

TEXAS INSTRUMENTS

Speak & Spell™

CARTRIDGE

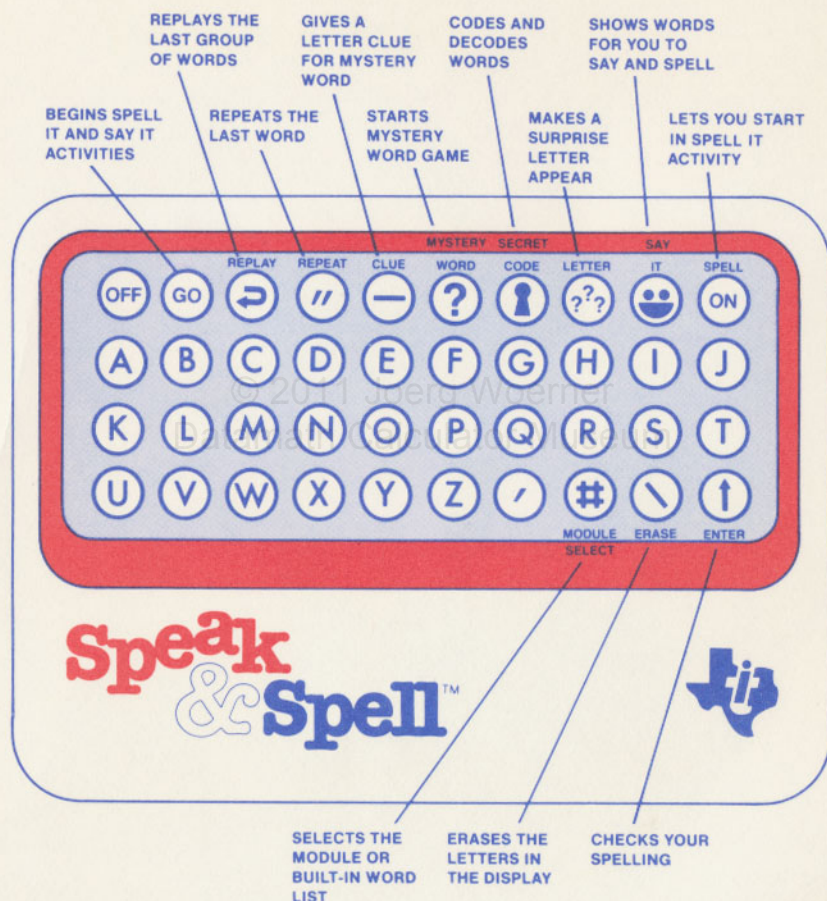


BASIC BUILDERS™ GRADES 2 - 4

Basic words are often hard to spell. Let Basic Builders help you master those troublesome critters!

This cartridge expands the built-in vocabulary of the Speak & Spell unit by 132 words.

THE KEYS TO SPEAK & SPELL FUN



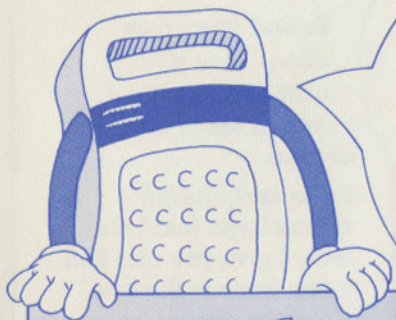
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Datamath Calculator Museum

Developed by the Staff of the Texas
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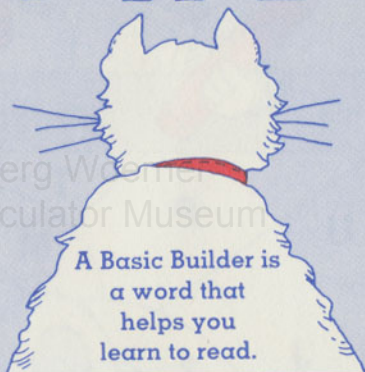
WHAT IS A BASIC BUILDER?



it
a I

A Basic Builder is
a little word like
"a", "it" and "I."

