

STICKYBEAR[®] SPELLGRABBER

USER'S GUIDE
For Commodore-64



Note correction on page 4:
Type LOAD "PRG",8,1 and wait for the
program to load.

STICKYBEAR[®] SPELLGRABBER



STICKYBEAR[®] SPELLGRABBER

By Richard Hefter and Steve Worthington

Additional Graphics by Robert Highsmith

Copyright© 1985 by Optimum Resource, Inc. All rights reserved. Printed in the United States of America. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, or otherwise, without the prior written consent of the publisher.

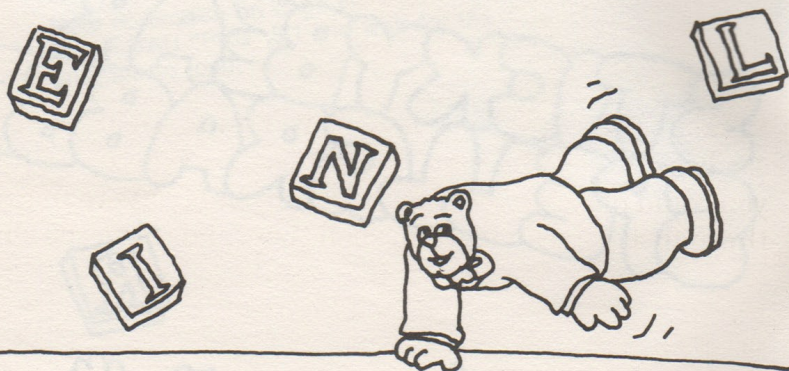
Published by Optimum Resource, Inc., Norfolk, Connecticut.

Distributed by Weekly Reader Family Software, a division of Xerox Education Publications, 245 Long Hill Road, Middletown, CT 06457.

User's Guide written by Norma Sinclair, Richard Hefter, and Steve Worthington.

*Commodore is a registered trademark of Commodore Electronics, Ltd.

Stickybear is a registered trademark of Optimum Resource, Inc.



Inside This Guide	
A Different Way To Spell	3
To Parents/Educators	3
What You Need	4
Getting Started	4
Using the Controls	6
More About the Games	8
Making Your Own Word Lists	11
Important Keys	12
More You Can Do	13
Word List	15

Other Stickybear Software

Stickybear ABC
Stickybear BOP
Stickybear Math
Stickybear Reading
Stickybear Typing
Stickybear Numbers
Stickybear Shapes
Stickybear Opposites
Stickybear Basketbounce
Stickybear Town Builder

A Different Way To Spell

What does a kid have to do to learn how to spell? You could study spelling lists, take spelling tests, and study more lists; or you could play *Stickybear Spellgrabber*. If you are in grades 1 through 4, you can learn to spell thousands of words while you have fun making Stickybear do all the work. With games like Picture Spell, Word Spell, and Bear Dunk, you can keep Stickybear on the run catching all the words you need. And when he doesn't, you can dunk him.

To Parents/Educators

Stickybear Spellgrabber is a series of educational games designed to capture the interest of beginning spellers (children in grades 1-4) and motivate them to improve their spelling skills. There are three games in *Stickybear Spellgrabber* — Picture Spell, in which children spell the names of objects they see on the computer screen; Word Spell, in which children unscramble letters to make words; and Bear Dunk, in which children guess the words in the computer's memory.

The words provided with the games are divided into grade groups. In addition, children can enter their own word lists. With *Stickybear Spellgrabber*, children can

- learn more than 4,000 high-frequency words taken from the *Weekly Reader* word list and the *Ginn Lexicon Dictionary*.
- link the meanings of words with the mechanics of spelling. Hundreds of pictures provide children with spelling clues and word-meaning clues.
- focus on word structure. Children can more readily apply what they have learned to unfamiliar words once they become aware of basic word structures.
- become familiar with the computer keyboard. Developing keyboarding skills is the perfect springboard to more advanced computer programs.

You'll notice that this guide has been written so that many second, third, and fourth graders will be able to read and use the program on their own. Use your own judgment to decide if your children can work independently on *Stickybear Spellgrabber* or if they need adult supervision.

What You Need

It doesn't take much to use *Stickybear Spellgrabber*. This is all you need:

- A *Stickybear Spellgrabber* disk
- A Commodore-64* computer with a 1541 disk drive
- A joystick, if you prefer not to use the computer keyboard

Getting Started

Once you have all the things you need, it's easy to get started.

- Boot the *Stickybear* disk. Put it into the disk drive.
- Turn on your Commodore-64. Type LOAD "PRG",8 and wait for the program to load.
- Decide which game you will play — Picture Spell, Word Spell, or Bear Dunk.
- Press the I or M key so that the arrow points to that game.
- Press the space bar on the keyboard or the button on the joystick to load the game you've chosen.
- Choose the grade level you want to work on.

You're ready to play.



Caring for the Disk

All computer disks need special care. If they're handled with dirty hands or held improperly, they could be ruined. Take extra care with your *Stickybear Spellgrabber* disk. Do not bend or fold it. Be sure to hold it only by the end with the picture. Finally, remember to return the disk to its sleeve and to put it safely away when you're not using it.

Word Lists

A master word list comes with *Stickybear Spellgrabber*. But if there are special words you would like to work on, you can make your own word lists. You can store three lists of up to 50 words each. You can use these word lists to play both Word Spell and Bear Dunk. Read Making Your Own Word Lists to find out more.

Changing Games

If you want to change the game you're playing, press the key marked f1, and the game menu will appear.

CHOOSE A GAME

PICTURE SPELL

WORD SPELL

BEAR DUNK

Using the Controls

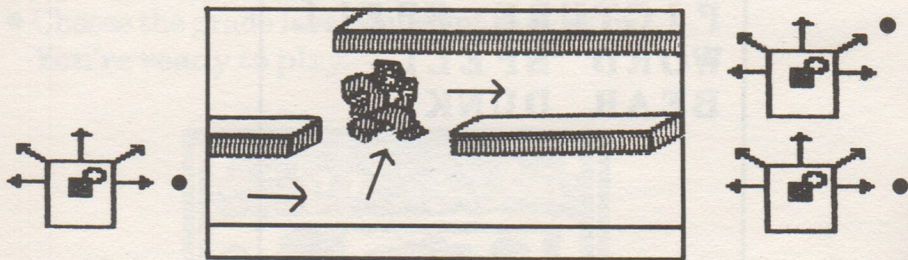
Although you may use either the keyboard or the joystick to play *Stickybear Spellgrabber*, the joystick is probably easier to use.

