

DOCUMENT RESUME

ED 279 297

IR 012 533

AUTHOR Wolf, Kathleen; Weaver, Dave
TITLE A Comparison of Keyboarding Software for the Elementary Grades. A Quarterly Report.
INSTITUTION Northwest Regional Educational Lab., Portland, Oreg.
SPONS AGENCY Office of Educational Research and Improvement (ED), Washington, DC.
PUB DATE Sep 86
CONTRACT 400-86-0006
NOTE 13p.; The Northwest Regional Educational Laboratory Technology Program. For the companion paper, see IR 012 534.
PUB TYPE Guides - Classroom Use - Guides (For Teachers) (052) -- Reports - Evaluative/Feasibility (142)
EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS *Computer Software; Computer Software Reviews; Elementary Education; Keyboarding (Data Entry); *Merchandise Information; Skill Development; Teaching Methods
IDENTIFIERS MicroSIFT

ABSTRACT

This paper provides generalizations and ideas on what to look for when previewing software products designed for teaching or improving the keyboarding skills of elementary school students, a list of nine products that the MicroSIFT (Microcomputer Software and Information for Teachers) staff recommends for preview, and a table of features comparing the 25 products submitted to MicroSIFT for review. The appendix contains producer contact information and a table of descriptive information for 64 elementary keyboarding products available as of June 1986 that were identified by MicroSIFT staff. Products recommended for preview are listed in alphabetical order: Keyboard Cadet; Keyboard Now!; Kids on Keys; Mastertype; Microtype, the Wonderful World of Paws; Stickybear Typing; Success with Typing; Type to Learn; and Typing Well. (DJR)

 * Reproductions supplied by EDRS are the best that can be made *
 * from the original document. *

THE Northwest Regional Educational Laboratory

TECHNOLOGY PROGRAM

U.S. DEPARTMENT OF EDUCATION
Office of Educational Research and Improvement
EDUCATIONAL RESOURCES INFORMATION
CENTER (ERIC)

* This document has been reproduced as received from the person or organization originating it.

(1) Minor changes have been made to improve reproduction quality.

(2) Points of view or opinions stated in this document do not necessarily represent official OEI position or policy.

ED 279 297

A COMPARISON OF KEYBOARDING SOFTWARE FOR THE ELEMENTARY GRADES

A Quarterly Report
September 1986

Kathleen Nelf
Dave Weaver

PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY
Jerry D. Kirkpatrick

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

**Northwest Regional Educational Laboratory
300 S.W. Sixth Avenue
Portland, Oregon 97204**

Sponsored by



Office of Educational
Research and Improvement
U.S. Department of Education

This publication is based on work sponsored wholly, or in part, by the Office of Educational Research and Improvement (OERI), Department of Education, under Contract Number 400-86-0006. The content of this publication does not necessarily reflect the views of OERI, the Department, or any other agency of the U.S. Government.

EK 012033

INTRODUCTION

Elementary teachers looking for keyboarding software have a large selection from which to choose. After searching through software directories, on-line databases, producer catalogs and magazine advertising, the MicroSIFT staff has identified 64 software products for teaching or improving keyboarding skills of elementary school students. Previewing all these products is difficult, if not impossible, so it is easy to understand why teachers may have a hard time selecting the product which best suits their classroom situation and teaching style. This paper gives ideas on what to look for when previewing an elementary keyboarding program, a list of those products which the MicroSIFT staff recommends for preview and a table of features comparing the products submitted to MicroSIFT for review. The Appendix contains producer contact information and a table of descriptive information for all the elementary keyboarding products identified.

In the process of developing this paper, information was collected from product catalogs, published reviews, and our internal evaluation for each product identified. There is simply too much material to include in this brief summary report. A second paper, titled **ELEMENTARY KEYBOARDING SOFTWARE PRODUCT REPORTS**, contains this collection of information and is available from the Document Reproduction Service, Northwest Regional Educational Laboratory, 300 SW 6th Avenue, Portland, OR 97204. It will also be available from ERIC in the first quarter of 1987, and individual software reports will be in the RICE database on BRS, Inc. at about the same time.

