



NEW

Anithings

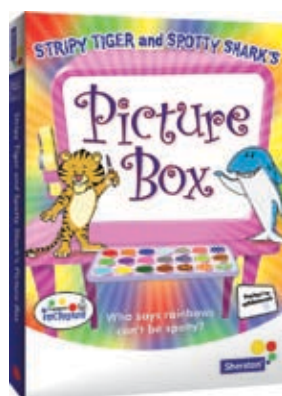
Publisher: Stripey Design

Grades PreK–6, Inclusive
PC Windows 2000 or later
Mac OS X 1.2 or later
Prices
 1 user: \$39.95
 5 users: \$149.95
 Unlimited users: \$399.95

DIGITAL DOWNLOAD

Please note that *Anithings* is a digital download. Download instructions will be emailed to you. If you do not have an internet connection, call us to discuss alternative supply options.

Anithings allows students to create their own animated stories quickly and easily. Students design and create their own characters and settings or use ready-made ones from the library. Stories are animated by simply dragging the timeline slider and changing an object's position, color or size, or by recording motion using the mouse. Learning about animation and story-telling has never been simpler! Create animations to support any topic: vikings, pirates, fairy tales, or wherever your imagination takes you. Speech bubbles let students enhance and build upon literacy skills, and special effects further enhance mini masterpieces.



switch



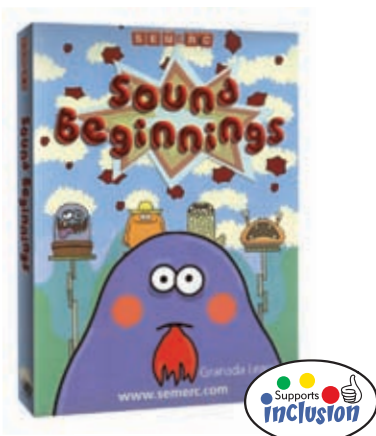
Picture Box

In the creative world of Stripy Tiger and Spotty Shark, students are encouraged to experiment with color and pattern using a series of outline images. This text-free product is designed to engage young learners with the computer, develop creativity and help them to become independent users. It contains simple images to help them build confidence as they produce beautiful pictures, time after time.



Grades PreK–6, Inclusive
PC Windows 98 or later
Prices
 1 user: \$34.95
 5 users: \$99.95
 10 users: \$174.95
 Unlimited users: \$259.95

Sound Beginnings 1



Sound Beginnings 1 encourages vocalization through exploration and skill-building exercises, and develops basic awareness of the dimensions of speech, such as volume, inflection, breath control and the presence of voice. Easy-to-use, *Sound Beginnings 1* enables teachers to select appropriate sounds, words and phonemes for their students and provides teachers with each student's user record. Exercises on *Sound Beginnings 1* include:

- Gradually revealing pictures through sound stimulus
- Rewarding vocalization of specific words
- Encouraging extensive language work development



Sound Beginnings 2



Sound Beginnings 2 is designed to encourage communication in young children and those with special education needs. Building on the features of the original, *Sound Beginnings 2* provides even more exciting activities using voice stimulus. The activities are fully configurable to suit individual users and printable user records are also available. The teacher menus include a gallery showing saved screenshots from certain activities that the user has accessed.

Activities include:

- Counting
- Flying
- Racing
- Placing



Sound Beginnings – Making Sounds



Sound Beginnings – Making Sounds is a welcome addition to the *Sound Beginnings* collection. This switch accessible program includes the Racing, Jigsaw, Blow-up, Invaders and Floating activities from the PC-only *Sound Beginnings 1* and *2* programs. These specially chosen activities are particularly suitable for students who are at the early stages of acquiring spoken language. Teachers can configure the programs to suit the level of the users and add their own specific images. A record of an individual's progress can be created and printed at the end of each activity.



Sound Beginnings 1, 2 and Sound Beginnings-Making Sounds

Price for each program

1 user: \$69.95

5 user: \$199.95

10 user: \$349.95

Unlimited users: \$524.95

Grades PreK–2, Inclusive

PC Windows 2000 or later

Mac OS X 1.2 or later

(Only Making Sounds is Mac compatible) Requires a microphone.

Leaps and Bounds 1, 2 and 3



Leaps and Bounds is an enjoyable and educational experience for young children. The CD-ROM uses bright and colorful characters to stimulate the imagination of young learners, and it encourages the development of vital early learning skills.

Leaps and Bounds will help to:

- Develop pre-reading skills
- Lengthen concentration span
- Enhance decision-making processes
- Improve tracking and left-right orientation

Leaps and Bounds is an easy-to-use educational CD-ROM that is energetic, humorous and full of fun surprises.

Leaps and Bounds 2 and 3 follow in the series. Each CD comprises six highly motivating and educational activities with no text or speech, making them suitable for early learners with various language skills.

These programs:

- Encourage visual and auditory memory
- Reinforce targeting and communication skills
- Develop pre-reading and cause and effect skills
- Improve mouse skills and hand/eye coordination
- Provide opportunities for students to communicate and extend their vocabulary range.