Joystick

Move the joystick from side to side or forward to steer Stickybear around the screen. Moving the joystick from side to side will make Stickybear run left or right. Moving it forward will make Stickybear jump up. Gravity will gently pull Stickybear down.

With the joystick, you can change the direction in which Stickybear is going — even while he's in the middle of a jump. All you have to do is move the joystick in the direction in which you want Stickybear to go.

TRY THIS: Move Stickybear until he is below and to the left of an opening you want him to jump through. Move the joystick to the right. As Stickybear passes under the opening, move the joystick up. Stickybear will jump through the opening. Now make Stickybear move up and to the left or up and to the right by moving the joystick like this:



When Stickybear runs past a letter you want, choose that letter by pressing the joystick button. If Stickybear runs past a letter you don't need, don't press the button. If you do, you will hear a BLOOP!

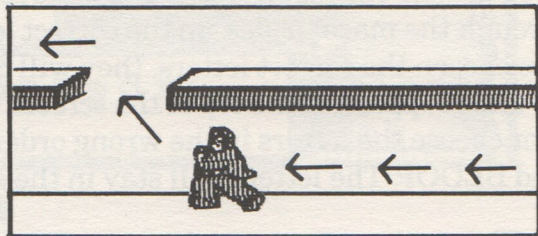
Keyboard

You can use the keyboard to control Stickybear in Picture Spell or in Word Spell. Use the I key to make Stickybear jump, the J key to make Stickybear run left, and the K key to make Stickybear run right. Press the space bar to pick a letter when Stickybear runs past it. Pressing any other key will make Stickybear stop running.

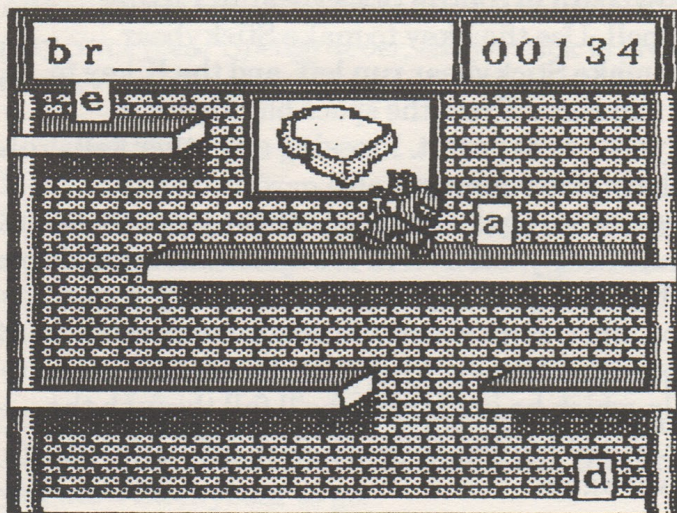
TIP: Whether you're using the keyboard or the joystick, be sure to make Stickybear run in the direction in which you want him to go before you make him jump onto a shelf. If you don't, Stickybear will continue running in the wrong direction. So when you change the direction in which he is running, he'll fall through the same hole he just jumped through. And you'll have to start all over again.

A Hint for All Movement

It is easier to make Stickybear jump onto a shelf if he is running in the right direction before he jumps through the hole.



More About the Games



Picture Spell

The object of Picture Spell is to spell the name of a picture by choosing the letters in the correct order. You can choose to spell words from the grade 1, 2, or 3 word list. After you've made your choice, a picture will appear at the top of the screen with a maze of shelves around it. The letters in the name of the picture will be scattered around the maze. You have to move Stickybear through the maze to pick up the correct letters.

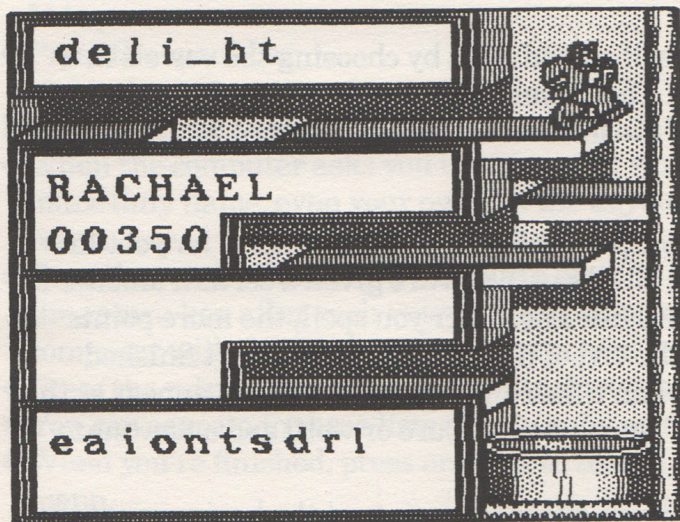
When you have chosen the correct letters, they will disappear from the maze and reappear at the top of the screen. Choose the wrong letters or choose the letters in the wrong order, and you will hear a loud BLOOP. The letters will stay in the same position.

Each game is timed and scored; so the faster you spell, the more points you will get. If time runs out and you don't finish spelling the name of the picture, the computer will print the word at the top of the screen. When you want to continue, press any key or press the button on the joystick. Then a new picture and a new maze will appear.

Word Spell

Word Spell is a little more challenging than Picture Spell. You can choose to spell words from the grade 1, 2, 3 or 4 master word list that comes with the program or from a word list you have made up yourself. A word will appear briefly on the screen. When you are ready to spell the word, press any key; the letters will be scattered around the maze. You can then move Stickybear around the maze to pick up the letters in the right order.

TIP: If you want to rack up points quickly on Word Spell, be sure to study words carefully when they first appear on the screen. Then you'll know how to spell the words once they have been scrambled.



Bear Dunk

Bear Dunk is a lot like hangman. The object of the game is to keep Stickybear from being dunked.

You can play Bear Dunk by yourself or with a friend. All you have to do is choose the word list from grade level 1, 2, 3 or 4 that you want to work on. Then type the name(s) of the player(s) and press the space bar.

