

# ***User's Guide***

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## **Description**

Matchmaker is a new way to sharpen academic skills and to provide an enriching learning experience at home. Matchmaker goes beyond traditional 'pencil and paper' learning. Matchmaker gives instant feedback, personalized attention, and motivating computer graphics — things no schoolbook can provide. It's like having a friendly private tutor at home who really makes learning fun.

With Matchmaker, learning is no longer confined to the classroom. Basic skills in five subject areas can now be learned at home using these Matchmaker programs: Grammar, Vocabulary, U.S. Geography, World Geography, and Spanish. Each program is based on the principle of matching words and phrases. There is a lot of variety and the game approach really keeps the learner involved. The unique features of each program are described on the following pages.

Each program contains 35 to 38 lessons which can be selected in any order. And every Matchmaker program has space for the user to create up to 10 new learning activities. No previous computer experience is necessary — all you need is your imagination.



**American Educational Computer, Inc.**

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## **Matchmaker Grammar**

Sharpens skills that can help to undo bad habits: reinforces and expands good usage. Covers sentence structure (subject and predicate), punctuation, parts of speech, comparatives, abbreviations, tenses, troublesome choices, and more.

**ITEMS REMAINING: 2**

**CHOICE: 0      GUESSES: 3**

**W H O**

WHO OR WHOM

**CHOOSE THE  
CORRECT FORM:**

THIS IS THE COACH  
(WHO/WHOM) HAD THE  
WINNING TEAM

**HINT:** TRY USING "HE" OR "SHE" FOR  
WHO, "HIM" OR "HER" FOR WHOM

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## **Matchmaker Vocabulary**

Improves vocabulary for speaking, writing, reading, and spelling; stresses word meaning and recognition in context. Covers homonyms, synonyms, homographs, prefixes, suffixes, similes, metaphors, words often confused, and more.

ITEMS REMAINING: 4

CHOICE: E      GUESSES: 3

**W I N**

WORD

**L O S E**

ANTONYM

**GOOD, ALICE!**



**Matchmaker**  
**U.S. Geography**  
**Facts**

Provides facts and information about our states, cities, landmarks, mountains, rivers, lakes, lands and climate.

ITEMS REMAINING: 2

CHOICE: P      GUESSES: 1

**M I S S I S S I P P I**

ANSWER

THE LONGEST RIVER IN  
THE UNITED STATES

**GOOD, RODGER!**



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**Matchmaker**  
**World Geography**  
**Facts**

Presents information to sharpen geography skills and knowledge; helps identify and locate continents, countries, cities, oceans, major topographical features, and more.

**WORDS REMAINING: 2**  
**CHOICE: S      GUESSES: 2**

**A M I G O S**

SPANISH

**F R I E N D S**

ENGLISH

**GOOD, JUANITA!**



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**Matchmaker**  
**Spanish**  
**Vocabulary**  
**Skills**

Develops the basic Spanish vocabulary skills found in the top five Spanish I texts; strengthens Spanish-English usage and understanding. Covers words and phrases, basic vocabulary, sentences, idioms, and more.

**ITEMS REMAINING: 3**

**CHOICE: R      GUESSES: 2**

**S A H A R A**

ANSWER

THE LARGEST DESERT  
IN THE WORLD

**GOOD, JOHNNY!**



### **How to Play Matchmaker**

The Matchmaker programs have been designed for easy use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive as you normally would. If you are unsure of the procedure, please consult the operating manual for your computer.
2. After the screen displays the program title, you will be asked your name. Type your first name and press the *RETURN* key.
3. A list of numbered lesson titles will appear. This is the program menu. Type the lesson number you want and press the *RETURN* key.
4. The first lesson item will be displayed. Select your answer. If your choice is correct, the letter will appear in the appropriate answer space. If your choice is incorrect, the number of "guesses" will decrease by one, and you may try again.

5. Continue selecting letters until all the answer spaces are filled or the word is complete. Once you've correctly identified the word, the next lesson item will automatically appear on the screen and the thermometer on the right will record your score.

If you can't identify the word and your guesses have run out, the computer will display the correct answer. Press the *RETURN* key to move on.

6. Advance through all the items in the lesson. When the lesson is completed, your total score will be displayed. If you have scored at least 7 correct answers on two lessons you will get to play a lively game as a reward.

The object of the game is to eliminate the red and white boxes from the maze without hitting the walls. If your score is high enough, you can exit the maze from the lower right-hand corner and enter another maze. The game is played with the arrow keys on the computer or a joystick in port #1 on some computers.

7. Follow screen instructions to return to the program menu and select a new lesson.
8. To exit lessons at any time, press *RETURN*.

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### **How to Make or Edit Your Own Lessons**

To access the Matchmaker Editor (only for user-created lessons), load the disk as you normally do. When asked for your name, PRESS *RETURN* INSTEAD OF TYPING YOUR NAME. The following menu will be displayed:

1. PLAY MATCHMAKER (to go back to play mode).
2. EDIT LESSON (to continue to Editor menu).

## MATCHMAKER EDITOR MENU

- 1 EDIT DEFAULTS
- 2 EDIT WORD LISTS
- 3 ERASE LESSON
- 4 RENAME LESSON
- 5 RUN MATCHMAKER

YOUR CHOICE?

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### **Edit Defaults**

#### *Option 1*

After selecting Option 1, you will see a list of lessons. Choose the number of the lesson you want to change. Then you must make these decisions:

- 1. How many misses per word?
- 2. Percent correct to successfully complete lesson?
- 3. Category to be hidden?
- 4. Is this correct?

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### **Edit Word List**

#### *Option 2*

This option is used to enter new word lists or edit existing lists. You will again be shown the list of existing lessons. After choosing the lesson number, you will be shown the two categories. If you wish to change them, type an *E* for edit and the cursor will move up to the number/category — you can now enter the names you want for Category 1 and Category 2. The cursor will then move down to the bottom of the screen and you decide if you want to *EDIT*, *DELETE*, *ACCEPT*. If everything on the page is OK, you *ACCEPT* and press *RETURN*. As you add word pairs, you will be asked if there are more to add. If you have more words to add, press *Y* — when you reach the end of your list, press *N* and it will take you back to the menu.

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**Erase Lesson**

*Option 3*

You will be asked to choose a lesson number to erase and then to confirm your choice.

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**Rename Lesson**

*Option 4*

Simply follow instructions on screen.

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**Run  
Matchmaker**

*Option 5*

This will get you back into playing the program.



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