Leaps and Bounds 1, 2 and 3

Price for each program

1 user: \$44.95
5 users: \$134.95
10 users: \$224.95
Unlimited users: \$349.95

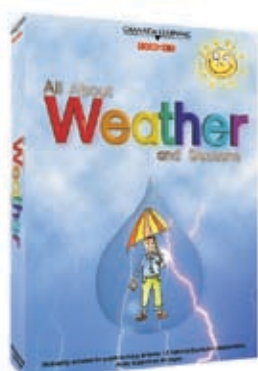
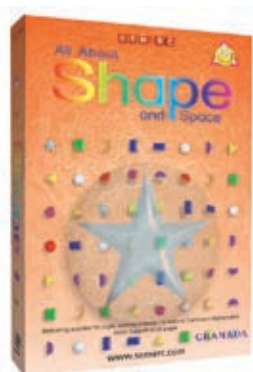
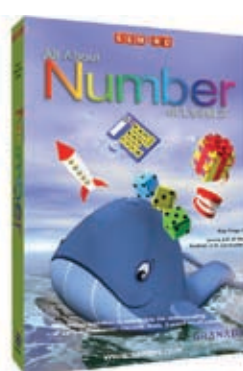
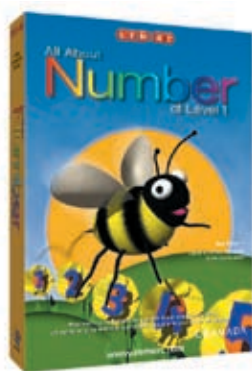
Grades PreK–2, Inclusive

PC Windows 98 or later
Mac OS X 10.2 or later

Available as a complete set of 3 CD-ROMs Unlimited users: \$799.95

All About Series

The series includes: *All About Materials*, *All About Number at Level 1*, *All About Number at Level 2*, *All About Ourselves*, *All About Shape and Space*, *All About Weather and Seasons*, *All About Toys*



All About Materials introduces students to a variety of new skills through its interactive activities. All on-screen text is read aloud, making it suitable for early or non-readers.

All About Number at Level 1 is packed with fun activities that encourage students to practice and test their understanding of a variety of topics. Full audio support is given on every page. There is also a built-in word processor with a speaking word bank, which allows children to write about what they have discovered.

All About Number at Level 2 is the second title for numeracy in the series.

Visually stimulating graphics encourage learning and the fun activities allow students to consolidate their understanding of vital mathematical concepts.

All About Ourselves is a visually stimulating resource that promotes thought and discussion through a variety of interactive tasks.

All About Shape and Space is designed to support students' development in math and science. The attractive graphics are designed to be visually stimulating and the exercises are designed to be interactive. The accompanying audio support guides students through each stage, making it ideal for group or independent work.

All About Weather and Seasons promotes thought and discussion through a variety of tasks relating to weather and the seasons. The CD-ROM incorporates activities that enhance students' understanding of the effects of weather.

All About Toys is designed to support students in the study of physical processes in science. The CD-ROM introduces students to a variety of new skills through its six menus and 15 interactive activities.

Grades PreK–5, Inclusive
PC Windows 98 or later
Price for each program

1 user: \$59.95

5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95



Available as a complete set of 7 CD-ROMs Unlimited users: \$2699.95



switch



Grades PreK–6, Inclusive
PC Windows 98 or later
Mac OS X Universal
Prices

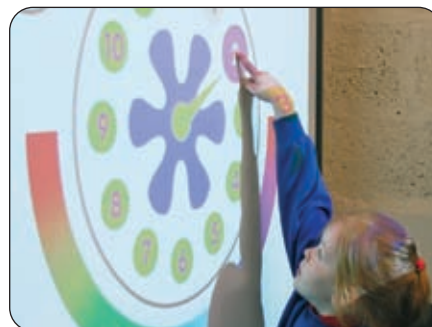
1 user: \$79.95

Unlimited users: \$329.95

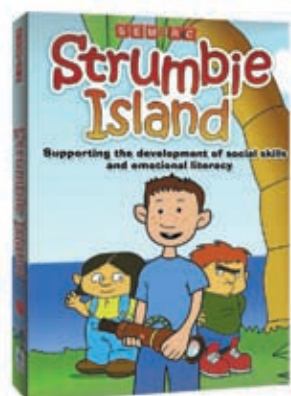
Publisher: Reactive Colours and SEMERC

ReactTickles 2™

ReactTickles are a series of 'sensory' play activities using a variety of input devices that help to promote communication, motor skills and working together. *ReactTickles* provides an accessible computer environment for imaginative play and learning. Perfect for young learners and also for those on the autism spectrum. *ReactTickles* can be used with an interactive whiteboard, any desktop or laptop computer, mouse, keyboard, microphone and other adaptive devices. Also helps with attention skills, as well as encouraging sharing.



Also available for
 the SMART Table. To
 find out more, visit
sherstonamerica.com



switch



Prices

1 user: \$69.95

5 users: \$199.95

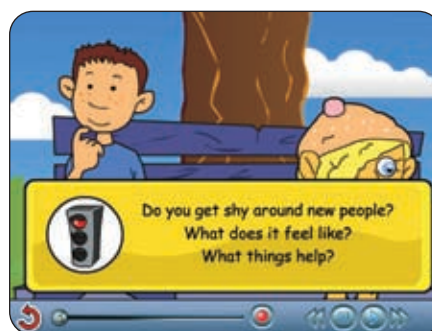
10 users: \$349.95

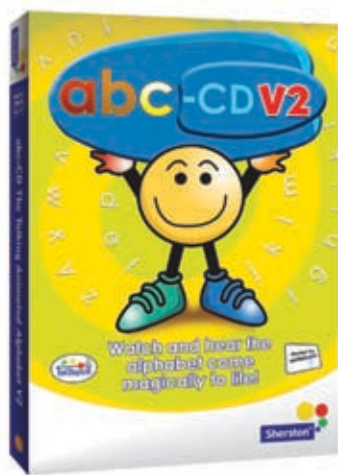
Unlimited users: \$524.95

Strumbie Island

In *Strumbie Island*, students travel to the fictional land of Strumbie, an island with inhabitants so small they can only express one emotion at a time. Each colorful character in *Strumbie Island* is named after his or her strongest emotion, and learners explore a range of emotions through five interactive games and activities covering bullying to self-esteem building and more. *Strumbie Island* also includes a photocopyable storybook that highlights emotive words.