GENERALIZATIONS ABOUT KEYBOARDING SOFTWARE

Of the 64 keyboarding programs identified, MicroSIFT was able to obtain 25 from the producers. The quality of programs received was impressive and a teacher could be successful with most of them. After looking at these 25 programs, some generalizations could be made.

- This area of instructional software is fairly well served by products; there is a wide range of products available and covers most hardware currently used in schools.
- A good keyboarding program costs approximately \$50. Packages in which keyboarding is just one component are more expensive, costing up to \$180. Teachers using computer labs will want to note those producers who offer lab packs (Several disks and one manual for a reduced price) or licensing agreements.
- Most keyboarding software has a tutorial/drill/game structure. Software designed for younger students is filled with animation, color and music. Practicing on a keyboard does not excite the typical 10-year-old. It is also hard work. A computer program can motivate students differently than a traditional typing class. For example, drills on the computer are sometimes like the popular arcade games. Many of the programs included some sort of teacher management, an important feature when students are working independently.

- One shortcoming of most programs is that they do not teach correct finger positions; teachers will have to teach this some other way. In some cases, a keyboard with hand positions is shown at the beginning of the program, in other cases using a function key is required. A few packages are more specific, but cumbersome: "Using your left ring finger..." How many young students will return to the keyboard screen for help when they can manage with hurt and peck? In some cases, the program's documentation points out what the teacher needs to remember; a teacher should teach correct finger positions.
- Finally, many programs use sound or graphics as feedback for an individual response or at the completion of a drill (words per minute, accuracy rate). Most seem valuable, fairly positive and immediate. In some programs, the sound responses are optional, but some programs may be sound dependent. Some programs use sound as a cue, for example, alerting the student if a letter is typed incorrectly. In previewing programs, teachers should beware of sounds which may interrupt classroom activities. Teachers should also be aware of how negative feedback is handled. "Wrong, try again," is certainly straightforward, but how effective is it for a young student, virtually learning by trial and error, to see it repeatedly? Also, programs vary in how many times students may respond. Some programs do not allow for the student to continue until the correct key is pressed, others give the student three chances to press the correct key, while still others will accept any key.

We looked for software which was well-structured, yet fun and motivating. Of the 25 software programs reviewed, nine which exemplify the criteria described on page 3 were selected. They were chosen based on a combination of internal reviews, and published reviews in periodicals and software guides. These programs combine well-structured drills with an introduction to keyboard fingering, a motivating game format or outstanding immediate feedback. Because specific teaching styles and limited computer access are key factors in a program's success, we also suggest ways to use the software.

OUR PREVIEW RECOMMENDATIONS (in alphabetical order) - See the Appendix for a key to the hardware abbreviations.

- **KEYBOARD CADET** (Mindscape - AP, IB, CO, AM - \$39.95): This program is fun. The student, at the helm of a spaceship, makes letters explode by typing them before they disappear. This program emphasizes keyboard accuracy and speed. There are 15 lessons in the structured curriculum which move from letter, to word, to sentence, and finally, to paragraph typing. It features correct finger positions always on screen, 3-D spaceship graphics and the option to use the Dvorak keyboard. This package is recommended for either the individual student or class needing a comprehensive tutorial in a game format.
- **KEYBOARD NOW!** (Daggett Computer Service - AP, CO, IB - \$75.00): This program has an incredible, comprehensive teaching manual, complete with detailed pre-activities, tips and proposed monologs to use with students. Even a teacher with no keyboarding experience would feel comfortable using this program. The teacher's guide suggests approximately one hour of teacher instruction time, with students drilling at the computer for a total of two to four hours. Pre-activities are a necessity as keyboard fingering is not demonstrated on screen. This program may be adapted to any grade level; it is also recommended for the physically disabled. **KEYBOARD NOW!** is ideal for use in a computer lab situation because it is automatically licensed to the purchasing school building. The student disk may be copied for each class or even for each student for use at home.

