

# 1987 Radio Shack® Educational Software Reference Guide

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Over 500 programs for educators and administrators listed by category and available off the shelf or through our Express Order™ service.

**Radio Shack®**  
**COMPUTER CENTERS**

A DIVISION OF TANDY CORPORATION

BUSINESS EDUCATION/VOCATIONAL

COMPUTER SCIENCE

ENGLISH/LANGUAGE ARTS

FOREIGN LANGUAGE

LOGIC/PROBLEM SOLVING

MATH

PROFESSIONAL APPLICATIONS

READING

SCIENCE

SOCIAL STUDIES

TEACHER UTILITIES/ADMINISTRATIVE

OTHER PROGRAMS



# TANDY... Superior Systems

## Tandy . . . Dedicated to Education

Today, the education market for computers and educational software is a substantial part of Tandy Corporation's computer business. Much of the company's success in this market is due to the strong commitment to produce high-quality educational software designed expressly for use in the classroom.



In 1979, Tandy Corporation introduced the first low-cost network system designed specifically for classroom use. This networking system, known as Network 1, was followed by the Network 2, Network 3, and the new Network 4 system, representing a continuing series of faster and more sophisticated systems.

## The Education Division is Formed

In 1980, the company formed the Radio Shack Education Division, and began to build a staff of dedicated professional educators responsible for working with major school districts and state education agencies in planning for uses of Tandy computers in schools. Special pricing and procurement arrangements were made with these institutions to help them introduce computers into their classrooms.

Also in 1980, the company began to develop educational software for use with Tandy computers in classrooms. By January 1985, the list of Tandy-developed educational software exceeded 126 titles completed, with over 100 additional titles under development. This is by far the largest commitment to develop software of any computer manufacturer.



## Free Training for Educators

In 1981, the company instituted a program to offer training in computer literacy to teachers at all levels from elementary schools to universities, using the first of a series of innovative teaching packages developed by Dr. Nor-

man Bell, Professor of Educational Psychology and Computer Education, Michigan State University. By the fall of 1983, more than 40,000 teachers had completed this training course. In late 1983, U.S. Secretary of Education Terrel H. Bell acknowledged Tandy's significant contribution to solving the serious need for teachers trained in computer literacy in American schools, and congratulated Tandy's Chairman, John Roach, for this program. In 1984, we added new training on the Pascal computer language and the AUTHOR I courseware development system.

In 1982, the company further expanded the Education Division to include a department dedicated to supporting educational publishing companies—the developers of textbooks and other print-based materials for schools—in their efforts to produce software for educational use.

## The First of Many Conferences

In 1983, the company set up the Tandy Educational Grants program for the purpose of supporting, through donations, research and development activities to further the uses of computers in schools. Also in 1983, the company sponsored the first annual Publisher's Workshop to



provide an exchange of ideas and techniques among publishers regarding the development of software for education.

In 1984, the company and the University of Texas jointly sponsored the first annual Conference on Technology and Education, an event attended by educators from across the United States and many other countries, including the noted educator Pierre Duget, of France.

Also in 1984, the company announced its sponsorship and formation of the Council of Microelectronics Technology, to provide an exchange of ideas and information related to technology in education among universities and individuals.

## The Emphasis on Software

In 1985, the company initiated a major project to collect information on all Tandy-compatible educational software from various producers, and to make this information available to interested teachers through a nationally accessible computer data base.

Also in 1985, the company began a project to locate educational software that is available "in the public domain", and to collect, catalog and make this software available to teachers through Tandy Educational Computer Users Groups in schools, both in the U.S. and internationally.

## Tandy . . . and the Future of Education

The last two years have not been kind to most of our competitors. Many manufacturers of microcomputers have gone out of business. Others have discontinued their production of microcomputers, leaving many customers with equipment that is no longer supported.

Rather than abandoning computer products, Tandy Corporation has continued to introduce innovative computer products such as the Tandy 200, the Tandy 1000, the new Network 4 system, ViaNet and many others. Our Education Division has increased our number of educational marketing specialists in the U.S. during the past twelve months to over 100 professionals, and expanded our support and marketing program into the university market, in addition to continuing to add to our growing line of educational courseware for use in the classroom.

# for Superior Classrooms™

## How to Use This Catalog

The RSC-18E describes software available for Tandy/Radio Shack computers—including Radio Shack and Express Order programs.

There are two indexes: one organized alphabetically by title and one organized by computer model. The software descriptions are arranged by the categories described below.

### Category Descriptions:

**Business Education/Vocational.** Includes a range of useful programs from typing/keyboarding instruction to college-level business simulation to professional computer-aided drafting and design systems.

**Computer Science.** Provides introduction to computers and their uses, keyboarding, and programming instruction. Also has operating systems.

