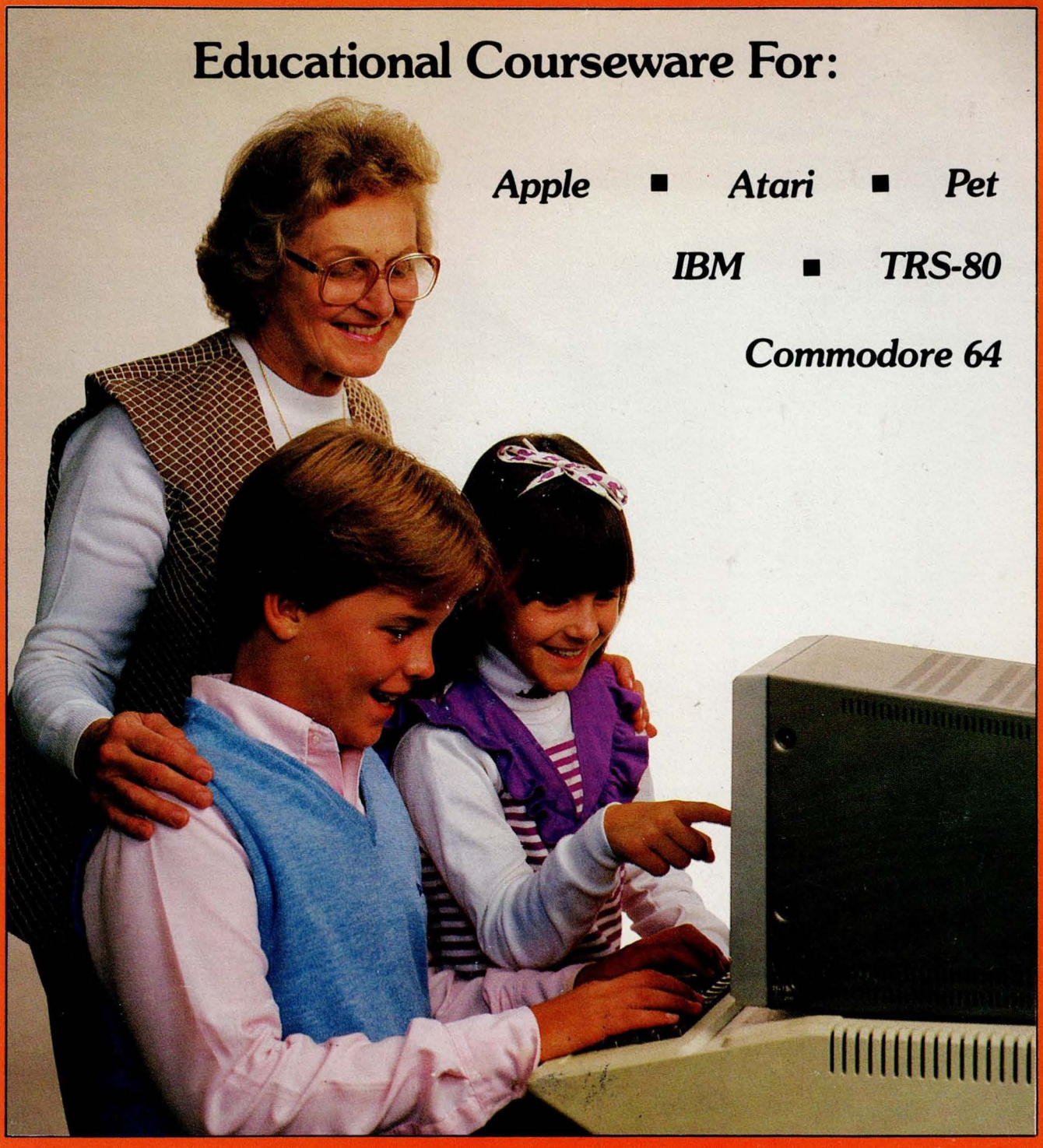
Selected Microcomputer Software

Elementary

Now including Network programs



OPPORTUNITIES FOR LEARNING, INC.™

1984-85

Dear Educator,

Eleven years ago we founded Opportunities for Learning because, as teachers, we saw the need for a comprehensive one-stop source for educational materials. We knew that what was important to us was important to other teachers; namely, a quality selection of products, fast service, and that little something extra that one gets when dealing with members of one's own profession. We began with these ideals in mind and have continued with them to this day, with the result that Opportunities for Learning is now one of the leading educational companies in the nation. If you haven't placed an order with us yet, and have a doubt, ask a colleague; we have helped more than 100,000 teachers to meet their classroom needs. May we help you?

D. Anne Early,
President

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COMPUTER TERM-A-DAY-CALENDARS

You and your students can increase your computer vocabularies by learning a challenging new word everyday. For teachers, *Computer-Term-A-Day Calendar* contains 365 computer terms defined in laymen's language and used in illustrative sentences. Your students will enjoy the *Computer-Term-A-Day Calendar For Kids;* the definitions are simple and concise and the example sentences fun and easy to understand. Designed to give everyone a basic computer vocabulary! Both calendars feature an easel back for desk or wall mounting.

7N-180 Computer-Term-A-Day Calendar $6.95
7N-182 Computer-Term-A-Day Calendar for Kids ... $6.95

COMPUTER CLOCK

What could be more appropiate on the desk of a computer-using teacher than a *Computer Clock?* This compact digital clock is a minature replica of a computer, with both time and date functions. The liquid-crystal display shows hours and minutes continuously, and the simple push of a button will provide the month and date. Two pushes provides running seconds. The quartz mechanism insures accurate timekeeping. Easy to see and read from any angle, the *Computer Clock* is the perfect deskmate for anyone involved with computers! Battery included; size is 1¾" H x 1½" W x 2" D.

7V-10AD Computer Clock $8.95

SOFTWARE COMPATIBILITY

The software in this catalog is designed for the Apple[1], TRS-80[2], Pet[3], Commodore 64[3], Atari[4], and IBM[5] microcomputers, as indicated for each product. To the upper right of each product description you will find a symbol designating which computers the program will run on, so that you may see at a glance what is available for your machine. In addition, a special symbol is used to denote network-compatible programs. The following list explains each symbol:

Programs with the Apple symbol are designed for use with the Apple II, Apple II Plus, Apple IIe, and other Apple-compatible computers. Some programs require the "Caps Lock" key to be engaged on the Apple IIe. No Apple III, Lisa, or MacIntosh programs are included in the catalog. Write for Apple IIc compatibility on specific products.

Unless otherwise indicated, all TRS-80 cassette programs will run on the Model I, the Model III, and the Model IV. The disk programs will run on the Model III and the Model IV only. Some disk programs may require the TRSDOS Convert program from Radio Shack. No Color Computer, Model II, Model 16, Model 100, or other Tandy computer programs are included in the catalog.

All Atari programs are compatible with the 400, 600XL, 800, 800XL, and 1200XL computers.

All Pet programs run on either the 2001 series or the 4016/4032 series of computers. No VIC-20 or other Commodore computer programs are included in the catalog (except Commdore 64 below).

64 — All Commodore 64 programs run on the Commodore 64 and the Pet 64/Educator 64.

All IBM programs run on the IBM PC; only products specifically listed as compatible with both the PC and PCjr will run on the latter.

The network symbol denotes those products that the manufacturers have stated will work with network systems. In some cases, the regular product is compatible; in others, the network version is listed as a separate item. As with regular software, network versions will only work on the specified computers.

1. A trademark of Apple Computer, Inc.
2. A trademark of Tandy Corporation.
3. A trademark of Commodore Business Machines, Inc.
3. A trademark of Atari, Inc.
5. A trademark of IBM, Inc.

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All of the products in this catalog are protected by the Copyright Laws of the United States; we ask your help in preventing unauthorized reproduction of instructional materials. Thank you!

Catalog Design by Kevin Radke
Cover Design by Cindy Spratt and Kevin Radke

OPPORTUNITIES FOR LEARNING, INC.
20417 Nordhoff St., Room VC
Chatsworth, CA 91311
(818) 41-2535
(NOTE NEW ADDRESS)

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WRITING COMPETENCY PROGRAM

This highly-motivating program is designed to instruct students in three basic and essential areas of writing skills: letter writing, report organization, and persuasion. The specific skills covered include formats, punctuation, tone, content, coherence, arguments, facts, supporting details, and more. Designed as a complete tutorial course, the program includes graphics reinforcement and a complete management system that allows the teacher to monitor student achievement. Also provided is a set of support materials, consisting of over 100 ditto masters that allow for supplementary practice and follow-up of the writing techniques covered in the program. Available for the Apple II and TRS-80 with 48K and disk (back-ups included), and for the TRS-80 and the Pet with 16K and cassette.

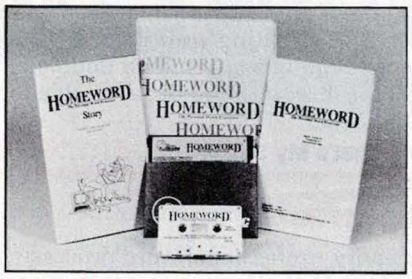
3K-190AD Writing Competency (Apple) $115.00
3K-190PC Writing Competency (Pet) $105.00
3K-190TC Writing Competency (TRS, cassette) .. $105.00
3K-190TD Writing Competency (TRS, disk) $115.00

STORY TREE

NEW

STORY TREE expands students' imagination and helps to develop creative writing skills. This versatile story-making program lets the student decide which way a story will unfold; from a common beginning the story can branch out to many different endings. A built-in word processor allows students to write and edit their stories easily, as well as create essays, reports, poetry, even quiz games using branching routines. Available for the Apple II with 48K and disk.

8S-30AD Story Tree $39.95

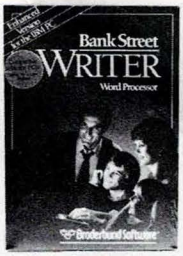


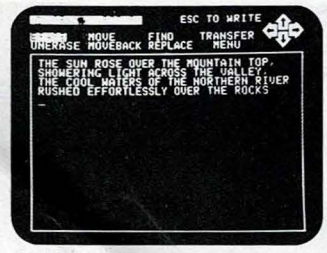
HOMEWORD

NEW

HOMEWORD is an easy-to-use word processing program that uses "icons", or picture symbols, to represent program functions. For example, a picture of a small filing cabinet depicts the "save a file" function, and an icon showing a miniature printer is for "print a file." There is no need to memorize intricate procedures because the icons act as guides to help students write, edit, store, and print information. All of the standard word processing features are included, as are a tutorial audio cassette and a comprehensive instruction book. The HOMEWORD SPELLER is a spelling checker that also uses icons to help students proofread their work. It contains over 28,000 commonly used words which are frequently misspelled. Both programs are available for the Apple II with 48K and disk.

7X-415345 Homeword $69.95
7X-414208 Homeword Speller $49.95





BANK STREET WRITER

The BANK STREET WRITER is a word-processing program designed for the classroom! It lets you open up a new world of writing for your students, allowing them to create and edit stories, reports, or other written material quickly and easily. Moving phrases and words around the screen allows students the opportunity to fully explore their creativity. No longer must they recopy their entire composition by hand; they have complete flexibility to rewrite their work on the computer screen, and then have it come off the printer looking professionally typed! The BANK STREET WRITER contains many of the features you'd expect to find in expensive business systems, including text movement, search and replace, automatic centering, and much more. A complete set of tutorial and utility programs is included, as are a comprehensive reference manual and a back-up disk. Available on disk for the Apple II and the Atari with 48K, and the IBM PC and Commodore 64 with 64K. "...an excellent word processor which meets a real need." — *THE COMPUTING TEACHER.*

4F-101AD Bank Street Writer (Apple) $63.95
4F-101BD Bank Street Writer (IBM) $73.95
4F-101CD Bank Street Writer (C64) $63.95
4F-101RD Bank Street Writer (Atari) $63.95

BANK STREET SPELLER

NEW

This accessory to the BANK STREET WRITER automatically proofreads students' text, searches for spelling and typographical errors, and highlights the errors on the screen. The program will suggest a corrected spelling, or the student can replace the questioned word with another. The spelling program can also keep track of oft-used words, so that patterns of word usage can be tracked. Available for the Apple II with 48K and disk.

4F-103AD Bank Street Speller $69.95

THE COMPLETE WRITER

NEW

If you use use the BANK STREET WRITER in your classroom, then you can help your students expand their writing capabilities with THE COMPLETE WRITER. This writing-activity program reviews the features of the BANK STREET WRITER and provides practice in creating a first draft, rewriting, revising, and proofreading, all using the editing features of the word processing program. Help screens deal with specific problems that writers may encounter. Three program disks are included; available for the Apple II with 48K and disk.

5N-427 The Complete Writer $99.95

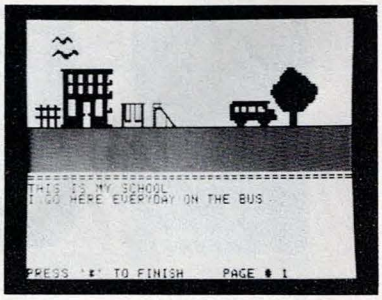
THE BANK STREET WRITER BOOK

NEW

This excellent guide demonstrates how to get the most out of the popular BANK STREET WRITER word-processing program. The book covers concepts and uses of word processing in general, and provides over 100 illustrations of how to use the program's different commands and key strokes. Written in an enjoyable and informative style, this text is the perfect classroom supplement for learning how to use BANK STREET WRITER.

8P-0361 The Bank Street Writer Book $19.95

Writing and Word Processing



KIDWRITER

NEW

64

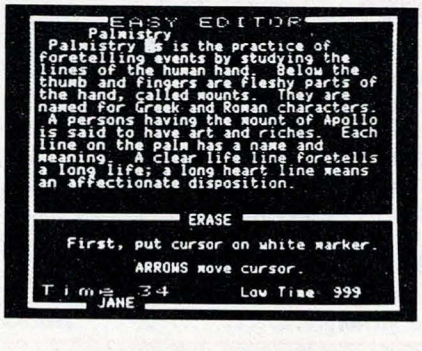
With this fascinating program kids can create their own colorful pictures, then write a story to go with the scenes they build! They design their picture settings, letting their imaginations roam, by selecting from the nearly 100 different characters and objects available on the disk. Then they write a story about their scene with the built-in word processor! Picture-story "pages" may be linked together to create their own storybook. Now it's easier than ever for a child to put the ideas in his or her head into words with KIDWRITER from Spinnaker Software. Grade level is 1 to 6. Available on disk for the Apple II with 48K and the Commodore 64 with 64K.

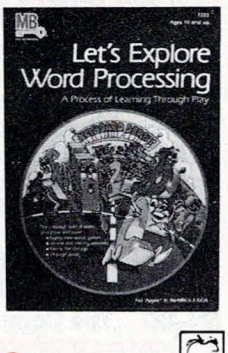
8Q-SS118AD Kidwriter (Apple) $34.95
8Q-SS118CD Kidwriter (C64) $34.95

STORY MACHINE

What a thrill for students to watch their words come to life! STORY MACHINE does just that in an educational game that helps students learn to write sentences, paragraphs, and simple stories. Selecting from a supplied list of words (which include nouns, verbs, prepositions, and other parts of speech), the student makes up a sentence such as, "The boy walks to the tree." The computer will then act out the sentence, showing an animated graphics boy walking to a tree! Combine learning with fun and excitement, and a little magic, in the STORY MACHINE from Spinnaker Software. Available on disk for the Apple II and Atari with 48K and the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card. Grade level is 5 to 9.

8Q-104AD Story Machine (Apple) $34.95
8Q-104BD Story Machine (IBM) $34.95
8Q-104RD Story Machine (Atari) $34.95





LET'S EXPLORE WORD PROCESSING

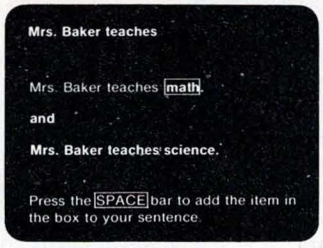
A word processing program and four exciting learning games provide a simple and complete introduction to what a word processor is and how it works. Students gain practice with the keyboard and the manipulation of text as they work with the interactive games, while the word processor allows them to create, save, and print stories and letters. A 2-sided disk and 24-page workbook are included in the set. Available for the Apple II with 48K and disk.

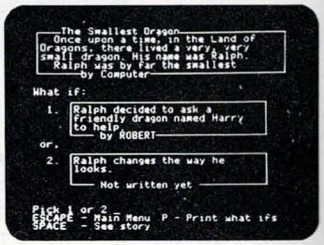
6T-7255 Let's Explore Word Processing $39.95

SENTENCE COMBINING

This set from Milliken Courseware provides instruction and highly motivating exercises in writing skills for students in the fourth through eighth grades. The package is based upon the strategy of sentence combining; examples and practice exercises, incorporating motivating graphics, allow students to become familiar with sentence structures and transfer them to their independent writings. There are 18 progressive lessons that cover the following topics: *and* in compound subjects and predicates; adverbs and adjectives; *good* and *well*; prepositional phrases; subject and object pronouns; coordinating conjunctions; possessives; *who*, *that*, and *which*; subject/verb agreement; using *because*; and using *before* and *after*. The program features a comprehensive management system that allows the teacher to maintain individual records for up to 100 students in as many as five classes; identify problem areas; make printouts of student performance; and more. Also included in the package are back-up disks, a book of duplicating masters for supplementary activities, and a teacher's guide. Designed for the Apple II with 48K and disk.

ML-100A Sentence Combining $140.00





THAT'S MY STORY

Here is an enjoyable program that provides students with the opportunity to write their own stories. Utilizing story starters, the program makes use of a "what if" branching routine that allows students to construct their own story-line "tree". This guided writing activity can be used by one or more students simultaneously. Two double-sided disks are included. Grade level is 1 and up; available for the Apple II with 48K and disk.

LW-223AD That's My Story $59.95

QUICK BROWN FOX

64

Here is a friendly, professional word processing program for the Commodore 64 that's easy to use and easily mastered. QUICK BROWN FOX allows you to type 12 pages or more of running text, and permits the viewing and editing of portions of your document. Letters, words, sentences, or whole paragraphs can be inserted or deleted, and blocks of text can be moved around. The portion of the document to be edited is repeated at the bottom of the screen one line at a time so that changes can be made and verified before altering the body of the text. Blocks of text longer than a line are altered by typing the beginning and ending words of the portion of text to be edited. A "global edit" feature allows you to automatically make a single change repeatedly throughout the text. Embedded commands permit the formatting of text such as centering a headline, indenting a paragraph, or justifying right and left margins. A comprehensive reference manual is included. Available for the Commodore 64 with 64K and disk.

7H-100 Quick Brown Fox $65.00

LANGUAGE/READING DEVELOPMENT PROGRAM

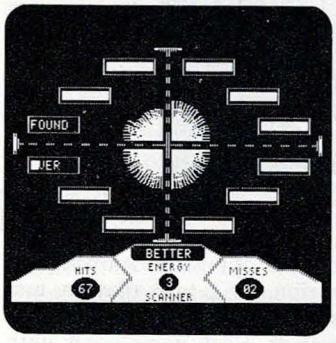
Here is a comprehensive and easy-to-use system for basic language arts instruction, suitable for elementary and junior high school grades. The programs in the series aid in the development of vocabulary and word recognition, expansion of grammar and spelling skills, reading speed development, improvement of concentration and response habits, and the use of these skills in solving analogies and understanding everyday reading material. The entire package is menu-driven, with controlled readability, diagnostic reporting, complete error recovery, printer options, reinforcement options, and more. All student responses require complete, accurate answers, not multiple choice selections. A 150-page manual containing worksheets, study guides, and word lists is included. A complete, flexible system for all basic language instruction! Available for the Apple II with 48K and disk.

8H-450 Language/Reading Development Program $175.00

WHO, WHAT, WHERE, WHEN, WHY

These concepts, which may be difficult for the beginning reader, are basic to good reading comprehension. In this program students are provided with carefully sequenced practice exercises, leading to a positive understanding of the meaning of these words. Teachers can create lessons using their own words and a variety of vocabulary levels. Grade level is 1 to 4; available for the Apple II with 48K and disk.

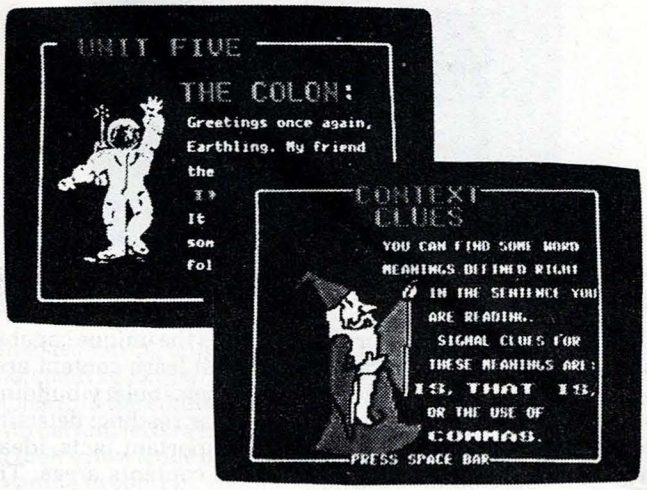
4H-0702 Who, What, Where, When, Why $35.95



ARCADEMIC SKILL BUILDERS IN LANGUAGE ARTS

This series of six packages, containing both software and print materials, incorporates exciting arcade games with practice in basic language arts topics. Each program features an easy-to-run game with fast action, colorful graphics, and selectable levels of difficulty. *Verb Viper* covers subject and verb agreements; *Word Man* deals with word building through patterns; *Word Invasion* works with the recognition of six parts of speech; *Spelling Wiz* drills on spelling demons; *Word Radar* practices sight word recognition; and *Word Master* covers antonyms, synonyms, and homonyms. Each game includes a teacher's manual, an instruction sheet, progress sheets, and 12 duplicating masters. Available for the Apple II with 48K and disk; grade level is intermediate and up. "...quick, imaginative, and as alluring as any video game."—*ELECTRONIC LEARNING.*

3Y-2100 Verb Viper $44.00
3Y-2200 Word Man $44.00
3Y-2300 Word Invasion $44.00
3Y-2400 Spelling Wiz $44.00
3Y-2500 Word Radar $44.00
3Y-2600 Word Master $44.00



LANGUAGE CONCEPTS

These comprehensive programs feature unique contemporary graphics, and students are motivated to zero in on the precise areas where they need work. Each program features three instructional modes: Statement of Rule, wherein the rules for each skill are broken down into smaller, more specific sub-rules, presented with usage examples and helpful hints; Practice Mode, in which students must determine the correct usage for specific examples; and the Review/Game mode, which is a cumulative review giving students feedback as they practice and reinforce their understanding. Skill mastery will present the student with an opportunity to play a short game at the conclusion of the lesson. A complete management system holding up to 120 student records is included, with optional automatic advancement of students to the next skill level. Student records can be viewed at any time. The units contain reproducible activity sheets keyed to each skill and a teacher's guide. Each program is available for the Apple II with 48K and disk; grade level is 6-8. "...a highly effective means of individualized teaching and testing of word-building skills." — *COURSEWARE REPORT CARD.*

6T-7879 Punctuation Skills: Commas $49.95
Includes introductory elements, items in a series, interrupting elements, independent clauses, dates, addresses, and titles.

6T-7880 Punctuation Skills: End Marks, Semicolon, Colon $49.95
Includes period, question mark, exclamation point, semicolon, and colon.

6T-7881 Vocabulary Skills: Context Clues $49.95
Includes development of vocabulary through context, definition, contrast, educated guesses, and examples.

6T-7882 Vocabulary Skills: Prefixes, Suffixes, Root Words $49.95
Includes introductory concepts, prefix tutor, suffix tutor, root word tutor, and word building.

6T-7892 Combining Sentence Parts $49.95
Includes recognizing sentence parts, compounding subjects, predicates, and complements.

6T-7893 Compound and Complex Sentences $49.95
Includes readiness skills, combining sentences into compound and complex sentences, adverb clauses, and adjective clauses.

6T-7894 Reading Comprehension $49.95
Includes recognizing topic sentences, listing supporting details, summarizing main ideas, choosing titles, and evaluating details.

6T-7860 Language Concepts Series (set of seven above) $339.95

Reading and Language Arts

HOW TO READ IN THE CONTENT AREAS

This skills development program utilizes the unique capabilities of the computer to help the student learn content area reading. The concepts covered include vocabulary building; surveying the information in a particular reading; detecting main ideas and inferences; recalling important facts, ideas, and details; and applying skills to the contents areas. The program is easy to use and follow; the self-correcting features let the learner know immediately whether or not each response is correct. Review and reinforcement branching is included, and the student's performance is summarized at the conclusion of each lesson. Each unit includes five reproducible activity masters. The grade level for the programs is 5 to 6, remedial 7 to 8; they are available on disk for the Apple II and TRS-80.

3K-DK5911A	**Science (Apple)**	**$63.00**
3K-DK5911T	**Science (TRS-80)**	**$63.00**
3K-DK5912A	**Social Studies (Apple)**	**$63.00**
3K-DK5912T	**Social Studies (TRS-80)**	**$63.00**
3K-DK5913A	**Literature (Apple)**	**$63.00**
3K-DK5913T	**Literature (TRS-80)**	**$63.00**
3K-DK5914A	**Mathematics (Apple)**	**$63.00**
3K-DK5914T	**Mathematics (TRS-80)**	**$63.00**
3K-DKREADA	**Content Areas (Set of 4, Apple)**	**$239.00**
3K-DKREADT	**Content Areas (Set of 4, TRS-80)**	**$239.00**

COMMAS

Twelve common uses of the comma are covered in this program, including items in a series, multiple adjectives, direct address nouns, titles and degrees, the adverb "too", interrupting elements, successive independent clauses, introductory clauses, nonessential modifiers, explanatory words, contrasts and alternatives, and long identification phrases. Drill and practice exercises are available, wherein the student may review the guidelines to assist in reinforcement and retention. The rules are presented in a menu format, allowing selection of specific topics. Available for the Apple II with 32K and disk.

6M-3251	**Commas**	**$29.95**

WORKING WITH THE ALPHABET

Two programs that provide instruction in alphabetic skills. *Alphabet Soup* is a program which helps students who are just learning the alphabet; it emphasizes letter identification and proper alphabetizing sequence. *Alphabetical Order* offers a short review of the letter sequence and then goes on to illustrate and test on the alphabetizing of words. The instructor may select the difficulty level of the exercises. Available on 32K disk for the Apple II, and on 16K cassette for the TRS-80 and the Pet. A network version is available for the Apple.

6A-1700P	**Working with the Alphabet (Pet)**	**$28.00**
6A-1700T	**Working with the Alphabet (TRS-80)**	**$28.00**
6A-1700A	**Working with the Alphabet (Apple)**	**$34.00**
6A-1700A-N	**Working with the Alphabet (Apple, Network)**	**$68.00**

ADVENTURES AROUND THE WORLD

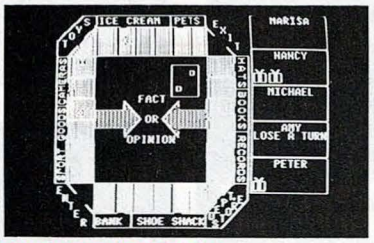
This fascinating high-interest reading series helps students to develop their reading skills in an enjoyable manner. The student actively participates in the adventures with the computer acting as a friendly guide. Questions to monitor comprehension are placed throughout the stories. Grade level is 3 to 6; available on 32K disk for the Apple II and Atari, and on 16K cassette for the Pet and TRS-80. Write for information on network versions.

6A-1000AD	**Adventures Around the World (Apple)**	**$67.00**
6A-1000PC	**Adventures Around the World (Pet)**	**$56.00**
6A-1000RD	**Adventures Around the World (Atari)**	**$67.00**
6A-1000TC	**Adventures Around the World (TRS-80)**	**$56.00**

READING COMPREHENSION

In this set of ten reading comprehension programs, the student's task is to find the word that does not belong among a group of words displayed on the screen. Designed to build analytical skills that are essential for the proper understanding of reading material, the programs are suitable for the elementary level and up. Available on disk for the Apple II and the Atari with 32K, and the Commodore 64 with 64K.

7B-180AD	**Reading Comprehension (Apple)**	**$24.95**
7B-180CD	**Reading Comprehension (C64)**	**$24.95**
7B-180RD	**Reading Comprehension (Atari)**	**$24.95**



READING COMPREHENSION GAMES SERIES

This series of 6 games provides an enjoyable learning experience in reading comprehension for 2 to 6 players, and presents the instructor with an ideal motivational tool for group participation and cooperation. Each game deals with one specific comprehension skill, such as: GETTING THE MAIN IDEA, which features a graphic trip around the world with the student answering questions from a short reading selection at each stop; DRAWING CONCLUSIONS, a bingo-type game in which each player tries to cover the letters in a word; CONTEXT CLUES, which has the player trying to uncover hidden treasure by defining words from a reading selection; FACT OR OPINION, which portrays a shopping mall with the student answering consumer and advertising related questions at each store; READING FOR DETAIL, which deals with who, what, when, and where questions in the format of a horse-racing game; and CAUSE AND EFFECT, which features a mountain climbing expedition where students respond to various cause and effect questions. The games are designed for the Apple II with 48K and disk, and provide a complete score for each player. Reading level is 3.5 to 5.0.

LW-101AD	**Getting the Main Idea**	**$49.95**
LW-201AD	**Drawing Conclusions**	**$49.95**
LW-301AD	**Context Clues**	**$49.95**
LW-401AD	**Fact or Opinion**	**$49.95**
LW-501AD	**Reading for Detail**	**$49.95**
LW-601AD	**Cause and Effect**	**$49.95**
LW-90S	**Reading Comprehension Games Series (Set of 6)**	**$299.70**

Reading and Language Arts

COMPREHENSION SKILLS GAMES

These entertaining learning games help students develop their skills in comprehension. In *Reading Between the Lines*, players must use logical reasoning while reading fascinating stories that have them traveling across the sea to find the sword of justice. *Vocabulary Building* requires players to define words while ascending to the various levels of a castle to reach the top and retrieve the Magic Wand. In *Predicting Outcomes*, players build a robot by answering questions presented by alien groups; each correct answer merits a desired robot part. Each of these learning games accomodates from one to six players; the reading level is 3.5 to 5.0. Available for the Apple II with 48K and disk.

LW-1011AD Reading Between the Lines $49.95
LW-1021AD Vocabulary Building $49.95
LW-1041AD Predicting Outcomes $49.95

CAPITALIZATION

This program is designed for students to learn or review the fundamental rules of capitalization quickly and effectively. Each rule is concisely explained on the screen, examples are given, and exercises presented. The instructor can add, modify, or delete sentences for each practice lesson. The program features the use of upper and lower case letters, and is menu-driven; a complete student management system is included. A very useful program for the elementary language arts classroom. Available for the Apple with 48K and disk. CAPITALIZATION is the recipient of one of the Learning Periodical Group's awards for Best Microcomputer Software of 1982.

4H-1100 Capitalization $49.95

ENGLISH BASICS SERIES

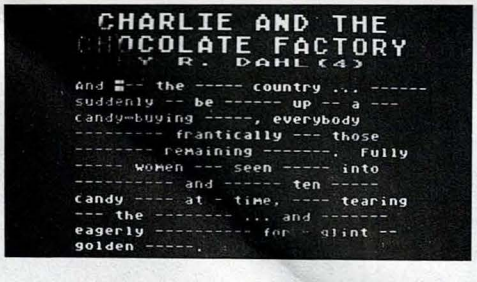
The review and reinforcement of English language concepts is the goal of these two programs. PARTS OF SPEECH covers nouns, pronouns, verbs, adjectives, and adverbs; CONCEPTS IN LANGUAGE ARTS covers homonyms, synonyms, antonyms, and contractions. The programs display text material which is then highlighted with examples; the student is quizzed on the subject and positive feedback is rendered for correct answers. Available on disk (back-ups included) for the Apple II with 48K and the TRS-80 with 32K; and on cassette for the Pet with 8K.

3K-170AD Parts of Speech (Apple) $199.00
3K-170PC Parts of Speech (Pet) $180.00
3K-170TD Parts of Speech (TRS-80) $199.00
3K-180AD Language Arts (Apple) $129.00
3K-180PC Language Arts (Pet) $115.00
3K-180TD Language Arts (TRS-80) $129.00

BASIC LANGUAGE SKILLS

In this set of programs, students learn the noun, verb, adjective, and adverb parts of speech through definitions and examples. These skills are then tested in a unique game/exercise in which the student inputs words that the computer incorporates into a short story, effectively combining creative expression with practice in grammar skills. Other exercises and review questions are also included in the program. Available on 32K disk for the Apple II and Atari; and on 16K cassette for the TRS-80 and the Pet. Write for information on network versions.

6A-1400A Basic Language Skills (Apple) $84.00
6A-1400P Basic Language Skills (Pet) $70.00
6A-1400R Basic Language Skills (Atari) $84.00
6A-1400T Basic Language Skills (TRS-80) $70.00

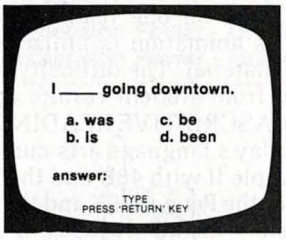


MISSING LINKS

NEW

This fascinating language puzzle improves students' reading and spelling skills. Teachers enter paragraphs of their own choice into the computer; the screen displays the paragraphs with certain letters missing. Students fill in the blanks based on their knowledge of word structure, spelling, grammar and meaning in context. Available on disk for the Apple II, Atari, and TRS-80 with 48K, and the IBM PC and PCjr with 64K. Suitable for elementary through adult.