At the start of each game, Stickybear stands on a shelf at the top of the screen. A set of dashes also appears at the top of the screen. Each dash stands for a letter in the mystery word you have to spell. Press the key of each letter you think is in the mystery word. If the letter is in the word, it will appear in place of a dash. It will also appear at the bottom of the screen. If it is not in the word, you will hear a loud BLOOP; the letter will appear only at the bottom of the screen; and one of the shelves below Stickybear will disappear. When the shelf Stickybear is standing on disappears, Stickybear will be dunked in the tank of water at the bottom of the screen.

The game will continue until you press the f1 key to return to the game menu. When two players are playing, each player must complete a word before the next player's turn can begin.

TIP: Give yourself a head start by choosing the vowels in a word first. The vowels will give you some clues about the rest of the letters that are in the word.

Keeping Score

All the *Stickybear Spellgrabber* games keep score for you. In *Picture Spell* and *Word Spell*, you are given a certain amount of time to spell each word. The faster you spell, the more points you will have at the end of the game. If you haven't finished spelling a word when time runs out, the word will appear at the top of the screen. Then a new picture or word and a new maze will appear.

In *Bear Dunk*, you are given 100 points at the beginning of the game. For each correct guess, 10 points are added to your score. For each incorrect guess 5 points are subtracted from your score. You are given a bonus of 50 points for completing each word.

Making Your Own Word Lists

Stickybear Spellgrabber lets you use your own word lists, so you can zero in on spelling words you want to work on. If you want to make, delete, or edit your own word list, this is what you do:

- Boot the disk and wait for the game menu to appear.
- Press the key marked f3, and the following menu will appear:
 - Pick a Function
 - Enter New List
 - Delete a List
 - Show Lists
 - Exit to Game
- Move the arrow to the function that you want using the I or M key.
- Press the space bar.

Entering Your List

- When the computer asks you to name your word list, type a name (any name, even your own) on the keyboard. Press the return key.
- Type the words. Each word may have up to 11 letters. Press the return key after each entry. (If you fill up a page, the computer will give you a new page to continue on.)
- Press the return key when you've finished your list.
- You can save up to three lists and up to 50 words on each list.
- When you're finished, press any key to return to the function menu.

Deleting a List

You can't delete the master word lists that come with the program, but you can delete a list that you have entered. Simply follow the first four steps under Make Your Own Word List. Be sure to move the arrow to the Delete a List function. Then follow the directions that appear on the screen. If you decide not to delete a list, move the arrow to the Exit to Game

function and press the space bar or the return key to get back to the function menu.

Editing a List

You can change words on a list you've made without getting rid of the whole list. The computer will ask you to choose the list you want to edit. After you've made your choice, a list of the changes you can make will appear on the screen.

Display Words shows you what words are on your list. *Add Words* lets you add words to your list. *Delete Words* lets you take words off your list. *Save Changes* lets you save your list with the changes you've made. If you don't want to save your changes or edit your list, choose *Return to Menu*. Remember to save your changes before returning to the main menu.

Important Keys

- SPACE BAR** Press the space bar to choose a function or a game.
- f1** Press the f1 key to bring you back to the game menu.
- f3** Press the f3 key to enter, delete, or edit your own word list.

More You Can Do

Now that you're on the road to becoming an expert speller, use the words you've learned. Show how well you can spell. Here are some ways to get started.

Game Shows

You've seen game shows on TV. Now you can make up your own. Make up word lists that fall into different groupings. Insects, cars, things that are wet, things that are slippery are some topics you might use. Enter your word lists in *Stickybear Spellgrabber*. (Remember, you can enter up to three lists and up to 50 words per list.) Then challenge a friend to play one of the following games with you.

What's on Your List

- Up to three people can play each game.
- Take turns choosing a topic. (Each player's topic must be different.)
- Toss a coin to decide which game to play — Word Spell or Bear Dunk.
- Use the words under the topic you've chosen to play the game.
- Check the scores on the computer at the end of each game. The person with the highest score wins.
- Post the outcome of the game you played.

Choose a Topic

- Enter the word lists and the topics you want to use in this game. Have each player choose a topic for his/her opponent. Don't tell what the topics are.
- Toss a coin to decide which game to play — Word Spell or Bear Dunk.
- Take turns trying to spell the words under the topics chosen.
- Take turns trying to guess which topic the words fall under.
- The player who guesses the topic after spelling the fewest words wins.

The 2,000 Word Club

There are more than 4,000 words in *Stickybear Spellgrabber*. Surely, you can learn how to spell 2,000 of them. If you do, you can start the Stickybear 2,000 Word Club. Invite other kids to learn as many words as you have learned and join your club. Once you've started your club, plan some activities:

- Design a symbol for your club.
- Keep a written record of the people who have learned to spell 2,000 words. Challenge them to learn more. Keep a record of their progress.
- Play some spelling games. Start with *What's on Your List?* (page 13).
- Help kids who are having trouble learning to spell.

Write a Story

How many of the words in *Stickybear Spellgrabber* can you use in a story? Ask a friend to help you find out. Have the friend write down the words you spell correctly while you're playing *Stickybear Spellgrabber*. Try to use all those words in a story. How many words did you use?

Experiment

Try to come up with other ways of using *Stickybear Spellgrabber*. Experiment with the words and the keyboard or the joystick. You'll soon find out how much fun learning can be.

Word List

Grade 1

about	big	do	gets	home
after	biggest	does	girl	homes
again	bike	dog	girls	hop
agreed	bill	door	give	horse
aid	bird	down	glad	hot
airplane	birthday	dress	go	house
all	black	drop	goat	however
along	blue	duck	gone	howl
always	boat	eat	good	hundreds
am	book	eating	got	ice
an	box	egg	government	if
and	boy	end	grandma	in
animal	bring	establish	grass	inches
another	brown	every	greater	income
any	build	everywhere	green	into
apple	building	fall	grow	is
are	bus	far	guess	it
around	but	farm	had	its
as	by	fast	hair	itself
ask	cage	fat	hand	jump
at	cake	father	happy	just
ate	calf	feet	hard	keeping
away	call	fight	has	kid
baby	came	film	hat	kind
back	can	find	have	kinds
bad	car	fire	having	kitten
bag	cat	first	he	know
ball	children	fish	head	lamb
balloon	coat	five	heads	last
bark	cold	fly	hear	laugh
base	color	flying	heard	laws
be	come	food	hello	lay
bear	cookie	for	help	leg
bed	could	found	helped	let
bee	cow	four	helps	letter
before	cry	fox	hen	light
began	cut	friend	her	like
behind	dad	frog	here	little
being	dark	from	hey	live
below	date	fun	hill	lived
best	day	funny	hills	long
better	days	game	him	look
	did	garden	his	looks
	died	gave	hold	lost
	dinner	get	holding	lots

