
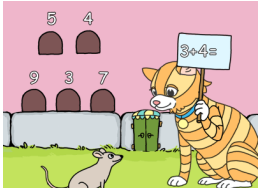




Early Learning Language and Number

Item	Description	Photo	Price
<p>1 User IT-LA01</p> <p>5 Users IT-LA05</p> <p>Details</p> 	<p>1 2 3 Practice addition and subtraction with help of many animations, music and surprises!</p> <p>This program is designed to practice numbers from 1 to 20. It has 10 funny activities to practice and reinforce essential early math's skills and concepts using numbers up to 20. Here you practice addition and subtraction with help of many animations, music and surprises!</p> <p>Win 98/ME/2000/XP</p>	 <p>Details</p>	<p>1 User \$99.00</p> <p>5 Users \$299.00</p>
<p>TF-2206</p> <p>Details</p>	<p>ABC CD Grade Kindergarten-1, Inclusion</p> <p>Have you ever seen the letter 't' turn into a tadpole? The talking animated alphabet will bring all 26 letters to life for young children. Their delightful guide does flips, twirls, grins and congratulates kids with "All Right!" as they progress through the program.</p> <p>Minimum system requirements Win 3.1, 486 66 MHz, 8 MB RAM, SVGA, 2x CD Mac OS 7+, LC475, 8 MB RAM, 2x CD, 640 x 480, 256 colors</p>	 <p>Details</p>	<p>1 User \$59.95</p> <p>5 Users \$179.85 Other Options</p>
<p>TF-2046</p> <p>Details</p> <p>Bundle</p>	<p>All Number at Level 1 Grade Kindergarten-2, Inclusion Educational Resources Awards nomination</p> <p>Another fantastic title in the All About Series, this program helps students visualize math concepts with colorful pictures and animations. Children will be engrossed as they interact with an array of simple math activities. Word lists encourage kids to write about numbers on the notepad. With full audio support, kids can work independently or in small groups. Teachers can use the program to demonstrate key concepts, encourage prediction-making, and make quick assessments of their students' progress.</p> <p>Minimum system requirements Win 95+, Pentium 75, 800 x 600, 16MB RAM, CD-ROM Mac OS7.0+, Power PC, 16MB RAM, 832 x 624, 1000s of colors</p>	 <p>Details</p>	<p>1 User \$59.95</p> <p>5 Users \$179.85 Other Options</p>

TF-2054

All About Number at Level 2

Grades K-2, Inclusion

[Details](#)

[Bundle](#)

All About Number Level 1 is part of the [All About Series](#). More motivating activities bring math concepts to life with colorful pictures and animations in this second disc of the All About Number series. The interactive activities are sure to capture the attention of students as they practice counting, ordering numbers, estimating, place value, doubles, and more.

Minimum system requirements

Win 95+, Pentium 133, 800 X 600, 16Mb RAM, CD-ROM
Mac OS7.1+, 68040, 8 MB RAM

TF-2038

All About Ourselves

Grade Kindergarten-2, Inclusion

[Details](#)

[Bundle](#)

All About Ourselves is a visually stimulating resource, which promotes thought and discussion through a variety of interactive tasks and activities. Young children will see themselves in a whole new light. Part of the [All About Series](#). Simple drag-and-drop activities incorporate topics such as growing up and eating well. Early readers explore the senses and express their thoughts and preferences with the aid of word banks. Full speech support, talking stories, and slide shows make the program fun for non-readers as well.

Minimum system requirements

Win 3.1+, 486 66 MHz, 8MB RAM, 640 x 480, 256 colors, 2x CD, 30MB HD space
Mac OS 7+, 68020, 4MB RAM, 1000s of colors, 2x CD, 640 x 480, 256 colors

TF-2019

All About Shape and Space

Grades Kindergarten-2
Silver Award Winner - PC Home

[Details](#)

[Bundle](#)

All About Shape and Space is part of the [All of About Series](#). Exploring shape and space is exciting for children as they interact with his innovative program. Matching, sorting, symmetry, and pattern-making activities introduce learners to basic concepts as they work with 2D and 3D shapes. Audio support assists in the development of informational processing and communication skills. Fun quizzes and opportunities to write about shapes using extensive word banks round out the range of exercises. Easy to use and full of bright graphics and stimulating animations, this software is suitable for a wide range of elementary students and inclusion classes.