- **KIDS ON KEYS** (Spinaker - RS, AT, CO - \$29.00): This program is good for third grade and younger students. There are three keyboard recognition and typing games. Finger positions are not shown on the screen. Letters, numbers, three- and four-letter words are typed as images and characters float by or disappear. It is exciting that young students may choose the level and game they wish to play. One reviewer commented that this program introduces the first principles of word processing (for example, mistakes are OK and easy to correct). Bonus rounds, bright colors and music add to student interest.
- **MASTERTYPE** (Mindscape - AP, MC, IB, AT, CO, AM - \$49.95): This program will appeal to students who otherwise would not get interested in typing. There are 18 keyboard drills covering letters, symbols and up to nine-letter words disguised in an arcade game. The object is to type shooting letters or words quickly before a Space Invasion occurs. Students can easily operate this program independently. Highlights of this program include immediate feedback regarding speed and errors, on-screen explanations, and that the sound may be turned off. The program is not designed to teach fingering positions, although on-screen keyboards with hands are seen during each drill. It is an exciting game which encourages speed and accuracy. This would be useful for a computer lab or classroom in which students with finger position knowledge work independently at the computer.
- **MICROTYPE, THE WONDERFUL WORLD OF PAWS** (South-Western Publishing - AP, CO, IB, RS - \$39.95): Drill can be boring, but not with sound, visual rewards and the delightful cartoon figure, Paws. This is a comprehensive program for younger students. Each of the 18 lessons includes reviewing of previous lessons, working with new keys, building speed and playing a game. Although finger positions are shown at the beginning of each lesson, they are not reinforced throughout the lessons and will need to be monitored by a teacher. Unlike other programs, the student may exit at any time and later return to a specific part of a lesson. Students may print their writing by using the simple print option. MICROTYPE would be appropriate for a computer lab situation where students have teacher supervision or for individual students who know the finger positions and need some review and practice.
- **STICKYBEAR TYPING** (Weekly Reader Family Software - AP - \$39.95, CO - \$29.95): This program makes excellent use of color, animation and sound. Each of three games is divided into 30 different levels, using words, sentences and paragraphs. The program includes two unique features: (1) it teaches proper spacing between words, sentences and paragraphs; and (2) the exercises use text from stories, riddles and jokes, and serious thinking. The program does not monitor student progress, making teacher supervision and monitoring a necessity. Although a keyboard with home row finger positions may be seen by using a function key, finger positioning is addressed only in the first game.
- **SUCCESS WITH TYPING** (Scholastic - AP, IB - \$69.95): This program is easily used by the individual student with no keyboarding experience, which makes it ideal for the one-computer classroom. The 18 lessons are each divided into three parts: learning new keys, practice typing and testing for words per minute. Also included are exercises on letter formatting and text exercises for speed and accuracy. Feedback, including words per minute (WPM) and highlighted errors, occurs after each exercise. After learning the new keys, students type from realistic examples of typing activities such as sample business letters, memos and stories. An advice function tells the student if he or she should repeat a lesson or go on to the test. There is free typing space which reports the students' words per minute for any text they type into the computer. Teachers may create tests using an authoring component. Strengths of the program include a comprehensive teacher's manual and the teacher's management sheet for recording student progress and individual lesson scores.

- **TYPE TO LEARN (Sunburst - AP - \$69.00):** This package is recommended for several reasons. First, the typing drills and games are intended to provide instruction on a variety of language arts skills such as spelling, capitalization, punctuation, abbreviations and many more. The program may be adjusted to either primary (second grade reading) or advanced (fifth grade reading) language arts skills. Second, it constantly reinforces correct finger positioning. Prior to each exercise, the student is given a quick home row exercise. During the exercises, images of hands which highlight the correct finger to be used for each letter given are shown on the screen. As the exercise progresses, the fingers are only highlighted when the student shows some hesitation. Finally, this product has excellent support materials including an optional textbook for \$7.95.
- **TYPING WELL (Learning Well - AP - \$49.95):** Although this package includes an optional tutorial for home keys, it is recommended for its "game" features. There are six arcade-style drills plus a "No-Frill Drill" which allow the student to practice typing. The variety of the games which practice speed and accuracy would be well suited as a keyboard supplement. TYPING WELL will be popular with students. The games are exciting enough that students will want to "play" on their free time, or as a reward. For the teacher with one computer in the room this package is an excellent supplement.

COMPARING KEYBOARDING PRODUCTS: WHAT TO LOOK FOR -- Below is an explanation of the criteria we used in the Table to compare the keyboarding software submitted by the producers.

