ABSTRACT
          Intended as an aid to educators in locating programs
they may want to preview, this document contains a list of favorably
reviewed microcomputer software programs for K-12 student
instruction. For each curriculum area, the preview guide lists
software programs by subject, and provides information which includes
the title, publisher, specific computer needed, instructional mode,
grade level, a brief description, and price. The preview guide is an
alphabetical list of the same programs, by title, which includes the
publisher, specific computer needed, curriculum area, and price. To
provide preview access, a complete, alphabetical list of publishers
referenced is also given. Additional supporting material includes
suggestions for evaluating computer software, sources of sample
software evaluation forms, sources of additional educational reviews
(including journals and reports), steps for creating a software
review collection and identifying equitable software, a sample
analysis form for classroom use of educational software, and
guidelines for software organization and software copyright
interpretation. (JB)

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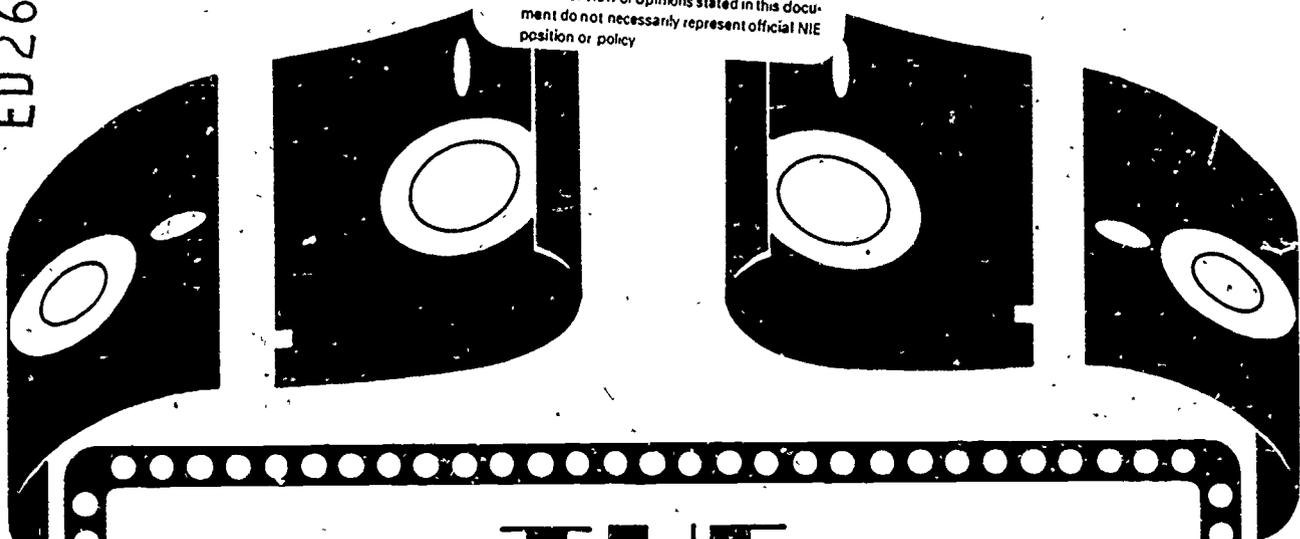
THE 1985 EDUCATIONAL SOFTWARE PREVIEW GUIDE

NOW APPEARING

ICCE Publications

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The 1985 Educational Software Preview Guide

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INTERNATIONAL COUNCIL FOR COMPUTERS IN EDUCATION
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Introduction

The 1985 Educational Software Preview Guide is a list of favorably reviewed microcomputer software for K-12 student instruction. It is not a buying guide. It has been developed solely as an aid to educators in locating programs they may want to preview. Consortium participants recommend that all software be previewed by educators to determine its suitability for their instructional program and students.

The 1985 Educational Software Preview Guide has been developed by the Educational Software Evaluation Consortium, representing 28 organizations involved in computer education throughout North America. The titles in this guide have been favorably reviewed at participating sites. Placement of a title on the list and into specific subjects, grade levels and instructional modes reflects the best judgment of the Consortium participants.

This guide is not all-inclusive. It includes only software for K-12 student instruction. Titles not included in the guide fall into the following categories:

- Not yet widely reviewed
- Unfavorably reviewed
- Falling outside specified categories

Each annual edition is an independent publication and includes titles from earlier editions only if they meet the criteria established for the current year.

While a given product is often available for several microcomputers, the version reviewed here may be of a different quality than those for other machines.

Development of The 1985 Educational Software Preview Guide was one of the major purposes of the California TECC Software Evaluation Forum, sponsored by the TECC Software Library and Clearinghouse in the San Mateo County Office of Education. The California State Department of Education has funded this project as part of the California TECC (Teacher Education and Computer Center) program. Additional financial support for the Educational Software Evaluation Consortium is provided by Phi Delta Kappa and the participating organizations.

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Ann Lathrop, Editor
California TECC Software Library & Clearinghouse
SMERC Library and Microcomputer Center
San Mateo County Office of Education
333 Main Street
Redwood City, CA 94063

How to Use the Preview Guide

The Preview Guide is useful for locating software for a particular curriculum area, grade level and machine. You can check under "Preview Guide by Curriculum Area" to locate any appropriate software. Next you can check under "Annotations for the Preview Guide" for a short description of the programs. If you are interested in a program, the "Addresses of Publishers" section has the necessary information to order a catalog or the software for preview if possible. (Many publishers now have preview policies.)

If you are already interested in a piece of software, check for it under "Preview Guide—Titles and Prices" as another possible source of information on the software. Keep in mind that the absence of a title from this list is not to be interpreted as a negative judgment. Many excellent packages may not have been widely reviewed by the time of this forum, and the rate at which excellent packages are appearing seems to be increasing.

Use of the Preview Guide by Software Developers

The Preview Guide is also useful for developers of educational software. They can use the Guide to identify curriculum areas, grade levels within curriculum areas or machines where there is little favorably reviewed software and then direct their efforts toward these areas or machines.

Participants in the 1985 Educational Software Evaluation Consortium

ALBERTA EDUCATION
David Wighton, Marilyn Dyck

APPLES/LIBRARIES/ILLINOIS
Eric Anderson

ARIZONA STATE UNIVERSITY COLLEGE OF EDUCATION
MICROCOMPUTER RESEARCH CLINIC
Gary Bitter, Kay Gore

BRITISH COLUMBIA MINISTRY OF EDUCATION
Anne Moore

CALIFORNIA EDUCATION COMPUTING CONSORTIUM
Ted Perry

CALIFORNIA LIBRARY MEDIA CONSORTIUM
Carol Smart

CALIFORNIA TECC SOFTWARE LIBRARY AND CLEARINGHOUSE
Ann Lathrop

CLEARINGHOUSE FOR INFORMATION IN MICROCOMPUTER EDUCATION (CHIME)
OKLAHOMA STATE UNIVERSITY
Joyce Friske

COMPUTER-USING EDUCATORS
LeRoy Finkel, Glenn Fisher, Patti Littlefield, Jim McCauley

DEPARTMENT OF DEFENSE, OFFICE OF DEPENDENTS SCHOOLS
Gail Becker

E.P.I.E. INSTITUTE
Lynn Murphy, Richard Wenn

FLORIDA CENTER FOR INSTRUCTIONAL COMPUTING
Carolyn Adler

FLORIDA DEPARTMENT OF EDUCATION
Pristen Bird

INDIANA CLEARINGHOUSE FOR COMPUTER EDUCATION
Michael Olds

INTERNATIONAL COUNCIL FOR COMPUTERS IN EDUCATION
Anita Best, Bobby Goodson

MICHIGAN ASSOCIATION OF COMPUTER USERS IN LEARNING
Jim Winebrener

MICRO-IDEAS, ILLINOIS
Rick Nelson

MICROSIFT
Dave Weaver

MINNESOTA STATE DEPARTMENT OF EDUCATION
Harold MacDermot

MONTGOMERY COUNTY SCHOOLS, MARYLAND
Bev Sangston

NEW YORK CITY BOARD OF EDUCATION
Gloria Catanzaro

NEW YORK STATE EDUCATION DEPARTMENT
George Casler

NORTH CAROLINA STATE DEPARTMENT OF PUBLIC INSTRUCTION
John Brim

OAKLAND SCHOOLS, MICHIGAN
Carol Klenow

SECTOR PROJECT, UTAH
Bob Reid

SOUTH DAKOTA STATE DEPARTMENT OF EDUCATION
Karon Schaack

TEXAS EDUCATION COMPUTER COOPERATIVE
Vicki Smith

VIRGINIA DEPARTMENT OF EDUCATION
Joycefaye Hardy

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Key to Abbreviations

Subject Abbreviations:

AT	Art
BE	Business Education
CG	Career/College Guidance
CS	Computers
FL	Foreign Language
HE	Home Economics/Living Skills
HL	Health
IT	Instructional Tools
KB	Keyboarding Skills
LA	Language Arts/English
LM	Library Media Skills
MA	Mathematics
MU	Music
PE	Physical Education/Sports
PR	Preschool/Early Childhood
PS	Problem Solving/Logic
SC	Science
SN	Special Needs/Physically Handicapped
SS	Social Studies
TE	Testing
VE	Vocational Education/Industrial Arts

Instructional Mode Abbreviations:

AU	Authoring System
CA	Creative Activity
CP	Computer Programming
DB	Data Base
DE	Demonstration
DP	Drill & Practice
EG	Educational Game
GG	Graphics Generator
IM	Instructional Materials Generator
PS	Problem Solving/Logic
RS	Readability Scale
SD	Spreadsheet
SH	Shell/Mini-authoring System
SI	Simulation
SK	Spelling Checker
TC	Telecommunications
TE	Test
TU	Tutorial
WP	Word Processor

Computer Abbreviations

Computer	Abbreviation
Acorn	AC
Apple	AP
Atari	AT
Commodore 64	CO
Commodore PET	PE
Commodore VIC	VC
IBM PC	IB
IBM PCjr	JR
Texas Instruments	TI
TRS-80 Color	TC
TRS-80 Model III/4	TR
Macintosh	MC

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Publisher Abbreviations

ABBREV	PUBL
22ND AVE	22ND Avenue Wordshop
AB COMP	AB Computers
ACADEMY	Academy Software
ADD WES	Addison-Wesley Publishing Co.
ADV ID	Advanced Ideas Inc.
APPLE	Apple Computer Inc.
APX	Atari Program Exchange
ARTSCI	Artsci Inc.
ASHTON TATE	Ashton-Tate
ATARI	Atari Corp.
BEAGLE BRO	Beagle Brothers
BEHV ENGIN	Behavioral Engineering
BERTAMAX	Bertamax Inc.
BORG WARNR	Borg-Warner Educational System
BORLAND	Borland International
BRAINBANK	Brain Bank, Inc.
BRITANNICA	Encyclopaedia Britannica
BRODERBUND	Broderbund Software
C & C SOFT	C & C Software
CBS	CBS Software
CDEX	CDEX Corporation
CNTRL DATA	Control Data Publishing Co.
CODEWRITER	Codewriter Corp.
COLLIER MACMILL	Collier Macmillan
COMBASE	Combase, Inc.
COMMODORE	Commodore Computer Systems Div.
COMPRESS	COMPress
CONDUIT	CONDUIT
CYBERTRON	Cybertronics International
CYGNUS	Cygnus Software
DAVIDSON	Davidson & Associates
DC HEATH	D.C. Heath & Co.
DESIGNWARE	DesignWare, Inc.
DIDATECH	Didatech Software
DILITHIUM	Dilithium Press
DLM	Developmental Learning Materials
ED AUDIO	Educational Audio Visual
ED'L ACTV	Educational Activities, Inc.
EDU SOFT	EduSoft
EDUTECH	EduTech, Inc.
EDUTEK	Edutek Corporation
ELECTR ART	Electronic Arts
EME	Educational Materials & Equipment
ERIC	ERIC Information Resources
ESSERTIER	Essertier Software
FREEWARE	Freeware
GESSLER	Gessler Educational Software
GROLIER	Grolier Electronic Publishing

ABBREV	PUBL
HANDS-ON	Hands-On Training Co.
HARPER ROW	Harper & Row
HARTLEY	Hartley Courseware, Inc.
HAYDEN	Hayden Software Company
HAYES	Hayes Microcomputer Products, Inc.
HBJ/CORONA	Harcourt, Brace, Jovanovich/Corona
HEINEMANN	Heinemann Computers in Education
HIGH TECH	High Technology Software Products
HOLT R&W	Holt, Rinehart and Winston
HOUGHTON	Houghton Mifflin Company
HRM SOFTWR	HRM Software
HUMAN	Human Engineered Software
IBM	IBM
INFOCOM	Infocom, Inc.
ISL SOFTWR	Island Software
J & S	J & S Software
JMC	JMC Computer Services
JMH	JMH Software of Minnesota, Inc.
JOSTENS	Jostens Publications
KOALA	Koala Technologies Corp.
KRELL	Krell Software Corp.
LAUR HALL	Lawrence Hall of Science
LCSI	Logo Computer Systems, Inc.
LEARN WELL	Learning Well
LIB SOFT	Library Software Co., The
LIV TEXT	Living Video Text, Inc.
LOTUS	Lotus Development Corp.
MCGRAW HIL	McGraw-Hill/Webster Division
MECC	Minnesota Ed. Computing Consortium
MERLAN	Merlan Scientific Ltd.
MIC WRKSHP	Microcomputer Workshops Corp.
MICRO LAB	Micro Lab
MICRO P&L	Micro Power & Light
MICRO-ED	MICRO-ED, Inc.
MICROPRO	Micro Pro International Corp.
MICROSOFT	Microsoft Corp.
MILLIKEN	Milliken Publishing Co.
MILT BRAD	Milton Bradley Company
MINDSCAPE	Mindscape
MUSE	MUSE Software
ODESTA	Odesta
OP SYSTMS	Optimized Systems Software Inc.
PHOENIX	Phoenix Software
PRO DESIGN	Program Design, Inc.
PROG LEARN	Programs for Learning, Inc.
QED	Quality Educational Designs
RADIO SHAK	Radio Shack
RAND MCNLY	Rand McNally & Co.

Publisher Abbreviations

ABBREV	PUBL
RANDOM	Random House School Division
RESTON	Reston Publishing Co. Inc
ROGER WAGNER	Roger Wagner Publishing
SCARBOROUG	Scarborough Systems Inc.
SCHARF SOFTWARE	Scharf Software Systems, Inc.
SCHOLASTIC	Scholastic, Inc.
SCOTT FORS	Scott Foresman and Company
SCWRIP	South Coast Writing Project
SENSIBLE	Sensible Software
SIERRA	Sierra On-Line Inc."
SIRI-TECH	Siri-Tech
SIRIUS	Sirius Software Inc.
SOFTWR PUB	Software Publishing Corporation
SOFTWRE ART	Software Arts, Inc.
SORCIM	Sorcim/IUS Micro Software
SPINNAKER	Spinnaker Software
SPRINGBOARD	Springboard Software, Inc.
SRA	Science Research Associates, Inc.
STER SWIFT	Sterling Swift Publishing Co.
STONEWARE	Stoneware Microcomputer Products
STRAT SIMS	Strategic Simulations Inc.
SUNBURST	Sunburst Communications
SVE	Society for Visual Education
SW PUB	South-Western Publishing Company
SYNERG SFT	Synergistic Software
TELOS	Telos Software Products
TEMPORAL	Temporal Acuity Products, Inc.
TERRAPIN	Terrapin, Inc.
THINK MOLES	Think Moles Software
TIES	T.I.E.S.
TIMEWORKS	Timeworks, Inc.
TLC	Learning Company, The
VAISALA	Vaisala, Inc.
VERNIER	Vernier Software
VERSA	Versa Computing, Inc.
VISICORP	Visicorp
WADSWORTH	Wadsworth Electronic Pub. Co.
WEEK READ	Weekly Reader (Xerox)
WIMS	Wheaton Information Managemt. Sys.

Preview Guide by Curriculum Area

ART

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ART-PERSPECTIVE DRAWING	MECC	AP	TU			Y	Y		44.00
DEMONSTRATES DRAWING IN ONE-POINT AND TWO-POINT PERSPECTIVES									
DELTA DRAWING	SPINNAKER	AP,AT,CO.IB	CA,CP,EG.PS	Y	Y	Y			49.95
YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS									
KOALAPAINTER	KOALA	AP,AT,CO.JR	CA,GG	Y					29.95
GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD									
MACDRAW	APPLE	MC	CA,GG				Y	Y	PACKAGED WITH MAC
SOPHISTICATED GRAPHICS TOOL THAT PERMITS DEFINITION AND MANIPULATION OF DRAWN OBJECTS									
MACPAINT	APPLE	MC	CA,GG		Y	Y	Y	Y	PACKAGED WITH MAC
MENU-DRIVEN DRAWING PROGRAM USING MOUSE: INCLUDES ROTATE, MOVE, AND ERASE									
PAINT	RESTON	AT	CA,GG		Y	Y	Y	Y	39.95
GRAPHICS ART DRAWING UTILITY: ALLOWS USER TO CREATE & SAVE PAINTINGS									
PC DESIGN	KOALA	IB	CA,GG	Y					29.95
GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD									
PIC. BUILDER	WEEK READ	AP,AT,CO	CA		Y	Y	Y		39.95
PERMITS THE CREATION OF 40 PREPROGRAMMED BUILD-BY-NUMBER PICTURES OR USER CREATES NEW ONES									
PRINT SHOP	BRODERBUND	AP,AT,CO	CA,GG	Y	Y	Y	Y	Y	49.95
CREATES POSTERS, GREETING CARDS, ETC.; CAN USE GRAPHICS FROM OTHER PROGRAMS									

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BUSINESS EDUCATION - ACCOUNTING/BOOKKEEPING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
AUTOMATED ACCOUNTING	SW PUB	AP.IB.PE.TR	DP				Y		37.50
MICROCOMPUTER-BASED ACCOUNTING SYSTEM CORRELATED WITH PUBLISHER'S ACCOUNTING TEXTBOOK									
COEX TRAINING:VISICALC	CDEX	AP.IB.JR	SD.TU				Y		59.95
TUTORIAL ON VISICALC (DOES NOT INCLUDE VISICALC)									
ELECTRONIC SPREADSHEET	MECC	AP.IB.JR	SD.TU			Y	Y		49.00
INTRODUCES VISICALC AND PROVIDES EXERCISES. PRACTICAL PROBLEMS. & TEMPLATES (DOES NOT INCLUDE VISICALC)									

BUSINESS EDUCATION - TYPING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABETIC KEYBOARDING	SW PUB	AP	DP.TU		Y	Y	Y		89.50
BEGINNING THROUGH INTERMEDIATE EXERCISES TO INTRODUCE KEYBOARD; INCLUDES DRILLS & TIMED DRILLS									
BANK STREET SPELLER	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
SPELLING CHECKER FOR BANK STREET WRITER; INSTRUCTIONAL MATERIALS INCLUDED									
BANK STREET WRITER	SCHOLASTIC	AP.AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
WORD PROCESSOR WITH TUTORIAL; INSTRUCTIONAL MATERIALS INCLUDED									
SENSIBLE SPELLER IV	SENSIBLE	AP	SK		Y	Y	Y	Y	125.00
CHECKS DOCUMENTS FOR SPELLING AND TYPING ERRORS; COMPATIBLE WITH MANY APPLE WORD PROCESSORS									
TYPING TUTOR	MICROSOFT	AP,TR	DP.TU	Y	Y	Y	Y		24.95
INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY									
TYPING TUTOR (IBM)	IBM	IB.JR	DP.TU	Y	Y	Y	Y		25.00
INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY									

CAREER/COLLEGE GUIDANCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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COMPUTERS - COMPUTER AWARENESS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALL SORTS OF MEGGLES	BORG WARNR	AP	DP	Y	Y				75.00
PROVIDES PRACTICE IN DECISION-MAKING SKILLS,WITH TESTING & RECORD-KEEPING;REQUIRES UFONIC VOICE SYSTEM									
APPLE PRESENTS APPLE	APPLE	AP	SI,TU	Y	Y	Y	Y		FREE
SIMPLE INTRODUCTION TO APPLE KEYBOARD AND COMPUTER									
COMP LIT ADV OF LOL DRAGN	SVE	AP	TU	Y	Y				189.00
LOLLIPOP DRAGON PRESENTS COMPUTER CONCEPTS FOR CHILDREN									
COMPUTER LIT INST PRGM	ED'L ACTV	AP,PE,TR	TU		Y	Y			69.00
STEP-BY-STEP, SELF-PACED INTRODUCTION TO COMPUTERS									
COMPUTER LITERACY:INTRO	CNTRL DATA	AP,AT,TI	TU			Y	Y		60.00
STUDENTS LEARN ABOUT USES OF COMPUTERS IN WORK AND PERSONAL LIFE									
CREATIVE PLAY	LAWR HALL	AP,CO,PE	EG	Y	Y				48.00
INTRODUCTION TO COMPUTERS AND PROBLEM SOLVING TECHNIQUES IN 25 PROGRAMS									
ELECTRONIC TOOL	MICRO P&L	AP	PS						34.95
PRESENTS COMPUTER USES: DATA MANAGEMENT,SIMULATION & GRAPHICS									
FRIENDLY COMPUTER	MECC	AP,CO	PS,TU	Y					48.00
BEGINNING COMPUTER LITERACY FOR YOUNG CHILDREN; INCLUDES KEYBOARDING AND GRAPHICS									
INTRO TO MICRO COMPUTERS	MCGRAW HIL	AP,CO,TR	DE,DP,EG,TU		Y				49.95
SIX PROGRAMS HELP STUDENTS LEARN KEYBOARDING SKILLS, COMPUTER COMPONENTS AND TERMS									
INTRO TO MICROCMP KEYBD	ED AUDIO	AP	DE,DP,TU		Y	Y	Y		70.00
TEACHES TYPEWRITER KEYBOARD AND SPECIAL-FUNCTION COMPUTER KEYS									
ROBOT PROBE	SUNBURST	TR	CP,EG,PS,SI						55.00
STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES									
THREE R'S OF MCROCMPTNG	MECC	AP	SI,TU	Y	Y	Y			36.00
INTRODUCTION TO COMPUTERS AND COMPUTER FUNCTIONS									
TURTLE TRACKS	SCHOLASTIC	AP,AT,CO,IB,JR	CP,PS	Y	Y				39.95
COMBINES BASIC AND LOGO TO INTRODUCE PROGRAMMING CONCEPTS AND TECHNIQUES									
UNDERSTANDING COMPUTERS	BRITANNICA	AP,TR	TU				Y		239.00
COMPUTER LITERACY CONCEPTS AS PART OF DAILY LIFE; DATA BASE APPLICATIONS									

COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANTFARM	WIMS	AP	CP.SI			Y	Y		15.00
SIX COMMANDS MANAGE ANTS IN AN ANT FARM AND INTRODUCE THE LOGIC OF PROGRAMMING									
APPLE LOGO	APPLE	AP	CP.PS	Y	Y	Y	Y	Y	100.00
STUDENTS LEARN STRUCTURED PROGRAMMING CONCEPTS BY CREATING COLOR GRAPHICS									
APPLE LOGO II	APPLE	AP	CP.PS	Y	Y	Y	Y	Y	100.00
IMPROVED AND ENHANCED VERSION OF APPLE LOGO									
APPLE PASCAL	APPLE	AP	CP.PS				Y	Y	250.00
UCSD PASCAL WITH COLOR GRAPHICS AND SOUND GENERATION									
APPLE SPRITE LOGO	LCSI	AP	CP.PS	Y	Y	Y	Y	Y	300.00
FULL IMPLEMENTATION OF LOGO, INCLUDING 30 SPRITES: A BOARD AND DISK COMBINATION									
APPLE SUPER PILOT	APPLE	AP	AU.CP,TT		Y	Y	Y	Y	200.00
AUTHORING LANGUAGE - CREATE LESSONS USING GRAPHICS, TEXT AND SOUND									
ATARI LOGO	ATARI	AT	CP.DP.PS	Y	Y	Y	Y	Y	100.00
FULL IMPLEMENTATION OF THE LOGO LANGUAGE, WITH SPRITES									
ATARI MICROSOFT BASIC II	ATARI	AT	CP.PS		Y	Y	Y	Y	89.95
EXTENDED VERSION OF ATARI BASIC									
ATARI PILOT	ATARI	AT	AU.CP.PS		Y	Y	Y	Y	129.95
PROGRAMMING LANGUAGE WITH SOUND CAPABILITY & TURTLE GRAPHICS: SIMPLE AUTHORING LANGUAGE									
BASIC A+ & OS/A+	OP SYSTMS	AT	CP.PS			Y	Y		133.50
EXPANDED BASIC AND IMPROVED DISK OPERATING SYSTEM FOR ATARI									
BLAZING THE BASIC TRAIL	SUNBURST	AP.TI	PS		Y	Y			49.00
AN INTRODUCTION TO BASIC PROGRAMMING USING IF-THEN AND GOTO STATEMENTS									
COMMODORE LOGO	COMMODORE	CO	CP.PS	Y	Y	Y	Y	Y	99.95
FULL GRAPHIC IMPLEMENTATION OF LOGO, WITH SPRITES									
D-BUG	ELECTR ART	CO	EG.SI	Y	Y	Y	Y		40.00
A GAME WITHIN A GAME THAT SIMULATES FIXING THE COMPUTER									
DELTA DRAWING	SPINNAKER	AP.AT,CO,IB	CA.CP,EG,PS	Y	Y	Y			49.95
YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS									
EXPLORING LOGO	SUNBURST	AP,CO	CP.PS	Y	Y		Y		49.00
STUDENTS PRACTICE DIVIDING PROBLEMS INTO COMPONENT PARTS AND BUILDING NEW CONSTRUCTS									
EZ LOGO	MECC	AP	CP.PS	Y	Y				48.00
TWO PROGRAMS FORM A SUBSET OF LOGO COMMANDS TO INTRODUCE LOGO TO YOUNG CHILDREN									

COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-5	MID	SEC	TCR	PRICE
GLOBAL PROGRAM LINE EDTR	BEAGLE BRO	AP	AU,CP		Y	Y	Y	Y	64.95
THE DEFINITIVE EDITOR FOR PROGRAMMING THE APPLE									
HOW TO PROGRAM IN BASIC	STER SWIFT	AP,CO,IB,JR,PE	DP,TU			Y	Y		69.00
TWELVE TUTORIALS AND A WORKBOOK TO TEACH BASIC PROGRAMMING									
IBM LOGO	IBM	IB	CP,PS	Y	Y	Y	Y	Y	175.00
A FULL IMPLEMENTATION OF LCSI LOGO									
KAREL SIMULATOR	CYBERTRON	AP	CP,PS			Y	Y	Y	150.00
INTRODUCES STRUCTURED PROGRAMMING AND THE CONTROL STRUCTURES OF PASCAL									
KRELL'S MIT LOGO	KRELL	AP	CP,PS,SI			Y		Y	89.95
A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE									
PROGRAMMER'S AID	MECC	AT	CP			Y	Y	Y	45.00
FIFTEEN UTILITY PROGRAMS TO AID IN SOFTWARE DEVELOPMENT									
ROBOT ODYSSEY	TLC	AP	CP,EG,PS,SI			Y	Y		49.95
DESIGN AND BUILD ROBOTS, THEN CREATE AND PLAY AN ADVENTURE GAME USING THE ROBOTS									
ROBOT PROBE	SUNBURST	TR	CP,EG,PS,SI						55.00
STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES									
ROBOTWAR	MUSE	AP	CP,PS				Y	Y	39.95
INTRODUCES ASSEMBLY LANGUAGE PROGRAMMING AS USER INSTRUCTS DUELING ROBOTS.									
SIMON'S BASIC	COMMODORE	CO	CP				Y	Y	99.99
EXPANDED BASIC ADDS 114 COMMANDS TO C-64 BASIC: STRUCTURED PROGRAMMING									
SIMULATED COMPUTER	EDUSOFT	AP,AT,TR	CP,SI						24.95
TUTORIAL ON COMPUTER OPERATION AND IN MACHINE-LANGUAGE PROGRAMMING									
SORTING TECHNIQUES I	MIC WRKSHP	AP	CP,DE,TU			Y	Y	Y	29.95
ILLUSTRATES 5 SORTING ROUTINES AND THE ALGORITHM FOR EACH									
SORTING TECHNIQUES II	MIC WRKSHP	AP	CP,DE,TU			Y	Y	Y	29.95
DEMONSTRATES 3 SORTING TECHNIQUES AND 1 SEARCHING TECHNIQUE									
SPECTRUM	SUNBURST	AP,TI	CP,EG,PS				Y	Y	55.00
LOGIC GAME USING HIDDEN PATTERN OF COLORED BARS TO TEACH FUNDAMENTAL PROGRAMMING SKILLS AND CONCEPTS									
TERRAPIN LOGO	TERRAPIN	AP	CP,PS	Y	Y	Y	Y	Y	149.95
A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE									
TRS-80 COLOR LOGO	RADIO SHAK	TC	CP,PS	Y	Y	Y	Y	Y	99.00
IMPLEMENTATION OF TURTLE GRAPHICS; NO LIST PROCESSING CAPABILITIES									

COMPUTERS - COMPUTER PROGRAMMING/SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
TURBO PASCAL	BORLAND	AP,IB	CP,PS				Y	Y	49.95
FAST EXECUTING & INEXPENSIVE PASCAL IMPLEMENTATION									
TURTLE GRAPHICS II	HUMAN	CO	CA,CP,PS	Y	Y	Y			59.95
CREATES COMPLEX TURTLE GRAPHICS AND INTRODUCES PROGRAMMING CONCEPTS									
TURTLE POWER	IBM	IB,JR	CP,PS	Y	Y				50.00
SIMPLE KEYBOARD COMMANDS CREATE COLORED SHAPES AND MUSIC									
TURTLE TRACKS	SCHOLASTIC	AP,AT,CO,IB,JR	CP,PS	Y	Y				39.95
COMBINES BASIC AND LOGO TO INTRODUCE PROGRAMMING CONCEPTS AND TECHNIQUES									
WIZ-KIT	HANDS-ON	AP	CP					Y	20.00
APPLE LOGO UTILITY ENABLING USER TO SAVE PROCEDURES & THEIR SUB-PROCEDURES AS UNITS; PRINTS PICTURES									

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TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANAGRAMAS HISPANOAMERICANO	GESSLER	AP	DP,EG			Y	Y		39.95
GEOGRAPHY OF SOUTH/CENTRAL AMERICA, MEXICO, & CARIBBEAN REINFORCED WITH MAPS AND ANAGRAMS									
CRYPTO CUBE	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS: 50 PUZZLES PROVIDED, CAN CREATE NEW ONES									
EL ASISTENTE DEL INSTRUCTOR	MECC	AP	DP,SH,TE		Y	Y	Y	Y	43.00
USER CREATES DRILL ACTIVITIES: INCLUDES DIACRITICAL MARKINGS									
FRENCH ACHIEVEMENT I-III	MIC WRKSHP	AP	DP,TE,TU			Y	Y		49.95
PRACTICE IN PREPARING FOR THE VOCABULARY SECTION OF CEEB FRENCH ACHIEVEMENT TEST									
FRENCH GAME	J & S	AP	DP,EG			Y	Y	Y,	34.50
AUTO RACING GAME TO REINFORCE FRENCH VOCABULARY									
FRENCH VOCABULARY BUILDER	CNTRL DATA	AP,AT,TI	DP,EG			Y	Y		60.00
ACTIVITIES TO REINFORCE COMMON FRENCH VOCABULARY									
FRENCH:CLASS WORDS	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
DRILL ON COMMON FRENCH VOCABULARY									
GERMAN VOCABULARY BUILDER	CNTRL DATA	AP,AT,TI	DP,EG			Y	Y		60.00
ACTIVITIES TO REINFORCE COMMON GERMAN VOCABULARY									
GERMAN:CLASS WORDS	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
DRILL ON COMMON GERMAN VOCABULARY.									
GREAT CREATOR, THE	GESSLER	AP	SH		Y	Y	Y	Y	299.00
AUTHORING SYSTEM TO CREATE LESSONS AND TESTS IN ANY SUBJECT AREA: HAS ACCENTS FOR 17 LANGUAGES									
GUIDE DE L'ENSEIGNANT	MECC	AP	DP,SH,TE		Y	Y	Y	Y	43.00
USER CREATES DRILL ACTIVITIES: INCLUDES DIACRITICAL MARKINGS									
LINGUIST, THE	GESSLER	AP,AT,CO,IB,JR	AU,IM				Y	Y	44.95
PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS									
M-SS-NG L-NKS:FRENCH ED	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
SHELL TO CREATE FRENCH TEXT TO BE USED IN M-SS-NG L-NKS GAME									
M-SS-NG L-NKS:GERMAN ED	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
SHELL TO CREATE GERMAN TEXT TO BE USED IN M-SS-NG L-NKS GAME									
M-SS-NG L-NKS:SPANISH ED	SUNBURST	IB	EG,PS,SH		Y	Y	Y	Y	65.00
SHELL TO CREATE SPANISH TEXT TO BE USED IN M-SS-NG L-NKS GAME									
PRESENT & PASSE COMPOSE VBS(FR	GESSLER	AP	DP,TU			Y	Y		35.95
COMBINATION TUTORIAL AND DRILL ON CONJUGATION OF REGULAR AND IRREGULAR FRENCH VERBS									

FOREIGN LANGUAGE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SPANISH ACHIEVEMENT I-III	MIC WRKSHP	AP	DP,TE,TU			Y	Y		49.95
PRACTICE IN PREPARING FOR THE VOCABULARY SECTION OF CEEB SPANISH ACHIEVEMENT TEST									
SPANISH VOCABULARY BLDR	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG			Y	Y		59.95
ACTIVITIES TO REINFORCE COMMON SPANISH VOCABULARY									
SPANISH:CLASS WORDS	CNTRL DATA	AP,IB,JR	DP			Y	Y		59.95
DRILL ON COMMON SPANISH VOCABULARY									
TEMPLE D'APSHAI, LE	GESSLER	AP	EG			Y	Y		49.95
FRENCH VERSION OF THE POPULAR ADVENTURE/QUEST GAME									
TYPE-WRITER: MULTILINGUAL WP	GESSLER	AP	AU,IM,WP					Y	69.95
WORD PROCESSOR FOR USE IN CREATING TESTS IN 11 LANGUAGES									
WORD ATTACK	DAVIDSON	AP,CO,IB,JR	DP,EG,SH,TU	Y	Y	Y	Y		49.95
FOUR ACTIVITIES USING VOCABULARY WORDS IN CONTEXT; CAN ADD WORD LISTS; AVAILABLE IN FR,SP,GR. OR ENG EDITIONS									

HEALTH

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED.									

HOME ECONOMICS/LIVING SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
FOOD FACTS	MECC	AP	SI			Y	Y		45.00
PROVIDES INFORMATION RELATING TO STUDENT'S EATING HABITS AND GIVES SPECIFIC FACTS ABOUT FOOD									
HEALTH MAINTENANCE V.1	MECC	AP	SI			Y	Y		45.00
INFORMATION ON CALORIC INTAKE, HEART DISEASE RISK LEVELS AND NUTRIENTS BASIC TO LIFE									
NUTRITION V.1	MECC	AP	SI			Y	Y		45.00
TEACHES CONCEPT OF A BALANCED DIET AND PERFORMS NUTRITIONAL ANALYSIS									

INSTRUCTIONAL TOOLS - AUTHORING SYSTEM

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLE SUPER PILOT	APPLE	AP	AU,CP.TT		Y	Y	Y	Y	200.00
AUTHORING LANGUAGE - CREATE LESSONS USING GRAPHICS, TEXT AND SOUND									
ATARI PILOT	ATARI	AT	AU.CP.PS		Y	Y	Y	Y	129.95
PROGRAMMING LANGUAGE WITH SOUND CAPABILITY & TURTLE GRAPHICS; SIMPLE AUTHORING LANGUAGE									
GREAT CREATOR, THE	GESSLER	AP	SH		Y	Y	Y	Y	299.00
AUTHORING SYSTEM TO CREATE LESSONS AND TESTS IN ANY SUBJECT AREA: HAS ACCENTS FOR 17 LANGUAGES									
LINGUIST, THE	GESSLER	AP,AT,CO,IB,JR	AU.IM				Y	Y	44.95
PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS									

INSTRUCTIONAL TOOLS - CLASSROOM MANAGEMENT

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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INSTRUCTIONAL TOOLS - DATA BASE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLEWORKS	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET									
BIBLIOGRAPHY WRITER	LIB SOFT	AP,TR	DB,IM				Y	Y	69.95
CREATES AND UPDATES SUBJECT BIBLIOGRAPHIES									
DB MASTER 4+	STONEWARE	AP	DB				Y	Y	295.00
FULL FUNCTION DATA BASE MANAGER									
DBASE III	ASHTON TATE	IB	DB				Y	Y	695.00
HIGH-LEVEL DATA BASE									
EASY GRAPH	GROLIER	AP,CO,IB	DB,GG		Y	Y	Y	Y	49.95
TUTORIAL AND PROGRAM FOR PRODUCING PICTOGRAPHS, PIE CHARTS AND BAR GRAPHS: INCLUDES INSTRUCTIONAL MATERIALS									
FILEVISION	TELOS	MC	DB				Y	Y	195.00
VISUALLY/GRAPHICALLY ORIENTED DATA BASE									
FRIENDLY FILER	GROLIER	AP,CO,IB	DB		Y	Y	Y		49.95
TEACHES THE DESIGN AND USE OF DATA BASES: INCLUDES A DATA BASE PROGRAM AND INSTRUCTIONAL MATERIALS									
IBM FILING ASSISTANT	IBM	IB	DB			Y	Y	Y	149.00
EASY TO USE DATA BASE PROGRAM									
LOTUS 1-2-3	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR									
PFS: FILE	SOFTWR PUB	AP,CO,IB,TR	DB			Y	Y	Y	125.00
EASY TO USE DATA BASE PROGRAM									
PFS: REPORT	SOFTWR PUB	AP,CO,IB,TR	DB			Y	Y	Y	125.00
DATA BASE REPORT GENERATOR TO USE WITH PFS: FILE									
TELOFACTS 2	DILITHIUM	AP	DB				Y	Y	199.95
SURVEY ANALYSIS PROGRAM									

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INSTRUCTIONAL TOOLS – GRAPHICS GENERATOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
EASY GRAPH	GROLIER	AP,CO,IB	DB,GG		Y	Y	Y	Y	49.95
TUTORIAL AND PROGRAM FOR PRODUCING PICTOGRAPHS, PIE CHARTS AND BAR GRAPHS; INCLUDES INSTRUCTIONAL MATERIALS									
KOALAPAINTER	KOALA	AP,AT,CO,JR	CA,GG	Y					29.95
GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD									
LOTUS 1-2-3	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR									
MACPAINT	APPLE	MC	CA,GG		Y	Y	Y	Y	PACKAGED WITH MAC
MENU-DRIVEN DRAWING PROGRAM USING MOUSE; INCLUDES ROTATE, MOVE, AND ERASE									
MICROSOFT CHART	MICROSOFT	MC	GG				Y	Y	125.00
USE WITH MULTIPLAN TO GENERATE BUSINESS GRAPHICS									
MOUSE PAINT	APPLE	AP	GG		Y	Y	Y		149.00
GRAPHICS GENERATION PROGRAM; INCLUDES MOUSE									
PAINT	RESTON	AT	CA,GG		Y	Y	Y	Y	39.95
GRAPHICS ART DRAWING UTILITY; ALLOWS USER TO CREATE & SAVE PAINTINGS									
PC DESIGN	KOALA	IB	CA,GG	Y					29.95
GRAPHICS USED WITH NURSERY RHYMES. MUST HAVE KOALA PAD									
PFS: GRAPH	SOFTWR-PUB	AP,IB	GG			Y	Y	Y	140.00
GENERATES PIE, BAR LINE CHARTS USING ENTERED DATA OR DATA FROM PFS: FILE									
PRINT SHOP	BRODERBUND	AP,AT,CO	CA,GG	Y	Y	Y	Y	Y	49.95
CREATES POSTERS, GREETING CARDS, ETC.; CAN USE GRAPHICS FROM OTHER PROGRAMS									
PROFESSIONAL SIGN MAKER	SUNBURST	AP	GG	Y	Y	Y	Y	Y	59.00
GENERATES HI-RESOLUTION SIGNS WITH VARIABLE HEIGHT/LENGTH									

INSTRUCTIONAL TOOLS – INSTRUCTIONAL MATERIALS GENERATOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CROSSWORD MAGIC	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
GENERATES CROSSWORD PUZZLES FROM USER'S WORDS									
LINGUIST, THE	GESSLER	AP,AT,CO,IB,JR	AU,IM				Y	Y	44.95
PERMITS TRANSLATION OF 20 LANGUAGES TO CREATE FILL-IN-THE-BLANK AND MULTIPLE CHOICE TESTS									

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INSTRUCTIONAL TOOLS - READABILITY SCALE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SCHOOL UTILITIES V.2 READABILITY ANALYSIS PROGRAM	MECC	AP	RS		Y	Y	Y	Y	45.00

INSTRUCTIONAL TOOLS - SHELL/MINI-AUTHORING SYSTEM

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALLIGATOR ALLEY MATH DRILL PROGRAMS WITH TEACHER CONTROL OF PARAMETERS	DLM	AP	DP,IM,SH	Y	Y	Y		Y	44.00
ARISTOTLE'S APPLE ALLOWS TEACHER TO CREATE MULTIPLE CHOICE, COLUMN MATCHING AND FILL-IN TESTS	STONEWARE	AP	DP,EG,SH	Y	Y	Y	Y	Y	34.95
SHELL GAMES DRILL STRUCTURES INTO WHICH TEACHERS CAN ENTER ACTIVITIES	APPLE	AP	DP,EG,SH		Y	Y	Y	Y	25.00
TIC TAC SHOW CREATE LESSONS IN GAME-SHOW FORMAT	ADV ID	AC,AP,CO,IB,JR	DP,EG,SH		Y	Y	Y	Y	34.95

INSTRUCTIONAL TOOLS - SPELLING CHECKER

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BANK STREET SPELLER SPELLING CHECKER FOR BANK STREET WRITER: INSTRUCTIONAL MATERIALS INCLUDED	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
SENSIBLE SPELLER IV CHECKS DOCUMENTS FOR SPELLING AND TYPING ERRORS: COMPATIBLE WITH MANY APPLE WORD PROCESSORS	SENSIBLE	AP	SK		Y	Y	Y	Y	125.00

INSTRUCTIONAL TOOLS - SPREADSHEET

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
APPLEWORKS INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
LOTUS 1-2-3 INTEGRATED SPREADSHEET, DATA BASE, WORD PROCESSOR	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
MULTIPLAN HIGH LEVEL SPREADSHEET	MICROSOFT	AP,CO,IB,MC	SD				Y	Y	195.00
SUPER CALC.3 HIGH-LEVEL SPREADSHEET (CPM)	SORCIM	IB	SD				Y	Y	395.00
TK! SOLVER FORMULA PROCESSOR FOR TECHNICAL & SCIENTIFIC APPLICATIONS	SOFTWRE ART	AP,IB,JR,TI	PS				Y	Y	100.00
VISICALC PACKAGE HIGH-LEVEL SPREADSHEET	SOFTWRE ART	AP,IB,TR	SD				Y	Y	179.00

INSTRUCTIONAL TOOLS - TELECOMMUNICATIONS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ACCESS II SMART TERMINAL COMMUNICATIONS PACKAGE (PRODOS)	APPLE	AP	TC			Y	Y	Y	75.00
ASCII EXPRESS,PROFESSNL SMART TERMINAL COMMUNICATIONS PACKAGE	ROGER WAGNER	AP	TC			Y	Y	Y	129.95
MAC TERMINAL COMMUNICATIONS PACKAGE	APPLE	MC	TC			Y	Y	Y	99.00
PCTALK III SMART TERMINAL COMMUNICATIONS PACKAGE	FREEWARE	IB	TC			Y	Y	Y	35.00
SMARTCOM SMART TERMINAL COMMUNICATIONS PACKAGE	HAYES	AP,IB	TC			Y	Y	Y	119.00
ZTERM, PROFESSNL SMART TERMINAL COMMUNICATIONS PACKAGE (CPM)	ROGER WAGNER	IB	TC			Y	Y	Y	149.95

INSTRUCTIONAL TOOLS - TESTS & TESTING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

INSTRUCTIONAL TOOLS - WORD PROCESSOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
USER CAN CREATE ADVE TURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING									
APPLE WRITER IIE	APPLE	AP	WP		Y	Y	Y	Y	149.00
FULL-FUNCTION WORD PROCESSOR									
APPLEWORKS	APPLE	AP	DB,SD,WP			Y	Y	Y	250.00
INTEGRATED WORD PROCESSOR, DATA BASE AND SPREADSHEET									
BANK STREET WRITER	SCHOLASTIC	AP,AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
WORD PROCESSOR WITH TUTORIAL; INSTRUCTIONAL MATERIALS INCLUDED									
CUT AND PASTE	ELECTR ART	AP,CO	WP	Y	Y	Y	Y		50.00
EASY-TO-USE WORD PROCESSOR THAT UTILIZES ICONS									
EASY SCRIPT	COMMODORE	CO	WP			Y	Y	Y	54.95
FULL-FUNCTION WORD PROCESSOR									
EASYWRITER 2.0	IBM	IB	WP			Y	Y	Y	350.00
FULL-FUNCTION WORD PROCESSOR									
HOMEWORD	SIERRA	AP,AT,CO,IB	WP		Y	Y	Y	Y	69.95
FULL-FUNCTION WORD PROCESSOR									
LOTUS 1-2-3	LOTUS	IB	DB,SD,WP			Y	Y	Y	495.00
INTEGRATED SPREADSHEET, DATA BASE. WORD PROCESSOR									
MACWRITE	APPLE	MC	WP		Y	Y	Y	Y	PACKAGED WITH MAC
FULL-FUNCTION WORD PROCESSOR									
MAGIC SLATE	SUNBURST	AP	WP	Y	Y	Y	Y	Y	65.00
WORD PROCESSOR WITH INSTRUCTIONAL MATERIAL INCLUDED; 20 AND 40-COLUMN LEVELS									
MAGIC WINDOW	ARTSCI	AP	WP			Y	Y	Y	99.59
FULL-FUNCTION WORD PROCESSOR									
MILLIKEN WORD PROCESSOR	MILLIKEN	AP	WP	Y	Y	Y			69.95
EASY WORD PROCESSOR WITH INSTRUCTIONAL MATERIALS FOR PRE-WRITING, WRITING & POST-WRITING TECHNIQUES									
PAGE-MATE	AB COMP	CO,PE,VI	WP		Y	Y	Y	Y	19.00
FULL-FUNCTION WORD PROCESSOR									
PFS: WRITE	SOFTWR PUB	AP,IB	WP			Y	Y	Y	140.00
FULL-FUNCTION WORD PROCESSOR									
SUPER-TEXT PROFESSIONAL	MUSE	AP,CO,IB	WP			Y	Y	Y	175.00
FULL-FUNCTION WORD PROCESSOR									

INSTRUCTIONAL TOOLS - WORD PROCESSOR

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
WURDSTAR 3.3 PROFESSIONAL WORD PROCESSOR (CPM)	MICROPRO	IB	WP			Y	Y	Y	495.00
WRITE CHOICE FULL-FUNCTION WORD PROCESSOR	ROGER WAGNER	AP	WP		Y	Y	Y	Y	44.95
WRITE STUFF SIMPLIFIED WORD PROCESSOR	HARPER ROW	AP	WP		Y	Y	Y		59.95

KEYBOARDING SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABETIC KEYBOARDING BEGINNING THROUGH INTERMEDIATE EXERCISES TO INTRODUCE KEYBOARD; INCLUDES DRILLS & TIMED DRILLS	SW PUB	AP	DP,TU		Y	Y	Y		89.50
MASTERTYPE ARCADE-STYLE KEYBOARDING DRILL;PROVIDES ABILITY TO CREATE OWN LESSONS	SCARBOROUG	AP,AT,CO,IB,JR	DP,EG,TU		Y	Y	Y		39.95
TYPE ATTACK ARCADE-STYLE KEYBOARDING DRILL;DOZENS OF PREPROGRAMMED LESSONS	SIRIUS	AP,AT,CO,IB,JR	DP,EG,TU		Y	.Y	Y		39.95
TYPING STRATEGY USES ANIMATED IMAGE OF KEYBOARD & PAIR OF HANDS TO TEACH TECHNIQUES USED BY MASTER TYPISTS	BEHV ENGIN	AP,CO,IB	DP,TU			Y	Y		39.95
TYPING TUTOR INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	MICROSOFT	AP,TR	DP,TU	Y	Y	Y	Y		24.95
TYPING TUTOR & WD INVDRS TWO-PART PACKAGE TEACHING NEW KEYS IN GRADUAL STEPS AS SKILLS DEVELOP	ACADEMY	CO,VC	DP,EG,TU	Y	Y	Y	Y		21.95
TYPING TUTOR (IBM) INSTRUCTION ON FINGER PLACEMENT; DRILL ON SPEED AND ACCURACY	IBM	IB,JR	DP,TU	Y	Y	Y	Y		25.00

LANGUAGE ARTS - LITERATURE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

LANGUAGE ARTS - READING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ABC'S	JMH	AT,CO,PE,VC	DP	Y					13.95
PRACTICE IN SEQUENCING LETTERS									
ADVENTUREWRITER	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING									
ALPHABET CIRCUS	DLM	AP,CO	DP,EG	Y					29.95
SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET									
ALPHABETIZE	JMH	AT,CO,PE,VC	DP	Y	Y				13.95
PLACE WORDS IN ALPHABETICAL ORDER; CAN CHOOSE NUMBER OF WORDS & LEVELS OF DIFFICULTY									
ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES									
CAUSE & EFFECT	LEARN WELL	AP	DP,EG		Y				49.95
READING GAME TO REINFORCE RECOGNITION OF CAUSE AND EFFECT									
CODE QUEST	SUNBURST	AP,AT,CO,TC	EG,PS		Y	Y			49.00
BREAK ENCODED MESSAGES TO IDENTIFY A MYSTERY OBJECT									
COMPREHENSION POWER	MILLIKEN	AP	DP,TU		Y	Y	Y		425.00
PRACTICE IN TWENTY-FIVE READING COMPREHENSION SKILLS									
CONSTRUCT-A-WORD	DLM	AP	DP,EG	Y	Y				185.00
MULTIPLE-DISK LETTER PATTERN DRILL; SUPERTALKER REQUIRED									
CROSS CLUES	SRA	AP,IB,TR	DP,EG			Y	Y		35.00
WORD GAME FOR TWO PLAYERS WITH FIFTY PUZZLE GRIDS									
CROSSWORD MAGIC	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
GENERATES CROSSWORD PUZZLES FROM USER'S WORDS									
EASY AS ABC	SPRINGBOARD	AP,IB,JR	CA,EG	Y					39.95
FIVE GAMES INTRODUCE LETTER RECOGNITION, LETTER SEQUENCE, AND UPPER AND LOWER CASE									
ELEMENTARY V. 7:PRERD/CNT	MECC	AP	DP,EG	Y			Y		46.00
INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP									

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LANGUAGE ARTS - READING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
FANTASY LAND	LEARN WELL	AP	DP,EG	Y	Y				49.95
READING GAME THAT PROVIDES PRACTICE IN READING BETWEEN THE LINES									
HINKY PINKY	22ND AVE	AP	EG	Y	Y	Y	Y	Y	30.00
CREATIVE WORD PLAY WITH RHYMING AND SYLLABLE PATTERNS: USER CAN ADD WORDS									
HINT AND HUNT I,II	DLM	AP	DP,EG	Y	Y			Y	199.95
MULTIPLE-DISK DECODING SKILLS DRILL; SUPERTALKER REQUIRED									
IDEA INVASION	DLM	AP	DP,EG,SH	Y	Y			Y	44.00
SHELL ENABLES CREATION OF DRILL GAME FOR VARIETY OF CONTENT									
INSTANT ZOO	APPLE	AP	DP,EG	Y					25.00
FIVE EDUCATIONAL GAMES TO TEACH IDENTIFICATION AND MATCHING OF WORDS AND LETTERS									
LETTERS AND WORDS	LEARN WELL	AP	DP,EG,TU	Y					49.95
THREE GAMES TO PRACTICE ALPHABETIZING, MATCHING UPPER AND LOWER CASE LETTERS, AND SIGHT WORDS									
M-SS-NG L-NKS:CLASSICS	SUNBURST	AP,AT,CO,IB,JR	EG,PS			Y	Y	Y	55.00
READING GAMES TO DEVELOP USE OF CONTEXT CLUES, USING CLASSICAL LITERATURE									
M-SS-NG L-NKS:ENGLISH ED	SUNBURST	AP,AT,CO,IB,JR	EG,PS,SH	Y	Y	Y	Y	Y	55.00
READING GAMES TO DEVELOP USE OF CONTEXT CLUES: USER CAN INSERT PASSAGES									
M-SS-NG L-NKS:YG PPLS LT	SUNBURST	AP,CO,AT,IB,JR	EG,PS		Y	Y		Y	55.00
READING GAMES TO DEVELOP USE OF CONTEXT CLUES, USING FAMILIAR STORIES									
MASTER MATCH (DLM)	DLM	AP	DP,IM,SH	Y	Y	Y			44.00
AUTHORING SYSTEM ALLOWS THE CREATION OF PICTURES, CONCEPTS AND WORDS FOR ANY AGE									
MICROSPEEDREAD	CBS	AP,IB	DP,TU				Y		125.00
USE OF PRINT MATERIALS AND DISKS TO BUILD READING SPEED AND COMPREHENSION									
PRE-READING	MECC	AC,AT,TC	DP,EG	Y					48.00
INCLUDES CATERPILLAR, TRAIN, FIRST LETTER, PICTURES, WORDS AND SHAPES									
PUZZLER, THE	SUNBURST	AP,TR	PS		Y	Y			55.00
READING ACTIVITY TO DEVELOP SKILLS IN PREDICTING OUTCOMES									
PUZZLES AND POSTERS	MECC	AP,CO	CA,EG,GG,IM	Y	Y	Y	Y	Y	44.00
CROSSWORD PUZZLES, WORD FINDS, POSTERS GENERATED FROM USER'S WORDS									
READER RABBIT	TLC	AP,CO,IB	DP,EG	Y					39.95
STUDENTS LEARN PREREADING SKILLS IN A COLORFUL, MUSICAL MULTIPLE GAME FORMAT									
SENTENCE COMBINING	MILLIKEN	AP	DP,TU				Y	Y	95.00
INSTRUCTION AND PRACTICE ON COMBINING SHORT SENTENCES									

