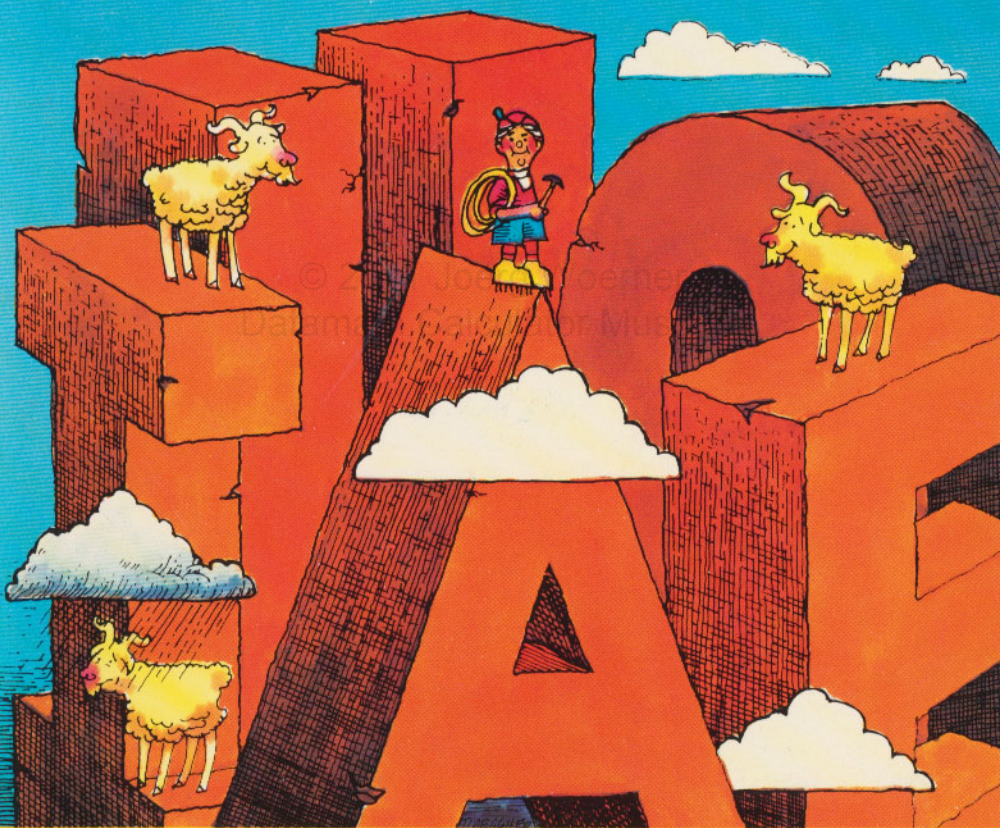


TEXAS INSTRUMENTS

Speak & Spell™

CARTRIDGE



VOWEL VENTURES™

GRADES 6 - 8

Conquer troublesome vowel combinations and perfect the spelling of words with long vowel sounds.

This cartridge expands the built-in vocabulary of the Speak & Spell unit by 145 words.

THE KEYS TO SPEAK & SPELL FUN



Developed by the staff of the Texas Instruments Learning Center.