Grades PreK–6, Inclusive
PC Windows 98 or later
Mac OS X 10.2 or later





Prices:

1 user: \$39.95

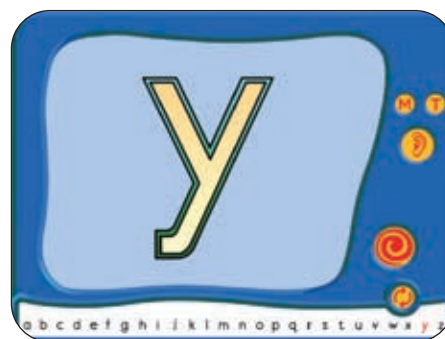
5 users: \$119.95

10 users: \$199.95

Unlimited users: \$299.95

abc-CD V2

abc-CD V2 motivates students to develop their knowledge of all letter shapes, sounds and names. Includes extensive teacher options, full narration, bright and appealing graphics, animations of each letter (with or without exit strokes), switch accessibility, and a useful demonstration mode for whole-class work. Watch the letter 't' turn into a tadpole! The talking animated alphabet in *abc-CD V2* brings all 26 letters of the alphabet to life for young learners.



Grades PreK–1, Inclusive

PC Windows 98 or later

MAC OS X 10.2 or later



Prices

1 user: \$39.95

5 users: \$119.95

10 users: \$199.95

Unlimited users: \$299.95

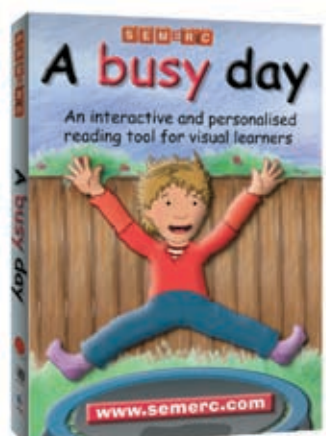
On the Ball Spelling Skills

On the Ball Spelling Skills makes practicing spelling easy and fun. The four exciting activities are designed to help students practice and learn spellings in the motivating context of a soccer game. Students can create their own word lists and play either against a classmate or the computer and against the clock. The quicker they are, the more likely they are to score a goal! Automatic reporting allows you to track the progress of each learner.



Grades 2–6

PC Windows 98 to XP



switch



Grades PreK–6, Inclusive
PC Windows 2000 or later
Mac OS X 10.2 or later
Prices

1 user: \$69.95

5 users: \$199.95

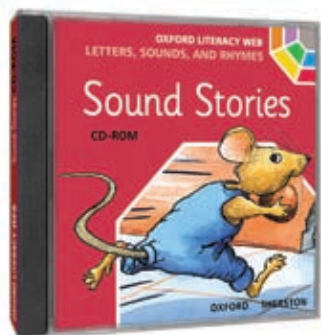
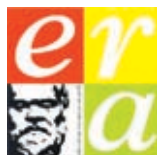
10 users: \$349.95

Unlimited users: \$524.95

A Busy Day

Highly motivational graphics, activities, and games encourage and reinforce students' world recognition using vocabulary that is familiar and meaningful.

The activities help students to understand that text carries meaning by encouraging them to hear, say and match words to pictures, and move the words around on-screen – providing an exciting multi-sensory and interactive experience. Perfect for early learners and those with autistic spectrum disorders.



Grades PreK–1
PC Windows 98 or later
Mac OS X 10.2 or later
Prices

1 user: \$59.95

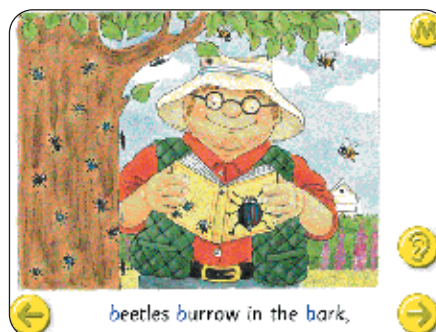
5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95

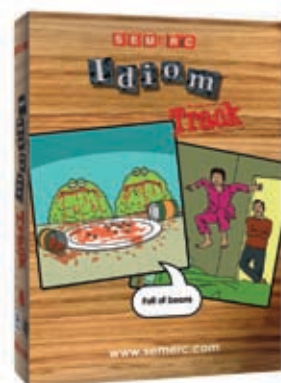
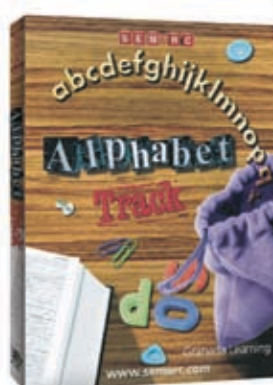
Sound Stories

Designed to focus on word and sentence level teaching, *Sound Stories* contains 30 engaging talking stories, each followed by its own listening and spelling pattern activities. The lively stories have been carefully designed for students to use independently, with clearly narrated and highlighted text providing high-quality modeled reading. As a stimulating follow-up to each story, there are interactive activities, accompanied by Webster the Spider who helps students to measure their learning. Customize the program for individual learners by targeting specific letters and activities, and keep track of each learner's progress with automatic tracking and reporting.