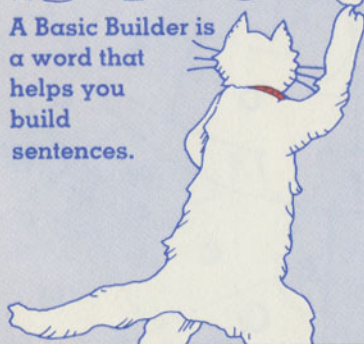
T H E



A Basic Builder is
a word that
helps you
learn to read.

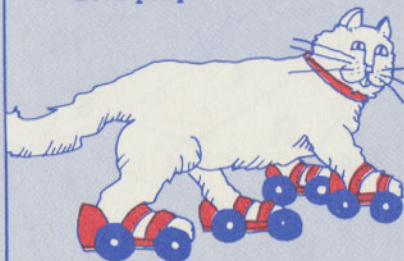
The cat
is fast.

A Basic Builder is
a word that
helps you
build
sentences.



A Basic Builder is
a fun word. My games
can make Basic Builders
even more fun.

Let's play!



COLOR THE GREEN THING!

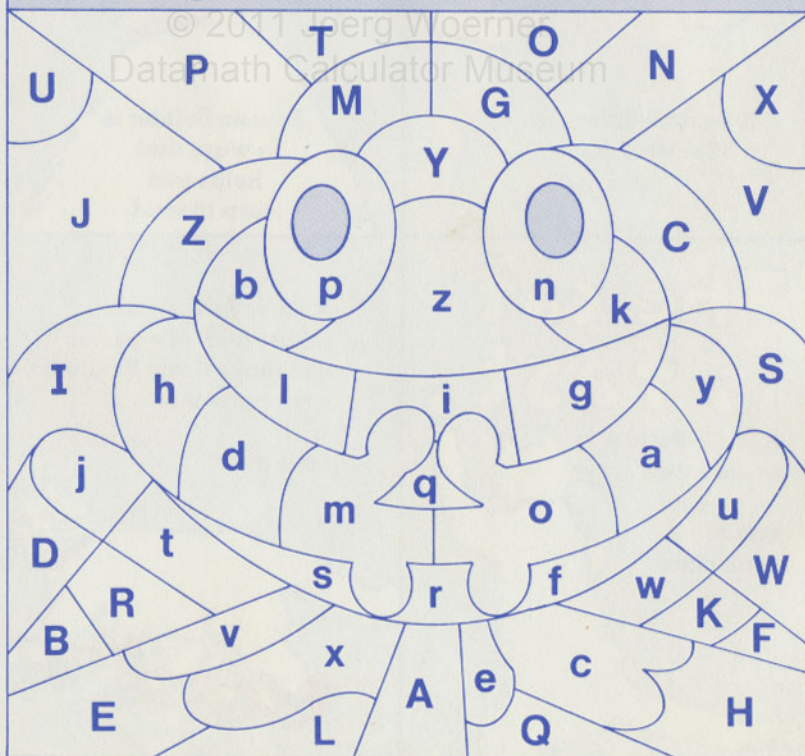


To find "the green thing," you will need a green crayon and a blue crayon.

Press my **ON** and **?** **LETTER** keys. Read the letter I give you and find it two times in the box. Color the capital letter spaces blue and the small letter spaces green.

When you are done, meet your new friend, Freddy.

Freddy is a _____



You'll need:

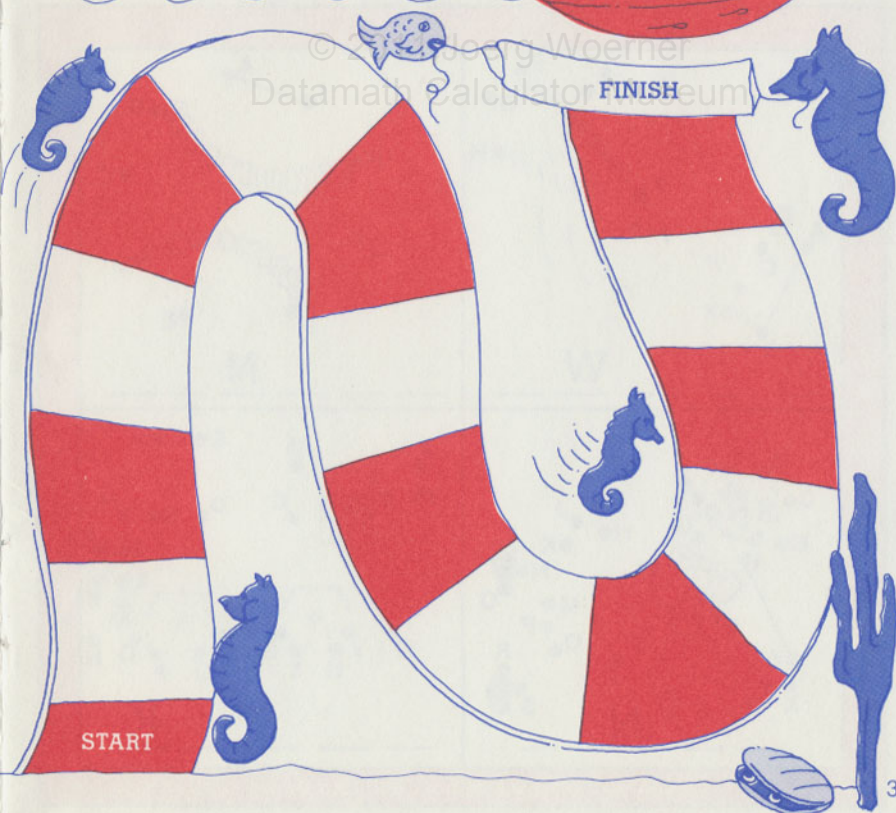
- 2 players
- a marker (a penny or button will do) for each person

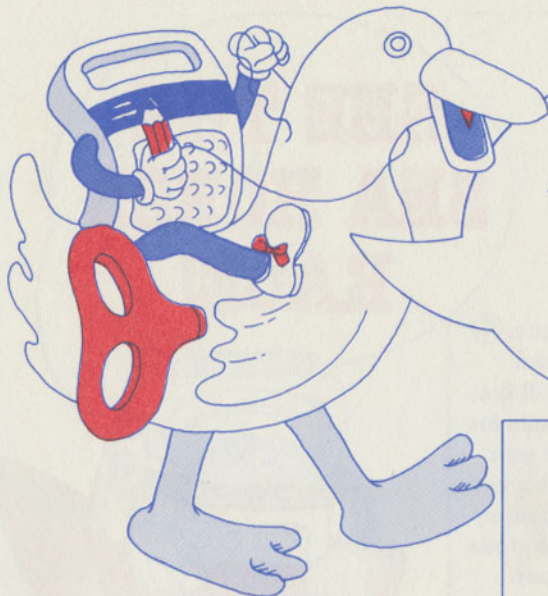
Place your marker on START.

Decide who goes first.

Press **ON**, **#** **MODULE SELECT**, **C** and **GO**. Spell the word and press **ENTER**. If you spell the word right, move one space for each letter in the word. If you do not spell the word right, you lose a turn. Take turns spelling words. The first person to cross the finish line is the winner.

SEE THE SEA HORSE RACE!