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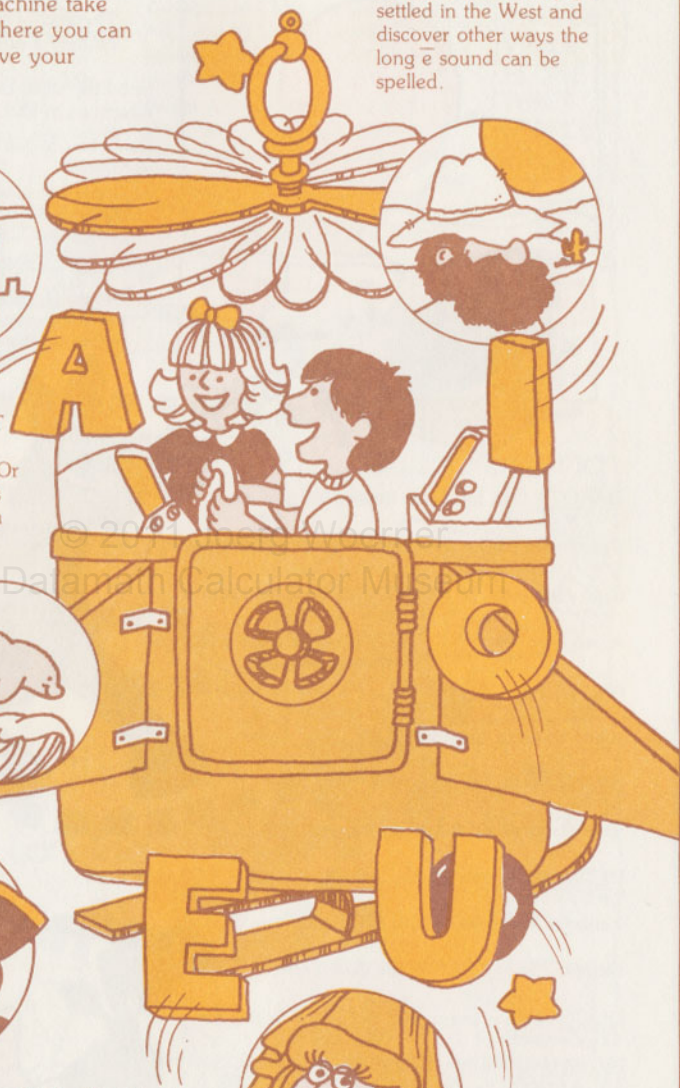
Be a Time Traveler...

Vowel Ventures are adventures in learning to spell the many sounds that vowels make. Let the Vowel Time Machine take you into the past where you can learn how to improve your spelling skills.

Pan gold with DAKOTA DAN in the frontier days and discover that "them thar" words are full of syllables. Help the GOODSPELL family get settled in the West and discover other ways the long e sound can be spelled.

Sail with a salty old sea captain in the NEWPORT RACES and put your spelling skills to the test. Or thrill to the world of spies and double agents as you enjoy the mystery of the CROSSWORD CAPER.

Prepare for a crusade with the Knights of King Raymond's court. Different spellings of vowel sounds put you ON THE TRAIL OF THE GRAIL. Join the RODEO ROUNDUP in the Wild West and become a Grand Champion speller. Discover a PATRIOT by learning how to spell a difficult vowel sound.



Dakota Dan's Discovery



Dakota Dan was an ornery, old man,
Who went to the hills with a mule
and a pan,
With dreams of wealth, he staked a
claim,
But year after year his luck was
the same,
The end of the story's a happy one,
Finding it out is part of the fun.

Read the story below, then follow the
directions to find out what Dan discovered.

Here's how to find out what Dakota Dan
discovered.

1. Divide into syllables the underlined words in
the story like this:

DAKOTA
Z T Z M V K

2. Use the ① SECRET CODE key to decode
the letter beneath the first letter of the
second syllable of each word. For example,
the Z beneath the K in
DAKOTA will decode to G.

3. As you decode each letter,
fill in the blanks at the end
of the story.

HINT: Remember, all
syllables have a vowel
sound.

DAKOTA Dan has been mining for gold in

Z T Z M V K

the Black Hills for over twenty years without any

luck. However, he MAINTAINS, that his claim is

T F X S R S M F X

a rich one. So he CONTINUES to pan for gold every

O R S U M X S L B

day hoping to strike it rich. One day he is getting

ready to go to town for SUPPLIES. As he

N L O C U X B N

SADDLES his DONKEY she kicks the

N F C B R U B

C R S S V B

saddlebags down the slope into the HOLLOW. They wedge

Y R U R U R

BETWEEN two rocks. As he pulls the SADDLEBAGS from

E M Q J B B S

N F C Q C U B E F G

between the rocks, a GLITTER catches

Z U X M R B O

his eye. He FOLLOWS the gleam and

A R U O R J T

DISCOVERS a shiny gold NUGGET in the dirt.

