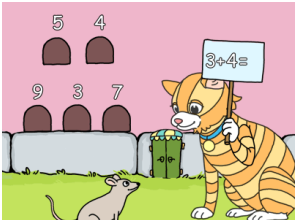

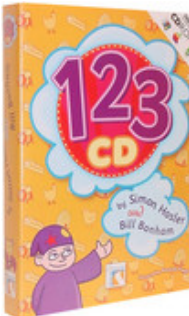
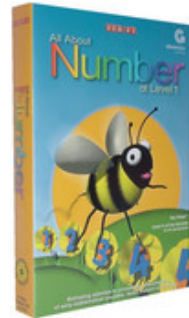


**Math, Money, and Time Software**

Item	Description	Photo	Price
1 User <b>IT-LA01</b>	1 2 3 Practice addition and subtraction with help of many animations, music and surprises!		1 User <b>\$89.00</b>
5 Users <b>IT-LA05</b> <a href="#">Details</a>	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!  Win 98/ME/2000/XP	<a href="#">Details</a>	5 Users <b>\$259.00</b>
 <b>TF-2204</b> <a href="#">Details</a>	123 CD Grades K-1  Have you ever heard a wizard shout "Yippee!?" <b>Young learners are guided by the friendliest wizard alive.</b> Wizit dances, cheers, and gives the thumbs-up sign as children successfully participate in interactive games. Venture through 11 different activities presenting numbers from 0-10. <b>Numbers are counted out loud and all directions are clearly narrated.</b> Activities are carefully designed to help children develop essential skills in the following areas: number names, ordering numbers, matching sets, determining more or less, and counting sets.  Win 3.1+, 486, 66MHz, 8Mb RAM, 2X CD, SVGA Mac LC475, 8Mb RAM, 2X CD, 640x480, 256 Colors		1 User <b>\$59.95</b>
<b>TF-2046</b> <a href="#">Details</a>	All About Number at Level 1 Grades K-2, Inclusion  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.  Win 95+, P-75, 800X600, 16Mb RAM, CD-ROM Mac Power PC, OS7.0+, 16Mb RAM, 832X624, Thousands of Colors		1 User <b>\$59.95</b>
		<a href="#">More on Level 1</a>	5 Users <b>\$179.85</b>

**TF-2054**

### All About Number at Level 2

Grades K-2, Inclusion

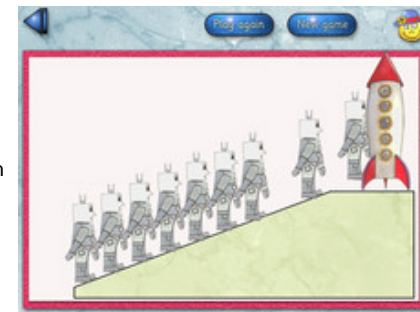
[Details](#)

[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. Word lists and audio support make the program ideal for independent use and small group learning. Teachers can easily track students' progress. Daily math lessons will be enlivened and enriched by All About Number at Level 2.

Minimum system requirements

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



[Details](#)

1 User  
**\$59.95**

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

**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



[Details](#)

1 User  
**\$59.95**

5 Users  
**\$179.85**

Network  
**\$449.95**  
[Other Options](#)

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.

[Details](#)

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



[Details](#)

1 User  
**\$59.00**

5 Users  
**\$149.00**

Overlay  
**\$10.00**

1 User  
**AC-BF-07**

### Basic Fractions

Provides engaging graphics which stimulate learners of any age

5 Users  
**AC-BF-57**

Presents wholes, halves, thirds, quarters, sixths and eighths in illustrations of familiar foods. Provides practice in naming and recognizing fractions as parts of a unit whole, of collections and as measurements, plus practice identifying equivalent fractions.

Overlay  
**AC-BA-N07**

3 progressively challenging segments:

Name, Match and a Concentration Game that rewards correct matches with vivid illustrations showing real-life uses of fractions. Includes progress assessment quizzes. Print and save results for a permanent record.

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



1 User  
**\$59.00**

5 Users  
**\$149.00**

Overlay  
**\$10.00**

[Details](#)

TF-2145

Branch  
Grades K-13, Inclusion

[Details](#)

Students are encouraged to sort and classify information as they formulate "yes" or "no" questions to divide and subdivide information. Banks of words, pictures and sounds make the program fun and imaginative. Simple mouse clicks add information to the database, and easy steps lead users to categorize entered data. The result is a logical structure that can be saved or printed out for projects, bulletin boards, and work away from the computer. Zoom in and out, view work as a map, or edit questions through a clearly designed tool bar. Students have full control over their branching databases. An inspiring tool for any academic subject.

Minimum system requirements  
Win 95+, Pentium, 32 MB RAM, 4x CD, 800 x 600



1 User  
\$49.95

5 Users  
\$149.85  
[Other Options](#)

TF-2213

Bucket and Spade  
Grades Kindergarten-2

[Details](#)

[Bundle](#)

In Hide & Seek, Spade hides with an object on the beach, and students work with Bucket to describe his position relative to the object. As with other activities, Spade benefits from students' success as he is rewarded with his favorite treat-ice cream cones! Student will also enjoy visiting the orange hut, where they'll discover the Shape Show and have fun exploring the properties of shapes.

The content is broad enough to provide both support for lower achievers and sufficient challenge for the more able. Bucket and Spade are always on hand to help and instruct as they visit their favorite seaside locations, all vividly brought to life with rich photographic textures and colorful animations.

Minimum system requirements  
Win 95+, P-233 MHz, 64MB RAM suggested 16 bit color, sound  
Mac OS 8.6/Classic, OSX 10.2/Native, 233 MHz, 64MB RAM, 16 bit color, sound



1 User  
\$59.95

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

[Details](#)

1 CD  
AC-CAL07

Calculator Tutor Software  
Big talking on-screen calculator

5 CDs  
AC-CAL57

A great tool for students who struggle to use a calculator. The Calculator Tutor software features a large on-screen talking calculator and exercises that vary in complexity. Addition, subtraction, multiplication, division, percentages and decimals are covered. A hint feature helps the novice learner. A quiz option with scoring reports lets you keep track of student progress.