Minimum system requirements

Win 3.1+, 486 DX, 266 MHz, 8MB RAM, 2x CD, SVGA, 640x480, 256 colors
Mac OS7+, 68020, 4MB RAM, 2x CD, 640x480, 256 colors

TF-2006

All About Series - 7 CD set

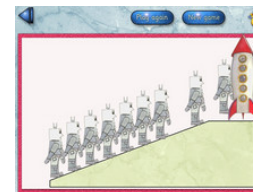
Grades K-2, Inclusion

[Details](#)

Includes all the All About CDs described in links below:

- [All About Shape and Space](#)
- [All About Toys](#)
- [All About Number at Level 1](#)
- [All About Number at Level 2](#)
- [All About Weather and Seasons](#)
- [All About Ourselves](#)
- [All About Materials](#)

Win Win 3.1+, 486-66, 8 MB RAM, 2x CD, SVGA
Mac LC+, 8 MB RAM, 2x CD, 640x480, 256 Colors



[Details](#)

1 User
\$59.95

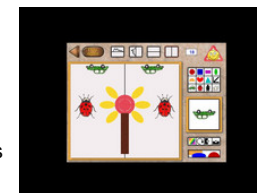
5 Users
\$179.85
[Other Options](#)



[Details](#)

1 User
\$59.95

5 Users
\$179.85
[Other Options](#)



[Details](#)

1 User
\$59.95

5 Users
\$179.85

Network
\$449.95
[Other Options](#)



[Details](#)

1 User
\$359.95

5 Users
\$1079.85

Network
\$2699.95
[Other Options](#)

SL-AF1 Alphabet Fun

- Complete Package on one hybrid Win/Mac CD:
- Alphabet Strip with pictures and words
 - Alphabet Posters for all letters --plus th, ch, and sh
 - Alphabet Book: each page has a sentence stressing the letter
 - Activity for each letter with accompanying language development lesson
 - Add new language-based activities to your supply of alphabet materials!



\$35.00

Program ST-AG CD Attention Getter

Get the attention of your students with this morphing program to assist with language and vocabulary

A statue of a king is morphed to the King and then morphed again to the king of the jungle. Students learn to interact with the computer. This engaging program uses music and movement to get the student's attention. Bundled with [Attention Teens](#).

Win ME/2000/XP Mac OS8.1-9.2/OSX Classic

[Details](#)

1 User AC-AE-07R Attribute Tiles

Identify size, color and shape cues

**5 Users
AC-AE-57R** Attribute Tiles CD teaches students to recognize and classify colorful tiles that differ in size, color and shape dimensions. Teachers vary the relevancy of cues and number of objects presented on screen. Includes 3 increasingly difficult activities: "Name," "Match" and "Place." In "Name," objects identify themselves when clicked, e.g., "small red circle" in voice and text. Students select like objects in "Match." In the "Place" activity, students find shapes concealed in colorful drawings. Attribute Tiles offers clear, uncluttered screens, frequent voice prompts and provides students continuous practice opportunities.

Win 98/ME/2000/XP Mac OS 8.6-9.2/OSX Native/Classic

1 User AC-BAC07 Basic Coins

Teach math using computer coins

**5 Users
AC-BAC57** A great way to teach basic math and functional money skills. This coins-only program includes: Penny, nickel, dime, quarter, half-dollar and the new golden dollar coin.

**Overlay
AC-BA-N07** **3 progressively challenging segments:** Name, match and purchase. In the first segment, the computer names coins and gives their values. The most challenging segment of Basic Coins has students buy from a computerized vending machine. You select coins presented to the student.

