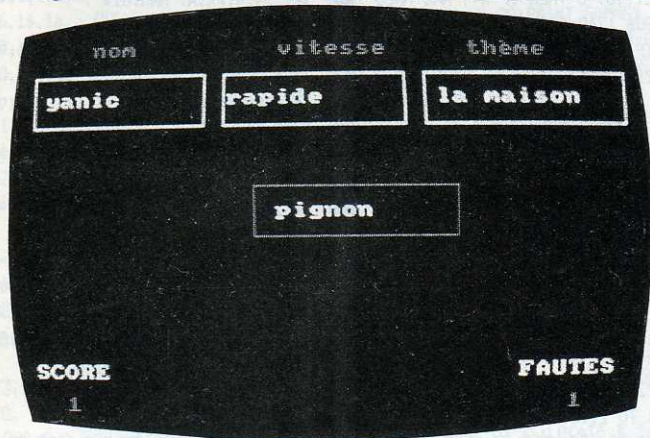


Educatif

LECTHEME



Georges LAVERGNE

Ce programme éducatif est destiné à la fois à entraîner l'enfant à la lecture rapide et à l'assimilation du mot affiché à un thème donné. Pas si facile qu'il n'y paraît !

```
10 ' ***** LECTHEME *****
```

```
20 ' ***** (C) LAVERGNE & CPC *****
```

```
30 ' *****
```

```
40 DIM b$(10),a$(20):
```

```
50 vite$='lente':vite=700
```

```
60 REM = ACCENTS
```

```
70 SYMBOL AFTER 64
```

```
80 SYMBOL 125,&60,&10,&30,&66,&7E,&6D,&3C
```

```
90 SYMBOL 54,&60,&10,&78,&6C,&70,&60,&76:
```

```
100 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
110 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
120 SYMBOL 93,&10,&32,&38,&6C
```

```
130 SYMBOL 132,CHR$(92)
```

```
140 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
150 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
160 SYMBOL 93,&10,&32,&38,&6C
```

```
170 SYMBOL 132,CHR$(92)
```

```
180 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
190 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
200 SYMBOL 93,&10,&32,&38,&6C
```

```
210 SYMBOL 132,CHR$(92)
```

```
220 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
230 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
240 SYMBOL 93,&10,&32,&38,&6C
```

```
250 SYMBOL 132,CHR$(92)
```

```
260 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
270 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
280 SYMBOL 93,&10,&32,&38,&6C
```

```
290 SYMBOL 132,CHR$(92)
```

```
300 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
310 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
320 SYMBOL 93,&10,&32,&38,&6C
```

```
330 SYMBOL 132,CHR$(92)
```

```
340 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
350 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
360 SYMBOL 93,&10,&32,&38,&6C
```

```
370 SYMBOL 132,CHR$(92)
```

```
380 SYMBOL 124,&30,&89,&66,&66,&66,&66,&63
```

```
390 SYMBOL 137,CHR$(124):SYMBOL 94,&18,&24:nE
```

```
400 SYMBOL 93,&10,&32,&38,&6C
```

```
180 IF k$='a' OR k$='n' THEN 210
```

```
190 LOCATE 39.7:PEN 3:PRINT '*':FOR t=1
```

```
200 TO 200:NEXT:LOCATE 39.7:PRINT " *":FOR T=
```

```
210 1 TO 200:NEXT
```

```
220 IF k$<>"n" AND k$<>"a" THEN 170
```

```
230 LOCATE 39.7:PRINT k$
```

```
240 p$=INKEY$
```

```
250 IF p$='a' OR p$='n' THEN 260
```

```
260 LOCATE 39.15:PEN 3:PRINT '*':FOR t=1
```

```
270 TO 200:NEXT:LOCATE 39.15:PRINT " *":FOR
```

```
280 T=1 TO 200:NEXT
```

```
290 IF p$<>"a" AND p$<>"n" THEN 220
```

```
300 LOCATE 39.15:PRINT p$
```

```
310 a$=INKEY$
```