Track Series

The series includes: *Eye Track*, *Phoneme Track*, *Alphabet Track*, *Spell Track*, *Word Track*, *Idiom Track*



The *On Track Series* isolates each of the building blocks of reading to get students to fluency. Every CD develops a single basic reading skill in isolation, including visual discrimination, alphabet literacy, phonemic awareness, spelling, and vocabulary. Highly configurable, the series offers advanced options for inclusion: switch access, varied font types and colors, automatic tracking and reporting, plus more.

Eye Track focuses on visual perception skills including discrimination, memory, spatial relationships, form consistency, figure ground and closure perception. For learners from 3 years old. It's never too early to begin building pre-reading skills.

Phoneme Track encourages learners to identify, segment, blend and manipulate sounds (phonemes) that are representative of graphemes in the English language. An ideal resource for the younger mainstream classroom, the program is also useful for older students with special phonological difficulties.

Alphabet Track is a motivating and easy-to-use CD-ROM that enables users to learn the names of the letters of the alphabet and alphabetical order through games and activities that can also improve short-term memory.

Spell Track helps students to look carefully at words and to reinforce correct spellings by tracking the correct letters of a particular spelling. Word lists are provided but personalized lists can also be added.

Word Track reinforces the correct spelling of words with 180 sentences of increasing phonic complexity, together with simple animated illustrations. An accompanying workbook with extension ideas is also included.

Idiom Track helps identify and explore English idioms. The 60 idioms are illustrated to demonstrate actual and literal meanings. (Ideal for learners from 3rd grade, including older learners with specific learning difficulties such as autistic spectrum disorders, dyslexia and semantic/pragmatic disorders.) Includes a set of idiom flash cards.



Grades PreK–5

PC Windows 98 or later

Prices

1 user: \$69.95

5 users: \$199.95

10 users: \$349.95

Unlimited users: \$524.95



Available as a complete set of 6 CD-ROMs Unlimited users: \$2249.95

Think About!



Think About! develops memory, attention, listening and literacy skills. Created for older, more reluctant readers and those with specific learning difficulties, *Think About!* builds understanding by inviting the user to demonstrate levels of literal, inferential and evaluative comprehension. Students are encouraged to watch the text-free animations and then answer questions before moving on to the workbook materials. Computer-based activities, which follow the adventures of Jasmine and Harry, include:

- Ability to record your own version of the dialogue
- True or false statements
- Sequencing

Clip art and student records are available via teacher settings. The workbook provides full and simplified text of the stories, together with questions for further comprehension work.

Grades 2–8, Inclusive

PC Windows 98 to XP **Mac** OSX
Prices

1 user: \$69.95
5 users: \$199.95
10 users: \$349.95
Unlimited users: \$524.95

Letter Olympics



Letter Olympics provides support for students struggling with differentiation of lower case letters /b/ and /d/. Auditory and visual instructions emphasize accurate sound pronunciation of the /b/ and /d/ phonemes, and writing activities reinforce letter recognition. Addressing letter reversals and confusion early improves students' literacy development, including reading and spelling skills. The sporting themes include hurdling, tennis, motor racing, skiing, golf and bowling. Differentiated activities are covered within six levels for each sport.

The activities target:

- Visual motor letter formation
- Visual discrimination
- Figure ground skills
- Spatial awareness

Grades 2–5, Inclusive

PC Windows 98 to XP **Mac** OSX
Prices

1 user: \$69.95
5 users: \$199.95
10 users: \$349.95
Unlimited users: \$524.95

Two Wise Owls



Two Wise Owls shows students how to use mnemonic memorization to help them remember difficult spellings and important information. A mnemonic is an image and/or sequence of words used for the memorization of spelling and facts. For example, "An island is land with water around it." That's how you spell 'is land.' *Two Wise Owls* has lots of useful mnemonics to support those who have not yet enjoyed success in mastering uncommon spellings. The program is suitable for second grade and beyond, as well as for those with specific learning difficulties (including dyslexia), and those who find using mnemonics a useful tool for memorizing important information.

Clip art, teaching suggestions, teacher records and an accompanying set of cards are included as well as the tools to make and print your own mnemonics.

Grades 1–6, Inclusive

PC Windows 98 to XP **Mac** OSX
Prices

1 user: \$69.95
5 users: \$199.95
10 users: \$349.95
Unlimited users: \$524.95

123-CD V2

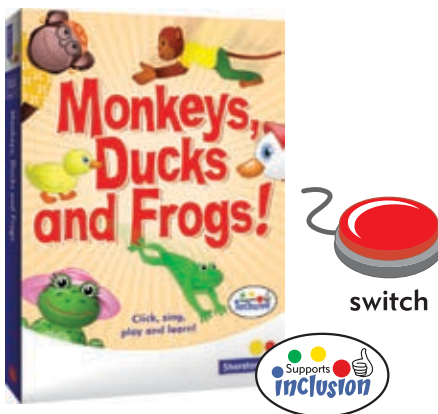


123-CD V2 features ten focused, fully narrated activities covering the number range 0–10. Wizit the friendly wizard helps young students confidently explore the complexities of counting and other essential early number skills. Also features a demonstration mode for whole-class teaching on an interactive whiteboard or large screen.



Grades PreK–1, Inclusive
PC Windows 98 or later
Mac OS X 10.2 or later
If a Mac version is required, please indicate when ordering.
Prices:
 1 user: \$39.95
 5 users: \$119.95
 10 users: \$199.95
 Unlimited users: \$299.95

Monkeys, Ducks and Frogs!