8K-1116AD Missing Links (Apple) $65.00
8K-1120BD Missing Links (IBM PC) $65.00
8K-1221JD Missing Links (IBM PCjr) $65.00
8K-1142RD Missing Links (Atari) $65.00
8K-1156TD Missing Links (TRS-80) $65.00



VERB USAGE

These three programs are designed for students who need simple, repetitive work on verbs. The first two disks contain twenty lessons and three tests on verb usage, while the third disk contains ten lessons and two tests. Each lesson requires the student to discriminate between the present, past, and past participle form of commonly used and misused verbs, with each program utilizing progressively more difficult words. Sentences that are missed are presented to the student again later in the lesson. Features student file management and word list creation and modification routines. For students who have difficulty with using verbs, these programs are the ideal practice medium. Available for the Apple II with 48K and disk.

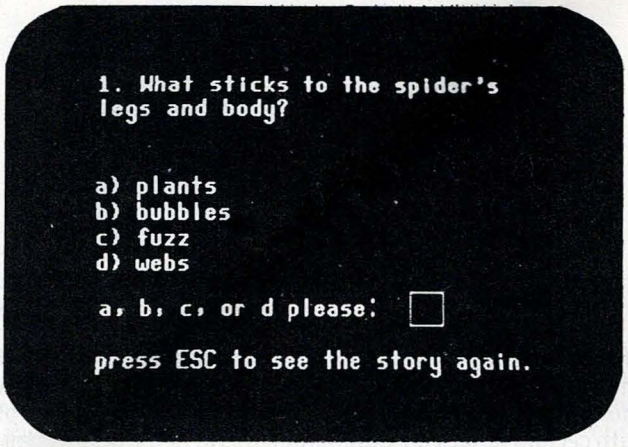
4H-1212 Verb Usage 1 ..... $29.95
4H-1213 Verb Usage 2 ..... $29.95
4H-1214 Verb Usage 3 ..... $29.95

ENGLISH USAGE SERIES

This series focuses on common mistakes in English usage, such as agreement between subject and verb, double negatives, and so forth. For each problem, the computer will indicate whether the student's answer is correct; and in the event of an incorrect response, will show how the improper usage should be corrected. At the end of each lesson, the student's performance is summarized. Level is elementary and up. Available on 32K disk for the Atari and TRS-80; on 64K disk for the Commodore 64; and on 8K cassette for the Pet.

6B-US1P English Usage Series (Pet) $99.00
6B-US1C English Usage Series (C64) $99.00
6B-US1R English Usage Series (Atari) $99.00
6B-US1T English Usage Series (TRS-80) $99.00

Reading and Language Arts



DIASCRIPTIVE READING

DIASCRIPTIVE READING is a prescriptive, tutorial reading series that offers unparalleled flexibility in assessing student reading capabilities. Six skill areas are covered, including *Main Idea, Details, Fact/Opinion, Vocabulary, Sequence,* and *Inference.* A developmental reading program and diagnostic tests for each grade level and skill area evaluate the reading abilities of individual students and prescribe what is needed for improvement. All lessons are self-directing and self-correcting, and focus on one reading skill at each level; advanced graphics animation is utilized for positive reinforcement of the material. The difficulty levels in the series were determined from student results on SAT and CTBS programs. The DIASCRIPTIVE READING series is the ideal supplement to today's language arts curriculum! Available on disk for the Apple II with 48K and the TRS-80 with 32K; and on cassette for the Pet with 8K and the TRS-80 with 16K. The cassette versions include 15 tapes, and the disk versions 7 diskettes with back-ups. The grade level is 3 to 8.

3K-160AD Diascriptive Reading (Apple) $365.00
3K-160PC Diascriptive Reading (Pet) $295.00
3K-160TC Diascriptive Reading (TRS, cassette) .. $295.00
3K-160TD Diascriptive Reading (TRS, disk) $365.00

THE GRAMMAR EXAMINER

NEW

This simulation is designed to instruct students in the elements of good grammar. Students go to work for the Grammar Examiner newspaper; they begin as cub reporters and can gradually move up in position until they become the Editor-in-Chief. They must learn how to edit stories, build sentences and organize information. Recommended for grades 7 to 9; available on 48K disk for the Apple II and the Atari and on 64K disk for the Commodore 64 and IBM PC. The IBM version requires the IBM Color Adaptor Card.

4Y-900AD The Grammar Examiner (Apple) $44.95
4Y-900BD The Grammar Examiner (IBM) $44.95
4Y-900CD The Grammar Examiner (C64) $44.95
4Y-900RD The Grammar Examiner (Atari) $44.95

SENTENCE DIAGRAMMING AND OTHER GRAMMAR SKILLS

A comprehensive disk which includes questions on eight parts of speech (noun, pronoun, etc.); matching problems involving 27 different word usages (conjunctions, possessives, predicates, etc.); and sentence diagramming utilizing direct student interaction. Includes complete documentation and record-keeping of student scores for the instructor. Grade level is 6 and up; available for the Apple II with 48K and disk. "It interacts with the students in a dynamic, meaningful way." — *THE COMPUTING TEACHER.*

2C-2100 Sentence Diagramming $29.95

HOMONYMS, VERBS, & PRONOUNS

This excellent package provides extensive drill and practice in troublesome grammar and usage areas related to homonyms, verbs, and pronouns. A game format is used for the practice exercises in which a correct answer fires a cannon ball and shoots the word into the practice sentence. Mastery is achieved by eliminating graphic bars beneath the cannon within seven exercises. There is immediate feedback, and the student's progress may be reviewed at any time. Students can branch to "help" screens where the homonym forms, all definitions, and context sentences can be reviewed. Grade level is 3 to 7, remedial 7 to 9. Includes six diskettes, a teacher's guide, information sheets, and a binder. Available for the Apple II with 48K and disk.

ML-300AD Homonyms, Verbs, & Pronouns $225.00

OUTLINING SKILLS

Learning how to arrange information in an outline format is an important skill. This program provides exercises to develop this skill and help prepare students for taking notes and recording essential facts. Among the topics covered are grouping and naming items that are related, arranging items in a specific order, identifying main topics, recognizing items of the same type, writing outline entries, and arranging entries in outline form. Over 70 exercises are provided, which can be modified by the instructor. Record-keeping and printout capabilities are included. Grade level is 4 and up; available for the Apple II with 48K and disk.

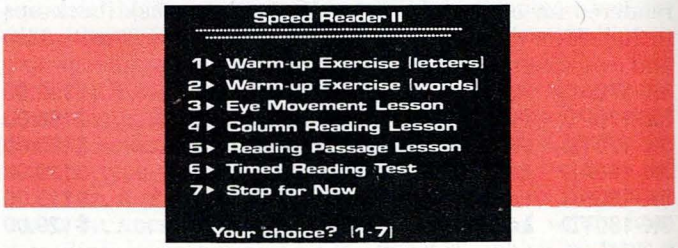
6M-4151 Outlining Skills $39.95

THE PUZZLER

NEW

THE PUZZLER presents five intriguing mystery stories that actively engage students in the problem-solving process of reading for meaning. As the stories unfold, the students use the reading strategies of predicting, confirming, and integrating to solve each story puzzle. The program focuses on comprehension and the creative expression of ideas. Available for the Apple II with 48K and disk; a teacher's guide and back-up disk are included.

8K-1225AD The Puzzler $55.00



THE SPEED READER

THE SPEED READER was designed by professionals and tested on hundreds of students. The program provides total reading improvement by focusing on breaking poor reading habits and replacing them with good ones. Through a series of step-by-step lessons, students can improve concentration, increase attention span, sharpen perception, and strengthen eye movements. Both column and paragraph reading selections are provided. Available on disk for the Apple II with 48K and the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card. Grade level is 8 to adult. "The students doubled or tripled their reading speed." — *EDUCATIONAL COMPUTER.*

4D-DA3AD Speed Reader (Apple) $69.95
4D-DA3BD Speed Reader (IBM) $69.95
4D-DA3CD Speed Reader (C64) $69.95

TUTORCOURSE LANGUAGE ARTS SERIES

Included in this comprehensive series are two complete courseware systems covering language arts instruction and the mechanics of English. The TUTORCOURSEs were designed by the California Testing Bureau as complete stand-alone Language Arts packages, featuring primary instruction with multiple-choice questions, remedial branching to sub-programs, criterion-referenced computer-managed tests, and a complete management system for keeping track of student performance. This sophisticated system can interpret when a student needs only simple remediation, requires more extensive review, or when the student's knowledge is already beyond that of the material being presented, and will branch to the appropriate section of the lesson. Complete individualization of instruction is thus provided for both the slow learner and the faster student; such a system of advanced branching is unique to the TUTORCOURSE series of programs. Printed diagnostic/prescriptive pre-and post-tests with user reproduction rights are included, as well as extensive documentation containing lesson outlines and course suggestions. Each complete TUTORCOURSE requires from eight to sixteen hours for completion of the entire set of lessons; a complete sequence of instruction is thus provided for each topic, reinforcing and expanding upon the material presented by the classroom teacher. Available for the Apple II with 48K and disk.

TUTORCOURSE LANGUAGE ARTS 1

TUTORCOURSE LANGUAGE ARTS 1 for grades 3 through 6 contains 15 disks, covering reading words and letters; following directions; doing things in order; reading carefully; understanding what you read; order of events; interpreting and remembering what you read; facts and sentence meaning; inference and reality; main idea; conversation; relationships of characters; actions and motivation; the parts of books; information available in books; using book titles and library book numbers; and using the calendar, alphabet, and graphs.

2P-79 Tutorcourse Language Arts 1 ..... $765.00

TUTORCOURSE LANGUAGE ARTS 2

TUTORCOURSE LANGUAGE ARTS 2 for grades 4 through 7 contains 12 disks, covering dictionaries; indexes; the table of contents; the Dewey decimal system; card catalog; prefixes; suffixes; compound words; homonyms; related words and phrases; paragraph identification; figures of speech; inferences; main idea; point of view; following directions; facts; indirect knowledge; fantasy; imagination exercises; graph and map reading; counting; and Roman numerals.

2P-80 Tutorcourse Language Arts 2 ..... $612.00

COMPREHENSION SKILL BUILDERS

Develop your students' reading comprehension skills with these enjoyable small-group learning games. Each game concentrates on one skill and rewards correct answers. *Sequence* allows two players to arrange short reading selections by topic and to organize the groupings of paragraphs in proper sequential order; includes four successively difficult matching categories. In *Inference*, from 2 to 6 players make inferences related to specific reading selections, which are based on student life as they proceed through four levels of school. In *Following Directions*, a "road map" is displayed which is negotiated by two to six players who answer questions specific to each route. These questions relate to reading selections that focus on giving or following directions. Available for the Apple II with 48K and disk; reading level is 3.5 to 5.0.

LW-701AD Sequence $49.95
LW-801AD Inference $49.95
LW-901AD Following Directions $49.95

COMPREHENSION POWER

An inductive skillbuilding program for students at reading levels 4 through 9, COMPREHENSION POWER provides practice and measurement of 25 comprehension skills on a variety of topics. Students are quizzed on their understanding of the stories they read concerning contemporary issues, sports, biographies, literature, adventure, and life adjustments. They will improve their vocabulary, develop the ability to preview effectively, and read rapidly as well as comprehensively. The teacher management system will total performance data for an entire diskette, and allows the transfer of class rosters from one diskette to another. Contained in a binder, the package includes four program diskettes for each grade level, three reading selections books, a teacher's guide, and information sheets. Available on disk for the Apple II with 48K.

ML-500AD Comprehension Power - Grades 4-6 .. $425.00
ML-501AD Comprehension Power - Grades 7-9 .. $425.00

TALKING HANDS

NEW

This unique program introduces sign language to the hearing impaired, and to others who are interested in this useful form of communication. The manual signs for the alphabet and the numbers from one to nine are presented using graphic hand shapes on the screen. Several learning methods are available, including typing letters on the keyboard and seeing on the screen the equivalent hand sign; the computer displaying random hand signs and the student responding; entering a message into the computer and then seeing it transmitted into signs; and pre-programmed instruction on specific signs or words designated by the instructor. The ability to store messages on disk and retrieve them later on is also featured. TALKING HANDS is one of the most creative programs developed for the hearing impaired! Available for the Apple II with 48K and disk.

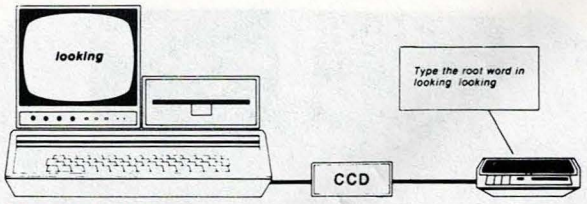
6Y-TH101AD Talking Hands $44.95

COMPU-READ

COMPU-READ consists of four independent programs that rapidly help increase reading comprehension and retention. They are entitled *Character Recognition, High-Speed Word Recognition, Synonyms and Antonyms*, and *Sentence Comprehension*. The student or the instructor can set the initial difficulty level and the computer will adjust according to the student's performance. Available on 48K disk for the Apple II and the Atari.

3L-M70A Compu-Read (Apple) $29.95
3L-M70R Compu-Read (Atari) $29.95

Reading and Language Arts



AUDIBLE STIMULUS LANGUAGE SERIES

This unique series of language arts programs for the Apple computer utilizes the CCD (Cassette Control Device) to control an audio cassette tape recorder. As the computer runs the software programs, it will activate the recorder at specified points to provide audible stimulus, instruction, and reinforcement which is correlated with the visual screen presentation. The CCD connects easily to the game-paddle socket, and can also be utilized with your own programs. The two programs in the series are VOWELS, which contains 53 lessons covering long and short vowels, double vowels, diphthongs, r-controlled vowels, the schwa sound, and other related skills; and CONSONANTS, which covers initial and final consonants, and initial, final, and medial blends. Both programs require the use of the CCD for the oral segments, 48K in the Apple, and an audio recorder with a "remote" jack. Program features include large-size upper and lower case letters, the ability to add or delete words from the built-in files, a complete student-management system, and instructions on how to add your own audible stimuli to the presentations. The series has been successfully classroom-tested in elementary schools.

4H-CCD Cassette Control Device $86.95
4H-0102 Vowels (CCD required) $93.95
4H-0103 Consonants (CCD required) $79.95

PUNCTUATION & CAPITALIZATION

This interactive series of programs helps students learn to edit sentences and correct errors in punctuation and capitalization. Changes are made in a sentence displayed by the computer by selecting choices from a menu of "correction options." The programs feature automatic error-checking and self-scoring, with examples provided for each skill. The complete set contains a review disk for grades 1 to 3, and separate lessons disks for each grade 4 through 8. Available on disk for the Apple II with 48K, the TRS-80 with 32K, and the IBM PC & PCjr with 64K; the IBM version requires the IBM Color Adaptor Card.

2J-108AD Punctuation & Capitalization (Apple) .. $174.95
2J-108BD Punctuation & Capitalization (IBM) $174.95
2J-108TD Punctuation & Capitalization (TRS) $174.95

SENTENCES

The simple subject of a sentence, the predicate (including action and being verbs), and the fragmented sentence are covered in this program, which utilizes numerous examples, practice exercises, and a mastery quiz in a game format. Each topic runs about 10-15 minutes; grade level is 5 and up. Available for the Apple II with 32K and disk.

6M-3031 Sentences $24.95

EXTRA, EXTRA

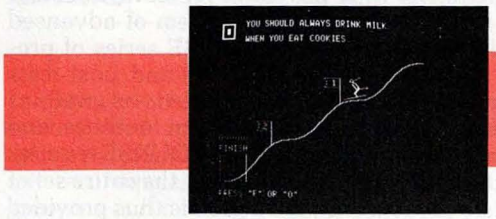
Get those facts! As a reporter for the local paper, you need to track down the who, what, where, why, and when facts, submit your story, and go to press. Clues can be displayed on three skill levels: Cub, Staff, or Ace Reporter. Speed is selectable. For ages 8 and up; available for the Apple II with 48K and disk. Don't miss that deadline!

6T-7259 Extra, Extra $39.95

STORY BUILDER/WORD MASTER

STORY BUILDER presents a series of partially completed verses that the student finishes, thereby acquiring practice with grammar skills; WORD MASTER is a logic game in which the student tries to guess a 3-letter word generated by the computer. Reasoning and vocabulary are highlighted in this elementary level program. Available on disk for the Apple II and the Atari with 32K and the Commodore 64 with 64K; and on cassette for the Atari with 16K.

7B-130AD Story Builder (Apple) $24.95
7B-130CD Story Builder (C64) $24.95
7B-130RC Story Builder (Atari, cassette) $19.95
7B-130RD Story Builder (Atari, disk) $24.95



ALPINE SKIER

This entertaining program lets the student feel like an Olympic-class skier while improving reading comprehension skills. Animated graphics show a skier negotiating a slalom course with two gates; the skier pauses at each gate while phrases or sentences are displayed on the screen. The student answers a question about the phrase relating to the chosen topic. If the answer is correct, the skier will proceed down the course, eventually crossing the finish line if all of the answers during the run are correct. If a question is missed, the skier will "wipeout." Four topics are covered: *Determining Fact and Opinion, Seeing Cause and Effect, Categorizing Words and Phrases,* and *Getting Sentence Meanings.* The Apple version includes a "mini-authoring system" that allows the instructor to modify the lessons. The programs are available on 48K disk for the Apple II and TRS-80; a network version is available for the Apple.

4R-705TD Alpine Skier (TRS-80) $113.75
4R-705AD Alpine Skier (Apple) $113.75
4R-705AD-N Alpine Skier (Apple, Network) $227.75

PAL READING PROGRAM

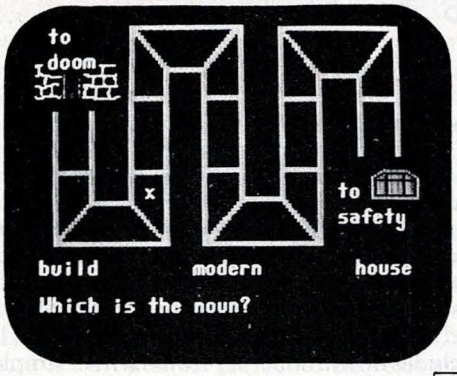
PAL goes a revolutionary step beyond the drill and practice method of many other programs to teach reading the way teachers want it to be taught: by evaluation, diagnosis, prescription, and remediation directly targeted at each reading problem. Up to 40 major reading skills and 160 subskills are incorporated into the 300 to 400 learning activities on each grade level disk. Validation against the top seven textbook reading series in the United States, and seven years of field testing, ensures that PAL meets the highest standards of performance for reading software. A friendly, personalized approach and flexible sequencing of objectives allows for easy customization of the program for individual students. Also included are upper and lower case letters and student record-keeping functions. Five grade level disks are available; the PAL master disk, which is required for operation of the grade level disks, is available in both 48K Apple II+ and Apple IIe versions.

2C-1900 PAL Master Disk, Apple II+ (Required) $99.95
2C-1905 PAL Master Disk, Apple IIe (Required) $87.45
2C-1910 PAL Reading Grade 2 ..... $99.95
2C-1920 PAL Reading Grade 3 ..... $99.95
2C-1930 PAL Reading Grade 4 ..... $99.95
2C-1940 PAL Reading Grade 5 ..... $99.95
2C-1950 PAL Reading Grade 6 ..... $99.95

ENGLISH SKILLS

These three disks cover specific language topics that students frequently have difficulty with. ROOTS/AFFIXES contains 21 lessons on roots, prefixes, and suffixes, with emphasis placed on the use of affixes to help decipher word meaning and increase vocabulary. ANTONYMS/SYNONYMS presents 21 lessons with reinforced drill on the recognition and use of synonyms and antonyms. OPPOSITES helps students recognize word opposites, such as "small" and "large," to promote vocabulary and sentence comprehension. Each program features student file management and lesson creation and modification routines. Available for the Apple II with 48K and disk.

4H-1205 Roots/Affixes $39.95
4H-1207 Antonyms/Synonyms $39.95
4H-1601 Opposites $29.95



DRAGON LANGUAGE ARTS GAME

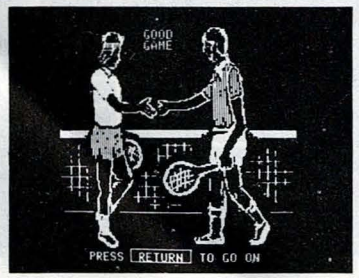
This series of programs uses a game format that allows the student to review and practice parts of speech and classes of words while actually having fun! Each game in the series focuses on a different subject: nouns, verbs, adjectives, synonyms, antonyms, or contractions. The student moves along a game board displayed on the computer monitor by correctly answering questions; incorrect answers lead to the dragon's fiery den. Animated graphics provide motivational reinforcement. A brief review of the parts of speech precedes each game, and branching to concept explanations follows incorrect answers. Available on disk for the Apple II with 48K and the TRS-80 with 32K (back-ups included); and on cassette for the Pet with 8K and the TRS-80 with 16K.

3K-100AD Dragon Language Arts (Apple) $59.95
3K-100PC Dragon Language Arts (Pet) $54.95
3K-100TC Dragon Language Arts (TRS, cassette) $54.95
3K-100TD Dragon Language Arts (TRS, disk) $59.95

USING PHONICS IN CONTEXT

Students practice phonetic skills in a high-interest story form in this interactive program. Fusing word-attack and comprehension skills, the learner masters phonics aided by concept reviews and in-depth skill development exercises that are presented according to the student's ability. The topics covered are: *initial and final consonants; digraphs; blends; short vowels; long and irregular vowel patterns;* and *vowel plus r combinations.* A diagnostic pre-test and complete student-record management system are featured. The set comes with four disks, 13 ditto masters, and a program guide, and is designed for a reading level of 2-4. Available on disk (back-ups included) for the Apple II with 48K, the Commodore 64 with 64K, and the TRS-80 with 32K.

3K-DK321AD Using Phonics in Context (Apple) $179.00
3K-DK321CD Using Phonics in Context (C64) $179.00
3K-DK321TD Using Phonics in Context (TRS-80) .. $179.00



TENNIS, ANYONE?

Students pit their word recognition abilities against the computer in this set of learning games which are played and scored like real tennis. The student is asked to select the proper grammar form from a list of choices given on the screen. There are six topics covered: plurals, prefixes, suffixes, contractions, homonyms, and base words. Each program provides basic instruction in the word skills needed to play and gives complete, easy-to-follow directions. After each game an animated computer graphic shows two tennis players congratulating one another over the net. Available on 48K disk for the Apple II and TRS-80; a network version is available for the Apple. Grade level is 4 to 6.

4R-703TD Tennis, Anyone? (TRS-80) $170.75
4R-703AD Tennis, Anyone? (Apple) $170.75
4R-703AD-N Tennis, Anyone? (Apple, Network) .. $341.75

PAST/PRESENT TENSE

This program provides practice to help students learn the proper use of past and present tense. Randomly generated sentences without verbs are presented, along with a choice of two verbs, one past and the other present tense. Designed for elementary students at second grade level or above, PAST/PRESENT TENSE is available for the Apple II and TRS-80 Model III with 32K and disk; back-up disks are included.

2G-992 Past/Present Tense (Apple) $32.45
2G-996 Past/Present Tense (TRS-80) $32.45

LIBRARY SKILLS

What's where and how to find it are the objectives of this program. Tutorial instruction and exercises reinforce learning on the kinds of reading materials available; the types of files; fiction, nonfiction, and biographies; the Dewey Decimal system; the card catalog; and the various reference materials. A concluding mastery quiz will demonstrate if the student has attained the skills and knowledge necessary to find whatever he or she needs in the library. Grade level is 4 and up. Available for the Apple II with 32K and disk.

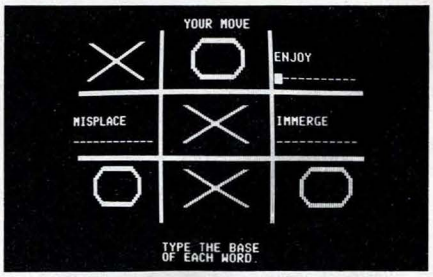
6M-3121 Library Skills $24.95

LETTER RECOGNITION

Develop letter recognition and alphabetization skills in your elementary and remedial junior high school students with this language arts package. Activities include listing words and names, creating sentences, recognizing interruptions in order, and determining word placement in a list. The assignments and mastery levels can be individualized to suit each student. The package features animated graphic and text reinforcements, immediate feedback, and onscreen scoring. Available on disk for the Apple II with 48K. Two program diskettes, a teacher's guide, a binder, and two back-up diskettes are included.

ML-200AD Letter Recognition $110.00

Reading and Language Arts



PIK-PEK-PUT

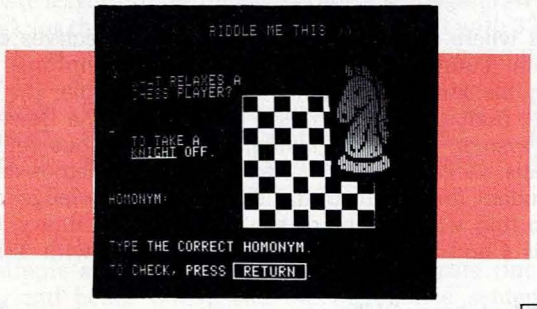
A delightful series of programs that challenge the student to put word skills to work in a learning game format similar to Tic-Tac-Toe. The topics covered include suffixes, prefixes, contractions, base words, plurals, and possessives. The computer provides basic instruction in the specific word skill needed to play each game, gives examples of correct usage, and provides complete and easy-to-follow directions. There are over 150 words for each skill category. Provide your students with a unique, motivating learning experience with this comprehensive package. Available on 48K disk for the Apple II and TRS-80; a network version is available for the Apple. Grade level is 4 to 6.

4R-702TD Pik-Pek-Put (TRS-80) $227.50
4R-702AD Pik-Pek-Put (Apple) $227.50
4R-702AD-N Pik-Pek-Put (Apple, Network) $455.75

WORD FACTORY

A delightful set of four programs which give students the opportunity to be creative while they learn. For each unit the student changes words and creates new ones in accordance with the topic being covered. The programs include *Adding Prefixes, Fun with Suffixes, Let's Use Contractions,* and *The Rhyming Machine.* Available on 32K disk for the Apple II, and on 16K cassette for the TRS-80 and the Pet; a network version is available for the Apple. Grade level is 3 to 6.

6A-1500P Word Factory (Pet) $56.00
6A-1500T Word Factory (TRS-80) $56.00
6A-1500A Word Factory (Apple) $67.00
6A-1500A-N Word Factory (Apple, Network) $134.00



RIDDLE ME THIS

RIDDLE ME THIS is a set of three unique learning programs that combine sheer enjoyment with solid achievement in basic reading skills. The computer presents the student with a riddle, then asks for an answer. The challenge is in using word recognition skills within the context of the riddles. The computer may ask for the correct two-word form of a contraction, a homonym, or a possessive showing the relationship between a person, animal, or object mentioned in the riddle. Delightful graphics highlight the material. Available on 48K disk for the Apple II and TRS-80; a network version is available for the Apple. Grade level is 4 to 6.

4R-704TD Riddle Me This (TRS-80) $85.25
4R-704AD Riddle Me This (Apple) $85.25
4R-704AD-N Riddle Me This (Apple, Network) ... $170.95

QUOTATION MARKS

This is a series of six programs which illustrate and review the many uses of quotation marks and the proper punctuation of quotations. The topics covered include: *Direct Quotations, Indirect Quotations, Capital Letters in Direct Quotations, Interrupting Expressions in the Quoted Sentence, Direct Quotations and Commas,* and *Closing Punctuation.* Each lesson begins with a review of that particular usage; after an incorrect response, the program will branch to a tutorial section to clarify the concept. Three reproducible activity masters are included with each set. Available on disk for the Apple II with 48K and the TRS-80 with 32K (back-ups included); and on cassette for the Pet with 8K and the TRS-80 with 16K.

3K-110AD Quotation Marks (Apple) $59.95
3K-110PC Quotation Marks (Pet) $59.95
3K-110TC Quotation Marks (TRS, cassette) $59.95
3K-110TD Quotation Marks (TRS, disk) $59.95

VERBS, NOUNS, & PRONOUNS

These two comprehensive multi-level programs cover the basics of verbs, nouns, and pronouns. VERBS covers: verb recognition and identification; regular and irregular verb tenses; subject-predicate correspondence; contractions; and correct usage. NOUNS AND PRONOUNS covers noun recognition; identification of common and proper nouns; regular and irregular noun plurals; and identification of pronouns and pronoun antecedents. The vocabulary level is controlled to correspond to the student's reading level. Each lesson includes an introductory frame with a simple example; difficult words and concepts are presented at least twice in different formats. Both programs feature complete student file management, and are available for the Apple II with 48K and disk.

4H-1208 Verbs $32.95
4H-1209 Nouns and Pronouns $32.95

PUNCTUATION I

This delightful program, which takes full advantage of the Apple II's color, graphics, animation, and sound producing qualities, teaches and reinforces basic punctuation. An interactive tutorial method is used to immediately involve the student with the lesson. The period, question mark, and exclamation point are introduced and the student is given drill work which consists of inserting the correct punctuation at the ends of sentences. The program branches back to instruction when the student makes an error, and will provide additional drill exercises. Reproducible activity masters are included. Available on disk (back-ups included) for the Apple II, TRS-80, and Atari with 48K. "Both students and teachers find this material appealing."—*INFOWORLD.*

3K-DK4811A Punctuation I (Apple) $59.95
3K-DK4811R Punctuation I (Atari) $59.95
3K-DK4811T Punctuation I (TRS-80) $59.95

PUNCTUATION II

In this program the student is taught about the uses of commas in letter headings, after a salutation, in compound sentences, when putting objects or events together, and in letter closings. Drill practice is interspersed with the teaching, keeping the student involved with the lessons. The final drill includes all of the usages of the comma which were taught. The program branches back to a tutorial review if the student places commas incorrectly. Reproducible activity masters are included. Available for the Apple II with 48K and disk (back-up included).

3K-DK4821A Punctuation II (Apple) $59.95

THE SPELLING SYSTEM

THE SPELLING SYSTEM stresses the importance of recognizing and practicing spelling patterns in a variety of contexts. The program is designed to teach the major principles and patterns that occur in the spelling of over 1400 English words, and also covers many spelling irregularities. Games, puzzles, and highly motivating graphic practice formats are included; special attention is given to phonetic spellings. A teacher option is available for adding new words. Four program diskettes, a teacher's guide, a reproducible activity book, and a binder are included. Grade level is 4 to 8; available for the Apple II with 48K and disk.

ML-400AD The Spelling System $195.00

SPELLING IN CONTEXT

Learning to spell in context is one of the most useful means to improve spelling skills. This comprehensive series of 26 programs provides over 5200 words in contextual sentences, divided into 308 lessons for grades 1 through 8. Each word is flashed on the screen for a length of time determined by the instructor; then the word disappears and a sentence is displayed. The sentence contains a blank in which the student types the word. If the word is misspelled, the student is guided to try again; correct answers receive positive reinforcement. If the student scores less than 90 percent correct, the misspelled words will be reviewed at the end of the lesson. Available on 32K disk for the Apple II, Atari, and TRS-80; and on 64K disk for the Commodore 64 and IBM PC & PCjr. The IBM version requires the IBM Color Adaptor Card.

2J-35AD Spelling in Context (Apple) $250.00
2J-35BD Spelling in Context (IBM) $250.00
2J-35CD Spelling in Context (C64) $250.00
2J-35RD Spelling in Context (Atari) $250.00
2J-35TD Spelling in Context (TRS-80) $250.00

THE SPELLING MACHINE

THE SPELLING MACHINE contains 700 words that comprise approximately 85 percent of those most frequently used by elementary students. The words are presented in sentences; a step-by-step approach using branching individualizes lessons to meet each student's needs. Insertion of user-selected words is easy with the powerful text-editing features, and a complete record keeping system permits the instructor to easily follow student progress. Extensive use of color graphics, sound, and reinforcement games help motivate the learner. The built-in word list covers grades 1 through 6. A comprehensive manual is included; available for the Apple II with 48K and disk.

8R-20AD The Spelling Machine $49.95

VOCABULARY BUILDERS

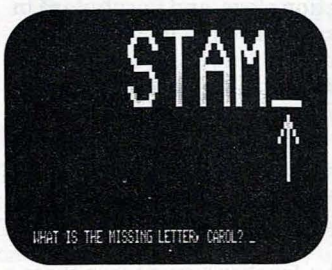
In VOCABULARY BUILDERS the computer guides students through various activities to expand skills in analyzing and understanding word meanings. Homonyms, synonyms, antonyms, and context clues are just some of the areas covered. Continuous student involvement insures a high level of reinforcement; review questions and vocabulary games are included. Available on 32K disk for the Apple II and Atari; and on 16K cassette for the TRS-80 and the Pet. Write for information on network versions.