Keyboarding Instruction

Finger Positioning--Is there instruction on the proper finger position on the screen (O) or in the supplementary materials (P)?

Posture--Is there instruction on the proper posture on the screen (O) or in the supplementary materials (P)?

Format of Drill

Letter Groups--Is there practice in typing individual letters or sets of letters which do not spell words?

Single Words--Is there practice in typing words?

Blocks of Text--Is there practice in typing sentences or paragraphs?

Independent Use

Independent Use--Can this package be used independently by a student without teacher intervention or monitoring?

Additional Components

Game-- Is the package a game (Y) or does it contain a game component (C)?

Word Processor-- Is there a word processor or text editor so that students can generate their own text?

Authoring-- Can teachers create exercises?

User Control

Speed Selection-- Can speed be adjusted by the teacher (T) or the student (S)?

Level Selection-- Is it possible to set the level of the exercise by the teacher (T) or by the student (S)?

Sound Control-- If sound is used, can it be turned off?

Dvorak-- Is there a Dvorak keyboard option?

Record Keeping

Speed-- Does the program monitor typing speed and report the results on the screen (C) or onto a disk file for later access (Y)?

Accuracy-- Does the program monitor typing accuracy and report the results on the screen (C) or onto a disk file for later access (Y)?

Lesson Progress-- Does the program monitor the student's progress through the lessons and report the results on the screen (C) or onto a disk for later access (Y)?

Documentation (in the supplementary printed materials)--

Operating Instructions-- Are there program operating instructions?

Lesson Plans-- Do they contain sample lesson plans?

Curriculum Outlines-- Do they contain curriculum outlines?

Record Sheets-- Do they contain reproducible student record sheets?

Typing Exercises-- Do they contain reproducible typing exercises and/or worksheets?

COMPARISON OF KEYBOARDING SOFTWARE

KEY

| | | | |
|---|----------------|---|--------------------|
| Y | Yes | E | Exercise |
| . | No | C | Component |
| N | Not Applicable | P | Printed Materials |
| T | Teacher | O | On Screen |
| S | Student | F | File Saved on Disk |

| TITLE | PRODUCER | Inst. | Drill | Comp. | User | Res. | Doc. |
|--------------------------|---------------|-------------------------------|---|-------|-------|-----------|-----------|
| | | Finger Positioning Feature | Letter Groups Single Words Blocks of Text | | | | |
| Dungeon Doom Typing | Camco | . . | . Y . | Y | Y . . | BB . . | OF OF F |
| Ima Typer | Advanced | OP P | Y Y . | Y | . . Y | TTY Y | OF OF . . |
| Keyboard | BS Software | . P | Y . . | Y | . . . | . SY . | |
| Keyboard Cadet | Mindscape | OP P | Y Y Y | Y | C . . | BBY Y | OF . . Y |
| Keyboard Command | Trillium | . . . | Y Y . | Y | Y . . | BBY . | Y . . . Y |
| Keyboard Master | Power Up! | O . . | Y Y . | Y | . . Y | BBN Y | OF OF . . |
| Keyboard & Practice Now! | Daggett | OP P | Y Y . | Y | . Y | T . N | OF OF F |
| Keyboarding Master | MECC | P . . | Y Y Y | Y | C Y Y | BBN . | OF OF OF |
| Keyboarding Plus | Merrill A.V. | . . . | Y Y Y | Y | . . . | . BN Y | OF OF F |
| Keyboarding Primer | MECC | OP O | Y Y Y | Y | . . . | . BN . | OF F F |
| Kids on Keys | Spinnaker | . . . | Y Y . | Y | Y . . | BBY . . | |
| KRS | IC/T | OP . | Y Y . | . . . | . . . | . B . . . | O O . . |
| Letter Man | Behavioral | O O . | Y . . | Y | Y . Y | B | O O O . . |
| Letterfall | Frank Harris | O O | Y Y Y | Y | Y . . | . BN . | O O O O |
| MacType | Palantir | OP OP | Y Y . | Y | . . . | . . NY | OF OF OF |
| MasterType | Scarborough | P . . | Y Y . | Y | Y . Y | BB . . . | O O O O |
| MicroType | South-Western | O OP | Y Y Y | Y | C Y . | . BY . | O O O O |
| Stickybear Typing | Weekly Reader | OP P | Y Y Y | Y | C . . | BBY . | OF OF F |
| Success With Typing | Scholastic | P P | . . Y | Y | . Y Y | BBN . | OF OF F |
| Type To Learn | Sunburst | OP P | Y Y Y | Y | C Y . | TBY . | OF OF OF |
| Typing | Camco | O O . | Y Y . | Y | C Y . | . BY . | O O F |
| Typing Keys to Com. Ease | Academic | O O . | Y Y . | Y | . . . | . B . . . | |
| Typing Strategy | Behavioral | OP | . Y . | Y | C . Y | BBY . | O O . . |
| Typing Well | Learning Well | O . . | Y Y . | Y | C . Y | TT . Y | OF OF OF |
| WizType | Serra On-Line | P P | Y Y Y | Y | C . Y | BBY Y | O O F |