This delightful program includes seven fun-filled activities designed to improve basic counting skills. Using three popular number songs, students will learn to count up to five, practice one-to-one correspondence, recall sequences of animals and much more! Helps develop listening skills by responding to spoken instructions, problem-solving skills by exploring outcomes and fine motor skills by using a mouse or switch to interact with the tasks.



Grades PreK–1, Inclusive
PC Windows 98 or later
Prices
 1 user: \$49.95
 5 users: \$149.95
 10 users: \$249.95
 Unlimited users: \$379.95

What's the time Mr Wolf?



Mr Wolf is kind and gentle but he's getting a little forgetful. As children help him in his clock repair shop, they learn vocabulary and math concepts involved in telling time. Days of the week, months of the year and seasons are also covered, and an interactive talking clock adds to the fun.



Grades PreK–2
PC Windows 98 or later
Mac OS X 10.2 or later
Prices
 1 user: \$49.95
 5 users: \$149.95
 10 users: \$249.95
 Unlimited users: \$379.95



Bucket & Spade

Let your students join *Bucket & Spade* at the seaside in eight entertaining activities covering almost every aspect of beginning shape and space work. With four difficulty levels, you can easily configure the program to match your specific teaching objectives. The content is broad enough to provide both support for lower achievers and sufficient challenges for more able learners—right across the age range.



Grades PreK–2

PC Windows 98 or later

Mac OS X 10.2 or later

Prices

1 user: \$49.95

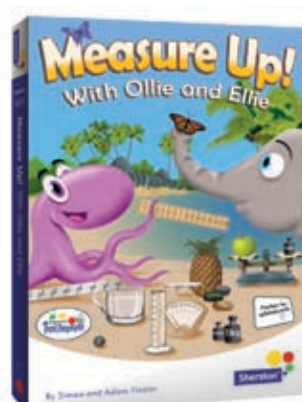
5 users: \$149.95

10 users: \$249.95

Unlimited users: \$379.95

Activities include:

- Naming shapes and indentifying their properties
- Working with position, direction and movement
- Experimenting with repeating and symmetrical patterns

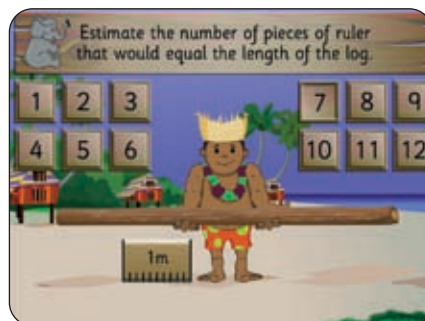


Measure Up!

Measure Up! contains nine engaging multimedia activities designed to carefully introduce and consolidate key aspects of measuring and estimating. Each activity has two levels of difficulty that can be worked on in isolation to focus on specific skills, or as part of a motivating adventure. With clear interfaces and full narration, children can use the software independently or in groups.

Students practice:

- Reading and interpreting numbers and scales
- Choosing and using simple measuring instruments
- Measuring standard and non-standard units



Grades PreK–2, Inclusive

PC Windows 98 or later

Prices

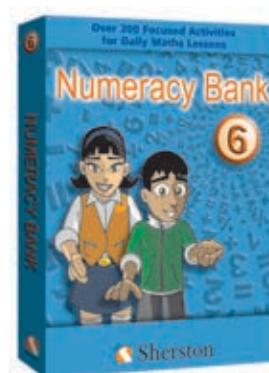
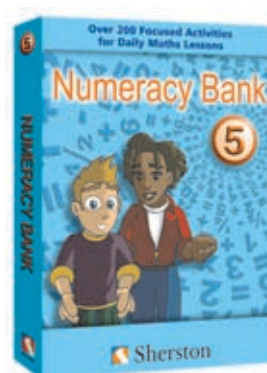
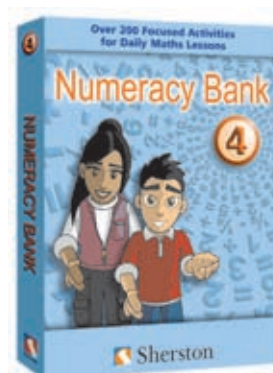
1 user: \$49.95

5 users: \$149.95

10 users: \$249.95

Unlimited users: \$379.95

Numeracy Banks



A series of four titles, each *Numeracy Bank* contains over 200 focused activities covering key aspects of number and mental calculations for grades 3–6. Designed to ensure easy and effective integration of ICT into daily math lessons, the programs are particularly suitable for independent student use. Short, structured tasks allow students to practice and review what they have learned in teacher-led sessions, while a friendly, animated assistant offers support and encouragement. The *Numeracy Banks* are created with teachers in mind. Controls allow you to select the activities that students should complete, track their progress via reports and configure the desktop to suit the individual user.



Numeracy Banks include activities to reinforce:

- Place value
- Fractions
- Percentages
- Interpreting quotients



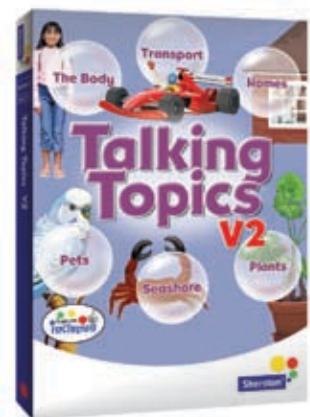
Grades Pre 3–6, Inclusive
PC Windows 98 or later
Mac OS X 10.2 or later
Prices

1 user: \$49.95
 5 users: \$149.95
 10 users: \$249.95
 Unlimited users: \$379.95



Available as a complete set of 4 CD-ROMs Unlimited users: \$1199.95

Talking Topics V2



Talking Topics V2 features six multimedia reference books, each on a favorite topic: *The Body*, *Homes*, *Transportation*, *Pets*, *The Seashore* and *Plants*. Each book is divided into ten relevant sections with straightforward navigation controls. On-screen text is supported by full narration and highlighting. The program also features search facilities to develop information retrieval skills, stimulating interactive tasks to check understanding, and inclusion features.