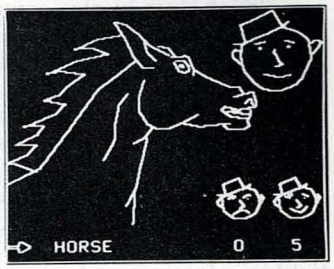
6A-1600A Vocabulary Builders (Apple) $67.00
6A-1600P Vocabulary Builders (Pet) $56.00
6A-1600R Vocabulary Builders (Atari) $67.00
6A-1600T Vocabulary Builders (TRS-80) $56.00

SPELLTRONICS

This program uses a systematic approach to spelling that utilizes the letter cloze technique to reinforce correct spelling and build visual memory at the elementary and remedial secondary level. Each word is presented three separate times with different letters deleted; the student then adds the missing letters. Finally, the student must type the entire word in a sentence so that the word is used in context. Words are grouped according to linguistic, phonic, or spelling concepts with the student advancing from simple to more complex material, including vowel and consonant patterns, word endings, useful words, and unexpected spellings. Over 240 words are included with the program, and the instructor can add additional words when desired. Available on disk (back-up included) for the Apple II, TRS-80, and Atari with 48K; and on cassette for the TRS-80 with 16K and the Pet with 8K.

3K-DK1531A Spelltronics (Apple) $69.00
3K-CP1531T Spelltronics (TRS-80, cassette) $59.00
3K-DK1531T Spelltronics (TRS-80, disk) $69.00
3K-DK1531R Spelltronics (Atari) $69.00
3K-CP1531P Spelltronics (Pet) $59.00





SPELLING BEE & READING PRIMER

SPELLING BEE is a learning program geared for students in the primary grades that will help establish new vocabulary and build basic spelling skills by linking words with objects. READING PRIMER will help students take the first step into reading on their own; the program's design promotes comfortable interaction with the computer for younger children. A *System Generator* allows the instructor to tailor the programs to student needs. Includes high-resolution graphics, musical sound effects, a teachers manual, and a Children's Illustrated Operating Guide. Available for the Apple II with 48K and disk.

3L-M80 Spelling Bee & Reading Primer $39.95

WORDSEARCH

This program allows a teacher to enter a series of words, out of which the Apple will create its own unique word-search puzzle! Options include whether to overlap words, place words frontwards, backwards, and diagonal, or to place them only left to right and top to bottom. The words used are printed underneath the puzzle; an answer key can be printed upon request. Use of a printer is required. Available for the Apple II with 48K and disk.

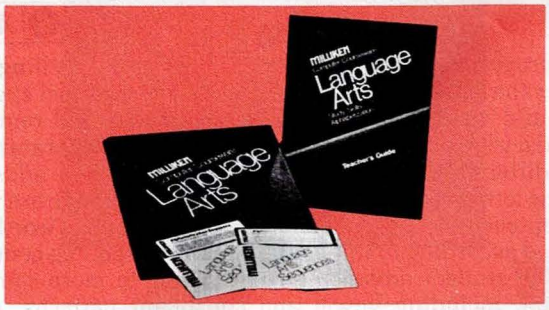
4H-1301 Wordsearch $29.95

WIZARD OF WORDS

Explore a realm where learning language skills and vocabulary is an entrancing experience. Knights, heralds, jugglers, a princess, even a fire-breathing dragon help as the Wizard's wand creates magic in five different games. An option is available that allows the instructor to add words to those already included with the program. Available for the Apple II with 48K and disk.

2Y-300AD Wizard of Words $39.95

Spelling and Vocabulary Skills



CLOZE PLUS

The CLOZE PLUS program from Milliken Courseware develops comprehension skills and vocabulary through structured cloze and context analysis for reading levels three through eight. There are 20 lessons for each level, which consist of short (seven to ten paragraph) reading selections with cloze and word-meaning exercises. Immediate feedback and clues are provided, according to the student's performance. Three kinds of exercises are included: meaning completion cloze, syntax completion cloze, and vocabulary in context. Among the skills developed through these exercises are interpretation and association; identifying pronoun antecedents; and noting similarities and differences. A comprehensive management system is included that allows the teacher to maintain individual records for up to 100 students in as many as five classes; identify problem areas; make print-outs of student performance; and more. Two sets of CLOZE PLUS are available: one for reading levels 3, 4 and 5, the other for levels 6, 7, and 8. Each set contains 12 disks, teacher information sheets, and a teacher's guide in a three-ring binder. Available for the Apple II with 48K and disk.

ML-1000 Cloze Plus Levels 3-5 ..... $425.00
ML-2000 Cloze Plus Levels 6-8 ..... $425.00

WHOLE BRAIN SPELLING

WHOLE BRAIN SPELLING combines sound learning techniques with solid programming experience to provide a tutorial package of high quality and versatility. It contains over 2000 words in 200 lists for age levels 9 through adult, and is designed to develop internal visualization skills for spelling improvement. Very user-friendly, the program allows the student to move to any lesson section as desired, choose word lists to study, and proceed at an individual pace. Lesson instructions are always available at the touch of a key. Uses upper and lower case letters; the incorrect letters in misspelled words are high-lighted in color for added emphasis. A superb educator-designed package. Available for the Apple II with 48K and disk.

8C-60D Whole Brain Spelling $34.95

SPECIAL LEARNING SPELLING

This series is designed to meet the special needs of students with specific language learning disabilities or spelling deficits. The main subjects covered are spelling rules and exceptions; individualized repetitive exercises and positive reinforcement are emphasized to help motivate student interest and understanding. Tutorials are provided for each spelling rule. Developed by a language therapist, this series is ideally suited to any special education language curriculum. Available on disk for the Apple II with 48K and the Commodore 64 with 64K; and on cassette for the Pet with 16K.

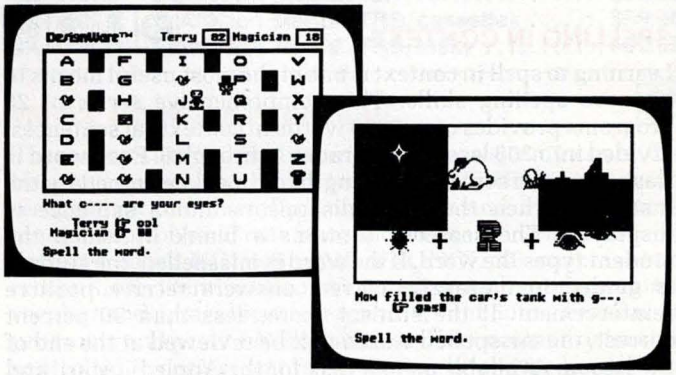
8E-100AD Special Learning Spelling (Apple) $230.00
8E-100CD Special Learning Spelling (C64) $199.95
8E-100PC Special Learning Spelling (Pet) $199.95

SPELLAKAZAM

NEW

Outrace the magician to his magic hat! If you spell words correctly along the way, something magical will pop out of the hat when you pick it up! Over 400 words from the Silver Burdett Spelling program are included for grade levels 2 through 8, plus you can add your own spelling words. One or two players can use either the keyboard or joysticks in this magical spelling game. Available on disk for the Apple II and Atari with 48K, and the IBM PC and Commodore 64 with 64K.

4Y-100AD Spellakazam (Apple) $39.95
4Y-100BD Spellakazam (IBM) $39.95
4Y-100CD Spellakazam (C64) $39.95
4Y-100RD Spellakazam (Atari) $39.95



SPELLAGRAPH

NEW

SPELLAGRAPH is a game that makes spelling fun. Figure out the missing word in a sentence, then spell it; spell it correctly and you get a chance to guess the rebus word-picture puzzle. Each correctly spelled word will uncover one square of the rebus. The less squares that are uncovered when you guess the rebus, the more points you receive! Over 400 words from the Silver Burdett Spelling program are included in SPELLAGRAPH, and you can add your own spelling words too. Colorful animation and optional sound effects create an enjoyable game for one or two players in grade levels 2 through 8. Available on disk for the Apple II and the Atari with 48K, and the IBM PC and the Commodore 64 with 64K.

4Y-200AD Spellagraph (Apple) $39.95
4Y-200BD Spellagraph (IBM) $39.95
4Y-200CD Spellagraph (C64) $39.95
4Y-200RD Spellagraph (Atari) $39.95

DIETING DINOSAUR

The DIETING DINOSAUR word games use a positive-reinforcement variation of the hangman format to promote vocabulary, spelling, and writing skills. The game is hosted by a resident dinosaur who is on a strict diet and can only eat letters which fit into the word to be guessed; students have the opportunity to feed the creature while expanding their vocabulary! Major features include extensive keyboard error-checking, large printing, optional upper and lower case letters, random or sequential word selection, extensive documentation, and an instructor-modifiable word list. A great way to add enthusiasm to your language class! DIETING DINOSAUR 1 covers grades 3 to 6, and DIETING DINOSAUR 2, grades 7 to 8. Available for the TRS-80 on 16K cassette and 32K disk.

2X-DDE Dieting Dinosaur 1 (cassette) $29.95
2X-KDE Dieting Dinosaur 1 (disk) $34.95
2X-DDM Dieting Dinosaur 2 (cassette) $29.95
2X-KDM Dieting Dinosaur 2 (disk) $34.95

COMPU-SPELL

COMPU-SPELL is a spelling practice program designed for use with one or more of the grade-level disks, or by itself with the instructor designating the words to be used. The system features individual student file management, upper and lower case text, and positive reinforcement of correct answers. Each grade-level disk contains 800-1200 words and requires the use of the system disk. Using a blank initialized disk and the system disk the teacher may designate an unlimited number of spelling words. Available for the Apple II with 48K and disk.

3L-M90	**Compu-Spell System Management Disk (Required)**	**$29.95**
3L-M91	**Compu-Spell Grade 4 Disk**	**$19.95**
3L-M92	**Compu-Spell Grade 5 Disk**	**$19.95**
3L-M93	**Compu-Spell Grade 6 Disk**	**$19.95**
3L-M94	**Compu-Spell Grade 7 Disk**	**$19.95**
3L-M95	**Compu-Spell Grade 8 Disk**	**$19.95**

WORD ATTACK

Making learning fun is the object of this vocabulary package for the Apple, IBM, and Commodore 64 computers. Over 675 words with definitions and sentences illustrating usage are included in four exciting activity programs, with a follow-up learning game featuring arcade action. Included in the program is an editor routine that allows the instructor to enter additional word lists for all of the activity programs. Extensive classroom testing has proven WORD ATTACK to be highly effective in improving vocabulary skills. Available on disk for the Apple II with 48K, and the IBM PC and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card. Age level is 8 to adult.

4D-DA2AD	**Word Attack (Apple)**	**$49.95**
4D-DA2BD	**Word Attack (IBM)**	**$49.95**
4D-DA2CD	**Word Attack (C64)**	**$49.95**

MAGIC SPELLS

In the Kingdom of MAGIC SPELLS, this week's "spelling list" is transformed into a captivating adventure game complete with castles, treasure, demons, and wizards. The student moves through the Castle of Spells unscrambling spelling words to open a treasure chest of gold and precious jewels. The program features colorful graphics and large, easy-to-read letters in upper and lower case; customized word lists appropiate to any skill level can be created easily for use in the Castle. Available on disk for the Apple II and Atari with 48K, and the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card. Age level is 6 to 10.

8L-LC909AD	**Magic Spells (Apple)**	**$34.95**
8L-LC909BD	**Magic Spells (IBM)**	**$34.95**
8L-LC909RD	**Magic Spells (Atari)**	**$34.95**

VOCABULARY BUILDERS

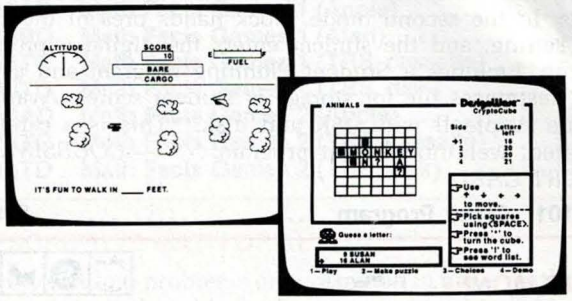
These two sets each contain eleven programs with graded vocabulary questions on synonyms and antonyms, the most common type of questions featured on IQ tests. Over 400 questions covering 2000 words are included with each program, with VOCABULARY BUILDER 2 utilizing a more advanced word list. Available on disk for the Apple II and the Atari with 32K, and the Commodore 64 with 64K; grade level is junior to senior high.

7B-115AD	**Vocabulary Builders 1 (Apple)**	**$24.95**
7B-115CD	**Vocabulary Builders 1 (C64)**	**$24.95**
7B-115RD	**Vocabulary Builders 1 (Atari)**	**$24.95**
7B-120AD	**Vocabulary Builders 2 (Apple)**	**$24.95**
7B-120CD	**Vocabulary Builders 2 (C64)**	**$24.95**
7B-120RD	**Vocabulary Builders 2 (Atari)**	**$24.95**

SPELLICOPTER

Your mission: take command of a chopper and fly through crowded skies and mountainous terrain to recover words—letter by letter and in the right order! Spellers of any skill level will improve their vocabulary skills with SPELLICOPTER. Excellent graphics, sound, and animation highlight over 400 built-in spelling words. Teachers can also create their own spelling lists in this fast-paced educational adventure. Available on disk for the Apple II and the Atari with 48K and the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card.

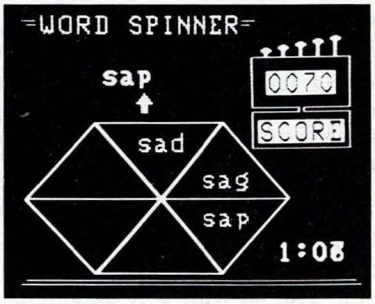
4Y-600AD	**Spellicopter (Apple)**	**$39.95**
4Y-600BD	**Spellicopter (IBM)**	**$39.95**
4Y-600RD	**Spellicopter (Atari)**	**$39.95**



CRYPTO CUBE

This word game for one or two players teaches vocabulary and spelling by hiding words in puzzles located in a cube. There are 50 puzzles covering a range of interests, plus you can create your own puzzles using your own word lists with the built-in puzzle generator. Lively sound effects and graphics make this program fun to play. Age level is 8 and up; available on disk for the Apple II and the Atari with 48K, and the Commodore 64 and the IBM PC with 64K. The IBM version requires the IBM Color Adaptor Card.

4Y-800AD	**Crypto Cube (Apple)**	**$39.95**
4Y-800BD	**Crypto Cube (IBM)**	**$39.95**
4Y-800CD	**Crypto Cube (C64)**	**$39.95**
4Y-800RD	**Crypto Cube (Atari)**	**$39.95**



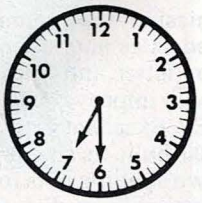
WORD SPINNER

NEW

Ready to be a WORD SPINNER winner? This complete-the-word game will keep you spinning through the alphabet looking for new words to spell. Start by spinning words that you know, then discover how many new words can be made by changing one or two letters. Spell enough words to win 300 points and you get to spin the word wheel for a prize! Colorful graphics and optional sound effects highlight this whirling word-building game from The Learning Company. Grade level is 1 to 5. Available on disk for the Apple II and the Atari with 48K, and the IBM PC and the Commodore 64 with 64K.

8L-LC911AD	**Word Spinner (Apple)**	**$34.95**
8L-LC911BD	**Word Spinner (IBM)**	**$34.95**
8L-LC911CD	**Word Spinner (C64)**	**$34.95**
8L-LC911RD	**Word Spinner (Atari)**	**$34.95**

Math



CLOCK PROGRAM

An interactive program to aid the student in learning to recognize and write expressions of time. In the first mode, digital time is presented and the student sets the clock hands. In the second mode, clock hands present the stimulus setting, and the student enters the digital expression of time. Includes a *Student Planning* program and a *Student Responses* file for storage of student scores. Available for the Apple II with 48K and disk. "This is a carefully prepared, well thought out program. . . " — *COURSEWARE REPORT CARD.*

4H-0101 Clock Program $39.95

USING MONEY

Here is an effective and practical use of the computer's capabilities to teach the value of coins and currency. Programs include: *Let's Look at Money; Everyday Use of Money;* and *If You Ran a Cookieshop.* How to pay for things and how to calculate the correct change are highlighted areas; grade level is 2 to 4. Available on 32K disk for the Apple II and Atari, and on 16K cassette for the Pet, TRS-80, and Atari. Write for information on network versions.

6A-2300AD Using Money (Apple) $50.00
6A-2300PC Using Money (Pet) $42.00
6A-2300RC Using Money (Atari, cassette) $42.00
6A-2300RD Using Money (Atari, disk) $50.00
6A-2300TC Using Money (TRS-80) $42.00

TELLING TIME SET

This set of three programs on how to tell time is designed for the young student using the TRS-80. One program focuses on telling the hour, the second on the half-hour, and the third on the quarter-hour. Each program features two activities: selecting the time to match the graphically-displayed clock hands, and a timed game to select the correct time. Three levels of difficulty are provided. No typing is required; students respond by making single keystrokes or pressing the space-bar. A highly motivational way for helping youngsters learn to tell time accurately. Available for the TRS-80 with 16K cassette or 32K disk.

2J-52TC Telling Time Set (cassette) $39.95
2J-52TD Telling Time Set (disk) $39.95

NUMBER SERIES

Contains eight programs that provide practice in dealing with number series. The first lesson teaches how to approach number series and how to analyze their patterns. Later lessons provide practice with increasingly difficult problems, giving clues if students need help. The final lesson is a test of abilities. Level is elementary and up; available on disk for the Apple II and Atari with 32K and the Commodore 64 with 64K; and on cassette for the Atari with 16K.

7B-170AD Number Series (Apple) $24.95
7B-170CD Number Series (C64) $24.95
7B-170RC Number Series (Atari, cassette) $19.95
7B-170RD Number Series (Atari, disk) $24.95

MATHEMATICS FOR THE PET & COMMODORE 64

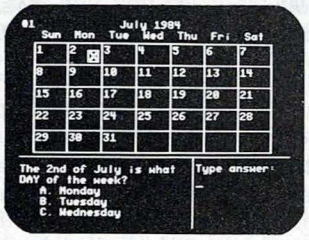
A complete series of programs in primary and elementary math for the Pet and Commodore 64 microcomputers. The PRIMARY MATHEMATICS unit includes programs on learning to count with numbers, finding the missing number in a sequence from one to nine, adding and subtracting with objects, and working with basic addition facts. The ELEMENTARY MATHEMATICS unit includes programs on adding or subtracting two and three place numbers, basic multiplication facts, greater than and less than, bar graphs, prime numbers, story problems, and a math "bidding" game that stresses achievement motivation. Each unit is available for the Pet with 8K and cassette, and the Commodore 64 with 64K and disk. Student performance is summarized for each program.

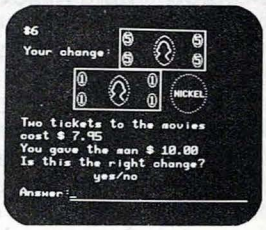
6B-M100 Primary Mathematics (Pet) $40.00
6B-M105 Primary Mathematics (C64) $49.00
6B-M150 Elementary Mathematics (Pet) $56.00
6B-M155 Elementary Mathematics (C64) $69.00

USING A CALENDAR

A great way to teach introductory calendar skills. Each lesson presents a picture of a calendar with information and questions about it. Date/day relationships and general interpretations are covered. The instructor can create any calendar by specifying the month and the first day. Features include an instructor modification routine for the lessons and a review segment of questions missed by the student during the program. Available for the Apple II with 48K and disk.

4H-1801 Using a Calendar $39.95





MONEY! MONEY!

This program was designed to provide practice in working with concepts involving money. The student determines the amounts shown on the screen, represented by high-resolution graphics of coins and bills. The concepts of more and less, the proper amount of money to pay for specific items, and counting change correctly are covered. Includes upper and lower case letters and student file management; available for the Apple II with 48K and disk.

4H-1701 Money! Money! $39.95

TELLING TIME

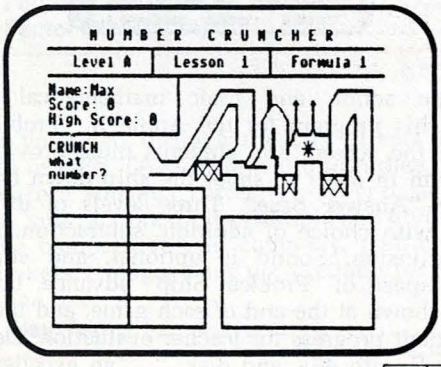
Learning how to tell time is not an easy task, but this clearly presented microcomputer program simplifies the experience for young students. Two units are included, *Hours of the Day* and *Minutes in an Hour.* Grade level is K to 3. Available on 32K disk for the Apple II and on 16K cassette for the Pet, TRS-80, and Atari. Write for information on network versions.

6A-2400AD Telling Time (Apple) $34.00
6A-2400PC Telling Time (Pet) $28.00
6A-2400RC Telling Time (Atari) $28.00
6A-2400TC Telling Time (TRS-80) $28.00

GALAXY MATH FACTS GRAND PRIX

Two programs from the Random House School Division that add fun and flavor to mathematics drill. Both programs cover the following topics: place value, whole number addition, subtraction, multiplication, and division; fractions; decimals and percents; integers; and estimation and rounding. GALAXY MATH FACTS has the student in command of a starship that must return to Earth without being destroyed by the Star Field, the Black Hole, or the Klingons. Correct responses to the math questions allow the student to accumulate energy and ammunition. In GRAND PRIX, students try to win the big race, with successive levels of difficulty in both the math problems and driving skill. Correct answers enable students to change tires, refuel, and repair their cars. Both programs are accompanied by comprehensive teacher's manuals. Grade level for both programs is 1 to 9, and they are available for the Apple II, TRS-80, and Atari with 48K and disk (GRAND PRIX is not available for the TRS-80). "For motivation and skill development, Random House has won the battle for putting stars in student's eyes during math class."—*COURSEWARE REPORT CARD.*

2P-9982 Galaxy Math (Apple) $175.00
2P-9981 Galaxy Math (TRS-80) $175.00
2P-7177 Galaxy Math (Atari) $175.00
2P-9725 Grand Prix (Apple) $175.00
2P-7180 Grand Prix (Atari) $175.00



NUMBER CRUNCHER

Wheels turn and gears spin in this interesting program, which displays a "function" machine on the computer screen. The student inserts numbers into the machine and a new number will pop out the other end! The student's objective is to discover, from a predefined set of mathematical rules, which rule the function machine used to produce the number. A wonderfully motivating program that encourages reasoning and logical thinking. Available on disk for the Apple II and TRS-80 with 32K, the Atari with 48K, and the Commodore 64 with 64K. Grade level is 1 to 6.

2J-15AD Number Cruncher (Apple) $49.95
2J-15CD Number Cruncher (C64) ..... *New* $49.95
2J-15RD Number Cruncher (Atari) $49.95
2J-15TD Number Cruncher (TRS-80) $49.95

MATH FACTS GAMES

These games provide highly motivating practice on the basic math facts of addition, subtraction, multiplication, and division. The student may choose any operation or combination of operations on four levels of difficulty. MATH FACTS GAMES SET 1 contains *Secret Word*, in which the student has to guess a math word after being provided with clues; two timed speed drills, *Count Down* and *The Great Computer Challenge*; and *Tic-Tac-Toe* using math problems. MATH FACTS GAMES SET 2 contains four unique games which utilize movement and speed to drill on math facts, including *Stop the Fact*, *Guide the Answer*, *Find the Answer*, and *The Great Fact Race*. Available on disk for the Apple II with 48K, and the TRS-80 and the Atari with 32K; and on cassette for the TRS-80 with 16K. SET 2 is not available for the Atari.

2J-13AD Math Facts Games 1 (Apple) $34.95
2J-13RD Math Facts Games 1 (Atari) $34.95
2J-13TC Math Facts Games 1 (TRS, cassette) $34.95
2J-13TD Math Facts Games 1 (TRS, disk) $34.95
2J-14AD Math Facts Games 2 (Apple) $34.95
2J-14TC Math Facts Games 2 (TRS, cassette) $34.95
2J-14TD Math Facts Games 2 (TRS, disk) $34.95

PRESCRIPTIVE MATH DRILL

Twenty random problems are presented in basic math, with an instructor selectable "correct percentage level" for each student. This allows automatic advancement to the next level of difficulty upon mastery of the current level. The computer maintains records for up to 100 students on their current level and percentage of correct answers. The instructor can adjust levels and percentage requirements at any time. Available for the Apple II with 48K and disk.

4H-1401 Prescriptive Math Drill $79.95

SOCCER MATH

A highly popular math teaching program which utilizes graphically displayed soccer players. Includes a choice of addition, subtraction, and multiplication, in ten skill levels, for two players. With a correct answer, the soccer player kicks in a goal, while an incorrect answer results in a missed shot. The first player to score ten goals wins. A teacher management file for accessing student skill levels is also featured. Available for the Apple II and the Atari with 48K and disk. "A good, straightforward program that does what it sets out to do, and does it well." — *COURSEWARE REPORT CARD.*

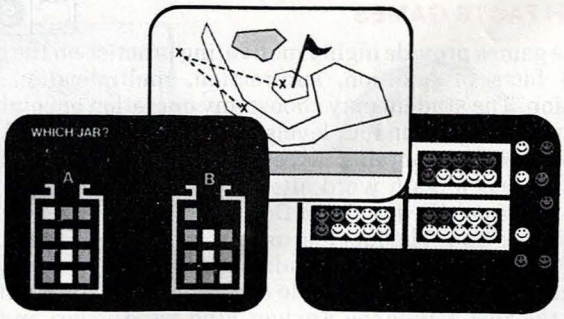
2L-303AP Soccer Math (Apple) $29.95
2L-303AT Soccer Math (Atari) $29.95

MATH SPORTS PACKAGE

This package consists of ten math programs with sports motifs that are specially designed to enhance student motivation. They include *Slam Dunk*, a basketball subtraction program; *Two-Minute Warning*, a subtraction practice program with a football game; *Last of the Ninth*, which features baseball multiplication; *Sum It Mountain*, a mountain climbing cumulative addition program; *Number Jumper*, a track and field successive addition program; *Medal Winner*, Olympic gold medals for maximizing multiplication; *Pinball IQ*, a division facts exercise; *Caterpillar 500*, an auto racing program on whole number expressions; and *Math Golf* and *Numbowling*, two order of operations programs. An excellent series for enjoyable mathematics learning and reinforcement, available for the Pet with 8K and cassette and the Commodore 64 with 64K and disk.

6B-MA45 Math Sports Package (Pet) $139.50
6B-CMA45 Math Sports Package (C64) $157.50

Math



EDUFUN MATH GAMES

These four packages for the Apple II and Atari cover math concepts for grades 2 through 6. Each package consists of two program games, with 24 reproducible worksheets and teacher-support material. A complete management system to maintain student performance data is also featured, with teacher-access via codeword. The sound level can be adjusted or eliminated. The games are suitable for both individual and group use, and require 48K for Apple disk and 32K for Atari disk.

ML-110AD **Gulp/Arrow Graphics (Apple) $39.95**
ML-110RD **Gulp/Arrow Graphics (Atari) $39.95**

GULP practices basic addition and multiplication skills with a big fish chasing a little fish. In ARROW GRAPHICS, students learn problem solving and spatial relationships by reprogramming the direction of a bouncing arrow.

ML-120AD **Frenzy/Flip Flop (Apple) $39.95**
ML-120RD **Frenzy/Flip Flop (Atari) $39.95**

FRENZY drills on subtraction and division facts with students trying to keep an alligator from eating a school of fish. In FLIP FLOP the student slides, flips, and turns two geometric shapes on the screen so that they match up.

ML-130AD **Golf Classic/Compubar (Apple) $39.95**
ML-130RD **Golf Classic/Compubar (Atari) $39.95**

GOLF CLASSIC, for one to four players, requires students to determine the angle and the distance from tee to green that a golf ball should be hit, with hazards and sand traps included. COMPUBAR involves students with adding or subtracting from bars on a graph to equal the amount of a "totals" bar.

ML-140AD **Battling Bugs/Concentraction (Apple) $39.95**
ML-140RD **Battling Bugs/Concentraction (Atari) $39.95**

In BATTLING BUGS, students use positive and negative numbers to add bugs to marching columns in order to make them equivalent. CONCENTRACTION has twenty tiles hiding pictures or symbols of fractions; students try to uncover a matching pair that is equivalent.

ELEMENTARY MATH PACKAGE

Four programs in mathematic instruction, including: *Place Value*, which introduces the basic concepts of the decimal system; *Number Strings*, a drill and practice program on the addition of strings of numbers; *Math Drill*, which provides graphic drills on addition, subtraction, and multiplication; and *Division Drill*, a program covering division problems and also utilizing graphics. Available for the Apple II with 32K and disk and the TRS-80 with 16K and cassette.

6C-AP050D **Math Package (Apple) $39.95**
6C-ED001C **Math Package (TRS-80) $39.95**

PLATO MATHEMATICS

Control Data's PLATO software, developed and refined over a 20-year period on time-sharing mainframe computer systems, has been thoroughly tested and proven in the academic community. This interactive series of programs is the ideal foundation for a computer-assisted math curriculum. Each program is available for the Apple II and the Atari with 48K and disk; elementary level.

8L-4000 **Basic Number Facts (Apple) $39.00**
8L-5000 **Basic Number Facts (Atari) $39.00**

Provides practice in basic numbers including addition without carrying, subtraction without borrowing, and multiplication/division with single digits.

8L-4030 **Whole Numbers (Apple) $39.00**
8L-5030 **Whole Numbers (Atari) $39.00**

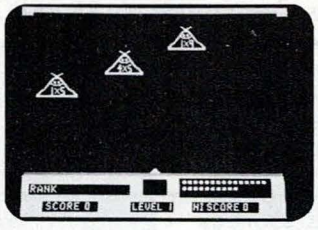
Provides practice in whole number operations of addition, subtraction, multiplication, and division. Interest is developed by use of a simulated pinball game.

8L-4020 **Decimals (Apple) $39.00**
8L-5020 **Decimals (Atari) $39.00**

Provides practice in locating decimal numbers on the number line. Children are challenged to "burst" balloons by "throwing" darts at the correct location on the number line. Difficulty adjusts to student performance.

8L-4010 **Fractions (Apple) $39.00**
8L-5010 **Fractions (Atari) $39.00**

Provides practice in locating fractions on the number line; similar in format to DECIMALS described above.



MULTIPLOY

Arcade-type action and basic mathematical operations highlight this program for the Apple II. "Problem Ships" appear on the screen, and students must provide the correct solution in order to shoot the ship down before it destroys the "Answer Base". Three levels of difficulty are provided, with choice of addition, subtraction, multiplication, or division. Sound is optional, and students can select the speed of "Problem Ship" advance. Incorrect answers are shown at the end of each game, and the computer tracks student progress for teacher evaluation. Designed for the Apple II with 48K and disk. "... an excellent package for mathematics drill..." — *APPLE COMPUTER SOFTWARE*.

8P-4742 **Multiploy $24.95**

ELEMENTARY MATH EDU-DISK

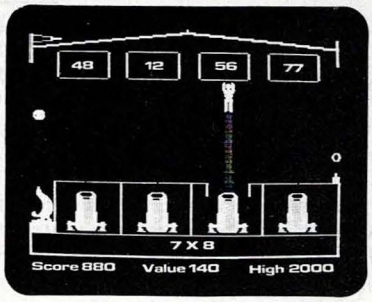
This program contains interactive lessons designed to teach elementary addition, subtraction, multiplication, and division on nine skill levels. These lessons use extensive color graphics and a unique system of audible voice stimulus through the Apple's speaker to maintain student interest and reinforce basic concepts. Student scores are maintained for later retrieval by the instructor. Available for the Apple II with 48K and disk.

6E-100A **Elementary Math Edu-Disk $39.95**

MATH BLASTER

Making learning fun is the object of this math program for the Apple, IBM, and Commodore 64 computers. Over 600 problems in addition, subtraction, multiplication, division, fractions, and decimals are contained in four exciting activity programs, with a follow-up learning game featuring arcade action. Included is an editor routine that allows the instructor to enter additional problems for all of the activity programs. Extensive classroom testing has proven MATH BLASTER to be highly effective in improving math skills. Available on disk for the Apple II with 48K, and the IBM PC and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card. Age level is 6 to 12.

4D-DA1AD Math Blaster (Apple) $49.95
4D-DA1BD Math Blaster (IBM) $49.95
4D-DA1CD Math Blaster (C64) $49.95



FACTOR BLAST

NEW

Can learning to factor numbers be fun? Yes, with FACTOR BLAST! The object of the game is to pick the numbers that can be factored from a grid on the screen; the higher the number, the more points you get. Your opponent, either another player or the computer, then must blast away all of the factors for the number that you picked. Animated graphics and optional sound effects bring excitement to learning this essential math skill. Grade level is 5 and up; available on disk for the Apple II and the Atari with 48K, and the Commodore 64 with 64K.

4J-15409 Factor Blast (Apple) $34.95
4J-15419 Factor Blast (Atari) $29.95
4J-15430 Factor Blast (C64) $29.95

HEY TAXI

Maneuver your cab through the city streets to pick up passengers in HEY TAXI from Milton Bradley. In order to collect your fare, you must correctly answer basic math facts in addition, subtraction, multiplication, and division. Watch out for the competitive cab company, traffic fines, and speeding tickets! For ages 6 and up; available for the Apple II with 48K and disk.