**English/Language Arts.** A range of language-skills programs for grade levels from pre-school to high school.

**Foreign Language.** French, German, Spanish, Italian and Latin vocabulary and spelling programs.

**Logic/Problem Solving.** Sharpen thinking and reasoning skills.

**Math.** A lifetime of programs! Ranging from addition/subtraction for the pre-schooler to calculus for the scientist!

**Professional Applications.** Database management, electronic filing, word processing, spreadsheet, accounting and business graphics—all make work less of a chore!

**Reading.** More than elementary programs—children learn to identify topics, main ideas, syntax, context and more.

**Science.** Exciting programs invite curious minds into the realm of the atom, the human body, earth... the massive solar system itself!

**Social Studies.** History/geography of the U.S. and Europe.

**Teacher Utilities/Administrative.** Includes software allowing teachers to accumulate/compare student data, and software designed to prepare students for ACT, SAT and GRE tests.

**Other Programs.** Too many to describe! Sports, music, flight-simulation and personal finance.

### Typical Software Description:



Company logo for quick and easy identification of software manufacturer.

### Market Place Color Computer

**Description:** Market Place is a package of four simulation programs that give students in grades three through eight experience in making marketing decisions. Market Place was developed by MECC™, the Minnesota Educational Computing Corporation. The four simulations are: Sell Apples, Sell Plants, Sell Lemonade, and Sell Bicycles. Using the Sell Apples simulation, the student (or team of students) finds the best selling price while running an apple stand. The Sell Plants simulation explores the relationship of advertising to sales and profit. The Sell Lemonade simulation gives the student practice in making decisions about price, production, and advertising while running a lemonade stand.

**Grade Level:** 3-8.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2798 ..... 34.95

Software listed alphabetically by title.

Specific model(s) of Tandy and Radio Shack computers that can run the program. (NOTE: Software for the 1000 runs on the 1000/EX/SX. Software for the 3000 runs on the 3000/HL/HD. XENIX software requires a 3000 or 3000 HD.

Hardware Requirements tell you if the software requires more than the standard computer configuration.

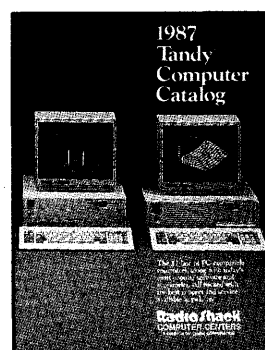
Indicates the company providing support for the program after purchase.

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RSC  
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### 1987 Radio Shack Software Reference Guide

Over 600 programs listed by category and available off the shelf or through our Express Order service.

RSC  
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In addition to this catalog—the RSC-18E—Radio Shack has two other catalogs to help make your selection of computer hardware and software easier. Our 56 page, full-color RSC-17 is devoted entirely to the complete line of Tandy/Radio Shack computers, peripherals and software. Our RSC-18 lists over 600 software programs available “off-the-shelf” from Radio Shack or through our exclusive Express Order™ service. You can pick up your free copy of the RSC-17 or the RSC-18 at any Radio Shack Computer Center or participating Radio Shack store or dealer.



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# BUSINESS EDUCATION/VOCATIONAL

**Autodesk**

## Advanced Drafting Extension-2

1000/1200/2000/3000

**Description:** A computer-aided drafting and design system that brings the benefits of a high-performance CAD facility within the range of even the smallest drafting office. AutoCAD is a complete, professional CAD system that's simple to learn and use. It requires no prior computer knowledge and is easy to tailor to user-specified requirements. AutoCAD ADE-2 is equipped with all the features found in AutoCAD Standard, plus additional features that are designed to greatly increase drafting productivity. Drawings created with AutoCAD ADE-2 are compatible with any other level of AutoCAD for convenient upgrade.

**Hardware Requirements:** 384K, color graphics option, two floppy disk drives or one hard disk drive (recommended).

**Support:** Autodesk.

Tandy 1000/1200/3000. 90-0363 ..... 2000.00

Tandy 2000. 90-0181 ..... 2000.00

**Autodesk**

## Advanced Drafting Extension-3

1000/1200/2000/3000

**Description:** A computer-aided drafting and design system that brings the benefits of a high-performance CAD facility within the range of even the smallest drafting office. AutoCAD is a complete, professional CAD system that's simple to learn and use. It requires no prior computer knowledge and is easy to tailor to user-specified requirements. AutoCAD ADE-3 is equipped with all the features found in AutoCAD Standard and AutoCAD ADE-2, plus additional features which enable a user to visualize an object in three dimensions. AutoCAD ADE-3 is compatible with any other level of AutoCAD for convenient upgrade.