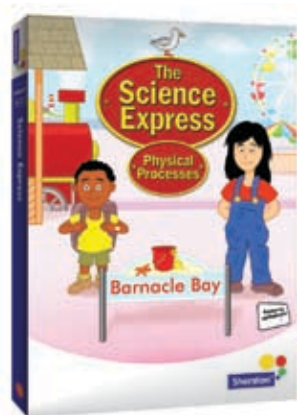
Prices

1 user: \$49.95
 5 users: \$149.95
 10 users: \$249.95
 Unlimited users: \$379.95

Grades PreK–1, Inclusive
PC Windows 98 or later



Science Express: Physical Processes



Science Express: Physical Processes is a flexible resource that covers the physical processes strand of early science. Students can complete investigative activities with Doug or test their understanding with Daisy's quiz activities. In addition, the narration-free 'on your own' mode allows teachers to lead activities at their own pace.

Prices

1 user: \$44.95
 5 users: \$134.95
 10 users: \$224.95
 Unlimited users: \$349.95

Grades PreK–2
PC Windows 98 or later

Science Express: Life Processes and Living Things



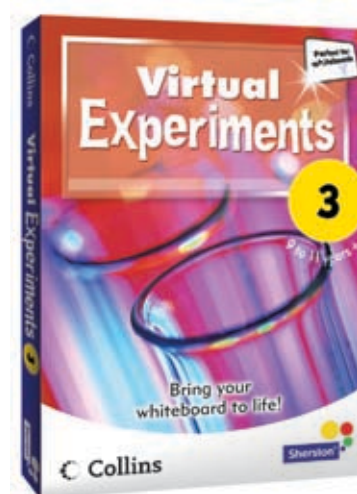
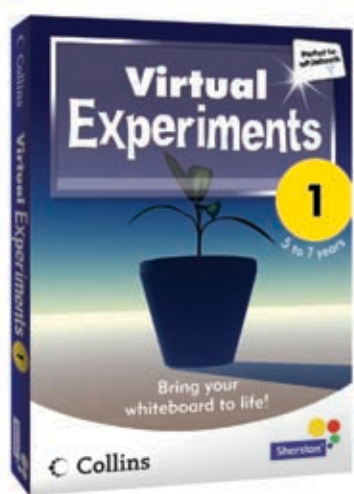
Science Express: Life Processes and Living Things is a brand-new resource for early science. Doug's exploratory and investigative activities allow students to explore Buttercup Village and the plants and animals that live there. Alternatively, students can board the Science Express train and test their understanding using Daisy's quiz activities.

Prices

1 user: \$44.95
 5 users: \$134.95
 10 users: \$224.95
 Unlimited users: \$349.95

Grades PreK–2
PC Windows 98 or later

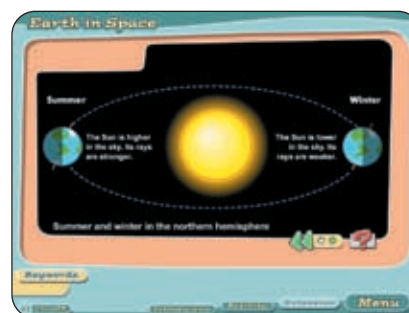
Virtual Experiments 1, 2 and 3 Collins



The *Virtual Experiments* series is an interactive teaching tool that allows classes to repeat and change conditions of experiments with no mess or fuss! Perfect for teaching investigation skills, these three new CD-ROMs contain a wide variety of simulations and interactive activities that are directly linked to K-6 science standards. The programs allow teachers to manipulate variables and pause simulations at key points in order to facilitate discussion. Plus the innovative 'Voting Option' button allows class predictions to be recorded and then compared with actual results.

Perfect for whole-class learning or for focused independent work to test and review key concepts, these resources are ideal for exploring science through ICT.

- Ideal for review of key science concepts
- Animated and fully narrated explanations
- Voting button allows the whole class to make a prediction
- Perfect for use on an interactive whiteboard