Win 98/ME/2000/XP Mac OS 8.6-9.2/OSX Classic



[Details](#)

Program
\$80.00

Bundle
\$150.00

Overlay
\$25.00
[Other Options](#)

1 User
\$59.00

5 Users
\$149.00



[Details](#)

1 User
\$59.00

5 Users
\$149.00

Overlay
\$10.00

1 User AC-BG-07

Big Bundle

Wow! Life and work skills, math, literacy and art software in a bundle of ten Win/Mac CDs. Each Attainment program features realistic graphics with speech, easy-to-use interface and touch screen, IntelliKeys and single-switch compatibility.

5 Users

AC-BG-57

Big Bundle
with

IntelliKeys

AC-BG-107R

The Big Bundle includes the following:

- **Dollars & Cents**
- **Show Me Math**
- **Time Scales**
- Number Station
- Attribute Tiles
- Picture Cue Dictionary
- **Looking For Words**
- WordWise
- **ArtTouch**
- **Social Skills at Work**
- Ten Win/Mac CDs with storage case.

The **Big Bundle with IntelliKeys option** saves you money, time, and effort! Includes eight ready-made overlays for IntelliKeys that match the software in the Big Bundle.

NOTE: ArtTouch and Number Station programs do not have pre-made overlays.

Win 98 or later

TF-2216

Details

Charlie Chimp's Big Modeling Party

Grades Kindergarten - 4, Inclusion

Charlie Chimp is planning his annual party and needs your students to help him with his preparations. This is . Our testers were hooked!

The program includes 7 multimedia activities that are designed to introduce basic ordering, decision-making, and classification skills. The activities can be worked on independently, allowing your students to focus closely on specific skills, or select "Caribbean Adventure" mode for free lab time. 3 Difficulty levels and student tracking make this ideal for inclusion classes.

Win 95+, Pentium 233MHz, 64 MB RAM, 16 bit color, sound card
Mac OS 8.6, 9, 10.2, or later

Fairy Tales

1 User

IT-CT04

5 Users

IT-CT09

Legends

1 User

IT-CT03

5 Users

IT-CT08

Choose and Tell Series

Choose and Tell programs are beautifully illustrated adventures that encourage children to make choices and create their own stories.

The simple framework guides them through an adventure, but the children's decisions make it all their own. They will giggle at the comic situations the nursery rhyme characters find themselves in ... and gasp when legendary heroes face fearsome monsters!

The Program

The programs are designed to engage and motivate the user. They are encouraged to respond to the unfolding story on-screen and to make decisions, using a combination of cause and effect and choice-making activities. It also helps the user to gain an understanding of sequences of events.

The activities can be adjusted to suit learners of different ages and abilities and to include those with special needs.

Accessibility

You can use a keyboard, mouse, 1 or 2 switches, touch monitor, interactive whiteboard or IntelliKeys.

Choose and Tell characters can be used in activities away from the computer, too. The images can be printed out and black and white versions are available for learners to color in.

Nursery Rhymes

1 User

IT-CT02

5 Users

IT-CT07



1 User
\$599.00

5 Users
\$1499.00

With IntelliKeys
\$829.00



Details

1 User
\$59.95

5 Users
\$179.85

Network
\$449.95
Other Options

Fairy Tales



Fairy Tales
1 User
\$98.00

Legends



Legends
1 User
\$98.00

Nursery Rhymes
1 User
\$98.00
Other Options

Nursery Rhymes



Links to individual programs:

- [Choose and Tell Fairy Tales](#)
- [Choose and Tell Legends](#)
- [Choose and Tell Nursery Rhymes](#)

Win 98/ME/2000/XP Mac OSX

1 User
IT-CH14

ChooseIt! Ready-Mades Math Series - Number 0 to 5
Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

5 Users
IT-CH15

These 21 graded activities cover comparison of quantity, counting sets of objects, counting on (rote counting), counting back, numeral recognition and matching sets to numerals.