**Hardware Requirements:** 384K, color graphics option, two floppy disk drives or one hard disk drive (recommended).

**Support:** Autodesk.

Tandy 1000/1200/3000. 90-0364 ..... 2500.00

Tandy 2000. 90-0361 ..... 2500.00

**Autodesk**

## AE/CADD

1000/1200/2000/3000

**Description:** Works with AutoCAD to produce architectural and background plans. Provides a library of shapes and symbols. There are shapes for plumbing and electrical fixtures, appliances, toilet accessories, furniture, stairs, wall textures and structure members. There are symbols for section, elevation, grid detail, room name and finish targets. AE/CADD shapes carry user-defined specifications, which can be extracted and read into a database system, such as dBASE or Symphony. You can quickly create a complete master template menu to reduce instructions, too.

**Hardware Requirements:** 512K, color graphics option, 11x11" Digitizing Tablet and AutoCAD ADE-3. Hard disk recommended.

**Support:** Autodesk.

90-0416 ..... 1000.00

**Autodesk**

## AutoCAD

1000/1200/2000/3000

**Description:** A computer-aided drafting and design system that brings the benefits of a high-performance CAD facility within the range of even the smallest drafting office. AutoCAD requires no prior computer knowledge and is easy to tailor to user-specified requirements. AutoCAD Standard is equipped with all of the features necessary to complete a drawing. Any

drawing created with AutoCAD Standard is compatible with any other level of AutoCAD, allowing you to easily upgrade to a higher level.

**Hardware Requirements:** 384K, color graphics option, two floppy disk drives or one hard disk drive (recommended).

**Support:** Autodesk.

Tandy 1000/1200/3000. 90-0362 ..... 300.00

Tandy 2000. 90-0214 ..... 300.00

## TANDY

## Business Education: Computer Applications in a Small Business

III/4

**Description:** Radio Shack's Business Education course is designed to supplement business accounting classes at the high school and college levels. The package contains a teacher's manual; 25 student workbooks; overhead transparencies; and complete software and documentation to teach general ledger, accounts payable, accounts receivable, and payroll. Each lesson features an overview, instructional objectives, structured notes, a quiz, and a hands-on computer activity. Extra student workbooks are available separately.

**Grade Level:** High school and college.

**Hardware Requirements:** 48K two-drive disk system.

**Support:** Radio Shack.

26-2654 ..... 599.00

Additional Workbook. 26-2655 ..... 11.95

## TANDY

## Corplan

III/4

**Description:** Corplan is an educational business-simulation package for college or advanced secondary students or anyone with an interest in business planning. The player or team of players determines overall business policy and decides how to manage production, sales, and finance for 12 quarters so that an imaginary corporation will succeed. Although Corplan assumes some familiarity with business concepts, no computer experience is needed to use the program.

**Grade Level:** High school and college.

**Hardware Requirements:** 48K disk system.

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2619 ..... 49.95



## FasType

I/III/4/1000/NW 3/NW 4

**Description:** FasType is a keyboarding program that provides an easy way to learn how to type quickly. Speed and accuracy are improved by following the logically sequenced lessons. It teaches the alphabetic/numeric/symbol keyboard and the 10-key pad. It includes lessons on the most frequently used words and letter combinations, TRSDOS keywords and BASIC statements. A reference card is included.

**Grade Level:** All ages.

**Hardware Requirements:** Disk.

**Network Compatibility:** 3 and 4.

**Support:** Press A Software.

Model I. 90-5109 ..... 39.95

Model III/4. 90-5108 ..... 39.95

Tandy 1000. 90-5110 ..... 39.95

Network 3. 90-5111 ..... 199.95

Network 4. 90-5112 ..... 199.95





## Market Place Color Computer

**Description:** Market Place is a package of four simulation programs that give students in grades three through eight experience in making marketing decisions. Market Place was developed by MECC™, the Minnesota Educational Computing Corporation. The four simulations are: Sell Apples, Sell Plants, Sell Lemonade, and Sell Bicycles. Using the Sell Apples simulation, the student (or team of students) finds the best selling price while running an apple stand. The Sell Plants simulation explores the relationship of advertising to sales and profit. The Sell Lemonade simulation gives the student practice in making decisions about price, production, and advertising while running a lemonade stand. The Sell Bicycles simulation places the student in the role of bicycle company manager. The student determines production level, advertising budget, and the selling price of bicycles.

**Grade Level:** 3-8.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2798 ..... 34.95

## TANDY

## Numeric Data Entry Practice

*1/III/4*

**Description:** The Numeric Data Entry Practice program is designed to help vocational students in grades nine through twelve develop speed and accuracy in the entry of data using the numeric keypad of the TRS-80 and to provide teachers with a report of each student's progress. Each of the 25 lessons concentrates on a particular row or key or on speed. Lessons are scored according to strokes per hour and percentage of strokes correct. Student scores are automatically stored on diskette for the teacher's review.