made	ones	runs	surprise	walk
make	onto	said	system	want
man	open	sang	take	was
many	or	sat	talk	water
may	other	saw	tell	way
maybe	our	say	telling	we
me	out	saying	ten	went
men	over	says	terms	were
met	own	school	than	wet
milk	paint	schools	thank	what
millions	pan	see	that	when
miss	party	seen	the	where
mom	peanut	seven	their	which
money	penny	she	them	white
more	personal	shoe	then	who
morning	pet	should	there	whom
mother	picnic	show	these	why
much	picture	sing	they	will
must	pig	sister	thing	wind
my	plant	sit	think	window
name	play	six	this	wish
named	please	sleep	those	with
names	pocket	sleeping	thought	within
near	pony	so	three	word
nearly	pretty	some	time	work
necessary	prevent	someone	to	working
needs	prize	something	told	works
never	program	somewhat	tomorrow	would
new	put	somewhere	too	years
news	quack	soon	took	yellow
newspaper	rabbit	sound	total	yes
next	race	speed	town	you
nine	rain	squirrel	toy	young
no	ran	stay	tree	your
northern	read	step	trick	zoo
not	ready	stepped	truck	
nothing	red	still	try	Grade 2
now	return	stop	turn	
of	ride	stopped	two	able
off	right	stopping	uncle	above
oh	river	store	under	accept
old	road	story	up	accepted
on	rocket	street	us	account
once	room	sun	very	account
one	run	support	wagon	across

act	barn	bush	clown	determine
action	basic	busy	coast	develop
active	basket	butter	college	different
activity	basketball	button	colored	dig
add	bat	buy	committee	dinosaur
added	beautiful	candles	complex	dirty
addition	because	candy	concern	discovered
afraid	beep	cap	consider	dish
afternoon	begin	card	contain	division
ago	believe	care	control	doctor
ahead	bell	carry	cook	doll
air	belong	cart	copy	dollar
almost	beside	cartoon	corn	done
alone	between	castle	corner	dot
also	bit	catch	cornfield	dragon
always	blew	caught	correct	drank
amount	blind	cell	cotton	dream
angry	block	cellar	council	drink
answer	blood	cells	count	drive
anybody	blow	central	country	dry
anyone	blueberry	century	county	each
anything	board	certainly	couple	ear
apartment	bomb	chair	cover	early
apparently	bone	chance	cowboy	earn
appeared	boot	chase	crawl	earth
appears	both	cherry	cream	easily
apply	bottle	chicken	create	easy
approach	bottom	choose	cried	economic
areas	bought	circus	crocodile	education
arm	bounce	citizens	cross	effect
arrow	branch	city	crow	effort
art	brave	claim	cup	eight
association	bread	class	cupcake	element
astronaut	break	clay	dad	elements
atmosphere	breakfast	clean	daily	elephant
attack	bright	clear	dance	elevator
attempt	broke	clearly	data	eleven
attention	brook	clever	dear	else
audience	brother	climb	death	empty
aunt	brought	clock	deep	end
available	bucket	close	deer	ends
bake	bump	closed	demand	engine
bang	bunch	closely	department	enough
bank	bunny	closer	depend	entered
bar	burn	clothes	detail	entire

entirely	fill	glove	hours	large
equal	filled	goal	huge	larger
equipment	finally	goes	human	late
especially	finding	gold	hung	lay
even	fine	gone	hungry	lazy
event	finger	goose	hunt	learn
ever	finish	gorilla	hurry	learning
everybody	firm	grade	hurt	leave
evidence	fishing	grandfather	idea	led
exactly	fit	grandmother	ideas	left
excite	fix	grandpa	include	lemonade
exist	fixed	gray	increase	letters
existence	flat	great	increased	level
expected	flew	greatest	individual	library
explained	float	grew	information	lick
express	floor	ground	inside	life
expression	flow	groups	instead	lifted
eye	flower	grow	interested	limit
face	follow	growing	involve	line
factor	fool	growth	involved	lines
factors	foot	gun	iron	lion
facts	forces	hall	jar	lips
fail	foreign	handle	jay	listen
fair	forest	hands	job	load
fairy	forgot	hang	join	local
faith	forms	happen	joins	located
falls	forth	happened	joke	lock
families	forty	health	joy	lord
family	fourth	heavy	keep	loud
farther	frame	held	kept	love
fear	freedom	herself	kids	loved
feather	frighten	hi	kill	lovely
feed	front	hibernate	killed	low
feel	frozen	hid	king	lower
fell	fruit	hide	kitchen	luck
felt	full	high	kite	lunch
fence	further	highest	knew	machines
few	future	himself	knock	magic
field	garage	hit	known	mail
fields	gate	hole	knows	manner
fierce	ghost	holes	ladder	map
fifteen	giant	honey	lady	marble
fifty	gives	hope	lake	mark
fighting	giving	horn	land	marked
figures	glass	hotel	lands	match

materials	none	paw	process	require
matter	nor	pay	produce	required
mean	normal	peace	product	rest
meaning	nose	peep	production	result
means	note	pen	progress	return
meet	notes	people	project	rex
meeting	noticed	per	property	ring
members	nuclear	period	proud	roar
merry	number	pick	provide	robber
middle	nuts	pie	public	robin
might	oak	piece	pull	robot
mike	object	pieces	pup	rock
mile	occur	pile	puppet	rode
mind	ocean	pillow	puppy	roll
mine	office	pink	purpose	roof
minute	officer	pipe	push	rope
minutes	official	place	pushed	rose
missing	oil	places	queer	round
mitten	okay	plan	question	row
modern	omit	plane	quick	rub
mommy	only	plant	quiet	sad
monkey	opening	player	quite	safe
monster	operation	plays	raccoon	same
moon	opinion	point	radio	sand
most	opposite	pointed	rag	save
mountain	orange	points	railroad	scale
mouse	ordered	policeman	raised	scare
mouth	ordinary	political	ranch	scarecrow
move	original	pond	range	scientific
movement	outside	pool	rapidly	score
movie	oven	poor	rate	sea
myself	owl	pop	reach	seat
nail	pages	porch	reaction	second
nation	pail	porridge	real	secret
natural	pair	post	really	secretary
nature	paper	postman	receive	seed
nearby	parade	power	received	seek
neck	park	powerful	recorder	seem
need	part	president	regular	sell
neighbor	pass	pressure	religious	send
nest	passed	price	remain	sent
nice	past	prince	remember	sentence
night	pat	principal	replied	separate
nobody	patrol	private	reply	services
noise	patterns	problems	represent	set