Works especially well with touchscreen and is single switch compatible.  
Windows only, Windows 2000 or higher.



1 CD  
\$79.00

5 CDs  
\$199.00

1 User  
IT-CH51

ChooseIt! Ready-Mades Numeracy Series  
Great pre-made ChooseIt! Maker 2 activities, ready-to-run!  
Individual programs described & available below.

5 Users  
IT-CH55

Another numeracy title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM features 23 graded activities covering odd one out sets, counting sets, counting on (rote counting), numeral recognition, more than, less than and simple addition up to 10.

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista



1 User  
\$295.00

5 Users  
\$895.00

TF-2118

Details

### Database

Grades K-13, Inclusion

Have you ever heard a database sing? At the click of a mouse you can enhance any Database with pictures, video, and sound effects. Students can take surveys, and build their own database in a matter of minutes. This is an incredible program for making a photo album, collecting science data, building an address book, or making a cookbook. There's a fantastic graphing feature that lets you build three dimensional charts and graphs, with colorful backgrounds. Extensive search and sorting capabilities give you the power to quickly wrangle large amounts of information with ease. Any database can be viewed as a list or spreadsheet to quickly show all the records at once.

Database supports a wide range of file formats, making it ideal for use with a digital camera, scanner, or any clip art. The program is fully configurable for any age level or learning ability.

Minimum system requirements

Win 95/98/ME/2000/XP, Pentium, 32 MB RAM, 4x CD, 800 x 600, 16 bit color

Mac OS 8.0, 24 MB RAM, 800x600, 4x CD

1 User

AC-DO-07

### Dollars & Cents

Learn the value of a dollar

5 Users

AC-DO-57

3 money programs in 1 CD, including:

- First Money
- Spending Money
- Making Change

Now features updated graphics, scanning capabilities and better record keeping. Includes US and Canadian currency options

Win 98/ME/2000/XP

Mac OS 8.6-9.2/OSX Native, Classic



1 User

\$99.95

5 Users

\$299.85

10 Users

\$499.75

[More Options](#)



1 User

\$99.00

5 Users

\$249.00

MS-0250



Details

### Early Learning II: Addition and Sequencing

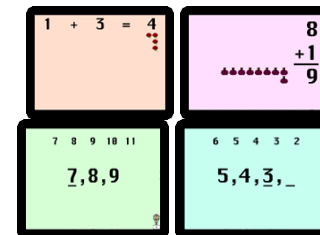
Early Learning II includes 4 activities that teach addition and number sequencing.

#### 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.



More on Early Learning II

\$40.00

MS-0850



Details

### Early Learning III: Subtraction & Number Comparison

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

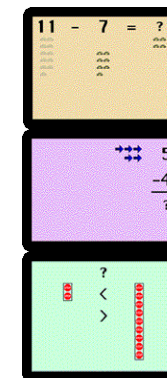
#### System Requirements

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.



More on Early Learning III

\$40.00

1 User

AC-FM-07

5 Users

AC-FM-57

Overlay

AC-FM-N07

Details

### First Money

Bundled with [Making Change](#) and [Spending Money](#) in [Dollars and Cents](#).

Newly revised with better graphics, scanning capabilities and better record keeping. First Money is the first step in independent money skills. Voice prompts and graphics cue users through these segments: Money Names, Equal Value and What's it Worth. Each segment includes a teach (step-by-step instruction) and quiz option. Money Names shows values and names for each coin and bill. Equal value illustrates that different combinations of coins and bills can equal the same value. In the What's it Worth segment, students add up varying groups of money. Includes US and Canadian currency options.

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



1 User

\$59.00

5 Users

\$149.00

Overlay

\$10.00

TF-2211

Details

### Fizzy's First Numbers

Grades K-2, Inclusion

Bundled with [Fizzy's Number Skills](#) in the [Fizzy's 2 CD set](#).

A complete range of number basics activities are provided. The program can be played in number mode, or activity mode.

Count the fish, identify number forms, match sets with numbers, and find the next digit are just a few of the activities. Constant and repeatable instructions insure the user stays on task and provides well-timed reinforcement. This is an invaluable resource for any early learning classroom.

#### Minimum system requirements

Win 95, P-166,16 bit color, sound card, 32MB RAM, CD-ROM

Mac 68040 S8.6 for classic, OSX 10.2 for native,16 bit color



Details

1 User

\$49.95

5 Users

\$149.85

Other Options

TF-2212

### Fizzy's Number Skills

Grades K-2, Inclusion

[Details](#)

Bundled with [Fizzy's First Numbers](#) in the [Fizzy's 2 CD set](#).

Behind each gate in the Number World garden lies an engaging mathematical adventure with numbers ranging 0-10.

Basic arithmetic concepts are introduced and explored, using age-appropriate narration that will captivate young children's interest. Activities cover early addition, early subtraction, comparing and ordering numbers and sets, addition as combining, and subtraction as taking away, all within the number range 0 - 10.

Minimum system requirements

Win 95, P-233, 16 bit color, sound, 64MB RAM suggested, CD-ROM

Mac OS 8.6/classic/OSX 10.2/native, 68040,16 bit color, 64MB RAM suggested



1 User  
\$49.95

5 Users  
\$149.85  
[Other Options](#)

[Details](#)

TF-2903

### Flying Carpet

[Details](#)

Take The Flying Carpet on a magical journey through Egypt in search of your missing pet. The creators of the highly acclaimed Cheops' Pyramid and Chefren's Pyramid now offer this game-based math software for elementary students. The view from the Flying Carpet is so spectacular that young students will never look at math the same way again! Travel to the Nile River, Cairo, The Oasis, The Pyramids, and The Sphinx.