**Grade Level:** 9-12.

**Hardware Requirements:** 32K disk system.

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2601 ..... 39.95



## Personalized Typing III/4/Color Computer

**Description:** Students practice locating keys on the keyboard and typing letter groupings, words, and phrases. The drill lessons run at three speeds, allowing students to increase from slow to fast as their knowledge of the keyboard increases. Random selection of the letters and letter groupings presented ensures a unique learning experience with each program use.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

Model III/4. 90-5447 ..... 29.95

Color Computer. 90-5449 ..... 29.95



## VersaCAD Advanced 1000/1200/2000

**Description:** A general-purpose design and drafting program that is powerful, yet easy to use. Productivity features include ten built-in primitive objects, ability to group objects by any attribute for group manipulation, interactive editing, total flexibility of object attributes (color, line style, etc.) on any drawing

level, easy creation and visual retrieval of commonly used symbols from user libraries, auto-dimensioning, hatching, geometric calculations (such as center of gravity and area/perimeter totals), snap to object, grid or user-defined increments, etc. It includes help screens, tutorials and automatic drawing recovery from error or power failure.

**Hardware Requirements:** 256K and two floppy disk drives or a hard disk drive.

**Support:** T & W Systems.

Tandy 1000/1200. 90-0412 ..... 1995.00

Tandy 2000. 90-0325 ..... 1995.00

## TANDY

## VersaCAD Entry-Level

*1000/1200/2000*

**Description:** A general-purpose design and drafting program that contains much of the power found in software five times the cost. Menu-driven operation and plain-English prompts guide you through the program as you work. Productivity features include 10 built-in primitive objects; ability to quickly group objects for collective manipulation; interactive editing (the object being worked on blinks on the screen and visually changes); total flexibility of object attributes (color, line style, etc.) on any drawing level (attributes may be changed at any time with a function key); unlimited zoom; auto-dimensioning; inquire about object locations, area/perimeter totals, etc.; drawing aids, such as center marker and template lines; snap at any time to an object; grid intersection or user-defined spacing increments; output to pen plotter or graphics printer with user-defined plot specifications; and automatic drawing recovery from error or power failure. Includes written tutorial and introductory audio tape.

**Hardware Requirements:** 256K, two disk drives, graphics monitor and Tandy GT-2000 digitizer.

**Support:** Radio Shack.

26-5282 ..... 399.95

## COMPUTER SCIENCE

## TANDY

## BASIC-09

*Color Computer*

**Description:** BASIC-09 is an enhanced version of standard BASIC written for the 6809 microprocessor. This program includes advanced features derived from Pascal, and with the interactive compiler, it produces compact object programs for high-speed execution.

**Hardware Requirements:** 64K, disk drive and OS-9 operating system.

**Support:** Radio Shack.

26-3036 ..... 99.95

## TANDY

## Careers in Computing

**Description:** Careers in Computing offers a collection of materials designed to help teachers guide their students into the world of computers and electronic data processing. Each component of the kit—the narrated filmstrip, student handbook, wall chart, activity masters and teacher's guide—was designed to stimulate and inform. The package comes with 25 student handbooks. Additional handbooks are available separately.

**Grade Level:** 7-12.

**Support:** Radio Shack.

26-2758 ..... 130.00

Additional Student Workbook. 26-2759 ..... 1.00

**TANDY****COBOL****I/III/4/12/1000/1200/2000/3000**

**Description:** The RM/COBOL compiler is ideal for developing business applications. RM/COBOL is a GSA-certified, error-free implementation of the ANSI X3/23 74 COBOL standard. Since its introduction in 1976, RM/COBOL has been a product professionals depend on. The power and reliability of RM/COBOL applications are enhanced by more than 1500 third party applications. RM/COBOL features include: full Level 2 sequential, relative, and index file access methods, interactive screen handling capabilities, and interactive debugging.

**Hardware Requirements:** Two disk drives.

**Support:** Radio Shack.

Model I/III. 26-2203 ..... 199.00

Model 4. 26-2190 ..... 199.00

Model 12. 26-4703 ..... 299.00

Tandy 1000/1200/2000. 26-5257 ..... 595.00

Tandy 3000 Development System. 90-0470 ..... 1250.00

**Runtime Disk:** Allows you to execute programs developed with RM/COBOL compiler

Model 12. 26-4704 ..... 40.00

Tandy 1000/1200/2000/3000. 90-0436 ..... 250.00

**TANDY****COBOL  
for the TRS-80:  
Volume One****III/4/II/12/16**

**Description:** Volume One of COBOL for the TRS-80 is an instructional software package designed to teach the fundamentals of COBOL programming to secondary and college-level students. The course is self-instructive and assumes no prior knowledge of COBOL. This course covers the following topics: introduction to COBOL, file processing, use of the compiler and editor, the structure of the language, the structure of a COBOL program, debugging, some advanced features, and programming style. This course was written by Robert T. Grauer, Ph.D.