C X N M R K B O N

S L Z L B M

BRUSHING the dirt ASIDE, he sees a

F O L N Y S S Z

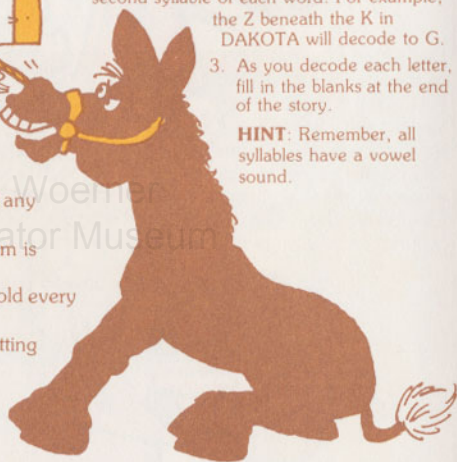
F X N C B

vein of gold EMBEDDED in the rock.

B T M B C C B C

"EUREKA!" cries Dan. I've found it!

B L H B V F



It's a G _____

The Goodspell Journey

The Goodspell family set out for their new home in the West with only this map to guide them. Unfortunately, the names of the places they must pass have all been misspelled. Can you help the family find their way?

Correct the spellings of the words

at the top of the page. (The answers are in Secret Code in the Answer List.) Use the pictures to help you fill in the correctly spelled words at the right places on the map.

When you have completed the map, take the shaded letters from each word and unscramble them to name the Goodspell's new home.

CREK
FEND
ESTERN
FELDS
THEVES
VALLE
PEONE
WHET
STEPLE
EGLE



Answer List:

- | | |
|------------|------------|
| 1. DOBBV | 6. KFUUBH |
| 2. AXBSC | 7. QBRSH |
| 3. BFNMBOS | 8. JYBFM |
| 4. AXBUON | 9. NMBBQUB |
| 5. MYXBKBN | 10. BZFUB |

SAIL

IN THE NEWPORT RACES

1. Trim the mainsail and name a word with ai in it.

2. Press **Ⓢ**, **Ⓢ** and **Ⓢ** **Run with the wind** and spell the words. Score 7 or better.

3. **Quarter turn:** place 3 consonants in front of "ail" to make 3 different words.

4. While you **ride out the squalls**, press the **Ⓢ** **LETTER** key until you get a consonant. Spell a word beginning with that letter that has a long e sound, (like legal).

5. An **old salt** like you shouldn't have any trouble saying a word that rhymes with spray.

Sailors! Enter the regatta. Test your seamanship. Navigate the course by sailing around the buoys. Can you win the race?

- Rules:
- two or more can race
 - each skipper needs a marker to use as a boat

Place your sailboat on **START** and decide who goes first. Press **Ⓢ** to begin. Each time it is your turn, press the **Ⓢ** **LETTER** key. If you get a consonant, move your marker one buoy. If you get a vowel, move your marker two buoys. Each time you land on a new buoy, heave-to and follow instructions. If you don't get the right answer, lower your sail and wait a turn. The first skipper to complete the course, wins the race!

REMEMBER, play this game with words from the Vowel Ventures module. To make sure Speak &

Spell gives you words from the module, press **Ⓢ** then press **Ⓢ** **MODULE SELECT**.

8. **Drift** until you say a word with a long vowel sound followed by a consonant and a silent E (like lake).