Minimum system requirements

Win 95, Pentium, 50 MB hard disk space, 32 MB RAM

[Windows XP Patch Download](#)



1 User  
\$59.95

Network  
\$449.95  
[Other Options](#)

[Details](#)

1 User

IT-CH10

### Foundation Shape, Space, & Measure

Great Chooselt! activities for ages 3 to 5 children and for students with Special Education Needs

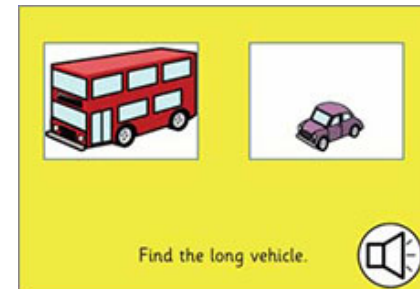
5 Users

IT-CH11

The first title in the Chooselt! Ready-Mades Numeracy Series, this CD-ROM features 25 activities covering color, 2D and 3D shape, positional words, opposites, sequencing shapes and time awareness (non-clock time).

[Details](#)

Win 2000/XP/Vista



1 User  
\$59.00

5 Users  
\$179.00

[Details](#)

TF-2254

### Gomez Returns

Grades 2-5, Inclusion

[Details](#)

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 and 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.



1 User  
\$79.95

5 Users  
\$239.85

Network  
\$599.95  
[Other Options](#)

1 User  
IT-KN01

### Knowsley Woods

A delightful journey of discovery for children ages of ages 7 to 11, Knowsley Woods explores the intricacies of Math and the relationship between numbers, while engaging the mind of young learners.

Covers 3 main areas of the Math curriculum:

- order and place value
- addition, subtraction, multiplication and division
- fractions, decimals and place value.

Set in the spooky Knowsley Woods, twenty-five games can be accessed via a map. Each activity is hosted by an extraordinary creature which will amuse you, set problems and give help and guidance.

Win 95-XP Mac Classic



1 User  
\$84.00

5 Users  
\$254.00

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



1 User  
\$84.00

5 Users  
\$254.00

Details

1 User  
AC-MC-07

### Making Change

Practice being a store clerk

5 Users  
AC-MC-57

Bundled with [First Money](#) and [Spending Money in Dollars and Cents](#)

Revised with new money graphics and scanning capabilities. In Making Change, our most advanced money program, users function like a store clerk, entering purchases and giving change back. Program randomly generates hundreds of purchasing situations. Students count money given for payment and enter the value on the keypad. A cash drawer appears and the user gives change back, just like a store clerk. Makes an excellent vocational training and applied math program.

Includes US and Canadian currency options

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

### 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



1 User  
\$59.00

5 Users  
\$149.00

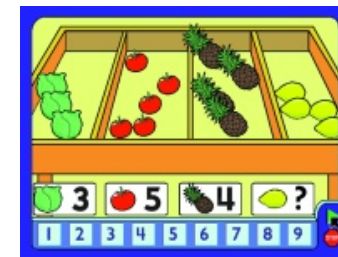
Overlay  
\$10.00

IntelliKeys Overlay  
AC-MC-N07

1 User  
IT-MN01

5 Users  
IT-MN05

Details



1 User  
\$84.00

1 User  
\$254.00

Details

TF-2207

### Map Detectives

Grades 2-6

GA Award Results - Highly Commended

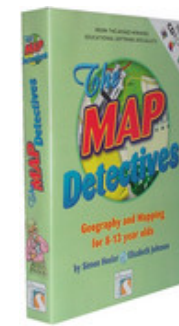
[Details](#)



Was it Evil Edna, Slimy Simon, or another criminal? Lady Hartley will reward you if you can find the thief menacing her manor. You're the detective in this innovative mapping program. Use geography and mapping skills to solve a series of baffling burglaries in two interactive mystery games. Students will develop their ability to use map symbols, grid references, distance and scale as they search for the missing objects and collect clues. Humorous photos, lively animations, maps, and sounds will engage students as they navigate their way through ingenious, ever-changing plots. There's even a feature to monitor students' progress and print activities for the classroom.

Win 3.1+, 486, 66 MHz, 8 Mb RAM, 2X CD, SVGA

Mac LC475, 8 Mb RAM, 2X CD, 640x480, 256 Colors



[Details](#)

1 User

\$59.95

5 Users

\$179.85

[Other Options](#)

TF-2260

### Map Detectives 2 CD Set

Includes Map Detectives Rural Mystery & Map Detectives Urban Mystery below

Grades 2-6, Inclusion

GA Award Results - Highly Commended

[Details](#)

Minimum system requirements

Win 3.1, 486 66 MHz, 8 MB RAM, SVGA, 2x CD

Mac LC475, 8MB RAM, 640 x 480, 256 colors, 2x CD



1 User

\$99.95

5 Users

\$299.85

[Other Options](#)

TF-2250

### Map Detectives Rural Mystery

Grades 2-6, Inclusion

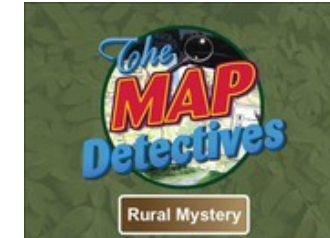
GA Award Results - Highly Commended

[Details](#)

Rich Spangle's celebrity party was ruined when someone stole one of his most treasured possessions. Can your students use their geography and map reading skills to help track down the culprit? Students will develop their ability to use map symbols, grid references, distance and scale as they search for the missing objects and collect clues. Humorous photos, lively animations, maps, and sounds will engage students as they navigate their way through ingenious, ever-changing plots. Add to the challenge with 'Night time' mode, route planning tools, alphabetical index, high-quality maps, and a 'Beat the clock' option. There's even a feature to monitor students' progress and print activities for the classroom.