LANGUAGE ARTS - READING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SPEED READER II	DAVIDSON	AP,CO,IB,JR	DP,TU			Y	Y		69.95
EYE MOVEMENT AND COLUMN-READING EXERCISES TO BUILD SPEED AND COMPREHENSION									
STORY TREE	SCHOLASTIC	AP,CO,IB	CA,WP	Y	Y	Y	Y		39.95
THREE INTERACTIVE STORIES AND WORD PROCESSOR FOR READING AND CREATIVE WRITING									
THAT'S MY STORY	LEARN WELL	AP	CA,SH	Y	Y			Y	59.95
STUDENT CREATES STORIES FROM INTERACTIVE STORY STARTERS; CAN ADD NEW STORY STARTERS									
TUTORIAL COMPR: MN ID	RANDOM	AP,TR	TU	Y	Y				995.00
LESSONS IN FIVE READING COMPREHENSION SKILLS									
WIZ WORKS	DLM	AP	DP,EG,IM,SH	Y	Y	Y		Y	44.00
SHELL ENABLES CREATION OF DRILL GAMES WITH VARIED CONTENTS									
WIZARD OF WORDS	ADV ID	AP,CO,IB,JR	DP,EG,SH	Y	Y	Y		Y	34.95
FIVE WORD GAMES FOR READING, SPELLING, AND VOCABULARY SKILLS; USER CAN ADD NEW WORDS									
WORD ATTACK	DAVIDSON	AP,CO,IB,JR	DP,EG,SH,TU		Y	Y	Y	Y	49.95
FOUR ACTIVITIES USING VOCABULARY WORDS IN CONTEXT; CAN ADD WORD LISTS; AVAILABLE IN FR,SP,GR. OR ENG EDITIONS									
WORD MAN	DLM	AP,AT,CO,IB,JR	DP,EG	Y				Y	44.00
PAC-MAN-LIKE GAME TO REINFORCE DECODING SKILLS									
WORD SPINNER	TLC	AP,AT,CO,IB,JR	DP,EG	Y					34.95
DECODING SKILLS DRILL/GAME									

BEST COPY AVAILABLE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABET CIRCUS	DLM	AP,CO	DP,EG	Y					29.95
SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET									
BANK STREET SPELLER	SCHOLASTIC	AP	SK	Y	Y	Y	Y		69.95
SPELLING CHECKER FOR BANK STREET WRITER: INSTRUCTIONAL MATERIALS INCLUDED									
CAVE OF THE WORD WIZARD	TIMEWORKS	CO	DP,EG	Y	Y	Y	Y		34.95
ADVENTURE GAME WHERE WIZARD CALLS OUT SPELLING WORDS WHICH THE USER MUST SPELL CORRECTLY									
CROSSWORD MAGIC	MINDSCAPE	AP,AT,CO,IB	CA,EG,IM	Y	Y	Y	Y	Y	49.95
GENERATES CROSSWORD PUZZLES FROM USER'S WORDS									
CRYPTO CUBE	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS: 50 PUZZLES PROVIDED. CAN CREATE NEW ONES									
MASTER MATCH (DLM)	DLM	AP	DP,IM,SH	Y	Y	Y			44.00
AUTHORING SYSTEM ALLOWS THE CREATION OF PICTURES, CONCEPTS AND WORDS FOR ANY AGE									
PUZZLES AND POSTERS	MECC	AP,CO	CA,EG,GG,IM	Y	Y	Y	Y	Y	44.00
CROSSWORD PUZZLES, WORD FINDS, POSTERS GENERATED FROM USER'S WORDS									
SPELL IT!	DAVIDSON	AP,CO,IB	DP,EG,SH,TU	Y	Y	Y	Y	Y	49.95
FOUR-ACTIVITIES USING SPELLING WORDS IN CONTEXT: CAN ADD SPELLING LISTS									
SPELLAGRAPH	DESIGNWARE	AP,AT,CO,IB,JR	DP,EG,SH	Y	Y	Y			39.95
WORD/PICTURE PUZZLES PROVIDE PRACTICE IN SPELLING WORDS: CAN ADD NEW WORDS									
SPELLING GAMES	JMH	CO,PE	DP,EG,SH	Y	Y			Y	9.95
SPELLING PRACTICE USING PREPROGRAMMED OR USER-PROVIDED WORDS									
WIZ WORKS	DLM	AP	DP,EG,IM,SH	Y	Y	Y		Y	44.00
SHELL ENABLES CREATION OF DRILL GAMES WITH VARIED CONTENTS									
WIZARD OF WORDS	ADV ID	AP,CO,IB,JR	DP,EG,SH	Y	Y	Y		Y	34.95
FIVE WORD GAMES FOR READING, SPELLING, AND VOCABULARY SKILLS: USER CAN ADD NEW WORDS									
WORD SPINNER	TLC	AP,AT,CO,IB,JR	DP,EG	Y					34.95
DECODING SKILLS DRILL/GAME									

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LANGUAGE ARTS — WRITING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER	CODEWRITER	AP,CO.IB	AU,CA,FS,WP		Y	Y	Y		60.00
USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING									
BANK STREET WRITER	SCHOLASTIC	AP,AT,CO,IB,JR	WP	Y	Y	Y	Y		95.00
WORD PROCESSOR WITH TUTORIAL: INSTRUCTIONAL MATERIALS INCLUDED									
COMPU-POEM	SCWRIP	AP	CA		Y	Y	Y		16.95
STUDENT PROVIDES SPECIFIED PARTS OF SPEECH AND PROGRAM USES THEM TO CREATE A POEM									
ENGLISH ACHIEVEMENT I-V	MIC WRKSHP	AP,CO,IB,JR,PE	DP,TU				Y		39.95
PRACTICE IN PREPARING FOR PORTIONS OF THE CEEB ENGLISH COMPOSITION ACHIEVEMENT TEST									
FACT AND FICTION TOOLKIT	SCHOLASTIC	AP,CO	CA,DB	Y	Y	Y	Y		39.95
STORYMAKER HELPS CHILDREN WRITE CREATIVE STORIES: SECRET FILER IS AN EASY DATA BASE									
KIDWRITER	SPINNAKER	AP,AT,CO,IB,JR	CA,WP	Y					34.95
STORY-CREATION PROGRAM WITH GRAPHICS AND WORD PROCESSING									
MILLIKEN WORD PROCESSOR	MILLIKEN	AP	WP	Y	Y	Y			69.95
EASY WORD PROCESSOR WITH INSTRUCTIONAL MATERIALS FOR PRE-WRITING, WRITING & POST-WRITING TECHNIQUES									
NOUN/VERB PATTERN	JMH	CO,PE	DP		Y				13.95
DRILLS ON A VARIETY OF NOUN/VERB PATTERNS									
QUILL	DC HEATH	AP	CA,TU,WP	Y	Y	Y	Y		150.00
COMPOSITION CURRICULUM WITH WORD PROCESSOR AND INSTRUCTIONAL MATERIALS									
SENTENCE COMBINING	MILLIKEN	AP	DP,TU			Y	Y		95.00
INSTRUCTION AND PRACTICE ON COMBINING SHORT SENTENCES									
STORY TREE	SCHOLASTIC	AP,CO,IB	CA,WP	Y	Y	Y	Y		39.95
THREE INTERACTIVE STORIES AND WORD PROCESSOR FOR READING AND CREATIVE WRITING									
THAT'S MY STORY	LEARN WELL	AP	CA,SH	Y	Y			Y	59.95
STUDENT CREATES STORIES FROM INTERACTIVE STORY STARTERS: CAN ADD NEW STORY STARTERS									
THINKTANK	LIV TEXT	AP,IB,MC	CA,WP			Y	Y		150.00
PROGRAM HELPS USER ORGANIZE IDEAS: USES WORD PROCESSING CAPABILITIES TO DEVELOP OUTLINES									
WORDY:COMMON FMS OF WRDNS	COMPRESS	AP	DE,DP,TU				Y		130.00
DEMONSTRATION AND PRACTICE IDENTIFYING EIGHT COMMON WRITING WEAKNESSES									
WRITING A CHARCTR SKETCH	MECC	AP	CA				Y		43.00
CREATIVE WRITING PROMPT USING OPEN-ENDED QUESTIONS									
WRITING A NARRATIVE	MECC	AP	CA			Y			43.00
CREATIVE WRITING PROMPT USING OPEN-ENDED QUESTIONS									

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LIBRARY MEDIA SKILLS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ELEMENTARY LIB MEDIA SKL	COMBASE	AP	DP.TU	Y	Y	Y	°		350.00
TUTORIAL DESIGNED TO REINFORCE LIBRARY LOCATION, REFERENCE, AND ALPHABETIZING SKILLS									
ERIC MICROSEARCH	ERIC	AP	DP.SI				Y	Y	20.00
SIMULATION OF THE ERIC DATABASE USED TO LEARN ONLINE SEARCH SKILLS									
ISLE OF MEM	GROLIER	AP	EG.PS		Y	Y			39.95
ADVENTURE GAME REQUIRING THE USER TO LOCATE AND IDENTIFY ENCYCLOPEDIA ENTRIES									
LIBRARY USAGE SKILLS	JMC	AP	DP.IM.TU		Y	Y	Y	Y	74.00
TEACHES STUDENTS TO LOCATE AND USE LIBRARY MATERIALS: CAN PRINT TEXT AND WORKSHEETS									
MAX DUBLIN'S TREASURE	GROLIER	AP	CA,EG,PS		Y	Y			39.95
ADVENTURE GAME REQUIRING THE USER TO LOCATE AND IDENTIFY ENCYCLOPEDIA ENTRIES									
SKILLS MAKER	LIB SOFT	AP	IM,SH	Y	Y	Y	Y	Y	89.95
GENERATES ACTIVITY SHEETS FOR FORMATS II RESEARCH AND QUESTIONS FOR READERS' GUIDE									

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MATHEMATICS — ADVANCED

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ARBPLOT	CONDUIT	AP	DE,TU				Y		125.00
DEMO OF CURVE PLOTTING, LIMITS AND DERIVATIVES, INTEGRATION, SEQUENCES AND SERIES, FINDING ROOTS									
BASIC MATH TECHNIQUES	MERLAN	AP,PE	DP			Y	Y		83.00
DETERMINING AND ROUNDING OFF SIGNIFICANT DIGITS IN ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION PROBLEMS									
COLLEGE ENTRCE EXAM PREP	BORG WARNR	AP	DP,TE				Y		575.00
PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS									
COMPUTER GRAPHING EXP V.2	ADD WES	AP	DP,GG,TU				Y		60.00
GRAPHS TRIGONOMETRIC FUNCTIONS FROM USER-DETERMINED PARAMETERS									
COMPUTER GRAPHING EXP V.3	ADD WES	AP	DP,GG,TU				Y		60.00
GRAPHS CONIC FUNCTIONS FROM USER-DETERMINED.PARAMETERS									
DISCOVERY LRNG IN TRIG	CONDUIT	AP	DP,GG,TU				Y		75.00
DISCOVERY ACTIVITIES OF: HOW TRIG FUNCTIONS ARE REPRESENTED GRAPHICALLY, ANALYZING EQUATIONS, ETC.									
ELECTRONIC BLKBD:TRIG	WADSWORTH	AP	DE,GG,TU				Y		100.00
GRAPHS AND EXPLORES TRIGCNOMETRIC FUNCTIONS FROM USER-DETERMINED PARAMETERS									
EXPONENTIAL NOTATION	MERLAN	AP,PE	DP.			Y	Y		62.00
STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION									
INVESTGNS INTEGRAL CALC	RADIO SHAK	TC,TR	DP,TU				Y		39.95
STUDY FUNDAMENTALS OF INTEGRAL CALCULUS THROUGH COMPUTER GENERATED GRAPHS AND AREAS									
MATHEMATICS V.4	MECC	AP	DP,TU				Y		49.00
NUMERICAL INTEGRATION, LIMITS OF FUNCTION, GRAPHING EQUATIONS. MATRIX OPERATIONS & POLYNOMIAL EQUATIONS									
MUMATH	MICROSOFT	AP,IB,TR	PS				Y		250.00
PERFORMS ALGEBRA, TRIG, CALCULUS, DIFFERENTIAL INTEGRATION & TRANSCENDENTAL FUNCTIONS									
SIMULTANEOUS LNR EQUATNS	MIC WRKSHP	AP,CO,IB	DP,TU				Y		29.95
DRILL IN SOLVING SIMULTANEOUS LINEAR EQUATIONS BY ADDITION AND SUBTRACTION									

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALGEBRA ARCADE	WADSWORTH	AP,CO,IB	DP,EG			Y	Y	Y	49.95
USER ENTERS ALGEBRAIC EQUATIONS TO CREATE GRAPHS THAT ZAP ALGEBROIDS AND SCORE POINTS									
ALGEBRA DRL & PRACTICE I	CONDUIT	AP	DP				Y		125.00
DRILL AND TUTORIAL FOR ALGEBRAIC CONCEPTS; PROVIDES UNLIMITED EXAMPLES AND DETAILED SOLUTIONS									
COMPUTER GRAPHING EXP V.1	ADD WES	AP	DP,GG,TU				Y		60.00
GRAPHS ALGEBRAIC FUNCTIONS FROM USER-DETERMINED PARAMETERS									
ELECTRONIC BLKBD:ALGEBRA	WADSWORTH	AP	DE,GG,TU				Y		250.00
PROGRAMS THAT GRAPH AND EXPLORE ALGEBRAIC FUNCTIONS WITH INPUT OF PARAMETERS									
ELECTRONIC BLKBD:FUNCTIONS	WADSWORTH	AP	DE,GG,TU				Y		50.00
PROGRAMS THAT GRAPH AND EXPLORE FUNCTIONS WITH INPUT OF PARAMETERS									
EQUATIONS	MIC WRKSHP	AP,AT,CO,IB,PE	DP,TU			Y	Y		24.95
PROVIDES PRACTICE IN SOLVING EQUATIONS OF THE FORM AX + B = C									
EQUATIONS II	MIC WRKSHP	AP,AT,CO,PE,TR	DP,TU				Y		29.95
PROVIDES PRACTICE IN SOLVING EQUATIONS OF THE FORM AX + B = CX + D									
FACTORING ALG EXPRESSION	MIC WRKSHP	AP,CO	DP,TU				Y		29.95
INSTRUCTION AND PRACTICE IN FACTORING LINEAR AND QUADRATIC EXPRESSIONS									
GRAPHING EQUATIONS	CONDUIT	AP	DE,EG,PS			Y	Y		60.00
USES GAMES FORMAT TO TEACH GRAPHING OF LINEAR & QUADRATIC EQUATIONS; INCLUDES GREEN GLOBS & TRACKER									
INTERPRETING GRAPHS	CONDUIT	AP,PE,TR	DE,DP,EG		Y	Y	Y		40.00
INTRODUCES GRAPHIC INTERPRETATION OF FUNCTIONAL RELATIONSHIPS, WITH PRACTICE IN GAME FORMAT									
PROBLEM SOLVING IN ALG	BRITANNICA	AP,TR	DP,TU			Y	Y		299.00
READING, TRANSLATING AND SOLVING WORD PROBLEMS INVOLVING LINEAR AND QUADRATIC EQUATIONS									
SOLVING QUADRTC EQUATIONS	MIC WRKSHP	AP,AT,CO,IB,JR	DP,TU				Y		29.95
DRILL IN SOLVING QUADRATIC EQUATIONS (AX2 + BX + C = O) BY FACTORING									
TOBBS LEARNS ALGEBRA	SUNBURST	AP,TR	DP,SI			Y	Y		55.00
PROBLEM SOLVING IN ADDITION AND MULTIPLICATION OF WHOLE NUMBERS USING 2 X 2 GRIDS									

MATHEMATICS — ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADDITION MAGICIAN	TLC	AP,CO,IB	DP,EG	Y	Y				34.95
USES A GAME STRUCTURE TO BUILD WALLS AROUND COMBINATIONS OF NUMBERS THAT ADD UP TO TARGET SUM									
ALIEN ADDITION	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
ADDITION DRILL USING GRAPHICS IN ARCADE GAME FORMAT; USER CAN VARY DIFFICULTY LEVEL AND SPEED									
ALLIGATOR MIX	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
ADDITION & SUBTRACTION DRILL IN ARCADE GAME FORMAT; SEVERAL LEVELS OF DIFFICULTY AND SPEED									
ARITH-MAGIC	OED	AP,CO,PE,TR	DP,EG	Y	Y	Y			35.00
PRACTICE IN WHOLE NUMBER OPERATIONS, LOGIC RULES, AND EXPLORATION OF PATTERNS IN A PUZZLE FORMAT									
ARITHMETIC-TAC-TOE	EDUTEK	AP	DP,EG	Y	Y				40.00
PROVIDES DRILL IN BASIC OPERATIONS USING TIC-TAC-TOE GAME FORMAT									
BASIC ARITHMETIC	MECC	AT,CO,TR	DP,EG	Y	Y				44.00
INCLUDES BASE TEN, MATH GAME, SPEED DRILL, ROUND, ESTIMATE, CHANGE									
BASIC NUMBER FACTS	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG	Y	Y				60.00
PRACTICE IN BASIC OPERATIONS WITH WHOLE NUMBERS (0-10) IN A GAME FORMAT									
BATTLING BUGS/CONCENTRATN	MILLIKEN	AP,AT	DP,EG		Y	Y			39.95
INTEGERS AND INTEGER READINESS/EQUIVALENT FRACTIONS AND VISUAL MEMORY									
BINOMIAL MULTIPLICATION	MIC WRKSHP	AP,IB,JR	DP			Y	Y		29.95
PRACTICE IN BINOMIAL MULTIPLICATION USING THE FOIL METHOD									
BUMBLE GAMES	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y				39.95
FIVE PROGRAMS TO INTRODUCE USE OF NUMBER PAIRS TO DESCRIBE POSITIONS IN AN ARRAY AND ON A GRID									
BUMBLE PLOT	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)									
CDIM LEVEL A	SRA	AP,AT,IB	DP	Y					365.00
MANAGED PRACTICE IN PLACE VALUE, COUNTING, ADDITION & SUBTRACTION OF WHOLE NUMBERS									
CDIM LEVEL B	SRA	AP,AT,IB	DP	Y	Y				495.00
MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS AND FRACTIONS									
CDIM LEVEL C	SRA	AP,AT,IB	DP	Y	Y				575.00
MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS, FRACTIONS AND DECIMALS									
CDIM LEVEL D	SRA	AP,AT,IB	DP				Y		575.00
MANAGED DRILL IN OPERATIONS WITH WHOLE NUMBERS, FRACTIONS, DECIMALS, RATIO, PERCENT, PRE-ALGEBRA									
CHALLENGE MATH	SUNBURST	AP,CO	DP	Y	Y				55.00
PRACTICE CALCULATING & ESTIMATING WITH WHOLE NUMBERS & DECIMALS									

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TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
COMPUTER·GENRATD MTH V.2	MECC	AP	DP,IM,PS		Y	Y			45.00
PROVIDES WORKSHEETS OR TESTS FROM 236 OBJECTIVES INCLUDING BASIC FACTS, COUNTING, AND ESTIMATION									
COUNTING	MECC	AT,CO,TC	DP	Y					46.00
·DRILLS BEGIN WITH SIMPLE NUMBER PATTERN RECOGNITIONS AND PROGRESS TO COUNTING IN SETS OF 10									
DECIMAL SKILLS	MILT BRAD	AP	DP		Y	Y			49.95
PRACTICE IN PLACE VALUE, NAMES AND NUMBERS, COMPARING, ORDERING AND OPERATIONS WITH DECIMALS									
DEMOLITION DIVISION	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
DIVISION DRILL IN ARCA E GAME FORMAT; SEVERAL LEVELS OF DIFFICULTY AND SPEED AVAILABLE									
DIVIDE FRACTIONS	CBS	CO	DE,DP	Y	Y	Y			24.95
STEP-BY-STEP PROCEDURE FOR DIVISION OF FRACTIONS									
DIVISION SKILLS	MILT BRAD	AP	DP	Y	Y	Y			49.95
MANAGEMENT AND TUTORIAL ON DIVISION WITH ONE-AND-TWO-DIGIT DIVISORS									
DRAGON MIX	DLM	AP,AT,CO,IB	DP,EG	Y	Y				44.00
USERS PRACTICE DIFFICULT MULTIPLICATION AND DIVISION PROBLEMS IN AN ARCADE·GAME FORMAT									
EARLY GAMES F YG CHLDRN	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,PS	Y					34.95
NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS									
ELEM MATH CLSRM LRNG SYSTEM	STER SWIFT	AP,IB	DP,TU	Y	Y	Y			990.00
TUTORIALS, DRILL & PRACTICE FOR WHOLE NUMBERS, FRACTIONS & DECIMALS; WITH MANAGEMENT SYSTEM									
ELEMENTARY V. 1: MATH	MECC	AP	DP,EG,PS,SI	Y	Y				45.00
INCLUDES HURKLE, BAGELS, AND TAXMAN PROGRAMS WHICH EMPHASIZE LOGIC & DRILL ON BASIC FACTS									
ELEMENTARY V. 4: MATH/SCI	MECC	AP	DP,EG,SI	Y	Y				49.00
INCLUDES ESTIMATE, MATH GAME, ODELL LAKE, ODELL WOODS, AND SOLAR DISTANCE									
ELEMENTARY V. 7:PRERD/CNT	MECC	AP	DP,EG	Y			Y		46.00
INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP									
ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS: GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ									
FACT TRACK	SRA	AP,AT,IB,JR,TR	DP						100.00
IMMEDIATE RECALL DRILLS IN ARITHMETIC NUMBER FACTS									
FAY THAT MATH WOMAN	DIDATECH	AP,CO	DP	Y	Y				29.95
PRACTICES BASIC NUMBER FACTS THROUGH 19; MISSED PROBLEMS ARE GRAPHICALLY ILLUSTRATED ON A NUMBER LINE									
FRACTIONS PRACTICE	CNTRL DATA	AP,AT,IB,TI	DP,EG		Y	Y			60.00
DART GAME INTENDED TO IMPROVE FRACTION RECOGNITION SKILLS									

MATHEMATICS -- ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
FRENZY/FLIP FLOP	MILLIKEN	AP,AT,CO	DP,EG	Y	Y				39.95
GAME FORMAT FOR PRACTICING ADDITION & SUBTRACTION/PRACTICE WITH SLIDES, TURNS AND FLIPS									
FUNDAMENTAL MATH I	RANDOM	AP,TR	DP,EG	Y					174.00
COMPREHENSIVE DRILL OF ESSENTIAL PRIMARY MATH SKILLS									
FUNDAMENTAL MATH II	RANDOM	AP,TR	DP,EG		Y				420.00
COMPREHENSIVE DRILL OF ESSENTIAL INTERMEDIATE MATH SKILLS									
FUNDAMENTAL MATH III	RANDOM	AP,TR	DP,EG			Y			324.00
COMPREHENSIVE DRILL OF ESSENTIAL MATH SKILLS THROUGH PRE-ALGEBRA									
GALAXY MATH FACTS GAME	RANDOM	AP,AT,TR	DP,EG	Y	Y	Y			174.00
PRACTICE OF WHOLE NUMBERS, FRACTIONS, DECIMALS, INTEGERS AND PERCENT IN SPACE GAME FORMAT									
GOLF CLASSIC/COMPUBAR	MILLIKEN	AP,AT,CO	DP,EG		Y	Y			39.95
GEOMETRIC SKILLS PRACTICE WITH ANGLE & LENGTH ESTIMATION/PRACTICE WITH READING ARITHMETIC EXPRESSIONS ON GRAPHS									
GRAND PRIX	RANDOM	AP,AT	DP,EG	Y	Y	Y			174.00
USES AUTO RACE GAME FORMAT TO PRACTICE BASIC FACTS, PLACE VALUE, FRACTIONS, ESTIMATION, DECIMALS AND INTEGERS									
GROVER'S NUMBER ROVER	CBS	TC	DP,EG	Y				Y	19.95
GAME TO REINFORCE COUNTING SKILLS, SIMPLE SUBTRACTION AND ADDITION PROBLEMS									
GULP!!ARROW GRAPHICS	MILLIKEN	AP,AT	DP,EG	Y	Y				39.95
RECOMMENDED GULP!! CONTAINS BASIC FACTS DRILL FOR ADDITION AND MULTIPLICATION									
HEY, TAXI'	MILT BRAD	AP	DP,EG	Y	Y	Y			39.95
STUDENTS APPLY THEIR KNOWLEDGE OF BASIC MATH IN A TAXI DRIVING SIMULATION									
LEARNING ABOUT NUMBERS	C & C SOFT	AP	DP,EG	Y	Y				40.00
DRILL IN COUNTING, TELLING TIME AND BASIC FACTS; INCLUDES SPECIAL KEYBOARD LABELS									
LONG DIVISION	MIC WRKSHP	AP,AT,CO,IB,PE	DP		Y	Y			24.95
PRACTICE FOR LONG DIVISION OF ONE, TWO, AND THREE DIGIT DIVISORS									
MANAGING LIFESTYLES	SUNBURST	AP,TR	DP,SI		Y	Y	Y		55.00
THREE SIMULATIONS THAT REINFORCE MATH SKILLS WITH CALORIE COUNTING, COMPARISON SHOPPING, & BUDGETING									
MASTER MATCH	ADV ID	AP,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
TV QUIZ SHOW FORMAT; USER CAN CREATE NEW GAME CONTENT									
MATH ACTIVITIES 3	HOUGHTON	AP,IB,JR	DP,EG	Y					150.00
15 PROGRAMS OFFERS CHALLENGING COUNTING, ADDITION, SUBTRACTION, ESTIMATION, AND PROBLEM SOLVING									
MATH ACTIVITIES 4	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS REINFORCE SUCH SKILLS AS ESTIMATION, NUMBERED PAIRS, ORDER OF OPERATION, AND COMPUTATION									