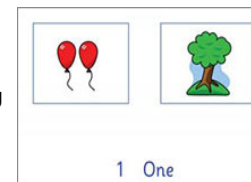
Bundle

Accessibility:

- Mouse/ Trackball/ Joystick
- Keyboard
- Touchscreen
- Single Switch



Win 2000/XP/Vista



1 User
\$59.00

5 Users
\$179.00

MS-0250

Early Learning II: Addition and Sequencing

Details

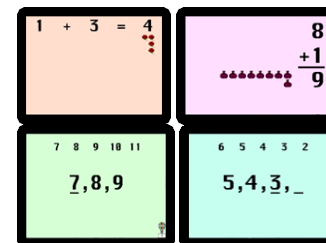
Early Learning II includes 4 activities that teach addition and number sequencing.

System Requirements

Mac OS 7.5, color Macintosh, 4MB RAM (2 MB free).

Support

It supports mouse, TouchWindow, PowerPad, IntelliKeys, Ke:nx OnBoard and single-switch input. It comes as a Macintosh 3.5" diskette.



\$40.00

[Details](#)

MS-0850

Early Learning III: Subtraction & Number Comparison

Details

Early Learning III includes 3 activities that teach subtraction and number comparison:

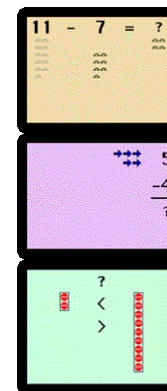
System Requirements

Mac OS 7.5, color Macintosh, 4MB RAM (2 MB free).

A Windows version is under development.

Support

It supports mouse, TouchWindow, PowerPad, IntelliKeys, Ke:nx OnBoard and single-switch input. It comes as a Macintosh 3.5" disk.



\$40.00

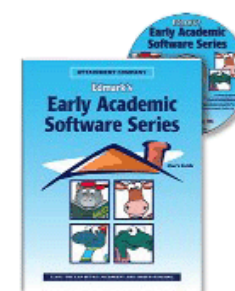
[More on Early Learning III](#)

AC-EAM07**Edmark's Early Academic Software Series**[Details](#)

4 popular enrichment programs on one CD. Bailey's Book House presents the alphabet, prepositions and stories with engaging characters. Millie's Math House features interactive activities covering arithmetic, patterns and problem solving. Sammy's Science House helps young scientists build their understanding of biology, weather and observation skills. Trudy's Time and Place House focuses on time, direction and map skills.

Software is OS X native and Windows XP compatible. **Choose Windows or Mac version.** Includes printed User's Guide and a CD with all four programs. Touch screen and single switch compatible.

ISBN 1-57861-601-8



1 User
\$129.00

5 Users
\$329.00

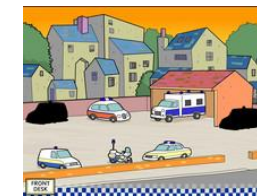
[Details](#)**TF-2075****Eye Track****Switch compatible**

Eye Track has 4 main activities covering all areas of visual perception including:

- Visual discrimination
- Visual memory
- Visual sequential memory
- Visual spatial relationships
- Visual form consistency
- Visual figure ground
- Visual closure

Minimum system requirements

Win 95+, P133 MHz, 32 MB RAM, Sound card
Mac OSX compatible



1 User
\$69.95

5 Users
\$209.85

Network
\$529.95

[Details](#)**1 User**
IT-LA02**5 Users**
IT-LA07[Details](#)**From 1 to 100**

Many programs work on simple number work to 10. This new maths CD from LaraMera, gives access to higher level maths concepts. It has twelve different activities to practice and reinforce essential early maths skills and concepts using numbers up to 100.

Choose which range of numbers you want to work on and then move through a number of different activities using those numbers.

Use mouse, trackball, joystick, one or multiple switches, keyboard, & touchscreen.

Win 98-XP



1 User
\$99.00

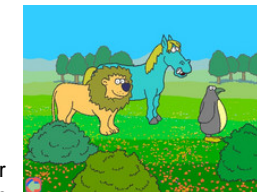
5 Users
\$299.00

[Details](#)**TF-2034**[Details](#)**Bundle****Leaps and Bounds 1**

Grades Kindergarten-1, Inclusion

Your kids will make progress by Leaps and Bounds with this whimsical program. A simple interface leads young users through 6 activities that will stimulate their imaginations and help them develop pre-reading skills. Each activity has lively, colorful characters, catchy music, and fun surprises. Throughout the program kids practice mouse skills and improve their fine motor control. Mouse clicking lets them hear animal sounds, stimulate actions, make a tune, uncover clues, and match animated characters in pairs. This program will capture the attention of even the most demanding pre-schooler.