Virtual Experiments 1, Virtual Experiments 2, Virtual Experiments 3

Grades 1–2

PC Windows 98 or later

Mac OS X 10.2 or later

Price for each program

1 user: \$44.95

5 users: \$134.95

Grades 3–4

PC Windows 98 or later

Mac OS X 10.2 or later

Price for each program

10 user: \$224.95

Unlimited users: \$349.95

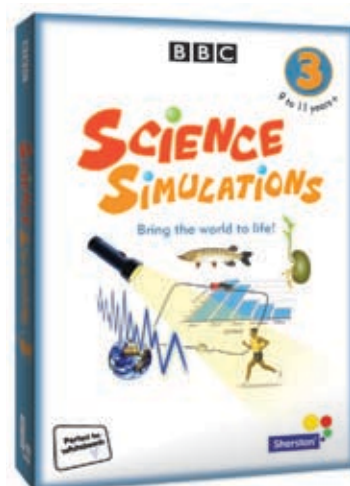
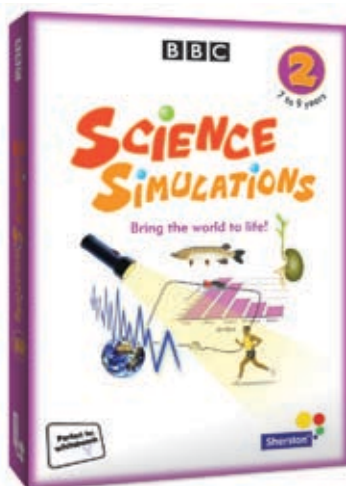
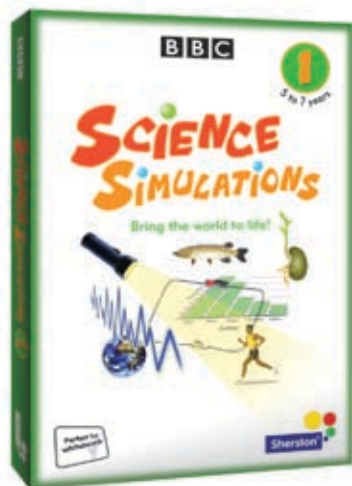
Grades 5–6+

PC Windows 98 or later

Mac OS X 10.2 or later

Available as a complete set of 3 CD-ROMs Unlimited users: \$899.95

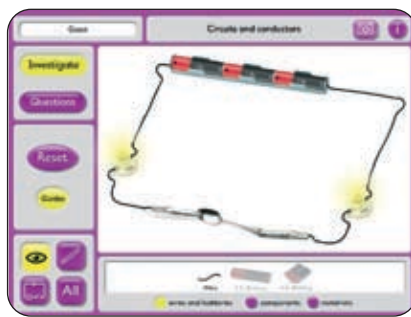
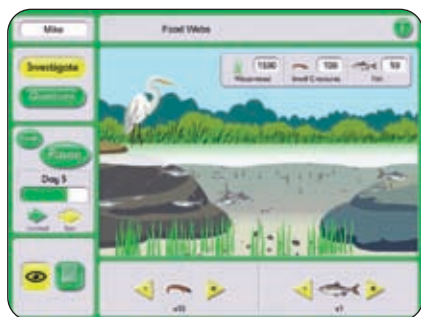
Science Simulations 1, 2 and 3 **BBC** ACTIVE



The *BBC Science Simulations* series provides a unique opportunity for students to explore a host of 'virtual' science investigations. Perfect for use on an interactive whiteboard, these simulations provide an excellent opportunity for students to predict, carry out and evaluate investigations. A 'Questions' section with full narration provides ideas for investigations that students can complete independently and the clear graphics and simple controls make the software accessible across the grades. From ponds to electricity, and plant growth to light and shadows, this software allows teachers and students to explore a wide range of phenomena in ways and at speeds that would be difficult to achieve in the classroom.

Seven interactive simulations on each CD-ROM include:

- Plants and growth
- Light and shadows
- Exercise and health
- Food chains
- Using electricity and electrical circuits
- Force, movement and friction
- Changing materials and state



Science Simulations 1, Science Simulations 2, Science Simulations 3

Grades 1–2

PC Windows 98 or later

Mac OS X 10.2 or later

Price for each program

1 user: \$44.95

5 user: \$134.95

Grades 3–4

PC Windows 98 or later

Mac OS X 10.2 or later

Price for each program

10 user: \$224.95

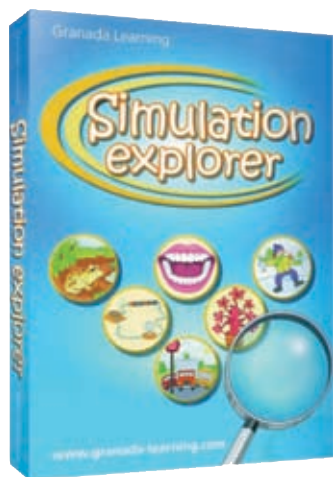
Unlimited users: \$349.95

Grades 5–6+

PC Windows 98 or later

Mac OS X 10.2 or later

Available as a complete set of 3 CD-ROMs Unlimited users: \$899.95



Grades 2–6

PC Windows 98 or later

Prices

1 user: \$59.95

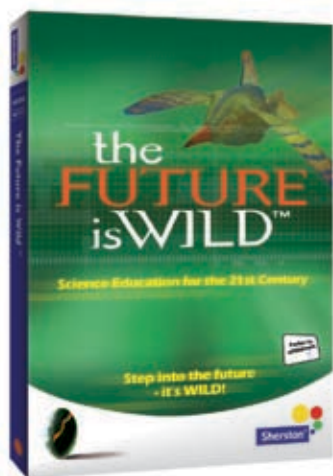
5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95

Simulation Explorer

Simulation Explorer gives real purpose to using technology in the classroom! The six activities have been designed to engage children with fun activities and graphics that are relevant and stimulating. Children can explore the simulations, make changes to the conditions and observe the results. The additional worksheets and extension ideas embedded in the CD-ROM help children evaluate the simulations and identify the rules and patterns on which they are based.



Grades 3–8

PC Windows 98 or later

Prices

1 user: \$49.95

5 users: \$149.95

10 users: \$249.95

Unlimited users: \$379.95

The Future is Wild

Based on a sound scientific foundation, *The Future is Wild* introduces students to three futuristic time zones where they develop their problem-solving and thinking skills. Featuring three activity levels, three time zones, fascinating video clips from *The Future is Wild* TV series, engaging graphics and intriguing assignments, students are guaranteed a wild adventure as they learn about habitats, interdependence, and adaptation!

