



# SPECIAL TIMES

with E.T.<sup>TM</sup>\* and Elliott



TEXAS INSTRUMENTS  
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# SPECIAL TIMES

with  
**E.T.<sup>TM</sup> and Elliott**

Included in this Speak & Spell<sup>TM</sup> activity book are highlights of the movie,

*E.T. the Extra-Terrestrial in his adventure on Earth,*

from the moment E.T.'s spaceship landed on Earth to the time he said goodbye to Elliott.<sup>†</sup>

You'll find many of the words in your E.T. Fantasy Module on the following pages. They're not hard to find because they are darker than the rest.

**Have a great time spelling!**

And challenge a friend to one of the games found in the book! All games require markers like coins or buttons. Save the Frogs can be played by two players, and two or more players can play the other games.

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<sup>\*</sup>E.T. is a trademark of and licensed by Universal City Studios, Inc.

<sup>†</sup>Editor's note: The highlights in this book are based on the unedited version of the film. You will know more about E.T. and Elliott than your friends who saw the movie.

Developed by the Educational Development Branch, Texas Instruments.





## THE LANDING

Do you remember . . .

the **night** a ship **from outer space** appeared? The **moon** was shining and stars were just beginning to poke through the darkness.

Floating gently **over** a clearing in the **forest**, the ship anchored to Earth with a beam of lavender light.

The **landing** completed, the hatch door opened and creatures moved down the **ramp**. Their **peculiar** breathing created a smoky **white** mist around them. The sounds of an **owl** hooting and leaves rustling startled the creatures and made them freeze with fear.





## STRANDED

One of the creatures was more adventurous than the others.

Moving past the group, he walked into the **forest**. As he wandered, the creature's **heart** was **red** and **glowing** when he communicated with his fellow creatures.

While crossing a road in the **forest**, the **creature** was spotlighted by the headlights of an approaching car. The car stopped and the driver stepped out. At his waist was a large ring of **keys** that made a **rattling** noise as he searched for the **creature**. Soon others joined the man in the search.

As the frightened **creature** rushed through the **forest** to return to the ship, his **heart** began to glow and throb. Reaching the edge of the **forest**, the **creature** watched as the ship rose above the treetops and **vanished** in the **night** sky.

The **creature** made his way to the **landing** site and cried out in disbelief and fear. The **creature** was E.T. (for Extra-Terrestrial) and he was **stranded** on Earth.





## SOMETHING IN THE BACKYARD

At the same time E.T. was **stranded**, Elliott was at his **house** playing a game with some other boys. The boys were **hungry** and ordered **pizza**. When it arrived, Elliott went **outside** and walked down the **driveway** to get it.

On his way back to the **house**, he heard a loud, crashing noise in the **backyard**. Thinking the sound was caused by his **dog**, Harvey, Elliott walked around to the **backyard**. He tiptoed to the **toolshed** and threw a baseball through the doorway. The baseball sailed back at him. Elliott screamed, tripped over the **pizza**, and ran to the **house**.

Later that **night** Elliott decided to check the **toolshed** again. Following footprints with a flashlight, he shined his light in the garden, and — what a **scary** sight — he saw E.T. for the first time!







## E.T. IN THE HOUSE

The next night, Elliott was sound **asleep** in the **backyard** and E.T. appeared beside him.

When Elliott awakened, he and E.T. tried to get to know each other. Because it was a cold **night** and E.T. was shivering, Elliott threw his jacket to him. E.T. drew away, but the jacket stayed on his shoulders, so he pulled it around him for warmth. Slowly E.T. held out his **hand** to Elliott and then opened it. There in his **hand** was a piece of candy.

Elliott made a trail of candy into the **house**. E.T. followed, picking up the candy. Then, E.T. fell **asleep** on the floor of Elliott's **room**.



## THE HIDEOUT

Remember when Elliott pretended to have a **fever**, and his mother allowed him to stay **home** from school? Elliott and E.T. were **alone** in the **house**.

Elliott showed E.T. some of the things in his **room**. Then, deciding that he was **hungry** and maybe E.T. was too, Elliott went to the kitchen and made peanut butter and jelly sandwiches. Returning with the sandwiches, he decided to introduce E.T. to water. He ran some water in the bathtub and helped E.T. in. His mother called him on the **phone**. When he returned, Elliott thought E.T. had **drowned**! E.T. was under the water looking at him. Elliott said, "Are you part **aquatic elf**?"