Win 95+, Pentium 133 MHz, 32MB RAM, 640 x 480, 256 colors
Mac OS 7.1+, 68040, 8MB RAM



1 User
\$44.95

5 Users
\$134.85
Other Options

[Details](#)

TF-2035

Leaps and Bounds 2

Grades Kindergarten-2, Inclusion
Silver Award Practical Pre-School 2001

[Details](#)

[Bundle](#)

The first Leaps and Bounds was such a hit, they had to create a second one! More energetic, colorful characters delight pre-school children with dancing, bubble-blowing, and other antics in 6 fun-filled activities. A simple user interface and text-free activities are designed to help early learners develop vital pre-reading skills. Children improve hand-eye coordination as they manipulate the mouse and target objects that pop up in surprising places. Left-to-right tracking prepares children for beginning reading. Stimulating movements and sounds help kids improve visual and auditory discrimination. This program is so much fun for kids, they'll be eager to tell you all about the progress they're making!

Win 95+, Pentium 133 MHz, 32MB RAM, 4x CD, 800 x 600



[Details](#)

1 User
\$44.95

5 Users
\$134.85

10 Users
\$224.75
[Other Options](#)

TF-2084

Leaps and Bounds 3

Grades Kindergarten-1, Inclusion

[Details](#)

[Bundle](#)

Colorful elephants carrying whimsical creatures on their heads lead children into **6 fantastic activities**. Children experiment with an on-screen machine to figure out how to make sausages and then squeeze them into a hungry monster's dish. Visual discrimination skills are sharpened in the *Make a Body* activity, where children can choose from **3 levels of difficulty** to create a series of matching cartoon-style bodies.

Win 95+, Pentium 133 MHz, 32MB RAM, 4x CD, 800 x 600
Mac OS 8.5+, 68040, 8MB RAM



[Details](#)

1 User
\$44.95

5 Users
\$134.85

25 Users
\$449.50
[Other Options](#)

1 User

IT-LM01

Learn More About Math

6 activities to practice and reinforce essential early Math skills and concepts:

- counting to 9 animated creatures
- complete a sequence of numbers
- memory game using numerals
- analog and digital time telling
- addition and subtraction practice.

5 Users

IT-LM05

[Details](#)



Fully configurable, with user configurations saved.
Select which activities are available to a user, which level of difficulty etc.
Mouse, switch or keyboard access.

Win 95-XP, 16MB RAM, 256 color, Sound Card, CD ROM drive



[Details](#)

1 User
\$99.00

5 Users
\$299.00

1 User

IT-LI01

Let's Go To Town

Designed to promote decision making and encourage discussion of the real-life activity at a basic level. The story and presentation are aimed at students of all ages, principally with severe learning difficulties and/or little reading ability. Use keyboard, mouse, switch, touch monitor or IntelliKeys.

5 Users

IT-LI05

[Details](#)

Win 95-XP Mac Classic/OSX



1 User
\$98.00

5 Users
\$275.00



TF-2233**Listening Skills**

Grades Kindergarten-2, Inclusion

[Details](#)[Bundle](#)

Activities include: Sound the same?, Vanish, Sequence, and Did you hear? There are 4 levels of difficulty, plus a choice of these 8 familiar topics: food, home, clothes, animals, play, transport, letters, and numbers. Every activity can be played with numbers, words, or pictures, plus full audio support is always available for non-readers. Teacher options can be used to configure timing, font and background colors, pointer size, difficulty levels, and activity selection.