Win 3.1,486 66 MHz, 8 MB RAM, SVGA, 2x CD

Mac LC475, 8MB RAM, 640 x 480, 256 colors, 2x CD



1 User

\$59.95

5 Users

\$179.85

[Other Options](#)

TF-2261

### Map Detectives Urban Mystery

Grades 2-6, Inclusion

GA Award Results - Highly Commended

[Details](#)

Rich Spangle's celebrity party was ruined when someone stole one of his most treasured possessions. Can your students use their geography and map reading skills to help track down the culprit? Students will develop their ability to use map symbols, grid references, distance and scale as they search for the missing objects and collect clues. Humorous photos, lively animations, maps, and sounds will engage students as they navigate their way through ingenious, ever-changing plots. Add to the challenge with 'Night time' mode, route planning tools, alphabetical index, high-quality maps, and a 'Beat the clock' option. There's even a feature to monitor students' progress and print activities for the classroom.

Minimum system requirements

Win 3.1, 486 66 MHz, 8 MB RAM, SVGA, 2x CD

Mac LC475, 8MB RAM, 640 x 480, 256 colors, 2x CD



1 User

\$59.95

5 Users

\$179.85

[Other Options](#)

1 User  
**AC-MT07**

### MatchTime

5 Users  
**AC-MT57**

Details

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



1 User  
**\$99.00**

5 Users  
**\$249.00**

Details

### AC-MAP-02

### Math Activity Program

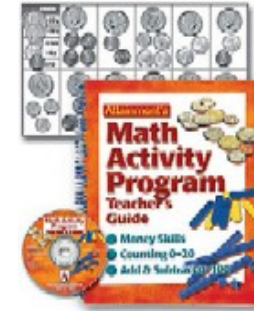
Standards-based, printable templates

The Math Activity Program gives your students critical hands-on practice with math, from match-to-sample to sophisticated addition and subtraction tasks. Step-by-step lesson plans enable any adult in the classroom to teach math activities. Designed by special educator Judi Kinney and based on NCTM Standards. This comprehensive program features a Teacher's Guide with sequenced skill sets.

Objectives:

- Money Skills (9 Skill Sets)
- Counting 0–20 (5 Skill Sets)
- Add & Subtract 0–100 (7 Skill Sets)

Spiral bound book, 350 pgs., includes a Win/Mac CD with printable PDF of 248 skill templates plus supplemental materials, 2004.



**\$49.00**

### TF-2020

Details

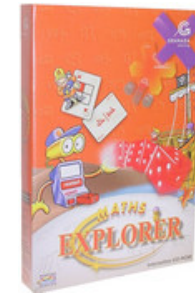
Demo

### Math Explorer

Grades 2-7

This graphically astounding program teaches kids a wide range of math principles with the aid of stimulating video, animation, and sound. Students can click on Learn About, Tell Me More and Investigation in each zone of discovery. Puzzle Post provides mathematical puzzles to be solved at or away from the computer. Other features including a notebook and logbook, fun quizzes, and teacher support materials make this program an essential addition to any classroom.

Minimum system requirements  
Win 3.1+, 8MB RAM, 256 colors, 2x CD  
Mac OS 7.1, 68040, 8MB RAM



1 User  
**\$69.95**

5 Users  
**\$209.85**  
Other Options

Details

### TF-2023

Details

Demo

### Math Explorer: Data Handling

Grades 2-7

Use a pictogram to record the pharaoh's wealth, and then travel on to Roman and Incan civilizations to complete more activities. An adorable alien is your guide as you explore the principles of statistical analysis. An easy-to-use interface with stunning graphics lets students collect data, sort it, and then chart and graph. There are loads of fun puzzles and each activity is reinforced with topic-specific tests. A notebook, logbook to track student progress, and on-disc teacher support materials are included in this innovative software program.

Minimum system requirements  
Win 3.11, Pentium, 16MB RAM, 256 colors, 640 x 480, 4x CD  
Mac OS 7.1, 68040, 8MB RAM



1 User  
**\$69.95**

5 Users  
**\$209.85**

Network  
**\$529.95**  
Other Options

Details

TF-2022

### Math Explorer: Number

Details

Demo 1

Demo 2

There are 56 gold coins and 7 pirates who must share them equally, and it's up to you to do the math! A girl pirate guides you through pirates' caves, a village and a jungle where you'll complete stimulating math activities. Students solve fun puzzles, learn fun facts, and complete quizzes in 12 interactive locations. All activities can be completed at 3 levels of difficulty. Special features include a logbook to track student progress, a catalog, a scrapbook for creating multimedia presentations, and a separate CD with teacher support materials.

Minimum system requirements

Win 3.11+, Pentium, 16MB RAM, 256 colors, 640 x 480, 4x CD

Mac OS 7.1, 68040, 8MB RAM



1 User  
\$69.95

Network  
\$529.95

Other Options

Details

TF-2021

### Math Explorer: Shape and Space

Details

Follow a friendly jester through a medieval castle and investigate the dynamics of shapes and space. Complete an ancient tanagram in the chapel. Kids learn about essential math principles as they explore each of the 12 rooms. Activities can be chosen at 3 levels of difficulty. The self-quiz lets students test their new knowledge before leaving each room. The Logbook feature lets teachers track student progress. A comprehensive index and on-disc teacher support materials complete this wonderful educational package.

Minimum system requirements

Win 3.11+, Pentium, 16MB RAM, 256 colors, 640 x 480, 4x CD

Mac OS 7.1, 68040, 8MB RAM



1 User  
\$69.95

Network  
\$529.95

Other Options

Details

MT-MPV

### MathPad By Voice

Voiced version of MathPad™

Details

Demos

Voiced version of MathPad™ (includes MathPad™). Allows student to do basic addition, subtraction, multiplication, and division. Has method of checking answers, and MathPad will read back. Version for ALL Dragon Naturally Speaking9.0.

For a program that works with all type of math, has graphing, can translate into Braille, or has MuPad™ (can solve, evaluate, factor, expand, simplify and more), see [MathTalk™](#)/  
[Scientific Notebook™](#).