MATHEMATICS - ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
MATH ACTIVITIES 5	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS REINFORCE A VARIETY OF MATH AND PROBLEM-SOLVING SKILLS									
MATH ACTIVITIES 6	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS OFFER CHALLENGES IN ANALYZING PROBLEMS, PERCENTS, MANIPULATION OF 2-DIMENSIONAL FIGURES									
MATH ACTIVITIES 7	HOUGHTON	AP,IB,JR	DP,EG		Y	Y			150.00
15 PROGRAMS OFFER CHALLENGES IN ESTIMATION, DECIMALS, PROBLEM SOLVING, WHOLE NUMBERS & ORDER OF OPERATIONS									
MATH BASEBALL	ED'L ACTV	AP,PE,TR	DP,EG	Y	Y				34.95
ARITHMETIC OPERATION PRACTICE IN BASEBALL GAME FORMAT									
MATH BLASTER	DAVIDSON	AP,CO,IB	DP,EG	Y	Y				49.95
600 PROBLEMS IN THE 4 BASIC ARITHMETIC OPERATIONS									
MATH CONCEPTS I & II	HARTLEY	AP	DP,TU	Y	Y				39.95
ARITHMETIC TOPICS THAT FREQUENTLY CAUSE DIFFICULTY, INCLUDING GCF AND LCM, ROUNDING DECIMALS									
MATH SEQUENCES	MILLIKEN	AP,AT,PE,TR	DP	Y	Y	Y			450.00
PRACTICES NUMBER READINESS AND FOUR ARITHMETIC OPERATIONS WITH INTEGERS, FRACTIONS, AND DECIMALS									
MATH STRATEGIES	SRA	AP	DP,EG				Y	Y	235.00
PRACTICE COMPUTATIONAL STRATEGIES WITH LARGE NUMBERS IN GAME FORMAT									
MATHWARE	ESSERTIER	AP	DP,TU	Y	Y	Y			350.00
PRACTICE IN THE FOUR OPERATIONS OF WHOLE NUMBERS, FRACTIONS AND DECIMALS									
METEOR MISSION	DLM	AP	DP,EG,IM,SH	Y	Y	Y			44.00
MULTIPLICATION GAME; USER CAN CREATE NEW GAME CONTENT									
METEOR MULTIPLICATION	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
BUILDS SKILLS IN MULTIPLYING WHOLE NUMBERS; ARCADE GAME FORMAT									
METRIC & PROBLEM SOLVING	MECC	AT	DP,PS	Y	Y				46.00
ELEMENTARY PROGRAMS FOR DRILLING METRIC SKILLS AND PRACTICING PROBLEM SOLVING CONCEPTS									
MINUS MISSION	DLM	AP,AT,CO,IB,TI	DP,EG	Y	Y				44.00
SUBTRACTION OF WHOLE NUMBERS IN ARCADE GAME FORMAT WITH VARIABLE SPEEDS									
MULTIPLYING FRACTIONS	MIC WRKSHP	AP,AT,CO,IB,PE	DP		Y	Y			24.95
PRACTICE IN MULTIPLYING TWO COMMON FRACTIONS WITH AND WITHOUT REDUCING									
NUMBER FARM	DLM	AP,CO	DP,EG	Y					29.95
SIX COLORFUL, MUSICAL GAMES USE ANIMATION TO TEACH AND REINFORCE COUNTING AND NUMBER CONCEPTS									
NUMBER MATCH	BERTAMAX	AT,CO,TC,TR	DP,EG	Y					24.95
MATCHING A NUMERAL WITH DOMINO PATTERN AND THEN WITH A SET OF OBJECTS									

MATHEMATICS — ARITHMETIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NUMBER WORDS-LEVEL 1&2	HARTLEY	AP	DP	Y	Y				29.95
NUMBER RECOGNITION DRILLS (1-99)									
READ & SOLVE MATH PROBS	ED'L ACTV	AP,AT,CO,IB,PE	DP,TU		Y				98.00
PRACTICE IN LINEAR CONVERSION OF WRITTEN PROBLEMS TO NUMBER PROBLEMS									
STICKYBEAR NUMBERS	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
ANIMATED GRAPHICS REINFORCE COUNTING AND RECOGNITION OF NUMBERS 1 THROUGH 10									
SURVIVAL MATH	SUNBURST	AP,AT,CO,TR	DP,EG,PS,SI		Y	Y	Y		55.00
INCLUDES HOT DOG STAND, AN ECONOMIC SIMULATION									
TEASERS BY TOBBS	SUNBURST	AP,AT,CO,TC,TR	DP,EG,PS		Y	Y	Y		55.00
TWO PROGRAMS TO PRACTICE LOGICAL WAYS TO SOLVE ADDITION AND MULTIPLICATION PROBLEMS									
THREE R MATH CLASSROOM KIT	APX	AT	DP	Y	Y	Y			49.95
SEQUENCED PRACTICE OF WHOLE NUMBER OPERATIONS									
WHATSIT CORPORATION	SUNBURST	AP,TR	DP,EG,SI		Y	Y	Y		55.00
BUSINESS SIMULATION THAT DEMANDS THE APPLICATION OF BASIC MATH SKILLS									
WHOLE NUMBERS: PRACTICE	CNTRL DATA	AP,AT,IB,JR,TI	DP,EG		Y	Y			59.95
PRACTICE BASIC NUMBER FACTS IN A PINBALL GAME FORMAT									

TITLE	PUBL.	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BUMBLE PLOT	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)									
ELEMENTARY V. 7:PRERD/CNT	MECC	AP	DP,EG	Y			Y		46.00
INCLUDES CATERPILLAR, TRAIN, PICTURES, WORDS, SHAPES, SMILE, WUZZLE AND SPACESHIP									
EXPLORER METROS	SUNBURST	AP	DP,EG		Y	Y	Y		55.00
STUDENTS LEARN TO ESTIMATE METRIC MEASUREMENTS WHILE EXPLORING AN ALIEN PLANET									
FRENZY/FLIP FLOP	MILLIKEN	AP,AT,CO	DP,EG	Y	Y				39.95
GAME FORMAT FOR PRACTICING ADDITION & SUBTRACTION/PRACTICE WITH SLIDES, TURNS AND FLIPS									
GEOMETRIC CONCEPTS: AREA	JOSTENS	AP	DP		Y	Y	Y		120.00
DRILLS IN CALCULATING AREAS OF RECTANGLES, SQUARES, PARALLELOGRAMS AND TRIANGLES									
GEOMETRIC CONCEPTS: PERIMETER	JOSTENS	AP	DP		Y	Y	Y		120.00
DRILLS IN CALCULATING PERIMETERS OF RECTANGLES, SQUARES, PARALLELOGRAMS AND TRIANGLES									
GOLF CLASSIC/COMPUBAR	MILLIKEN	AP,AT,CO	DP,EG		Y	Y			39.95
GEOMETRIC SKILLS PRACTICE WITH ANGLE & LENGTH ESTIMATION/PRACTICE WITH READING ARITHMETIC EXPRESSIONS ON GRAPHS									
INTERPRETING GRAPHS	CONDUIT	AP,PE,TR	DE,DP,EG		Y	Y	Y		40.00
INTRODUCES GRAPHIC INTERPRETATION OF FUNCTIONAL RELATIONSHIPS, WITH PRACTICE IN GAME FORMAT									
MATH ACTIVITIES 3	HOUGHTON	AP,IB,JR	DP,EG	Y					150.00
15 PROGRAMS OFFERS CHALLENGING COUNTING, ADDITION, SUBTRACTION, ESTIMATION, AND PROBLEM SOLVING									
MATH ACTIVITIES 4	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS REINFORCE SUCH SKILLS AS ESTIMATION, NUMBERED PAIRS, ORDER OF OPERATION, AND COMPUTATION									
MATH ACTIVITIES 5	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS REINFORCE A VARIETY OF MATH AND PROBLEM-SOLVING SKILLS									
MATH ACTIVITIES 6	HOUGHTON	AP,IB,JR	DP,EG	Y	Y				150.00
15 PROGRAMS OFFER CHALLENGES IN ANALYZING PROBLEMS, PERCENTS, MANIPULATION OF 2-DIMENSIONAL FIGURES									
MATH ACTIVITIES 7	HOUGHTON	AP,IB,JR	DP,EG			Y	Y		150.00
15 PROGRAMS OFFER CHALLENGES IN ESTIMATION, DECIMALS, PROBLEM SOLVING, WHOLE NUMBERS & ORDER OF OPERATIONS									
MATHEMATICS V.3	MECC	AP	DP,TU			Y			37.30
COVERS GEOMETRIC CONCEPTS OF AREA AND PERIMETER									
PLANE ANALYTICAL GEOMETRY	RADIO SHAK	TC,TR	DP				Y		39.95
STUDENTS WORK WITH PROBLEMS RELATED TO STRAIGHT LINES AND CONIC SECTIONS									
STICKYBEAR SHAPES	WEEK, READ	AP,AT,CO	DP,EG	Y					39.95
IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION									

MATHEMATICS - STATISTICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

MUSIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
DOREMI	TEMPORAL	AP	DP		Y	Y	Y		75.00
TEACHES THE AURAL IDENTIFICATION OF INTERVALS OF THE MAJOR SCALES; REQUIRES DACBOARD									
HARMONIOUS DICTATOR	TEMPORAL	AP	DP				Y		150.00
TRAINING IN RECOGNITION OF CHORD PROGRESSIONS; REQUIRES DACBOARD									
MODE DRILLS	TEMPORAL	AP	DP		Y	Y	Y		70.00
VISUAL AND AURAL DRILL ON MODES; REQUIRES DACBOARD									
MUSIC CONSTRUCTION SET	ELECTR ART	AP,AT,CO	CA,DE	Y	Y	Y	Y		50.00
USES ICONS TO CREATE, EDIT, CUT AND PASTE, AND RECORD MUSIC; USES MUSIC NOTATION									
MUSIC I, II, III	MECC	AT	DP		Y	Y	Y		46.00
18 PROGRAMS DRILL ON TERMS AND NOTATION, RHYTHM, PITCH, INTERVALS, SCALES AND CHORDS									
MUSIC THEORY	MECC	AP	DP		Y	Y	Y		49.00
18 PROGRAMS DRILL ON TERMS AND NOTATION, RHYTHM, PITCH, INTERVALS, SCALES AND CHORDS									
PITCH IDF DRILLS(W/O ACC)	TEMPORAL	AP	DP	Y	Y	Y	Y		50.00
VISUAL DRILLS OF THE NAMES OF LINES AND SPACES IN THE TREBLE AND BASS CLEFS; REQUIRES DACBOARD									
SONGWRITER	SCARBOROUG	AP,AT,CO,IB	CA,DE		Y	Y	Y		39.95
ALLOWS USER TO COMPOSE AND REWRITE COMPLICATED MELODIES WITHOUT USING MUSICAL NOTATION									
TONEY LISTENS TO MUSIC	TEMPORAL	AP	DE,DP,EG		Y	Y	Y		90.00
10 LEVELS OF MUSIC DISCRIMINATION: TUNES, DIRECTION, INTERVAL, TEMPO, RHYTHM, MELODIC MOTION; REQUIRES DACBOARD									

PHYSICAL EDUCATION/SPORTS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

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ERIC

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ALPHABET CIRCUS	DLM	AP,CO	DP,EG	Y					29.95
SIX COLORFUL MUSICAL GAMES INTRODUCE AND REINFORCE THE RECOGNITION OF LETTERS OF THE ALPHABET									
COOKIE MONSTER'S LTR CRCH	RADIO SHAK	TC	DP,EG	Y					19.95
FOUR MULTIPLE CHOICE, LETTER MATCHING ACTIVITIES; EDITOR LETS USER CHANGE WORD LISTS									
DELTA DRAWING	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
YOUNG STUDENTS PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS									
EARLY GAMES F YG CHLDRN	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,PS	Y					34.95
NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS									
ERNIE'S MAGIC SHAPES	CBS	AT,CO,IB,JR	EG,PS	Y					24.95
BY WATCHING ERNIE'S MAGIC ACT, CHILDREN DEVELOP AND REINFORCE VISUAL DISCRIMINATION SKILLS									
ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS: GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ									
GERTRUDE'S PUZZLES	TLC	AP	EG,PS	Y	Y	Y			44.95
STUDENTS SOLVE PUZZLES INVOLVING RECOGNITION OF COLOR AND SHAPE PATTERNS									
GERTRUDE'S SECRETS	TLC	AP	EG,PS	Y	Y				44.95
STUDENTS DEVELOP CRITICAL THINKING SKILLS AS THEY FIND PATTERNS IN COLORS AND SHAPES									
INSTANT ZOO	APPLE	AP	DP,EG	Y					25.00
FIVE EDUCATIONAL GAMES TO TEACH IDENTIFICATION AND MATCHING OF WORDS AND LETTERS									
LEARNING ABOUT NUMBERS	C & C SOFT	AP	DP,EG	Y	Y				40.00
DRILL IN COUNTING, TELLING TIME AND BASIC FACTS; INCLUDES SPECIAL KEYBOARD LABELS									
LEARNING WITH LEEPER	SIERRA	AP,AT,CO	DP,EG	Y					29.95
FOUR ANIMATED GAMES TO PRACTICE SHAPE MATCHING, COUNTING AND EYE-HAND COORDINATION									
LETTERS AND WORDS	LEARN WELL	AP	DP,EG,TU	Y					49.95
THREE GAMES TO PRACTICE ALPHABETIZING, MATCHING UPPER AND LOWER CASE LETTERS, AND SIGHT WORDS									
MIX AND MATCH	APPLE	AP	CA,EG,PS	Y	Y	Y			25.00
STUDENTS PLAY 4 SIMPLE VOCABULARY AND LOGIC GAMES AGAINST COMPUTER; INCLUDES EDITOR TO CHANGE WORD LISTS									
MOPTOWN PARADE	TLC	AP,TC	EG,PS	Y	Y	Y			39.95
SEVEN GAMES TEACH LOGICAL THINKING, STRATEGY DEVELOPMENT AND PATTERN RECOGNITION									
MUPPET LEARNING KEYS	SUNBURST	AP,CO	CA,DP,EG	Y					69.95
EASY-TO-USE KID'S KEYBOARD FEATURES LETTER KEYS IN ALPHABETICAL ORDER AND OTHER LEARNING AIDS									
NUMBER FARM	DLM	AP,CO	DP,EG	Y					29.95
SIX COLORFUL, MUSICAL GAMES USE ANIMATION TO TEACH AND REINFORCE COUNTING AND NUMBER CONCEPTS									

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PRIMARY/PRESCHOOL

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
STICKYBEAR ABC	WEEK READ	AP,AT	DP,EG	Y					39.95
COLOR/ANIMATION/MUSIC DISPLAYS PRESENTED IN RESPONSE TO LETTER KEYS PRESSED BY CHILD									
STICKYBEAR NUMBERS	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
ANIMATED GRAPHICS REINFORCE COUNTING AND RECOGNITION OF NUMBERS 1 THROUGH 10									
STICKYBEAR OPPOSITES	WEEK READ	AP,AT,CO	DP,EG,PS	Y					39.95
COLOR/ANIMATION DISPLAYS CONCEPTS OF FULL/EMPTY, UP/DOWN, IN FRONT OF/BEHIND									
STICKYBEAR SHAPES	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION									

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TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ADVENTUREWRITER	CODEWRITER	AP,CO,IB	AU,CA,PS,WP		Y	Y	Y		60.00
USER CAN CREATE ADVENTURE GAMES WITHOUT KNOWLEDGE OF PROGRAMMING									
ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES									
APPLE LOGO	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
STUDENTS LEARN STRUCTURED PROGRAMMING CONCEPTS BY CREATING COLOR GRAPHICS									
APPLE LOGO II	APPLE	AP	CP,PS	Y	Y	Y	Y	Y	100.00
IMPROVED AND ENHANCED VERSION OF APPLE LOGO									
APPLE SPRITE LOGO	LCSI	AP	CP,PS	Y	Y	Y	Y	Y	300.00
FULL IMPLEMENTATION OF LOGO, INCLUDING 30 SPRITES; A BOARD AND DISK COMBINATION									
ARCADE MACHINE	BRODERBUND	AP,AT	AU,EG,PS			Y	Y		59.95
AN AUTHORING SYSTEM FOR DEVELOPING ARCADE GAMES									
ARCHON	ELECTR ART	AT,CO	EG,PS		Y	Y	Y		40.00
ADAPTS BOARD GAME FORMAT TO COMPUTER TO CHALLENGE AND DEVELOP PROBLEM SOLVING SKILLS									
ARCHON II: ADEPT	ELECTR ART	AT	EG,PS			Y	Y		40.00
POWERS OF DARK AND LIGHT CLASH IN A STRATEGY GAME; PLAYED ON TWO BOARDS									
ATARI LOGO	ATARI	AT	CP,DP,PS	Y	Y	Y	Y	Y	.00.00
FULL IMPLEMENTATION OF THE LOGO LANGUAGE, WITH SPRITES									
BIRTH OF THE PHOENIX	PHOENIX	AP,PE	EG,PS			Y	Y		22.00
TEXT-ONLY ADVENTURE GAME REQUIRES READING, MAPPING AND ATTENTION TO DETAIL									
BUMBLE GAMES	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y				39.95
FIVE PROGRAMS TO INTRODUCE USE OF NUMBER PAIRS TO DESCRIBE POSITIONS IN AN ARRAY AND ON A GRID									
BUMBLE PLOT	TLC	AP,CO,IB,TC	DP,EG,PS	Y	Y	Y			39.95
STUDENTS PRACTICE PLOTTING AND GRAPHING SKILLS (+5 TO -5 ON COORDINATE GRID)									
CHECKERS	ODESTA	AP,AT,CO	EG		Y	Y	Y		49.95
PLAY CHECKERS AT 16 LEVELS OF DIFFICULTY; INCLUDES BOOK ON STRATEGY									
CHESS	ODESTA	AP,AT,CO	EG		Y	Y	Y		69.95
PLAY CHESS AT 17 LEVELS OF DIFFICULTY; INCLUDES BOOK ON STRATEGY									
CODE QUEST	SUNBURST	AP,AT,CO,TC	EG,PS		Y	Y			49.00
BREAK ENCODED MESSAGES TO IDENTIFY A MYSTERY OBJECT									
COMMODORE LOGO	COMMODORE	CO	CP,PS	Y	Y	Y	Y	Y	99.95
FULL GRAPHIC IMPLEMENTATION OF LOGO, WITH SPRITES									

ERIC

PROBLEM SOLVING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
COMP-U-SOLVE	ED'L ACTV	AP,CO,TR	EG,PS		Y	Y	Y		109.00
10 CLASSIC PUZZLES DEVELOP AND REINFORCE PROBLEM-SOLVING SKILLS									
CRYPTO CUBE	DESIGNWARE	AP,AT,CO,IB	DP,EG,IM,SH	Y	Y	Y	Y	Y	39.95
4-SIDED WORD PUZZLE FOR 1 OR 2 PLAYERS; 50 PUZZLES PROVIDED, CAN CREATE NEW ONES									
DARK CRYSTAL	SIERRA	AP,IB	EG,PS		Y	Y	Y		37.95
A FULL GRAPHIC ADVENTURE; SIMULATES MOVIE AND BOOK OF SAME TITLE									
DELTA DRAWING	SPINNAKER	AP,AT,CO,IB	CA,CP,EG,PS	Y	Y	Y			49.95
YOUNG STUDENTS, PROGRAM BY USING SIMPLE COMMANDS TO CREATE COLORED DESIGNS									
DISCRIM ATRB & RULES	SUNBURST	AP	EG,PS	Y	Y	Y			190.00
MULTI-DISK SET TO TEACH DISCRIMINATION AS PART OF THE PROBLEM SOLVING PROCESS									
DRAGON'S KEEP	SIERRA	AP	EG,PS	Y	Y				29.95
PRACTICE READING SKILLS WHILE SEARCHING DRAGON TERRITORY TO RESCUE ANIMALS									
EARLY GAMES F YG CHLDRN	SPRINGBOARD	AP,AT,CO,IB,TC	DP,EG,PS	Y					34.95
NINE GAMES TO PRACTICE NUMBER RECOGNITION, COUNTING, ADDITION, SUBTRACTION, SEQUENCING & MATCHING SKILLS									
ERNIE'S QUIZ	APPLE	AP	EG,PS	Y					25.00
PLAY 4 SIMPLE COUNTING & LOGIC GAMES WITH THE MUPPETS: GUESS WHO, JELLY BEANS, FACE IT AND ERNIE'S QUIZ									
EZ LOGO	MECC	AP	CP,PS	Y	Y				48.00
TWO PROGRAMS FORM A SUBSET OF LOGO COMMANDS TO INTRODUCE LOGO TO YOUNG CHILDREN									
FACTORY	SUNBURST	AP,AT,CO,IB,JR	EG,PS,SI		Y	Y	Y		55.00
CREATE GEOMETRIC PRODUCTS USING THREE PROGRAMS: TEST A PROGRAM, BUILD A FACTORY, AND MAKE A PRODUCT									
FUN HOUSE MAZE	SUNBURST	AP	DR,EG,PS		Y	Y	Y		55.00
MOVING THROUGH A 3-DIMENSIONAL MAZE, STUDENTS DEVELOP ROBLEM-SOLVING AND PROGRAMMING SKILLS									
GERTRUDE'S PUZZLES	TLC	AP	EG,PS	Y	Y	Y			44.95
STUDENTS SOLVE PUZZLES INVOLVING RECOGNITION OF COLOR AND SHAPE PATTERNS									
GERTRUDE'S SECRETS	TLC	AP	EG,PS	Y	Y				44.95
STUDENTS DEVELOP CRITICAL THINKING SKILLS AS THEY FIND PATTERNS IN COLORS AND SHAPES									
GRIMBLE PROCESS, THE	BORG WARNR	AP	PS	Y	Y				75.00
PRACTICE IN LOGICAL THINKING SKILLS; REQUIRES UFONIC VOICE SYSTEM									
HIGH RISE	MICRO LAB	AP	EG,PS	Y	Y	Y			30.00
SHAPE PERCEPTION AND LOGICAL PLANNING PRACTICE IN A GAME FORMAT									
HOT DOG STAND	SUNBURST	AP,AT,CO,IB,TR	EG,PS,SI		Y	Y			49.00
ECONOMIC SIMULATION LETS STUDENT OPERATE A HOT DOG STAND AT FOOTBALL GAMES									

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TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
IBM LOGO	IBM	IB	CP,PS	Y	Y	Y	Y	Y	175.00
A FULL IMPLEMENTATION OF LCSI LOGO									
IN SEARCH OF MOST AMAZING	SPINNAKER	AP,AT,CO,IB,JR	EG,PS		Y	Y	Y		39.95
READING & NOTE-TAKING SKILLS HELP USER FIND THE MOST AMAZING THING USING COMPUTER-GENERATED CLUES									
INCREDIBLE LABORATORY	SUNBURST	AP,AT,CO	EG,PS		Y	Y	Y		55.00
DESIGN EXPERIMENTS TO DETERMINE THE COMBINATION OF CHEMICALS NEEDED TO PRODUCE EACH MONSTER									
JIGSAW	ISL SOFTWR	AP,CO,PE	EG,PS		Y	Y			25.00
A MINDSTRETCHER GAME LETS STUDENTS SOLVE JIGSAW PUZZLES ON-SCREEN									
JINX/WELTER	ISL SOFTWR	AP,CO,PE	EG,PS			Y	Y		25.00
TWO MINDSTRETCHER GAMES TO DEVELOP DEDUCTIVE REASONING AND MATHEMATICAL INSIGHTS									
JUGGLES' RAINBOW	TLC	AP,AT,CO,TC	DP,EG	Y					29.95
REINFORCES THE CONCEPTS OF LEFT & RIGHT, ABOVE & BELOW									
KING'S RULE	SUNBURST	AP,CO,TR	EG,PS		Y	Y	Y		55.00
GAME ALLOWS STUDENTS TO TEST AND GENERATE HYPOTHESES FOR PARTICULAR NUMBER COMBINATIONS									
KRELL'S MIT LOGO	KRELL	AP	CP,PS,SI			Y		Y	89.95
A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE									
LOGIC GATES	TIES	AP	PS,TU				Y	Y	40.00
30 LESSONS USE A SCHEMATIC WITH 8 GATES TO TEACH LOGICAL THINKING; APPROPRIATE FOR HIGH SCHOOL ELECTRONICS									
MEMORY CASTLE	SUNBURST	AP,CO,IB	EG,PS		Y	Y	Y		55.00
A KNIGHT MUST REMEMBER AND PERFORM AN INCREASING LIST OF ACTIVITIES TO COMPLETE A MISSION THRU THE CASTLE									
MEMORY: THE FIRST STEP	SUNBURST	AP,IB	DP,PS	Y	Y				250.00
PUPPET DEFINES AND TEACHES SEQUENTIAL PROBLEM-SOLVING SKILLS WITH GRAPHICS AND SOUND									
MICROBE	SYNERG SFT	AP	EG,PS,SI			Y	Y		44.95
GUIDE A MINIATURE SUB THROUGH THE HUMAN BODY TO FIND AND RID THE BODY OF DISEASE AND DAMAGE									
MIND PUZZLES	MECC	AP	PS,SI				Y	Y	44.00
VARIED ACTIVITIES SUPPORT THE TEACHING OF PROBLEM SOLVING STRATEGIES									
MIX AND MATCH	APPLE	AP	CA,EG,PS	Y	Y	Y			25.00
STUDENTS PLAY 4 SIMPLE VOCABULARY AND LOGIC GAMES AGAINST COMPUTER; INCLUDES EDITOR TO CHANGE WORD LISTS									
MOPTOWN HOTEL	TLC	AP,TC	EG,PS		Y	Y	Y		39.95
USERS CREATE ATTRIBUTE PATTERNS OF BIBBETTS & GRIBBETTS IN THIS COMPETITIVE LOGIC GAME									
MOPTOWN PARADE	TLC	AP,TC	EG,PS	Y	Y	Y			39.95
SEVEN GAMES TEACH LOGICAL THINKING, STRATEGY DEVELOPMENT AND PATTERN RECOGNITION									