**Grade Level:** High school, college, and adult self-study.

**Hardware and Software Requirements:** Model III—48K two-drive disk system and Radio Shack Model III COBOL Development System (Cat. No. 26-2203). Model II/12/16—64K one-drive disk system and Radio Shack Model II COBOL Development System (Cat. No. 26-4703).

**Support:** Radio Shack.

Model III/4. 26-2702 ..... 64.95

Model II/12/16. 26-2706 ..... 49.95

**TANDY****Color LOGO Lab  
Color Computer**

**Description:** For use with Color LOGO or Super LOGO, this complete classroom course provides an entertaining way to introduce the educational computer language LOGO to children grades two through five. The course includes a comprehensive teacher's manual, transparencies, and 25 student workbooks. Color LOGO Lab may be used with or without a Network 2 system. Additional student workbooks are available separately.

**Grade Level:** 2-5.

**Hardware and Software Requirements:** 16K and Super LOGO Program Pak (Cat. No. 26-2717) or 32K disk system and Super LOGO Disk Version (Cat. No. 26-2716) or 32K student stations and Super LOGO Network 2 (Cat. No. 26-2738).

**Network Compatibility:** 2.

**Support:** Radio Shack.

26-2770 ..... 199.00

**Color LOGO Lab Additional Student Workbook.**

26-2771 ..... 2.00

**Color LOGO Guide for Parents: Book One.** For use with Color LOGO or Super LOGO, this book provides helpful hints for using LOGO with children. 26-2763 ..... 3.95

**Color LOGO Guide for Teachers: Book One.** For use with Color LOGO or Super LOGO, this book provides helpful hints for using LOGO with children. 26-2761 ..... 3.95

**TANDY****The Computer  
Connection**

**Description:** The Computer Connection was specifically designed to introduce students to computers without requiring actual use of computer hardware. The package contains lesson plans, spirit activity masters, charts, and a filmstrip with audio cassette.

**Grade Level:** 7-12.

**Support:** Radio Shack.

26-2663 ..... 69.00

**TANDY****Computer Discovery  
for Junior High****III/4**

**Description:** Computer Discovery was designed to introduce students at grade levels seven through twelve to both programming concepts and social issues related to use of the computer. The package was developed by Science Research Associates (SRA). Text materials and computer exercises on diskette are used to present the following topics: history of computing, concepts of structured programming and analysis, computer hardware and software systems, and the social and economic impacts of computers. Computer Discovery for Junior High contains computer software, an instructor manual, and 25 student workbooks written at a junior high reading level. Additional student workbooks written at the junior high level are available separately.

**Grade Level:** 7-12.

**Hardware Requirements:** 32K disk system.

**Support:** Radio Shack.

26-2630 ..... 189.95

**Additional Student Workbook.** 26-2631 ..... 4.25

**TANDY****Computer Discovery  
for Senior High****III/4**

**Description:** Computer Discovery was designed to introduce students at grade levels seven through twelve to both programming concepts and social issues related to use of the computer. The package was developed by Science Research Associates (SRA). Text materials and computer exercises on diskette are used to present the following topics: history of computing, concepts of structured programming and analysis, computer hardware and software systems, and the social and economic impacts of computers. Computer Discovery for Senior High contains computer software, an instructor manual, and 25 student workbooks written at a senior high reading level. Additional student workbooks written at the senior high level are available separately.

**Grade Level:** 7-12.

**Hardware Requirements:** 32K disk system.

**Support:** Radio Shack.

26-2632 ..... 189.95

**Additional Student Workbook.** 26-2636 ..... 4.25

Radio Shack's line of Tandy computers, printers and accessories are featured in the 1987 Tandy Computer Catalog.

It's 56 pages, packed with product specifications, color photographs, and pricing information. Ask for your free copy of Catalog RSC-17 at any Radio Shack Computer Center.

## TANDY

### Computer Literacy: Computers Past and Present

**Description:** Computer Literacy: Computers Past and Present contains a teacher's guide, spirit activity masters, and a wall chart for use in teaching students about the history of computers.

**Grade Level:** 4-8.

**Support:** Radio Shack.

26-2755 ..... 9.95

## Digital Learning

### The FUNdamentals 1000

**Description:** Experience the FUNdamentals of computer hardware, software, DOS concepts and commands, DeskMate, and much more in an interactive game environment designed specifically for the Tandy 1000. Features 16-color graphics, sound, and animation. A must for the first-time computer user and helpful for the seasoned user as well.