\$230.00

Details

MT-MPTSN

### MathTalk™/Scientific Notebook™

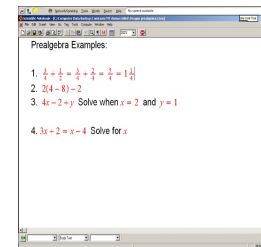
Voice any math from prealgebra, algebra, trig, calculus, statistics, & graphs thru Ph.D. level

Details

Demos

MathTalk allows the user to voice any math from prealgebra, algebra, trig, calculus, statistics, thru Ph.D. and graduate level. This includes voicing graphs!

Operates Scientific Notebook™ (SN) with over 600,000 combinations of voice commands. SN is powered by MuPad™ and has GRAPHING capabilities. SN will also evaluate, evaluate numerically, factor, combine, expand, simplify, check equality, solve exact and more. For details on SN, see [www.mackichan.com](http://www.mackichan.com).



\$300.00

Details

[Details](#)

This curriculum provides all the assessments, benchmarks and worksheets you need to tackle a wide range of money/ math skills. 8 progressive skill sets are broken down into teachable objectives, with sequenced benchmarks to help students progress at their own pace. Skill Set One, for example, requires students to identify and name coins and bills, while Skill Set Six focuses on counting exact amounts to pay for purchases. Assessments pinpoint student strengths and deficits—use only the worksheets you need. Includes over 200 illustrated, well-crafted worksheets! Authored by Judi Kinney, an experienced special education teacher and curriculum developer. Reproducible book, spiral bound, 330 pgs., 2002, and a Win/Mac CD with PDFs for printout. ISBN 1-57851-479-1 20030303N

[Details](#)1 User  
**IT-CH14****Number 0 to 5**

Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

5 Users  
**IT-CH15**

A new title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM features 21 graded activities covering comparison of quantity, counting sets of objects, counting on (rote counting), counting back, numeral recognition and matching sets to numerals. Great for ages 3 to 5 children and for students with Special Education Needs.

[Details](#)

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista

1 User  
**IT-CH16****Number 5 to 10**

Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

5 Users  
**IT-CH17**

Another numeracy title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM features 23 graded activities covering odd one out sets, counting sets, counting on (rote counting), numeral recognition, more than, less than and simple addition up to 10.

[Details](#)

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista

1 User  
**IT-CH18****Number 0 to 100**

Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

5 Users  
**IT-CH19**

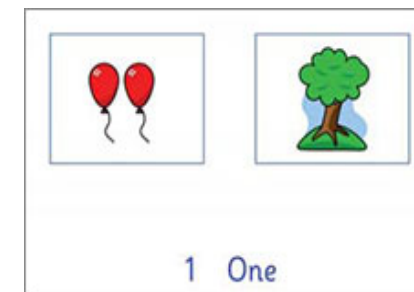
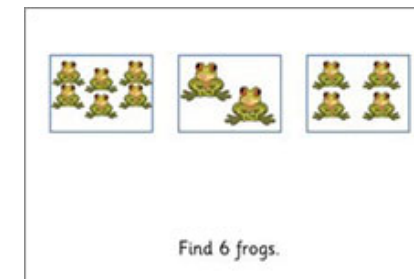
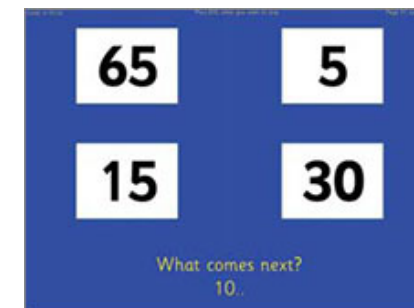
Another numeracy title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM features 23 graded activities covering odd one out sets, counting sets, counting on (rote counting), numeral recognition, more than, less than and simple addition up to 10.

[Details](#)

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista

1 User  
**\$59.00**5 Users  
**\$179.00**1 User  
**\$59.00**5 Users  
**\$179.00**1 User  
**\$59.00**5 Users  
**\$179.00**

TF-2208

### Number Plane

Grades 2-3, Inclusion

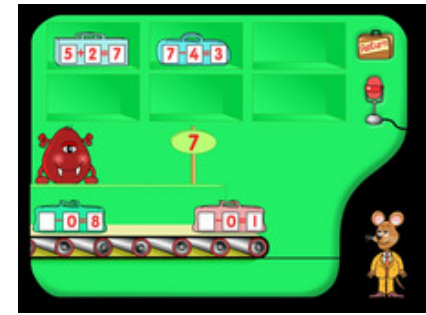
[Details](#)

Fly to new heights on board the Number Plane. Following the success of Number Train, Murphy Mouse returns with 21 more engaging and practical activities. New characters and amazing, colorful graphics will capture the attention of students in activities such as Doughnut Dragons and Florrie Flutter's Kites. The program is easy to use, with automatic help and correction routines, as well as 3 levels of difficulty to choose from. Mathematical concepts and vocabulary are introduced clearly and with full narration. A Teacher's Guide and resource sheets are included to make this program a perfect supplement to math lessons in the classroom or at home.

Minimum system requirements

Win 3.1 and later, 486 66 MHz, 8 MB RAM, SVGA, 2x CD

Mac LC or later, 8 MB RAM, 640 x 480, 256 Colors, 2x CD



[Details](#)

1 User

\$59.95

5 Users

\$179.85

Network

\$449.95

[Other Options](#)

1 User

AC-NU-07

### Number Station

5 Users

AC-NU-57

Explore patterns of numbers by inserting "tokens" into vacant slots in an on-screen number board. Students count by ones, twos, fives and tens and progress to using addition and subtraction to solve more complex patterns. Learning units are presented in 3 difficulty levels. After achieving proficiency at one level, students automatically progress to the next. Includes a Learning Mode where students can ask for hints, and a Quiz Mode without hints. Based on NCTM Standards. Keeps performance records for every student for all activities in both modes. Touch screen compatible.