PROBLEM SOLVING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ODIN	ODESTA	AP,AT,TR	EG,PS,TU			Y	Y		49.95
THE GAME OF OTHELLO WITH 14 DIFFICULTY LEVELS									
PINBALL CONSTRUCTION SET	ELECTR ART	AP	AU,EG,PS		Y	Y	Y		40.00
STUDENT DESIGNS AND CONSTRUCTS PINBALL GAMES BY MANIPULATING COMPONENTS ON SCREEN									
POND, THE	SUNBURST	AP,AT,CO,IB,JR	EG,PS	Y	Y	Y			49.00
DISCOVER PATTERNS AND IMPROVE PERCEPTION BY ANALYZING FROG JUMPS ACROSS A MAZE OF LILY PADS									
PROBLEM SLVG STRAT	MECC	AP	PS,TU			Y	Y		48.00
TEACHES 3 PROBLEM SOLVING STRATEGIES: TRIAL & ERROR, EXHAUSTIVE LISTING & SIMPLIFYING THE PROBLEM									
PUZZLE TANKS	SUNBURST	AP	EG,PS		Y	Y	Y		49.00
STUDENTS THINK INDUCTIVELY TO FILL STORAGE TANKS (FKA "AMAZING THINKTANKS")									
ROBOT ODYSSEY	TLC	AP	CP,EG,PS,SI			Y	Y		49.95
DESIGN AND BUILD ROBOTS, THEN CREATE AND PLAY AN ADVENTURE GAME USING THE ROBOTS									
ROBOT PROBE	SUNBURST	TR	CP,EG,PS,SI						55.00
STUDENT LANDS ON A STRANGE PLANET, THEN USES SIMPLE COMMANDS TO PROGRAM A ROBOT TO PICK UP 4 SPACE PROBES									
ROCKY'S BOOTS	TLC	AP,AT,CO,IB	CA,PS,SI	Y	Y	Y	Y		49.95
LOGICALLY ANALYZE AND BUILD SIMPLE ELECTRONIC CIRCUITS USING COMPONENTS FOUND IN DIGITAL COMPUTERS									
SARGON III	HAYDEN	AP,MC	EG,PS		Y	Y	Y		49.95
A CHESS PROGRAM WHICH INCLUDES CLASSIC GAMES AND HINT MODES									
SEMCALC	SUNBURST	AP,AT,TR	DP,PS,TU			Y	Y		95.00
SEMANTIC CALCULATOR IS A TOOL TO DEVELOP PROBLEM SOLVING STRATEGIES IN INTERPRETING WORD PROBLEMS									
SNOOPER TROOPS #1	SPINNAKER	AC,AP,AT,CO,IB	EG,PS		Y	Y	Y		44.95
DETECTIVE PLAYERS INTERVIEW, MAP, STUDY CLUES & COMPUTE TO SOLVE GHOST MYSTERY									
SNOOPER TROOPS #2	SPINNAKER	AP,AT,CO,IB,JR	EG,PS		Y	Y	Y		44.95
DETECTIVE PLAYERS INTERVIEW, MAP, STUDY CLUES & COMPUTE TO SOLVE MYSTERY									
SPECTRUM	SUNBURST	AP,TI	CP,EG,PS			Y	Y		55.00
LOGIC GAME USING HIDDEN PATTERN OF COLORED BARS TO TEACH FUNDAMENTAL PROGRAMMING SKILLS AND CONCEPTS									
SPOTLIGHT	APPLE	AP	EG,PS		Y	Y			25.00
FOUR LOGIC AND NUMBER GUESSING GAMES PIT PLAYER AGAINST COMPUTER									
SQUARE PAIRS	SCHOLASTIC	AP,AT,CO,VC	DP,EG,SH	Y	Y	Y	Y	Y	19.95
CONCENTRATION GAME ALLOWING MATCHED SETS OF WORDS OR NUMBERS TO BE ENTERED BY STUDENT OR TEACHER									
STICKYBEAR OPPOSITES	WEEK READ	AP,AT,CO	DP,EG,PS	Y					39.95
COLOR/ANIMATION DISPLAYS CONCEPTS OF FULL/EMPTY, UP/DOWN, IN FRONT OF/BEHIND									

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
STICKYBEAR SHAPES	WEEK READ	AP,AT,CO	DP,EG	Y					39.95
IDENTIFYING, CHOOSING AND NAMING SHAPES USING COLORFUL ANIMATION									
TEASERS BY TOBBS	SUNBURST	AP,AT,CO,TC,TR	DP,EG,PS		Y	Y	Y		55.00
TWO PROGRAMS TO PRACTICE LOGICAL WAYS TO SOLVE ADDITION AND MULTIPLICATION PROBLEMS									
TERRAPIN LOGO	TERRAPIN	AP	CP,PS	Y	Y	Y	Y	Y	149.95
A VERSION OF M.I.T. LOGO PROGRAMMING LANGUAGE									
TK! SOLVER	SOFTWRE ART	AP,IB,JR,TI	PS				Y	Y	100.00
FORMULA PROCESSOR FOR TECHNICAL & SCIENTIFIC APPLICATIONS									
TRAFFIC JAM	ISL SOFTWR	AP,CO,PE	EG,PS		Y	Y			25.00
A MINDSTRETCHER GAME IN WHICH CARS ARE MOVED TO CREATE A TRAFFIC JAM SO THE OPPONENT CANNOT MOVE									
TROLL'S TALE	SIERRA	AP	EG,GG,PS	Y	Y				29.95
ADVENTURE GAME JOURNEY INTO TROLL TERRITORY IN SEARCH OF HIDDEN TREASURES									
TRS-80 COLOR LOGO	RADIO SHAK	TC	CP,PS	Y	Y	Y	Y	Y	99.00
IMPLEMENTATION OF TURTLE GRAPHICS; NO LIST PROCESSING CAPABILITIES									
TURTLE GRAPHICS II	HUMAN	CO	CA,CP,PS	Y	Y	Y			59.95
CREATES COMPLEX TURTLE GRAPHICS AND INTRODUCES PROGRAMMING CONCEPTS									
WIZARDRY	SIRI-TECH	AP	EG,PS				Y	Y	49.95
TRAIN THE EXPLORERS YOU TAKE ON THIS GRAPHICS ADVENTURE GAME; MANY DIFFICULTY LEVELS									
ZORK I & II	INFOCOM	AP,IB	EG,PS		Y	Y	Y		39.95
TEXT-ONLY ADVENTURE GAMES THAT REQUIRE READING, MAPPING & PROBLEM SOLVING SKILLS									

ERIC

SCIENCE — ASTRONOMY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ELEMENTARY V. 4: MATH/SCI	MECC	AP	DP,EG,SI	Y	Y				49.00
INCLUDES ESTIMATE, MATH GAME, ODELL LAKE, ODELL WOODS, AND SOLAR DISTANCE									
SKY TRAVEL	COMMODORE	CO	SI			Y	Y		29.85
PLANETARIUM ON COMPUTER LETS STUDENTS EXPLORE RELATIONSHIPS BETWEEN HISTORICAL AND ASTRONOMICAL EVENTS									
TELLSTAR	SCHARF SOFTWARE	AP,IB	DE,SI				Y		39.95
LOCATES, IDENTIFIES, AND PROVIDES INFORMATION ON STELLAR OBJECTS									

SCIENCE — BIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BIRDBREED	EDUTECH	AP	PS,SI				Y		110.00
ALLOWS EXPLORATION OF GENETIC PRINCIPLES FOR 16 BREEDING GROUPS OF BIRDS OF DEFINED PHENOTYPES									
CATLAB	CONDUIT	AP	PS,SI			Y	Y		75.00
GENETIC SIMULATION ALLOWS STUDENTS TO MATE DOMESTIC CATS SELECTED BY COAT COLOR & PATTERN									
COMPETE	CONDUIT	AP,PE,TR	PS,SI				Y		40.00
USER FORMULATES CONCLUSIONS BASED ON COMPUTER SIMULATED INTERACTION BETWEEN FLOWERING PLANTS									
EXPERIMENTS IN HUMAN PHYS	HRM SOFTWR	AP	CA,DE			Y	Y		249.00
GRAPHICALLY DISPLAYS MEASUREMENTS OF RESPONSE TIME, SKIN TEMPERATURE, RESPIRATION AND HEART RATE									
EXPERIMENTS IN SCIENCE	HRM SOFTWR	AP	CA,DE				Y		249.00
SPECIAL LAB EQUIPMENT FOR COMPUTER EXPERIMENTS: BIOLOGY, PHYSICS, CHEMISTRY & EARTH SCIENCE									
GENETICS	TIES	AP	DP,SI			Y	Y		49.95
TWO PROGRAMS: CHROMY BUG(PARENTAL GENE TRAITS) AND BLOOD TYPING(IDENTIFICATION OF BLOODTYPES)									
HEART LAB	ED'L ACTV	AP,PE,TR	DE,SI,TU			Y	Y		39.95
SIMULATES THE HUMAN HEARTBEAT BY SHOWING PUMPING ACTION AND TRACING BLOOD FLOW									
HEREDITY DOG	HRM SOFTWR	AP	PS,SI				Y		49.00
A GENETIC SIMULATION THAT ALLOWS STUDENTS TO MATE DOGS OF DIFFERENT COAT COLORS AND PATTERNS									
MICROBE	SYNERG SFT	AP	EG,PS,SI			Y	Y		44.95
GUIDE A MINIATURE SUB THROUGH THE HUMAN BODY TO FIND AND RID THE BODY OF DISEASE AND DAMAGE									
OPERATION FROG	SCHOLASTIC	AP	SI			Y	Y		59.95
A LABORATORY SIMULATION TOOL TO DISSECT AND IDENTIFY BASIC FROG PARTS									
SCIENCE V.3	MECC	AP	PS,SI		Y	Y	Y		49.00
PROGRAMS APPROPRIATE FOR EARTH SCIENCE AND LIFE SCIENCE CLASSES: FISH, MINERALS, ODELL LAKE									

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SCIENCE - BIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
SKELETAL SYSTEM	BRAINBANK	PE	DP,TU				Y	Y	44.95
IDENTIFIES AND DESCRIBES THE POSITIONS AND FUNCTIONS OF BONES, LIGAMENTS, CARTILAGE & JOINTS									
STATISTICS FOR BIOLOGISTS	SCOTT FORS	AP	DE,TU					Y	59.95
PERFORMS A VARIETY OF THE MOST FREQUENTLY USED STATISTICAL CALCULATIONS									
WATER POLLUTION	EME	AP,TR	PS,SI,TU				Y	Y	29.50
EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS									

SCIENCE - CHEMISTRY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ATOM, THE	MICRO-ED	CO,PE	DP			Y	Y		100.00
LESSON AND QUIZ ON BASIC PRINCIPLES OF ATOMIC STRUCTURE									
CHEM LAB SIMULATIONS 1	HIGH TECH	AP	SI					Y	100.00
USE AN ACID-BASE TITRATION SIMULATION TO DETERMINE ENDPOINT, VOLUME AND CONCENTRATION									
CHEM LAB SIMULATIONS 2	HIGH TECH	AP	SI					Y	100.00
IDEAL GAS LAW AND ENTROPY SIMULATIONS									
CHEM LAB SIMULATIONS 3	HIGH TECH	AP	SI					Y	100.00
SIMULATES 4 EXPERIMENTS DEALING WITH CALORIMETRY AND DEMONSTRATES HESS'S LAW									
CHEM LAB SIMULATIONS 4	HIGH TECH	AP	SI					Y	100.00
TWO THERMODYNAMIC SIMULATIONS: HEAT OF VAPORIZATION AND HEAT EXCHANGE IN AN EQUILIBRIUM REACTION									
CHEMISTRY STOICHIOMETRY	BRITANNICA	AP	DP,TU				Y	Y	59.00
PRACTICE IN UNDERSTANDING FORMULAS, BALANCING EQUATIONS AND MOLE CALCULATIONS									
EXPERIMENTS IN SCIENCE	HRM SOFTWR	AP	CA,DE					Y	249.00
SPECIAL LAB EQUIPMENT FOR COMPUTER EXPERIMENTS: BIOLOGY, PHYSICS, CHEMISTRY & EARTH SCIENCE									
FUND SKILLS FOR CHEMISTRY	PROG LEARN	AP	DP,TU					Y	150.00
BALANCING EQUATIONS, SCIENTIFIC NOTATION, ION CHARGES, ATOMIC WEIGHTS, TEMPERATURE CONVERSIONS, AND DENSITY									
HABER	CONDUIT	AP,PE,TR	SI					Y	40.00
MATHEMATICAL MODEL OF THE HABER PROCESS INVESTIGATIONS: % YIELD OF AMMONIA & RATE OF ATTAINING EQUILIBRIUM									
INTRO TO GENERAL CHEMISTRY	COMPRESS	AP	DE,DP,EG,PS					Y	340.00
PRACTICE PROBLEMS ON THE PERIODIC TABLE, NOMENCLATURE, GAS LAWS, ATOMIC WEIGHTS, ETC.: CHEMAZE GAME INCLUDED									
INTRO TO ORGANIC CHEMISTRY	COMPRESS	AP,TR	DE,TU					Y	375.00
FOUR TUTORIALS, DEMOS, AND EXPERIMENTS RANGING FROM RECOGNITION OF CARBON CHAINS TO INTRO SPECTROSCOPY									

SCIENCE – CHEMISTRY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
MICROCHEM	COLLIER MACMILL	AP,PE,TR	DP				Y		350.00
FIFTY DRILL AND PRACTICE PROGRAMS ON BASIC CHEMICAL TERMINOLOGY, PROCEDURES & CALCULATIONS									
MOLE CALCULATIONS	THINK MOLES	AP	DP,EG,SI,TU				Y		69.95
INTERACTIVE TUTORIAL ON MOLE CALCULATIONS; INCLUDES A VARIETY OF TEACHING METHODS									

SCIENCE – EARTH SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
EARTH SCIENCE	MECC	AT	PS,SI,TU		Y				46.00
PROGRAMS ON FOUR EARTH SCIENCE TOPICS: EARTHQUAKES, MINERALS, URSA ROTATION, SOLAR DISTANCE									
ENERGY SEARCH	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
STUDENTS MANAGE AN ENERGY FACTORY AND SEARCH FOR NEW ENERGY SOURCES									
GEOLOGY SEARCH	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
STUDENTS LEARN ABOUT ROCKS, FOSSILS, AND UNDERGROUND STRUCTURES IN A SEARCH FOR OIL									
HOME AUTOMATIC WEATHER STATION	VAISALA	CO,PE	CA,DE			Y	Y		200.00
MONITORS WEATHER CONDITIONS WITH COMPUTER									
SCIENCE V.3	MECC	AP	PS,SI		Y	Y	Y		49.00
PROGRAMS APPROPRIATE FOR EARTH SCIENCE AND LIFE SCIENCE CLASSES: FISH, MINERALS, ODELL LAKE									
TIME AND SEASONS	RAND MCNLY	AP,AT	DP,TU			Y	Y		111.00
MERIDIANS, LONGITUDE LINES, CELESTIAL MERIDIANS, TIME ZONES, ROTATIONS, SEASONS, LENGTH OF DAY & YEAR									
WATER POLLUTION	EME	AP,TR	PS,SI,TU			Y	Y		29.50
EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS									

SCIENCE – ENVIRONMENTAL EDUCATION/ECOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ENERGY SEARCH	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
STUDENTS MANAGE AN ENERGY FACTORY AND SEARCH FOR NEW ENERGY SOURCES									
OH, DEER!	MECC	AP	EG,PS,SI		Y	Y			44.00
SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY									
WATER POLLUTION	EME	AP,TR	PS,SI,TU			Y	Y		29.50
EXAMINES THE EFFECTS OF POLLUTANTS ON AQUATIC LIFE IN VARIED ENVIRONMENTS									

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SCIENCE — GENERAL SCIENCE

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BASIC MATH TECHNIQUES	MERLAN	AP,PE	DP				Y	Y	83.00
DETERMINING AND ROUNDING OFF SIGNIFICANT DIGITS IN ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION PROBLEMS									
EXPONENTIAL NOTATION	MERLAN	AP,PE	DP				Y	Y	62.00
STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION									
SCIENTIFIC PLOTTER	INT MICRO	AP	IM				Y		25.00
MAKES NEAT GRAPHS OF X-Y PLOTS WITH POINTS REPRESENTED BY A CIRCLE, SQUARE, CROSS, OR STAR.									
VOYAGE OF MIMI: MPS&NVGTN	HOLT, R&W	AP	PS,SI,TU		Y	Y	Y	Y	122.25
USER APPLIES MAP AND NAVIGATIONAL SKILLS TO SOLVE PROBLEMS									

SCIENCE — PHYSICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
BASIC ELECTRICITY	PROG LEARN	AP	DP				Y		50.00
THREE PROGRAMS GIVE PRACTICE IN APPLYING OHM'S AND KIRCHOFF'S LAWS TO SIMPLE DC CIRCUITS									
ISAAC NEWTON & F.G. NEWTN	KRELL	AC,AP	PS				Y	Y	49.95
PLAYERS DETERMINE WHETHER GIVEN DATA CONFORMS TO THE "LAWS OF NATURE" IN QUESTION									
LAWS OF MOTION	EME	AP,IB,JR,TR	DE,PS,SI				Y		103.50
STUDENTS EXPERIMENT WITH THE INCLINED PLANE, FREEFALL AND THE A-MACHINE TO DISCOVER AND TEST CONCEPTS									
LIGHT WAVES	EME	AP,IB,JR,TR	DE,SI,TU				Y		55.00
EXPERIMENTS VERIFYING THE WAVE THEORY OF LIGHT AND MEASURING BY YOUNG'S DOUBLE SLIT METHOD									
PEANUT BUTTER PANIC	CBS	AT,CO,JR	EG,PS	Y	Y	Y			29.95
A 2-PLAYER GAME THAT DEPENDS ON COOPERATION FOR SUCCESS									
PHYSICS	CNTRL DATA	AP,AT,IB,JR,TI	PS,SI				Y		69.95
SIMULATED PHYSICS EXPERIMENTS EVALUATE A STUDENT'S REASONING SKILLS AND KNOWLEDGE OF PRINCIPLES OF MECHANICS									
PRECISION TIMER	VERNIER	AP,CO	DE,PS,SI				Y		39.95
MEASURES ACCELERATION DUE TO GRAVITY BY STUDYING THE BOUNCE OF A BALL OR MEASURING ANY OSCILLATING OBJECT									
RAY TRACER	VERNIER	AP	DE,PS				Y		24.95
DISPLAYS THE HEAD-TO-TAIL ADDITION OF VECTORS									
SCIENCE V.4	MECC	AP	CA,DE,SI				Y		48.00
DEMONSTRATIONS ON SOLUBILITY PRODUCTS, GAS LAWS OF CHARLES BOYLE, & MILLIKAN OIL DROP EXPERIMENT									
TEMPERATURE GRAPHER	HRM SOFTWR	AP	DE,PS				Y	Y	75.00
STUDENTS LOG TEMPERATURE DATA INTO THE COMPUTER WITH THE HELP OF TEMPERATURE SENSITIVE PROBES									

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SCIENCE - PHYSICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
WAVE ADDITION II	VERNIER	AP	DE,FS,SI				Y		24.95
DEMONSTRATES THE SUPER POSITION OF WAVES									
WAVE MOTION	EDUTECH	AP	DE,DP,PS,SI				Y		95.00
STUDENTS MEASURE THE SPEED, WAVE LENGTHS, AND FREQUENCY OF VARIOUS TRAVELING SINE WAVES									
WAVE SUPERPOSITION	CONDUIT	PE,TR	DE,SI				Y		45.00
SHOWS HOW WAVES ADD TOGETHER TO PRODUCE SUPERPOSED FORMS									
YOUNG'S SLITS	HEINEMANN	AP	DE,SI				Y		59.95
PROVIDES A DYNAMIC MODEL OF YOUNG'S EXPERIMENTS									

SCIENCE - SCIENTIFIC METHOD

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ATARILAB STARTER SET	ATARI	AT	DE,PS	Y	Y	Y	Y		89.95
UTILIZES COMPUTER TO COLLECT AND GRAPHICALLY DISPLAY TEMPERATURE DATA									
CHARACTRSTCS OF A SCNTST	CYGNUS	AP	CA,PS,TE,TU		Y	Y	Y		39.00
USE SCIENTIFIC METHOD TO ACQUIRE INFORMATION, INVESTIGATE PROBLEMS, AND SOLVE PUZZLES									
COMP-U-SOLVE	ED'L ACTV	AP,CO,TR	EG,PS		Y	Y	Y		109.00
10 CLASSIC PUZZLES DEVELOP AND REINFORCE PROBLEM-SOLVING SKILLS									
DISCOVERY LAB	MECC	AP	PS,SI		Y	Y	Y		44.00
DESIGN EXPERIMENTS TO DETERMINE CHARACTERISTICS OF HUMAN ORGANS									
EXPONENTIAL NOTATION	MERLAN	AP,PE	DP			Y	Y		62.00
STUDENTS PRACTICE SCIENTIFIC NOTATION CONVERSION									
INCREDIBLE LABORATORY	SUNBURST	AP,AT,CO	EG,PS		Y	Y	Y		55.00
DESIGN EXPERIMENTS TO DETERMINE THE COMBINATION OF CHEMICALS NEEDED TO PRODUCE EACH MONSTER									
POND, THE	SUNBURST	AP,AT,CO,IB,JR	EG,PS	Y	Y	Y			49.00
DISCOVER PATTERNS AND IMPROVE PERCEPTION BY ANALYZING FROG JUMPS ACROSS A MAZE OF LILY PADS									
SCIENTIFIC METHOD	CYGNUS	AP	SI,TU				Y	Y	39.00
INTRODUCES STEPS TO USE: DEFINE PROBLEM, COLLECT INFO, FORM HYPOTHESIS, DRAW CONCLUSION									
TEMPERATURE GRAPHER	HRM SOFTWR	AP	DE,PS				Y	Y	75.00
STUDENTS LOG TEMPERATURE DATA INTO THE COMPUTER WITH THE HELP OF TEMPERATURE SENSITIVE PROBES									
TEMPERATURE LAB	HAYDEN	AP,CO	DE,PS	Y	Y	Y	Y		89.95
UTILIZES COMPUTER TO COLLECT AND GRAPHICALLY DISPLAY TEMPERATURE DATA									

SOCIAL STUDIES - ECONOMICS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CARTELS AND CUTTHROATS	STRAT SIMS	AP	EG,SI			Y	Y		39.95
SIMULATION GAME OF BUSINESS/MANUFACTURING/FINANCE STRATEGIES									
ELEMENTARY V. 3: SOC ST	MECC	AP	EG,SI	Y	Y	Y			48.00
ECONOMIC SIMULATIONS INCLUDING SELL APPLES, SELL PLANTS, SELL LEMONADE AND SELL BICYCLES									
LEMONADE (ATARI)	APX	AT	EG,SI		Y	Y	Y		15.95
STUDENT OPERATES LEMONADE STAND									
MARKET PLACE, THE	MECC	AT,CO,TC	EG,SI	Y	Y				46.00
ECONOMIC SIMULATION FOR DETERMINING OPTIONAL SALE PRICES FOR APPLES									
RUN FOR THE MONEY	SCARBOROUG	AP,AT,CO,IB,JR	EG			Y	Y		49.95
A BUSINESS STRATEGY GAME									
SOCIAL STUDIES V.2	MECC	AP	DP,EG,SI			Y	Y		48.00
SIMULATIONS INVOLVING INTERNATIONAL CONFLICT AND BARGAINING PROCESS;ALSO DRILL ON STATES AND COUNTRIES									

SOCIAL STUDIES - ENVIRONMENTAL EDUCATION

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
DEMOGRAPHICS	CONDUIT		PS,SI				Y		85.00
EXPLORES POPULATION TRENDS IN 40 COUNTRIES AND THE FACTORS AFFECTING THOSE TRENDS									
OH, DEER!	MECC	AP	EG,PS,SI	Y	Y				44.00
SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY									

SOCIAL STUDIES - GEOGRAPHY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
AGENT USA	SCHOLASTIC	AT,CO	EG,PS,SI		Y	Y	Y		39.95
STUDENTS USE MAP SKILLS IN SIMULATED SPY MISSION ACROSS THE U.S.									
COAST TO COAST AMERICA	CBS	AP,CO,IB,JR	DP,EG,TU	Y	Y	Y	Y		49.95
FIVE GAMES WITH DETAILED GRAPHICS TO TEACH AND REINFORCE U.S. GEOGRAPHY FACTS									
COMMUNITY SEARCH	MCGRAW HIL	AP,TR	EG,PS,SI		Y	Y	Y		180.00
STUDENTS IN ANCIENT SOCIETY MAKE DECISIONS ABOUT MIGRATION, OCCUPATION, TRADE AND AGGRESSION									
ELEMENTARY V. 6: SOC STDS	MECC	AP	EG,SI		Y	Y			49.00
NOMAD HELPS WITH MAP READING SKILLS; OREGON SIMULATES A PIONEER WAGON TRAIN TRIP									
GEOGRAPHY SEARCH	MCGRAW HIL	AP,TR	PS,SI		Y	Y			180.00
STUDENT TEAMS SEARCHING FOR NEW WORLD LEARN COOPERATION, MAPPING, NAVIGATION, CLIMATE & RECORD-KEEPING SKILLS									
MEDALISTS: CONTINENTS	HARTLEY	AP	EG,SH,TE,TU		Y	Y	Y	Y	39.95
STUDENTS IDENTIFY PERSON BASED ON CLUES;TEACHER CAN ENTER NAMES & CLUES									
REGIONS OF THE U.S.	ED'L ACTV	AP,PE,TR	DP		Y	Y			59.00
USER IDENTIFIES U.S. REGIONS IN WHICH RANDOMLY SELECTED STATES ARE LOCATED									

SOCIAL STUDIES - GOVERNMENT

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
OH, DEER!	MECC	AP	EG,PS,SI		Y	Y			44.00
SIMULATES THE 5-YEAR MANAGEMENT OF A LARGE HERD OF DEER IN A SUBURBAN COMMUNITY									
PRESIDENT ELECT	STRAT SIMS	AP	EG,SI			Y	Y		39.95
1 TO 3 PLAYER GAME CLOSELY SIMULATES U.S. PRESIDENTIAL CAMPAIGN PROCESS									
U.S. CONSTITUTION TUTOR	MICRO LAB	AP	DP,TU			Y	Y		30.00
INSTRUCTS AND TESTS CITIZENSHIP STUDENTS ON U.S. CONSTITUTION									