Minimum system requirements

Win 95+, P-233, 64MB RAM recommended, 16 bit color, sound card
Mac OS 8.6/Classic, OSX 10.2/Native, 233 MHz, 16 bit color

1 User

IT-MS02

5 Users

IT-MS06

[Details](#)**System Requirements:**

Win 95/98/ME/NT4/2000/XP

1 User

IT-MS01

5 Users

IT-MS05

[Details](#)**Making Sense with Letters**

Different word building activities using 300 different graphics and sounds. Find the initial sound, fill in the missing letter, listen and type and unscramble the letters. Making Sense with Letters is designed for pre-school and pre-literacy use, to help develop visual perception, memory and language skills. There are 9 different activities, some requiring auditory perception as well as visual perception. Rewards take the form of a picture of the completed word, together with speech.

Making Sense with Numbers

A really useful collection of **9 activities** around early number work: Number recognition (1-9), counting, dot-to-dot, dominoes, memory activities, and painting by numbers.

Delightful graphics and animations, as well as speech and sound.

Configure the level of difficulty for your users. Access through mouse, keyboard, touchscreen, one or two switches.

Win 95-XP, 16MB RAM, 256 color, 800 x 600, Sound Card, CD ROM drive

MatchTime

MatchTime features a programmed learning approach for students who struggle with time concepts. 4 progressively difficult levels each provide a pre-set sequence of multiple choice matching exercises. Students simply find the clock that matches the large sample clock in Levels 1 through 3. Level 4 introduces the concepts of "earlier" and "later." Extensive record keeping tracks student progress.

Assessability:

MatchTime CD-ROM is touch screen, single switch and IntelliKeys compatible.

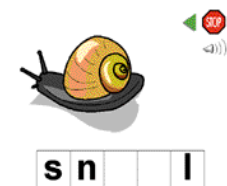
Win 98/ME/2000/XP Mac OS 8.6-9.2/OSX Classic

TF-2234**Matching Skills**Grades Kindergarten-2, Inclusion, **switch accessible**, Win/Mac[Details](#)[Bundle](#)

Activities include: Match exactly, Match color, Match size, and Match pieces. Every activity has 4 levels of difficulty, plus a choice of these 8 familiar topics: food, home, clothes, animals, play, transport, letters, and numbers. They can be played with numbers, words, or pictures, plus each activity screen provides full audio support. Teacher options can be used to configure timing, font and background colors, pointer size, difficulty levels, and activity selection.

Minimum system requirements

Win 95+, P-233, 64 MB RAM suggested, 16 bit color, sound card
Mac OS 8.6 for classic, OSX 10.2 for native, 233 MHz, 16 bit color

[Details](#)1 User
\$49.955 Users
\$149.85Network
\$379.95
[Other Options](#)[Details](#)1 User
\$99.005 Users
\$299.00[Details](#)1 User
\$99.001 User
\$299.00[Details](#)1 User
\$99.005 Users
\$249.00[Details](#)1 User
\$49.955 Users
\$149.85Network
\$379.95
[Other Options](#)

ST-OMCD

Old MacDonald's Farm Deluxe

[More on Old Mac](#)



Toddlers, preschoolers, and early elementary students will be captivated and motivated by the animals in this delightful program. Students sing the song selecting their favorite animal or explore animal sounds and shapes. All students in the class will have fun on this farm.

256 RAM **Win** 98-XP **Mac** OS 8.1-9.2/OS Classic



[More on Old Mac](#)

1 User
\$109.00

5 Users
\$450.00

1 User
AC-SO-07

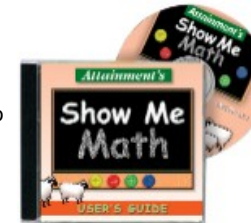
Show Me Math

Animated movies illustrate math problems

5 Users
AC-SO-57

Show Me Math is for students who do not understand the basic relationship between computation and concrete representation. Focuses on the four operations of arithmetic: Addition, subtraction, multiplication, and division, using no number greater than twenty. Each math problem can be illustrated with an animated movie. Assessments evaluate student progress with detailed record keeping to help you write IEPs. The instructional module helps students visualize math problems. Users can select answers on the keyboard, or by clicking on a number . . . or the student can choose the "Show Me!" option, where the answer is illustrated with a short animated movie. For example, $7 + 6 = 13$: 7 ants join 6 ants, making 13. Choose from four animated characters; sheep, ants, beans and ping-pong balls. Show Me Math is appropriate for any age. Touch screen compatible