Later, Elliott made a spot for E.T. in his **closet** using stuffed animals, storage boxes, and sports equipment. For E.T.'s comfort he added pillows, a quilt, a dog bowl full of water and a bag of cookies. E.T.'s **hideout** was finished.





## KNOCK THREE TIMES

When Elliott's brother, Michael, returned from school, Elliott wanted to show E.T. to him. But first, he made him **swear** that Elliott would have **absolute power**. Just as E.T. stepped out of the **closet**, the door to Elliott's **room** flew open and Gertie, Elliott's little sister, ran in. Frightened at the sight of E.T., Gertie and Michael screamed — then Elliott and E.T. screamed, too.

Later that **night** after dinner, Elliott gave Michael and Gertie a secret code to use when entering his **room** — "**knock three times**."



## E.T.'S HIDEOUT

E.T. is hiding. Be the first to find him!

- Each object in E.T.'s hideout has a letter. Choose the object behind which you want E.T. to hide and write the letter of the object on a piece of paper.
- Decide who goes first.
- Play **Spell** at the level of your choice. Take turns spelling words.
  - If you:
    - spell a word correctly on the first or second try, guess the object behind which the other player hid E.T. If your guess is incorrect, write the letter on your paper so you won't choose it again.
    - misspell the word, it's the other player's turn.

Continue playing until a player guesses his opponent's hiding place.



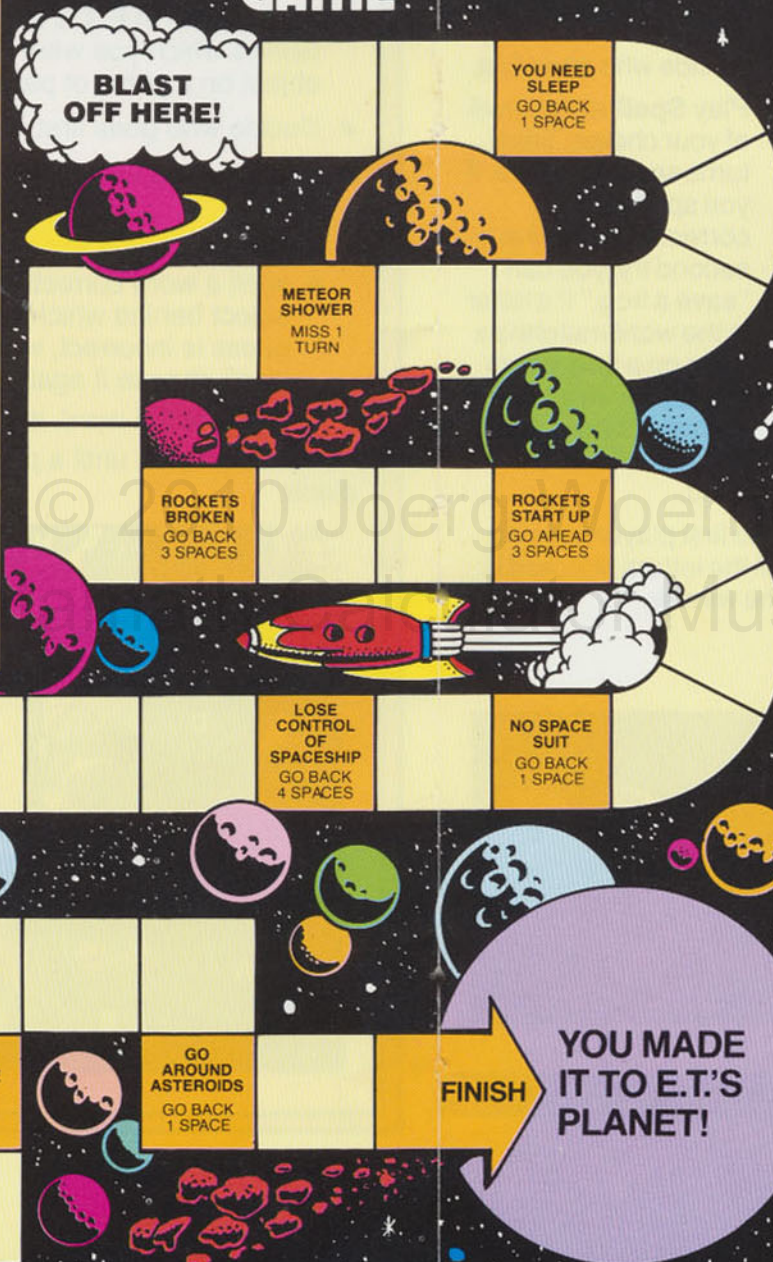


# E.T.'S PLANET GAME

TAKE AN IMAGINARY SPACE FLIGHT TO E.T.'S PLANET.