APPENDIX

ELEMENTARY KEYBOARDING PRODUCTS Available as of June 1986

| | | | | |
|-------------|----|-------------|----|-----------|
| KEY: | AP | Apple | AM | Amiga |
| | AT | Atari | CO | Commodore |
| | IB | IB | MC | Macintosh |
| | RS | Radio Shack | | |

| TITLE | PRODUCER | HARDWARE | LEVEL | COST |
|---|----------------------|-------------------|-----------|----------|
| Acquatch | Keyboard Prod. | AP IB | 5-Cd | \$189.00 |
| Alphabetic Keyboarding | South-Western | AP IB RS | 4-12 | 89.95 |
| Dungeon Doom Typing Game | Omni | AP CO RS | 8-12 | 39.95 |
| Paltype* | Press A Software | AP IB RS | 4-Cd | 39.95 |
| Fast Encounter | Educ. Activities | AP | K-6 | 99.00 |
| Friendly Computer | MEOC | AP CO IB | 7-9 | 49.00 |
| Hypertyp* | Digital Marketing | AP IB RS | 3-12 | 39.95 |
| Line Typer | Advanced Learning | AP IB | 2-12 | 89.95 |
| Junior Typer | Aquarian | AP RS | 1-6 | 49.00 |
| Just Your Type* | Right On Programs | AP CO IB | 5-12 | 80.00 |
| Key-Words | Humantech | AP | 4-7 | 49.00 |
| Keyboard | BS Software | RS | 1-6 | 29.95 |
| Keyboard Check | Mindscape | AP AM CO IB | 2-12 | 39.95 |
| Keyboard Command | Triflex | CO | 3-12 | 39.95 |
| Keyboard Master | Power Up! | IB | EST. 4-12 | 49.95 |
| Keyboard Now! & Practice Now! | Daggit | AP CO IB | 1-12 | 79.00 |
| Keyboarding | Educ. Activities | AP CO RS | 6-12 | 149.00 |
| Keyboarding for Information | Central Data | AP | 3-14 | 39.95 |
| Keyboarding Master | MEOC | AP | 5-9 | 99.00 |
| Keyboarding Plus | Merril Audio Visuals | AP IB RS CO | 4-12 | 49.95 |
| Keyboarding Primer | MEOC | AP | 4-9 | 89.00 |
| Keyman* | Teacher Support | AP AT RS | K-6 | 89.95 |
| Eyes to Typing* | Batteries Included | CO | 6-Cd | 39.95 |
| Keys on Keys | Spiralizer | AP AT CO IB RS | 1-6 | 29.00 |
| Kinda Keyboard* | EMCO | AP | 1-6 | 34.95 |
| KWB: Keyboarding/Reading/Spelling | IC/T | AP | 1-12 | 180.00 |
| Letter Man | Behavioral Eng. | AP IB CO | 4-9 | 34.95 |
| Let's Mail | French iWords | AP IB | 2-Cd | 25.00 |
| MacType | Palantir Software | MC | 3-12 | 49.95 |
| Master Type | Mindscape | AP IB AT AM CO MC | 3-12 | 49.95 |
| Microtype Tutor* | J. Weston Welch | AP | 5-12 | 41.95 |
| Microtype, The Wonderful World of PAWS | South-Western | AP CO IB RS | 3-6 | 39.95 |
| Microtyping* | Sheridan College | AP | 6-Cd | 100.00 |