7. Press **Ⓢ** **MYSTERY WORD**. **Change course** and play one game.

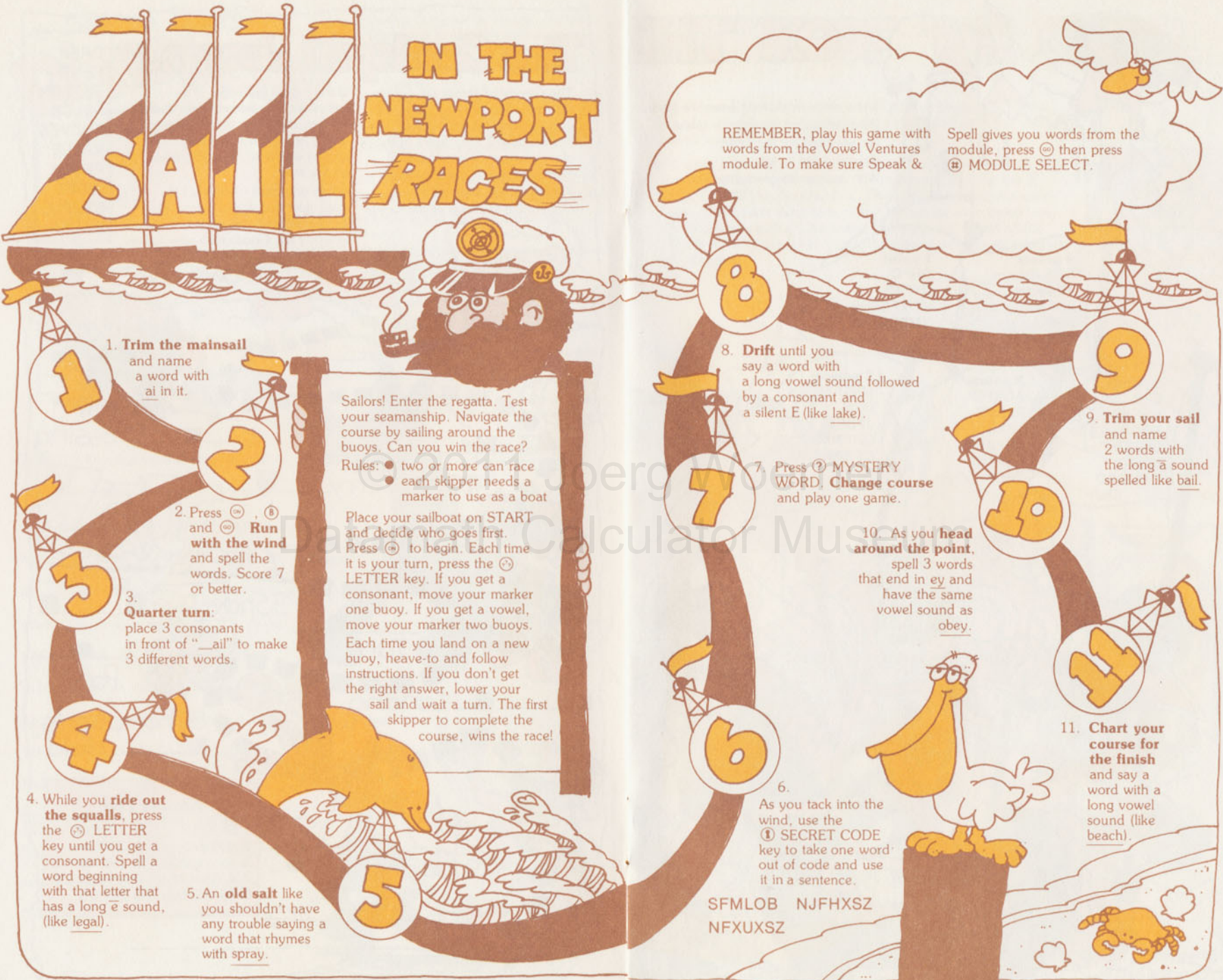
10. As you **head around the point**, spell 3 words that end in ey and have the same vowel sound as obey.

6. As you tack into the wind, use the **Ⓢ** **SECRET CODE** key to take one word out of code and use it in a sentence.

SFMLOB NJFHXSZ
NFXUXSZ

9. Trim your sail and name 2 words with the long a sound spelled like bail.

11. Chart your course for the finish and say a word with a long vowel sound (like beach).



ON THE TRAIL OF THE GRAIL

*There once was a king from the West,
Who set out on a medieval quest,
He searched for the Grail,
Resolved not to fail,
With courage to meet any test.*

King Raymond bids farewell to his subjects as he departs for the Crusades. See if you can identify the people and objects in this farewell scene.

This game is for two or more. Decide who goes first and take turns. Choose a coded word from one of the banners and use the ① SECRET CODE key to decode it. Then find the object the word names. You collect the points on the banner for each object you find. You lose a turn if you cannot find a picture. When all the words in the list have been found, the person with the most points wins the game.