```
320 IF a$='a' OR a$='n' THEN 310
```

```
330 LOCATE 39.24:PEN 3:PRINT '*':FOR t=1
```

```
340 TO 200:NEXT:LOCATE 39.24:PRINT " *":FOR
```

```
350 T=1 TO 200:NEXT
```

```
360 IF a$<>"a" AND a$<>"n" THEN 270
```

```
370 LOCATE 39.24:PRINT a$
```

```
380 CLS:LOCATE 1.10:PRINT "10 lettres ma
```

```
390 ximum":LOCATE 1.12:INPUT "Ton nom puis t
```

```
400 aoe enter: ",n$:PEN 2
```

```
410 IF LEN(n$)>10 THEN 340 ELSE 350
```

```
420 GOTO 320
```

```
430 CLS
```

```
440 IF k$='a' THEN GOSUB 1920
```

```
450 IF p$='a' THEN GOSUB 1990
```

```
460 IF a$='a' THEN GOSUB 2000
```

```
470 REM
```

```
480 CLS:LOCATE 13.10:PRINT "ATTENTION AU
```

```
490 DEPART":LOCATE 12.14:PRINT "ESPACE POUR
```

```
500 COMMENCER":
```

```
510 F$=INKEY$
```

```
520 IF F$='a' THEN GOSUB 1920
```

```
530 IF p$='a' THEN GOSUB 1990
```

```
540 IF a$='a' THEN GOSUB 2000
```

```
550 REM
```

```
560 CLS:LOCATE 13.10:PRINT "ATTENTION AU
```

```
570 DEPART":LOCATE 12.14:PRINT "ESPACE POUR
```

```
580 COMMENCER":
```

```
590 F$=INKEY$
```

```
420 IF F$=CHR$(32) THEN 430 ELSE 410
```

```
430 CLS
```

```
440 LOCATE 2,22:PRINT "SCORE":LOCATE 33,
```

```
450 22:PRINT "FAUTES"
```

```
460 REM
```

```
470 REM = CADRE
```

```
480 ORIGIN 0,0:INK 3,6:DRAW 639,0,3:DRAW
```

```
490 639,399,3:DRAW 0,399,3:DRAW 0,0,3
```

```
500 PLOT 250,190,3:DRAW 450,190,3:DRAW 4
```

```
510 50,240,3:DRAW 250,240,3:DRAW 250,190,3
```

```
520 490 PLOT 20,300,2:DRAW 200,300,2:DRAW 20
```

```
530 0,350,2:DRAW 20,350,2:DRAW 20,300,2:PLOT
```

```
540 220,300,2:DRAW 400,300,2:DRAW 400,350,2
```

```
550 :DRAW 220,350,2:DRAW 220,300,2
```

```
560 PLOT 420,300,2:DRAW 620,300,2:DRAW 6
```

```
570 20,350,2:DRAW 420,350,2:DRAW 420,300,2
```

```
580 510 PEN 3:LOCATE 6,2:PRINT "nom":PEN 2:L
```

```
590 OCATE 3,5:PRINT n$:PEN 3:LOCATE 18,2:PRI
```

```
600 NT "vitesse":PEN 3:LOCATE 30,2:PRINT "th
```

```
610 )me"
```

```
620 520 LOCATE 15,5:INK 2,26:PEN 2:PRINT vit
```

```
630 e$
```

```
640 530 REM = DEBUT DU JEU
```

```
650 540 FOR jj=1 TO 10
```

```
660 550 essai=essai+1
```

```
670 560 RANDOMIZE TIME
```

```
680 570 xx(jj)=INT(RND*10)+1
```

```
690 580 n=1
```

```
700 590 FOR s=1 TO jj
```

```
710 600 IF xx(jj)=xx(jj-n) THEN 560
```

```
720 610 n=n+1
```

```
730 620 NEXT s
```

```
740 630 ON xx(jj) GOTO 640,650,660,670,680,6
```

```
750 640 90,700,710,720,730
```

```
760 640 GOSUB 1470:GOTO 740
```

```
770 650 GOSUB 1490:GOTO 740
```

```
780 660 GOSUB 1510:GOTO 740
```

```
790 670 GOSUB 1530:GOTO 740
```

```
800 680 GOSUB 1550:GOTO 740
```

```