Win 98/ME/2000/XP **Mac** OS 8.6-9.2/OSX Native, Classic



1 User
\$99.00

5 Users
\$249.00

Overlay
\$10.00

IntelliKeys
Overlay
AC-SO-N07



[Details](#)

Related Items:

[Basic Fractions](#)

[Number Station](#)

TF-2235

Sorting Skills

Grades Kindergarten-2, Inclusion, switch accessible, Win/Mac

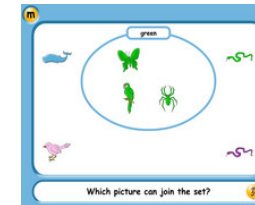
[Details](#)



Activities include: Sort color, It fits, It doesn't fit, and Which set? Each activity has 4 levels of difficulty, plus a choice of these *8 familiar topics*: food, home, clothes, animals, play, transport, letters, and numbers. Students can work with numbers, words, or pictures, plus each activity screen provides full audio support for non-readers. Teacher options can be used to configure timing, font and background colors, pointer size, difficulty levels, and activity selection.

Minimum system requirements

Win 95+, P-233, 64MB RAM recommended, 16 bit color, sound card
Mac OS 8.6 (Classic), OSX 10.2 (Native), 233 MHz, 16 bit color



1 User
\$49.95

5 Users
\$149.85

Network License
\$379.95
Other Options

[Details](#)

TF-2041

Speedy Keys

Activities

- Splat - Hit the zany characters with the pies - Have fun while developing letter recognition in lower case, upper case or mixed case scenarios.
- Monkey Business - Save Bubba Monkey from the gorilla - Single letter and word typing in a jungle setting.
- Crazy Cars - Choose your car and race against the computer - Practice letter and word typing in a racetrack setting.
- Bug Band - Make the incredible creature band play tunes to accompany your sentences - Retype structured sentences from supplied wordlists.

Minimum system requirements

Win Win 3+, Pentium 350 MHz, 64MB RAM
Mac OSX or higher, 256MB RAM



way

[Details](#)

1 User
\$39.95

5 Users
\$119.85

Network
\$299.95
Other Options

TF-2303

Tell a Tale

Grades Kindergarten-2

Make a dragon lift weights in your story! This exciting software offers over 100 possible story combinations for young authors. Children will develop essential early reading and writing skills as they build their own 3-sentence stories. Each story has an opening, a setting, an actor, and action--all beautifully illustrated with animation to delight any youngsters.

Win 95+, 16MB RAM, SVGA, 4x CD

Mac OS8.1+, Power PC, 32MB RAM, 4x CD



[More on Tell a Tale](#)

1 User

\$49.95

5 Users

\$149.85

1 CD

AC-TM07

TimeScales

Basic to advanced time telling skills

5 CDs

AC-TM57

Learning to tell time is tough. Some students master the subtleties quickly, while others find even basic time concepts difficult to understand. TimeScales allows you to set the parameters to help each student learn and succeed.

Overlay

AC-TM-N07

Features:

- TimeScales has 3 modules of increasing difficulty: Hours of the day, minutes of the hour and from time to time.
- Each module has a multiple choice and set-the-clock option.
- You determine the nature of the stimuli or prompt.
- Choose from varying clock faces, digital time, time in words or audio cue only.
- A preference menu lets you influence the difficulty of each question.
- Features easy to understand graphics, clear audio, scoring and the ability to save student files.

Assessability: TimeScales CD-ROM is touch screen, single switch and IntelliKeys compatible.

Win 98/ME/2000/XP Mac OS 8.6-9.2/OSX Native, Classic

Related Items:

[Day Planner Program & Book](#)

[MatchTime CD](#)

[Time Wheels](#)



1 CD

\$99.00

5 CDs

\$249.00

Overlay

\$10.00