shall	sometime	suit	toe	valentines
shape	son	summer	together	value
shed	song	supper	tonight	velvet
sheep	songs	supply	top	village
shirt	sorry	suppose	tornado	visit
shook	sounds	sure	touch	voice
shop	soup	swam	toward	volcano
short	source	sweater	tower	vote
shout	spell	sweet	track	wag
shovel	splash	swim	tractor	wait
showed	spoke	swimming	traffic	waited
showing	sport	swish	train	waiting
shown	spot	system	trainer	walking
shut	sprang	table	trap	wall
shuttle	spread	tail	travel	warm
shy	spring	talked	treatment	wash
side	spy	tall	tried	watch
sidewalk	staff	tape	trip	wave
sign	stage	tax	trot	wear
sight	stair	teach	trouble	week
silk	stairs	tear	true	well
silly	stamp	teeny	truly	western
silver	stand	teeth	trunk	whatever
similar	star	telephone	trying	wheel
simple	stare	tent	turn	while
simply	start	term	turtle	whisper
since	station	therefore	twelve	whistle
sixteen	stayed	third	twenty	whoever
skate	stick	thirty	twice	wide
skipped	stone	thou	twin	wife
sky	stood	thousands	types	wild
sled	straight	threw	ugly	win
slid	strange	through	understand	wing
slide	stream	throughout	unhappy	winner
slow	strength	throw	union	winter
small	stress	thumb	unit	wise
smell	stretch	thus	units	witch
smile	string	ticket	until	without
smoke	strong	tie	unto	woke
snake	student	tiger	upper	wolf
snow	subjects	tiny	use	woman
snowman	success	tip	useful	wonder
soap	successful	tire	uses	wonderful
social	such	tired	using	wood
soft	sudden	toad	usually	workers
soil	suggest	today	vacation	world

worm	alike	assignment	bean	borrow
write	alive	assistance	beard	boss
writing	alligator	associate	beast	botter
written	allow	assume	beat	bound
wrong	already	assure	beauty	bow
wrote	although	atmosphere	beaver	bowl
yard	amaze	atom	became	brain
year	among	attach	become	breath
yell	analysis	attend	bedroom	breathe
yet	ancient	attention	beep	brick
young	angel	attic	beg	bride
yourself	anger	attitude	begun	bridge
	angle	attract	behave	brief
Grade 3	announce	author	behavior	broad
	announced	authority	behold	broom
ability	annual	automobile	belief	brush
aboard	ant	autumn	belly	bubble
accident	antique	average	below	buckskin
accompany	anxious	avoid	belt	bud
accomplish	anxiously	awake	bench	buffalo
according	anyhow	award	bend	bug
achieve	anymore	aware	beneath	built
achievement	anyway	awful	benefit	bull
acre	anywhere	backward	bent	bullet
actual	apart	bacon	berry	bundle
actually	ape	badly	bet	bunk
address	appeal	balance	beyond	burst
admire	appear	balcony	bicycle	bury
admit	appearance	banana	billion	business
adopt	application	band	bingo	bust
adult	applied	bare	bionic	butterfly
advance	apron	barnyard	birth	buzz
advantage	area	barrel	bite	bye
adventure	argue	baseball	blanket	cabin
advice	arithmetic	basement	bless	calm
affair	ark	basis	blink	camel
affect	army	bath	blizzard	camera
against	arrange	bathroom	bloom	camp
age	arrangement	bathtub	blossom	campaign
agency	arrive	batter	body	camper
agent	article	battery	boil	candle
agree	artist	battle	bond	cane
agreement	aside	bay	bonnet	capacity
ah	asleep	beach	boom	cape
aim	aspect	bead	bore	capital
alarm	assign	beam	born	captain

capture	chosen	compound	credit	description
career	chuck	concept	creep	desert
carriage	chuckle	concerned	crept	deserved
carrot	church	conclusion	crew	design
case	cider	condition	crime	desire
cast	circle	conduct	crisp	desk
catcher	citizen	cone	croak	despite
cattle	civil	conference	crop	destroy
cause	clap	conflict	crowd	detective
cave	click	congress	crown	determined
ceiling	cliff	connect	cruel	development
cent	climate	connection	culture	device
center	clop	consist	curious	devil
cereal	closet	constant	curl	devote
certain	cloth	contact	current	diamond
chain	cloud	content	curse	dice
challenge	clover	contest	curtain	dictionary
chamber	club	continue	curve	die
change	coach	continued	customer	difference
changes	coal	contract	cute	differences
channel	coaster	contrary	czar	difficult
chapter	coffee	contribute	dairy	difficulty
character	coin	convince	dam	dim
charge	collect	cookie	danger	dime
charm	collection	cool	dare	dine
chart	colt	copper	dash	dip
check	column	coral	daughter	direct
checker	comb	corporation	daydream	direction
cheek	combination	corps	dead	directly
cheer	combine	cost	deal	director
cheese	comfort	costs	decide	disappear
chemical	comfortable	costume	decided	disappoint
chest	command	cottage	decision	discover
chew	commercial	counter	declare	discovery
chick	commission	courage	defense	discuss
chief	common	course	define	discussion
child	communist	court	degree	disease
chimney	community	cousin	delicious	display
chin	companion	crab	delight	distance
chip	company	crack	deliver	distant
chipmunk	compare	crash	democratic	distinguish
chocolate	complain	crayon	den	district
choice	complete	crazy	deny	dive
chop	completely	created	depth	divide
chose	composition	creature	describe	dock