ELEMENTARY KEYBOARDING PRODUCTS (Continued)

| | | | | |
|-------------|-----------|--------------------|-----------|------------------|
| KEY: | AP | Apple | AM | Amiga |
| | AT | Atari | CO | Commodore |
| | IB | IBM | MC | Macintosh |
| | RS | Radio Shack | | |

| TITLE | PRODUCER | HARDWARE | LEVEL | COST |
|----------------------------------|--------------------|----------------|----------|-------------|
| Personalized Typing | Aquarius People | AP RS | 4-12 | 837.50 |
| Smartype * | McGraw Hill/Cregg | AP | 5-12 | 39.95 |
| Stickybear Typing | Weekly Reader | AP CO | 2-6 | 39.95/29.95 |
| Success With Typing | Scholastic | AP IB | 6-12 | 69.95 |
| TFT Typing for New Typists | Oxford | AP CO | 3-12 | 54.95 |
| Touch Typing | Cove View Press | RS | 5-12 | 34.95 |
| Touch Typing Made Easy * | Allison | IB | 6-Col. | 29.95 |
| Type Right | Barron | AP CO IB | 4-12 | 39.95 |
| Type Right * | E. David & Assoc. | RS | 4-12 | 39.95 |
| Type To Learn | Sunburst | AP | 2-Adult | 69.00 |
| Type Tutor 64 * | American Per. | CO | 4-12 | 19.95 |
| Type! | Broderbund | AP IB CO | EST 4-12 | 44.95 |
| Type-it * | Bluebirds | RS | 5-Col. | 30.00 |
| Type-Right | Oxford | AP IB | 1-12 | 39.95 |
| Typewriter * | M.D. Fulmer | AP | 4-12 | 30.00 |
| Typing | Osco | AP CO RS | EST 4-12 | 39.95 |
| Typing Instructor * | Individual | IB | 3-Col. | 49.95 |
| Typing is a Skill, Charlie Brown | Random House | AP | K-3 | 39.95 |
| Typing Keys to Computer Ease | Academic Ther. | AP | 3-12 | 35.00 |
| Typing Professor | Commodore | CO | 4-12 | 19.95 |
| Typing Self Study * | Bob Baker | RS | 4-12 | 19.95 |
| Typing Strategy | Behavioral Eng. | AP CO IB | 3-9 | 29.95 |
| Typing Teacher | Instant Software | RS | EST 4-12 | 17.95 |
| Typing Teacher II | Compu-Tutions | AP AT | 3-12 | 14.95 |
| Typing Tutor & Word Invaders | Academy | RS | 3-12 | 19.95 |
| Typing Tutor * | Basics & Beyond | RS | 5-12 | 29.95 |
| Typing Tutor * | IBM | IB | 4-Col. | 25.00 |
| Typing Tutor III | Simon and Schuster | AP CO IB | 4-12 | 49.95 |
| Typing Well | Learning Well | AP | 3-12 | 49.95 |
| Wanted Words | Micrograms | CO | 3-12 | 16.95 |
| WizType | Storrs On-Line | AP AT CO IB RS | 3-12 | 34.95 |

• See The Educational Software Selector (TESS) from EPIC Institute And Teachers College, P.O. Box 838, Water Mill, NY 11776 (949.95) for the descriptions of these packages.

PRODUCER CONTACT INFORMATION

Academic Therapy Publications
30 Commercial Blvd.
Novato, California 94947

Academy Software
PO Box 9403
San Rafael, California 94912

Advanced Learning Systems
2148 Lincoln, PO Box 8127
Eugene, Oregon 97405

Allmar Associates
2838 South Lynn Street
Arlington, Virginia 22202

American Peripherals
141 Cortland Street
Lindenhurst, New York 11757

Aquarius People Materials
PO Box 128
Indian Rock Beach, Florida 33538

BS Software
1084 Batabridge Place
Columbus, Ohio 43228

Barron Enterprises
714 Willow Glen Road
Santa Barbara, California 93106

Boston & Beyond
Pinebridge Road, Box 10
Amewalk, New York 10601

Batteries Included
17875 Sky Park North, Suite P
Irving, California 92714

Behavioral Engineering
230 ML Herman Road, Suite 207
Scotts Valley, California 95006