810 690 GOSUB 1570:GOTO 740
```

```
820 700 GOSUB 1590:GOTO 740
```

```
830 710 GOSUB 1610:GOTO 740
```

```
840 720 GOSUB 1630:GOTO 740
```

```
850 730 GOSUB 1650:GOTO 740
```

```
860 740 PEN 2:LOCATE 28,5:PRINT theme$
```

```
870 750 REM = A RETROUVER : MOTS
```

```
880 760 FOR t=1 TO 10
```

```
890 770 READ b$(t)
```

```
900 780 NEXT t
```

```
910 790 REM = LECTURE MOTS
```

```
920 800 ON xx(jj) GOTO 810,820,830,840,850,8
```

```
930 60,870,880,890,900
```

```
940 810 GOSUB 1670:GOTO 920
```

```
950 820 GOSUB 1690:GOTO 920
```

```
960 830 GOSUB 1710:GOTO 920
```

```
970 840 GOSUB 1730:GOTO 920
```

```
980 850 GOSUB 1750:GOTO 920
```

```
990 860 GOSUB 1770:GOTO 920
```

```
1000 870 GOSUB 1790:GOTO 920
```

```
1010 880 GOSUB 1810:GOTO 920
```

```
1020 890 GOSUB 1830:GOTO 920
```

```
1030 900 GOSUB 1850:GOTO 920
```

```
1040 910 REM
```

```
1050 920 FOR j=1 TO 20
```

```
1060 930 READ a$(j)
```

```
1070 940 NEXT j
```

```
1080 950 REM = MOT ALEATOIPE
```

```
1090 960 FOR j=1 TO 10
```

```
1100 970 RANDOMIZE TIME
```

```
1110 980 x(j)=INT(RND*20)+1
```

```
1120
```

```

990 REM = AFFICHAGE
1000 REM = ANTI REPETITION
1010 n=1
1020 FOR r=1 TO j
1030 IF x(j)=x(j-n) GOTO 970
1040 n=n+1
1050 NEXT r
1060 espace=0
1070 PAPER 1: PEN 2: LOCATE 18,12: PRINT a$(x(j)):
1080 REM = COMPARAISON
1090 FOR tt=1 TO 10
1100 IF b$(tt)=a$(x(j)) THEN 1870
1110 NEXT tt
1120 REM = NOTATION
1130 k$=""
1140 FOR t=1 TO vite
1150 k$=""
1160 k$=INKEY$
1170 IF k$=CHR$(32) THEN 1230
1180 NEXT t
1190 IF espace=1 THEN 1200 ELSE 1220
1200 b=b-1: f=f+1
1210 GOTO 1260
1220 b=b+1: GOTO 1260
1230 k$="1": FOR e=1 TO 500: NEXT: IF espace=1 THEN 1240 ELSE 1250
1240 b=b+1: GOTO 1260
1250 b=b-1: f=f+1: GOTO 1260
1260 IF b<0 THEN 1280 ELSE 1290
1270 REM
1280 b=0
1290 espace=0
1300 PEN 3: LOCATE 3,24: PRINT "  ": bb$=STR$(b): LOCATE 3,24: PRINT bb$: LOCATE 35,24: PRINT "  ": f$=STR$(f): LOCATE 35,24: PRINT f$: LOCATE 18,12: PRINT " "
1310 IF rapide=1 THEN 1380
1320 IF b=9 THEN 60SUB 1880: GOTO 1380
1330 IF b=10 THEN 60SUB 1890: GOTO 1380
1340 IF b=20 THEN 60SUB 1890: GOTO 1380
1350 IF b=21 THEN 60SUB 1900: GOTO 1380
1360 IF b=49 THEN 60SUB 1900: GOTO 1380
1370 IF b=50 THEN 60SUB 1910: GOTO 1380
1380 NEXT j
1390 REM = FIN THEME
1400 IF jj=10 THEN 2020
1410 LOCATE 28,5: PRINT " "
1420 INK 3,6,1: LOCATE 15,18: PRINT "TERMINE ": N$: LOCATE 15,20: PRINT "NOUVEAU THEME": FOR W=1 TO 3000: NEXT: LOCATE 15,18: PRINT " ": LOCATE 15,20: PRINT " "
1430 INK 3,6
1440 IF essai=2002 THEN GOTO 2010
1450 NEXT jj
1460 END
1470 theme$="l'eau": RESTORE 1480: RETURN
