Computer Education Series

Suggested retail prices may vary at individual stores and dealers

26-2007 Disk BASIC Instruction Course $29.95

Description

The Radio Shack Disk BASIC Instruction Course is designed to guide you, step-by-step, in the use of the Disk Operating System and Disk BASIC. The course is divided into four parts, each part giving you detailed instructions about a particular feature of the system. Tests are provided at the end of some sections to allow you to check your progress.

Format

The course comes on Four program diskettes with an instruction booklet.

Minimum Hardware Required

- 16K Level II TRS-80 Computer System
- Expansion Interface
- One TRS-80 Model I Disk Drive

Detailed Description

The Radio Shack Disk BASIC Instruction Course covers the following topics:
- Disk BASIC Commands and Functions
- Disk Operating System
- TRSDOS Commands and Utilities
- Sequential Files—What they are and how to use them
- Random Access Files
- Detailed Explanations of How to Design a Program Using Random Access Files.

26-2150 Introduction to BASIC, Part I $159.00

Description

"Part I: Introduction to BASIC" is designed to be a first introduction to computer programming. The vehicle of this introduction is the TRS-80 microcomputer and the BASIC language.

These instructional materials have been designed to make teaching the BASIC language, as it operates on the TRS-80, a rewarding task. Further, they require little programming or computer "expertise" on the part of the instructor. Each individual component of these materials has been designed with teachers in mind and has been tested throughout its development with teachers in a variety of instructional settings.

Format

A complete Classroom Package, consisting of:
   (1) A Teacher's Manual.
   (2) A Set of Transparencies for an Overhead Projector.
   (3) 25 Student Workbooks.
      Additional workbooks available separately.

Minimum Hardware Required

● One or more, 4K or 16K, Level I or Level II TRS-80 Model I Computer Systems

Objectives

● To assist learners in identifying important concepts, principals, and techniques related to computer programming.
● To provide learners with a means of checking their knowledge of this information.
● To give learners practice in applying their knowledge and skills in developing computer programs written in BASIC.

Detailed Description

Each lesson has five distinct parts: an OVERVIEW, a set of OBJECTIVES, a NOTE-TAKING GUIDE, a QUICK QUIZ, and application problems in the form of an ACTIVITY. Generally these five parts function as follows:

OVERVIEW—the OVERVIEW is used to provide a general orientation to the learners concerning the topics to be covered in the lesson. This overview is read, verbatim, to the learners at the outset of the class.

OBJECTIVES—the OBJECTIVES function as a contract with the learners. If they will do their part, they can be assured that all that is stated in the objectives will become a part of their skills in computing. The objectives, together with the OVERVIEW function as an advanced organizer for the learners.

NOTE-TAKING QUIDE—as the material for each lesson is presented through the use of overhead transparencies, the learners are directed to complete the NOTE-TAKING GUIDE. This is used for the purpose of keeping the learner's focus on important aspects of the lesson, and then to have a set of notes for review.

QUICK QUIZ—in order to provide the learners a chance to assess how they are doing, each lesson has a short, content-oriented quiz. Use of this quiz assists the learner in determining how well the content of the lesson has been learned.

ACTIVITY—application of the concepts and the techniques learned is made possible through the hands-on experience which is part of the ACTIVITY of each lesson. It is at this point that the learners really find out how well they are doing, since the computer is rather unforgiving and will do only as directed. Success at this point is very rewarding and provides a capstone to the entire lesson.