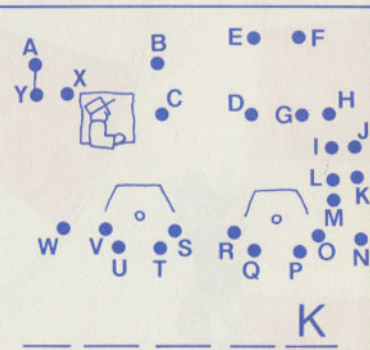
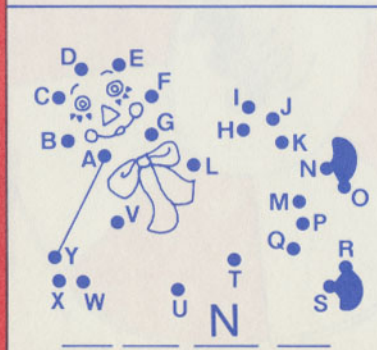
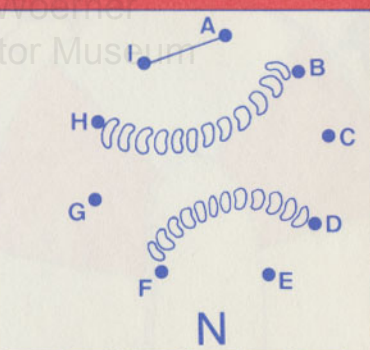
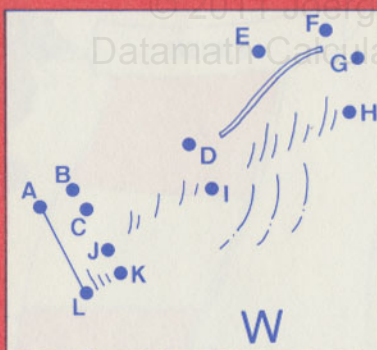




THE TOY BOX

Answer List

HBUURJ	EULB
OBC	EORJS
EUFDV	ROFSZB
ZOBBS	QXSV



You will need:

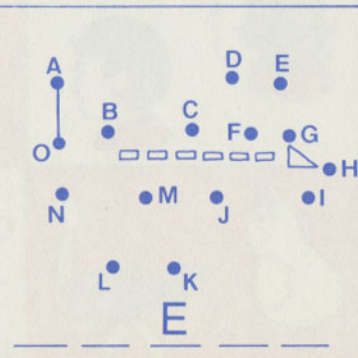
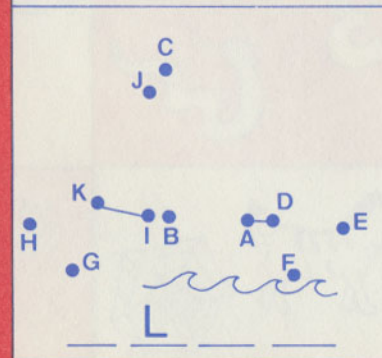
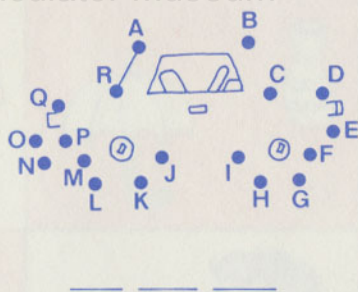
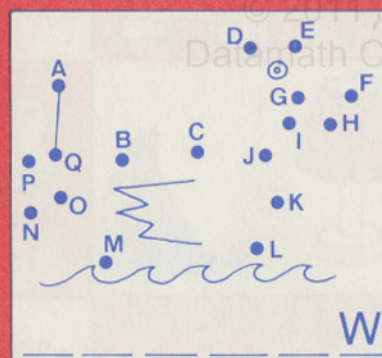
- a pencil
- crayons

The colors are hiding in the Answer List. Help get them out.

1. Press (ON), (I) SECRET CODE and the letter keys to spell the coded word. Press (I) ENTER and read the word. Write the word in the box

where it belongs. Some of the letters are already in their right places. Press (N) ERASE before you do the next word.

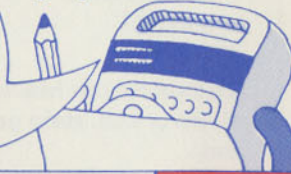
2. Follow the dots to find out what toy is in each box. Remember to go from dot A to dot B to dot C and so on.
3. Then use the right color of crayon to color the toy in each box.



Did you color a duck, car, boat and airplane?

CHECK YOUR ALPHABET!

- You will need:
- 2 players
 - a marker for each player.