SOCIAL STUDIES — HISTORY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ARCHEOLOGY SEARCH	MCGRAW HIL	AP.TR	PS.SI			Y	Y		180.00
STUDENTS ORGANIZE AND MANAGE EXCAVATION OF HISTORICAL SITE									
ELEMENTARY V. 6: SOC STDS	MECC	AP	EG.SI	Y	Y				49.00
NOMAD HELPS WITH MAP READING SKILLS; OREGON SIMULATES A PIONEER WAGON TRAIN TRIP									
EXPEDITIONS	MECC	AT.CO.TR	SI	Y	Y				49.00
THREE SIMULATIONS INCLUDE OREGON. A PIONEER WAGON TRAIN TRIP									
GEOGRAPHY SEARCH	MCGRAW HIL	AP.TR	PS.SI		Y	Y			180.00
STUDENT TEAMS SEARCHING FOR NEW WORLD LEARN COOPERATION. MAPPING. NAVIGATION. CLIMATE & RECORD-KEEPING SKILLS									
LINCOLN'S DECISIONS	ED'L ACTV	AP.PE.TR	PS.TU		Y	Y	Y		59.00
USER IS PRESENTED WITH CHOICES ABE LINCOLN FACED AND IS CHALLENGED TO DUPLICATE HIS DECISIONS									
MEDALISTS: BLACK AMERICANS	HARTLEY	AP	EG,SH,TE,TU	Y	Y	Y	Y		39.95
IDENTIFY PERSONS BASED ON CLUES; USER CAN ENTER NAMES & CLUES									
MEDALISTS: WOMEN IN HSTRY	HARTLEY	AP	EG,SH,TU	Y	Y	Y	Y		39.95
IDENTIFY PERSONS BASED ON CLUES; USER CAN ENTER NAMES & CLUES									
MEET THE PRESIDENTS	VERSA	AP	DP,EG		Y	Y			39.95
TESTS HISTORICAL KNOWLEDGE & VISUAL RECOGNITION SKILLS IN IDENTIFYING 39 PRESIDENTS									
U.S. CONSTITUTION TUTOR	MICRO LAB	AP	DP.TU			Y	Y		30.00
INSTRUCTS AND TESTS CITIZENSHIP STUDENTS ON U.S. CONSTITUTION									

SOCIAL STUDIES — PSYCHOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

SOCIAL STUDIES — SOCIOLOGY

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

SPECIAL NEEDS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
CLOTHES (LDP)	SCOTT FORS	AP	DP,EG	Y					69.95
INTRODUCES LANGUAGE ASSOCIATED WITH FAMILIAR CLOTHING OBJECTS AND ACTIVITIES									
SPECIAL NEEDS V.1	MECC	AP	DP	Y	Y	Y			44.00
TWENTY BEGINNING SPELLING DRILLS FOR PHYSICALLY IMPAIRED STUDENTS									

TESTS AND TESTING

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
ANALOGIES	PRO DESIGN	AP,AT,CO,TI	DP,PS		Y	Y	Y		24.95
PRACTICE IN ANALYZING DIFFERENT TYPES OF ANALOGIES									
COL BD S.A.T. EXAM PREP	KRELL	AP,AT,CO,IB,TR	DP,TE				Y		229.95
PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS									
COLLEGE ENTRCE EXAM PREP	BORG WARNR	AP	DP,TE				Y		575.00
PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS									
COMPUTER PREPARATION SAT	HBJ/CORONA	AP,AT,CO,IB,TR	DP,TE						79.95
PRACTICE PROBLEMS TO PREPARE FOR SAT EXAMS									
MASTERING THE SAT	CBS	AP,CO,IB,JR	DP,TE				Y		150.00
DEVELOPMENT OF TEST SKILLS AND PRACTICE FOR THE SAT									

VOCATIONAL EDUCATION/INDUSTRIAL ARTS

TITLE	PUBL	COMPUTER	MODE	K-3	4-6	MID	SEC	TCR	PRICE
NONE SELECTED									

Preview Guide—Titles and Prices

TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
ABC'S	JMH.	AT,CO,PE,VC	LA	13.95
ACCESS II	APPLE	AP	IT	75.00
ADDITION MAGICIAN	TLC	AP,CO,IB	MA	34.95
ADVENTUREWRITER	CODEWRITER	AP,CO,IB	IT,LA,PS	60.00
AGENT USA	SCHOLASTIC	AT,CO	SS	39.95
ALGEBRA ARCADE	WADSWORTH	AP,CO,IB	MA	49.95
ALGEBRA DRL & PRACTICE I	CONDUIT	AP	MA	125.00
ALIEN ADDITION	DLM	AP,AT,CO,IB,TI	MA	44.00
ALL SORTS OF MEGGLES	BORG WARNR	AP	CS	75.00
ALLIGATOR ALLEY	DLM	AP	IT	44.00
ALLIGATOR MIX	DLM	AP,AT,CO,IB,TI	MA	44.00
ALPHABET CIRCUS	DLM	AP,CO	LA,PR	29.95
ALPHABETIC KEYBOARDING	SW PUB	AP	BE,KB	89.50
ALPHABETIZE	JMH	AT,CO,PE,VC	LA	13.95
ANAGRAMAS HISPANOAMERICANO	GESSLER	AP	FL	59.95
ANALOGIES	PRO DESIGN	AP,AT,CO,TI	LA,PS,TE	24.95
ANTFARM	WIMS	AP	CS	15.00
APPLE LOGO	APPLE	AP	CS,PS	100.00
APPLE LOGO II	APPLE	AP	PS,CS	100.00
APPLE PASCAL	APPLE	AP	CS	250.00
APPLE PRESENTS APPLE	APPLE	AP	CS	FREE
APPLE SPRITE LOGO	LCSI	AP	CS,PS	300.00
APPLE SUPER PILOT	APPLE	AP	CS,IT	200.00
APPLE WRITER IIE	APPLE	AP	IT	149.00
APPLEWORKS	APPLE	AP	IT	250.00
ARBPLOT	CONDUIT	AP	MA	125.00
ARCADE MACHINE	BRODERBUND	AP,AT	PS	59.95
ARCHEOLOGY SEARCH	MCGRAW HIL	AP,TR	SS	180.00
ARCHON	ELECTR ART	AT,CO	PS	40.00
ARCHON II: ADEPT	ELECTR ART	AT	PS	40.00
ARISTOTLE'S APPLE	STONEWARE	AP	IT	34.95
ARITH-MAGIC	QED	AP,CO,PE,TR	MA	35.00
ARITHMETIC-TAC-TOE	EDUTEK	AP	MA	40.00
ART-PERSPECTIVE DRAWING	MECC	AP	AT	44.00
ASCII EXPRESS.PROFESSNL	ROGER WAGNER	AP	IT	129.95
ATARI LOGO	ATARI	AT	CS,PS	100.00
ATARI MICROSOFT BASIC II	ATARI	AT	CS	89.95
ATARI PILOT	ATARI	AT	CS,IT	129.95
ATARILAB STARTER SET	ATARI	AT	SC	89.95
ATOM, THE	MICRO-ED	CO,PE	SC	100.00
AUTOMATED ACCOUNTING	SW PUB	AP,IB,PE,TR	BE	37.50
BANK STREET SPELLER	SCHOLASTIC	AP	BE,LA,IT	69.95
BANK STREET WRITER	SCHOLASTIC	AP,AT,CO,IB,JR	BE,LA,IT	95.00
BASIC A+ & OS/A+	OP SYSTMS	AT	CS	133.50
BASIC ARITHMETIC	MECC	AT,CO,TR	MA	44.00
BASIC ELECTRICITY	PROG LEARN	AP	SC	50.00
BASIC MATH TECHNIQUES	MERLAN	AP,PE	MA,SC	83.00
BASIC NUMBER FACTS	CNTRL DATA	AP,AT,IB,JR,TI	MA	60.00

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
BATTLING BUGS/CONCENTRATN	MILLIKEN	AP,AT	MA	39.95
BIBLIOGRAPHY WRITER	LIB SOFT	AP,TR	IT	69.95
BINOMIAL MULTIPLICATION	MIC WRKSHP	AP,IB,JR	MA	29.95
BIRDBREED	EDUTECH	AP	SC	110.00
BIRTH OF THE PHOENIX	PHOENIX	AP,PE	PS	22.00
BLAZING THE BASIC TRAIL	SUNBURST	AP,TI	CS	49.00
BUMBLE GAMES	TLC	AP,CO,IB,TC	MA,PS	39.95
BUMBLE PLOT	TLC	AP,CO,IB,TC	MA,PS	39.95
CARTELS AND CUTTHROATS	STRAT SIMS	AP	SS	39.95
CATLAB	CONDUIT	AP	SC	75.00
CAUSE & EFFECT	LEARN WELL	AP	LA	49.95
CAVE OF THE WORD WIZARD	TIMEWORKS	CO	LA	34.95
CDEX TRAINING:VISICALC	CDEX	AP,IB,JR	BE	59.95
CDIM LEVEL A	SRA	AP,AT,IB	MA	365.00
CDIM LEVEL B	SRA	AP,AT,IB	MA	495.00
CDIM LEVEL C	SRA	AP,AT,IB	MA	575.00
CDIM LEVEL D	SRA	AP,AT,IB	MA	575.00
CHALLENGE MATH	SUNBURST	AP,CO	MA	55.00
CHARACTRSTCS OF A SCNTST	CYGNUS	AP	SC	39.00
CHECKERS	ODESTA	AP,AT,CO	PS	49.95
CHEM LAB SIMULATIONS 1	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 2	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 3	HIGH TECH	AP	SC	100.00
CHEM LAB SIMULATIONS 4	HIGH TECH	AP	SC	100.00
CHEMISTRY STOICHIOMETRY	BRITANNICA	AP	SC	59.00
CHESS	ODESTA	AP,AT,CO	PS	69.95
CLOTHES (LDP)	SCOTT FORS	AP	SN	69.95
COAST TO COAST AMERICA	CBS	AP,CO,IB,JR	SS	49.95
CODE QUEST	SUNBURST	AP,AT,CO,TC	LA,PS	49.00
COL BD S.A.T. EXAM PREP	KRELL	AP,AT,CO,IB,TR	TE	299.95
COLLEGE ENTRCE EXAM PREP	BORG WARNR	AP	MA,TE	575.00
COMMODORE LOGO	COMMODORE	CO	CS,PS	99.95
COMMUNITY SEARCH	MCGRAW HIL	AP,TR	SS	180.00
COMP LIT ADV OF LOL DRAGN	SVE	AP	CS	189.00
COMP-U-SOLVE	ED'L ACTV	AP,CO,TR	PS,SC	109.00
COMPETE	CONDUIT	AP,PE,TR	SC	40.00
COMPREHENSION POWER	MILLIKEN	AP	LA	425.00
COMPU-POEM	SCWRIP	AP	LA	16.95
COMPUTER GENRATD MTH V.2	MECC	AP	MA	45.00
COMPUTER GRAPHING EXP V.1	ADD WES	AP	MA	60.00
COMPUTER GRAPHING EXP V.2	ADD WES	AP	MA	60.00
COMPUTER GRAPHING EXP V.3	ADD WES	AP	MA	60.00
COMPUTER LIT INST PRGM	ED'L ACTV	AP,PE,TR	CS	69.00
COMPUTER LITERACY:INTRO	CNTRL DATA	AP,AT,TI	CS	60.00
COMPUTER PREPARATION SAT	HBJ/CORONA	AP,AT,CO,IB,TR	TE	79.95
CONSTRUCT-A-WORD	DLM	AP	LA	105.00
COOKIE MONSTER'S LTR CRCH	RADIO SHAK	TC	PR	19.95
COUNTING	MECC	AT,CO,TC	MA	46.00

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
CREATIVE PLAY	LAWR HALL	AP,CO,PE	CS	48.00
CROSS CLUES	SRA	AP,IB,TR	LA	35.00
CROSSWORD MAGIC	MINDSCAPE	AP,AT,CO,IB	IT,LA	49.95
CRYPTO CUBE	DESIGNWARE	AP,AT,CO,IB	FL,LA,PS	39.95
CUT AND PASTE	ELECTR ART	AP,CO	IT	50.00
D-BUG	ELECTR ART	CO	CS	40.00
DARK CRYSTAL	SIERRA	AP,IB	PS	37.95
DB MASTER 4+	STONEWARE	AP	IT	295.00
DBASE III	ASHTON TATE	IB	IT	695.00
DECIMAL SKILLS	MILT BRAD	AP	MA	49.95
DELTA DRAWING	SPINNAKER	AP,AT,CO,IB	AT,CS,PR,PS	49.95
DEMOGRAPHICS	CONDUIT		SS	85.00
DEMOLITION DIVISION	DLM	AP,AT,CO,IB,TI	MA	44.00
DISCOVERY LAB	MECC	AP	SC	44.00
DISCOVERY LRNG IN TRIG	CONDUIT	AP	MA	75.00
DISCRIM ATRB & RULES	SUNBURST	AP	PS	190.00
DIVIDE FRACTIONS	CBS	CO	MA	24.95
DIVISION SKILLS	MILT BRAD	AP	MA	49.95
DOREMI	TEMPORAL	AP	MU	75.00
DRAGON MIX	DLM	AP,AT,CO,IB	MA	44.00
DRAGON'S KEEP	SIERRA	AP	PS	29.95
EARLY GAMES F YG CHLDRN	SPRINGBOARD	AP,AT,CO,IB,TC	MA,PR,PS	34.95
EARTH SCIENCE	MECC	AT	SC	46.00
EASY AS ABC	SPRINGBOARD	AP,IB,JR	LA	39.95
EASY GRAPH	GROLIER	AP,CO,IB	IT	49.95
EASY SCRIPT	COMMODORE	CO	IT	54.95
EASYWRITER 2.0	IBM	IB	IT	350.00
EL ASISTENTE DEL INSTRUCTOR	MECC	AP	FL	43.00
ELECTRONIC BLKBD:ALGEBRA	WADSWORTH	AP	MA	250.00
ELECTRONIC BLKBD:FUNCTIONS	WADSWORTH	AP	MA	50.00
ELECTRONIC BLKBD:TRIG	WADSWORTH	AP	MA	100.00
ELECTRONIC SPREADSHEET	MECC	AP,IB,JR	BE	49.00
ELECTRONIC TOOL	MICRO P&L	AP	CS	34.95
ELEM MATH CLSRM LRNG SYSTEM	STER SWIFT	AP,IB	MA	990.00
ELEMENTARY LIB MEDIA SKL	COMBASE	AP	LM	350.00
ELEMENTARY V. 1: MATH	MECC	AP	MA	45.00
ELEMENTARY V. 3: SOC ST	MECC	AP	SS	48.00
ELEMENTARY V. 4: MATH/SCI	MECC	AP	MA,SC	49.00
ELEMENTARY V. 6: SOC STDS	MECC	AP	SS	49.00
ELEMENTARY V. 7:PRERD/CNT	MECC	AP	LA,MA	46.00
ENERGY SEARCH	MCGRAW HIL	AP,TR	SC	180.00
ENGLISH ACHIEVEMENT I-V	MIC WRKSHP	AP,CO,IB,JR,PE,TR	LA	39.95
EQUATIONS	MIC WRKSHP	AP,AT,CO,IB,PE,TR	MA	24.95
EQUATIONS II	MIC WRKSHP	AP,AT,CO,PE,TR	MA	29.95
ERIC MICROSEARCH	ERIC	AP	LM	20.00
ERNIE'S MAGIC SHAPES	CBS	AT,CO,IB,JR	PR	24.95
ERNIE'S QUIZ	APPLE	AP	PS,MA,PR	25.00
EXPEDITIONS	MECC	AT,CO,TR	SS	49.00

TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
EXPERIMENTS IN HUMAN PHYS	HRM SOFTWR	AP	SC	249.00
EXPERIMENTS IN SCIENCE	HRM SOFTWR	AP	SC	249.00
EXPLORER METROS	SUNBURST	AP	MA	55.00
EXPLORING LOGO	SUNBURST	AP,CO	CS	49.00
EXPONENTIAL NOTATION	MERLAN	AP,PE	MA,SC	62.00
EZ LOGO	MECC	AP	CS,PS	48.00
FACT AND FICTION TOOLKIT	SCHOLASTIC	AP,CO	LA	39.95
FACT TRACK	SRA	AP,AT,IB,JR,TR	MA	100.00
FACTORING ALG EXPRESSION	MIC WRKSHP	AP,CO	MA	29.95
FACTORY	SUNBURST	AP,AT,CO,IB,JR,TR	PS	55.00
FANTASY LAND	LEARN WELL	AP	LA	49.95
FAY THAT MATH WOMAN	DIDATECH	AP,CO	MA	29.95
FILEVISION	TELOS	MC	IT	195.00
FOOD FACTS	MECC	AP	HE	45.00
FRACTIONS PRACTICE	CNTRL DATA	AP,AT,IB,TI	MA	60.00
FRENCH ACHIEVEMENT I-III	MIC WRKSHP	AP	FL	49.95
FRENCH GAME	J & S	AP	FL	34.50
FRENCH VOCABULARY BUILDER	CNTRL DATA	AP,AT.TI	FL	60.00
FRENCH:CLASS WORDS	CNTRL DATA	AP,IB,JR	FL	59.95
FRENZY/FLIP FLOP	MILLIKEN	AP,AT,CO	MA	39.95
FRIENDLY COMPUTER	MECC	AP,CO	CS	48.00
FRIENDLY FILER	GROLIER	AP,CO,IB	IT	49.95
FUN HOUSE MAZE	SUNBURST	AP	PS,SC	55.00
FUND SKILLS FOR CHEMISTRY	PROG LEARN	AP	SC	150.00
FUNDAMENTAL MATH I	RANDOM	AP,TR	MA	174.00
FUNDAMENTAL MATH II	RANDOM	AP,TR	MA	420.00
FUNDAMENTAL MATH III	RANDOM	AP,TR	MA	324.00
GALAXY MATH FACTS GAME	RANDOM	AP,AT,TR	MA	174.00
GENETICS	TIES	AP	SC	49.95
GEOGRAPHY SEARCH	MCGRAW HIL	AP,TR	SS	180.00
GEOLOGY SEARCH	MCGRAW HIL	AP,TR	SC	180.00
GEOMETRIC CONCEPTS: AREA	JOSTENS	AP	MA	120.00
GEOMETRIC CONCEPTS: PERIMETER	JOSTENS	AP	MA	120.00
GERMAN VOCABULARY BUILDER	CNTRL DATA	AP,AT,TI	FL	60.00
GERMAN:CLASS WORDS	CNTRL DATA	AP,IB,JR	FL	59.95
GERTRUDE'S PUZZLES	TLC	AP	PR,PS	44.95
GERTRUDE'S SECRETS	TLC	AP	PR,PS	44.95
GLOBAL PROGRAM LINE EDTR	BEAGLE BRO	AP	CS	64.95
GOLF CLASSIC/COMPUBAR	MILLIKEN	AP,AT,CO	MA	39.95
GRAND PRIX	RANDOM	AP,AT	MA	174.00
GRAPHING EQUATIONS	CONDUIT	AP	MA	60.00
GREAT CREATOR, THE	GESSLER	AP	FL,IT	299.00
GRIMBLE PROCESS, THE	RORG WARNR	AP	PS	75.00
GROVER'S NUMBER ROVER	CBS	TC	MA	19.95
GUIDE DE L'ENSEIGNANT	MECC	AP	FL	43.00
GULP!!ARROW GRAPHICS	MILLIKEN	AP,AT	MA	39.95
HABER	CONDUIT	AP,PE,TR	SC	40.00
HARMONIOUS DICTATOR	TEMPORAL	AP	MU	150.00

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
HEALTH MAINTENANCE V.1	MECC	AP	HE	45.00
HEART LAB	ED'L ACTV	AP,PE,TR	SC	39.95
HEREDITY DOG	HRM SOFTWR	AP	SC	49.00
HEY, TAXI!	MILT BRAD	AP	MA	39.95
HIGH RISE	MICRO LAB	AP	PS,MA	30.00
HINKY PINKY	22ND AVE	AP	LA	30.00
HINT AND HUNT I,II	DLM	AP	LA	199.95
HUME AUTOMATIC WEATHER STATION	VAISALA	CO,PE	SC	200.00
HOMEWORD	SIERRA	AP,AT,CO,IB	IT	69.95
HOT DOG STAND	SUNBURST	AP,AT,CO,IB,TR	PS	49.00
HOW TO PROGRAM IN BASIC	STER SWIFT	AP,CO,IB,JR,PE,TR	CS	69.00
IBM FILING ASSISTANT	IBM	IB	IT	149.00
IBM LOGO	IBM	IB	CS,PS	175.00
IDEA INVASION	DLM	AP	LA	44.00
IN SEARCH OF MOST AMAZING	SPINNAKER	AP,AT,CO,IB,JR	PS	39.95
INCREDIBLE LABORATORY	SUNBURST	AP,AT,CO	PS,SC	55.00
INSTANT ZOO	APPLE	AP	LA,PR	25.00
INTERPRETING GRAPHS	CONDUIT	AP,PE,TR	MA	40.00
INTRO TO GENERAL CHEMISTRY	COMPRESS	AP	SC	340.00
INTRO TO MICRO COMPUTERS	MCGRAW HIL	AP,CO,TR	CS	49.95
INTRO TO MICROCMP KEYBD	ED AUDIO	AP	CS	70.00
INTRO TO ORGANIC CHEMISTRY	COMPRESS	AP,TR	SC	375.00
INVESTGNS INTEGRAL CALC	RADIO SHAK	TC,TR	MA	39.95
ISAAC NEWTON & F.G. NEWTN	KRELL	AC,AP	SC	49.95
ISLE OF MEM	GROLIER	AP	LM	39.95
JIGSAW	ISL SOFTWR	AP,CO,PE	PS	25.00
JINX/WELTER	ISL SOFTWR	AP,CO,PE	PS	25.00
JUGGLES' RAINBOW	TLC	AP,AT,CO,TC	PS	29.95
KAREL SIMULATOR	CYBERTRON	AP	CS	150.00
KIDWRITER	SPINNAKER	AP,AT,CO,IB,JR	LA	34.95
KING'S RULE	SUNBURST	AP,CO,TR	PS	55.00
KOALAPAINTER	KOALA	AP,AT,CO,JR	AT,IT	29.95
KRELL'S MIT LOGO	KRELL	AP	CS,PS	89.95
LAWS OF MOTION	EME	AP,IB,JR,TR	SC	103.50
LEARNING ABOUT NUMBERS	C & C SOFT	AP	MA,PR	40.00
LEARNING WITH LEEPER	SIERRA	AP,AT,CO	PR	29.95
LEMONADE (ATARI)	APX	AT	SS	15.95
LETTERS AND WORDS	LEARN WELL	AP	LA,PR	49.95
LIBRARY USAGE SKILLS	JMC	AP	LM	74.00
LIGHT WAVES	EME	AP,IB,JR,TR	SC	55.00
LINCOLN'S DECISIONS	ED'L ACTV	AP,PE,TR	SS	59.00
LINGUIST, THE	GESSLER	AP,AT,CO,IB,JR	FL,IT	44.95
LOGIC GATES	TIES	AP	PS	40.00
LONG DIVISION	MIC WRKSHP	AP,AT,CO,IB,PE,TR	MA	24.95
LOTUS 1-2-3	LOTUS	IB	IT	495.00
M-SS-NG L-NKS:CLASSICS	SUNBURST	AP,AT,CO,IB,JR,TR	LA	55.00
M-SS-NG L-NKS:ENGLISH ED	SUNBURST	AP,AT,CO,IB,JR,TR	LA	55.00
M-SS-NG L-NKS:FRENCH ED	SUNBURST	IB	FL	65.00

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
M-SS-NG L-NKS:GERMAN ED	SUNBURST	IB	FL	65.00
M-SS-NG L-NKS:SPANISH ED	SUNBURST	IB	FL	65.00
M-SS-NG L-NKS:YG PPLS LT	SUNBURST	AP,CO,AT,IB,JR,TR	LA	55.00
MAC TERMINAL	APPLE	MC	IT	99.00
MACDRAW	APPLE	MC	AT	PACKAGED WITH MA
MACPAINT	APPLE	MC	AT,IT	PACKAGED WITH MA
MACWRITE	APPLE	MC	IT	PACKAGED WITH MA
MAGIC SLATE	SUNBURST	AP	IT	65.00
MAGIC WINDOW	ARTSCI	AP	IT	99.59
MANAGING LIFESTYLES	SUNBURST	AP,TR	MA	55.00
MARKET PLACE, THE	MECC	AT,CO,TC	SS	46.00
MASTER MATCH	ADV ID	AP,IB	MA	39.95
MASTER MATCH (DLM)	DLM	AP	LA	44.00
MASTERING THE SAT	CBS	AP,CO,IB,JR	TE	150.00
MASTERTYPE	SCARBOROUG	AP,AT,CO,IB,JR	KB	39.95
MATH ACTIVITIES 3	HOUGHTON	AP,IB,JR	MA	150.00
MATH ACTIVITIES 4	HOUGHTON	AP,IB,JR	MA	150.00
MATH ACTIVITIES 5	HOUGHTON	AP,IB,JR	MA	150.00
MATH ACTIVITIES 6	HOUGHTON	AP,IB,JR	MA	150.00
MATH ACTIVITIES 7	HOUGHTON	AP,IB,JR	MA	150.00
MATH BASEBALL	ED'L ACTV	AP,PE,TR	MA	34.95
MATH BLASTER	DAVIDSON	AP,CO.IB	MA	49.95
MATH CONCEPTS I & II	HARTLEY	AP	MA	39.95
MATH SEQUENCES	MILLIKEN	AP.AT,PE,TR	MA	450.00
MATH STRATEGIES	SRA	AP	MA	235.00
MATHEMATICS V.3	MECC	AP	MA	37.30
MATHEMATICS V.4	MECC	AP	MA	49.00
MATHWARE	ESSERTIER	AP	MA	350.00
MAX DUBLIN'S TREASURE	GROLIER	AP	LM	39.95
MEDALISTS: BLACK AMERICANS.	HARTLEY	AP	SS	39.95
MEDALISTS: CONTINENTS	HARTLEY	AP	SS	39.95
MEDALISTS: WOMEN IN HSTRY	HARTLEY	AP	SS	39.95
MEET THE PRESIDENTS	VERSA	AP	SS	39.95
MEMORY CASTLE	SUNBURST	AP,CO,IB	PS	55.00
MEMORY: THE FIRST STEP	SUNBURST	AP,IB	PS	250.00
METEOR MISSION	DLM	AP	MA	44.00
METEOR MULTIPLICATION	DLM	AP,AT,CO,IB,TI	MA	44.00
METRIC & PROBLEM SOLVING	MECC	AT	MA	46.00
MICRORE	SYNERG SFT	AP	PS,SC	44.95
MICROCHEM	COLLIER MACMILL	AP,PE,TR	SC	350.00
MICROSOFT CHART	MICROSOFT	MC	IT	125.00
MICROSPEEDREAD	CBS	AP,IB	LA	125.00
MILLIKEN WORD PROCESSOR	MILLIKEN	AP	IT,LA	69.95
MIND PUZZLES	MECC	AP	PS	44.00
MINUS MISSION	DLM	AP,AT,CO,IB,TI	MA	44.00
MIX AND MATCH	APPLE	AP	PR,PS	25.00
MODE DRILLS	TEMPORAL	AP	MU	70.00
MOLE CALCULATIONS	THINK MOLES	AP	SC	69.95

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TITLE	PUBLISHER	COMPUTER	CURR AREA	PRICE
MUPTOWN HOTEL	TLC	AP,TC	PS	39.95
MUFTOWN PARADE	TLC	AP,TC	PR,PS	39.95
MOUSE PAINT	APPLE	AP	IT	149.00
MULTIPLAN	MICROSOFT	AP,CO,IB,MC	IT	195.00
MULTIPLYING FRACTIONS	MIC WRKSHP	AP,AT,CO,IB,PE,TR	MA	24.95
MUMATH	MICROSOFT	AP,IB,TR	MA	250.00
MUPPET LEARNING KEYS	SUNBURST	AP,CO	PR	69.95
MUSIC CONSTRUCTION SET	ELECTR ART	AP,AT,CO	MU	50.00
MUSIC I, II, III	MECC	AT	MU	46.00
MUSIC THEORY	MECC	AP	MU	49.00
NOUN/VERB PATTERN	JMH	CO,PE	LA	13.95
NUMBER FARM	DLM	AP,CO	MA,PR	29.95
NUMBER MATCH	BERTAMAX	AT,CO,TC,TR	MA	24.95
NUMBER WORDS-LEVEL 1&2	HARTLEY	AP	MA	29.95
NUTRITION V.1	MECC	AP	HE	46.00
ODIN	ODESTA	AP,AT,TR	PS	49.95
OH, DEER!	MECC	AP	SC,SS	44.00
OPERATION FROG	SCHOLASTIC	AP	SC	59.95
PAGE-MATE	AB COMP	CO,PE,VI	IT	19.00
PAINT	RESTON	AT	AT,IT	39.95
PC DESIGN	KOALA	IB	AT,IT	29.95
PCTALK III	FREEWARE	IB	IT	35.00
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Courseware Selection

by
Ann Lathrop
San Mateo County Office of Education

Educators have a crucial role to play in today's rapidly expanding field of instructional software. It is our responsibility to become skilled evaluators who look critically at courseware *before* we purchase it for use in our classrooms. We must demand excellence and reject that which is mediocre. We must be willing to write critical reviews in our professional journals. Finally, we must persuade those journals that have not yet added computer courseware to their reviews of instructional materials to do so.