Win 98/ME/2000/XP Mac OSX Native

Related Items:

[Basic Fractions](#)

[Show Me Math](#)



1 User

\$99.00

5 Users

\$249.00

TF-2214

### Number Train

Grades Kindergarten-1, Inclusion

Silver Award 2002, Practical Preschool

Education Resources Award: Early Years

[Details](#)

With Murphy Mouse as your guide, you will meet all sorts of colorful characters with lots to teach their fellow passengers. Fully-narrated, interactive activities will capture any child's attention. Roll a dice and play an adding game with an elephant. Learn about odd and even numbers with the Fandango Frogs. Subtract with ducks as they dive into the water and swim away. Teachers can select from 3 levels of difficulty, choose activities for individual students, and view records of students' progress. Kids will love riding the Number Train again and again!

"Mommy, I did the Number Train and I learned how to count the ducks!"

- Adrian Woodrow, age 4

Minimum system requirements:

Win 3.1 and later, 486 66 MHz, 8 MB RAM, SVGA, 2x CD

Mac LC or later, 8 MB RAM, 640 x 480, 256 colors, 2x CD



[Details](#)

1 User

\$59.95

5 Users

\$179.85

10 Users

\$299.75

Network

\$449.95

[Other Options](#)

TF-2242

### Numeracy Bank 3

Grades 3-6, Inclusion, Win/Mac

[Details](#)

Summary of Lessons (Click to expand)

- Counting on and back
- Odd and even numbers
- Recognizing multiples of 2, 5, 10, 50 & 100
- Reading and writing numbers in figures and words
- Partitioning
- Place value
- Comparing numbers
- Ordering numbers
- Ordinal numbers
- Rounding to the nearest 10 or 100
- Fractions
- Finding fractions of numbers and shapes
- Equivalent fractions
- Ordering fractions
- Adding more than two numbers
- Addition and subtraction facts to 20
- Finding a difference
- Addition and subtraction near multiples of 10
- Adding or subtracting single digits
- Adding or subtracting 2-digit numbers
- Multiplication by repeated addition
- Dividing by grouping or sharing
- Remainders
- Multiplication and division facts
- Times tables (x2, x5, x10, x3, x4)
- Doubling and halving
- Multiplying or dividing by 10 or 100
- Multiplying multiples of 10 by 2, 3, 4, 5, or 10
- Multiplying 2-digit numbers by 2, 3, 4, or 5

Minimum system requirements

Win 95+, Pentium 233, 16 bit color, sound card, 32MB RAM recommended, CD-ROM

Mac 68040, OS 8.1, 16 bit color, Sound card, 32MB RAM recommended

TF-2243

### Numeracy Bank 4

Grades 3-6, Inclusion

[Details](#)

You'll find a year's worth of activities covering decimals to tenths and hundredths, converting measurements, fractions and mixed number with denominators to 10, negative numbers to -5, place value and ordering to 4 digit numbers including decimals to hundredths, multiples of 2,3, 4, 5, and 10. Rounding to the nearest 10 or 100. multiples up to 1,000, reading and writing numbers in figures and words. Plus extensive activities in addition, subtraction, multiplication and division up to 3 digit numbers.

Minimum system requirements

Win 95+, Pentium 233, 16 bit color, sound card, 32MB RAM recommended, CD-ROM

Mac 68040, OS 8.1, 16 bit color, Sound card, 32MB RAM recommended



[Details](#)

1 User  
\$59.95

Network  
license  
\$449.95  
[Details](#)



[Details](#)

1 User  
\$59.95

5 Users  
\$179.85

Network  
license  
\$449.95  
[Other Options](#)

TF-2244

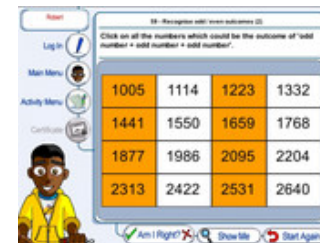
### Numeracy Bank - 5

Grade 4-7, Inclusion

[Details](#)

This CD includes activities for reading and writing large numbers in figures and words. There are also activities for multiplying and dividing by 10, 100 or 1000, negative numbers, sequences, square roots and factors. Multiples of 6, 7, 8, 9 and 11. Decimals, percents, equivalent fractions, improper fractions and mixed numbers are covered. Plus there are extensive activities in addition, subtraction, multiplication and division up to 4 digit numbers.

Win 95+ Pentium 233MHz, 32 MB RAM, 16 bit color and sound card  
Mac OS 8.1



1 User  
\$59.95

5 Users  
\$179.85

[Other Options](#)

[Details](#)

TF-2245

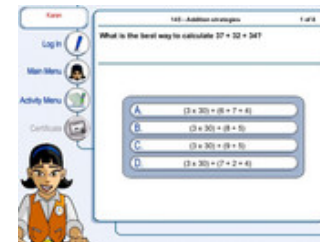
### Numeracy Bank - 6

Grades 5-8, Inclusion

[Details](#)

This CD covers rounding to the nearest 10, 100 or 1000, as well as with decimals to hundredths. Negative numbers, squares, primes and factors. Percentages, equivalent and improper fractions, and mixed numbers. Decimals to three decimal places including ordering and sequencing. Using brackets. Plus extensive activities in addition, subtraction, multiplication and division up to 4 digit numbers.

Win 95+, Pentium 233MHz, 32 MB RAM, 16 bit color and sound card  
Mac OS 8.1



1 User  
\$59.95

5 Users  
\$179.85

[Other Options](#)

[Details](#)

1 User  
IT-CH12

### Shape, Space, & Measure

Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

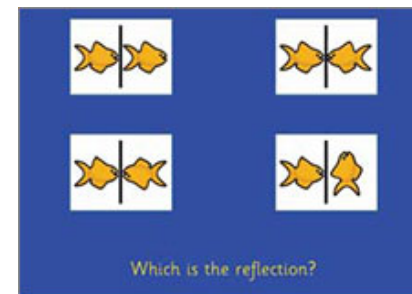
5 Users  
IT-CH13

A new title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM includes 21 activities covering matching and recognition of geometric 2D and 3D shapes, sequencing shapes, counting sides, nets, weight, length, capacity, and planes and symmetry. For children 5-7 years of age.