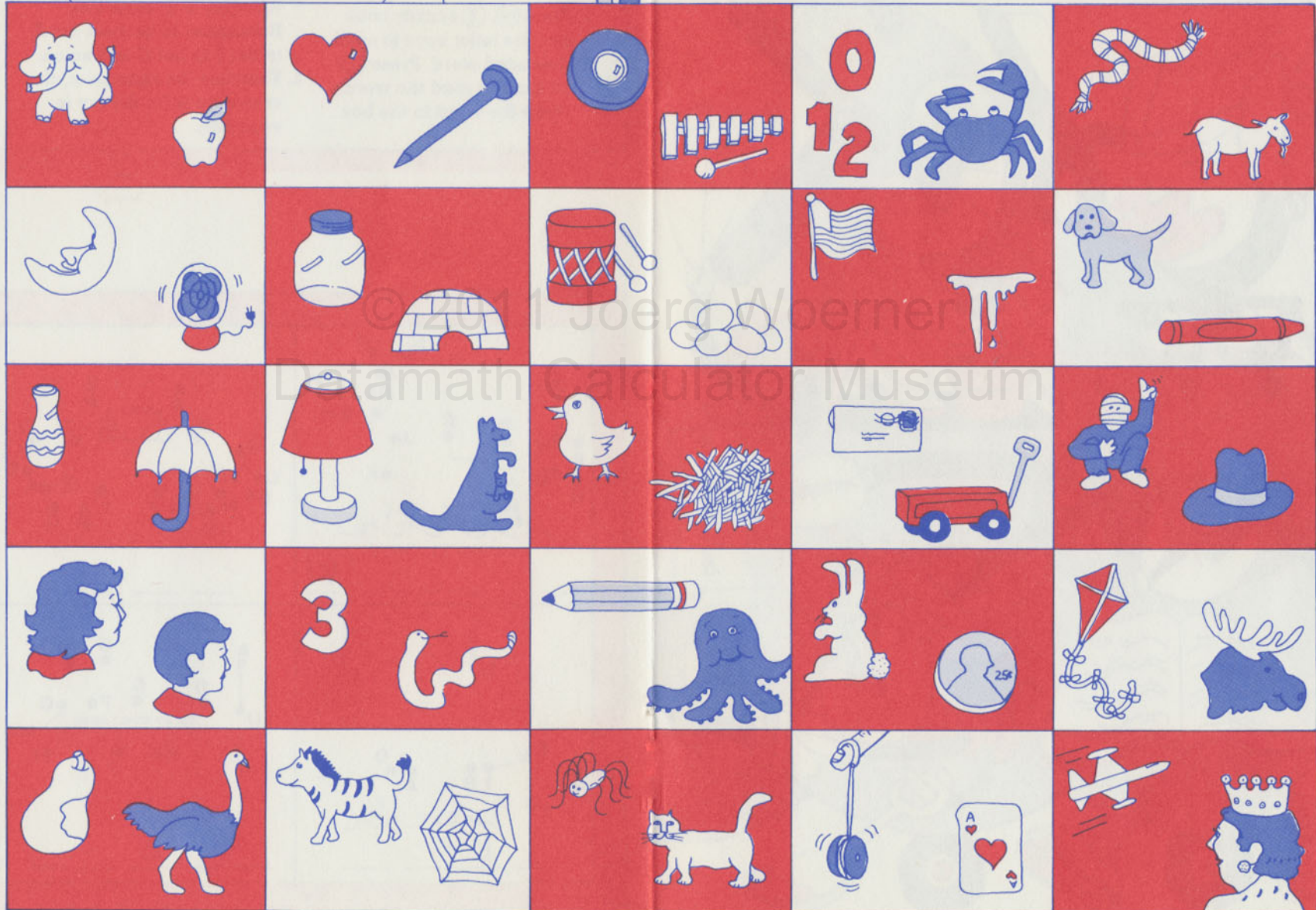
Choose a side. Put your marker on HOME. Decide who goes first.

Press my **ON** and **??** LETTER keys. Move your marker to a picture in the first row whose name begins with that letter. If there is no picture in that row, you lose a turn. Take turns pressing the **??** LETTER key and moving.