The technology that can be used to set new standards of courseware excellence now exists. Creative designers and programmers are developing courseware that taps the interactive power of the computer and truly involves the student in the learning process. Merely placing workbook pages on the screen and asking occasional multiple-choice questions is no longer enough. We are well past the stage of being pleased simply because a program will load and run correctly. As we locate highly creative, interactive programs, we must publicize them to our associates for their own use and identify them for the larger educational community as a new standard for instructional computing.

Approximately 8,000 programs are currently being advertised for sale in the education market. Probably less than 10 percent of the programs fall into the category of good to excellent; some more conservative estimates place this figure at less than five percent. It is our challenge to select courseware to meet our students' needs from among the relatively few good programs now available.

THE EVALUATION PROCESS

Prior to beginning a critical review of courseware, it is helpful to select an evaluation instrument, guidelines or other standardized criteria. *The Guidelines for Evaluating Computerized Instructional Materials,* published by the National Council of Teachers of Mathematics, is one of the most carefully developed instruments. These guidelines are easy to read and have relatively simple forms. The guide is not geared just for mathematics, so teachers in any subject area will find it useful. The MicroSIFT *Evaluator's Guide for Microcomputer-Based Instructional Packages* is more complex, requiring careful study and a longer time to complete the forms. It is more appropriate for an in-depth analysis of a courseware package or for use by courseware developers or publishers. Each of these guides pre-

sents evaluation criteria and a thorough discussion of the evaluation process. A shorter evaluation form developed by The California Library Media Consortium for Classroom Evaluation of Microcomputer Courseware is designed as a training tool for teachers in identifying some of the important evaluative criteria.

The next step is to select and obtain courseware for review. The next article discusses where to find critical reviews that can be helpful in making initial selections. These critical reviews are not to be confused with the publishers' announcements that are often reprinted from advertisements without any evaluation of the actual product. Critical reviews are best used to select programs for on-site evaluation. They should be considered to be a buying guide only as a last resort; previewing the courseware with the students who will be using it should be part of the selection process whenever possible.

Many courseware publishers and distributors now have a free 30-day on-approval policy, usually requiring an official purchase order. The primary advantage of ordering from such a source is that the courseware can be previewed in the classroom where student reactions will frequently modify an instructor's original opinion of the material. Courseware can also be previewed at conferences, software demonstrations, computer stores, district or regional centers, or at other schools. Some sales representatives will bring courseware to a school or district for preview. One innovative approach is the "software fair" or preview day to which publishers, jobbers and educators from a large region are invited for the specific purpose of previewing a wide variety of courseware. All of these alternatives should be thoroughly explored before any courseware is ordered from a catalog description without the option of on-site preview before purchase.

After a courseware package has been obtained, there are three questions to be addressed before beginning a serious evaluation. In most cases a negative answer to any of the three may well eliminate the courseware from further consideration.

1. Does the program run on my equipment?
2. Does it meet a curriculum need at my school?
3. Does it represent a valid use of the computer?

These questions may appear too obvious to warrant discussion, but they are all too often ignored. Courseware is *not* transportable from one system to another and must match the exact configuration of equipment available at a specific site, including any required peripheral devices. Most courseware is selected to meet one or more stated curriculum objectives and should be evaluated in terms of those objectives. Even an outstanding program may be of little value if it does not fit into the curriculum. Finally, much of the courseware currently on the market appears to make only a trivial use of the computer. If the program merely replicates some task that is already being done well with a textbook, workbook or other traditional medium, its purchase would seem to be a waste of courseware funds.

EVALUATING THE PROGRAM

Several teachers, students and other staff members should become involved in the evaluation. Courseware is often used in more than one classroom and at several grade levels. Different teachers will emphasize different criteria. It is especially helpful for each teacher to use the package individually, preferably in the classroom, and then to discuss it critically with other reviewers before making a purchase decision. The evaluation steps outlined below are designed for one teacher, but they can be repeated by each person involved in the review.

1. **Be yourself.** Read the documentation, paying special attention to any stated or implied goals and objectives and to the instructions. When a management system is part of the courseware, try to assess how useful it might be and whether it will be easy to implement.

2. **Be a "good" student.** Go through the program in a positive manner. Follow instructions and try to do well. Ask the following questions:

Can I follow the instructions and understand what I am supposed to do?

Am I bored by the program, or does it challenge me to perform well?

As a good student, have I learned anything or developed new concepts?

Was it fun? Would I want to run it again or use it with a friend?

3. **Be a "bad" student.** Make a great many errors. Get confused and try to return to the instructions for help. Miss the same problem/question several times in a row and see what happens. Then ask:

How do I feel about this program and about the computer?

How do I feel about myself? Did the program make me feel dumb or did it help me to feel successful?

Did the program help me when I made an error? Did it just say "try again" when I was already doing my best, or if I was guessing?

When I made an error, did the program branch to easier materials, present items more slowly, or explain the lesson in several different ways to help me?

Was there a beep or other noise that let the whole class know when I made an error?

Did I learn anything?

Would I ever want to use this program again?

4. **Be a "negative" student.** Press RETURN/ENTER unexpectedly. Ignore the instructions and press all of the wrong keys. Put in a number when the program asks for a letter. Be uncooperative. See how the program handles your antagonism:

Could I crash the program?

Did I get any insulting responses, or did I get only a patient prompt that suggested what I should do?

Was it fun to fail? Did I get a more interesting graphic reward—the person was hanged, something exploded, the boat sank—when I gave the wrong answer?

Could I put a lot of crazy stuff on the screen or was the keyboard locked against unwanted responses?

Did I eventually get interested and become involved in the program almost in spite of myself?

These questions will help to identify truly creative and well-designed courseware. Many programs deal fairly well with the good student unless they are, unfortunately, boring. It is in responding to student errors, intentional or otherwise, that a program designer has the opportunity to show imagination and to use the power of the computer to present material in new and more helpful ways.

Once you are familiar with the program, you will want to use it with your students, either individually, in small groups, or with the entire class. Students can be asked to complete some type of evaluation form or can be informally polled in discussions following the use of the program. Their reactions will provide additional insight into the potential value of the program being considered. Note especially whether most students complete the program without urging, want to repeat the program, or seem eager to share it with their friends. Then complete the evaluation form you have selected.

The final purchase/non-purchase decision should be based upon the opinions of the teachers involved, the reactions of students, and the relevance of the program to the curriculum. High standards must be established, and our final decision should reflect our determination to select only the very best from among the many programs available.

New courseware is appearing almost daily, and its quality is steadily improving. Any purchase should be deferred until there is enthusiastic agreement among the reviewers that is appropriate to the objectives of the school and truly represents an effective use of the computer. We control the marketplace by our decision to purchase or not to purchase a specific program and can encourage the development of creative and interactive programs by our refusal to purchase anything less.

SOFTWARE EVALUATION FORMS

The TECC/California Library Media Consortium for Classroom Evaluation of Microcomputer Courseware, "Checklist of Evaluative Criteria." Redwood City, California, 1984.

The Teacher Education and Computer Center (TECC) and Library Media Consortium developed this form with the goal of encouraging teachers to participate in the evaluation process by making the form as short and simple as possible. It is designed to be presented to teachers at a workshop, and there is no written documentation. The form may be reproduced and modified to meet local needs. (Available from Ann Lathrop, SMERC Library and Microcomputer Center, San Mateo County Office of Education, 333 Main Street, Redwood City, CA 94063.)

Heck, William, Jerry Johnson, & Robert Kansky, *Guidelines for Evaluating Computerized Instructional Materials.* Reston, Virginia: National Council of Teachers of Mathematics, 1981.

This is a very usable booklet, especially for the novice. The evaluation criteria are well developed with clear explanations and examples, and the evaluation forms are simple and easy to complete. The guidelines are not math specific and may be used effectively with courseware for any subject area. (Available from the National Council of Teachers of Mathematics, 1906 Association Drive, Reston, VA 22091.)

MicroSIFT, *The Evaluator's Guide for Microcomputer-based Instructional Packages* (Fourth Printing). Eugene, Oregon: International Council for Computers in Education, 1984.

MicroSIFT has developed and thoroughly field-tested this comprehensive evaluation document designed to establish a model of excellence in courseware. The guidelines and forms are more complex than those from the National Council of Teachers of Mathematics, but the user who studies them carefully will learn a great deal about evaluation. Courseware developers will find this publication especially helpful. (Available from the International Council for Computers in Education, University of Oregon, 1787 Agate, Eugene, OR 97403-1923.)

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Educational Software Reviews: Where Are They?

by
Steven Brown, George C. Grossman and Nicola Polson

In the February 1982 issue of *The Computing Teacher*, Ann Lathrop listed journals that carried educational software reviews and described the type of reviews offered by each. Her article was particularly for teachers who did not have the benefit of previewing a lot of software, which put them in the uncomfortable position of having to order expensive software based on the description in a publisher's catalog or on a product announcement.

Choosing software has not become any easier in the last two years. The number of software publishers is now in the hundreds and increasing steadily. Many provide catalogs listing their products, but the catalogs rarely provide enough information for the prospective user to make an intelligent purchase decision. Many publishers refuse to send "on approval" orders or provide review copies. The only reasonable alternative for many educators is to seek critical reviews published in professional and popular journals.

To help educators find such reviews, a follow-up of Lathrop's study was conducted to identify current sources of software reviews and to describe the type of review offered by each. Over 350 publications were surveyed. In spite of this, the list compiled is not all-inclusive. An increasing number of subject specific education journals carry software reviews. There are also many general-purpose and brand specific computer magazines and newsletters which carry reviews, some of which may be applicable to education.

SOURCES OF EDUCATIONAL SOFTWARE REVIEWS

Review journals and reports are published by commercial or non-profit organizations for the specific purpose of disseminating information about educational materials. Many review all types of media such as books, films, tapes and kits, while others limit their reviews to educational computer software. Reviews in these journals normally cover many subjects and all grade levels.

Educational computing periodicals focus specifically on educational uses of computers in schools. Reviews in these journals typically cover the entire spectrum of educational software.

Education periodicals include both general education publications and those dealing with educational specialties and specific subject areas. A rapidly increasing number of general education journals publish software reviews. Media-oriented journals often publish a wide variety of reviews, and subject area journals provide good sources of reviews in specific disciplines.

Educational computing newsletters are prepared periodically by or for educators with common interests or within a geographical area.

Other sources of information. This category contains important sources of information which do not fit easily into any of the above categories. These include directories of information on software, sources of reviews that are not in a bound format, and listings of favorably reviewed educational software.

In reading a review it helps to know the name, background and prejudices of the reviewer. The reviews in each publication reflect what the editor, editorial board or reviewer thinks are the most important aspects of educational software. Reviews vary in the number of categories of evaluation, the amount of description, the format for presenting evaluation summaries, and the relative emphasis on selected features of the software. Some focus mainly on the design and the attractiveness of the graphics, while others downplay that aspect and focus more on educational soundness. Computer oriented journals are more likely to focus on the technical aspects of a program while educational journals often emphasize pedagogical considerations. Because the information contained in software reviews differs greatly from source to source, it is wise, whenever possible, to read several reviews of the same product prior to making a purchase decision.

Each review provides a glimpse of a specific software product. Although it may not be possible to tell for sure from a review whether a particular software package is what you want, it is possible to eliminate many that do not seem appropriate for your particular objectives. This alone takes much of the guesswork out of software selection.

DEFINITION OF TERMS

The following terms are used to describe the types of reviews. There is overlap in many cases, and some that do not fit easily into this format. The terms are meant only as a guide.

Descriptive reviews give details about a program without making any judgments.

Critical reviews express judgments of merits and faults. They are usually one person's opinion.

Evaluative reviews assign a value to the program using some type of scale. Evaluative reviews are often done by a team of reviewers.

Review Journals and Reports

DIGEST OF SOFTWARE REVIEWS: EDUCATION
Review Type: Abstracts of other reviews
Average Number of Reviews Per Issue: 50
Average Length of Review: 1-2 pages
Comments: Abstracts reviews from over 80 educational computer journals, education journals and computer magazines.
Price: $53 for 4 issues. yr. *Digest of Software Reviews: Education*, 301 West Mesa, Fresno, CA 93704.

EVALUATIONS: MICROWARE
Review Type: Evaluative.
Reviewer: Teachers
Average Number of Reviews Per Issue: 25
Average Length of Review: 1 page
Comments: 1-3 rating on content, instructional quality and technical quality.
Price: Unknown. *Evaluations. Microware*, 7351 Elmbridge Way, Richmond, B.C., Canada V6X 1B8.

HIVELY'S CHOICE
Review Type: Descriptive
Reviewer: Staff (educators, consultants)
Average Number of Reviews Per Issue: 106
Average Length of Review: 2 pages
Comments: Annual book. All software included is recommended by educators. Aimed at preschool-grade 9. "Classroom Uses" an important part of each review.
Price: $19.95 (1983-84 issue), *Hively's Choice*, 520 E. Bainbridge St., Elizabethtown, PA 17022-9989.

LIBRARY SOFTWARE REVIEW
(formerly *Software Review*)
Review Type: Extensive critical
Reviewer: Signed
Average Number of Reviews Per Issue: Varies
Average Length of Review: 4-6 pages
Comments: Was quarterly. "Becoming more frequent in 1984."
Price: $58 for 4 issues. yr. *Library Software Review*, 520 Riverside Ave., Westport, CT 06880.

MicroSIFT REVIEWS
Review Type: Evaluative
Reviewer: Teachers (several per software package)
Average Number of Reviews Per Issue: 100 per year. Distributed 4 times a year..
Average Length of Review: 1-2 pages
Comments: Distributed through The Computing Teacher and other periodicals, RICE database, ERIC and through a nationwide network of educational service agencies. Matrix and rating scale included.
Available From: MicroSIFT Reviews, 300 S.W. Sixth Ave., Portland, OR 97204.

PRO/FILES
Initially contains a box with a minimum of 250 in-depth evaluations, with a minimum of 40 updates every two months. Each evaluation, done by EPIE's nationwide network of evaluators, is 4-6 pages and includes an overall rating, screen shots, student comments and teacher use.
Price: $180.

SOFTWARE REPORTS
Review Type: Evaluative
Reviewer: Teachers, parents, students
Average Number of Reviews Per Issue: 382 pages of reviews annually.
Average Length of Review: 1 page
Comments: Well-organized, complete, cross-referenced directory/buying guide. Includes subject reference chart for a quick search of available software.
Price: $60 per issue. Software Reports, 2101 Las Palmas Dr., Carlsbad, CA 92008.

Educational Computing Periodicals

THE CALICO JOURNAL
Review Type: Descriptive with critical comments
Reviewer: Educators; signed.
Average Number of Reviews Per Issue: 0-1
Average Length of Review: 1/4 to 1 page
Comments: A new journal dealing with computer-aided language arts instruction. Software review section is to be expanded.
Price: $25 for 4 issues/yr. The CALICO Journal, 229 KMB, Brigham Young University, Provo, UT 84602.

CLASSROOM COMPUTER LEARNING
Review Type: Critical
Reviewer: Staff and professionals; signed.
Average Number of Reviews Per Issue: 4
Average Length of Review: 1/2 page
Price: $19.95 for 9 issues/yr. Classroom Computer Learning, 19 Davis Drive, Belmont, CA 94002.

COMPUTERS, READING AND LANGUAGE ARTS (CRLA)
Review Type: Evaluative
Reviewer: Educators
Average Number of Reviews Per Issue: 8
Average Length of Review: 1½ pages
Price: $14 for 4 issues/yr. CRLA, P.O. Box 13247, Oakland, CA 94661.

THE COMPUTING TEACHER
Review Type: Critical
Reviewer: Signed with background
Average Number of Reviews Per Issue: 5
Average Length of Review: 1 page
Comments: Publishers' replies frequently accompany the reviews. MicroSIFT reviews sometimes included.
Price: $21.50 for 9 issues/yr. TCT, University of Oregon, 1787 Agate St., Eugene, OR 97403-1923.

EDUCATIONAL TECHNOLOGY
Review Type: Critical comments
Reviewer: Signed; educators
Average Number of Reviews Per Issue: 4
Average Length of Review: 1-2 pages
Comments: All reviews based on field testing.
Price: $49 for 12 issues/yr. Educational Technology, 140 Sylvan Ave., Englewood Cliffs, NJ 07632.

ELECTRONIC EDUCATION
Review Type: Descriptive
Reviewer: "Hively's Choice"
Average Number of Reviews Per Issue: 1
Average Length of Review: 2 pages
Comments: Programs reviewed are all recommended by reviewer.
Price: $18 for 8 issues/yr. 1311 Executive Center Dr., Suite 220, Tallahassee, FL 32301.

ELECTRONIC LEARNING
Review Type: Descriptive with critical comments
Reviewer: Team of educators
Average Number of Reviews Per Issue: 4-6
Average Length of Review: 1 page
Comments: Screen shots included.
Price: $19 for 8 issues/yr. Electronic Learning, 730 Broadway, New York, NY 10003-9538.

JOURNAL OF COMPUTERS IN MATHEMATICS AND SCIENCE TEACHING
Review Type: Brief description
Reviewer: Staff
Average Number of Reviews Per Issue: 10
Average Length of Review: Very short paragraph
Comments: In each issue, software of a particular type or on a particular topic is also listed.
Price: $15 for 4 issues/yr. Journal of Computers in Math and Science Teaching, Box 4455, Austin, TX 78765.

MATHEMATICS AND COMPUTER EDUCATION
Review Type: Critical comments
Reviewer: University faculty; signed
Average Number of Reviews Per Issue: 3-6
Average Length of Review: ½-3 pages
Comments: Formerly MATYC Journal
Price: $13.50 for 3 issues/yr. Mathematics and Computer Education, Old Bethpage Rd., Long Island, NY 11804.

T.H.E. (TECHNOLOGICAL HORIZONS IN EDUCATION) JOURNAL
Review Type: Descriptive
Reviewer: Unknown
Average Number of Reviews Per Issue: 30
Average Length of Review: 1/6 page
Price: $15 for 8 issues/yr. T.H.E. Journal, P.O. Box 17239, Irvine, CA 92713.

Education Periodicals

ARITHMETIC TEACHER
Review Type: Critical comments
Reviewer: Educators; signed
Average Number of Reviews Per Issue: 3
Average Length of Review: 1/2 page
Comments: Not all issues have reviews. Reviews only math programs.
Price: $30 for 9 issues/yr. *Arithmetic Teacher*, 1906 Association Dr., Reston, VA 22091.

BOOKLIST
Review Type: Critical
Reviewer: Selected reviewers experienced in use and evaluation of software.
Average Number of Reviews Per Issue: 20
Average Length of Review: 1/4 page
Comments: Not all issues have reviews. Prints reviews only for titles recommended for purchase.
Price: $40 for 22 issues/yr. *Booklist*, 50 East Huron St., Chicago, IL 60611.

CURRICULUM REVIEW
Review Type: Descriptive with critical comments
Reviewer: Educators; signed
Average Number of Reviews Per Issue: 10
Average Length of Review: ½-1 page
Price: $35 for 5 issues/yr. *Curriculum Review*, 517 S. Jefferson St., Chicago, IL 60607.

INSTRUCTOR
Review Type: Descriptive
Reviewer: Teachers
Average Number of Reviews Per Issue: 0-2
Average Length of Review: 1/6 page
Comments: One issue had 25 reviews.
Price: $18 for 9 issues/yr. *Instructor*, 757 Third Ave., New York, NY 10017.

JOURNAL OF LEARNING DISABILITIES
Review Type: Evaluative
Reviewer: Educators
Average Number of Reviews Per Issue: 2
Average Length of Review: 2 pages
Comments: A single report by a staff member is assimilated from separate reports from 2-5 field reviewers.
Price: $32 for 10 issues/yr. *Journal of Learning Disabilities*, 11 E. Adams St., Chicago, IL 60603.

MATHEMATICS TEACHER
Review Type: Critical
Reviewer: Educators; signed
Average Number of Reviews Per Issue: 7
Average Length of Review: 1/2 page
Comments: Some programs are reviewed separately by two reviewers.
Price: $30 for 9 issues/yr. *Mathematics Teacher*, 1906 Association Dr., Reston, VA 22091.

MEDIA AND METHODS
Review Type: Critical
Reviewer: Staff
Average Number of Reviews Per Issue: 2
Average Length of Review: 1/2 page
Price: $24 for 9 issues/yr. *Media and Methods*, 1511 Walnut St., Philadelphia, PA 19102.

PHYSICS TEACHER
Review Type: Evaluative
Reviewer: Educators
Average Number of Reviews Per Issue: 1
Average Length of Review: 1 page
Comments: Rating scale included.
Price: $42 for 9 issues/yr. *Physics Teacher*, Graduate Physics Bldg., SUNY, Stony Brook, NY 11794.

SCHOOL SCIENCE AND MATHEMATICS
Review Type: Description with some critical comments
Reviewer: Signed
Average Number of Reviews Per Issue: 2
Average Length of Review: 2 pages
Price: $22 institution, $19 individual for 8 issues/yr. *School Science and Mathematics*, Bowling Green State University, 126 Life Science Bldg., Bowling Green, OH 43403.

Educational Computing Newsletters

CHIME (CLEARINGHOUSE OF INFORMATION ON MICROCOMPUTERS IN EDUCATION)
Review Type: Evaluative
Reviewer: Teachers; signed
Average Number of Reviews Per Issue: 10
Average Length of Review: 1/2 page
Comments: Rating scale included
Price: $15 for 6 issues/yr. *CHIME*, 108 Gunderson, Oklahoma State University, Stillwater, OK 74078.

CLOSING THE GAP
Review Type: Descriptive
Reviewer: Staff
Average Number of Reviews Per Issue: 2
Average Length of Review: 1 page
Comments: Aimed at teaching the handicapped. Discusses specialized hardware, software.
Price: $15 for 6 issues/yr. *Closing the Gap*, P.O. Box 68, Henderson, MN 56044.

CUE—COMPUTER-USING EDUCATORS
Review Type: Descriptive with critical comments
Reviewer: Educators; signed
Average Number of Reviews Per Issue: 3-4
Average Length of Review: 1/2 page
Comments: Educators who write reviews field test the programs.
Price: $8 for 8 issues/yr. *CUE*, 127 O'Connor St., Menlo Park, CA 94025.

EDUBUS
Review Type: Critical
Reviewer: Signed, background not given
Average Number of Reviews Per Issue: 2-4
Average Length of Review: 2-4 pages
Price: $10 for 5 issues/yr. *EDUBUS*, 2500 University Dr., Calgary, Alberta, Canada T2N 1N4.

HANDS ON!
Review Type: Critical
Reviewer: Signed
Average Number of Reviews Per Issue: 1
Average Length of Review: 2 pages
Price: $10 for 4 issues/yr. *Hands On!*, 8 Eliot St., Cambridge, MA 02138.

MICROCOMPUTER DIGEST
Review Type: Descriptive
Reviewer: Unknown
Average Number of Reviews Per Issue: 1
Average Length of Review: 1/2 page
Price: $29.95 for 11 issues/yr. *Microcomputer Digest*, C.E.O. Associates, 201 Route 516, Old Bridge, NJ 08857.

MICROCOMPUTERS IN EDUCATION
Review Type: Critical
Reviewer: Usually staff, signed
Average Number of Reviews Per Issue: 6
Average Length of Review: 1/2 page
Comments: Includes summaries of reviews from other sources.
Price: $33 for 12 issues/yr. *Microcomputers in Education*, 5 Chapel Hill Dr., Fairfield, CT 06432.

Other Sources of Information

THE 1985 EDUCATIONAL SOFTWARE PREVIEW GUIDE
A list of 500 favorably reviewed instructional software programs for K-12 use. Developed by the Educational Software Evaluation Consortium, representing 27 organizations involved in computer education throughout North America. The guide is designed to assist educators in locating software for preview. Selection based on critical evaluations conducted by participating organizations and on reviews published in other journals.
Price: $5.00. ICCE, University of Oregon, 1787 Agate St., Eugene, OR 97403-1923.

EPIE (Educational Products Information Exchange) has two products available related to software evaluation and selection:

THE EDUCATIONAL SOFTWARE SELECTOR (TESS)
A directory and evaluation guide containing detailed information on over 5,000 pieces of educational software. Contains references to EPIE evaluations, gives review ratings and refers to reviews in 14 other sources. Each entry approximately 200 words. Available electronically spring 1984.
Price: $49.00.
EPIE Institute, P.O. Box 839, Water Mill, NY 11976.

END

[Steven Brown is currently in the master's program for Computers in Education at the University of Oregon. He had 12 years teaching and administrative experience, including 10 years in overseas American schools in Norway, Holland and Singapore.

George C. Grossman, Associate Professor of Education, Central Washington University, Ellensberg, WA 98926.

Nicola Polson spent three years as a chemist and six years teaching in British Columbia. Currently enrolled in the master's program in Computers in Education at the University of Oregon.]

[Editor's Note: Some of the original sources were deleted to update this article.]

