

# GRADING ROUTINE

(16K)

FOR APPLE II

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# **Personal Computer Programs**

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## APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

## FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnamedia. Use the enclosed order blank to obtain these lists.

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## AVAILABLE FOR OTHER POPULAR COMPUTERS ALSO

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## GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnamedia will replace it. Send the tape and \$1.00 handling charge to Magnamedia.

## PURPOSE

**GRADING ROUTINE** is designed to simplify the processes of obtaining class curves, final grades and comparative figures for any class

## OPERATION

1. Type RUN and press "Return".
2. Select what you want to do from the list the computer gives.
  1. SET UP
  2. ENTER INFORMATION FROM TAPE
  3. MAKE CHANGES
  4. REVIEW GRADES
  5. STUDENT SUMMARIES
  6. CLASS CURVE ROUTINE
  7. LIST CATEGORIES
  8. LIST GRADING STANDARD
  9. SAVE INFORMATION ON TAPE
  10. END

Initial choices would be 1, 2, or 6. Type 1 if you are just starting to enter data for a particular class. Type 2 if you have already saved data on tape from a previous set-up. Type 6 if you wish to determine your class curve for a particular test or assignment. Type the number and press "Return".
3. The computer gives you detailed instruction as you proceed through the program. Answer each question, and always press "Return" after each answer or entry you make.

## EXPLANATIONS

SET UP allows you to name the class, establish your class categories, grading methods, grading standard, and to enter all the grades for each student. The computer will then average each student's grades in each of your categories, and establish a final grade score for each student. This information will be summarized for each student.

These are the Categories you may choose.

- |                 |                                       |
|-----------------|---------------------------------------|
| 1. PROJECTS     | 2. PACES                              |
| 3. READING      | 4. QUIZZES                            |
| 4. ORAL REPORTS | 6. EXAMS                              |
| 7. FINAL EXAM   | 8. OTHER (you may name this category) |

You may choose to use any or all of the categories. You will assign the class value of each category in order that the final grades may be calculated accurately.

Example: PROJECTS 10% QUIZZES 30%  
EXAMS 50% FIELD WORK 10%

Your Grading Method will be one of these:

1. LETTER GRADES ONLY
2. PERCENTAGES OR RAW SCORES ONLY
3. LETTER GRADES AND PERCENTAGES

If you indicate that you use methods 2 or 3, the computer asks if you use standardized percentages (meaning a certain percentage always equals the same letter grade). If your grades are not standardized, the computer gives you the class curve routine (explained below) to establish letter grades which may then be

averaged. Next the computer gives you a grading standard:

A+	From 100% to 97%
A	From 96% to 93%
A-	From 92% to 89%. Etc.

You may either use that scale or set up the scale that you prefer to use.

ENTERING GRADES is done one student at a time (one category at a time for each student). For each category you may enter any number of grades. You may enter either percentages or letter grades (which will be converted to percentages). After you have entered the grades, type DONE. The grades will be averaged, and the student's average for that category will be stored in the computer's memory. After all the categories are finished for any student, the computer will list his averages and show his final grade. When the last student's grades have been entered, the computer goes back to the operation list so that you may do statistical analysis if you so desire.

ENTER INFORMATION FROM TAPE allows you to review data from a former set up if you saved that information on tape. This means that you can permanently store all this information for each class.

MAKE CHANGES allows you to see a complete listing of all the grades in any of your chosen categories. You may see the list either in the order of your students or in the order of the scores (from highest to lowest scores).

STUDENT SUMMARIES allow you to look again at one (or all) of your student's grade summaries and final grade.

CLASS CURVE ROUTINE helps you determine a class curve for any given test or assignment. You enter all the raw scores or percentages. The computer then lists them for you in descending order. You simply decide where to draw the lines for A's, B's, etc.

LIST CATEGORIES shows you the categories you have chosen and the percentage of total class value you have assigned to each category.

LIST GRADING STANDARD shows you the grading standard you have established for use in the grading routine.

SAVE INFORMATION ON TAPE allows you to record the data for any class on tape for later review.

## PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
  - Check computer by trying another program.
  - Be sure computer has large enough memory for the program
  - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
  - Use "Err Message" section of computer manual to determine the cause.
  - Reload program.
3. Accidentally hit "Reset" key.
  - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
  - Enter these commands, and press "Return" after each one:
    - TEXT "Return" key
    - POKE 34,0 "Return" key
    - POKE 35,24 "Return"key
    - POKE 32,0 "Return" key
    - POKE 33,40 "Return" key
    - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

## NOTES

### **AUDIO INSTRUCTIONS**

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails . . . .

### **ARE YOU A PROGRAMMER?**

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