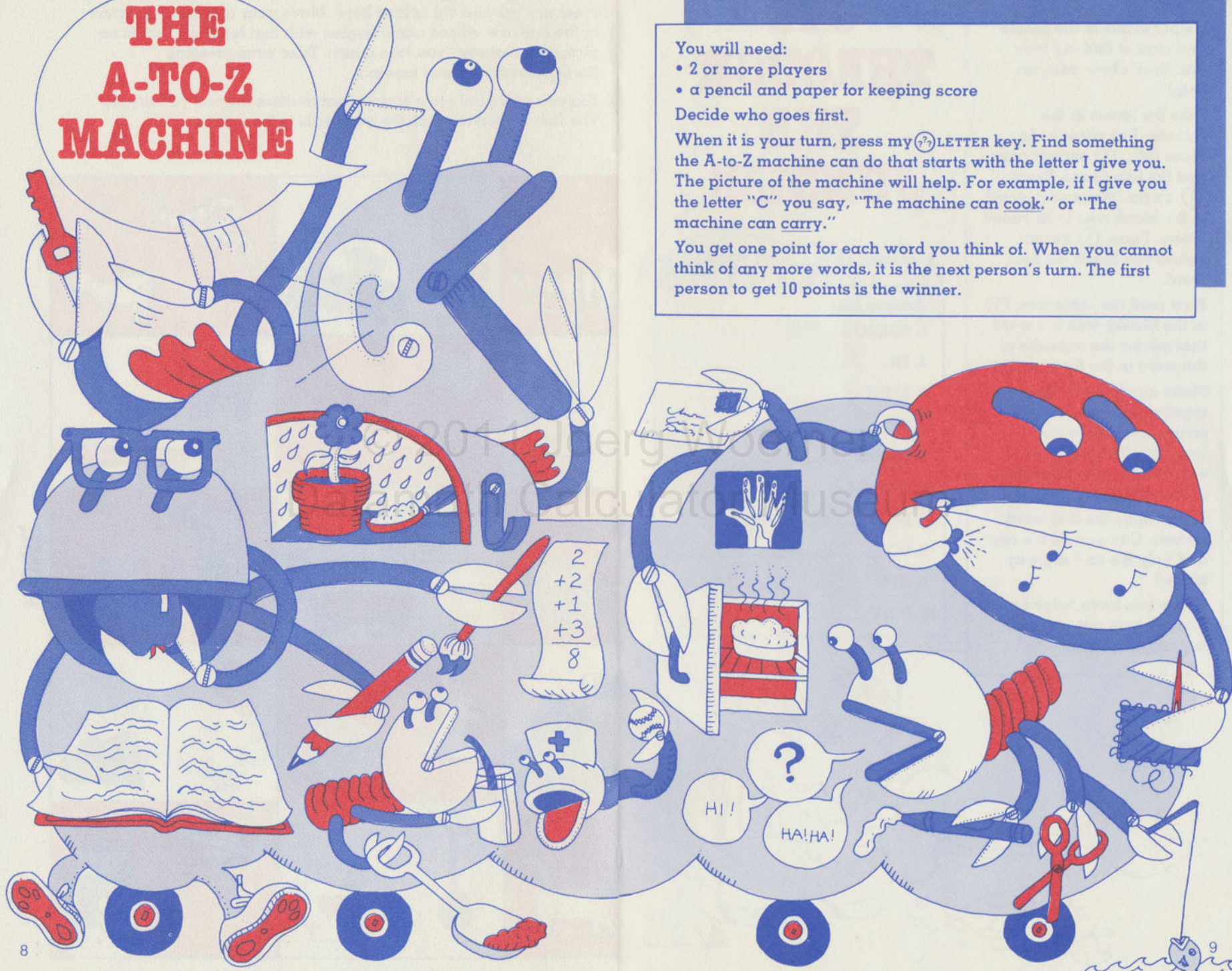
You can move only to a square that touches the one you are on. The first person to reach the other side is the winner.

HOME

HOME




THE A-TO-Z MACHINE



You will need:

- 2 or more players
- a pencil and paper for keeping score

Decide who goes first.

When it is your turn, press my  LETTER key. Find something the A-to-Z machine can do that starts with the letter I give you. The picture of the machine will help. For example, if I give you the letter "C" you say, "The machine can cook." or "The machine can carry."