**Support:** Radio Shack.

Tandy 1000. 25-1124 ..... 29.95

Tandy 1000 SX. 25-1166 ..... 29.95

Tandy 1000 EX. 25-1167 ..... 29.95

## TANDY

### Game Writer Color Computer

**Description:** Game Writer is a programming language that can be used to create games. These games can include pictures, sound, moving shapes, and interaction. The games can have educational value, or they can be just for fun. The Game Writer manual guides beginners through the language with many hands-on exercises. A game diskette containing sample programs is included with the program diskette. Programs created with Game Writer can be saved on a game diskette or on cassette tape if an optional cassette recorder is available. If an optional printer is available, program listings can be printed.

**Hardware Requirements:** 32K disk system.

**Support:** Radio Shack.

26-2572 ..... 44.95

## Children's Television Workshop

### Hands On! Color Computer

**Description:** Hands On! is a package of two computer literacy learning modules designed for use by students in grades one and two. Hands On! was developed by The CTW Software Group, a division of Children's Television Workshop. The two modules are Blackboard and Color It. Blackboard allows students to use a simple word processor to write and edit their work. Blackboard also enables students to set up a personal file system which can be modified as desired. Finally, this activity

provides the beginning of an electronic mail system in which students share their writing with others. Color It is a computer literacy activity which allows students to use the computer as an artist's tool to draw and design images and pictures. Students use computer functions which demonstrate the unique graphics capabilities of the computer.

**Grade Level:** 1-2.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2539 ..... 99.00

## TANDY

### The Illustrated Computer Color Computer

**Description:** The Illustrated Computer introduces secondary students to machine language principles by giving them hands-on practice with a simplified machine language. The program illustrates a simplified, easy-to-understand computer with a memory, an accumulator, an instruction address register, an input unit, an output unit, and a control unit. The most important instructional feature of The Illustrated Computer is that it uses a base-ten number system. This means that the student can learn the fundamentals of typical machine-language operations—load and store, input/output, arithmetic, shifting, and branching—without having to work with binary, octal, or hexadecimal number systems. Once the student has learned the basics of working with The Illustrated Computer, the task of transferring this knowledge to any computer architecture should be relatively easy.

**Grade Level:** 9-12.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2670 ..... 44.95

## TANDY

### Introduction to Color BASIC Color Computer

**Description:** Introduction to Color BASIC is a complete classroom course designed to introduce students to the computer and the fundamentals of BASIC programming. The package includes a teacher's manual, overhead transparencies, and 25 student workbooks. Topics covered by the ten lessons of the course are: introduction to the computer, introduction to the BASIC language, memory in the Color Computer, controlling the video display, controlling program flow, looping, introduction to graphics on the computer, reading data, interactive programming using the INPUT command, and arithmetic using the Color Computer. Each lesson features an overview, instructional objectives, structured notes, quiz, and hands-on activity. Additional student workbooks are available separately.

**Grade Level:** High school or college.

**Hardware Requirements:** 4K with cassette recorder.

**Support:** Radio Shack.

26-2680 ..... 350.00

Additional Student Workbook. 26-2681 ..... 5.95

## TANDY

### Introduction to Level II BASIC

I/III/4

**Description:** This beginning BASIC textbook for secondary students introduces the BASIC language as it is used on the Model I, III, and 4 microcomputers.

**Support:** Radio Shack.

26-2116 ..... 9.95



## TANDY Introduction to Pascal III/4

**Description:** This complete, structured teaching package comes with a teacher's manual, overhead transparencies, and 25 student workbooks. Provides an introduction to Pascal programming on stand-alone Model III/4 computers or in a Network 3 environment. Each lesson includes an overview, instructional objectives, structured notes, a quiz, and a hands-on activity. Lessons are: Introduction to Pascal, The Edit Cycle, Introduction to the Pascal Language, Pascal Structure and Statements, Introduction to Variables, Arithmetic Operations, Repetition, Conditional Statements, Procedures, Designing and Debugging Programs. Additional student workbooks are available separately.

**Grade Level:** High school, college, or adult continuing education.

**Hardware and Software Requirements:** 48K disk system or Network 3 system with 48K student stations. Requires use of Alcor Pascal for Model I/III (Cat. No. 26-2211) or Network Pascal (Cat. No. 26-2739).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2674 ..... 350.00

Additional Student Workbook. 26-2675 ..... 7.95

## TANDY Introduction to the Alphabet I/III/4

**Description:** Introduction to the Alphabet is an alphabet and keyboard familiarization program designed for classroom or home use with children four to six years old. The program contains three options. Option one lets the child practice recognizing and typing the alphabet in capital letters. Option two lets the child practice the alphabet in lowercase (small) letters. Option three lets the student type the alphabet with no hints from the computer.