1480 DATA lac, mare, (tang, rivi)re, fleuve, mer, torrent, pluie, giboul(e, oc)an
1490 theme$="vetements": RESTORE 1500: RETURN
1500 DATA pantalon, chemise, foulard, chaussette, veste, jupe, chemisier, chandail, blouse, manteau
1510 theme$="m(tiers)": RESTORE 1520: RETURN
1520 DATA charcutier, pompier, dessinateur, gendarme, cin(aste, fleuriste, dentiste, boueur, serveur, mineur

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1530 theme$="animaux": RESTORE 1540: RETURN
1540 DATA lion, belette, souris, ours, pigeon, vache, poule, serpent, chenille, baleine
1550 theme$="le corps": RESTORE 1560: RETURN
1560 DATA paup(i)re, menton, poignet, talon, paume, cheville, poitrine, oreille, cuisse, doigt
1570 theme$="la musique": RESTORE 1580: RETURN
1580 DATA harpe, piano, disque, m(lodie, claron, tambour, trompette, guitare, violon, accord(on)
1590 theme$="la voiture": RESTORE 1600: RETURN
1600 DATA roue, capot, cric, volant, si(ge, coffre, phare, clignotant, r(troviseur, galerie
1610 theme$="la maison": RESTORE 1620: RETURN
1620 DATA volet, vitre, balcon, mur, pignon, fa(ade, perron, rampe, chemin(e, marche
1630 theme$="les fruits": RESTORE 1640: RETURN
1640 DATA banane, orange, cerise, citron, fraise, groseille, pomme, poire, ananas, mandarine
1650 theme$="la ferme": RESTORE 1660: RETURN
1660 DATA charrue, chariot, tracteur, champ, r(colte, moisson, b(itail, bl(, semaille, foie
1670 RESTORE 1680: RETURN
1680 DATA terre, bateau, torrent, berge, pluie, rame, oc(an, botte, giboul(e, barque, mare, papier, mer, voiture, fleuve, chaise, lac, marche, (tang, riviere
1690 RESTORE 1700: RETURN
1700 DATA pantalon, assiette, chemise, cout(eau, foulard, fleur, chaussette, journal, veste, radiateur, jupe, tapis, chemisier, pelouse, chandail, camion, blouse, chemin(e, manteau, chenille
1710 RESTORE 1720: RETURN
1720 DATA charcutier, charcuterie, pompier, pommier, dessinateur, moteur, gendarme, programme, cin(aste, cin(ema, fleuriste, m(ritan(t, dentiste, dentition, (boueur, clameur, serveur, savourer, mineur, stupeur
1730 RESTORE 1740: RETURN
1740 DATA lion, loin, recette, souris, belette, souris, ours, chapeau, pigeon, pignon, vache, cache, poule, pousse, serpent, serpent, chenille, charmille, baleine, haleine
1750 RESTORE 1760: RETURN
1760 DATA paup(i)re, courbe, menton, menteur, poignet, pionnier, talon, talent, paume, douce, cheville, chenille, poitrine, poitevine, oreille, oseille, cuisse, cuissarde, doigt, doigt
1770 RESTORE 1780: RETURN
1780 DATA harpe, harde, piano, point, disque, bisque, m(lodie, t(il)phone, claron, (clairage, tambour, bambou, trompette, tromperie, guitare, guimauve, violon, volage, accord(on), fluet