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista



1 User  
\$59.00

5 Users  
\$179.00

Program  
ST-SD CD

### Shop 'til You Drop

When we shop we make lots of choices. Shop 'til You Drop gives your students a chance to make their own choices. Play the money game then spend money buying fast food or better yet, buy clothes with a credit card!

Overlays  
ST-OV18 SD

Win ME-XP Mac OS 8.1-9.2/OSX Classic



Program  
\$109.00

Overlays  
\$49.00

[More on Shop 'til You Drop](#)



1 User  
**AC-SO-07**

### Show Me Math

Animated movies illustrate math problems. Appropriate for any age.

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.

#### Activities:

- 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 with any of 4 animated characters (sheep, ants, beans and ping-pong balls): the answer is illustrated with a short animated movie. For example,  $7 + 6 = 13$ : 7 ants join 6 ants, making 13.

Assessability: Touch screen , single switch, and Intellikeys compatible

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

#### Related Items:

[Basic Fractions](#)  
[Number Station](#)

### Spending Money

Bundled with [Making Change](#) and [First Money](#) in [Dollars and Cents](#)

Revised with new money graphics, scanning capabilities and an option for instructors to select the shopping lists. In Spending Money, users browse through 8 stores in a "money mall" and buy products like sweaters or soft drinks. They Select appropriate bills and coins and receive change back. Separate exercises let students practice their money handling skills, with the teacher choosing if the student pays with coins or bills and if the exact amount is required. In the shopping option, the teacher decided how much the student has to spend.

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

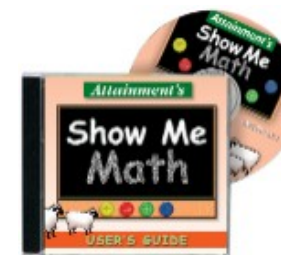
### Spreadsheet

Grades Kindergarten-13, Inclusion, Win/Mac  
BETT Primary Tools & Applications Award Nominee 2001  
Editor's Choice, Linda Lindroth, Technology Editor

Finally, there's a spreadsheet designed for new computer users! Fully compatible with Excel, Spreadsheet supports all the conventional spreadsheet functions and gives you some great multimedia features too. At the click of a mouse you can enhance any spreadsheet with pictures, video, and sound effects. This gives anyone the power to create spreadsheet presentations. There's even a voice engine that reads the text out loud.

#### Minimum system requirements

Win 98/2000/ME/XP, 32MB RAM, 16 bit color, 800x600,4x CD  
Mac , OS 8.02, 4MB RAM, 800x600, 4x CD, speech facility available on all Macs



1 User  
**\$99.00**

5 Users  
**\$249.00**

Overlay  
**\$10.00**

1 User  
**AC-SP-07**

### Spending Money

Bundled with [Making Change](#) and [First Money](#) in [Dollars and Cents](#)

Revised with new money graphics, scanning capabilities and an option for instructors to select the shopping lists. In Spending Money, users browse through 8 stores in a "money mall" and buy products like sweaters or soft drinks. They Select appropriate bills and coins and receive change back. Separate exercises let students practice their money handling skills, with the teacher choosing if the student pays with coins or bills and if the exact amount is required. In the shopping option, the teacher decided how much the student has to spend.

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

### Spreadsheet

Grades Kindergarten-13, Inclusion, Win/Mac  
BETT Primary Tools & Applications Award Nominee 2001  
Editor's Choice, Linda Lindroth, Technology Editor

Finally, there's a spreadsheet designed for new computer users! Fully compatible with Excel, Spreadsheet supports all the conventional spreadsheet functions and gives you some great multimedia features too. At the click of a mouse you can enhance any spreadsheet with pictures, video, and sound effects. This gives anyone the power to create spreadsheet presentations. There's even a voice engine that reads the text out loud.

#### Minimum system requirements

Win 98/2000/ME/XP, 32MB RAM, 16 bit color, 800x600,4x CD  
Mac , OS 8.02, 4MB RAM, 800x600, 4x CD, speech facility available on all Macs



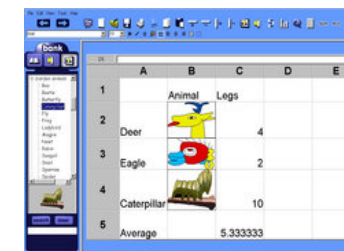
1 User  
**\$59.00**

5 Users  
**\$149.00**

Overlay  
**\$10.00**

**TF-2117**

[Details](#)



1 User  
**\$99.95**

5 Users  
**\$299.85**

Network  
**\$799.95**

[Details](#)

[Other Options](#)

TF-2050

### 10 Minute Tasks: Addition and Subtraction

Grades 1-4

[Details](#)

Take 10 minutes to participate in "Lucky Dip" and the other exciting events at the School Fair. You'll find lots of short, focused math tasks in this motivating program. Move from one interactive activity to the next to practice addition and subtraction skills. This disc is ideal for use by individual students or pairs, and is a valuable resource for presenting mathematical ideas and methods within the daily math lesson. Includes a facility to monitor and record students' progress. 3 levels of difficulty offer excellent opportunities for differentiation.

- Fun, focused addition and subtraction tasks
- 3 Levels of difficulty
- Monitor and record students' progress
- Great resource for daily math lessons
- Web ready

Win 95-XP, Pentium 133 MHz, 16MB RAM Mac OS 8.6+, 68040, 8 MB RAM

1 User

**PC-107**

5 Users

**PC-2108**

25 Users

**PC-2292**

[Details](#)

### Theme Park Math

Theme Park Math, by Marcy Griggs, uses a theme-park setting with jazzy music and fun animation that will capture students' attention. Students learn basic skills of addition and subtraction while engaging in these exciting and motivating games and activities. Program is perfect for struggling and on-level students who have already been introduced to addition and subtraction but still need practice.