- Decide who goes first.
- Play **Spell** at the level of your choice. Take turns spelling words. If you:
  - spell a word correctly on the first try, move forward two spaces.
  - misspell a word on the first try but spell it correctly on the second try, move forward one space.
  - spell the word incorrectly both times, do not move forward.
  - land on a space with instructions, follow the instructions.

Continue playing until a player reaches E.T.'s planet.



## E.T.'S PLANET

The children used the code, “**knock three times**,” and met in Elliott’s **room**. Suddenly, Elliott got an **idea** for a way to communicate with E.T. Using an **atlas**, he found a picture of the solar **system** and pointed first to Earth in the picture and then to the **globe**.

E.T. pointed to the picture and then out the window. Taking some **clay** from Elliott’s desk, E.T. began rolling balls and placing them on the **planets** in the solar **system** picture. Then he pointed to the **globe** and to Elliott and then to one small ball and himself.

To the children’s amazement, all the **clay** balls rose in the air and began to orbit around the one larger “sun” ball.





## SAVE THE FROGS!

Remember when Elliott had to go to school and leave E.T. at **home alone**? This was the day Elliott saved the **frogs**. In Elliott's science class the students were asked to **dissect frogs**.

Elliott and E.T. had developed a very close communication. Even though E.T. was at **home** and Elliott at school, some of the thoughts E.T. was having became Elliott's thoughts, also.

The science teacher had several **frogs** in jars for the students to **dissect**. But suddenly, Elliott had a strong desire to **save the frogs**! He opened one jar after another until all the **frogs** were free and hopping around the classroom.

Needless to say, the teacher was not pleased. The principal wasn't either. The teacher took Elliott to the principal's office. As the principal talked, Elliott continued to receive E.T.'s thoughts. Suddenly, the principal saw something impossible to believe — Elliott's **chair** rising in the air!



Each time you spell a word correctly you save a frog!

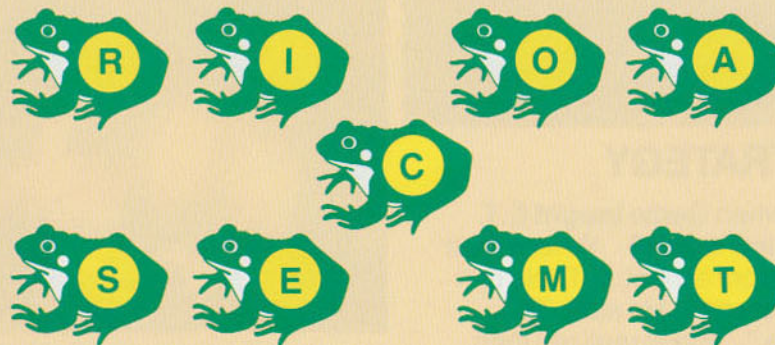
- Decide who goes first.
- Play **Spell** at the level of your choice. Take turns spelling words. If you spell a word correctly on the first or second try, you can "save a frog." If a letter in the word matches a letter on a frog, cover the letter with a marker. Choose only one letter for each word.

The first player to cover all the letters of a card is the winner.



## SAVE THE FROGS!

### FROG CARD 1



### FROG CARD 2







## E.T.'S STRATEGY

Remember when Gertie **taught** E.T. how to say a few words? When Elliott came **home** from school, E.T. told him about his **strategy**. He said, "E.T. **phone home**." Elliott realized then that E.T. had an **idea** for communicating with his fellow creatures.

Using a Speak & Spell, walkie-talkies, and other objects he collected while Elliott was at school, E.T. began to put together the "Communicator," a machine for sending a **message** to his friends.

On Halloween **night** the children decided to take E.T. to the **landing** site where he could use the Communicator to send his **message** to his friends. Using a **white sheet**, the children dressed him as a **ghost**. Placing E.T. in the **basket** of his **bicycle**, Elliott rode to the **landing** site where E.T. put his Communicator together and then sent his **message** into **space**.