1790 RESTORE 1800: RETURN
1800 DATA roue, rouet, capot, chapiteau, crier, volant, voleur, si(ge, sieste, coffr

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e, offre, phare, phasme, clignotant, clopinant, r(troviseur, trouvaile, galerie, gal)re
1810 RESTORE 1820: RETURN
1820 DATA volet, violet, vitre, mitre, balton, ballon, mur, muer, pignon, pigeon, fa(ade, rapace, perron, charmante, rampe, crampe, chemise, chemise, marche, manche
1830 RESTORE 1840: RETURN
1840 DATA banane, cabane, orange, orange, cerise, crise, citron, cidre, fraise, farine, groseille, vermill(e, pomme, gomme, poire, boire, ananas, amasser, mandarine, moutarde
1850 RESTORE 1860: RETURN
1860 DATA charrue, charnu, chariot, cahier, tracteur, r(acteur, champ, clameur, r(colte, recoller, moisson, mousson, b(itail, d(tail, bl(, cl(, semaille, maille, foin, soin
1870 espace=1: GOTO 1140
1880 vite=700: LOCATE 15,5: PRINT " ": PEN 2: LOCATE 15,5: PRINT "lente": RETURN
1890 vite=500: LOCATE 15,5: PRINT " ": LOCATE 15,5: PEN 2: PRINT "moyenne": RETURN
1900 vite=350: LOCATE 15,5: PRINT " ": LOCATE 15,5: PEN 2: PRINT "rapide": RETURN
1910 vite=200: LOCATE 15,5: PRINT " ": LOCATE 15,5: PEN 2: PRINT "tr(s rapi)de": RETURN
1920 CLS: LOCATE 16,1: PEN 3: PRINT "REGLES DU JEU": LOCATE 16,2: PRINT " ": LOCATE 1,5: PEN 3: PRINT " ": PEN 2: LOCATE 3,5: PRINT " N'utiliser que la barre espace."
1930 LOCATE 1,7: PEN 3: PRINT " ": PEN 2: LOCATE 3,7: PRINT " Des mots vont apparaitre au centre.": LOCATE 1,9: PEN 3: PRINT " ": PEN 2: LOCATE 3,9: PRINT " Il faut reconnaitre ceux qui": LOCATE 3,11: PRINT " appartiennent a un th)me donn(."
1940 LOCATE 1,13: PEN 3: PRINT " ": PEN 2: LOCATE 3,13: PRINT " Appuie alors une seule fois": LOCATE 3,15: PRINT " par mot trouv( ...": LOCATE 3,20: PRINT " ex: mare, lac sont du th)me (l'eau)"
1950 h$=INKEY$
1960 PEN 3: LOCATE 6,24: PRINT "barre espace pour continuer": PEN 2
1970 IF h$=CHR$(32) THEN 1980 ELSE 1950
1980 CLS: RETURN
1990 vite=300: vite$="rapide": rapide=1: RETURN
2000 essai=2000: LOCATE 16,15: PRINT "ceci est un essai": LOCATE 16,16: PRINT "tu peux jouer": FOR t=1 TO 3000: NEXT: RETURN
2010 essai=0: LOCATE 16,15: PRINT " ": LOCATE 16,16: PRINT " ": LOCATE 16,9: PRINT "essai termin( ": FOR t=1 TO 3000: NEXT: b=0: f=0: CLS: GOTO 390
2020 CLS: LOCATE 16,10: PRINT "termin( ": n$: LOCATE 16,12: PRINT "ta note est": LOCATE 28,12: PEN 3: PRINT b: PEN 2: b=0: f=0
2030 LOCATE 6,24: PEN 3: PRINT "ESPACE pour une autre partie": PEN 2
2040 c$=INKEY$
2050 IF c$<>CHR$(32) THEN 2040
2060 IF c$=CHR$(32) THEN 50

```