ED 232 624   IR 020 012

TITLE   Letter Recognition. MicroSIFT Courseware
               Evaluation.
INSTITUTION   Northwest Regional Educational Lab., Portland,
               Oreg.
PUB DATE   Jan 83
NOTE   2p.; In its: MicroSIFT Courseware Evaluations (1-87),
               1982. See ED 226 765.
PUB TYPE   Reports - Evaluative/Feasibility (142)

EDRS PRICE   MF01/PC01 Plus Postage.
DESCRIPTORS   *Computer Assisted Instruction; Computer Managed
               Instruction; *Computer Programs; Drills (Practice);
               Early Childhood Education; *Letters (Alphabet);
               Microcomputers; *Numbers
IDENTIFIERS   Apple II; Courseware Evaluation; Microcomputer
               Software and Info for Teachers; PF Project; Software
               Evaluation; *Software Reviews

ABSTRACT
               THE FOLLOWING IS THE FULL TEXT OF THIS DOCUMENT
(Except for the Evaluation Summary Table): VERSION: 3.3. PRODUCER:
Hartley Courseware, Inc., Box 431, Dimondale, Michigan 48821.
EVALUATION COMPLETED: January 1983 at the North Clackamas School
District, Milwaukie, Oregon, and at Northwest Regional Educational
Laboratory, Portland, Oregon. COST: $26.95. ABILITY LEVEL: Preschool
through grade 1. SUBJECT: Language Arts. TOPIC: Reading. MEDIUM OF
TRANSFER: 5-1/4" flexible disk. REQUIRED HARDWARE: Apple II, 48K, 1
disk drive, monitor, printer (optional). REQUIRED SOFTWARE:
Applesoft, DOS 3.3 or 3.2. INSTRUCTIONAL PURPOSE: Standard
instruction. INSTRUCTIONAL TECHNIQUES: Instructional management,
drill and practice, tutorial. DOCUMENTATION AVAILABLE: In
program--student's instructions. In supplementary
materials--suggested grade/ability level(s), instructional
objectives, program operating instructions, and teacher's
information. INSTRUCTIONAL OBJECTIVES: (STATED) Given a letter (upper
or lower case) on the screen, the student will match it with the
letter on the keyboard. Given a number written in words, the student
will type the numeral. Objectives are stated more precisely in the
manual. INSTRUCTIONAL PREREQUISITES: (STATED) The students need to
know the difference on the keyboard between the letter 'O' and the
digit '0', and the letter 'l' and the digit '1'. CONTENT AND
STRUCTURE: The student is presented with capital letters, lower case
letters or digits 1-9 and must match them by pressing the
corresponding letter or digit from the keyboard. Other options give
the word name of a number and the student is to type the numeral.
Incorrect responses cause no change in the display, but error is
stored in student planning file. This file is displayed at the end of
the exercise, or may be displayed later on the screen or on the
printer. POTENTIAL USES: This package is most appropriate for use
with individual students. MAJOR STRENGTHS: This package is good drill
and practice for the age group and is a good way to get young
students familiar with the keyboard. The record keeping for students
is a strong point in that it tells not only how many were missed, but
exactly what was missed. MAJOR WEAKNESSES: The graphics are
repetitive and would get tiresome quickly. The rewards are not
particularly exciting, and would seem not to be a motivator in
themselves. EVALUATION SUMMARY: The evaluators indicate they would
use or recommend use of this package with little or no change.
(Author)

Letter Recognition

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DOCUMENTATION AVAILABLE: In program — student's instructions. In supplementary materials — suggested grade/ability level(s), instructional objectives, program operating instructions, and teacher's information.

INSTRUCTIONAL OBJECTIVES: (STATED)
Given a letter (upper or lower case) on the screen, the student will match it with the letter on the keyboard. Given a number written in words, the student will type the numeral. Objectives are stated more precisely in the manual.

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EVALUATION SUMMARY

SA	A	D	SD	NA	
•					Content is accurate.
•					Content has educational value.
•					Content is free of stereotypes.
•					Purpose of package is well defined.
•					Package achieves defined purpose.
•					Content presentation is clear and logical.
•					Difficulty level is appropriate to audience.
	•				Graphics/sound/color are used appropriately.
•					Use of package is motivational.
			•		Student creativity is effectively stimulated.
•					Feedback is effectively employed.

SA	A	D	SD	NA	
•					Learner controls rate and sequence.
•					Instruction integrates with prior learning.
•					Learning can be generalized.
•					User support materials are comprehensive.
•					User support materials are effective.
•					Information displays are effective.
•					Users can operate easily and independently.
•					Teachers can employ package easily.
•					Computer capabilities are used appropriately.
•					Program is reliable in normal use.

SA - Strongly Agree A - Agree D - Disagree SD - Strongly Disagree NA - Not Applicable

The evaluators indicate they would use or recommend use of this package with little or no change.

This evaluation is based on the evaluations of three or more reviewers who are representative of potential users of the courseware package.

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