## SAVING E.T.

Remember when E.T. and Elliott were very **sick**? The man with the **rattling keys** had done his detective work well. First Elliott's **house** was covered with **plastic**. Then a team of **doctors** rushed into the **house** to **examine** E.T. and Elliott. It was their feeling that "E.T. was a **valuable creature**." But in spite of their efforts, E.T. appeared to be **dead**.

Thinking that E.T. was **dead**, Elliott very sadly went to his friend's side to say goodbye one last time. He found that E.T. was not **dead** but **alive**!





## E.T.'S RESCUE

It was now absolutely necessary for Elliott to **rescue** E.T. He and Michael had a plan which they quickly carried into action. What an **exciting** chase to the road leading to the spaceship! Michael, without a driver's **license**, drove the **van** with the government officers racing behind.

At the road leading to the **landing** site, Elliott's and Michael's friends waited with bicycles. The boys hopped on the bicycles, placed E.T. in the **basket** and took off. After a wild chase where their way was blocked at every turn, the bicycles suddenly rose up in the air **over** the heads of their pursuers. E.T. had done it again!

Elliott reached the **landing** site where the spaceship appeared. The ship descended. E.T. turned to Elliott and asked, "Come?" At that, Elliott looked at the beautiful spaceship, then at his family, and replied, "Stay." Touching his **heart**, E.T. replied "Ouch," and Elliott did the same.

E.T.'s last words to his **friend** as he touched Elliott's forehead were, "I'll be right here."



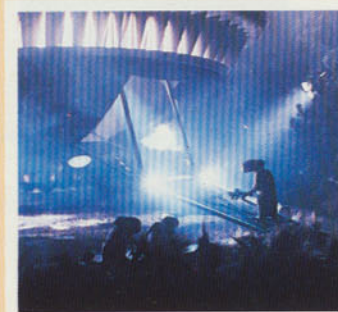


Be the first to get E.T. to the spaceship!

- Decide who goes first. Place your markers on the first space.
- Play **Spell** at the level of your choice. Take turns spelling words. If you:
  - spell a word correctly on the first try, move forward two spaces.
  - misspell a word on the first try but spell it correctly on the second try, move forward one space.
  - spell the word incorrectly both times, do not move forward.
  - land on a space with instructions, follow the instructions.

Continue playing until a player gets E.T. to the spaceship.

## RESCUE E.T.





# MYSTERY WORDS

Each of the levels in this module has two mystery words. Rather than pronouncing a word for you to spell, Speak & Spell gives you a phrase that tells you about the word. (These "mystery words" do not relate to the Mystery Word function on the Speak & Spell keyboard. That function is described in the "Fun With Words" activity book.)

Here are picture clues for the mystery words found in the E.T. Fantasy Module.

## The Mystery Word

## Picture Clues

1.

the word for what Harvey is



2.

the number of fingers on E.T.'s hand



3.

the word for Elliott's favorite color



4.

the word for what rises in the principal's office



1. dog 2. four 3. black 4. chair 5. basket 6. dissect 7. bicycle 8. knocked



## The Mystery Word

## Picture Clues

5.

the word for where E.T. sits on the bicycle



6.

the word for what they were going to do to the frog



7.

the word for what Elliott rode through the air



8.

the word for what they did three times for a code





## USE YOUR IMAGINATION

Have you wondered what life is like on E.T.'s planet? Use a sheet of blank paper and have fun drawing:

- E.T.'s planet. Is it rocky? Is there water? What color is the sky? Are there plants?
- E.T.'s living space. Do you think E.T. lives alone, with a family, or with friends? Where is this living space located? Do you think it is above or below ground?
- E.T.'s family. Do you think E.T. has a family? If so, who are they? Is E.T. the tallest?
- E.T.'s favorite foods. Does E.T. eat vegetables, meat, fruit? Does E.T. eat food that is cooked? If so, how is it cooked?
- what E.T. does during the day. Do you think E.T. works? If so, where? Is it outside or inside?
- what E.T. and the others do for fun. Do they like active sports? Do they like quiet games? What do the children on E.T.'s planet like to do? Do they play? If so, where do they play?