donkey	emperor	extend	foam	gentle
doorbell	employ	extent	fog	gentleman
doorway	employee	extra	fold	gentlemen
double	enable	extreme	folk	gently
doubt	encourage	facility	follows	gift
dough	ending	fact	foolish	giggle
dove	enemy	factory	football	gingerbread
downstairs	energy	failure	force	giraffe
downtown	engage	faint	forced	glance
dozen	enjoy	fairly	forever	glow
drag	enormous	familiar	forget	gobble
draw	enter	famous	fork	golden
drawn	entrance	fan	form	governor
drew	equally	fancy	former	grab
drift	error	fault	formula	gradually
drill	escape	favor	fort	grain
drip	essential	favorite	fortunately	grand
dromedary	established	fearful	fortune	granny
drove	estimate	feast	forward	grant
drown	eve	fed	fought	grateful
drug	evening	federal	fountain	grave
drum	events	fellow	fourteen	greatly
drunk	eventually	female	free	greedy
duckling	everyone	fetch	frequently	greet
due	everything	fifth	fresh	grin
dug	evil	fifty	fright	groan
dumb	exact	fig	frost	grocery
during	examine	figure	frown	group
dust	example	file	fry	growl
duty	excellent	final	fully	guard
eager	except	financial	function	guest
eagle	exchange	firemen	fund	guide
east	exclaim	fiscal	fur	gull
eaten	excuse	fisherman	furniture	gum
economy	exercise	flag	further	guy
edge	existence	flame	gain	gym
effective	expand	flap	garbage	ha
effects	expect	flash	gas	habit
either	expense	flesh	gasp	half
elect	experience	flight	gather	halfway
election	experiment	flip	gay	hammer
electric	expert	flock	gaze	handsome
electronic	explain	flood	geese	happily
emergency	explanation	flop	general	happiness
emotion	explore	flour	generally	harbor

hare	hundred	jail	leaf	magazine
harm	hunter	jam	league	magnificent
hatch	hurrah	jazz	lean	maid
hate	husband	jerk	leap	main
haunt	hut	jester	least	maintain
hawk	ideal	jet	leather	majesty
hay	identify	joker	lee	major
heap	ill	journey	legal	male
heart	illustrate	joy	length	manage
heat	imagination	judge	leopard	management
heaven	imagine	judgement	less	manufacture
heel	immediate	juice	lesson	maple
height	immediately	jungle	liberal	march
helicopter	impatient	junior	lid	market
hell	importance	junk	lie	marry
herd	important	jury	lift	marsh
hero	impossible	justice	lightning	martin
hidden	impression	kangaroo	likely	mask
highly	improve	kettle	lily	mass
highway	inch	key	limb	master
hind	incredible	kick	limited	match
hip	indeed	kingdom	link	mate
historical	independent	kiss	lip	maximum
history	index	kitty	liquid	meadow
hitch	indicate	knee	list	meal
ho	industrial	knife	literature	meant
hockey	industry	knit	lizard	meanwhile
holiday	influence	knowledge	load	measure
holler	inn	labor	lobster	measurement
homer	insect	lack	locate	meat
honest	insist	lad	location	medical
honk	instance	laid	log	medicine
honor	institution	lamp	lonely	melt
hood	instruction	landing	loose	memory
hook	instrument	language	lord	mention
hoot	intend	lap	lose	merchant
hose	interest	largely	loss	merely
hospital	interior	largest	lot	mess
hotel	invent	latter	lump	message
hour	invisible	law	lying	metal
how	invite	lawn	machine	method
howl	island	lawyer	machinery	mice
huff	issue	layer	mad	midge
hug	item	lead	madam	midnight
hum	jacket	leadership	madame	mighty

military	net	oxygen	perhaps	population
mill	nibble	pace	permit	porcupine
million	nickel	pack	person	portion
mineral	nineteenth	package	persons	position
minibike	nod	pad	phase	positive
mirror	noon	page	philosophy	possible
mischievous	north	paid	phone	possibly
missile	northern	pain	phrase	possum
mission	notice	palace	physical	pot
mistake	noun	pale	piano	potato
mister	novel	palm	pigeon	pound
mix	nowhere	pants	piggy	pour
model	nuclear	paragraph	pilot	powder
mold	nurse	parallel	pin	power
moment	nut	parent	pine	powerful
month	obey	parrot	pirate	practical
mood	objective	particle	pitch	practice
moonlight	objects	particular	pitcher	prairie
moral	observation	partly	placed	pray
mostly	observe	partner	plain	prayer
motion	obtain	partridge	planet	precious
motor	obtained	passage	planning	prefer
motorcycle	obvious	pasture	plastic	prepare
mount	obviously	pat	plate	presence
movies	occasion	patch	platform	present
mud	ocean	path	playground	preserve
muddy	octopus	patient	pleasant	press
mule	odd	pattern	pleasure	pretend
murder	offer	pause	plenty	previous
muscle	offered	payment	plow	pride
museum	often	pea	plunge	prim
mushroom	olive	pear	plus	primary
music	operate	pebble	poem	principle
musical	opportunity	pedal	poet	print
musician	orange	peddler	poetry	probably
mutter	orchestra	peek	poke	problem
mystery	order	peer	pole	procedure
nap	organize	pencil	police	proceed
narrow	otherwise	pepper	policemen	produced
native	otter	peppermint	policy	professor
naturally	ought	perch	polite	programs
neat	ourselves	perfect	political	promise
needle	outdoor	perfectly	pooh	proper
negative	overhead	perform	poppy	properly
neither	owner	performance	popular	propose

protect	reduce	roast	select	site
protection	refer	rob	senator	sitter
proudly	reference	robe	sense	situation
prove	reflect	rocky	sergent	sixth
provision	refuse	rod	series	sixty
publish	regard	roller	serious	size
puddle	region	rooster	servant	skate
puff	rein	root	serve	skate
pump	relate	rough	service	skin
pumpkin	relation	route	session	skip
punch	relative	royal	settle	skunk
punish	release	rubbed	several	skyscraper
pupil	religion	rubber	sew	slap
purchase	remark	rug	sex	slave
pure	remarkable	ruin	shade	sleepy
purple	remind	rule	shadow	slept
puzzle	remove	runner	shake	slice
quality	rent	rush	share	slight
quarrel	repair	sack	sharp	slightly
quarter	repeat	saddle	sheet	slip
queen	replace	safety	shelf	slipper
quietly	reply	sailor	shell	sloth
radiation	report	sale	shelter	smart
rage	reported	salt	shift	smash
rail	republican	sample	shiny	smooth
rainbow	request	sandwich	ship	snap
raise	requirement	satisfy	shiver	snatch
rake	rescue	scamper	shock	sneak
rang	research	scary	shone	sneeze
rat	resource	scatter	shoot	sniff
rather	respect	scene	shore	snort
rattle	response	schedule	shot	snowstorm
raw	responsible	scholar	shoulder	soak
ray	reveal	science	shove	sob
reader	review	scientist	sick	society
reality	revolution	scold	sigh	sock
realize	reward	scratch	signal	softly
rear	rhythm	scream	significant	sold
reason	ribbon	screen	silence	soldier
recall	rice	scrub	silent	solid
recent	rich	seal	sill	solution
recently	rid	search	sin	solve
recognize	rider	season	single	somebody
recommend	rifle	section	sink	somehow
record	ripe	seize	sir	snort