Bluebird's Computer Software
PO Box 328
Wyandotte, Michigan 48192

Bob Baker Software
3888 Halter Court
Sacramento, California 95821

Broderbund Software, Inc.
17 Paul Drive
San Rafael, California 94903

Commodore Business Machines, Inc.
1200 Wilson Drive
West Chester, Pennsylvania 19380

Compu-Tations
PO Box 502
Troy, Michigan 48066

Central Data
Academic Education HQ5030
PO Box 0
Minneapolis, Minnesota 55440

Cove View Press
PO Box 810
Arcata, California 95521

Daggett Computer Services
PO Box 11384
Eugene, Oregon 97440

E. David and Associates
22 Russell Lane
Stam, Connecticut 06308

Digital Marketing Corp.
2383 Boulevard Circle
Walnut Creek, California 94595

EBSCO Curriculum Materials
Box 488
Birmingham, Alabama 35202

Educational Activities, Inc.
PO Box 392
Freeport, New York 11520

Frank Harris
PO Box 69457, Station K
Vancouver, British Columbia V5K 4W6

M. D. Fuller Associates
1132 Via Jose
San Jose, California 95120

Omco Industries, Inc.
Box 1911
Big Springs, Texas 97920

PRODUCER CONTACT INFORMATION (Cont.)

Greber Electronic Publishing
Sherman Turnpike
Danbury, Connecticut 06816

Humanitas Software
19723 South Katherine Court
Cerritos, California 90701

IBM
PO Box 1329
Boca Raton, Florida 33433

Individual Software, Inc.
11891 Chess Drive
Foster City, California 94404

Instant Software
Route 302 North
Peterborough, New Hampshire 03458

Instructional/Communications Tech.
10 Steyer Place
Huntington Station, New York 11746

Keyboard Productivity, Inc.
Park Place
6036 Bristol Parkway
Culver City, California 90236

Learning Well
200 South Service Road
Roslyn Heights, New York 11577

**McGraw-Hill Book Company/
Crang Division**
1221 Avenue of the Americas
New York, New York 10020

MECC
3480 Lexington Avenue North
Lauderdale, Minnesota 55112

Media Materials Inc.
2606 Huntingdon Avenue
Baltimore, Maryland 21211

Next Audio Visual
PO Box 388
New York, New York 10024

Micrograms
PO Box 2146
Loves Park, Illinois 61530

Mindscape, Inc.
3444 Dundine Road
Northbrook, Illinois 60062

Palantz Software
12777 Jones Road, Suite 100
Houston, Texas 77070

Power Up!
2626 Campus Drive
San Mateo, California 94403

Prism A Software
PO Box 264
Jerome, Arizona 85331

Random House School Division
201 East 50th Street
New York, New York 10022

Right On Programs
27 Bowden Road
Greenlawn, New York 11740

Scholastic Inc.
720 Broadway
New York, New York 10003

Sheridan College
1400 Trafalgar Road
Oshawa, Ontario L8H 2L1

Stars On-Line
Stars On-Line Building
Coevendale, California 93614

Stuenkel & Schuster
Computer Software Division
1230 Avenue of the Americas
New York, New York 10020

South-Western Publishing Co.
5101 Madison Road
Cincinnati, Ohio 45227

Sprinkler Software
215 First Street
Cambridge, Massachusetts 02142

Sunburst Communications
39 Washington Avenue, Room EA
Plattsburgh, New York 10570

PRODUCER CONTACT INFORMATION (Cont.)

**Teacher Support Software
502 NW 75th Street, Suite 380
Gainesville, Florida 32601**

**Trillium Software
Box 921, Madison Square Station
New York, New York 10159**

**Weekly Reader Family Software (Xerox)
245 Long Hill Road
Middleton, Connecticut 06457**

**J. Weston Walch
321 Valley Street, PO Box 658
Portland, Maine 04104**