6T-7258 Hey Taxi $39.95

MISSING MATH FACTS

MISSING MATH FACTS contains addition, subtraction, multiplication, and division problems on four levels of difficulty. Each example is presented with the answer, but missing another component; the student must find out what the missing number is. Positive reinforcement of correct answers is featured. Available on 32K disk (back-ups included) for the Apple II and TRS-80, and on cassette for the Pet with 8K and the TRS-80 with 16K.

3K-DK20020A Missing Math Facts (Apple) $49.95
3K-DK20020T Missing Math Facts (TRS, disk) $49.95
3K-CP20020T Missing Math Facts (TRS, cassette) $39.95
3K-CP20020P Missing Math Facts (Pet) $39.95

MATH SEQUENCES

The MATH SEQUENCES program from Milliken Courseware is a comprehensive, objectives-based math curriculum that covers the pre-algebra skills taught in the first through eighth grades. The curriculum is composed of the following sequences: *Number Readiness, Addition, Subtraction, Multiplication, Division, Laws of Arithmetic, Integers, Fractions, Decimals, Percents, Equations,* and *Measurement Formulas*. Each sequence is divided into small, well-defined problem levels that gradually increase in difficulty. Mastery of an assigned level advances the student to the next level; unsatisfactory achievement causes the student to move to the next lower level for additional practice. Mastery standards, as well as the pace of movement through the levels, may be individualized for each student. The management system allows the teacher to maintain records for up to 100 students in five classes, identify specific problem areas for each student, and make printouts of student performance. The complete package contains 12 disks and a teacher's guide in a three-ring binder, and is available for the Apple II with 48K and the Atari with 32K.

ML-1001 Math Sequences (Apple) $450.00
ML-1002 Math Sequences (Atari) $450.00

ADDITION MAGICIAN

NEW

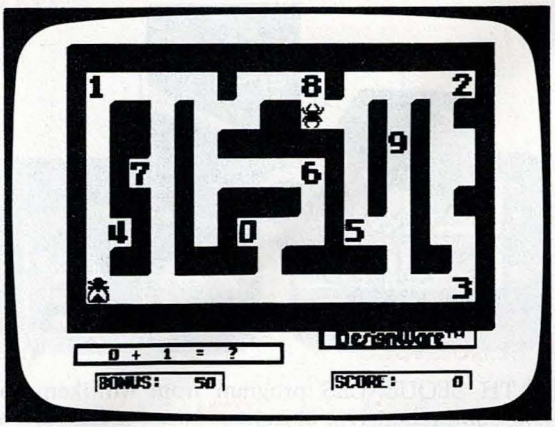
Ever played number games with a magician? Now you can! The ADDITION MAGICIAN will help you add numbers in different ways and recognize number patterns. A set of numbers appears within a box on the screen, and your task is to build walls around the numbers that add up to a target sum. Build the walls correctly and you will receive prizes from the Magician's Treasure Chest. This work-against-the-clock number strategy game from The Learning Company is sure to cast a captivating spell! Grade level is 1 to 5. Available on disk for the Apple II with 48K, and the IBM PC and the Commodore 64 with 64K.

8L-LC910AD Addition Magician (Apple) $34.95
8L-LC910BD Addition Magician (IBM) $34.95
8L-LC910CD Addition Magician (C64) $34.95

THE MATH MACHINE

Sound educational and psychological content highlight this effective mathematics instructional package. Includes a variety of lesson formats at different skill levels in pre-math, addition, subtraction, multiplication, and division. A step-by-step approach individualizes lessons to meet each student's needs, while an innovative reinforcement system motivates the student to succeed. Includes a record keeping system for reviewing student progress, and a comprehensive manual. Color graphics and sound are also featured. The skills covered are those typically taught in grades K-6. Available for the Apple with 48K and disk. "Very effective and well worth its price."—*THE COMPUTING TEACHER.* "Well designed math system..."—*CREATIVE COMPUTING.*

8R-10AD The Math Machine $79.95



MATH MAZE

MATH MAZE combines the excitement and motivation of an action game with basic math drills. Practice addition, subtraction, multiplication, and division while you fly through the puzzles to retrieve numbers which correspond to the answer of a given problem. There are 40 mazes to choose from, or you can make up your own. Points are awarded depending on how fast you solve each problem. You race against the clock in easier versions; at the more advanced levels, a deadly spider chases you and invisible walls block your path. The difficulty of the problems and of the game can be independently varied. Designed for ages 6 to 11; available on disk for the Apple II and the Atari with 48K, and the IBM PC and the Commodore 64 with 64K. The IBM version requires the IBM Color Adaptor Card.

4Y-500AD Math Maze (Apple) $39.95
4Y-500BD Math Maze (IBM) $39.95
4Y-500CD Math Maze (C64) $39.95
4Y-500RD Math Maze (Atari) $39.95

BEGINNING MATH CONCEPTS

A set of easy to use programs for grades K-3 covering number concepts through intensive drill and structured activities. The topics covered include counting and number values from 1 to 10, and 10 to 30; beginning addition; and number value comparisons. A choice of difficulty levels accomodates students of all capabilities. Motivational activities, games, and puzzles cleverly disguise structured drill. Available on 32K disk for the Apple II, and on 16K cassette for the TRS-80 and the Pet. A network version is available for the Apple.

6A-2600P Beginning Math Concepts (Pet) $56.00
6A-2600T Beginning Math Concepts (TRS-80) .. $56.00
6A-2600A Beginning Math Concepts (Apple) $67.00
6A-2600A-N Beginning Math Concepts (Apple, Network) $134.00

INTERMEDIATE MATH SKILLS

This set for grades 3-8 provides an effective review of intermediate math skills and a quick appraisal of the student's level of understanding. Units include *Addition and Subtraction of Fractions; Multiplication and Division of Fractions; Using Decimals;* and *Working With Percent.* Fun activities and computer graphics help reinforce concepts and pinpoint problem areas. Available on 32K disk for the Apple II, and on 16K cassette for the TRS-80 and the Pet. A network version is available for the Apple.

6A-2200P Intermediate Math Skills (Pet) $56.00
6A-2200T Intermediate Math Skills (TRS-80) $56.00
6A-2200A Intermediate Math Skills (Apple) $67.00
6A-2200A-N Intermediate Math Skills (Apple, Network) $134.00

SEMANTIC CALCULATOR: SOLVING WORD PROBLEMS

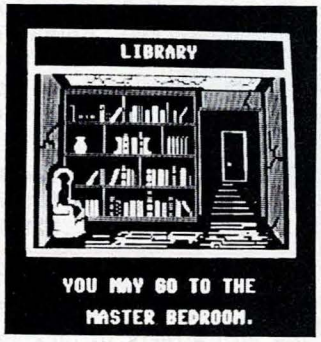
If your students are adding 6 apples and 6 oranges and getting 12, they're getting their math right but their units are wrong. The SEMANTIC CALCULATOR is an innovative tool that helps your students explore and solve such word problems by focusing on the type of units rather than numbers, thus providing an understanding of real-world math problems. When a solution is attempted using incorrect units, the program will direct the student to the correct units needed in order to find the right answer. A tutorial mode helps students get started. Available on disk for the Apple II with 48K and the TRS-80 with 32K; includes a teacher's guide and a back-up disk. Grade level is 6 to 10.

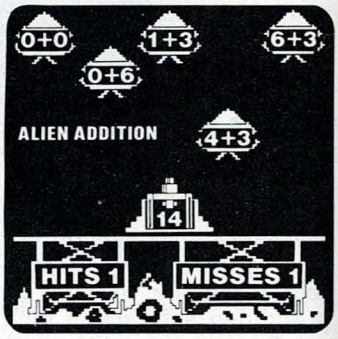
8K-1081AD Semantic Calculator (Apple) $95.00
8K-1082TD Semantic Calculator (TRS-80) $95.00

CHALLENGE MATH

An alien from space, a lovable dinosaur-like creature, and a mysterious mansion help students practice basic whole number and decimal math operations. In *Alien Intruder,* basic number facts must be given before the alien eats the numbers. Estimation skills are used in *Digitosaurus* to help a friendly creature grow older and wiser. *Math Mansion* presents an answer for which a problem must be constructed in order to travel through a haunted house. An option allows teachers to modify difficulty levels. Grade level is 2 to 6; available on disk for the Apple II with 48K and the Commodore 64 with 64K. A back-up disk and a teacher's guide are included.

8K-969AD Challenge Math (Apple) $55.00
8K-1131CD Challenge Math (C64) $55.00





ARCADEMIC SKILL BUILDERS IN MATH

NEW

The fast action and colorful graphics of these learning/arcade games will motivate your students to learn fundamental math skills. Six programs are available: *Alien Addition, Minus Mission, Meteor Multiplication, Demolition Division, Alligator Mix* (using both addition and subtraction), and *Dragon Mix* (using both multiplication and division). Each program can be adjusted to individual students' needs, and either the keyboard or game paddles may be used to enter responses. Available for the Apple II with 48K and disk; grade level is 1 to 7.

3Y-L1100 Alien Addition $44.00
3Y-L1200 Minus Mission $44.00
3Y-L1300 Meteor Multiplication $44.00
3Y-L1400 Demolition Division $44.00
3Y-L1500 Alligator Mix $44.00
3Y-L1600 Dragon Mix $44.00

READ AND SOLVE MATH

Teach your students the important elements of word problems and the conversion of written problems to a workable number format. READ AND SOLVE MATH allows interaction between student and computer, provides reinforcement of all concepts, and reviews where necessary. Animated graphics reward the student for correct answers. The program is self-scoring and will not allow the student to progress to higher level concepts until the previous lesson has been mastered. Topics covered include key words, writing and using equations, problems without numbers, and extensive practice in interpreting and solving addition, subtraction, multiplication, and division word problems. Includes 14 reproducible activity masters. Available on disk (back-ups included) for the Apple II with 48K and the TRS-80 with 32K; and on cassette for the Pet with 8K and the TRS-80 with 16K. Grade level is 4 to 6 and remedial secondary.

3K-DK3191A Read & Solve Math (Apple) $99.95
3K-CP3191P Read & Solve Math (Pet) $95.00
3K-CP3191T Read & Solve Math (TRS-80, cassette) $95.00
3K-DK3191T Read & Solve Math (TRS-80, disk) $99.95

BASIC SKILLS IN MATH

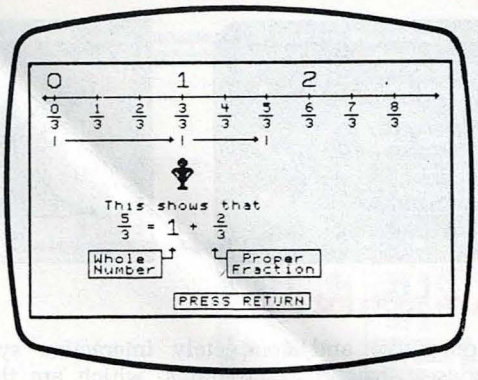
This system pinpoints students' specific problem areas in the fundamental math skills. Each of the four basic math functions are covered in a separate program: BASIC SKILLS IN ADDITION; SUBTRACTION; MULTIPLICATION; and DIVISION. Each program begins with a placement test; the program then branches to provide practice problems based on the student's test results. At the conclusion of each practice session, a mastery test is presented, followed by an Asteroid Math learning game as a reward for a satisfactory score. The student then proceeds to the next difficulty level. A record keeping system shows the teacher how many levels the student has worked on and displays scores for all of the tests; hard copy print-outs are also available. Each program contains three disks for the Apple II with 48K, and a set of correlated spirit masters for additional classroom instruction. The programs are available individually or as a package of 12 disks and four spirit master sets.

LP-8321 Basic Skills In Addition $125.00
LP-8322 Basic Skills In Subtraction $125.00
LP-8323 Basic Skills In Multiplication $125.00
LP-8324 Basic Skills In Division $125.00
LP-8325 Basic Skills In Math Series $495.00

INTRODUCTION TO MATHEMATICS AND DECIMALS ON THE COMPUTER

These programs are designed to help slow learners and learning disabled students build their mathematical abilities by decreasing distractibility factors and increasing interest. INTRODUCTION TO MATHEMATICS covers the addition, subtraction, multiplication, and division of whole numbers, while INTRODUCTION TO DECIMALS covers the same operations with decimals. Each topic features six levels of difficulty with twenty randomly selected problems. Available for the Apple II with 48K and the TRS-80 with 16K and cassette.

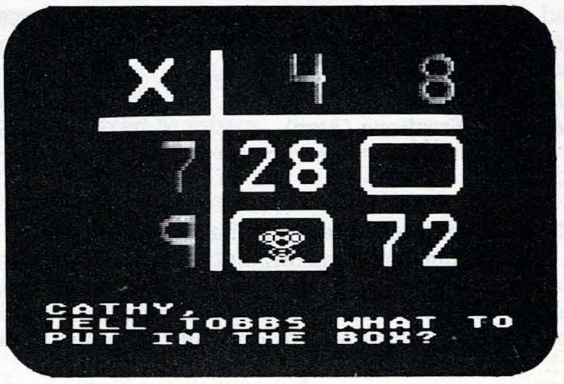
3K-CP20030T Introduction to Math (TRS) $49.95
3K-DK20030A Introduction to Math (Apple) $59.95
3K-CP20031T Introduction to Decimals (TRS) $49.95
3K-DK20031A Introduction to Decimals (Apple) ... $59.95



MATHEMATICS CLASSROOM LEARNING SYSTEM

This complete learning system covers all aspects of basic mathematics. The instructional segments of the program include objective-based tutorial lessons with pictorial representation of problems; random or selective drill and practice exercises; instructional hints and corrective feedback; and a disk of motivational game activities. The first unit, WHOLE NUMBER ARITHMETIC, covers basic and intermediate addition, subtraction, multiplication, and division. The second unit, FRACTION & DECIMAL ARITHMETIC, covers the meaning, equivalence, and order of fractions and decimal concepts. Both units utilize learning management features, including diagnostic tests and prescriptive messages; record keeping for up to 200 students; and embedded mastery tests that keep track of each student's progress, advance them to new material or indicate areas to be reviewed. Available for the Apple II with 48K and disk; a comprehensive manual and six disks are included. "...the ideal enhancement for the regular mathematics curriculum..."—*INFOWORLD.*

8B-M400 Whole Number Arithmetic $495.00
8B-M450 Fraction & Decimal Arithmetic $495.00

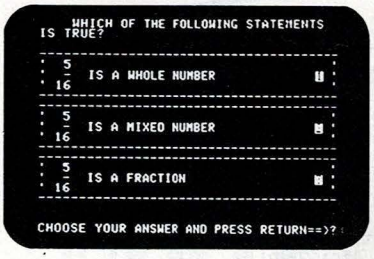


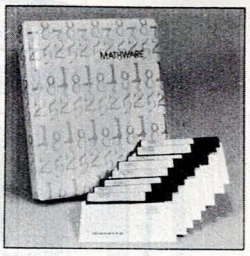
TEASERS BY TOBBS

This problem-solving program develops students' abilities to think through math relationships logically. A grid is presented by a character named Tobbs; a succession of math problems appear on the grid, each with a missing number. To solve for the missing part, the student must use deductive reasoning and be able to think though the problem backward as well as forward. These techniques are designed to develop the creative problem-solving skills of your students. The program includes advanced color graphics and animation, six levels of difficulty, and a teacher's guide. Available on disk for the Apple II with 48K; the Commodore 64 with 64K; and the TRS-80 and Atari with 32K. Grade level is elementary and up.

8K-133AD Teasers By Tobbs (Apple) $55.00
8K-1232CD Teasers By Tobbs (C64) ..... *New* $55.00
8K-134RD Teasers By Tobbs (Atari) $55.00
8K-135TD Teasers By Tobbs (TRS-80) $55.00

Math





THE MATH SYSTEM

A comprehensive and completely interactive system of mathematics instructional programs, which are the result of thousands of hours of field-tested research and evaluation. Features complete, on-screen instructions for the student, diagnostic testing, daily record storage for up to 50 students, and individual and class performance reports. Designed for a 2nd through 8th grade math curriculum, THE MATH SYSTEM contains the following instructional disks: *Addition and Subtraction*; *Multiplication and Division*; *Fraction Concepts and Operations*; *Decimal Concepts and Operations*; and *Ratios, Percents, and Negatives*. Also included are a diagnostics testing disk, a class records disk, and a data storage disk. Features include automatic branching to match the learner's proficiency and comprehension level, during both the instructions and the teaching programs. This powerful classroom tool is the ideal match for any computer-aided mathematics curriculum. Available for the Apple II with 48K and disk.

6J-M300 The Math System $350.00

FRACTIONS

This program contains a pre-test and six learning units on fractions, including definitions, common and lowest denominators, addition, subtraction, multiplication, and division. Each unit includes the use of both common fractions and mixed numbers. Features correct response reinforcement with immediate feedback. Available on 48K disk for the Apple II and the Atari.

3L-M20AD Fractions (Apple) $49.00
3L-M20RD Fractions (Atari) $39.95

DECIMALS

DECIMALS features seven learning units: conversion, addition, subtraction, rounding off, multiplication, division, and percentage. The program includes a pre-test, high-resolution graphics, positive reinforcement, and feedback on results for the student. Available on 48K disk for the Apple II and the Atari.

3L-M30AD Decimals (Apple) $49.00
3L-M30RD Decimals (Atari) $39.95

FACTORING WHOLE NUMBERS

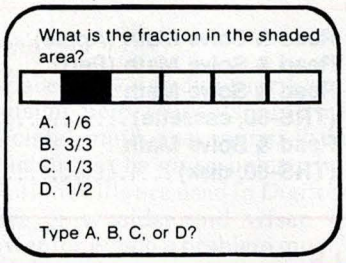
This highly interactive series of computer programs leads the student to an understanding of fundamental concepts of factoring. It requires successful solution of problems of increasing levels of difficulty, and permits additional exploration of ideas. Twelve programs take the student through factoring, beginning at an experimental level, moving step by step toward abstraction. Available on 32K disk for the Apple II and TRS-80; network versions are available.

2A-1611A Factoring Whole Numbers (Apple) ... $104.00
2A-1613T Factoring Whole Numbers (TRS-80) . $104.00
2A-1611A-N Factoring Whole Numbers (Apple, Network) $208.00
2A-1613T-N Factoring Whole Numbers (TRS-80, Network) $208.00

FRACTIONS

This sequence of 24 interactive computer programs guides the student through the study of fractions. Each program presents a topic; one section explains the concept, the learner experiments with it, and solves problems; the next section extends the concept in a game or investigation activity. The series is carefully sequenced to provide understanding of each of the operations on fractions. Available on 32K disk for the Apple II and the TRS-80; network versions are available. "We recommend purchase of the FRACTIONS package." — *SCHOOL MICROWARE REVIEWS.*

2A-1612A Fractions (Apple) $199.00
2A-1614T Fractions (TRS-80) $199.00
2A-1612A-N Fractions (Apple, Network) .. *New* $398.00
2A-1614T-N Fractions (TRS-80, Network) ..... *New* $398.00



FRACTION FEVER

NEW

Fast-paced action and exciting graphics are features of this learning arcade game from Spinnaker Software. Hop along on your pogo stick in search of a fraction that matches the one on the screen; spot the right fraction and ride the elevator to the next floor, where the action is faster and the fractions harder. Zap the incorrect fractions along the way and you rack up more points. But watch out for the holes in the floor where you zap the incorrect fractions, or down you'll go! The grade level is 3 and up. Available on disk for the Apple II with 48K and the IBM PC with 64K; and on cartridge for the Atari with 48K and the Commodore 64 with 64K.

8Q-114AD Fraction Fever (Apple) $34.95
8Q-114BD Fraction Fever (IBM) $34.95
8Q-114CT Fraction Fever (C64) $32.95
8Q-114RT Fraction Fever (Atari) $32.95

PERCENTAGES SERIES

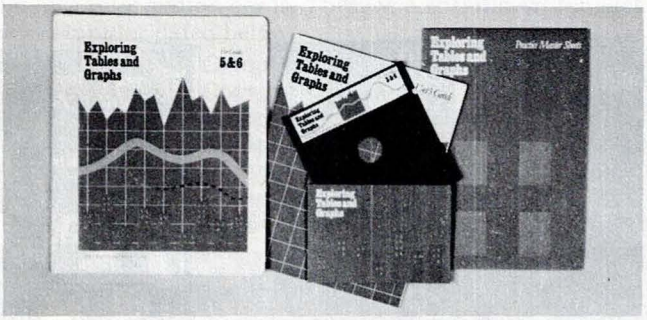
Both instruction and reinforcement in solving percent problems are provided in this series of programs. Tutorial and drill formats are utilized to develop skills in percent conversion and computation. The problems are randomly selected by the computer, and include writing decimals as a percent and finding the percent of a given number. Available on disk (back-ups included) for the Apple II with 48K and the TRS-80 with 32K; and on cassette for the Pet with 8K and the TRS-80 with 16K.

3K-CP20P Percentages Series (Pet) $49.95
3K-CP20T Percentages Series (TRS, cassette) $49.95
3K-DK20T Percentages Series (TRS, disk) $59.95
3K-DK20A Percentages Series (Apple) $59.95

EXPLORING TABLES AND GRAPHS

Captivate your students with intriguing games and colorful, challenging graphs that teach reasoning and problem-solving skills. Picture, bar, and area graphs are presented covering such topics as animals, languages, populations, satellites, women in industry, incomes, and more. Available for the Apple II with 48K and disk. A double-sided disk, a teacher's guide, and 12 black-line masters are included.

9H-400AD **Exploring Tables & Graphs - Grades 3-4** **$34.95**
9H-405AD **Exploring Tables & Graphs - Grades 5-6** **$34.95**

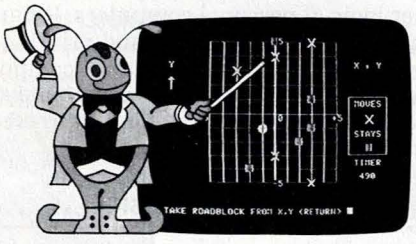


BUMBLE GAMES

64

BUMBLE GAMES is a set of six programs introducing the use of number pairs to named positions in an array and points on a grid. Guided by Bumble, the imaginary creature from the planet Furrin, the student learns the basic math skill of plotting number pairs. The programs allow complete exploration of the concepts and techniques for understanding graphs. Each game features color graphics specifically designed to reinforce the learning process, and music and sound effects that may be turned off as an instructor option. Developed in coordination with math specialists, BUMBLE GAMES has been extensively student-tested. Available on disk for the Apple II and Atari with 48K and the Commodore 64 with 64K. "It teaches, intrigues, and challenges in a competitive, exciting manner that should delight any student."—*COURSEWARE REPORT CARD.*

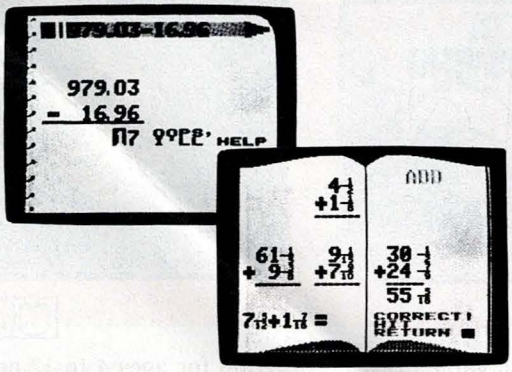
8L-10AD **Bumble Games (Apple)** **$39.95**
8L-10CD **Bumble Games (C64)** **$39.95**
8L-10RD **Bumble Games (Atari)** **$39.95**



BUMBLE PLOT

BUMBLE PLOT is a set of five programs that builds graphing skills using positive and negative numbers to name points in four quadrant grids. With these programs, the student can expand skills in visualizing graph relationships, and will better understand such everyday applications as locating places on a map or interpreting charts. BUMBLE PLOT also features instructive color graphics and selectable sound and music options. Developed in conjunction with math specialists, this set of programs is highly recommended by our staff. Available for the Apple II with 48K and disk; age level is 8 to 13. "BUMBLE...is both educationally sound and fun to use."—*COMPUTE.*

8L-20AD **Bumble Plot** **$39.95**



MATHEMATICAL CONCEPTS

Easy-to-use and comprehensive in their coverage, these excellent programs provide students with the best that computer education has to offer. Each program features three instructional modes, including: Readiness Mode, which provides speed drills to help students master basic concepts, with the number of problems and time limit selectable by either the student or the instructor; Practice Mode, which tests the student on practice problems and branches to a review segment after incorrect answers to demonstrate step-by-step solutions; and Instruction Mode, which gives extra help to students who haven't mastered all of the steps in a computational skill. A complete management system holding up to 120 student records is provided, along with optional automatic advancement of students to the next skill level. Student records can be viewed at any time. Unique and informative graphics highlight the material. The units contain reproducible activity sheets keyed to each skill and a teacher's guide. All programs are for Apple II with 48K and disk; grade level is 6 to 8. "A fine addition to any intermediate-grade math curriculum."—*COURSEWARE REPORT CARD.*

6T-7883 **Division Skills** **$49.95**
Includes 90 basic facts on one-and two-digit divisors, whole number remainders, and fractional and decimal remainders.

6T-7877 **Mixed Numbers** **$49.95**
Includes readiness skills, addition, subtraction, multiplication, and division of mixed numbers.

6T-7878 **Decimal Skills** **$49.95**
Includes readiness skills, addition, subtraction, multiplication, and division of decimals.

6T-7891 **Percents** **$49.95**
Includes solving for percentage, base, and rate; expressing and solving equations; and solving for percent increase or decrease.

6T-7890 **Ratios and Proportions** **$49.95**
Includes readiness skills, writing and solving proportions, and writing and solving ratios.

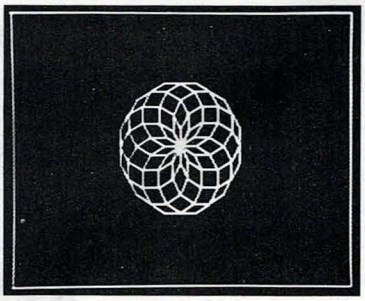
6T-7820 **Mathematical Concepts Series (set of five above)** **$239.95**

FRACTIONS, FACTORS, AND MULTIPLES

64

A series of programs designed to familiarize elementary level students with the concepts of fractions, factors, and multiples. The programs cover decimal equivalents of fractions, lowest common denominators, greatest common factors, and common multiples. A lively game format captures the learner's interest. Each program features a summary of student performance. Available for the Pet with 8K cassette, and the Commodore 64 with 64K and disk.

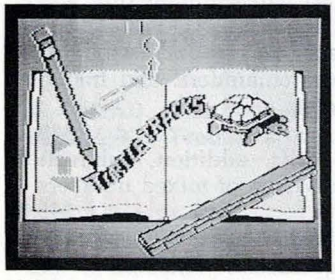
6B-M200 **Fractions, Factors, and Multiples (Pet)** ... **$68.00**
6B-M205 **Fractions, Factors, and Multiples (C64)** .. **$77.00**



DELTA DRAWING

This enjoyable drawing program for ages 4 to 12 actually serves as an introduction to programming and logical thinking! Students draw pictures and patterns on the screen using simple key strokes; the computer interprets each keyboard command as a line in a "program," which it builds as the child creates. The finished design program can be saved and recalled from disk; several picture programs can then be nested together, allowing the student to build up complex patterns and designs from simple parts. Students can also switch back and forth on the screen between the drawing and the text program as it is created, thus making it easy to see the relationship between the two—a first step in understanding the fundamentals of procedural thinking and problem solving. Eventually the student is able to create drawings using the text commands first and then switch to the graphics mode to see the pictures come to life! DELTA DRAWING is available on disk for the Apple II with 48K and the IBM PC with 64K; and on cartridge for the Atari with 48K. The IBM version requires the IBM Color Adaptor Card.

8Q-SS105AD Delta Drawing (Apple) $49.95
8Q-SS105BD Delta Drawing (IBM) $49.95
8Q-SS105RD Delta Drawing (Atari) $49.95



TURTLE TRACKS/KIDSTUFF

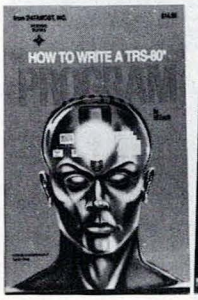
TURTLE TRACKS, for the Apple II and Atari, and KIDSTUFF, for the Pet, are both interactive graphics programming languages designed to introduce students to the computer. Centered around "turtle graphics," the language is very simple to learn and use and provides tremendous creative possibilities for the student. The computer can be "taught" new instructions which can be combined to create fascinating and original graphics; simultaneously the student is learning the basics of logical thinking and computer operation. Syntax, sequencing, loops, subroutines, variables, and more can be introduced and applied with this friendly, versatile language. The "turtle" can also be programmed to play sounds or music! Available on disk for the Apple II and Atari with 32K and the Pet with 16K; and on 16K cassette for the Pet.

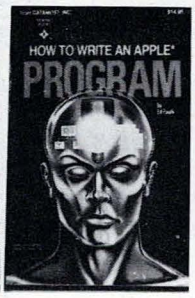
5J-10PC Kidstuff (Pet, cassette) $59.95
5J-10PD Kidstuff (Pet, disk) $69.95
8S-10AD Turtle Tracks (Apple) $39.95
8S-10RD Turtle Tracks (Atari) $29.95

HOW TO WRITE A PROGRAM

These books, available in Apple, TRS-80, and IBM PC versions, are "how-to" tutorials on writing programs for specific computers. Filled with lively illustrations, the books cover all of the steps necessary to produce an original program, from initial concept to completed, error-free code. Suitable for junior high school level and up, the books can be used either for self-instruction or as a classroom text. 140 pages.

3A-27 How to Write an Apple Program $14.95
3A-33 How to Write a TRS-80 Program $14.95
3A-28 How to Write an IBM Program $14.95





KIDS AND COMPUTERS

This series of books is designed for young people who want to learn about computers and programming. These 8½" x 11" spiral-bound volumes are ideal for school use, containing 35 chapters on beginning programming techniques, graphics, and advanced topics. Students learn how to write programs by creating games and solving various problems. The book can be used as a self-study guide or as a classroom text; grade level is 7 and up. 218 pages.

3A-19 Kids and the Apple $19.95
3A-55 Kids and the Atari $19.95
3A-265 Kids and the IBM PC/PC Jr. ..... *New* $19.95
3A-172 Kids and the Commodore 64 ..... *New* $19.95

KIDS & COMPUTERS: ELEMENTARY PROGRAMMING FOR KIDS IN BASIC

This activity-oriented programming guide reviews the microcomputer's parts and the steps for getting the machine up and running. It explains the outer workings of the machine, as well as the inner logic of personal computers. Programming functions such as looping, branching, and printing are also covered, followed by review questions and "compuquizzes" at the end of each section. Included are educational and game programming exercises that enable children to create their own stimulating and useful programs.

5F-0867 Kids & Computers: Elementary Programming for Kids in BASIC $7.95

COMPUTERS FOR KIDS

Twelve chapters of instruction on how to operate and program the Apple, TRS-80, Atari, or IBM microcomputers are included in these books designed for the younger student. The concepts are presented in large type in an easy-to-understand format. Students find out how to get a computer to do what they want it to do through flowcharting and programming. They also learn to write simple game programs and draw pictures. Detailed lesson ideas and guidelines for the instructor are included.

2T-50A Computers for Kids (Apple) $5.95
2T-51R Computers for Kids (Atari) $5.95
2T-52T Computers for Kids (TRS-80) $5.95
2T-53B Computers for Kids (IBM) $5.95

MEET THE COMPUTER: BEGINNING BASIC

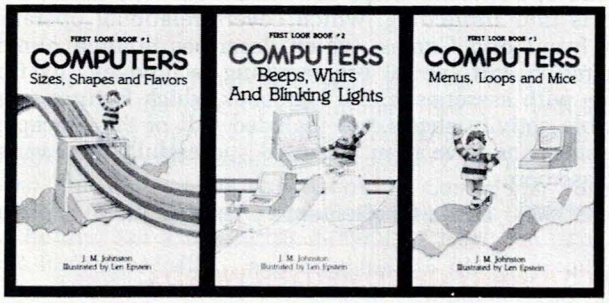
MEET THE COMPUTER: BEGINNING BASIC is an exceptional package designed to aid students in the development of computer literacy skills. The set contains 15 color-coded activity folders that teach a broad range of BASIC programming commands and functions. Each folder gives instructions and activities on a specific facet of programming, such as the Print statement, logical operators, or string variables. Included in the set are reproducible graphs and charts for plotting graphics and keeping records, a programmer's guide with extensive help and additional activities, and two quick-reference information cards. There is a specific set for each microcomputer listed below.

8K-966 **Meet the Computer: Beginning (Apple) ... $29.00**
8K-967 **Meet the Computer: Beginning (Pet) $29.00**
8K-968 **Meet the Computer: Beginning (TRS) $29.00**
8K-128 **Meet the Computer: Beginning (Atari) $29.00**
8K-1083 **Meet the Computer: Beginning (IBM) $29.00**
8K-1213 **Meet the Computer: Beginning (C64) ..... *New* $29.00**

FIRST LOOK BOOKS

Young readers will enjoy reading these books as they learn about the world of computers. COMPUTERS: SIZES, SHAPES AND FLAVORS shows how and where computers are used today. It presents all the fundamentals of computer functions and applications in a direct and witty style. In COMPUTERS: BEEPS, WHIRS AND BLINKING LIGHTS, students will learn about computer memory, terminology, and how a program runs a computer. COMPUTERS: MENUS, LOOPS AND MICE examines how programs are written and what jobs the computer can perform. Each book contains over 80 pages.