sought	steer	sweep	thirteen	truth
soul	stem	swept	though	tube
south	stew	swift	thousand	tug
space	stiff	swing	thread	tulip
spare	stir	swirl	threaten	tumble
spark	stock	switch	throat	tune
sparkle	stocking	swung	thud	tunnel
sparrow	stolen	syllable	thump	turkey
speak	stomach	symbol	thunder	turnip
speaker	stooge	tackle	tick	twice
spear	stool	tag	tide	twig
special	storm	tailor	tied	twist
specific	store	tale	tight	type
speech	strain	talent	till	typical
spend	stranger	talking	tin	umbrella
spent	straw	tank	tiptoe	underneath
spider	strike	tap	tissue	understand
spill	strip	target	title	understood
spin	stroke	task	tone	uniform
spinach	struck	taste	tongue	united
spirit	structure	taught	tool	universe
spite	struggle	taxicab	toot	university
splendid	stuck	tea	tooth	unless
split	students	team	toothache	untie
spoil	studies	tease	tore	unusual
spoon	study	technical	torn	upon
spray	stuff	technique	toss	upstairs
square	stupid	telescope	touchdown	upward
squawk	style	television	tough	urge
squeal	subject	temperature	trace	usual
squeeze	submarine	tend	trade	valley
squire	substance	tender	traditional	valuable
stall	succeed	tennis	trail	van
standard	suffer	tension	trailer	variety
starting	sugar	terrible	training	various
startle	sum	terry	transfer	vary
state	sunlight	test	treasure	vast
statement	sunshine	theater	treat	vegetable
statue	super	themselves	tremble	vehicle
status	surface	theory	trial	verb
steady	surround	thick	tribe	verbally
steal	survive	thief	trim	view
steam	swallow	thieves	troop	vine
steel	swan	thin	trouser	volume
steep	sway	thirsty	trust	wage

wake	worst	alert	bandage	cackle
wander	worth	alley	barber	calculate
war	wound	allotment	barely	calendar
warn	wow	allowance	bargain	canal
warrior	wrap	ally	beak	candidate
waste	wreck	aloud	bedtime	cannon
wax	wrinkle	alphabet	beef	canoe
weak	writer	alter	beer	canteen
weapon	yawn	alternative	beetle	canyon
weather	yesterday	altogether	bewilder	capable
web	zero	amazing	bid	carbon
wedding	zoom	ambition	bind	cardboard
weed		ambulance	bitter	cardinal
weigh	Grade 4	amuse	blackberry	carpet
weight		anchor	blade	carton
welcome	abandon	anode	blame	carve
west	abominable	anxiety	blank	cash
whale	abroad	apparent	blast	category
wheat	absence	appoint	blonde	caterpillar
whenever	absolute	appreciate	blown	cease
wherever	absolutely	approval	bluebird	celebrate
whether	absorb	approve	bold	cement
whip	academic	arc	border	ceremony
whirl	accent	arch	boundary	chalk
whisker	acceptance	arise	boyfriend	champion
whole	accuracy	arose	brand	chanticleer
whose	accurate	arrest	brandy	chatter
wicked	accurately	artery	brass	cheap
widow	accuse	ash	briefly	cheep
wiggle	ache	ashamed	brilliant	chiefly
wilderness	acid	assemble	brownie	childhood
wine	acorn	assembly	bruise	chill
wink	acquire	assistant	buck	chirp
wipe	acrobat	assumption	buckle	chore
wire	actor	astonish	budget	chorus
wizard	adequate	atomic	buggy	chubby
women	adjective	attorney	builder	chute
won	adjust	attractive	bulb	cigarette
wooden	adjustment	automatic	burden	classic
wool	advertise	avenue	bureau	classroom
woolly	advise	awaken	burnt	claw
wore	afford	awhile	burrow	cleaner
worn	afterward	axis	butt	clerk
worry	aircraft	baker	cabbage	clip
worse	airport	ballet	cabinet	cloak

clothing	construct	damage	doodle	essentially
cluck	consult	deeply	drama	evident
clue	consumer	defeat	dramatic	examination
clump	continent	defend	drawing	excess
cock	continuous	definite	drummer	executive
cocoa	convention	definition	dull	expansion
coconut	convert	delay	dump	expenditure
code	conviction	delicate	dusty	expensive
collar	cooperation	democrat	dying	explode
colonel	cop	demonstrate	earthquake	export
colony	corduroy	dense	ease	expose
comedy	core	density	echo	extension
comic	correctly	depart	edition	extensive
commander	correspond	dependent	editorial	external
commerce	couch	deposit	educational	extremely
commonly	countryside	derive	efficiency	fabric
communism	courtyard	deserve	efficient	faculty
comparable	coyote	desirable	eighteen	fad
comparison	cracker	desperate	elaborate	false
compass	cradle	desperately	elbow	farewell
compete	crayfish	destruction	elder	fascinate
competition	creation	diagram	electrical	fate
completion	creative	dial	electron	favorable
complicate	creek	diameter	elegant	fee
component	creepy	diaper	eliminate	fern
compose	crest	diet	elsewhere	festival
composer	critic	differ	emerge	fever
compost	critical	dignity	emotional	fiber
compute	criticism	dimension	emphasis	fiction
concentrate	croak	ding	emphasize	fighter
conception	crouch	disaster	empire	finance
concert	crumb	discipline	employment	finding
conclude	crunch	dispute	encounter	fire
concrete	crush	dissolve	endless	firecracker
conductor	crust	distinct	enterprise	fireplace
confidence	crystal	distinction	entertain	fish
confront	cultural	disturb	enthusiasm	fist
confuse	cupboard	diver	entitle	flake
confusion	cure	divine	entry	fled
conscience	curiosity	divorce	envelope	fleet
conscious	curly	doctrine	environment	fluid
consequence	curt	doggy	equation	flutter
consonant	custom	dolly	equip	focus
constantly	cycle	dome	equivalent	fond
constitute	daffy	dominate	erect	footstep