Also seen in the
Emmy-nominated
Discovery Kids™
cartoon series





Grades K–2, Inclusive
PC Windows 98 or later
MAC OS X 10.2 or later
Prices

1 user: \$59.95
 5 users: \$179.95
 10 users: \$299.95
 Unlimited users: \$449.95

Flobot

Flobot – the robot with fun and learning built in! In this perfect introduction to control and problem-solving, students need to teach the lovable robot how to react and what to do in order to get home safely! Flobot crosses rivers, climbs mountains, and even disco dances! Your students will be captivated by the rich adventure settings as they solve problems, make logical decisions and program Flobot.

Also featured
 online as part of...

Crystal 
 THE ICT CHANNEL
 See Page 4



Grades K–2
PC Windows 98 or later
Mac OS X 10.2 or later
Prices

1 user: \$49.95
 5 users: \$149.95
 10 users: \$249.95
 Unlimited users: \$379.95

Charlie Chimp's Big Modelling Party

Charlie Chimp needs your students to use their modeling and problem-solving skills to help him create the best ever Big Modelling Party. The seven multimedia activities introduce and consolidate major aspects of modeling and problem-solving. These activities can be worked on in isolation, allowing your students to focus closely on specific skills, or as part of an exciting adventure.



Also available:
**Charlie Chimp's Big
 Modelling Party
 FRENCH EDITION**



Grades 2–6

PC Windows 98 or later

MAC OS X 10.2 or later

Prices

1 user: \$59.95

5 users: \$179.95

10 users: \$299.95

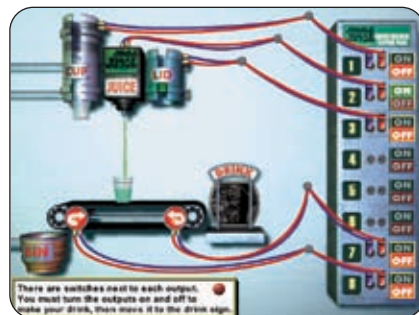
Unlimited users: \$449.95

Mission: Control V2

This classic introduction to control technology will take your students on a gripping adventure to save an endangered forest. The nine fully narrated, interactive activities simulate a range of control scenarios, helping your class to develop the essential knowledge required to understand control technology in a meaningful and motivating way... and all without a real wire in sight!

Also featured
online as part of...

Crystal 
THE ICT CHANNEL
See Page 4



Grades 2–6

PC Windows 98 or later

Mac OS X 10.2 or later

Prices

1 user: \$49.95

5 users: \$149.95

10 users: \$249.95

Unlimited users: \$379.95

The Model Shop

The perfect solution to all your computer modeling lessons, *The Model Shop* contains eight interactive models that provide clear tasks to encourage critical thinking. Students will learn to use simulations, graphical models, spreadsheets, and much more. With three levels of difficulty, and opportunities for open exploration as well as task-based use, *The Model Shop* can be used successfully by everyone. Eight modeling scenarios are include:

- Growing a plant
- Calculating calories when making a sandwich
- Calculating income for shops
- Controlling traffic using traffic lights





Grades 3–9

PC Windows 98 or later

Prices

1 user: \$59.95

5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95

Return to Mechanica

All the design technology, none of the equipment! Get your class's cross-curricular problem-solving cogs turning with this exciting new software – ideal for this hard-to-teach curriculum area.

Mechanisms and key principles are all brought together to create many meaningful and engaging problem-solving opportunities – guaranteed to develop thinking skills and broaden students understanding.

Features two levels of difficulty throughout.



If a Mac version is required please indicate when ordering

Grades 2–6

PC Windows 98 or later

Mac OS X 10.2 or later

Prices

1 user: \$59.95

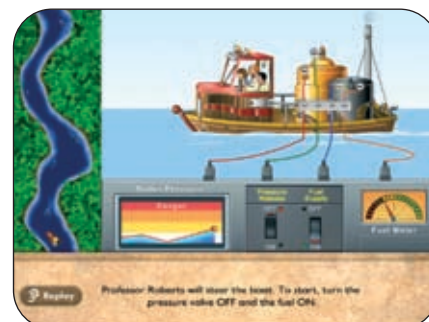
5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95

Gomez Returns

Arch-villain and infamous nature-hater Gomez is on the loose again! Your students must track him down before he causes devastating damage to the environment. *Gomez Returns* uses simulated monitoring equipment and a range of engaging scenarios to develop children's understanding of sensors, data logging and interpretation. By monitoring a range of variables including light, temperature, sound and weather conditions, children will gain an extensive understanding of how and why monitoring equipment can be used and develop knowledge and skills that are easily transferable to real-life data logging and monitoring situations.





Grades 2–4

PC Windows 98 or later

Prices

1 user: \$59.95

5 users: \$179.95

10 users: \$299.95

Unlimited users: \$449.95

Digital Discoveries

Digital Discoveries helps students use a range of ICT digital tools to collect, manipulate, save and present the data in a set of three rainforest-based adventures.

The program encourages the discerning use of four digital tools: video camera, digital still camera, data logger (sensor) and sound recorder. *Digital Discoveries* is perfect for developing ICT capability and the discerning use of ICT.



Digital Movie Creator 3

The award-winning video camera, Digital Blue's *Digital Movie Creator 3* Education Version (blue model only) now offers improved video and still image resolution, color, 1.5- inch LCD preview screen, expandable memory (SD memory card) and DV out port. Comes complete with improved and very intuitive video editing software, with an unlimited school site licence.



Grades 2 and up

PC Windows XP and Vista

Prices

x 1 \$139

x 5 \$649