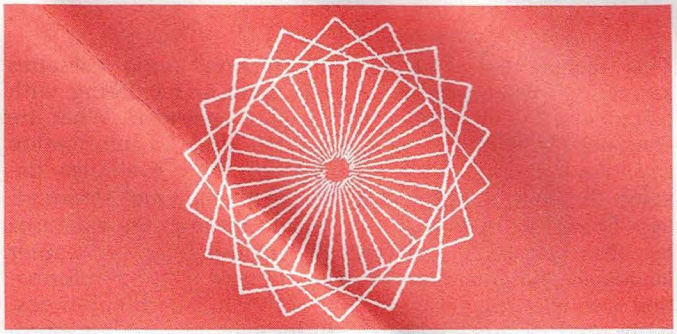
5F-1000 **First Look Books $9.95**



LET'S EXPLORE BASIC

Let Danny the Droid guide you through a simple BASIC program by simulating the actions of a computer. This clear and complete introduction to BASIC programming uses a 2-sided disk and a 24-page book with step-by-step instructions in an interactive tutorial format. The student can modify portions of the program on side 2 as part of the hands-on learning. Grade level is elementary and up; available for the Apple II with 48K and disk.

6T-7254 **Let's Explore BASIC $39.95**



TERRAPIN LOGO

Logo has proven to be one of the most popular learning tools yet developed for teaching programming and computer awareness. One of the primary features of this language is a unique system of graphics programming commands called "turtle graphics" that enables students to understand clearly the relationship between programs and computer operation. A small graphic "turtle" draws lines and shapes on the screen in response to student input; combinations of these commands can then be saved as larger commands. Complex operations can thus be built up one step at a time, allowing for endless possibilities in student creativity and exploration. Available for the Apple II on disk; please note that this program requires 64K RAM memory. A program disk, utilities disk, and a comprehensive manual are included.

8U-101AD **Terrapin Logo $99.95**

EXPLORING LOGO

Introduce your students to Logo with this challenging multimedia set of activity cards and computer software. Activity cards help students discover concepts in Logo programming, such as how to create graphics, work with words and sentences, use sound and music, perform computations, and more. The accompanying disk contains sample programs tied to the activity cards, and a reference card provides a summary of Logo commands. The Apple set is designed for use with the Terrapin and Krell versions of Logo; the Commodore 64 set for the Terrapin version. A teacher's guide is included; grade level is 6 to 9.

8K-1109AD **Exploring Logo (Apple) $49.00**
8K-1110CD **Exploring Logo (C64) $49.00**

APPLE LOGO PRIMER

Find out what an exciting and creative language Logo really is with this useful book. All of the major Logo topics are covered using step-by-step instructions, illustrative examples, and follow-up activities; common commands are listed on the inside of the front cover for quick reference. Learning Logo through discovery and exploration can be easy for everyone with this excellent volume.

8P-0314 **Apple Logo Primer $15.95**

DISCOVER LOGO!

This filmstrip set forms an introduction to Logo turtle graphics commands for the elementary grades. The series begins with the most common commands and develops them using a building-block approach. Usable as either a primary teaching medium or as a supplement, DISCOVER LOGO's clearly defined instructions and procedures will enable children to construct their own Logo programs in no time at all. The set includes four filmstrips, four audio cassettes, reproducible activity sheets and a teacher's guide; grade level is 1 to 6.

3K-FSC370 **Discover Logo! $89.00**

Computer Programming and Literacy

LEARNING ABOUT COMPUTERS

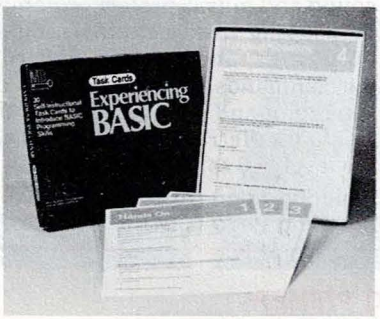
This factual series of 10 self-directing audio cassettes serves as preparation for understanding and working with computers. Fundamental questions are answered: What are computers? How are they used? What kinds of information can they process? Clear explanations and examples develop the concepts behind computer literacy and terminology. Students are guided step-by-step through the exercises by the narrator. Sections are included on computer languages, programming, flowcharts, and getting information into and out of computers. Set includes 10 audio cassettes, 300 response booklets (30 for each lesson), 10 reproducible post-tests, 10 lesson guides, and a comprehensive guide outlining the goals of the entire series.

HD-5884 Learning About Computers $129.95

COMPUTER OPERATIONS FILMSTRIP SERIES

This series of filmstrips is designed to introduce the new user, student, or beginning instructor to the basic operational features of specific computers. Each presentation outlines the step by step start-up procedures for bringing the computer to full operation. Keyboard layouts, input/output connections, and disk and cassette loading operations are just a few of the topics covered. Beginning BASIC commands are also introduced. This series is an excellent resource for introductory courses in microcomputing or for in-service teacher training.

7R-6300 TRS-80 Model III Operations $40.00
7R-6301 Atari 800 Operations $40.00
7R-6302 Apple II+ Operations $40.00
7R-6309 Apple IIe Operations $40.00
7R-6303 Commodore Pet/CBM Operations $40.00
7R-6310 Commodore 64 Operations $40.00
7R-6311 IBM PC Operations $40.00



BASIC TASK CARDS & DUPLICATING MASTERS

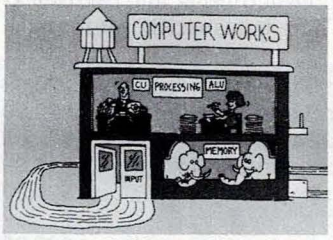
These materials provide the perfect supplement for any beginning BASIC programming course. The EXPERIENCING BASIC TASK CARDS set contains 30 cards designed to introduce the common uses of the BASIC programming language. BEGINNING WITH BASIC contains 60 cards that extend the learning experience into writing simple programs, and includes teacher lesson plans and definitions. PROGRAMMING ANIMATION & GRAPHICS is a set of 60 cards that introduces graphics programming on the Apple computer. The individual cards in each set allow many students to get hands-on practice at working with the material; fold-out stands allow the cards to sit upright for easy reading at a keyboard. The EXPERIENCING BASIC DUPLICATING MASTERS set includes 24 pages of worksheets and tests covering all of the standard BASIC statements.

6T-7396 Experiencing BASIC Task Cards $10.95
6T-7887 Beginning with BASIC Task Cards $9.95
6T-7889 Programming Graphics & Animation $9.95
6T-7412 Experiencing BASIC Duplicating Masters ..$6.00

HOW THE COMPUTER WORKS

This filmstrip set provides a detailed picture of how computers work. It outlines the various components of a computer system, including memory storage and input/output devices; and demonstrates programming with a graphic illustration of how a program is executed inside a computer. The historical search for improved methods of computation and record keeping is also discussed. Includes three filmstrips, three audio cassettes, and a teacher's guide.

8K-478 How the Computer Works $139.00



KNOW YOUR APPLE

NEW

An invaluable program for any new Apple II+ or Apple IIe computer user, KNOW YOUR APPLE is also simple to use and understand. Simply insert the disk, choose a lesson, and the program provides an instant computer education for you and your students. If you feel intimidated by computer "techtalk", KNOW YOUR APPLE will unwrap the mysteries and let you know all about the keyboard, the monitor, the disk drive, the back panel, and the Apple's insides. Colorful animation and a software-generated voice track are included in the program; separate versions are available for the Apple II+ and the Apple IIe. Requires 48K and disk; for ages 8 and up.

6E-260 Know Your Apple II+ $34.95
6E-265 Know Your Apple IIe $24.95

BASIC FOR ELEMENTARY GRADES

This filmstrip and audio-tape set is designed to instruct elementary students in Basic programming. The topics covered include *Getting Started With Computers*, which explains the concept of a program and the commands Print, End, List and Run; *Memory Storage*, which also includes numeric and string variables and the input command; *Counters*, which discusses looping concepts using the Goto, For-Next, Step, and Read-Data commands; *Flow Charts and Branching*, which covers relational operators; and *Input and Games*, which describes random number generation and special programming techniques. Six filmstrips with cassettes, and a handbook which features reproducible activity sheets, are included. All of the conceptual presentations have been pretested successfully in a variety of classrooms.

3K-FSC369 Basic for Elementary Grades $99.50

A DICTIONARY OF COMPUTER WORDS

NEW

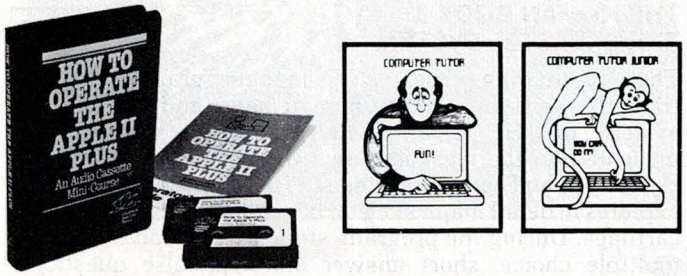
Designed to appeal to the young reader, A DICTIONARY OF COMPUTER WORDS is an illustrated introduction to the world of computer terminology. This 160-page book defines all the buzz words, jargon and baffling acronyms associated with computers. Numerous examples from everyday life are used to explain complex computer language and terminology applications in today's world. Contains more than 400 entries, including biographical information about notable computer pioneers as well as essential technical information. A perfect resource for every young person learning about computers.

5F-1920 A Dictionary of Computer Words $4.95

HOW TO OPERATE THE APPLE II+/APPLE IIe/IBM PC & PC Jr

A time saving tutorial for the first-time user! Students learn at their own pace with this audio tape series, trying every command and observing the results. These sets will cut through the computer jargon and describe what each key does; what the essential commands are; how to load, run, and save programs; how to use the disk drive; and more. For those wishing expanded instruction, the flip side of the tapes feature information on using color video, a printer, a second disk drive, and game paddles. Available for the Apple II+ and Apple IIe using the System Master Disk; and for the IBM PC and PC Jr. using the PC-DOS disk. "...a well-designed, well-executed, and thoughtful approach..." — *INTERFACE AGE.*

5P-18211 How to Operate the Apple II+ $57.00
5P-18311 How to Operate the Apple IIe $57.00
5P-18411 How to Operate the IBM PC $57.00
5P-18511 How to Operate the IBM PC Jr. ..... *New* $39.95



COMPUTER TUTOR & COMPUTER TUTOR JUNIOR

This excellent set of computer awareness activities contains lively illustrations and easily-grasped explanations of concepts on reproducible pages. Written for the elementary grades, COMPUTER TUTOR encourages students to investigate the new and exciting computer world and to seek out further information. It includes learning objectives, display and bulletin board ideas, and sources of additional information. COMPUTER TUTOR JUNIOR is a simple introduction to the computer written for students in the primary grades. This book includes information and activities on hardware, software, uses of computers, how computers work, input, output, memory, and more.

LG-227 Computer Tutor $4.95
LG-120 Computer Tutor Junior $4.95

COMPUTER FILMSTRIP SERIES

These three audio-visual sets will provide a complete introduction to the world of computers. Set 1 is entitled AN INTRODUCTION TO COMPUTERS, and contains five filmstrips with audio cassettes: *The History of Computing Devices*; *The Many Uses and Needs for Computers, Parts 1 and 2*; *Computers Today*; and *Computers and the World of the Future*. Set 2 is entitled INTRODUCTION TO COMPUTER PROGRAMMING, and contains six filmstrips with audio cassettes: *The History of Digital Computers*; *Uses of Digital Computers*; *Parts and Functions of Digital Computers*; *Flow Diagramming Introduction*; and *Introduction to Programming, Parts 1 and 2*. Set 3 is entitled BINARY NUMBER SYSTEM and contains four filmstrips with audio cassettes: *Binary Numbers, Parts 1 and 2*; and *Binary Numbers at Work, Parts 1 and 2*. Each set may stand alone or be used in conjunction with the other sets. Grade level is 6 to 9.

RH-200301 Set 1: Introduction to Computers $95.00
RH-200311 Set 2: Introduction to Computer Programming $130.00
RH-200321 Set 3: Binary Number System $90.00

HOW TO PROGRAM IN BASIC

These workbook-based software programs are designed for "hands-on" use with the microcomputer. Programming background is not necessary, as the courseware parallels explanatory chapters in the workbooks. These comprehensive sets give students the opportunity for learning the BASIC language in a computer assisted instructional mode; topics covered include program input and branching commands, for-next loops, arrays, character strings, functions, subroutines, and more. The HOW TO PROGRAM set contains twelve lessons and one student workbook, and is available on disk for the Apple II and the TRS-80 with 32K, and the Commodore 64 with 64K; and on cassette for the TRS-80 and the Pet with 16K. Extra workbooks are available separately. "...a well-organized, clearly presented, and thorough introduction to the fundamentals of microcomputer programming." — *ELECTRONIC LEARNING.*

8B-700AD How to Program Set (Apple) $74.95
8B-700TC How to Program Set (TRS, cassette) $74.95
8B-700TD How to Program Set (TRS, disk) $74.95
8B-700PC How to Program Set (Pet) $74.95
8B-700CD How to Program Set (C64) $74.95
8B-710AD Extra Student Workbook (Apple) $5.95
8B-710TC Extra Student Workbook (TRS) $5.95
8B-710PC Extra Student Workbook (Pet/C64) $5.95

COMPUTER LITERACY FILMSTRIPS

This series of five filmstrips with cassettes has been designed to assist the new computer user or student in understanding the terminology, operating features, and functions of computers. Visualization of information assists the viewer in understanding the relationships between computers, their operators and the tasks performed. The filmstrip titles are *Beginning Terminology, Advanced Terminology, BASIC Programming Language, Disk Operating Systems,* and *Computer Graphics*. An excellent series, suitable for any introductory computing course.

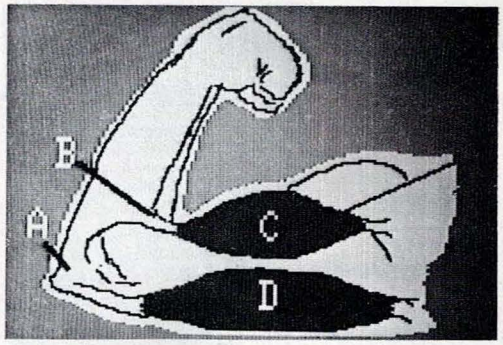
7R-6399 Computer Literacy Filmstrips $200.00

GRAPHICS COOKBOOK FOR THE APPLE

Learn how to use your Apple to "paint" shapes, objects, and letters in low resolution graphics with this informative text. After explaining methods and techniques for drawing pictures using Applesoft BASIC, the author provides a library of graphics programs. These begin with simple geometric shapes and progress to more complex, multicolored drawings such as robots, trees, sailboats, and more. Tips on improving graphics programming techniques are also provided.

4J-6278 Graphics Cookbook $11.95

Science



YOUR BODY SERIES

64

This two-part series for the junior high school student covers all of the major body systems. The SET 1 programs are entitled *The Human Organism, Your Blood, Your Digestive System,* and *Your Circulatory System.* SET 2 features *Your Muscular System, Your Skeletal System, Your Brain and Nervous System,* and *Your Endocrine System.* All of the programs make use of interactive learning-game formats as they instruct in the material, such as a simulated road race through the circulatory system in which students can only proceed by correctly answering questions. "Extra help" information can also be called up by the students as they run the programs. Each set is available on disk for the Apple II with 48K, the TRS-80 with 32K, and the Commodore 64 with 64K; and on cassette for the Pet with 32K. Back-up media and a Teacher's Lesson Planner are also included.

3X-0100AD	**Your Body Set 1 (Apple)**	**$119.00**
3X-0100CD	**Your Body Set 1 (C64)**	**$119.00**
3X-0100PC	**Your Body Set 1 (Pet)**	**$119.00**
3X-0100TD	**Your Body Set 1 (TRS-80)**	**$119.00**
3X-0120AD	**Your Body Set 2 (Apple)**	**$119.00**
3X-0120CD	**Your Body Set 2 (C64)**	**$119.00**
3X-0120PC	**Your Body Set 2 (Pet)**	**$119.00**
3X-0120TD	**Your Body Set 2 (TRS-80)**	**$119.00**

DISCOVER

NEW

In this unique science simulation, the student plays the part of a scientist that specializes in the study of strange new life forms. The challenge lies in keeping the new life forms alive as long as possible. What do they need for their existence? What food do they eat? Can all the forms exist together or must they be separated? By formulating hypotheses, setting up experiments and collecting data the student learns the essential steps in the scientific process. Available for the Apple II with 48K and disk.

8K-1202	**Discover**	**$55.00**

EARTH SCIENCE

What causes earthquakes? How are waterfalls formed? Where are oil and natural gas found? These are just some of the questions that are answered by the EARTH SCIENCE program. This series provides a practical approach to science which explains the effects of nature on our world and our lives. Includes *The Changing Face of the Earth, Rocks and Mountains, Energy From the Sun,* and *Questions and Answers About the Earth.* Grade level is 3 to 7; available on 32K disk for the Apple II and the TRS-80, and on 16K cassette for the TRS-80 and the Pet. Write for information on network versions.

6A-3100AD	**Earth Science (Apple)**	**$67.00**
6A-3100PC	**Earth Science (Pet)**	**$56.00**
6A-3100TC	**Earth Science (TRS, cassette)**	**$56.00**
6A-3100TD	**Earth Science (TRS, disk)**	**$67.00**

CELLS

This set of two programs is informative, motivational, and fun. *Basic Cell Structure* is a graphic representation of the basic parts of a cell, showing how dissolved nutrients pass through the cell membrane while larger particles are kept out, and includes a demonstration of an amoeba extending a pseudopod. *Cell Division* covers the subject of cell reproduction in a step-by-step animated sequence showing mitosis, membrane expansion, and the two resulting cells. Both programs feature a drill section after the tutorial; incorrect answers will prompt branching to tutorial explanations. Available on disk for the Apple II with 48K and the TRS-80 with 32K (back-ups included); and on cassette for the Pet with 8K and the TRS-80 with 16K. Grade level is 3 to 9.

3K-140AD	**Cells (Apple)**	**$59.95**
3K-140PC	**Cells (Pet)**	**$49.95**
3K-140TC	**Cells (TRS, cassette)**	**$49.95**
3K-140TD	**Cells (TRS, disk)**	**$59.95**

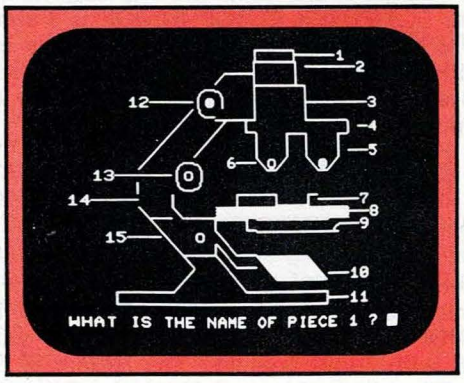
THE HUMAN BODY & THE SKELETAL SYSTEM

NEW

64

These fascinating programs use animated graphics to illustrate the workings of the human body and the skeletal system. In *THE HUMAN BODY* specific segments are presented on the muscular, digestive, respiratory, skeletal, circulatory and nervous systems. *THE SKELETAL SYSTEM* explores in detail major skeletal bones, joints, ligaments, and cartilage. During the program, students respond to various multiple choice, short answer and true/false questions. Included in the package is a Learning Guide with a reproducible diagram of the body showing the major systems. Available on disk for the Apple II with 48K and the Commodore 64 with 64K.

2F-SC1AD	**The Human Body (Apple)**	**$90.00**
2F-SC1CD	**The Human Body (C64)**	**$90.00**
2F-SC2AD	**The Skeletal System (Apple)**	**$70.00**
2F-SC2CD	**The Skeletal System(C64)**	**$70.00**



PARTS OF THE MICROSCOPE

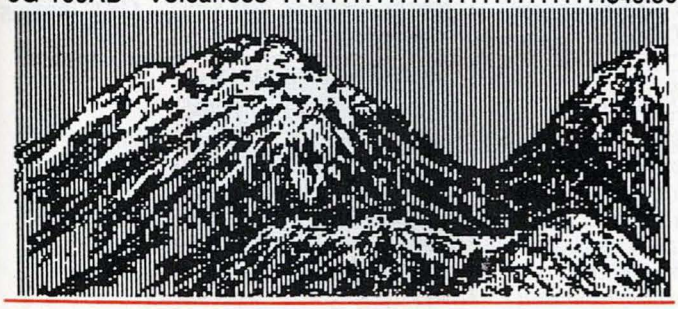
This program uses an excellent graphic representation of a microscope to assist the student in identifying the various parts by location and function. The lesson begins with each part of the microscope being high-lighted as its purpose is explained. In the following drill section, the student recalls each part and its function. If the student answers incorrectly, the program branches to an explanation section. Positive reinforcement is featured. Available on disk for the Apple II with 48K and the TRS-80 with 32K (back-ups included); and on cassette for the TRS-80 with 16K. Grade level is junior high and up.

3K-150AD	**Parts of the Microscope (Apple)**	**$34.95**
3K-150TC	**Parts of the Microscope (TRS, cassette)**	**$29.95**
3K-150TD	**Parts of the Microscope (TRS, disk)**	**$34.95**

VOLCANOES

This highly-rated simulation puts a group of 2, 3, or 4 students in charge of a team of volcanologists whose assignment is to study and predict the eruption of an unstable volcano, as well as warn the nearby populace of any impending danger. Various scientific investigations are conducted to measure and evaluate the volcano's condition. Not only does the program promote a thorough understanding of volcanoes, but scientific methods of deduction and good record-keeping skills are developed. Spectacular high-resolution graphics and truly student-motivating interaction with the computer are among the unique features of VOLCANOES, which is designed for the Apple II with 48K and disk. "VOLCANOES clearly demonstrates the educational power of a well-conceived simulation." — *CLASSROOM COMPUTER NEWS.*

3G-100AD Volcanoes $49.50



ROCKS: PROPERTIES AND USES OF MINERALS

NEW

Learning about the world around us is a fascinating adventure for young children. This unique program features a set of 18 rock samples and testing materials, providing students with hands-on exposure to the essential properties of rocks and minerals. The computer asks the student questions to identify each sample, such as the rock's color, weight, feel, hardness, and so forth. Four 30-minute lessons are included. Available on disk for the Apple II with 48K and the TRS-80 with 32K. Grade level is 3 to 6.

7W-100AD Rocks (Apple) $35.00
7W-100TD Rocks (TRS-80) $35.00

OUR SOLAR SYSTEM

NEW

With the use of colorful high-resolution graphics, this program will make it easier for students to understand the cosmic wonders of our universe. The tutorial section of the program is divided into two lessons, and practice with new words is offered in a vocabulary section. In the test section, students are given an explanation if they choose an incorrect answer as well as their final score. A student record management system is provided along with a teacher's guide. Available for the Apple II with 48K and disk; grade level is 5 to 7.

5K-500AD Our Solar System $29.95

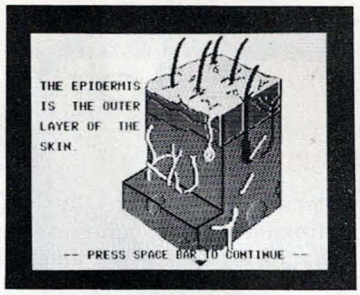
THINK LIKE A SCIENTIST!

NEW

II 64

Students can practice thinking like a scientist in this comprehensive program. Tutorial sections review major concepts in electricity, light, work & energy, and the nature of matter. "Help" screens and practice questions are provided for major topics, and a scored testing mode is included. Available on disk for the Apple II with 48K and the Commodore 64 and IBM PC & PCjr with 64K. Junior high school level.

6R-500AD Think Like a Scientist (Apple) $35.00
6R-500BD Think Like a Scientist (IBM) $35.00
6R-500CD Think Like a Scientist (C64) $35.00



SYSTEMS OF THE HUMAN BODY

Colorful high resolution graphics are utilized to present students with information on the various systems comprising the human body. The topics covered are *The Skin*, *The Bones*, *Circulation*, *Muscles*, *Digestion*, and *Respiration*. The tutorial sections consist of two parts: a graphic representation of the body part with captions, and a text presentation with comprehension activities. Other sections featured in each program include *Vocabulary* and *Final Test*. A student record management system is provided. Available for the Apple II with 48K and disk; designed for intermediate and junior high level.

5K-101AD The Skin $29.95
5K-102AD The Bones $29.95
5K-103AD Circulation $29.95
5K-104AD Muscles $29.95
5K-105AD Digestion $29.95
5K-106AD Respiration $29.95
5K-100AD Systems of the Human Body (Set of 6 above) $150.00

DINOSAURS

NEW

Fifteen dinosaurs are illustrated with high-resolution graphics in this tutorial program for grades 2 to 4. Questions are posed to the student that reveal how scientists have deduced the diet and behavior of the dinosaurs from their fossil remains. The factors that might have led to their extinction are also considered. Three 20-minute lessons are included. Available for the Apple II with 48K and disk.

7W-200AD Dinosaurs $37.00

WEATHER

NEW

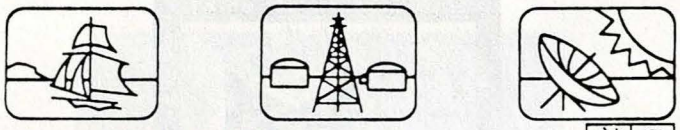
What is weather? What causes it to change? Students will have the opportunity to learn and understand the elements with this program, which features high-resolution graphics. Sections in the program include *Vocabulary*, *Tutorial*, and *Final Test*, which gives students their score at the end. The score is recorded in the student record management system. Available for the Apple II with 48K and disk; grade level is 5 to 7.

5K-300AD Weather $29.95

ASTRONOMY

These two disks utilize high resolution graphics to introduce and display features of the stars and constellations. ASTRONOMY 1 covers the Big Dipper and Orion; the properties of stars, meteors, and satellites; the celestial coordinates of ascension and declination; and the sun's motion. ASTRONOMY 2 displays over 24 constellations including Andromeda, Aquarius, Gemini, Leo, Canis Major, and more. Provide your students with a detailed study of the night sky, without getting cold outside! Designed for the Apple II with 48K.

3N-300AD Astronomy 1 ..... $36.00
3N-350AD Astronomy 2 ..... $36.00



THE SEARCH SERIES

These five outstanding simulations by McGraw-Hill promote critical thinking and communication skills while teaching a variety of social studies and science material. Teamwork and cooperation are the essential characteristics of the SEARCH SERIES, which is designed to be used simultaneously by groups of students or by an entire class. Each student is responsible for recording information on a specific resource or function during the group's search, without which they cannot proceed. Each set comes in a vinyl binder with teacher's manual, 20 student handbooks, and a diskette that will manage the record-keeping for up to 100 classes and 3000 students while on their learning adventure! Grade level is 5 through 12, but we have also seen a group of school administrators enthusiastically using and enjoying the SEARCH SERIES! Available on disk for the Apple II with 48K and the TRS-80 with 32K.

5Y-005AD **Geography Search (Apple)** **$180.00**
5Y-104TD **Geography Search (TRS-80)** **$180.00**
In GEOGRAPHY SEARCH, students sail for the New World on ancient ships. They navigate with the computer, using the sun, ocean depth, climate, and the Trade Winds.

5Y-001AD **Archeology Search (Apple)** **$180.00**
5Y-106TD **Archeology Search (TRS-80)** **$180.00**
ARCHEOLOGY SEARCH charges student research teams with the task of organizing the excavation of a newly discovered historical site. They will collect data and formulate theories about the origins of the people who once lived there.

5Y-004AD **Geology Search (Apple)** **$180.00**
5Y-103TD **Geology Search (TRS-80)** **$180.00**
GEOLOGY SEARCH sends teams to explore for oil. As the computer performs geological tests, the students learn about rocks, fossils, and underground structures in order to make decisions on drilling.

5Y-006AD **Community Search (Apple)** **$180.00**
5Y-105TD **Community Search (TRS-80)** **$180.00**
COMMUNITY SEARCH sets students down in an ancient society forced to leave its ancestral home. They face choices about migration, occupations, aggression, and shelter.

5Y-002AD **Energy Search (Apple)** **$180.00**
5Y-107TD **Energy Search (TRS-80)** **$180.00**
In ENERGY SEARCH, students manage an energy factory and recreate the exciting steps in the search for new energy sources.

WEATHER

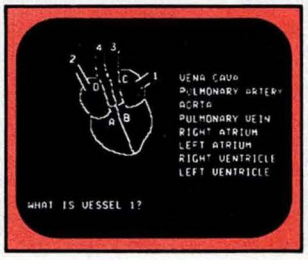
Explore the major elements of weather, including temperature, humidity, and air pressure, with this interactive program. Students examine the transfer of water and energy via the water cycle and are shown the nature and causes of global wind patterns. The basic tools of meteorology are introduced, with measurements displayed in metric and English units. A ten question quiz is included. Grade level is 5 to 9; available on disk for the Apple II with 48K, the TRS-80 with 32K, and the Commodore 64 with 64K; a back-up disk is included.

3K-270AD **Weather (Apple)** **$59.95**
3K-270CD **Weather (C64)** **$59.95**
3K-270TD **Weather (TRS-80)** **$59.95**

HEART LAB

This innovative program uses animated graphics to produce a simulation of a functioning human heart. The various parts and functions of the heart are illustrated by showing the pumping action and tracing the blood flow through the arteries, veins, and chambers. Three sections are included: a tutorial reviewing the various vessels and chambers; a drill wherein the student identifies the specific parts of the heart as indicated by the computer; and a pulse simulation exercise where the students enter their own pulse rates before and after exercise to visually observe the effect on the heart's action. Available on disk for the Apple II with 48K and the TRS-80 with 32K (back-ups included); and on cassette for the Pet with 8K and the TRS-80 with 16K.

3K-DK21000A **Heart Lab (Apple)** **$49.95**
3K-CP21000T **Heart Lab (TRS-80, cassette)** **$39.95**
3K-DK21000T **Heart Lab (TRS-80, disk)** **$49.95**
3K-CP21000P **Heart Lab (Pet)** **$39.95**

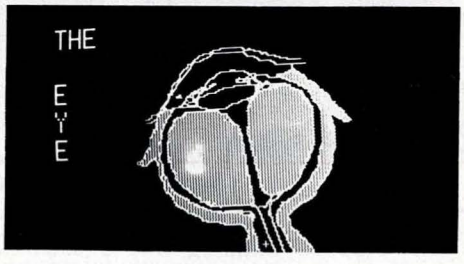


GOOD HEALTH SERIES

NEW

A colorful, exciting way to understand the functions of the body's four major systems. This interactive series brings to life the inner workings of the body: *The Respiratory System*, where a breath of air is followed through the nose, down the windpipe and in and out of the lungs; *Bones and Muscles*, which illustrates how everyday activities depend on the teamwork of both bones and muscles; *The Heart*, showing an incredible journey with a red blood cell through the four chambers of the heart and the circulatory system; and *The Digestive System*, where Stanley the Stomach shows what happens to food after it's been eaten. Color graphics and quizzes are featured; available for the Apple II with 48K and disk.

MF-5111 **The Respiratory System** **$39.95**
MF-5112 **Digestive System** **$39.95**
MF-5113 **Bones and Muscles** **$39.95**
MF-5114 **The Heart** **$39.95**
MF-5110 **Good Health Series (set of 4 above)** **$155.00**



SENSES

SENSES utilizes high resolution graphics to display parts of the human sense organs: the challenge for the student is to identify and spell correctly these basic parts of the eye, ear, tongue, nose, and skin. After the student has correctly identified a specific part, interesting facts about the function of that part are presented. Available for the Apple II with 48K and disk.

9C-200AD **Senses** **$39.95**

TIME AND SEASONS

Designed by Rand McNally, this software program introduces students to differences in seasons and develops an understanding of how time is measured on earth. This interactive learning program studies: *Meridians, Longitude Lines and Time Lines, Celestial Meridians and Time Zones, Rotation, Time Quirks, Seasons, Length of Day,* and *Years.* After completing the lessons, students use the information they have learned about time zones to make four calls with the *Simulated International Phone Call* system. With the *Simulated World Farmer,* students apply their knowledge about seasons to cultivate, fertilize, irrigate, and harvest simulated crops in two different world locations, the U.S. and Brazil. The package includes a teacher's guide and a reproducible student workbook. Recommended for grades 7 to 9; available on 48K disk for the Apple II and the Atari.

7Q-874AD Time and Seasons (Apple) $111.00
7Q-881RD Time and Seasons (Atari) $111.00

UNLOCKING THE MAP CODE

Fly around the world with this educational software package developed by Rand McNally! The six lessons introduce students to basic map and globe skills, including: *Land and Water Forms; Interpreting Color and Map Symbols; Direction; Location; Scale;* and *Time.* After students have learned about maps, the earth, and about the compass as an indicator of direction, they will be ready to apply their knowledge in the *Simulated Flight Plan.* In this simulation, young navigators fly a plane over mountains and oceans. Colorful maps and graphics will hold your students' attention. Includes a teacher's guide and reproducible student workbook. Recommended for grades 4 to 6; available on 48K disk for the Apple II and the Atari.