forehead	graze	huddle	jaw	loom
forgive	grind	humor	jeep	loop
formal	grip	hunger	jelly	loser
formation	gross	hush	jess	loudly
foundation	gruff	hutch	joint	lovely
fraction	grumble	hydrogen	jolly	loving
freckle	guidance	icy	journal	lumber
freight	guitar	ignore	jug	lung
frequency	gulf	impact	justify	ma
frequent	gutter	imply	kickball	magnet
frosty	halt	import	killer	magnetic
fuel	ham	impressive	kit	maiden
fundamental	hank	improvement	knight	mailman
funeral	hardy	impulse	knot	mainly
furiously	harmony	incident	label	maintenance
furnish	harness	indication	laboratory	majority
furry	harvest	indoor	lacy	maker
furthermore	haste	inform	lane	manager
fuzzy	hath	initial	lantern	manger
gallery	haul	injury	lassie	mankind
gallop	headache	inner	launch	mantle
gang	healthy	inning	leash	marine
gasoline	heavily	innocent	ledge	marvelous
gear	hedge	insight	legend	massive
genuine	helmet	inspire	legislation	math
gerbil	helper	install	legislative	mathematic
gesture	hence	instant	legislature	mattress
ginger	hermit	institute	lemon	maturity
glide	hesitate	insurance	lend	mayor
glitter	hike	integration	lettuce	mechanical
globe	hillside	intelligent	lever	mechanism
glory	hint	intense	liberty	melody
glue	hippo	intensity	license	membership
goggle	hire	intention	lightly	mental
golf	hog	internal	liquor	mercy
gosh	holly	interpret	listener	mere
gourd	holy	interrupt	lit	merit
govern	honeymoon	interval	literary	microphone
grace	horizon	interview	loaf	midst
graduate	horrible	investigate	loan	milller
grandchild	host	investment	lobby	minimum
graph	hound	invitation	loft	minor
grasp	household	isolate	logical	miserable
gravel	housing	itch	lollipop	missy
gray	howdy	jasmine	lonesome	mist

misty	occurrence	peg	priest	reduction
mitt	odor	penguin	primarily	reed
mixture	oink	percent	prime	reflection
mobile	opera	percentage	primitive	reform
molecule	operator	permanent	prior	regardless
moonshine	opponent	permission	prison	register
mosquito	oppose	persevere	probability	regulation
moss	opposition	personality	procession	reindeer
motel	orbit	personally	profession	reject
moth	orchard	personnel	profit	rejoice
mouthful	organ	persuade	prominent	relax
mulberry	organic	petal	promote	relief
multiple	origin	photograph	pronounce	removal
multiply	originally	piglet	proof	render
munch	ouch	pike	proportion	reporter
mustard	outer	pill	proposal	republic
mysterious	outfit	pinch	prospect	reserve
myth	outline	pinto	protein	residential
naked	output	pioneer	protest	resistance
nasty	output	pip	providence	resolution
naval	outstanding	pistol	province	respond
navy	overcome	pit	publication	restaurant
neatly	overnight	pizza	publicity	retain
necessarily	owe	plead	pudding	retire
necessity	ox	plop	puddle	revenue
nerve	paddle	plot	purse	reverend
nervous	painter	plug	pursue	rhinoceros
network	painting	plump	quantity	rhyme
neutral	pajamas	poetic	quart	ridge
newly	pancake	poison	racer	rip
nicely	panel	polish	raft	ripple
nickname	panther	politely	ragged	risk
nineteen	pardon	popcorn	rainy	rotten
ninety	parlor	port	ramp	roughly
ninth	participate	possess	rank	ruler
noble	passenger	possession	rapid	rumble
nonsense	passion	potential	rare	rural
normally	paste	praise	rascal	rustle
northwest	patent	precede	ratio	rusty
notion	patio	precious	readily	sacred
numeral	peaceful	precisely	reasonable	safely
numerous	peak	precision	rebel	sailboat
observer	pearl	preparation	recess	saint
occasional	peasant	presently	recognition	sake
occupy	peculiar	previously	recreation	salary
	peel			

salesman	skirt	substantial	tray	wail
sandy	slam	substitute	tremendous	walnut
sank	slate	suck	trend	warfare
satellite	slavery	suggestion	triangle	warmth
sauce	sleeve	suitable	trustee	warren
scarcely	slippery	suitcase	tub	watermelon
scarf	slope	sunny	tuck	weakness
scheme	snail	sunset	tugboat	wealth
scholarship	snore	superior	twirl	weaver
scout	snowball	supreme	twitch	weekend
scramble	snowflake	survey	typewriter	welfare
scrap	snowy	suspect	tyrannosaur	whack
screech	snug	swap	ultimate	wheeler
screw	soda	sweat	underground	whereas
secure	someday	swell	underline	widely
security	southerner	sword	underwater	willow
seldom	spank	sympathy	unfortunate	wisdom
selection	species	tame	unfrozen	witness
senate	specimen	tangle	unique	wives
sensitive	sphere	technology	unity	wolves
sequence	spinner	temple	universal	worship
seriously	spiritual	tendency	unknown	worthy
sesame	spoken	terribly	unlike	wrestle
settlement	sponsor	territory	upset	wriggle
settler	spooky	terror	urban	wrist
seventeen	spun	testimony	vacuum	yield
seventh	squeak	textile	variable	zip
seventy	squirt	theme	variation	
severe	stable	thickness	verse	
sexual	stack	threat	version	
shaggy	stain	throne	via	
shallow	stalk	thrust	vice	
shame	steadily	tickle	victim	
shark	steak	ticktacktoe	violence	
sharply	sticky	tightly	violent	
shear	sting	timber	violet	
sheriff	stitch	toast	virtually	
shortly	stole	tomato	virtue	
shower	stoop	ton	visible	
silently	stoppage	tortoise	vision	
similarly	strawberry	tour	visual	
sip	striped	towel	vital	
sissy	strongly	trader	vocational	
skeleton	stump	tragedy	vowel	
sketch	sturdy	trash	voyage	
skinny	submit	traveler	waddle	

**Weekly Reader
Family Software**

Middletown, CT 06457

3871