4 points
CRSVBH
TRSVBH
ZRFM
ERFO
ZBBNB

1 point
ORFC
DYFXS
MOXFSZUB
NMBBQUB

5 points
EBB
NSFXU
FOORJ
QULTB
MRFC
NQBFQ
ERJ

3 points
AOXFO
PLBBS
TFXCBS
VSXZYM
QUFMB
TRSBH

2 points
MRTFMRBN
QXB
JYBFM
ORFNM
CFAARXU
NYXBUC



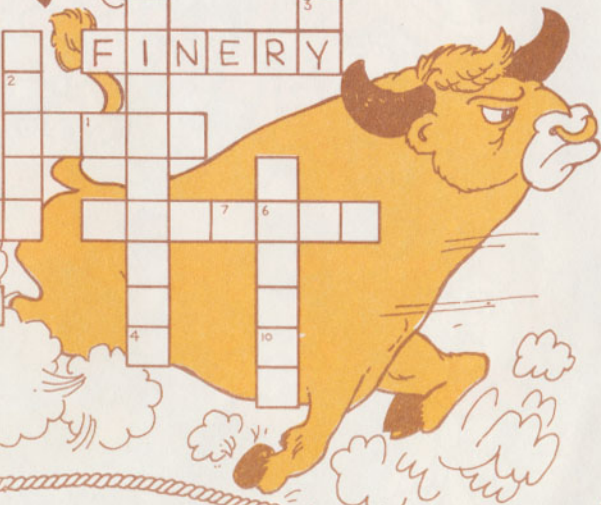
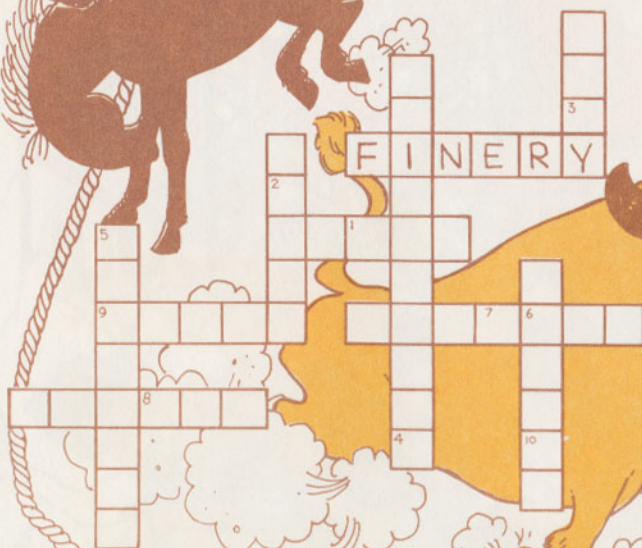
RODEO