#### Features

The program begins by showing a map of a theme park with two areas, one for addition and the other for subtraction. 4 games or rides are in each area. Students must successfully complete 3 games or rides in each area before proceeding to the final review area, the Fun House in addition or Pirates' Cove in subtraction. Either of these destinations can be used as an assessment. Skills are based on current research as well as state and national standards for addition and subtraction.

1 User

**IT-CH20**

5 Users

**IT-CH21**

[Details](#)

### Time

Great pre-made ChooseIt! Maker 2 activities, ready-to-run!

Another numeracy title in the ChooseIt! Ready-Mades Numeracy Series, this CD-ROM features 23 graded activities covering odd one out sets, counting sets, counting on (rote counting), numeral recognition, more than, less than and simple addition up to 10.

Each of the activities consists of a graded sequence of 20 to 40 simply presented multiple-choice questions. Correct answers result in a short animated sequence with music and spoken reinforcement while a fun 'monkey story' game adds to the motivation. Full speech support and switch access options provide access to learning by almost all students and simple performance reporting allows you to record student progress.

These activities were designed by a teacher and Maths Information and Communication Technology Coordinator with over 20 years experience in primary and special schools.

Win 2000/XP/Vista

1 CD

**AC-TM07**

5 CDs

**AC-TM57**

Overlay

**AC-TM-N07**

### TimeScales

Basic to advanced time telling skills

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.

#### 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.



[Details](#)

1 User  
**\$69.95**

5 Users  
**\$209.85**

10 Users  
**\$349.75**

[Other Options](#)

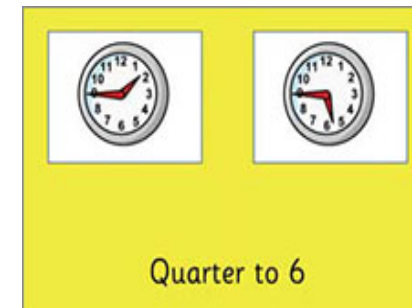


[Details](#)

1 User  
**\$69.95**

5 Users  
**\$299.95**

25 Users  
**\$599.95**



1 User  
**\$59.00**

5 Users  
**\$179.00**



1 CD  
**\$99.00**

5 CDs  
**\$249.00**

Overlay  
**\$10.00**



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

Related Items:

[Day Planner Program & Book](#)

[MatchTime CD](#)

[Time Wheels](#)

**TF-2210**

### What's the Time Mr. Wolf

Grades K-3

[Details](#)

Mr. Wolf is overwhelmed with work at his clock shop, and he needs your help getting through the items on his job list. He may be a bit forgetful, but he's an excellent teacher and when he says, "Follow me and I'll show you what to do," you are sure to learn lessons that will stand the test of time. Three difficulty levels and student tracking make this program ideal for the inclusion classroom.

Win 95+ Pentium 233MHz, 32 MB RAM, 16 bit color, sound card

Mac OS 8.1



1 User

\$59.95

5 Users

\$179.85

[Other Options](#)

[Details](#)

**TF-2132**

### Whole Class Number Connections

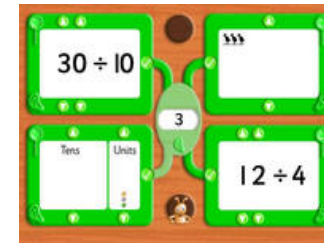
Grades K-3

[Details](#)

"Yes! Connection!" says Archie the Ant when students complete the unique activities in Number Connections. Kids alter the contents of colorful activity boxes to make simple math equations match a number in the ant hill at the center of the screen. Numbers and sets are manipulated until 'connection boxes' are joined together. Essential number concepts from 0-100 are reinforced through simple click and drag activities.

Win 95+, P-166, 32 Mb RAM, 16 Bit Color

Mac OS 7.6.1+, Power PC, 16 Mb RAM, 16 Bit Color



1 User

\$49.95

5 Users

\$149.85

[Other Options](#)

[Details](#)

**TF-2135**

### Whole Class Number Decimals

Grades 2-6

[Details](#)



Teaching decimals to the whole class is easier and more effective with this series of 11 interactive models. Designed specifically to support teachers as they demonstrate key points about decimals, the program uses large, clear graphics that are easily seen from a monitor, white board, or projector so that the entire class is engaged in learning. Easily manipulated models, number lines, and animations present concepts such as rounding decimals, visualizing decimals, and converting fractions into decimals.

Win 95+, Pentium, 16 Mb RAM

Mac OS 7.6.1+, Power PC, 16 Mb RAM, 640x480, 256 Colors



1 User

\$49.95

5 Users

\$149.85

[Details](#)

[Details](#)

TF-2134

### Whole Class Number Fractions

Grades 2-6

[Details](#)



A superb program for use with a white board or projector, Whole Class Fractions dramatically reduces preparation time for teachers and makes it possible to explain the concepts of fractions with large, clearly presented graphics. From the uses of fractions to reducing fractions to their simplest forms, this program covers all the key points about this essential math topic. Teachers may lead their class through the easy-to-understand steps at whatever pace they deem appropriate.

Win 95+, Pentium, 16 Mb RAM

Mac OS 7.6.1+ , Power PC, 16 Mb RAM, 640x480, 256 Colors

TF-2133

### Whole Class Number Percentage

Grades 2-6

[Details](#)



This series of interactive models allows teachers to demonstrate and explain the concepts of percentages with minimal preparation time. Large, clear graphics present key points about percentages in logical and easy-to-understand steps, making Whole Class Percentages an ideal program for use with a white board or projector. Ten models can be adapted to the needs of individual students or the whole class and easily integrated into daily math lessons.

Win 95+, Pentium, 16 Mb RAM

Mac OS 7.6.1+ , Power PC, 16 Mb RAM, 640x480, 256 Colors



1 User  
\$49.95

5 Users  
\$149.85

[Other Options](#)

[Details](#)



1 User  
\$49.95

5 Users  
\$149.85

[Other Options](#)

[Details](#)

#### Contact Us

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New Braunfels, TX 78131-0945

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com

Since 11/24/98