7Q-872AD Unlocking the Map Code (Apple) $111.00
7Q-873RD Unlocking the Map Code (Atari) $111.00

TIME MACHINE TRAVELER

Your students can be transported back in time with this enjoyable series. They will learn and "feel" what it was like to live during four exciting episodes in history: *Magellan Travels the World, Washington at Valley Forge, Lincoln at Gettysburg,* and *Custer's Last Stand.* Students are asked to decide how they would have handled these various situations which actually occurred. Available on 32K disk for the Apple II and TRS-80, and on 16K cassette for the TRS-80 and the Pet. Write for information on network versions.

6A-3300AD Time Machine Traveler (Apple) $67.00
6A-3300PC Time Machine Traveler (Pet) $56.00
6A-3300TC Time Machine Traveler (TRS, cassette) $56.00
6A-3300TD Time Machine Traveler (TRS, disk) $67.00

HISTORY AND GEOGRAPHY

Four programs for the social studies student: *Revolutionary War Quiz* has two students competing to answer questions on the revolutionary war with an instructor option to substitute other subjects: *Regions of the U.S.* is a drill and practice exercise on locations of the 50 states: *States and Capitals* is a drill program with clues provided by the computer: and *Presidents* is a drill on facts about U.S. government leaders. Available for the Apple II with 48K and disk: the TRS-80 with 16K and cassette: and the Pet with 8K and cassette.

6C-AP053D History and Geography (Apple) $39.95
6C-ED005C History and Geography (TRS-80) $39.95
6C-PT005C History and Geography (Pet) $39.95

LINCOLN'S DECISIONS

This program leads your students through the key events in President Abraham Lincoln's life and administration. At each major turning point, they are presented with the choices he faced and are challenged to duplicate his decisions. By putting themselves in Lincoln's shoes, students acquire a sense of the alternative courses that the United States might have followed during this critical period in American history. Colorful graphics highlight the material. Available on disk (back-ups included) for the Apple II with 48K, the TRS-80 with 32K, and the Commodore 64 with 64K.

3K-210AD Lincoln's Decisions (Apple) $63.00
3K-210CD Lincoln's Decisions (C64) $63.00
3K-210TD Lincoln's Decisions (TRS-80) $63.00

WOMEN OF COURAGE

This five-part series offers personal profiles of five American women: *Clara Barton, Helen Keller, Harriet Tubman, Amelia Earhart,* and *Susan B. Anthony,* each of whom not only had a strong influence on the America of her time, but whose efforts are still examples of courage today. Students are introduced to new words and offered practice in the vocabulary section of the program. The tutorial section consists of two parts and the test section gives students a final score. A record management system is provided, as well as a teacher's guide for each disk. Available for the Apple II with 48K and disk; grade level is 4 to 6.

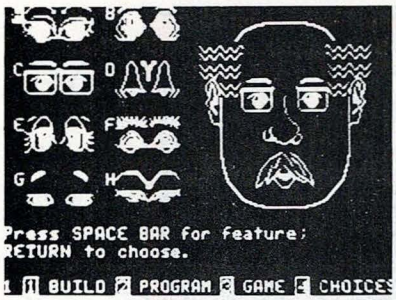
5K-401AD Clara Barton $29.95
5K-402AD Helen Keller $29.95
5K-403AD Harriet Tubman $29.95
5K-404AD Amelia Earhart $29.95
5K-405AD Susan B. Anthony $29.95
5K-400AD Women Of Courage (Set of 5 above) $125.00

MEDALIST SERIES

An exciting, challenging way to study facts about the States, Presidents, Continents, and other historical events! The student tries to guess an historical fact; to do this, he or she must "buy" clues from the computer. Easy clues, such as nickname or shape, are expensive, whereas difficult clues, such as date of entrance into the Union, are very cheap! The top three students who answer all of the questions at the least "cost" in clues are awarded the Gold, Silver, and Bronze medals. Their scores are displayed on the screen for other students to beat. Four programs are available: STATES, CONTINENTS, PRESIDENTS, and CREATE, the latter allowing the instructor to insert any desired subject matter into the Medalist format. Grade level is 3 to 10; available for the Apple II with 48K and disk.

4H-1508 Medalist-States $39.95
4H-1509 Medalist-Presidents $39.95
4H-2507 Medalist-Continents $39.95
4H-2500 Medalist-Create $39.95

Programs for Young Students



FACEMAKER

FACEMAKER is a fun way for young students to learn to use the computer and perform simple tasks. Three games are included: in the first, a blank face is displayed on the screen which the child completes with a selection of eyes, ears, noses, and other parts. In the second game, the student enters simple instructions to make the face smile, wink, frown, or wiggle its ears. In the third game, the computer asks the student to repeat the sequence of faces shown on the screen, thus helping to improve the student's memory and concentration skills. Color graphics and sound are featured. Available on disk for the Apple II and Atari with 48K, and the IBM and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card. Age level is 4 to 8.

8Q-103AD	**Facemaker (Apple)**	**$34.95**
8Q-103BD	**Facemaker (IBM)**	**$34.95**
8Q-103CD	**Facemaker (C64)**	**$34.95**
8Q-103RD	**Facemaker (Atari)**	**$34.95**

VISUAL DISCRIMINATION & SPATIAL RELATIONSHIPS

These two programs introduce basic skills for the primary school student. In VISUAL DISCRIMINATION, students match numbers, letters, or graphics symbols in order to enhance their ability to distinguish between different objects; the type and number of symbols to be displayed are selectable by the instructor. In SPATIAL RELATIONSHIPS, students learn concepts such as left/right and over/under as they move a graphic "spider" around boxes on the screen. Common two-dimensional relationships are among the concepts explored. Available on 32K disk for the Apple II and TRS-80; back-up disks included.

2G-984	**Visual Discrimination (Apple)**	**$34.45**
2G-989	**Visual Discrimination (TRS-80)**	**$34.45**
2G-979	**Spatial Relationships (Apple)**	**$32.45**
2G-983	**Spatial Relationships (TRS-80)**	**$32.45**

COMPUTER GOOSE

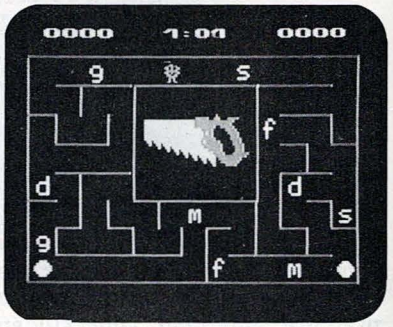
This enjoyable series uses Mother Goose Rhymes to teach a number of topics important to youngsters. The six disks are: *Computer Goose Safety*, featuring Jack and Jill, Humpty Dumpty, and Little Miss Muffet; *Colors and Spelling*, presented by Little Boy Blue and Friends; Hickory Dickory Dock and Ten O'Clock Scholar teach *How to Tell Time*; *Neatness and Dress* features the Old Woman in the Shoe; in *Animals and Objects*, Mother Hubbard works with the Piper's Son; and *Numbers* is presented with Sing a Song of Sixpence. Animation and color highlight the material, and each disk contains a final test. Available for the Apple II with 48K and disk. Primary level.

5K-201AD	**Computer Goose Safety**	**$29.95**
5K-202AD	**Computer Goose Colors & Spelling**	**$29.95**
5K-203AD	**Computer Goose How to Tell Time**	**$29.95**
5K-204AD	**Computer Goose Neatness & Dress**	**$29.95**
5K-205AD	**Computer Goose Animals & Objects**	**$29.95**
5K-206AD	**Computer Goose Numbers**	**$29.95**
5K-200AD	**Computer Goose Series**	**$149.00**

KIDS ON KEYS

KIDS ON KEYS offers students three exciting games that teach them the location of the letters and numbers on the keyboard. In one game, letters and numbers start raining down the screen; quickly, the student has to find the matching keys and strike them before the images disappear. In the second game, colorful pictures travel down and before they vanish the student has to type in the correct words. In the next game, the student must match the correct picture with the word that flashes up before it fades away. And kids can create their own pictures and make them part of the games! Available on disk for the Apple II with 48K and the IBM PC with 64K; and on cartridge for the Atari with 48K and the Commodore 64 with 64K. The IBM version requires the IBM Color Adaptor Card. Grade level is K to 4.

8Q-111AD	**Kids on Keys (Apple)**	**$29.95**
8Q-111BD	**Kids on Keys (IBM)**	**$34.95**
8Q-111CT	**Kids on Keys (C64)**	**$32.95**
8Q-111RT	**Kids on Keys (Atari)**	**$32.95**



ALPHABET ZOO

It's a race. It's a chase. It's ALPHABET ZOO! And it teaches children the relationship of letters and sounds, and how to spell while having fun. Kids pick their players in a colorful maze game (they might be Tomato Head Fred or Millie Mushroom), and then go racing off to find the letters in the maze that fit the picture displayed in the center. They'll have to be quick, though; the letters may move, and time is running out! Available on disk for the Apple II with 48K and the IBM PC with 64K; and on cartridge for the Atari with 48K and the Commodore 64 with 64K. The IBM version requies the IBM Color Adaptor Card. Grade level is K to 3.

8Q-110AD	**Alphabet Zoo (Apple)**	**$29.95**
8Q-110BD	**Alphabet Zoo (IBM)**	**$29.95**
8Q-110CT	**Alphabet Zoo (C64)**	**$32.95**
8Q-110RT	**Alphabet Zoo (Atari)**	**$32.95**

RHYMES & RIDDLES

Kids love riddles; they laugh at them, remember them, and tell them to their friends. In *Nursery Rhymes*, the computer shows blank spaces for the first line of a well-known nursery rhyme. As the child completes the first line, the second line appears. When all four lines are completed correctly, the computer shows the rhyme with vivid color graphics and music. In *Riddles*, the student is asked to complete a joke or riddle by guessing the punch line and filling in the blank spaces. *Famous Sayings* presents the child with a famous saying, such as "A penny saved is a penny earned", which the student completes in the same way as the other games. Reading and spelling skills are reinforced while having fun! Available on disk for the Apple II and the Atari with 48K, and for the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card. Grade level is K to 4.

8Q-SS106AD	**Rhymes & Riddles (Apple)**	**$29.95**
8Q-SS106BD	**Rhymes & Riddles (IBM)**	**$29.95**
8Q-SS106RD	**Rhymes & Riddles (Atari)**	**$29.95**

EARLY ELEMENTARY I & II

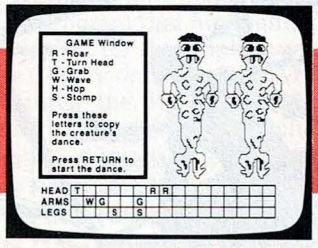
These two series are designed to acquaint young children (preschool through second grade) with computer usage. Very limited keyboard skills are required, while graphics and music highlight the reinforcement of correct responses. EARLY ELEMENTARY I includes Count the Shapes (matching numbers to shapes); Color Match, Number Drill (matching written and displayed numbers); and Shape Match. EARLY ELEMENTARY II features Alpha Drill (upper and lower case letter matching), Alphabet Line (sequential alphabet fill-ins), Inside-Out (spatial relationships), and Number Line (sequential number fill-ins). Complete teacher management is featured, including number of problems selection, music option, presentation speed, and class file management with the capability for hard copy print-outs. Available on 32K disk for the Apple II and Atari.

2L-603AD Early Elementary I (Apple) $34.95
2L-603RD Early Elementary I (Atari) $34.95
2L-703AD Early Elementary II (Apple) $34.95
2L-703RD Early Elementary II (Atari) $34.95

MICRO MOTHER GOOSE

Nine Mother Goose rhymes and three fun-filled games are featured in this program for 3- to 9-year olds. Among the rhymes are *Twinkle, Twinkle; Three Blind Mice; Little Miss Muffet, Old King Cole,* and more, each illustrated with brilliant color graphics and accompanied by its traditional musical tune. The games include *Lamb Scramb,* in which students try to get Mary's lambs through a hedge safely while avoiding the wolf; *London Bridge Out,* where students knock down London Bridge with a spinning ball; and catching falling Humpty Dumptys in *Splat,* where missed eggs go "splat" and caught eggs hatch and cheep! A "Micro Do's and Don'ts" poster and color Mother Goose stickers are included in the package, which is available for the Apple II with 48K and disk.

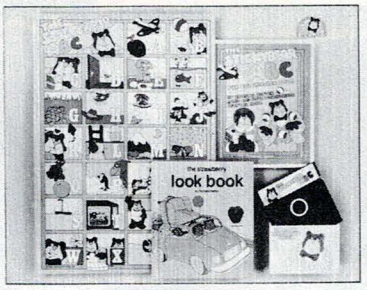
7M-200AD Micro Mother Goose $39.95



CREATURE CREATOR

The fundamentals of logical thinking are presented (with a little magic) in CREATURE CREATOR. Designed for students aged four to eight years old, this pattern matching and basic problem-solving game lets students put magical "creatures" together piece by piece, make them move, and match them up with the computer's creations. Sequential planning is emphasized. Available on disk for the Apple II and the Atari with 48K, and the IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card.

4Y-700AD Creature Creator (Apple) $29.95
4Y-700BD Creature Creator (IBM) $29.95
4Y-700RD Creature Creator (Atari) $29.95



STICKYBEAR SERIES

These programs feature some of the most advanced animated graphics designed for the Apple II. In STICKYBEAR ABC ducks quack, trains chug, and motors putt-putt as letters of the alphabet are displayed in large graphic characters, accompanied by animated pictures and sounds of objects whose names start with that letter. STICKYBEAR NUMBERS uses colorful groups of big moving objects—trucks, trains, planes, and more—to teach numbers, counting, and simple arithmetic. STICKYBEAR OPPOSITES shows the difference between up and down, full and empty, in front and behind, and more. STICKYBEAR SHAPES consists of three games—*Name a Shape, Pick a Shape,* and *Find a Shape*—in which correct answers make animated pictures come alive. All of the high-resolution shapes move freely over full-color graphic backgrounds for unprecedented realism. Designed for primary students; available for the Apple II with 48K and disk.

9H-100AD Stickybear ABC $39.95
9H-200AD Stickybear Numbers $39.95
9H-205AD Stickybear Opposites $39.95
9H-210AD Stickybear Shapes $39.95

EARLY LEARNING SKILLS SERIES

Designed for independent play by youngsters, each of the three programs in this series improves readiness and early learning skills. *Body Awareness* teaches the position of the body parts and the correct placement of clothes. *Knowing Numbers* provides practice and reinforcement on number recognition, the concept of relational operators, and addition and subtraction using one through ten. *Letters and Words* teaches and reinforces the concepts of alphabetical order, matching upper and lower case letters, sight vocabulary, and word-picture matching skills. Each program contains three games which the child can operate using only the space bar. Grade level is Pre-K to 5; available for the Apple II with 48K and disk.

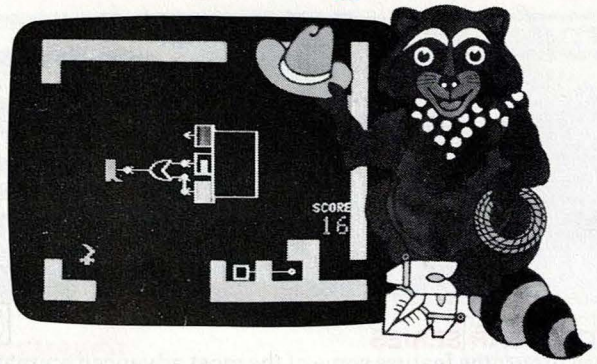
LW-224AD Body Awareness $49.95
LW-225AD Knowing Numbers $49.95
LW-226AD Letters and Words $49.95

HEY DIDDLE DIDDLE

A collection of 30 classic nursery rhymes and three games featuring brilliant color graphics and lively music. For pre-readers, *Storytime* is a continuous display of rhymes with pictures and music. *Storybook* lets beginning readers see each rhyme formed in slow motion with words and pictures. For more advanced readers, *Rhymegame* scrambles the rhymes and the student attempts to rearrange them in the correct order while racing against the clock. Hours of fun and learning can be provided with this enjoyable program! Available on disk for the Apple II and the Atari with 48K, and the IBM PC and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card. Grade level is K-5.

8Q-SS108AD Hey Diddle Diddle (Apple) $29.95
8Q-SS108BD Hey Diddle Diddle (IBM) $29.95
8Q-SS108CD Hey Diddle Diddle (C64) $29.95
8Q-SS108RD Hey Diddle Diddle (Atari) $29.95

Problem Solving and Simulations



ROCKY'S BOOTS

This fascinating game helps students build a basic groundwork in logic skills in a stimulating way. Students assemble a "logic machine" piece-by-piece, moving graphic "parts" on the screen and testing each one individually and as part of the whole machine. Each test is accompanied by graphics and sound originating from the new part, such as a flashing lightbulb or moving "clacker." The student has complete control over the movement of the parts, and is encouraged to experiment and explore alternate possibilities. With the appeal and interest of an arcade game but the instructional content of a comprehensive lesson in logic, ROCKY'S BOOTS is highly recommended by our staff as an example of excellent educational software. The sound features may be turned off as an instructor option. Age level is 7 and up, and the program is available for the Apple II with 48K and disk.

8L-30AD Rocky's Boots $49.95

THE INCREDIBLE LABORATORY

Imagine a beaker filled with a bubbling solution and a list of "crazy chemicals" to add to the mixture. Each chemical produces a specific feature of a monster such as one eye, a scaly body, furry arms, or mummy legs. The student, as an apprentice in THE INCREDIBLE LABORATORY, discovers each chemical's effect through trial and error, and graduates to "scientist" status after acquiring the expertise to predict what type of monster will emerge from the mixture. High resolution graphics, vivid color, and animation lend additional appeal to this problem-solving program. Includes varying difficulty levels and the option to play in a competitive game mode. Grade level is 3 and up; available on disk for the Apple II and Atari with 48K, and the Commodore 64 with 64K. A teacher's guide and back-up disk are included.

8K-1136AD The Incredible Laboratory (Apple) $55.00
8K-1137RD The Incredible Laboratory (Atari) $55.00
8K-1230CD The Incredible Laboratory (C64) $55.00

MYSTERY MASTER: MURDER BY THE DOZEN

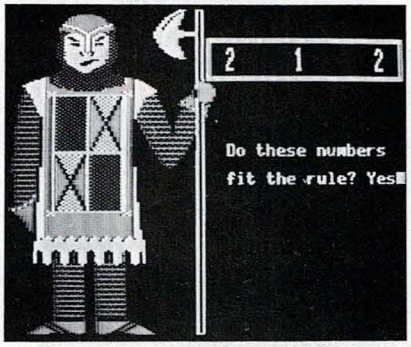
Detectives of all ages will love this exciting concept in crimebreaking: the compudunit! This game contains 12 murder mysteries which test the deductive reasoning of one to four players. With a map of a city and a synopsis of the details of the scene of a crime, would-be Sherlock Holmes' choose from such options as where to go, whom to interview, and what to search. They are rewarded with clues, some of which are misleading. To win, players have to identify the guilty party, and determine the motives. A rating of rookie to world-class detective is determined by how long it took to solve the crime. Available on disk for the Apple II with 48K, and the IBM PC and the Commodore 64 with 64K.

5G-23012AD Mystery Master (Apple) $34.95
5G-23011BD Mystery Master (IBM) $34.95
5G-23209CD Mystery Master (C64) $34.95

THE KING'S RULE

This challenging and entertaining learning game helps students to form and test hypotheses and build skills in recognizing numerical patterns and relationships. Students work their way into a king's castle by determining the rule that fits a sequence of numbers. They generate and test a working hypothesis of the number sequence by asking questions, trying out new number combinations, and requesting recaps of the data. Six levels of play give students practice in forming and testing increasingly subtle hypotheses. Grade level is 6 and up; available on disk for the Apple II and TRS-80 with 48K, and the Commodore 64 with 64K. A back-up disk and a teacher's guide are included.

8K-1150AD The King's Rule (Apple) $55.00
8K-1229CD The King's Rule (C64) ..... *New* $55.00
8K-1228TD The King's Rule (TRS-80) ..... *New* $55.00



THE WHATSIT CORPORATION

Students put on entrepreneurial hats and use mathematics as an analytical tool to weigh variables, plan strategies, and evaluate results in THE WHATSIT CORPORATION. Groups work together to make general start-up decisions, then move on to plan operations for their companies. Competition between groups increases the challenge. Practice in applying number skills to real-life problems is emphasized. Grade level is 6 and up; available on 48K disk for the Apple II and TRS-80. A back-up disk and a teacher's guide with reproducible worksheets, answer key, transparencies, and student activities are included.

8K-1134AD The Whatsit Corporation (Apple) $55.00
8K-1135TD The Whatsit Corporation (TRS-80) $55.00

AIR-TRAFFIC CONTROLLER

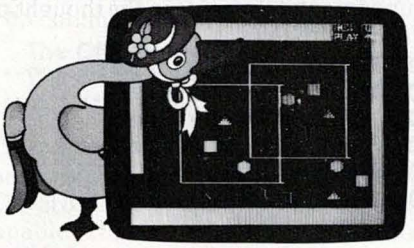
This simulation game puts you in control of all the incoming air traffic at a busy airport. You must direct the runway approaches and landings of airplanes and helicopters, monitor circling aircraft, increase and decrease altitudes, and even deal with occasional hijackers and UFO's! You have the radar and the computer — the rest depends on your accuracy and skill. High-resolution graphics are featured: available for the Apple II with 48K and disk, and the IBM PC with 64K and disk.

2C-1050 Air-Traffic Controller (Apple) $19.95
2C-1051 Air-Traffic Controller (IBM) $29.95

GERTRUDE'S SECRETS

GERTRUDE'S SECRETS helps young students to think logically, create order, and plan ahead. Gertrude the Goose flies across the screen bringing colored shapes to puzzle rooms; the students then move the shapes around to solve the puzzle. In order to arrive at the correct solution, the students must guess the secret rule that applies to each puzzle. Students can also create their own puzzle shapes to use in the program. Available for the Apple II with 48K and disk. "Gertrude's Secrets is a gem, the kind of software new educational programs will be judged against."—*THE COMPUTING TEACHER.*

8L-LC904 Gertrude's Secrets $44.95



GERTRUDE'S PUZZLES

Expanding upon the skills and concepts presented in GERTRUDE'S SECRETS, this program helps students develop reasoning skills, learn how to solve problems with incomplete information, and analyze what they see. The players move the pieces flown in by Gertrude the Goose to form more complex puzzles and patterns, in accordance with secret rules that must be discovered along the way. Six different puzzle rooms are available, each with a new challenge: Gertrude the Goose delivers prizes for correct solutions. Students can also create their own puzzle shapes to use in the program. Available for the Apple II with 48K and disk; age level is 6 and up. "... helps kids develop and exercise the ability to think." — *SOFTALK.*

8L-40AD Gertrude's Puzzles $44.95

THE POND

This elementary level program develops the student's ability to think through a situation logically. To help a frog find its way through a pond, the student must gather data about a path of lily pads and generalize that data into a pattern. Advanced color graphics and animation enhance student interest in this fun program that highlights problem-solving skills. Available on disk for the Apple II with 48K, the Atari with 32K, and the Commodore 64 and IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card. A teacher's guide and back-up disks are included.

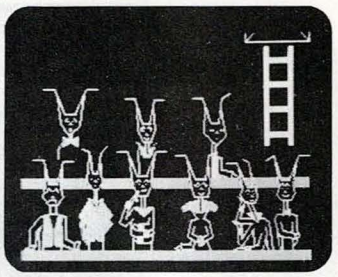
8K-1209AD The Pond (Apple) ..... *New* $55.00
8K-1159BD The Pond (IBM) $55.00
8K-1210CD The Pond (C64) ..... *New* $55.00
8K-1065RD The Pond (Atari) $55.00

MIND CASTLES

NEW

Introduce an exciting, innovative approach to education with this educational adventure game. MIND CASTLES motivates students to reason more effectively by posing challenging problems and logic puzzles for them to solve; correct solutions allow students to explore the Castle and attempt to reach the Tower and the treasure hidden there. Students should expect the unexpected when they try to bypass clues or fail to solve a puzzle! Available for the Apple II with 48K and disk. Grade level is 3 and up.

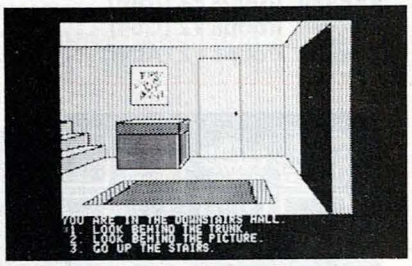
4V-243 Mind Castles $44.95
4V-243-B Mind Castles (with backup) $62.50



IN SEARCH OF THE MOST AMAZING THING

Here is a program with an "alien" motif that is instructive rather than destructive. Students take an amazing journey to a land of friendly aliens, encountering many adventures as they go. They learn to fly, navigate, and refuel their special flying craft; distance, direction, and time analysis must enter into their decisions. When they meet the aliens, they learn how to talk to them and trade for supplies; communication skills and economic principles are thus discovered. The students learn to reason with the aliens, thereby building problem solving skills. This computer learning game from Spinnaker Software is guaranteed not to "alienate" you from your students! Available on disk for the Apple II and the Atari with 48K, and the IBM PC and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card, and the C64 version requires the use of joysticks. Age level is 10 to adult. "...has all the makings of the best in computer simulations..." — *ELECTRONIC LEARNING.*

8Q-SS109AD The Most Amazing Thing (Apple) ... $39.95
8Q-SS109BD The Most Amazing Thing (IBM) $39.95
8Q-SS109CD The Most Amazing Thing (C64) $39.95
8Q-SS109RD The Most Amazing Thing (Atari) $39.95



DRAGON'S KEEP

NEW

A problem-solving adventure game just for kids! The teacher is not required to provide typing or spelling help; all the student needs is the space bar and the return key to search through the Dragon's magic house, find the animals held captive there, and set them free. The game reinforces reading skills and helps teach logical thinking and decision making while entertaining the student. Each room in the Dragon's house is depicted in colorful-high resolution graphics. Available for the Apple II with 48K and disk; for ages 6 to 12.

7X-410567 Dragon's Keep $29.95

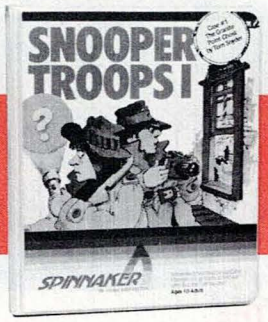
TROLL'S TALE

NEW

The evil troll has stolen 16 treasures from the King, and your students set out on an adventure to find them. To complete the journey successfully, the students must make a map using words or pictures to describe where they've been. Typing skills are not required in this problem-solving game; only the space bar and the return key are used to search for the King's treasure. Each location in the adventure is depicted in colorful high-resolution graphics. Available for the Apple II with 48K and disk; for ages 8 and up.

7X-416199 Troll's Tale $29.95

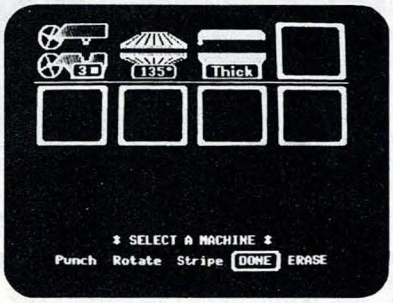
Problem Solving and Simulations



SNOOPER TROOPS

SNOOPER TROOPS is a series of unique interactive logic mysteries, with students playing the part of detectives. To solve the big crime, each detective must drive around town, question suspects and witnesses, search dark houses, and talk with secret agents. In the process, the student is learning organization and reasoning skills, efficient record-keeping, mapmaking, and is building vocabulary. SNOOPER TROOPS #1, *The Granite Point Ghost*, is an investigation into why mysterious things are happening at an old mansion; SNOOPER TROOPS #2, *The Disappearing Dolphin*, involves the strange disappearance of Lily the Dolphin from the Aquarium. Excellent high resolution graphics and true interaction with the computer are featured. Available on disk for the Apple II and the Atari with 48K, and the IBM PC and Commodore 64 with 64K; the IBM version requires the IBM Color Adaptor Card. Age level is 10 to adult.

8Q-101AD Snooper Troops #1 (Apple) $44.95
8Q-101BD Snooper Troops #1 (IBM) $44.95
8Q-101CD Snooper Troops #1 (C64) $39.95
8Q-101RD Snooper Troops #1 (Atari) $44.95
8Q-102AD Snooper Troops #2 (Apple) $44.95
8Q-102BD Snooper Troops #2 (IBM) $44.95
8Q-102CD Snooper Troops #2 (C64) $39.95
8Q-102RD Snooper Troops #2 (Atari) $44.95



THE FACTORY

This unique animated program helps students develop inductive reasoning skills by having them play the part of an assembly-line manager in a factory. The challenge is to analyze a finished product and recreate it by designing an assembly line to produce it. Working with raw materials, students manipulate the assembly line machinery to stamp, rotate, and decorate the product accordingly. Another option allows students to use their creativity to develop their own products. Skills in visual discrimination, spatial perception, logical reasoning, and sequential operations are highlighted. Available on disk for the Apple II with 48K, the Atari with 32K, and the Commodore 64 with 64K; a teacher's guide and a back-up disk are included. Grade level is elementary and up. "This is an appealing, well-paced program..."—*CLASSROOM COMPUTER LEARNING.*

8K-1129AD The Factory (Apple) $55.00
8K-1130CD The Factory (C64) $55.00
8K-1064RD The Factory (Atari) $55.00

MOPTOWN

Students visiting MOPTOWN will discover hours of learning enjoyment with these fun collections of logic games. The "Moppets" are having a MOPTOWN PARADE, and students must change one Moppet character into another in three moves or less. Logic, strategy, and pattern recognition are emphasized in this program for ages 6 to 10. In MOPTOWN HOTEL, two players try to register the most Moppets into the hotel, but rules govern which Moppets can stay in which rooms. Skills in testing hypotheses, using analogies, and developing strategic thinking skills are highlighted; age level is 9 and up. Available on disk for the Apple II and Atari with 48K, and the IBM PC with 64K. "MOPTOWN may represent a new generation of software based on interaction with some of the most fundamental concepts in the thought process."—*ELECTRONIC LEARNING.*

8L-LC907AD Moptown Parade (Apple) $39.95
8L-LC907BD Moptown Parade (IBM) $39.95
8L-LC907RD Moptown Parade (Atari) $39.95
8L-LC908AD Moptown Hotel (Apple) $39.95
8L-LC908BD Moptown Hotel (IBM) $39.95
8L-LC908RD Moptown Hotel (Atari) $39.95

ARROW DYNAMICS

This irresistible learning game combines the challenge of chess with the structure of programming to promote logical thinking and reinforce problem solving skills. The object of the game is to move an arrow across a gameboard by correctly using programming statements to solve a problem. Players earn points or penalties as the result of their decisions, while learning the importance of logical planning. ARROW DYNAMICS can be played by one or more players. Grade level is 4 and up; available for the Apple II with 48K and disk. A back-up disk and a teacher's guide with reproducible worksheets are included.

8K-1151AD Arrow Dynamics $55.00

ROBOT WAR

A motivating and enjoyable program that is also an introduction to programming! The student controls a robot that must fight in the arena against other robots, both the computers' and other students'. Students "program" their robots to perform the way they want it to, and this is the heart of the learning experience. A special debugging routine assists the student in programming the robot. This fascinating application of learning-by-doing captures the basics of logical programming (and thinking) in a highly interesting and motivational format. Available for the Apple II with 48K and disk. "...a game that challenges your mind, not your hand-eye coordination."—*PERSONAL SOFTWARE.*

6E-250 Robot War $39.95

OIL RIG

In these energy-conscious times, this simulation program is sure to be a hit. OIL RIG engages students in a search for oil and natural gas, using seismic data to map underground rock layers and identify oil traps. The "drilling" operation allows students to test their seismic work and see if they strike "black gold." A geologic history and black line masters are included in the teacher's guide. Available for the Apple with 48K and disk, and the Pet with 16K and cassette; grade level is 7 to 12.

6B-ASC4 Oil Rig (Apple) $29.95
6B-PSC4 Oil Rig (Pet) $29.95

Teachers and Administrators

THE OFFICER

THE OFFICER is a complete attendance package that can provide a school with all of the information needed to fulfill state reporting requirements. After the homeroom period, the names of students not present are entered into the computer and an alphabetized absence list is produced in minutes. At the end of the day, an up-date program utilizing up to eight selectable categories can be run to specify why each student was not present. Once a month, or more often if desired, a utility program is run which produces an attendance summary for each student and a report on the number of student-days missed by grade level and type of absence. The system can manage up to 1500 students. Available for the Apple II and TRS-80 with 48K and two disk drives. Both versions require an 80-column printer.

6S-200AD The Officer (Apple) $195.00
6S-200TD The Officer (TRS-80) $195.00

THE REPORTER

If report card time sets your staff into a frenzy, consider THE REPORTER program. It is a complete grade reporting package capable of handling up to 1500 students. Among the features that make it adapatable to any school are the use of up to eight marking periods per academic year; the accomodation of either number or letter grades, with any desired "weight" assignable to the letter grades; up to 15 different courses per student during the school year; course grades which can be entered from class rosters and easily modified; up to 30 standard "comments" which may be defined and printed on the report cards; choice of printing full report cards or labels for the students' permanent records; and reports of students with failing grades, sections and courses with missing grades, and a class ranking for each grade level. Data can be transferred from THE OFFICER and THE CLASSIFIER programs to reduce keyboard entry time. Available on disk for the Apple II and TRS-80 with 48K, and the IBM PC with 64K.