**Grade Level:** Preschool.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system. Model I users may exchange the Model III software provided in the package for Model I software.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1718 ..... 39.95



## Junior Typer III/4/Color Computer

**Description:** Developed for the elementary student, Junior Typer teaches touch-typing skills with the aid of innovative graphics that show the correct fingering for each letter. Students practice typing drills that show colorful graphic rewards to make developing accuracy and speed both challenging and fun.

**Grade Level:** K-3.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

Model III/4. 90-5445 ..... 29.95

Color Computer. 90-5446 ..... 29.95



## Keyboard Color Computer

**Description:** Graphic keyboard helps students learn to find keys quickly. Skill levels range from simple alphabet presentations to standard typing drills. Lessons end with graphic reward. You

can customize lessons by using optional cassette data files. Prepared data files can be purchased separately. See descriptions of Grade Level Spelling Data Files and Phonics Drill Data Files.

**Grade Level:** 1 and up.

**Hardware Requirements:** 11K Tape, 16K Tape, or 32K Disk.

**Support:** B-5 Software.

11K Tape. 90-5198 ..... 24.95

16K Tape. 90-5197 ..... 19.95

32K Disk. Includes longer drills and a timing feature.

90-5199 ..... 26.95



## Keyboard Data File —Phonics

### Color Computer

**Description:** Provides more typing exercises when used with B-5's "KEYBOARD" program. Students type letter, word, and sentence drills using common vowel and consonant spellings. Reinforces spelling while typing. It CANNOT be used alone.

**Grade Level:** 2-8.

**Hardware Requirements:** Tape or Disk.

**Support:** B-5 Software.

Tape. 90-5222 ..... 9.95

Disk. 90-5223 ..... 11.95

## TANDY My TRS-80 Likes Me I/III/4

**Description:** My TRS-80 Likes Me is a 26-page teacher's guide to helping elementary students understand and enjoy the BASIC computer programming language. Program listings for use with Model I, III, or 4 BASIC are included.

**Grade Level:** 3-6.

**Hardware Requirements:** Cassette system or disk system.

**Support:** Radio Shack.

26-2751 ..... 2.50

## TANDY Network Pascal III/4—Network 3

**Description:** Network Pascal is a full implementation of the Pascal language designed for use in a Tandy Network 3 classroom environment. Network Pascal was designed for efficient network operation—it minimizes the host disk access time needed by each student station. Network Pascal includes a full-screen text editor, a compiler for the full Pascal language, utility routines to move files to and from the disk drives located on the network's host computer, a "Run" program to execute Pascal programs, and a linking loader that allows you to link together separately compiled procedures for execution. Network Pascal can handle small programs of up to about 100 lines. The complete Model III stand-alone version of Pascal (for a Model III or 4 disk system) is also included in this package for use in case longer programs need to be developed.

**Grade Level:** High school or college.

**Hardware Requirements:** Network 3 system with 48K student stations.

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2739 ..... 799.00

Additional Student Workbook. 26-2740 ..... 14.95

# TANDY

## Network 3 Operating Software

III/4

**Description:** Supports a Network 3 classroom network system using a disk-equipped Model III/4 host computer running under TRSDOS 1.3 floppy version or LDOS 5.1.4 (not included) hard disk version. Includes the HOST program which supervises network communication and print spooling, the STUDENT program which enables student stations to operate like disk-equipped Model IIIs, Network 3 BASIC and utility programs. Designed for use with educational courseware and application programs that are Network 3 compatible.

**Hardware Requirements:** Network 3 Controller (Cat. No. 26-1212).

Host—32K Model III/4 with one disk and RS-232C port. Printer optional.

Student Station—32K Model III/4 with RS-232C port, plus RS-232C cable.

Hard Disk—Cable Kit with LDOS (Cat. No. 26-1133), a 15-megabyte primary (26-4155) or a 10-megabyte hard disk drive (25-1025), and Controller (26-1138).

**Support:** Radio Shack.

Floppy Version. 26-2775 ..... 149.00

Hard Disk Version. 26-2778 ..... 149.00

# TANDY

## Network 4 Operating System for Model 4 Disk Server and Model III/4 Stations (TRSDOS 1.3)

III/4

**Description:** Provides the Network 4 operating system and program that runs in a network disk server with the hard disk initialization program. Also includes a network version of TRSDOS 1.3 and network boot program to support upgraded Model III/4s as stations, SPOOL/DESPOOL programs for remote printing, configuration utilities for the system manager, and user station utilities and sample programs. The station operating system is designed to support standard TRSDOS 1.3 application software and educational software.