Creating a Software Review Collection

by
Glenn Fisher

Are you getting bogged down in software reviews, which seem to be everywhere, but never so that you can locate the one you need? Here in Alameda County we, like many other districts, have a large collection of software reviews from many sources. In the past they could be found in the magazine rack, in the back issues area, in the Computer Center and on office shelves. When teachers came in to preview software or to obtain information about software, they found it almost impossible to locate reviews of specific programs. We needed a way to organize all the reviews. Here's what we did.

Our Solution

We established three separate collections of copies of all of the reviews.

Set 1

This collection of reviews is kept with the software available for preview. Specific reviews are filed individually with the folder containing that particular disk, so that anyone previewing a program has easy access to all its reviews.

Set 2

This collection is organized first by subject area and then by software title, so that a teacher looking for social studies software, for example, has easy access to all reviews within that subject area.

Set 3

This collection is organized by company name, so that the reviews of a particular company's products can be easily found.

None of the collections are individually indexed or otherwise referenced—there is simply too much material to do that!

The Process

Reviews come in many different formats; someone needed to scour three years of magazine back issues as well as locate those packaged in sets with various bindings. To compound the task, almost all reviews are printed with more than one review on a page. In order to make separate and uniform copies of each individual review, blank sheets of paper were cut, waxed in our production department so they would adhere temporarily, and then used to mask all parts of a page but the review being copied. The result? —three separate copies of each review for the three collections described above.

Keeping track of which reviews we had copied turned out to be a bigger problem than we had anticipated. We used two methods: we checked magazines on the front cover when copied, and we made up a matrix of sources (magazines) and months, checking the box when each issue was started (✔) and crossing it out (✗) when the issue was completed. We simply lined out months when no issue arrived.

Organization

We used the following subject areas for our Set 2 collection:

Art	Language Arts (2 binders)
Basic Living Skills	Library Skills
Business	Logic and Problem Solving
Computer Literacy	Miscellaneous
Computer Programming/	Math/Advanced
Utilities	Math/Arithmetic (2 binders)
Counseling/Careers	Math/Statistics
Data Bases/Administration	Music
Early Childhood Education	Science
Foreign Language	Social Studies
Health/PE/Nutrition	Teacher Utilities

The title of each review was underlined as it was copied. If a subject area was given, it was also underlined; if not, the appropriate subject area was written on the review. This proved to be an enormous help, both for us and for teachers trying to locate a particular review.

We encountered obvious copyright problems. Because it is illegal to copy entire sets of materials, we contacted the sources of commercial reviews regarding our project, and most gave us at least verbal permission. We already subscribed to multiple copies of most of the magazines, and for one source we simply purchased two subscriptions. Besides the time commitment, this copyright issue is the major problem to resolve if you undertake a similar project. You should clear your intentions with all sources of commercial reviews you intend to include.

This project took a lot of time and over one box of paper! Two high school students who assisted in the Computer Center did the copying, sorting and binding. An adult supervised and answered category-related questions. It is estimated that the two students worked over 100 hours in the past year and a half. It now takes between two and four hours of student time a week to keep the review collection current.

The review collection has proved very useful to teachers who are involved in selecting or evaluating software. The ability to see all reviews within a single subject area in one place allows teachers to compare different programs, and also to get a good idea of the range of software available in that area. This project was voted one of the most useful services of the Computer Center by district computer representatives. END ■

[Glenn Fisher, Computer Specialist, Alameda County Superintendent of Schools Office, 313 W. Winton Ave., Hayward, CA 94544.]

Identifying Equitable Software

by
Raymond Rose

The state education departments in California and New York have begun to include screening for sexism, racism and other forms of bias in their review procedures of educational software. Currently there are over 20 states which have state law, regulation or policy requiring that instructional texts or materials be reviewed for equity. In Massachusetts, the state equity law, Chapter 622, requires that all instructional materials be reviewed for equity. This has been interpreted to include instructional software.

The forms of bias and discrimination have been categorized by McCume and Matthews (*Implementing Title IX and Attaining Sex Equity: A Workshop Package for Elementary-Secondary Educators*, U.S. Department of H.E.W., 1978) as:

1. Exclusion/Invisibility—the complete or relative exclusion of a particular group or groups in the content and illustrations of the material.

2. Stereotyping—portrayal of racial-ethnic group members as well as males and females with regard to only one particular attribute, characteristic or role.

3. Imbalance/Selectivity—the presentation of only one interpretation of an issue, situation or group of people, especially based on stereotypes.

4. Unreality—the tendency to ignore facts which are unpleasant or which do not conform with the value system of the majority culture.

5. Fragmentation/Isolation—the separation of the study of minority groups and women through the establishment of separate units (e.g. History of Black Americans, Careers for Women), which imply that these groups are unrelated to the experiences of the dominant culture.

6. Linguistic Bias—the use of the generic "he" is an obvious source of bias. The use of exclusionary language and job titles (e.g. postman, fireman) is a more subtle and common form of linguistic bias.

The staff member that is given the responsibility for the review of instructional software needs to receive specific training to understand the types of bias and discrimination which are possible. Most software review forms, if they address the issue of bias and discrimination, do so with only a single question, which for the untrained reviewer will not address the subtle issues which are the most pervasive in instructional materials.

Look at the human factors involved in the program and supplementary materials. Will the motivational strategies used in the program be motivators for all your students? Does the program use a shoot-them-up arcade game format that turns off some students? Does the program use visual images of people? If so, are both females and males represented? Are both sexes represented in the text? Are different racial and ethnic peoples included in both the text and in the visual images? Instructional materials should, on the whole, present a variety of positive images of males and females, a variety of racial and ethnic groups as well as including disabled persons and a range of ages.

> "Instructional materials should, on the whole, present a variety of positive images of males and females, a variety of racial and ethnic groups, as well as including disabled persons and a range of ages."

If the software evaluation form you are now using addresses the issue of equity with just one general question, you might consider adding these items:

Yes	No	None	
			Language free of: Sex bias Race bias Cultural bias
			Women are proportionately represented in text.
			Minority group members represented in text.
			Contributions of all racial and ethnic groups and women and men presented in realistic and/or accurate ways.
			A variety of ages are represented.
			Disabled persons are represented in a variety of roles. END

[Raymond Rose, Program Specialist, The New England Center for Equity Assistance, located at The NETWORK, Inc., 290 South Main St., Andover, MA 01810.]

Software in the Classroom – A Form for Teacher Use

by
Cynthia Burt

Classification and Specification

The first section, Classification, gives basic information on the package, the location (classroom, media center or lab, for example), and "special equipment," which includes hardware, software and peripherals needed, but also might include a set of encyclopedias, a map, or even pencil and paper.

Specification tells you about the contents and presentation. Subject area and specified topic are useful as curricula guides—for example, "math; multiplication of whole numbers." A grade level determination is noted here, as well as the type of program (often more than one will apply).

Many packages include an assortment of individual programs. These can be listed in the Menu section to maximize classroom use of the package. A mnemonic, such as a sketch of a particular screen, may help in the recall process.

If Management and/or Record-keeping options are provided, the package will be more flexible and useful. It also means you may have to adjust parameters and prepare rosters before using the program with the class.

Many school districts and other organizations publish software evaluation forms that include general descriptions and categories such as "good documentation" or "ease of use." Another evaluation technique describes the software and analyzes it for strengths and weaknesses.

The analysis proposed here focuses on *classroom use of a particular program after it has been reviewed and purchased.* The intention is to provide you as a teacher with a systematic "recollection" of educational programs. It is not a purchase request to administrators nor does it necessarily constitute a recommendation to other teachers.

Such a method of recalling specific programs and their uses in a particular class will be valuable as the amount of software you have previewed and/or used increases. There are five sections, though not all sections need to be completed. Some information can be gleaned by a preview of the software, with more ideas added after the package has been used with the students. The analysis narrows its focus from general classification to the actual logistics of teacher and student involvement.

The Comment section is used to describe the program's attributes. Here it may be helpful to mention the suitability of a particular menu item, for example.

Lesson/Unit Involvement

The third section, Lesson/Unit Involvement, narrows the focus to the use of the package in your unit and lesson.

In what capacity is the package used? For remediation, for standard instruction or as an enrichment activity? Have you already developed a particular unit and lesson plan that the package could enhance or replace?

Now the purpose of the program can be determined. Does the package introduce a unit or review a lesson? Perhaps its best use is as a motivating activity or reinforcement. If management and record-keeping options are provided, it may also be appropriate for testing.

The last part of this section considers whole class and individual student management questions. Note any copyright restrictions: Can a single copy of the program be used with more than one computer at a time? Note here also whether the program is designed for individual use, or whether it can manage small groups of students. Still other packages can support a classroom demonstration. And regardless of the number of users, some kind of timetable is needed. Will students sign up to use the program? Is it realistic to assign a student to run the program at a specific time? Although the time needed to complete any program will vary somewhat from one student to another, tutorials and simulations generally take much more time to complete than a drill and practice program. For optimum use of any package, the time element must be considered.

The final two sections of the Use Analysis consider the logistics of teacher and student involvement. The section may be filled out before and/or after using the package in the classroom. This involvement will vary with each package, teacher and class. Remember, this is neither a purchase order nor a product review—these areas are to remind you about effective uses of the software in your classroom.

Teacher Involvement

Under Teacher Involvement you may wish to make notes about the need for orientation to a package. Sometimes a lesson or two is needed before the package can be used effectively. If management is provided, the roster may need checking and updating. Are the limits and ability levels appropriate for your students? While the program is in use, you may also want to monitor students' behavior or performance. (Exciting or very fast activities can sometimes encourage abuse of the keyboard.) After the program is used, does a score need to be recorded? (This may be critical for student reinforcement, especially if the program lacks management.)

The Student Involvement section can be used first to anticipate student use of the package. Do students need to sign up? Will they be able to comprehend the directions? Is the program likely to encourage verbal responses? If so, will this disrupt the rest of the class? Are the graphics likely to distract students from the subject matter? Will they know how to respond to the program's queries? How will students know when their time is up? Can they recognize the end of the problem set? Will they be responsible for recording their own scores?

Organizing Your Data

There are numerous ways of filing your Classroom Use Analysis sheets. You may want to maintain a private notebook by subject area of both suitable and unsuitable programs. This notebook will become a real time saver when searching for an appropriate program and avoiding inappropriate ones. Having the analyses in one portable notebook will also remind you of packages you've reviewed previously.

You may also want to file each analysis sheet with the appropriate lesson plan. Then, as you prepare a unit, the program can be easily integrated.

If you are very organized, you may want to combine the two methods. A small address-type book can hold the names and publishers of the programs you have viewed, while the lesson plans contain the analysis sheets.

And last, each program could be filed with a notebook of all use analyses gathered for it by all those previewing and/or using the program. A good way to share ideas and save time! The notebooks could be kept in the media center, where the analyses could be entered and maintained on a data base. Using software in the classroom can enhance learning and offer rewarding experiences if you plan for its effective use.

EDUCATIONAL SOFTWARE—CLASSROOM USE ANALYSIS

DATE_____

SIGNATURE_____

1. CLASSIFICATION
NAME OF PROGRAM _____

PUBLISHER _____

AVAILABLE FROM _____ FOR_____

SPECIAL EQUIPMENT _____

2. SPECIFICATION
SUBJECT AREA _____ GRADE LEVEL _____

SPECIFIED TOPIC _____

TYPE:

MENU: (title and mnemonic)

☐ DRILL & PRACTICE   1. _____

☐ TUTORIAL   2. _____

☐ SIMULATION   3. _____

☐ GAME   4. _____

☐ PROBLEM SOLVING   5. _____

☐ SKILL BUILDER   MANAGEMENT_____

☐ OTHER_____ RECORDKEEPING _____

COMMENTS: _____

_____

3. LESSON/UNIT INVOLVEMENT
USAGE:

PURPOSE:

☐ REMEDIATION   ☐ INTRODUCE

☐ STANDARD INSTRUCTION   ☐ REVIEW

☐ ENRICHMENT   ☐ MOTIVATE

     ☐ REINFORCE

UNIT: _____ ☐ TEST

LESSON: _____

CLASSROOM MANAGEMENT:

MUST DISK REMAIN IN DRIVE TO USE?   ☐ YES   ☐ NO

☐ INDIVIDUAL   ☐ GROUP   ☐ CLASS

☐ SIGN-UP SHEET   ☐ ASSIGNMENT

TIME ALLOTMENT PER RUN_____

TOTAL TIME ALLOTTED_____

4. TEACHER INVOLVEMENT
PREPARATION: _____

_____

USAGE: _____

_____

SUMMARY: _____

_____

5. STUDENT INVOLVEMENT
PREPARATION: _____

_____

USAGE: _____

_____

SUMMARY: _____

_____

END ∎

SOFTWARE ORGANIZATION

by
Leon Roland

Every school should organize information about its software collection to maximize use. There are three main ways such information may be accessed:

1. Listing of available programs with a short description can be made. Such a list is similar to bibliographies or reading lists typically available for teachers.

2. A key-word or subject-heading search of a data base can be done.

3. The software can be cataloged and cards prepared for addition to the library card catalog.

Three basic steps are required for any of these methods of organization: data collection, data storage and data retrieval.

Computer Courseware

Title: *Crossword Magic*   Version: *3.2*

Type: 0-Collection of   1-Game   2-Tutorial   3-Drill & Practice   4-Simulation   5-Problem Solving   ⑥-Utility   7-Data

Author: *Sherman, Larry*

City: *Sunnyvale, CA*

Source: *L & S Computerware*

Year Published: *1981*   Dewey Number: *020*

(Commercial)   Public Domain   Data   Licensed   Accession #: *215*

Contents: *Creates a crossword puzzle with your words and clues. Puzzle may be played on the screen or printed using the printer.*

Sound: yes /⓷   Graphics: ⓨ / no

Colors: yes /⓷   Printer: ⓨ / no

Cost: *$49.95* Language: *BASIC*   Grade: *K-12*

Disk: *Floppy, ss/sd*   Computer: *Apple II*

Accompanying material: *user's guide*

System Requirements: *48 K ; 3.3 DOS*

Department: *Teacher*   Rating 1 2 3 4 ⑤

Subject Headings: ____

School: *Lineda*   Number programs: *1*   Number disks: *1*

Acquired: *1983*   Vendor: *Computer Store*

(Figure 1)

During data collection, all necessary data to be used in the cataloging is acquired. Placing the material in a data base allows for efficient storage and retrieval of the information in the desired form. The information could be retrieved via printer or video display; some of the common printed forms used are labels, annotated bibliographies, title listings and card catalog cards.

Although all of these steps are necessary, the exact process will vary to meet each school's needs. The following are some ideas and methods of organization which can provide computer users in your school efficient access to the available software.

DATA COLLECTION

The data collected on each software package will depend on the amount of information a school wants to maintain. It is important to involve teachers, librarians and computer personnel in deciding what data should be collected. Figure 1 shows a data collection form. Remember, it is easier to collect too much data the first time than to find yourself needing to gather more information later.

Notes:

Title—Typically used as the main entry for the card catalog, because most teachers identify a program by title and because many programs do not supply the author's name. However, if the author's name is given, it is to be used as the main entry card.

Version—Necessary to determine if you have the updated or current version. Many programs are continually modified to eliminate bugs or to add options.

Type—If the program spans more than one type, the catalog can have extra entries, or simply list the predominant type and explain the format more completely under Contents. If a disk contains more than one program, such as MECC disks, it is best to catalog each program separately.

Source—The company producing the software, not the vendor. This may be needed if you need assistance with the material.

Accession number—Provides filing order as well as indicating the copyright status of the material. The accession number can include "C," "P," "D" or "L" to signify whether the software is Commercial, Public Domain, Data or Licensed.

Grade(s)—Often suggested on the package. If you must determine grade levels, keep the range broad.

Contents—Describes the software. Again, if a disk has more than one program, it is usually best to catalog each program individually. If not, then all of the programs contained on the disk should be listed. In cases where a disk has several programs that are all part of one system (for example, a data base with separate modules for entering, processing and printing the data), each module need not be listed as a separate program.

Computer—This information is important if the school has different computers, since software is often not interchangeable.

Material—Indicates items making up the package such as a user's guide or student worksheets. Teachers need to know about such materials in order to best utilize the program.

System—Refers to the memory size, DOS and other items such as a light pen needed to use the program.

Department—Used as a selection code if information is placed in a data base. A code such as "M" for mathematics or "L" for library might be used to allow the information to be

selected from the data base. If you wish to be very precise in your coding, you could use "M10" or "M60" to code specific learning objectives.

Rating—Useful if the district has an evaluation policy, but sometimes difficult to assign. The catalog listing might include brief comments by users.

DATA STORAGE

Since the computer is an excellent information processor, it is logical to store the collected data in a data base. Many data base programs can maintain the needed files. Many of these programs will also allow you to produce bibliographies and other desired materials. A word processor can be used to store and produce these files. A specialized data base designed to handle only the cataloging of computer software may also be used. You should study these programs carefully, because they may require you to accept the method of cataloging and output designed by the developer.

The actual entering of data is not difficult once the data base is designed or selected.

DATA RETRIEVAL

The data file may be used for many different types of both printed and video output. However, most schools lack a sufficient number of terminals to use only video output and will require printed output. The four types of output presented in this article are directory, bibliography, labels and card sets.

Both the directory (figure 2) and bibliography (figure 3) formats include the program title and accession number. In addition, the bibliography contains a short description of the program, which may help some teachers determine the usefulness of a particular program.

```
Figure 2

Directory


Crossword Magic C 15
Grade Book # C 12
Library Overdue # C 10
```

```
Figure 3

Bibliography


Crossword Magic                    C 15
  Will  create a crossword puzzle using your words and clues.
  Created puzzle may be played on the screen or printed using
  the printer.

Library Overdue                    C 10
  Maintains a file of overdue books
```

The third type of output is a label for disks and other material contained in the package. Figure 4 shows a label made using a standard mailing label. The first line contains the accession number combined with a single letter (in this case, "C") indicating copyright status. The second line is the program name. The source is printed in the third line and the computer type is in line four. The last line contains system requirements. This label provides the basic information needed for filing and identification.

```
Figure 4

Label

C 15
Crossword Magic
L & S Computerware
Apple II
48K; 3.3 DOS; 5 1/4; ss/sd
```

Figure 5 shows a main entry card for a card catalog. (The cataloging process should follow the AACR 2 [Anglo American Cataloging Rules] recently developed for computer software.) In this example, the use of condensed print allows more information to be placed on one card and eliminates the need for multiple card entries. The MRDF in the upper left stands for Machine Readable Data Files. A complete set of cards may be made using the tracings given at the bottom of the card. The shelf list card can be changed so the cost and vendor of the software appears on that card.

```
Figure 5

Catalog Card


MRDF     Sherman, Larry
020         Crossword Magic / by Larry Sherman --
She           Version 3.2 --Sunnyvale, CA: L & S
C 15          Computerware, 1981.
            1 program file (BASIC, Apple II) on 1 computer disk; 5 1/4
          in. + user's guide.
            Utility program.
            System requirements: 48K, 3.3 DOS, printer.
              Disk characteristics: floppy disk, single sided, single
          density, soft sectored.
            Intended audience: K-12
              Summary: Creates a crossword puzzle using your words and
          clues.  Puzzle may be played on the screen or printed using
          the printer.
            I. Sherman, Larry. II. Title.
```

Although schools may use different forms or processes for collection, storage and output, the basic idea is the same. Efficient use of software (and other media resources) depends on easy access to the right information about the software. The media specialist can use a computer to organize this information and output it in convenient forms. Computer-generated bibliographies and catalog cards, as well as computer data bases, have an added benefit. Teachers and students can see, in a non-threatening way, how software can be used in specific subjects, along with the books and AV materials they've been using all along.

[The author has written a program for making bibliographies and will be happy to share this program, along with other public domain programs he has written, with ICCE Members for $5. Programs written for an Apple II+ or IIe, but the code is easily convertible. Leon Roland, Dept. of Science and Mathematics Education, Weniger 253, Oregon State University, Corvallis, OR 97331.]

Software Copyright Interpretation

by
LeRoy Finkel

I have been asked to reconvene the ICCE Software Policy Committee so that we may examine the current state of the art (things in law tend to change over time) and review our current policies. As we prepare to meet, it seems appropriate to share with *The Computing Teacher* readers the best information we have regarding current interpretation of copyright laws.

There are no definitive answers to most of the questions we have, since the copyright law is vague in places and there have been no court cases to set precedent. Nevertheless, copyright attorneys, court watchers and lawmakers all seem to agree on how a court would interpret the current law if and when a case came before it. Not wanting to get sued and wanting to encourage software development by vendors, I prefer to take a conservative approach that looks to how the law will *likely* be interpreted, rather than waiting for the definitive decision by a court. In other words, I don't want to be the test case!! Do *you*? For those who doubt that publishers will sue a school district or teacher, be reminded that the American Association of Publishers did sue New York University, that a BOCES in New York was also sued (both public agencies lost their cases), and that while publishers may not sue, their professional associations seem willing and able to do so.

The issues:

1. **Back-up copies.** You are allowed back-up copies (number uncertain) that are to be used for archival purposes in the event your original copy fails. Such copies are *not* to be used on a second machine at the same time as the original. Since a backup is allowed by law, and if your vendor does not provide one or allow a process by which you can acquire one, then you may make one. But its *use* is restricted as stated above. Vendors who offer "multiple" back-up copies are using the term "back-up" incorrectly and have been asked to use the term "multi-copy discounts," which more accurately reflects what they are offering you.

2. **Multiple-loading or booting from one disk into multiple machines at the same time.** "In the absence of a license that explicitly permits you to do so," you would likely be in violation of the copyright laws if you loaded multiple computers with the contents from one disk for use at the same time. The legal concept has to do with the "proliferation of simultaneous users." The law is designed to protect the copyright holder from loss of sales. If *Bank Street Writer* is sold for use on one machine (and it is), and you load it into 15 machines, one after the other, so that all 15 are in use at the same time, you are inhibiting sales. Thus, you are in violation of the law. The fact that you *can* physically load the contents into multiple machines is irrelevant. The law does imply that sequential use on different machines is okay (first on one machine, turn it off, then on another machine). The key element here is proliferation of "simultaneous" users. That one concept has helped me out a lot. Two companies have recently announced simultaneous-use or multiple-loading software. They have been asked to emphasize that this is a special license for a particular piece of software. One solution to the multiple-loading "problem" is multi-copy pricing and licensing, an option more companies seem to be taking.

3. **Networks.** "In the absence of a network license" you would likely be in violation of copyright laws if you downloaded a program to multiple stations at the same time from your network, be it a hard disk or floppy disk network. The "proliferation of simultaneous users" concept described above would again apply. *Whether it is physically possible to load the stations from the network is not germaine to this discussion. The absence of a license permitting simultaneous use is the copyright issue.*

It is not enough for districts to merely pass copyright policies—we must pay heed to them. It is the responsibility of each of us to be a role model to fellow teachers and students alike and allow only legal uses of software on our campuses.

If you have questions, comments or information for the committee, please write me. Since the law is somewhat different in each country, I would like to hear from people willing to serve on subcommittees for specific countries.

[LeRoy Finkel, San Mateo County Office of Education, 333 Main Street, Redwood City, CA 94063.]

Computer Coordinators— Overwhelmed?
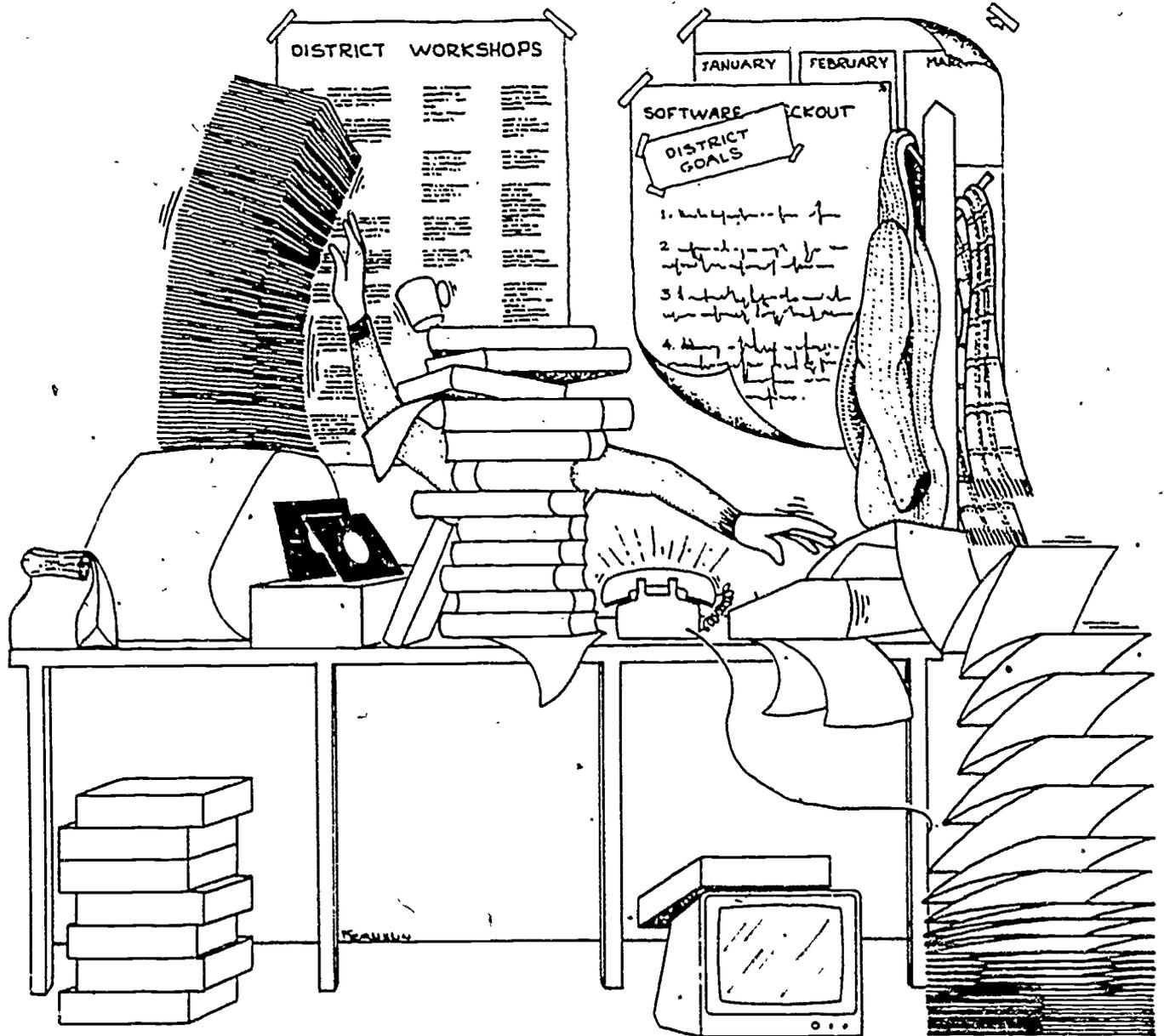
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