6S-300AD The Reporter (Apple) $495.00
6S-300BD The Reporter (IBM) $495.00
6S-300TD The Reporter (TRS-80) $495.00

CAIWARE

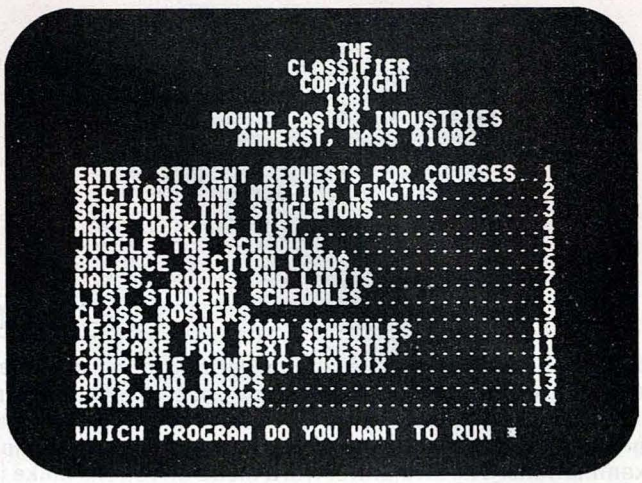
CAIWARE is a system for creating and using lessons on the TRS-80. A set of menu choices guides the instructor in the creation of tests, tutorials, or any other material for computer presentation to the student. Multiple choice, true-false, and fill-in questions may be selected. Built-in word processing functions allow complete flexibility in creating lessons and questions. Comprehensive management functions are included, such as branching based on student responses and pre-selected performance criteria, complete record keeping of multiple student scores, and generation of instructor reports. Available for the TRS-80 with 48K and disk.

6F-20D Caiware $169.00

CLASS SCHEDULING PROGRAM

This package of programs is designed to aid school administrators in matching individual course requests with available course and section offerings. The system allows schools to test various proposed course offerings for conflicts and suitability, and ultimately develops a final master class schedule and individual class schedules. Priority assignment for required courses, lunch period and study hall specification, and modular scheduling are included. The system can handle 2400 students, with up to 1000 offered courses and 16 course choices and alternatives per student. Available for the Apple II with 48K and two disk drives; an 80-column printer is required.

2R-D039 Class Scheduling Program $260.00



THE CLASSIFIER

The biggest headache facing school administrators each semester comes from trying to provide a comprehensive schedule of classes. THE CLASSIFIER can be the cure! It will schedule up to 1400 students and 250 courses, fulfilling 99% or more of the students' course requests. The system will analyze the number of sections of each course which are required; the administrator then specifies the schedule restrictions, such as requesting that all French classes be non-overlapping if only one French teacher is available. As many of these variables can be added to the system as are required. THE CLASSIFIER will then take this information and the student requests and produce a master schedule. The administrator assigns specific teachers and rooms to each course section, whereupon the system will print out individual student schedules, class rosters for each section, teacher schedules, and room usage schedules. Don't wait, cure those headaches with THE CLASSIFIER! Available for the Apple II and TRS-80 with 48K and two disk drives. Both versions require an 80-column printer.

6S-100AD The Classifier (Apple) $595.00
6S-100TD The Classifier (TRS-80) $595.00

GRADING SYSTEM PROGRAM

The GRADING SYSTEM PROGRAM is designed to help school administrators and teachers keep track of grades, cumulative averages, and school credits. Utilizing simple keyboard entry routines, the computer will tally the reporting period grades and automatically prepare Report Cards and Honor Roll lists. The system easily handles both numerical and letter grading systems, includes a set of customizing programs which remodel the package to meet the individual school's needs, and can also prepare class rosters and summaries. Up to 600 students can be handled per disk, and an unlimited number of disks may be used. Grading scales, report card comments, honor roll definitions, and credit requirements can all be specified by the user. Also included is a *Counselor's Program*, which provides an expedient means for preparing the master student records. Available for the Apple II with 48K; an 80-column printer is required.

2R-D013 Grading System Program $225.00

SPECIAL PRICE
Formerly $345.00
SPECIAL PRICE
Formerly $239.00

Teachers and Administrators

MICROTEST

MICROTEST is a test-generation system offering unprecedented ease of use, flexibility, and control for the instructor. The system allows the teacher to create, refine, update, store, and generate a wide variety of tests, from quizzes to major examinations. The straightforward menu directions make it simple to define, redefine, and administer tests in any subject area at any level. Over 400 questions and answers can be stored on a single data disk. When a test is needed covering the same subject as a previous test, it can be created by using questions in a different order, combining questions from previous tests, or adding new questions. Complete editorial control of the test is assured, allowing instructors to tailor exams to their specific instructional goals and objectives. Available for the Apple II and TRS-80 with 48K, and the IBM PC with 64K; two disk drives are required.

2U-100AD Microtest (Apple) $195.00
2U-100BD Microtest (IBM) $195.00
2U-100TD Microtest (TRS-80) $195.00

RECORDS

This is a sophisticated recordkeeping and grade recording system for the TRS-80 Model III. It will handle classes of up to 200 students with up to 16 evaluations during a term. Comprehensive student information can be selectively recalled and displayed on the screen or on a printer, including class listings that show a student's complete evaluation history with ranking, and class statistics that display the mean, standard deviation, and frequency histogram of each evaluation. RECORDS also performs complex grade computations using weighted evaluations, best scores only, mandatory evaluations, extra credit, and other options. Class rosters and evaluation grades are easily edited at any time. A comprehensive manual accompanies the program, which requires 32K and disk.

6N-100TD Records $69.95

LEARNING STYLES INVENTORY

NEW

Why do some students learn better in certain situations than others? How can you find the optimum learning conditions for your class? This unique program was designed to give teachers insight into what learning methods their students benefit from the most. Various learning-related questions are presented to students, such as: *I learn better by reading than listening*, or *I do well on tests if they are about things I hear in class*. The student responds to each item using a four-point scale ranging from "least like me" to "most like me". The results are analyzed by the computer and displayed on a graph for the teacher, showing which learning method the student responds to best. The program can also provide a graph of the whole class, and match an individual student's style against that of the class. Available on 48K disk for the Apple II, the Commodore 64, and the TRS-80. A printer is required; a second disk drive is optional but recommended.

3K-340AD Learning Styles Inventory (Apple) $98.00
3K-340CD Learning Styles Inventory (C64) $98.00
3K-340TD Learning Styles Inventory (TRS-80) $98.00

TEST BANK

If you find preparing exams to be a chore, then THE TEST BANK is sure to make the grade! This sophisticated exam preparation program can produce tests in a fraction of the time and with fewer errors than one could possibly do by hand. Using simple one-key commands, an instructor can develop tests in any desired format; a built-in word-processor then takes over for efficient entry of test questions. All questions are stored in test "banks" and can be recalled and reassembled at any time quickly and easily. Among the system's features are the ability to search for questions by keywords, phrases, subject areas, difficulty levels, or other teacher-defined categories; grouping of questions by type, such as essay, multiple choice, etc., with automatic renumbering; random order changing to provide several versions of the same test; merging of items from several banks to produce a composite exam; plus many other useful options. Designed for the TRS-80 with 32K and disk, THE TEST BANK takes full advantage of the microcomputer's many capabilities in a user-friendly and easy-to-operate package. *CLASSROOM COMPUTER NEWS* gave the TEST BANK "a four-star recommendation."

2Q-100TD Test Bank $231.50

CURRICULUM MANAGER

The CURRICULUM MANAGER allows teachers and principals to coordinate the instructional program and have rapid access to information on student progress. With this system teachers may set individual curriculum goals for each of their students and monitor progress on a daily, weekly, or monthly basis. Students get the benefit of a clear and objective statement of what they need to accomplish, while parents receive a graph of monthly progress showing where their child stands relative to the school's educational program. The school principal can act as the instructional leader by advising teachers on the goals they select for their classes, and superintendents receive a monthly by-school summary showing the percentage of pupils meeting the selected objectives. Additional features are the ability to inventory and forecast material and supply needs, and keep track of student attendance. Available for the Apple II with 48K and disk; a principal's manual and 15 teacher's manuals are included. "...a practical and well-thought out system for planning instruction..." — *ELECTRONIC LEARNING.*

7C-100AD Curriculum Manager $300.00

INSTRUCTIONAL COMPUTER LITERACY

This program, designed for use by teachers and administrators, provides hands-on experience in how to utilize microcomputers in the school. Among the topics discussed are an introduction to computers; instruction with the micro, including drill and practice, tutorial, and simulation; setting up and managing a micro facility; and the selection and evaluation of software. The step-by-step, self-paced format of the program is suitable for use either by individuals or small groups. After mastering the INSTRUCTIONAL COMPUTER LITERACY program, any teacher or coordinator will be able to set up an in-class or media center-based microcomputer program for computer assisted instruction. Available on disk (back-ups included) for the Apple II with 48K, the TRS-80 and the Pet with 32K, and the Commodore 64 with 64K.

3K-220AD Instructional Computer Literacy (Apple) $69.00
3K-220CD Instructional Computer Literacy (C64) $69.00
3K-220PD Instructional Computer Literacy (Pet) ... $69.00
3K-220TD Instructional Computer Literacy (TRS) $69.00

APPLE GRADE BOOK

This grade reporting system for the Apple can handle 40 grades per student and up to 250 students divided in up to 25 classes. The teacher has the option of weighting grades, and can keep track of students who have been absent for an activity. Other features include a listing of each student's record, class records, sorting by name and grade, standard deviation, grade conversions, histograms of student averages, complete editing and correction capabilities, and back-up class files. Available on 48K disk, with and without back-up. "...good value for the price." — *SCHOOL MICROWARE REVIEWS.*

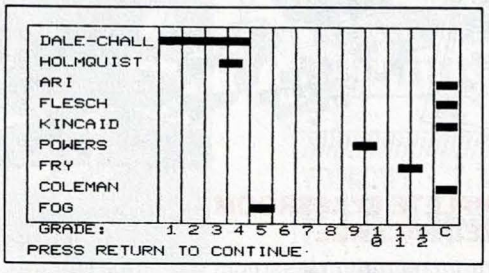
5A-AG069 Apple Grade Book $39.50
5A-BG069 Apple Grade Book with back-up $49.50

THE GRAPHIC GRADEBOOK

NEW

Want to get a clear picture of your students' performance in class? Now you can see your students' grades in bar graph or pie chart form right on your computer screen, allowing you to monitor their progress and anticipate possible problems. Features include the ability to handle many classes, record number of absences, and base assignments on point values other than 100; graphs and charts can also be printed out if you have a graphics-capable printer. Available on disk for the Apple II with 48K and the IBM PC & PCjr with 64K.

8B-600AD The Graphic Gradebook (Apple) $49.95
8B-600BD The Graphic Gradebook (IBM) $49.95



READABILITY

READABILITY is a teacher utility program that measures the difficulty level of text material according to nine different formulas, including Dale-Chall, Fry, Flesch, Flesch-Kincaid, Fog, ARI, Coleman, Powers, and Holmquist. Results are displayed in both text and graphic format. Includes an easy-to-follow User's Manual and tutorial sample run. An excellent tool for teachers, curriculum specialists, authors, and librarians; available for the Apple II with 48K and disk.

6M-4041 Readability $44.95

READING LEVEL ANALYSIS

This computer program can calculate the reading level of printed material quickly and accurately. Five scales can be selected, including Dale-Chall, Flesch, Fog, Smog, and Fry Coordinates. The disk version also includes Spache and Wheeler Wilson. The instructor types in about 100 words from the material to be evaluated, presses a key, and can sit back and watch the computer do all the work. An option for outputting to a printer is included. A definite time saver for anyone dealing with reading level evaluation! Available on disk for the Apple II and TRS-80 with 48K, and the IBM PC & PCjr with 64K. The IBM Color Adaptor Card is required for the IBM version.

2J-71AD Reading Level Analysis (Apple) $39.95
2J-71BD Reading Level Analysis (IBM) $39.95
2J-71TD Reading Level Analysis (TRS-80) $39.95

CROSSWORD MAGIC

Crossword puzzles are a favorite medium for language arts activities or for presenting quiz or worksheet material. Now, with this versatile program, crossword puzzles that formerly took several hours to compose can be created in minutes! Words and clues are entered by the instructor and the computer arranges them into a neat, interlocking puzzle with the clues printed underneath. The completed puzzles can be saved, and played by students on the screen or printed as hardcopy for duplication. An answer key can also be printed. Available for the Apple II and Atari 800 with 48K and disk. A printer with graphics capability is required for hardcopy. "It really is magic!" — *COURSEWARE REPORT CARD.* ". . . an effective use of the computer. . . " — *EDUCATIONAL COMPUTER.*

5M-100AD Crossword Magic (Apple) $49.95
5M-100RD Crossword Magic (Atari) $49.95

MANAGEMENT SYSTEM FOR SPECIAL STUDENTS

Teachers, special education directors, and other staff members can maintain and manage comprehensive information for students in special education with this software package. Includes items such as test scores, type of handicaps, and student progress toward the achievement of specified goals and objectives. The program contains full editing features to make data entry fast and efficient, and performs both single and multiple variable analysis. Analyses, class lists, address labels, and information about specific students can be printed out. The package includes a step-by-step manual and accomodates up to 1000 students. Available on 48K disk for the Apple II and TRS-80. An invaluable tool for all involved in special education!

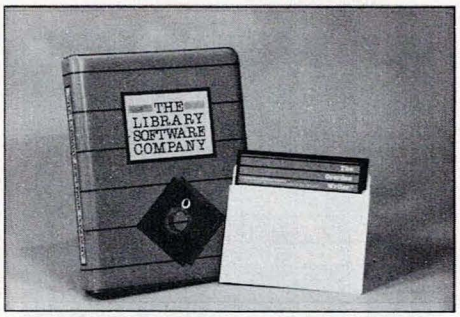
4W-100AD Special Student Management (Apple) $499.00
4W-100TD Special Student Management (TRS-80) $499.00

VOCABULARY PLACEMENT TEST

This graduated vocabulary test will find a student's independent reading level quickly. Validated for over 7000 students, it is culturally unbiased, discounts guessing, and has a placement range of readiness through a 7th grade reading level. Scores are stored for display to the teacher only. Available on disk (back-ups included) for the Apple II with 48K and the TRS-80 with 32K; and on cassette for the TRS-80 with 16K and the Pet with 8K.

3K-CP20180P Vocabulary Placement (Pet) $24.95
3K-CP20180T Vocabulary Placement (TRS, cassette) $24.95
3K-DK20180T Vocabulary Placement (TRS, disk) .. $29.95
3K-DK20180A Vocabulary Placement (Apple) $29.95

Teachers and Administrators



THE OVERDUE WRITER: LIBRARY CIRCULATION

Library personnel can now automate the time-consuming task of overdue record keeping and spend more time doing what every librarian wants to do: helping library patrons. THE OVERDUE WRITER is a book circulation progam that will keep track of all student records and print lists, overdues, and bills. You do not need to have a computer in the library: only 15 to 60 minutes a day of computer time is necessary, so another department's computer could be used whenever it is free. The system can handle an average of 500 checkouts a week, and is easy to run so that library assistants or student aides can operate it. THE OVERDUE WRITER requires 48K, an 80-column printer, a disk drive, and is available for the Apple II and TRS-80 Model III. If you're looking for ways to reduce your paperwork and get on with the business of being a librarian, then this is the system for you! "THE OVERDUE WRITER is a sound first step for small library automation." — *ELECTRONIC LEARNING.*

5X-100AD The Overdue Writer (Apple) $149.95
5X-100TD The Overdue Writer (TRS-80) $149.95

THE BIBLIOGRAPHY WRITER

Librarians, you'll never have to retype an entire bibliography or tack entries on to the end of one when you want to add new books. THE BIBLIOGRAPHY WRITER allows you to keep your entire collection up to date and at your fingertips. Each entry can be stored with up to six items of information, including author, title, call number, publisher, city, and copyright date; each new entry is stored automatically in alphabetical and call number order. Up to 500 items can be stored on a single disk, and as many disks as are required may be used. The complete bibliography can be printed in order by author, title, or call number. Additions, changes, and deletions are easily accomplished. Available on 48K disk for the Apple II and TRS-80; an 80-column printer is required.

5X-200AD The Bibliography Writer (Apple) $69.95
5X-200TD The Bibliography Writer (TRS-80) $69.95

THE A-V CATALOG WRITER

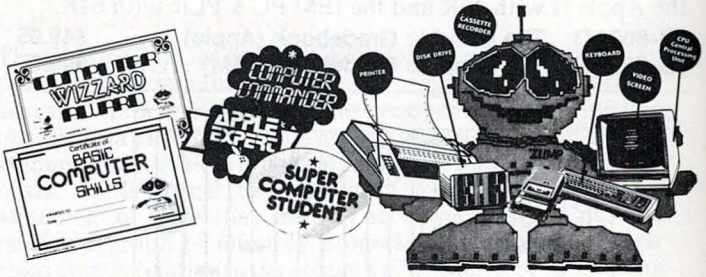
Now a small library can produce an in-house catalog of its A-V holdings for distribution to faculty or for reference in the library. Each item is recorded with six descriptors (media type, shelf list number, title, producer, contents, and copyright); the program will then store each entry by subject area. Each item may be listed under three different subject headings. Both shelf lists and subject catalogs can be printed, thereby allowing for distribution of specific lists of materials to particular departments. Up to 1000 items can be stored per disk; as many disks as are required may be used. Available on 48K disk for the Apple II and TRS-80; an 80-column printer is required.

5X-300AD The A-V Catalog Writer (Apple) $89.95
5X-300TD The A-V Catalog Writer (TRS-80) $89.95

MEDIA EQUIPMENT MANAGEMENT

Efficient and effective equipment management is the goal of this set for the media and audiovisual specialist. The first program, *Inventory of Equipment*, provides a complete inventory control system for the library or media center. Up to 600 items can be recorded and located in the data base by name, make, serial number, type, ID number, vendor, or purchase date. *Scheduling of Equipment* compiles a list of the equipment scheduled on a daily basis by type, name of borrower, and department; the total amount of time scheduled can be compiled by type, month, and year. Both programs have provisions for noting equipment that is down for repair. Available on disk (back-ups included) for the Apple II and TRS-80 with 48K, the Pet with 32K, and the Commodore 64 with 64K.

3K-230AD Media Equipment Management (Apple) $159.00
3K-230TD Media Equipment Management (TRS-80) $159.00
3K-230PD Media Equipment Management (Pet) $159.00
3K-230CD Media Equipment Management (C64) $159.00



THE COMPLETE CLASSROOM COMPUTER PACKAGE

Liven up your computer classroom with this delightful set of teaching aids. Included in the set is an 11" X 17" *Computer Schedule Wall Board*, with Write 'n Wipe pen and mounting tabs; *The Great Zump*, a colorful computer parts bulletin board kit; a set of 188 assorted *Computer Award Stickers;* and 90 colorful *Computer Achievement Awards* in three different styles. Give your students the special recognition they deserve with this package of enjoyable motivational materials. Also available separately are a set of APPLE GRADING STAMPS, with little smiling or frowning Apples that can be stamped on student papers; and SCRATCH & SNIFF REWARD LABELS, with 18 each of 24 fragrances including fruit, chocolate, pizza, bubblegum, and more, along with words such as "Well Done" and "Good Work".

LK-1503 Classroom Computer Package $31.95
EI-1444 Apple Grading Stamps $6.95
CT-1030 Scratch & Sniff Reward Labels $10.98

MICROS FOR MANAGERS

Reading this book can save you time and money! Designed for school administrators, this concise guide answers many of the puzzling questions about software and shows you the proper way to computerize administrative functions. It helps you determine your informational needs, select the software that best satisfies those requirements, and choose a microcomputer to run that software. MICROS FOR MANAGERS provides essential information, such as who sells the software, what it does, what computers it runs on, what special equipment is necessary and the cost for more than 170 software packages. This book is a must for school officials.

7L-100 Micros for Managers $25.00

COURSEWARE IN THE CLASSROOM

Any teacher involved with the acquisition of computer courseware should read this text, covering the selection, organization, and use of educational software. Written by Ann Lathrop and Bobby Goodson, two nationally-recognized computer educators, it covers such topics as *Classroom and Curriculum Applications, Approaches to Problem Solving, Tools for Teachers, Reinforcement and Remediation, The Evaluation Process, Evaluation Criteria, Policies and Procedures*, and more. A complete appendix includes evaluation guidelines, sources of courseware reviews, and a list of courseware directories.

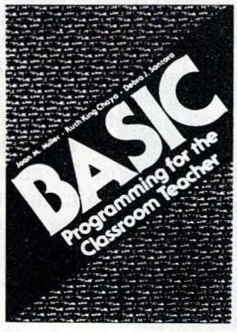
2E-20007 Courseware in the Classroom $9.95

BASIC PROGRAMMING FOR THE CLASSROOM TEACHER

NEW

This is an essential workbook for those teaching at the elementary and secondary levels who have had little or no experience in using microcomputers. It provides a step-by-step introduction to the BASIC programming language, with each term identified, thoroughly explained, and reinforced. The emphasis is on everyday use and hands-on practice. The ideal resource for independent study.

TD-2728 BASIC Programming for the Classroom Teacher $17.95



THE PROFESSIONAL SIGN MAKER

NEW

Creating colorful, imaginative signs is both fun and easy with THE PROFESSIONAL SIGN MAKER. Choose from a wide variety of print sizes, with up to eight lines of text that can each be seventy-nine characters long. Letters can be 1, 2, 4, and 8 inches high with space for descenders. Various levels of shading are possible, as are a variety of borders such as hearts, circles, stars and checkerboards. Signs may be saved on disk and retrieved for later printing. Ideal for classroom posters, overhead transparencies, report covers, advertisements and more. Available for the Apple II with 48K and disk.

8K-1200 The Professional Sign Maker $59.00

PARENT REPORTING

This "mini-word processor" lets a teacher send personalized messages home for each student in a class. Standard phrases can be input for all of the messages, such as class activities for the week or month. Each student's name can be inserted at any point on his or her individual message with the standard phrases. ("Sally took part in our class discussion this week.") Up to eight categories of subject areas and their grades can be listed in a section of the message. This great time saver will help you keep in touch with your students' parents. Available for the Apple II with 48K and disk; a printer is required.

4H-2505 Parent Reporting $39.95

PROFESSIONAL CONCEPTS AND TERMINOLOGY

The concepts and terminology of a profession are the foundation of conceptual understanding. This unique teacher in-service series, designed by educators, administers a multiple-choice knowledge assessment test on general instructional skills and special education topics. It can be used to ensure that new employees have the requisite knowledge for specific assignments, to monitor teachers' on-going training progress and as a comprehensive reference system. More than 400 tutorials are available in the five packages described below. All programs require an Apple II with 48K and disk.

LP-8307 Instructional Skills $175.00
The five disks in this package contain 125 tutorials on Mathematics, Reading, Language, Career Education, and Vocational Education.

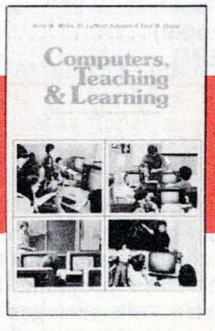
LP-8302 Special Education A $175.00
This package contains six disks with 125 tutorials covering General Special Education Terms, Legislative and Legal Terms, Services and Programs, Assessment, and Instructional Planning.

LP-8303 Special Education B $140.00
Package B contains five disks with 100 tutorials covering Learning Disabled, Mentally Retarded, Gifted, and Emotionally Disturbed.

LP-8304 Special Education C $140.00
Five disks with 100 tutorials covering Physically Handicapped, Hearing Impaired, Visually Impaired, and Speech and Language.

LP-8301 Vocab $125.00
This package allows trainers and educators to develop their own tutorials for customizing their in-service program.

LP-8300 Concepts and Terminology Series (25 disks, 450 tutorials) $699.95



COMPUTERS, TEACHING AND LEARNING

NEW

This is a comprehensive, easy-to-read guide on educational computing, written for those who are dealing with microcomputers for the first time. It covers important subjects such as computer assisted instruction, computer managed instruction and testing, as well as selection of hardware and software, piracy, teacher training, and computer literacy. Short tutorials on the languages of BASIC, Pilot and Logo are provided. 257 pages with illustrations.

3B-88056 Computers, Teaching And Learning $9.95

School Business Management

FLASHCALC: ELECTRONIC WORKSHEET

Designed specifically for the novice, FLASHCALC is a multi-purpose spreadsheet program capable of handling a wide variety of jobs. Any type of information that you use in a "row-and-column" format, such as budget forecasting, balance sheet projections, or time scheduling can be managed effortlessly with FLASHCALC. Starting with an open grid, just as you would on ledger paper, you proceed using simple commands in English to put together your worksheet. The system's true power is evident when you change an entry. For example, if you wish to see the effect of a 10% increase in the Math Department budget on your overall school finances, FLASHCALC will automatically refigure the entire worksheet, including all of the numbers affected by the change! No recopying, no erasing columns in a ledger. Never has it been easier to explore those "what-if" options! Available for the Apple II with 64K and disk.

7S-186 FlashCalc $99.00

VISIFILE

VISIFILE provides an easy, efficient way to manage and find information quickly. With this program you can collect data and information, organize it into a standard format, and store it as a "file" for later retrieval. The data in these "files" can be sorted in alphabetic and numeric order and printed on reports using formats of your specification. VISIFILE allows you to change the structure of a file (such as changing zip codes from five digits to nine) without having to re-enter your data. Other features include full menu control and up to 232 characters per record in 24 fields. If you're looking for complete flexibility and sophistication in a data management program, VISIFILE is it! Available on disk for the Apple II with 48K and the IBM PC with 64K.

7S-2302 VisiFile (Apple) $139.00
7S-2312 VisiFile (IBM) $159.00

ENERGY MONITOR

If tracking school energy consumption is part of your job, ENERGY MONITOR should be too. This unique program is designed to report energy use in from one to ninety buildings, providing invaluable assistance in the development of an energy conservation program. Six easy-to-read reports detail the electric, oil, and gas usage and costs for each building on a month-to-month basis: energy efficiency can be rated per square foot, per occupant, dollars per square foot, or dollars per occupant. Among the other uses for ENERGY MONITOR are the identification of energy billing errors, verification of invoices, forecasting of energy needs, and pinpointing of areas in need of conservation activity. A step-by-step manual accompanies this easily-learned package. Available on 48K disk for the Apple II and TRS-80; an 80-column printer is required.

2E-15601 Energy Monitor (Apple) $245.00
2E-15603 Energy Monitor (TRS-80) $245.00

SUPER TEXT

SUPER TEXT is a comprehensive word processing program that can save you hours of time in composing and correcting any type of written document. Word processing allows you to create letters, reports, handouts, and forms directly on the computer screen; correct or modify any portion quickly and easily; print out the entire page or manuscript; and save it on disk. If you have a later correction or change, you simply recall the document from your disk, move the cursor to the spot where you want to make the adjustment, and correct it, just like that! You can then reprint the entire document at the touch of a key. Composing material is a simple task when you can move whole sentences and paragraphs to different locations and view it all right on the screen. SUPER TEXT includes all of the professional word processing features, such as automatic word overflow; automatic tabbing and indentation; left and right justification; search and replacement of specific words or phrases; and a choice of 40, 56, or 70 columns across the screen. SUPER-TEXT is the economic and technological successor to the typewriter, providing unprecedented ease in the handling and manipulation of any form of written work. Available for the Apple II with 48K and disk; a printer is required.

6E-120 Super Text $125.00

THE ADDRESS BOOK

THE ADDRESS BOOK allows one to store names, addresses, and telephone numbers and print mailing labels, either separately or in conjunction with the FORM LETTER MODULE (6E-220). Up to 700 names per disk may be stored and sorted in any order. A user definable category system allows you to classify or group records for selective viewing or printing. Available for the Apple II with 48K and disk.

6E-210 The Address Book $49.95

FORM LETTER MODULE

This unique system combines SUPER-TEXT (6E-120) and THE ADDRESS BOOK (6E-210) into a complete form letter system. You can print letters composed with SUPER-TEXT repetitively, each using a mailing address from THE ADDRESS BOOK; or compose individual letters to go with each address. The mailing list information may be inserted anywhere in the letter, in several locations if desired. Special commands also allow you to change the content of individual letters depending upon the recipient. An ideal system for any business or school involved in the creation and mailing of form letters. Available for the Apple II with 48K and disk.

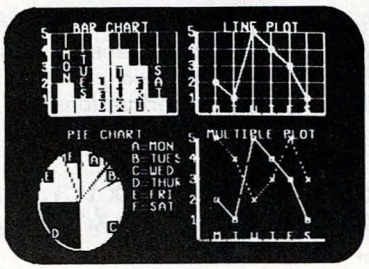
6E-220 Form Letter Module (requires use of 6E-120 and 6E-210) $100.00

School Business Management

PFS: SCHOOL RECORDKEEPER SYSTEM

Take the school recordkeeping paperwork off your staff's desks and put it in the computer where it belongs! This system will allow your office staff to file, retrieve, and process the vast quantities of information that you juggle everyday. Almost right out of the box it can produce 30 reports that cover student record management; student emergency information; mailing lists; budget, expense, and balance reports; requisition and purchase order analyses; event calendars; revenue reports; property and equipment management reports; class schedules; teacher and student location lists; and more. Designed to be used by computer novices, PFS: SCHOOL RECORDKEEPER is simple to learn and very flexible. The complete system includes three packages: PFS: FILE, which is a comprehensive data base program; PFS: REPORT, a report-formatting program; and the SCHOOL RECORDKEEPER MODULE, which links PFS: FILE and REPORT together. PFS: FILE and PFS: REPORT are also available as stand-alone units. Separate versions are available on disk for the Apple II with 48K and the Apple IIe with 64K.

8M-100A **School Recordkeeper System (Apple II)** **$400.00**
8M-100E **School Recordkeeper System (Apple IIe)** **$400.00**
8M-110A **PFS: File (Apple II)** **$125.00**
8M-110E **PFS: File (Apple IIe)** **$125.00**
8M-120A **PFS: Report (Apple II)** **$125.00**
8M-120E **PFS: Report (Apple IIe)** **$125.00**



DATA PLOT

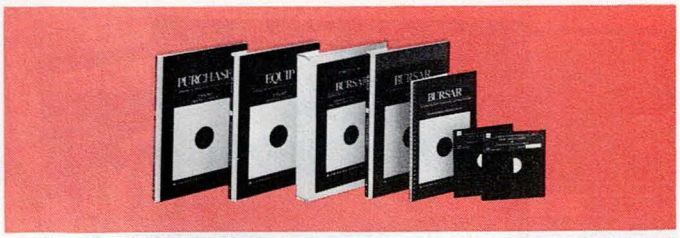
Creating color graphs and charts is easy with DATA PLOT. Using simple menu selections and your own data, you can create bar charts, single and multiple line charts and pie charts, including individual or cumulative plotting. Graphs can be outputted as hard-copy if you have a graphics-capable printer, or saved as high resolution "pictures" for dramatic full-color recall as visual aids during presentations. Available for the Apple II with 48K and disk.

6E-155 **Data Plot** **$59.95**

ONE-TYPE ACCOUNTING AND PAYRECORD SYSTEMS

ONE-TYPE ACCOUNTING is a small, flexible accounting system for posting the income and expenses of a small business or school. It includes a set of 40 standard accounts that may be modified to suit your school's needs. Comprehensive reporting elements and posting capabilities are featured. PAYRECORD is a modular addition to ONE-TYPE ACCOUNTING which may be used independently if desired. Current tax tables and Social Security formulas are incorporated to handle weekly, bi-weekly, semi-monthly, and/or monthly payrolls. The system will handle regular salary, hourly, and special payments or a mix of all three; user-definable deduction fields are included. Available for the Apple II with 48K and disk.

2R-D025 **One-Type Accounting System** **$59.95**
2R-D023 **Payrecord** **$69.95**



BURSAR

BURSAR is an accounting system designed specifically for student activity-funds; it is easy to operate and requires no accounting background. The system keeps track of funds generated by such extra-curricular activities as athletic teams, marching bands, newspapers, yearbooks, scholarships, and student councils. Some of BURSAR'S features include financial statements for each activity; trial balances and monthly statements; complete account and transaction management; print-outs of receipts and reports; and more. Included in the comprehensive documentation is a glossary of relevant accounting and computer terminology. BURSAR is the ideal system for handling student accounts! Available on 48K disk for the Apple II and TRS-80. "... recommended for any school administrator or district ..." — *ELECTRONIC LEARNING.*

2E-583 **Bursar (TRS-80)** **$195.00**
2E-575 **Bursar (Apple)** **$195.00**

EQUIP

EQUIP is a school equipment inventory system designed specifically for educational users. It enables administrators or media specialists to allocate, locate, and account for all the physical assets of a department, school or school district. With this system you can maintain accurate inventory records for up to 1200 pieces of equipment and their individual specifications; schedule and monitor equipment usage; verify losses in case of fire, theft, or vandalism; develop maintenance schedules; facilitate equipment borrowing between teachers, departments, and schools; print reports for government or insurance agencies; recognize and justify equipment needs; and more. The documentation covers all aspects of how to operate the system, including a table of error messages. Available on 48K disk for the Apple II and TRS-80.