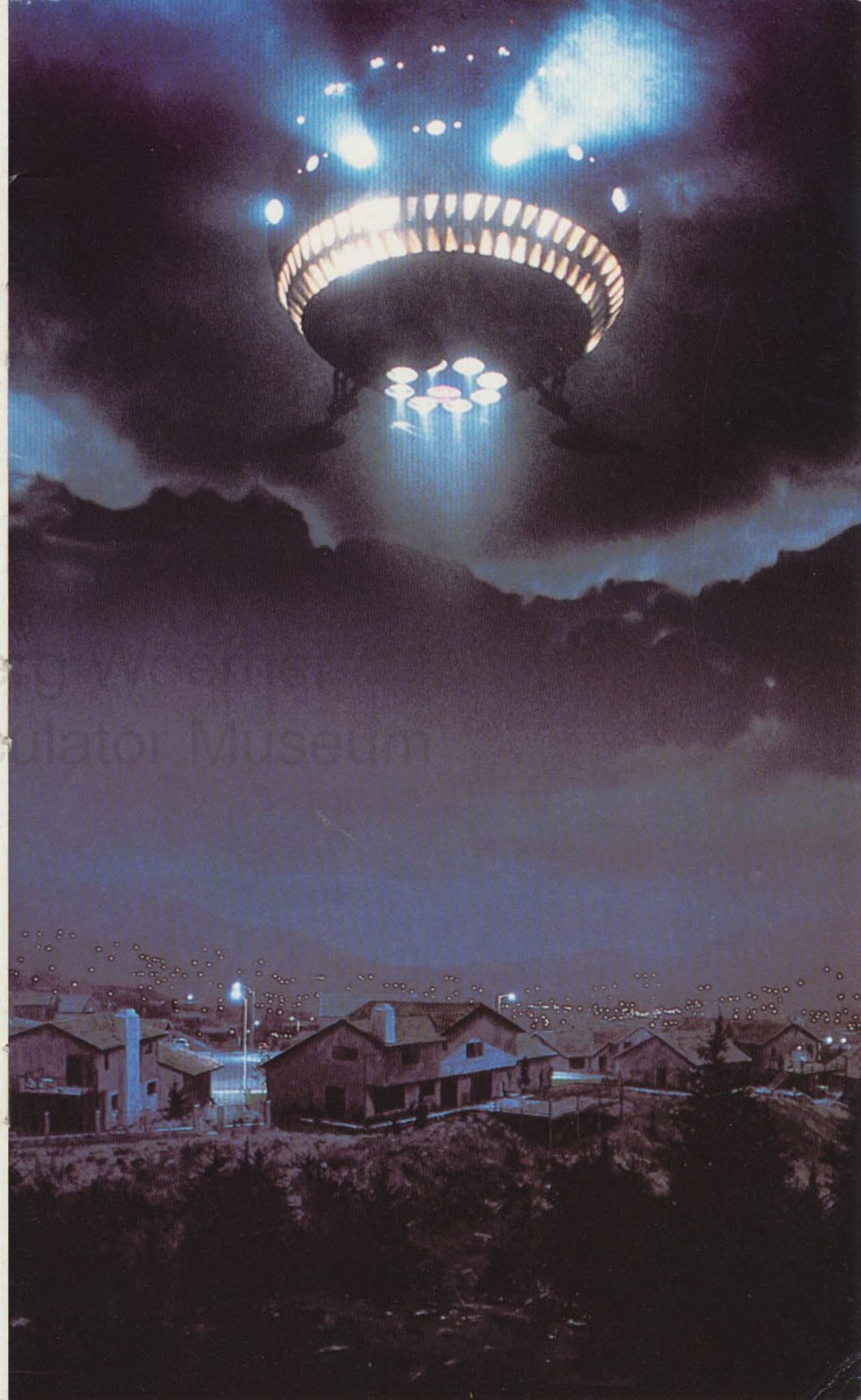
## CREATE YOUR OWN GAMES

You can create your own games to play with Speak & Spell and the E.T. module. Here are some suggestions for developing a game:

- Try a theme that you like . . . for instance, E.T.'s ship landing on Earth.
- Decide what kind of game you would like . . . board game, bingo game, tic-tac-toe, etc.
- Make the rules. Sometimes you can get ideas from favorite games you play.

When you're finished, have fun playing with a friend!

Texas Instruments invented the integrated circuit, the microprocessor and the microcomputer, which have made TI synonymous with reliability, affordability and compactness. The Speak & Spell™ modules carry on TI's tradition of technology leadership.







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