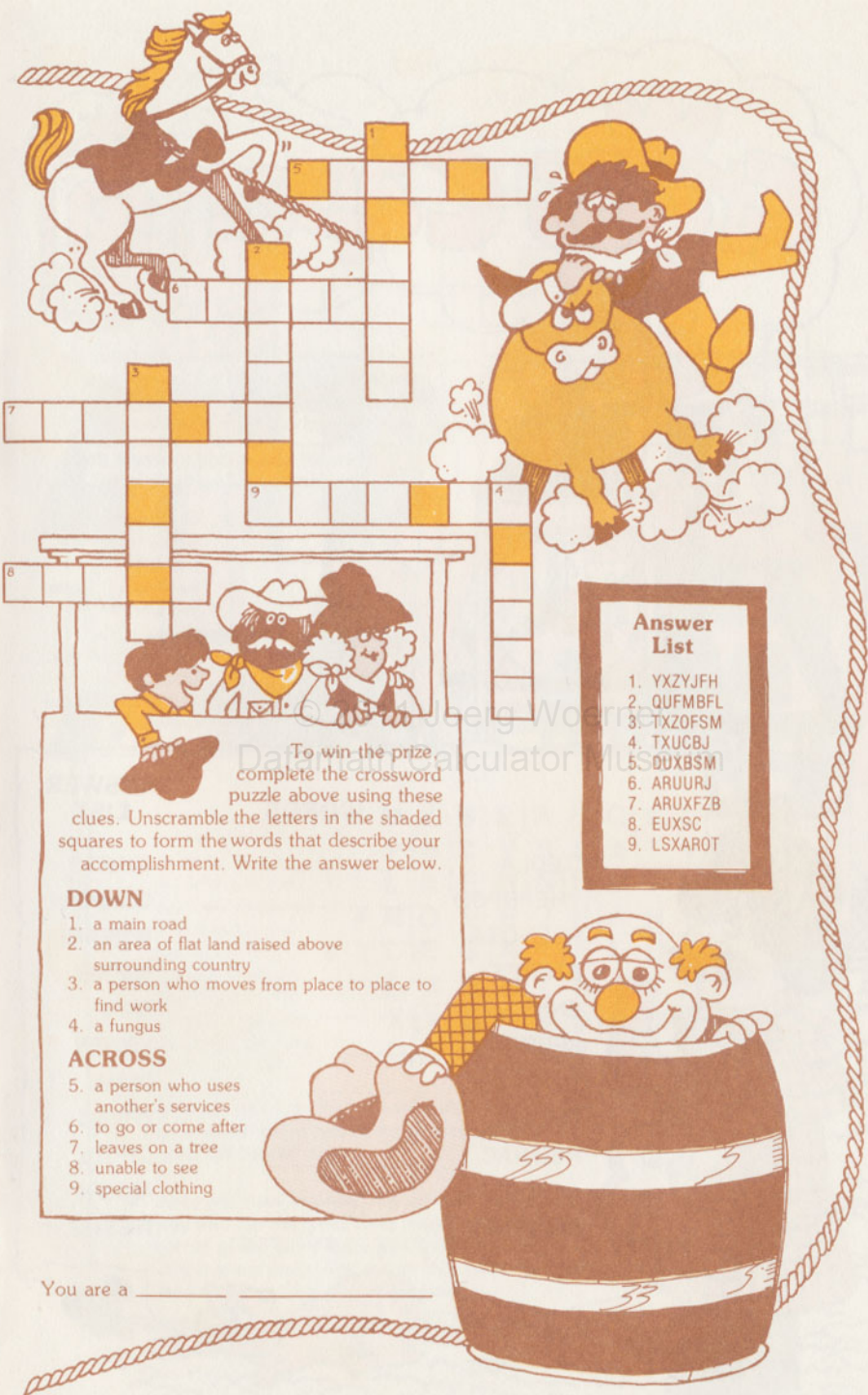
Round Up

The rodeo's in town! Enter the competition and vie for top prize. As you read about the rodeo, find the misspelled words in each sentence. Spell the word correctly and use it to complete the puzzle below. Only correctly spelled words will fit. The first one has been done for you. To discover the grand prize, match the letters in the numbered squares with the numbers beneath the blanks at the bottom of the page.

1. Dressed in their fighnery, the cowboys and cowgirls pranced around the arena and guiled their horses through tricks.
2. The bronc, fritened by the crowd and the noise, gave the bareback rider a rough ride and a broeken spirit.
3. The bulls looked wighly and dangerous as they snorted and stomped in the bull pen.

4. As the cowboy climbed aboard the horse, he shouted the old saddle bronc rider's motteau, "Let's show 'em who's boss!"
5. A murmur of relief swept through the crowd when the clown rescud the fallen rider from the bull.
6. The steer belloed loudly when the cowboy grabbed his horns and tried to wrestle him to the ground.
7. The calf was jerked to the ground by the cowboy's lassow.
8. Racing around barrels is a tite squeeze and a difficult feat.





Answer List

1. YXZYJFH
2. QUFMBFL
3. TXZOFSM
4. TXUCBJ
5. DUXBSM
6. ARUURJ
7. ARUXFZB
8. EUXSC
9. LSXAROT

To win the prize complete the crossword puzzle above using these clues. Unscramble the letters in the shaded squares to form the words that describe your accomplishment. Write the answer below.

DOWN

1. a main road
2. an area of flat land raised above surrounding country
3. a person who moves from place to place to find work
4. a fungus

ACROSS

5. a person who uses another's services
6. to go or come after
7. leaves on a tree
8. unable to see
9. special clothing

You are a _____

Word Cross Caper



The Queen's emerald has been stolen! It's rumored that the jewel will be sold to a foreign power. Can you find out where and when the exchange will take place?