2E-584 **Equip (TRS-80)** **$195.00**
2E-571 **Equip (Apple)** **$195.00**

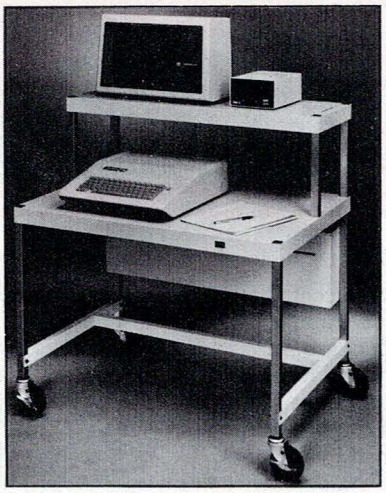
PURCHASE

PURCHASE makes a school's annual ordering process a cost-effective system. It simplifies the bulk purchase of items as varied as instructional and art supplies, science equipment, paper goods, custodial products, physical education equipment, and, (of course) computers. PURCHASE compiles specifications, computes quantities, and can print all the necessary forms, including bid specifications, purchase requisitions, and purchase orders. The system provides the flexibility to meet almost any user needs, and can be used for a single department, a school, or an entire school district. The utilization of a standard system can promote a clearer understanding and appreciation of the purchasing process on the part of your staff. Available on 48K disk for the Apple II and TRS-80.

2E-585 **Purchase (TRS-80)** **$195.00**
2E-572 **Purchase (Apple)** **$195.00**

2E-580 **School Management Set (3 titles above, Apple)** **$570.00**
2E-570 **School Management Set (3 titles above, TRS-80)** **$570.00**

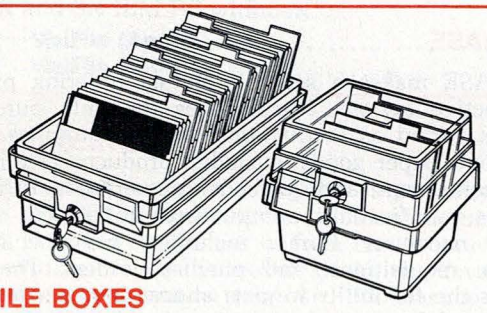
Computer Accessories



MOBILE MICROCOMPUTER STATIONS

Priced for economy, designed for education, made for functional usability, these heavy-duty units are equally at home on the move between classrooms or as permanent stations in one location. Model EC10, pictured above, features a roomy 36" X 24" work surface that will accommodate a complete microcomputer system with the monitor on the 36" X 12" top shelf. The work surface height is adjustable, as is the top shelf for easy eye-level viewing of the monitor. Construction is of heavy-gauge steel with 1" square chrome tubular legs, 4" casters (2 with locking brakes), and a high-impact baked enamel finish for long-lasting wear. A 3-outlet electrical accessory unit, a 20 foot extension cord, and a power cord organizer compartment behind the modesty panel keep your computer system neat and orderly. Model EC15 is identical to EC10 with the addition of a lighted master switch along the front panel, allowing you to turn on all of your computer components with a single switch. Model EC5 has the same features as EC10 but without the top shelf, allowing it to acommodate computers with built-in monitors such as the Pet and TRS-80. The MOBILE MICROCOMPUTER STATIONS are the ideal solution for your computer lab!

2S-EC10 Mobile Microcomputer Station (with top shelf) $275.00
2S-EC15 Mobile Microcomputer Station (with master switch) $285.00
2S-EC5 Mobile Microcomputer Station (no top shelf) $245.00



DISK FILE BOXES

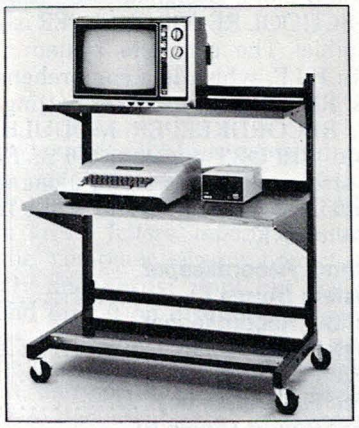
These high-quality 5¼" disk file boxes are molded of heavy-duty anti-static plastic, with lids of high-transparency smoked acrylic plastic. Key-locking removable lids can be fitted underneath the base to conserve work space. The dividers may be removed or snapped into position to prevent the disks from shifting. Two models are available: M35 holds 40 disks and is 8⅜" long; M85 holds 90 disks and is 14⅛" long. Both are 7½" wide and 6½" tall. Organize those disks today!

3U-M35 Disk File Box (40 disks) $29.00
3U-M85 Disk File Box (90 disks) $49.00

COMPUTER WORKSTATION

This sturdy unit holds everything you need for a mobile computer center. The upper monitor shelf is 14" deep by 36" wide with retaining rims front and rear; the heavy-duty worksurface is 20" deep and 36" wide with a rear retaining rim. Both are fully adjustable in height with 1" centers. The base shelf is 10" deep and features a stainless steel scuff guard. Overall height is 42"; the entire unit rolls easily on 3" casters, two of which have locks. Open the world of computers for every classroom in your school with this handy mobile unit!

8F-26300 Computer Workstation $199.95



COMPUTER PAPER

Don't settle for cheap computer paper that tears and jams in your printer. This heavy-duty paper is designed for rugged use in all tractor and pin-feed printers. Two sizes are available, 9½" × 11" (with perforations for tear-down to 8½" × 11") and 14½" × 11". Paper weight is 18 lbs., with 3000 fan-fold sheets per box.

6H-951476 Computer Paper (9½" X 11") $39.95
6H-951817 Computer Paper (14½" X 11") $59.95

PRINTER STANDS

These heavy-duty units are designed to support 80-column and 132-column printers. If you've ever experienced the frustration of trying to work on an over-cluttered desk because you had to have your printer paper stacked behind the printer, or crawled under the table because the paper was stacked on the floor, you'll appreciate the value of a printer stand. These durable steel units hold your printer up 5" above your work surface, with the paper stacked underneath and feeding directly out behind. Two models are available, 2S-PS1 which is 14¾" wide and 13" deep; and 2S-PS2 which is 21" wide and 13" deep.

2S-PS1 80-Column Printer Stand (14¾") $34.00
2S-PS2 132-Column Printer Stand (21") $46.00

COMPUTER DUST COVERS

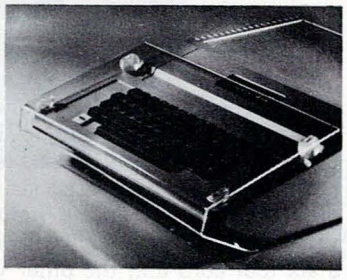
Insure lasting protection of your computer equipment with these quality dust covers for popular computers and peripherals. Manufactured from heavy vinyl fabric that allows your equipment to 'breathe' but keeps dust and moisture out. Each cover features a precise tailored fit and cut-outs for cables and fixtures (such as printer paper racks, etc.). All covers are machine sewn for maximum strength. An economical investment to protect your school's computers.

8D-06850	Apple II/IIe Keyboard/Computer	$9.95
8D-07150	Apple Single Disk Drive	$9.95
8D-07300	Apple Combo I: Computer, two stacked disk drives & 9" monitor on top	$11.95
8D-07650	Apple Combo II: Computer with Monitor III or similar on top	$11.95
8D-07350	Apple Combo III: Computer with two side by side drives on top	$9.95
8D-09600	Atari 800 Computer	$9.95
8D-09750	Atari 810 Disk Drive	$9.95
8D-16400	Pet/CBM 4016/32 Computer w/12" screen & 8032 Computer	$11.95
8D-16250	Commodore 64 Computer	$9.95
8D-54350	TRS-80 Model III/IV Computer	$11.95
8D-37600	IBM PC Computer & Monitor	$12.95
8D-37565	IBM PCjr Keyboard & System Unit	$12.95
8D-37570	IBM PCjr Keyboard, System Unit, and B & W monitor	$18.95

DISCSAVERS

DISCSAVERS are vinyl sleeves that protect your disks from handling hazards while providing a convenient filing system. The soft vinyl is strong and durable, and will not wear out or tear like paper sleeves. They are packed 12 to a box, with three each of red, blue, green, and yellow, allowing for the implementation of a color-coding system for your disks. Each color might be used to represent a different subject, a sequence of programs, or to distinguish instructional disks from teacher utilities. They are also ideal for quick reference by younger students, who will find it easier to get "the red disk," rather than "Spelling Lesson Program, Disk 1."

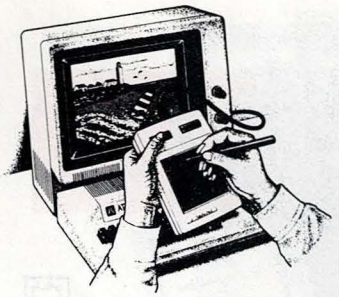
7T-20 Discsavers (box of 12) $5.95

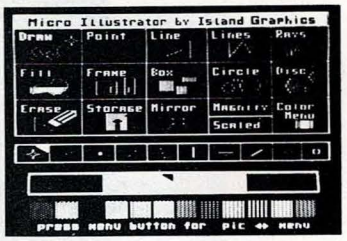


PLEXA-LOK KEYBOARD PROTECTOR

PLEXA-LOK is a clear acrylic cover that slips over the keyboard of your Apple II or TRS-80 Model III computer and snaps in place. It protects the keyboard from falling objects or spilled liquids, and can keep little fingers at bay when they should be engaged upon some other task. The computer can also remain powered up, so that a screen image that is displayed cannot be disturbed by keyboard action. Protect your equipment from classroom hazards with this sturdy unit!

5T-LKA Apple Plexa-Lok Keyboard Cover $14.95
5T-LKT TRS-80 Plexa-Lok Keyboard Cover $14.95





KOALAPAD TOUCH TABLET

Set your students' imaginations loose with the KOALAPAD! This fascinating unit turns your computer into a finger-tip video sketch pad! The 4"-square touch-sensitive surface of the pad, in conjunction with the comprehensive graphics program that is included, permit a degree of flexibility and ease of use unparalleled by any other software package. Create perfect circles of any diameter, boxes of any shape, draw lines at any angle, draw free-form, color and shade objects, change the cursor's "brush" strokes, and more, all at the touch of a finger! The KOALAPAD provides children and adults with a creative outlet that is limited only by their imaginations. (Our staff lined up to take turns with the KOALAPAD!) Available with software on disk for the Apple II with 48K and the IBM with 64K; and on cartridge for the Atari with 48K and the Commodore 64 with 64K. Interface connections are included; the IBM version requires the IBM Color Adaptor Card.

5D-100AD	KoalaPad (Apple)	$124.95
5D-100BD	KoalaPad (IBM)	$149.95
5D-100CD	KoalaPad (C64)	$110.95
5D-100RD	KoalaPad (Atari)	$110.95

DISCOFLEX FLOPPY DISK HOLDER

A new means of organization for your diskettes! The DISCOFLEX is a fan-fold desk box that holds up to 20 diskettes in transparent pockets for fast access. The box folds up into a neat, enclosed folder secured with a sturdy metal latch. Now you can have organized storage and quick retrieval of your diskettes along with complete protection. Dimensions are 5" high, 5½" wide, and 2¼" deep closed; when open the depth is 9½".

3F-5172 Discoflex Diskette Box $29.95

APPLE JOYSTICKS AND PADDLES

These are excellent additions to any Apple computer system! These sturdy units will provide hours of enjoyment with the many games and educational programs that utilize joysticks and paddles for input. All models have fast and easy connections to the Apple computer. The joysticks feature self centering, trim adjustments, two large pushbuttons, and an attractive case that matches the color of the Apple. The paddles come as a pair, with large rotating knobs and side-mounted pushbuttons. Separate versions are available for the Apple II+ and the Apple IIe.

6H-190	Apple II+ Joystick	$44.95
6H-195	Apple IIe Joystick	$44.95
6H-200	Apple II+ Game Paddles	$34.95
6H-205	Apple IIe Game Paddles	$34.95

Computer Accessories

APPLE STATION II

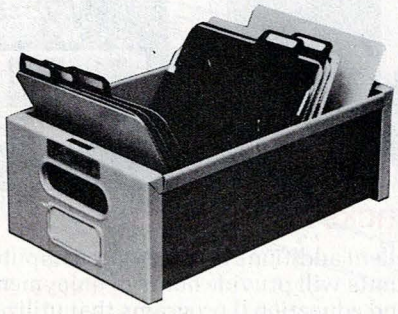
Protect your microcomputer investment with this unique system! The STATION II is designed to secure, organize, and simplify your Apple II computer installation. When the STATION II is bolted to a desk, your Apple can be locked inside using a key; the same key powers up your entire system simultaneously (including the monitor). This unique feature allows you to prevent unauthorized use by locking the computer off, while protecting the unit and it's peripheral cards from theft. Disk drives and monitors may be secured to the top of the station. The entire unit is designed for heavy-duty use, and three built-in power outlets feature surge suppression to prevent damaging voltage spikes. All power cords and cables tuck away neatly inside, leaving just one power cord for you to plug in. If your disk drive cable is shorter than 25", you will need the Disk Extender Cable Kit. An optional Portable Security Kit is also available which utilizes a flexible steel cable that can attach to a heavy fixture; this allows you to secure STATION II without bolting it to a desk. An optional Disk Security Kit for securing a disk drive to the Station II is also available.

8V-100 Apple Station II $155.00
8V-110 Disk Extender Cable Kit $21.00
8V-120 Portable Security Kit (optional) $45.00
8V-130 Disk Security Kit (optional) $29.00

DISK DRIVE HEAD CLEANER

If you find that your disk drive seems temperamental about booting your disks, it may have dirty heads that prevent accurate disk reading. The DISK DRIVE HEAD CLEANER is a quick and easy solution. Utilizing a special cleaning disk, you can remove up to 90% of the debris that commonly contaminates your disk drive heads. There is no mess and your heads are completely safe.

3Z-6152 Disk Drive Head Cleaner $29.95



MINI-MATIC DISK TRAY

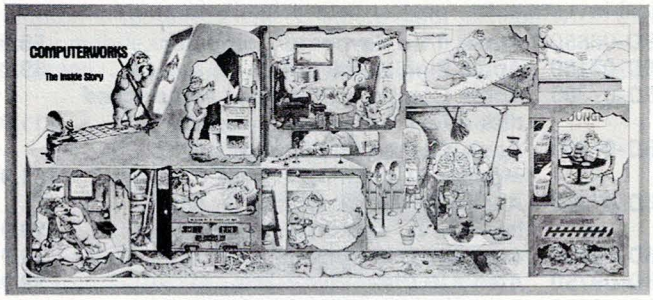
Specially designed to hold 5¼" diskettes, the MINI-MATIC offers protection, easy access, and accurate re-filing of your computer disks. It is light-weight but of durable welded-steel construction, with a capacity of up to 50 disks. Includes index dividers, three supporting tilt plates, and a dust cover. For additional security, an optional locking steel hood is also available separately.

6K-MM1T Mini-Matic Tray $33.50
6K-MM1H Locking Hood for Mini-Matic $38.00

COMPUTERWORKS POSTER

Intrigue the computer novice and delight the computer buff with this whimsical COMPUTERWORKS poster. The more your students learn about computers, the more inside jokes they'll discover! This full color, 35" × 15½" poster comes rolled in a mailing tube; it's just the thing for your computer lab wall!

DS-5201 Computerworks Poster $4.95



LEMON & LIME SURGE PROTECTION DEVICES

If you've ever experienced the frustration of losing a program due to a power surge, such as when an air-conditioner starts or the power company adjusts its output, you'll not regret the investment in a surge-protection device. These useful units can protect your computer against unwanted spikes or drops in the current reaching your equipment, thus preventing accidental loss of student's work or your own program data. Both units feature 6 three-prong grounded sockets for connecting computers and peripherals; the LIME unit includes a special switch for turning the power on or off to all six lines simultaneously. Why risk losing valuable work? Get a LEMON or a LIME today!

6H-671367 Lemon Surge Protector $59.95
6H-671143 Lime Surge Protector (with switch) $89.50

POWER STRIPS

If your computer stations suffer from tangled power cords and not enough sockets to handle the equipment, then these heavy-duty power strips are just the thing for you. Each UL-listed power strip contains 6 three-prong grounded sockets and a lighted master switch that activates all of the outlets. Two models are available, one with a six foot cord and the other with a fifteen foot cord. Keep things neat, organized, and safe with these practical units!

6H-615109 Power Strip, 6′ Cord $25.00
6H-615341 Power Strip, 15′ Cord $29.00

DISKETTES

For all your programming and data storage needs, these high-quality diskettes will prove outstanding and durable. Two brands are available, Maxell and BASF. Both single-sided and double-sided disks are available; all are packed 10 to a box.

6H-1541 Maxell Disks (single-sided) $51.90
6H-2576 Maxell Disks (double-sided) $71.00
6H-1062 BASF Disks (single-sided) $35.00
6H-1647 BASF Disks (double-sided) $53.50

THE ARCADE MACHINE

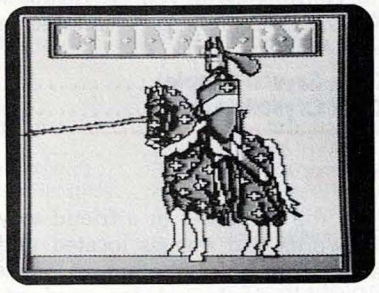
THE ARCADE MACHINE guides you step by step through the process of designing and producing your own computer arcade game! Draw and animate your own colorful shapes; create dramatic explosions and sound effects; design your own scoring routines; and more! Five sample games created with THE ARCADE MACHINE are included, which you can play and modify as you explore the endless possibilities for designing your own games. The games are automatically created in machine language for fast and smooth arcade-quality animation. Available on 48K disk for the Apple II and the Atari.

4Q-135478 The Arcade Machine (Apple) $59.95
4Q-135494 The Arcade Machine (Atari) $59.95

LAND MONOPOLY

Here is a computerized version of Monopoly with a novel twist. A special feature of the game program lets you input your own street names, thus allowing you to build houses and hotels right on your own street! Just as in the standard board game, two or more players buy and sell property in an effort to become the big tycoon and drive competitors into bankruptcy. A high resolution board, dice, and playing pieces are displayed on the screen. The program comes ready to play with street names from the Los Angeles area, or you can make up your own. Available for the Apple II with 32K and disk; age level is 12 and up.

4B-190753 Land Monopoly $29.95



CHIVALRY

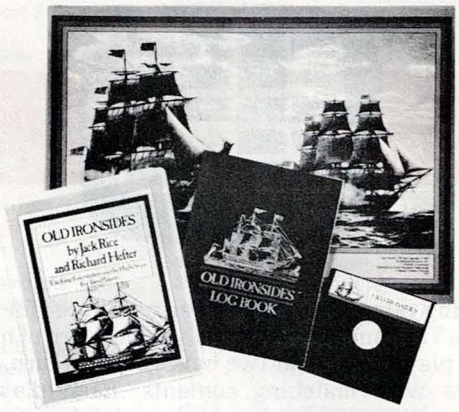
Featuring some of the most advanced animated graphics available for the Apple II, CHIVALRY is a fascinating set of games of skill and chance. With 20 different arcade-style games including jousting, tournaments, and more, you race to rescue the king at the Black Knight's Castle. For one to four players; age level is 8 and up. Available on 48K disk.

9H-500AD Chivalry $49.95

SUPER SHAPE DRAW AND ANIMATE

Superb high-resolution graphics are easily created with this comprehensive package. Entirely menu-driven, with up, down, left, right and diagonal moves made at the touch of a key. Allows students to store and edit shapes, and even animate them! An excellent value in easy-to-use graphics. Available for the Apple II with 48K and disk.

2C-2420 Shape Draw & Animate $34.95



OLD IRONSIDES

This game is a 2-player naval battle with animated sailing ships firing broadsides at each other! It features some of the most advanced animated graphics available for the Apple II. Tactics include ramming, forcing your opponent to use up ammunition, and hiding in the fog, all the while contending with wind direction, clouds that obscure your view, and more! All of the high resolution shapes move freely over full-color graphic backgrounds for unprecedented realism. Available for the Apple II with 48K and disk.

9H-300AD Old Ironsides $39.95

SONGWRITER

NEW

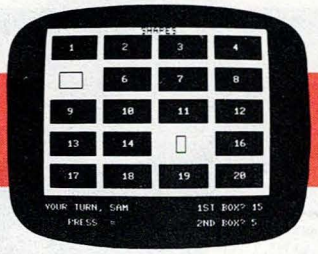
Every budding maestro should have an opportunity to use SONGWRITER. This music program takes a unique approach to creating songs: you punch "holes" in the roll of a computerized player piano! As you create or play music, the piano roll moves up or down on the screen. Simple keystrokes allow you to create, edit, and store songs, with a full range of options for changing the key, tempo, and time signatures. You can start with "musical ideas", or small music patterns, and build them into larger, more complex songs. A library of 28 songs is included on the disk. Available for the Apple II and Atari with 48K and the Commodore 64 and IBM PC with 64K; the IBM version requires the IBM Color Adaptor Card.

5C-SB1AD Songwriter (Apple) $39.95
5C-SB1BD Songwriter (IBM) $39.95
5C-SB1CD Songwriter (C64) $39.95
5C-SB1RD Songwriter (Atari) $39.95

ZAXXON

One of the most popular arcade games ever produced, ZAXXON combines totally unique color graphics and sound with unprecedented 3-dimensional effects. You'll maneuver your ship through a battlefield of enemy missiles, anti-aircraft tanks, a fleet of enemy planes, and finally encounter the ZAXXON robot itself. Fast action, fast reflexes, and your thumb on the trigger button characterize this spectacular game. Available on 48K disk for the Apple II and Atari.

3D-1200AD Zaxxon (Apple) $39.95
3D-1200RD Zaxxon (Atari) $39.95



SQUARE PAIRS

64

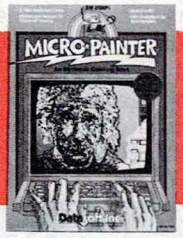
A motivating game program that can be tailored for a variety of subjects. The computer presents a game board of numbered boxes; the players uncover two boxes on each turn, trying to find boxes with matching contents. Each player must remember what is hidden in each box as it is uncovered in order to come up with a match from a previous box. The game can be played with either exact matches, or paired matches, such as synonyms, language translations, or equivalent answers to math problems. The number of matches can be varied between 2 to 10 pairs for each game; up to 4 players may compete, with the computer also available as an opponent. The instructor can input items to use for matching, or use one of the built-in games. Available on disk for the Apple II with 48K and the Commodore 64 with 64K.

8S-20AD Square Pairs (Apple) $19.95
8S-20CD Square Pairs (C64) ..... *New* $19.95

GO TO THE HEAD OF THE CLASS

In this adaptation of the popular general knowledge board game from Milton Bradley, players advance from "desk" to "desk" on the computer screen by giving correct answers to vocabulary, geography, math, and history questions. Three levels of play are available: junior, senior, and graduate. From one to three players may compete; over 300 questions are provided on the disk. Age level is 8 and up; available for the Apple II with 48K and disk.

6T-7256 Go to the Head of the Class $39.95



MICROPAINTER

A state-of-the-art graphics program that allows you to design detailed high-resolution pictures and graphs in 21 colors. Features a magnification mode for dot-by-dot coloring and drawing, and instant control over color selection. Pictures can be saved to disk and recalled. Ideal for creating detailed images or charts for classroom presentation and for art and design instruction. Available on 48K disk for the Atari and the Apple II (DOS 3.2).

3D-1001A Micropainter (Apple) $34.95
3D-1001W Micropainter (Atari) $34.95

U-DRAW II

With this useful graphics package, students create figures that can be rotated, expanded, contracted or moved anywhere on the video screen with a few simple keystrokes. Figures can be saved on disk and recalled later. Available for the Apple II with 32K and disk.

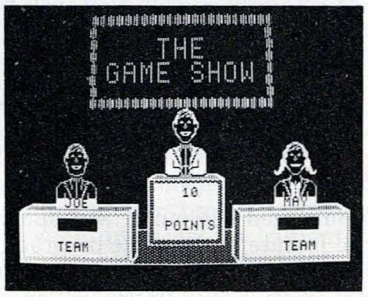
6E-140 U-Draw II $39.95

THE GAME SHOW

64

THE GAME SHOW is a highly entertaining educational game program with animated color graphics for one or two players. A graphic "announcer" controls the game, with the players represented as animated "contestants" on the screen. The announcer gives clues for questions presented by the computer, and whichever contestant has the correct answer scores points. Over 15 topics are provided on the disk, including vocabulary, cities, biology, and more. The most powerful feature of the programs is the capability to add topics to the disk, allowing the program to be customized for any subject. Available on disk for the Apple II with 48K and the Commodore 64 and IBM PC & PCjr with 64K; the IBM version requires the IBM Color Adaptor Card. "THE GAME SHOW is a challenging and enjoyable way for students to enhance vocabulary skills." —*TEACHING & COMPUTERS.*

2Y-100AD The Game Show (Apple) $39.95
2Y-100BD The Game Show (IBM) $39.95
2Y-100CD The Game Show (C64) ..... *New* $39.95



DARK CRYSTAL

NEW

DARK CRYSTAL is an enchanting adventure game based on the movie by Jim Henson, creator of the Muppets. You are transformed into Jen, last of the Gelfling race, and your quest is to replace the missing shard from the Dark Crystal before the Great Conjunction. If you fail, the reins of power will remain in the hands of the evil Skeksis. Challenging decisions await would-be Gelflings who venture through the mysterious world of the DARK CRYSTAL! Available on 48K disk for the Apple II and Atari.

7X-410258 Dark Crystal (Apple) $37.95
7X-418130 Dark Crystal (Atari) $37.95

MASTER MATCH

Match wits with the computer or a friend as you find logical matches in words and images located under numbered mystery squares. The fun increases as players use their reasoning skills, factual knowledge, and visual memory abilities to score points. An *Authoring System* option is included that allows the instructor to add any number of words to the program. Available for the Apple II with 48K and disk.

2Y-200AD Master Match $39.95

MEMORY BUILDER: CONCENTRATION

64

This series of educational games helps to improve memory skills. Letters and words are presented in a game format similar to the popular TV game show. The student has three options: playing against the computer, playing against him or herself, or playing against someone else. Grade level is primary and up. Available on disk for the Apple II and the Atari with 32K, and the Commodore 64 with 64K.

7B-165AD Memory Builder (Apple) $24.95
7B-165CD Memory Builder (C64) $24.95
7B-165RD Memory Builder (Atari) $24.95

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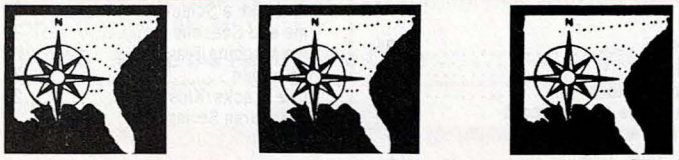
Skills for Daily Living

MICRO SURVIVAL MATH

Four simulations which give your students hands-on practice in applying math skills to everyday life. Each simulation puts the student in a situation that requires the use of math as a basis for making sound judgements. Includes *Smart Shopper Marathon*, wherein the student tries to figure out the best buys using unit prices and percent discounts; *Hot Dog Stand*, where students run a hot dog stand at a football game, setting prices according to expected market conditions; *Travel Agent Contest*, in which the student plans a 7-day trip within a prescribed spending limit; and *Foreman's Assistant*, in which the student plans for the construction of a recreation room, utilizing concepts of area, perimeter, and units of measure. A fun, interactive learning experience for grades 4 and up; a teacher's guide is included. Available for the Apple II and the Atari with 32K and disk; the Commodore 64 with 64K and disk; and the TRS-80 with 16K and cassette.

8K-963 Micro Survival Math (Apple) $55.00
8K-965 Micro Survival Math (TRS-80) $55.00
8K-138 Micro Survival Math (Atari) $55.00
8K-1084 Micro Survival Math (C64) $55.00



MAP READING

This introduction to direction and distance provides instruction in the use of the compass, the concept of scale, and understanding map notations. Included are practice exercises and illustrative examples using descriptive text notations for map features. The pace and quantity of material to be covered is adjustable. Grade level is 4 and up; available for the Apple with 32K and disk.

6M-3041 Map Reading $19.95

MANAGING LIFESTYLES

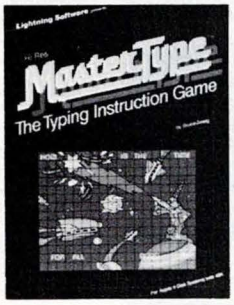
Strengthen basic math skills by involving your students in daily life situations. *Diet* allows students to plan a day's meals according to their calorie requirements and then rates their menu plans. In *Comparison Shopping*, small groups of students cooperate in planning a week's supply of groceries within the tastes and budget of a family of four. *Budget* allows students to examine some of the decisions they have to make about college, jobs, marriage, children, houses, and cars. Grade level is 6 and up; available on 48K disk for the Apple II and TRS-80. A back-up disk and a teacher's guide with reproducible worksheets, transparencies, and student activities are included.

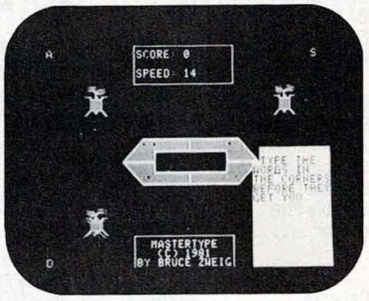
8K-1140AD Managing Lifestyles (Apple) $55.00
8K-1141TD Managing Lifestyles (TRS-80) $55.00

MATH FOR EVERYDAY LIVING

Real-life math and business skills are taught with this progressive tutorial and practice program. The student is given choices to make in simulation-type activities that cover making change, working with sales slips, unit pricing, gas mileage, sales tax, wages, overtime, piecework, and more. Ten reproducible activity masters are also included with the program to reinforce concepts. Available on 48K disk for the Apple II and TRS-80; on 64K disk for the Commodore 64; and on 8K cassette for the Pet. Back-up disks are included.

3K-200AD Math for Everyday Living (Apple) $109.00
3K-200CD Math for Everyday Living (C64) $109.00
3K-200PC Math for Everyday Living (Pet) $99.00
3K-200TD Math for Everyday Living (TRS) $109.00





MASTERTYPE

MASTERTYPE is the typing program that your students will never want to stop using! It features brilliant animated color graphics and science-fiction sound effects; its exciting arcade game action will make typing drill the highlight of the day. Spaceships containing words approach the student's "space station" in the center of the screen. To prevent being "zapped" by the aliens, the student must type the words correctly. The lessons progress from simple words and home row keys to more complex vocabulary and the full keyboard. Available on disk for the Apple II and the Atari with 48K, and the IBM PC and Commodore 64 with 64K. The IBM version requires the IBM Color Adaptor Card. "You ought to charge your students a quarter each time they use this program. You would gain back the cost of the software within a week." — *COURSEWARE REPORT CARD.*

5C-LM101A Mastertype (Apple) $39.95
5C-LM101B Mastertype (IBM) $49.95
5C-LM101C Mastertype (C64) $39.95
5C-LM101R Mastertype (Atari) $39.95

MATH FOR THE YOUNG CONSUMER

This practical computer series involves students in using math skills to solve situations that confront consumers. Four programs are included: *Earning and Saving Money, Shopping at the Supermarket, Buying at a Sale*, and *Managing Your Money*. The programs are designed at a level that the young consumer can understand and apply; motivating and relevant story situations hold student interest. Available on 32K disk for the Apple II and the Atari; and on 16K cassette for the TRS-80 and the Pet. Grade level is 4 to 8; write for information on network versions.

6A-3700AD Math for the Young Consumer (Apple) $67.00
6A-3700PC Math for the Young Consumer (Pet) ... $56.00
6A-3700TC Math for the Young Consumer (TRS) $56.00
6A-3700RD Math for the Young Consumer (Atari) $67.00

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Selected Microcomputer Software

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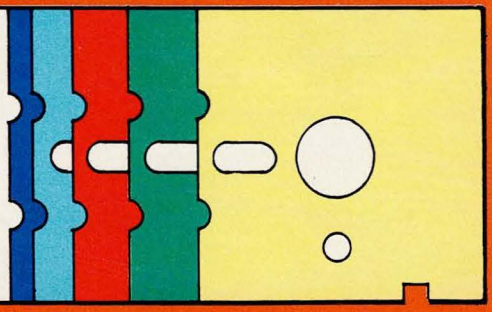

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AN APPLE FOR THE TEACHER

This excellent resource is intended for teachers who are new to the Apple II microcomputer. The book is actually a tutor in itself, moving the reader from one level to another with ease. It begins with the basic parts of the Apple computer and its peripherals, and continues into the fundamentals of programming and a discussion of software evaluation. This self-paced volume is perfect for individuals, inservice training, or educational computing courses.

LP-8345 An Apple for the Teacher $9.95

USING A MICROCOMPUTER IN THE CLASSROOM

Here is an excellent introduction to using micros in your school. The authors describe the different types of computer-assisted instruction in use today and show how to integrate computer courseware and programming into the school curriculum. A resource chapter lists useful books, magazines, films, filmstrips, and other teaching and learning aids, as well as evaluations of hardware and software.

8P-8144 Using a Microcomputer $16.95

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