You get one point for each word you think of. When you cannot think of any more words, it is the next person's turn. The first person to get 10 points is the winner.

Help! I'm lost in the jungle and cannot find my way out. Here's how you can help!

Take the letters in the Answer List out of code.

Press **ON** , **SECRET CODE** and the letter keys. Press

ENTER. Write each word in the blank next to its coded letters. Press **ERASE** before you begin the next word.

Now read the sentences. Fill in the blanks with the word that means the opposite of the word in the Answer List.

Make a path by linking together the words in the sentences. Follow the numbers. The last letter of each word is the first letter of the next word.

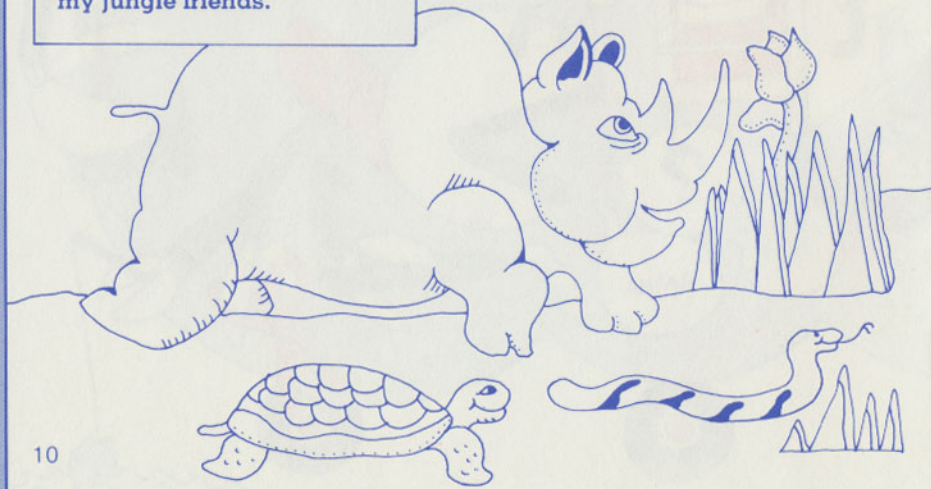
I have done the first word for you. Can you do the rest and help me find my way home?

When you have helped me find my way out, color all my jungle friends.

JOG THROUGH THE JUNGLE!

Answer List:

1. SBKBO _____ NEVER
2. ZR _____
3. LZUH _____
4. SR _____
5. AFNM _____
6. OXZYM _____
7. EFC _____
8. LQ _____
9. AFO _____
10. JFUV _____



1. I am ALWAYS afraid of lions.
2. I can _____ here for water.
3. Most of the birds are _____.
4. _____, you can come with me.
5. _____ down. You're going too fast.
6. This could be the _____ path.
7. Bananas are _____ to eat.
8. The monkeys came _____ from the trees.
9. Don't go _____ the snakes.
10. _____ down the path.



I have a letter for someone, but I do not know who to give it to. If you have a crayon or a pencil, you can help.

Press **ON** and my **SECRET CODE** key. Press my letter keys to spell the words in the list below. Press my **ENTER** key. Write the word in the blank. Read it. Then find that word on the mailbox and mark through it. When you have found all the words in the list, I will tell you who gets the letter.

LET'S PLAY MAILMAN!



from	little	stop	grow	they
speak	and	spell	that	again
into	many	help	fast	down
must	with	for	you	why
about	after	find	make	good
its	then	kind	wash	keep

MYBH _____

CRJS _____

FZFXS _____

UXMMUB _____

YBUQ _____

AFNM _____

FAMBO _____

MYFM _____

TFVB _____

TFSH _____

ZRRC _____

JYH _____

XMN _____

JXMY _____

XSMR _____

ZORJ _____

MYBS _____

VXSC _____

NMRQ _____

JFNY _____

FERLM _____

VBBQ _____

AXSC _____

TLNM _____

ALL THE WORDS I CAN SPELL

Each time you spell 10 words
right, color in a dime. See if
you can fill your bank.



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Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.