Should you decide to accept this mission, just follow these steps:

1. Unscramble the letters to the left below to form each word. Write the word in the blanks in the "Words" column. Use the Answer List to check your answers.

WORDS

ITEDLA
YHEPRPCO
RSENOTA
EZEREF
ENNI
SEERIS
TORI
PGLAOL
HEGNAC
AFYDIR
GNORNMI

_____	1	_____
_____	2	_____
_____	3	_____
_____	4	_____
_____	5	_____
_____	6	_____
_____	7	_____
_____	8	_____
_____	9	_____
_____	10	_____
_____	11	_____
_____	12	_____
_____	13	_____
_____	14	_____
_____	15	_____

ANSWER LIST

CBMFXU
QORQYBDH
MOBFNRS
AOBBGB
SXSX
NBOXBN
OXR
ZFUURQ
DYFSZB
AOXCFH
TROSXSZ





2. Using the words in the "Words" column, match the letters in the numbered blanks to the numbered squares in the crossword puzzle. These letters will tell you *where* the exchange will take place.

Enter M Y S E | W H O X E
P | B | T | Y S L A T V
L A E R N E U T H Exit
R O L E J F A N I
L E G A T E E D X
G S B N L W G A E
X X G C V O K U T
Q X R T M Y D B H

3. Take the words in the "Words" column and fit them into the puzzle. Unscramble the letters in the shaded squares to know *when* the jewel will be exchanged.
4. After you have returned the emerald to the museum, work your way through the word maze above. Start with the M in the upper left corner of the word maze and spell your way to the exit without crossing any walls. The letters that make up your escape route let you know what you've become!

Patriot's Privilege

An American patriot was captured by the British as he tried to sneak through enemy lines. Because he refused to reveal his secret mission, the British sentenced him to death for treason. What were his last words?

To find out, fill in the blanks below with the words that best fit the definitions. Check your answers by using the ① SECRET CODE key to decode the words in the Answer List. Take the numbered letters in the "Words" Column and place them in the squares in the bell that have the same numbers. Shaded squares mark the end of a word.

When you have completed the puzzle, decode the name at the bottom of the page to find out who this patriot was.

Definitions

1. people who are nominated for office

45 43 40 28 25 20 7 35

2. state policeman

12 6 2 24 49 10 9

3. accomplish or succeed

18 42 13 1 30 19 36

4. record of what has happened in the past

17 16 29 23 32 39 48

5. raffle in which winner is chosen by chance

4 38 15 46 20 72 5

6. able to be eaten

30 51 16 21 33 26

7. many

45 44 40 10 39 34 22 35

8. to fill with fear

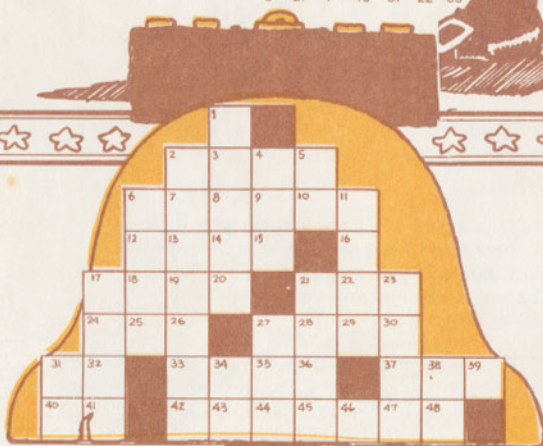
11 67 47 69 1 29 41

9. a person who pays rent to a landlord

31 36 45 14 3 31

10. full of merriment

8 27 7 10 37 22 33



Answer List

SRTXSBBN
MORRQBO
FDYXBKB
YXNMROH
URMMBOH

BCXEUB
SLTBORLN
MBOOXAH
MBSFSM
ZUBBALU

The Patriot was
SFMYFS YFUB

Return Trip

Make your way back to the present by identifying the object at each step. Complete the blocks with the correct word. Only correctly spelled words will work.

Write the letters found in the numbered blocks in the blanks at the bottom of the page. Using the ① SECRET CODE key, decode the words to find out what you have become!



1 2 3 4 5 6 7 8 9 10 11 12 13

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Datamath Calculator Museum

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

