Up allows you to
establish the following condi-
tions:
1.) Whether it is to be run as
a test or practice.
2.) Whether or not the computer
may use sounds during the pro-
gram.
3.) How many students are in the
class.
4.) What you want to happen at
the end of each student's turn:
- Simply end.
- Call for teacher (Enables you
to review each student's exact
performance on each question
as well as the final score).
- Call for the next student.

c. Change Questions allows you to
make the questions and program
the answers to the test (or
practice) without knowing any-
thing about programming! In the
20K version (and higher) you may
change one question instead of
all of them.

For each question you may pick:
1. True/False
2. Multiple Choice
3. Fill-In
4. Matching
5. Direct Question
6. End of Questions

Type a number and press RETURN.
Follow the computer's prompt-
ings and you will find it is as
easy to enter questions into the
program as it is to type them
on paper.

Note: Be sure to save your work
when you have finished "pro-
gramming" the test. See "To
Save Your Program".

-On Multiple Choice questions,
you may have as few as two
choices or as many as five. One
or more of these choices may be
designated as correct.

-Matching Questions are pro-
grammed in pairs. That is, you
enter one word or phrase (max
15 characters long) and press
RETURN. Then enter the word
or phrase which matches it. Then
press RETURN. You may have from
2 to 9 matching sets together on
the screen. The right column
will be listed in random order
during the test.

-On Fill-In questions, you enter
the entire sentence first, and
press RETURN. The computer then
asks you what part you want left
out. Usually one word or short
phrase is left out. Type it and
press RETURN.

You may then enter the best answer to the question. If you wish to allow variations (such as different spellings, common abreviations, similar answers or punctuations), you may enter from one to four other acceptable answers.

In 20K (and higher) versions you may also program a short clue into the questions (such as PAGE NO. 12) if you want the learner to enjoy discovering the answer for himself.

IMPORTANT: "Clues" must be given in the first place allowed for another acceptable answer, and they must be preceded by the # character. The # will not appear when the clue is given.

Example:
The statement:FOR GOD SO LOVED THE WORLD THAT HE GAVE HIS ONLY BEGOTTEN SON.

The Answer(Part to leave out): THE WORLD

Other answer(Clue):#JOHN 3:16

Other answer: WORLD

Of course you may compose the questions without clues or alternate answers.

-Direct Answer Questions are programmed just the same as fill-in questions except that the answer is not part of the sentence.

-End of Questions takes you back to the teacher's choices.

d. Start The Test or Practice. Unless you have chosen to end the program after each use, the computer will ask which student you want to go next. This is helpful for going back to the beginning, or allowing a student to take the test out of order.

TO SAVE YOUR PROGRAM

Remember that you may stop the program any time, save the program and reload it later to begin at the next student. Type CONTROL C and press RETURN. Save the program in the normal manner. All questions, scores and settings will be saved.

TO RESET SCORES (20K & 24K)

Type CONTROL C and press RETURN.
Type RUN 22000 and press RETURN.

NOTICE!