**Hardware Requirements:** Disk Server—Model 4 with Network 4 Upgrade Kit (Cat. No. 26-1136). Installation required (not included). Printer optional.

Hard Disk—15-megabyte primary (26-4155), 35-megabyte primary (26-4171), 70-megabyte primary (26-4173) or 10-megabyte hard disk (25-1025), and Controller (26-1138).

Trunk Cable—100-foot (26-1218), 500-foot (26-1214), or 1000-foot (26-1215). Termination resistors included.

Stations—Network 4 Student Station (26-1058), a network-ready Model 4 without disk drives or RS-232C port. Or, a 32K Model III/4, plus Network 4 Upgrade Kit (26-1136). Installation required (not included). At least one station must have a disk drive and 48K.

**Support:** Radio Shack.

26-2773 ..... 230.00

# TANDY

## Network 4 Operating System for Tandy 1000/1200 Stations (MS-DOS 2.11.22)

1000/1200

**Description:** Supports Tandy 1000/1200 computers as stations in a Network 4 system. Includes device driver programs for the Network 4 Interface, SPOOL/DESPOOL programs for remote printing, configuration utilities for the system manager, and user station utilities. Stations can boot from the network or local disk and work stand-alone or in the network system. Sign on to a network account to work with four network devices as drives, in

addition to local disk drives and devices.

**Hardware Requirements:** Network 4 system (see Network 4 Operating System, Cat. No. 26-2773). Stations—256K and Network 4 Interface for Tandy 1000/1200 (25-1008).

**Support:** Radio Shack.

26-2772 ..... 170.00

# TANDY

## OS-9

### Color Computer

**Description:** A real-time operating system that accesses the entire memory of the 64K Extended BASIC Color Computer. OS-9 includes a powerful editor/assembler, plus functions for disk and terminal I/O, software memory management and multitasking. Includes complete documentation, reference manuals, and diskette.

**Hardware Requirements:** 64K RAM and disk drive.

**Support:** Radio Shack.

26-3030 ..... 69.95

# TANDY

## Part 1: Introduction to BASIC

I/III/4

**Description:** Introduction to BASIC—Part One in a four-part series—is a complete classroom course designed to introduce students to the computer and the fundamentals of BASIC programming. The package includes a teacher's manual, overhead transparencies, and 25 student workbooks. Additional student workbooks are available separately. Topics covered by the ten lessons of the course are: introduction to the computer, introduction to the BASIC language, arithmetic in BASIC, developing and storing programs, branching statements, looping, graphics on the computer, the READ-DATA statement, subroutines, and numeric arrays. Each lesson features an overview, instructional objectives, structured notes, quiz, and hands-on activity.

**Grade Level:** High school or college.

**Hardware Requirements:** 16K.

**Support:** Radio Shack.

26-2150 ..... 220.00

Additional Student Workbook. 26-2151 ..... 3.50

# TANDY

## Part 1: Introduction to BASIC Videotape Lessons

I/III/4

**Description:** These VHS-format videotapes are a series of ten thirty-minute lessons based on Part One: Introduction to BASIC. Topics covered by the ten lessons of the course are: introduction to the computer, introduction to the BASIC language, arithmetic in BASIC, developing and storing programs, branching statements, looping, graphics on the computer, the READ-DATA statement, subroutines, and numeric arrays. Use of the Part One student workbook (Cat. No. 26-2151) is required.

**Grade Level:** High school or college.

**Hardware Requirements:** 16K and VHS-format videotape player.

**Support:** Radio Shack.

26-2753 ..... 349.00

**TANDY****Part 2:  
BASIC Programming****I/III/4**

**Description:** BASIC Programming—Part Two in a four-part series—is a complete classroom course which continues the BASIC programming instruction begun in Part One: Introduction to BASIC. The package includes a teacher's manual, overhead transparencies, and 25 student workbooks. Topics covered by the ten lessons of the course are: introduction to level II BASIC, system commands, editing, types of variables, arrays, computer-detected programming errors, additional BASIC operators, formatting the program's output, memory management, and string manipulation. Each lesson features an overview, instructional objectives, structured notes, quiz, and hands-on activity. Additional student workbooks are available separately.

**Grade Level:** High school or college.**Hardware Requirements:** 16K.**Support:** Radio Shack.

26-2152 ..... 260.00

Additional Student Workbook. 26-2153 ..... 4.50

**TANDY****Part 3:  
Advanced BASIC****I/III/4**

**Description:** Advanced BASIC—Part Three in a four-part series—is a complete classroom course which continues the BASIC programming instruction begun by Part One and Part Two in this series. The package includes a teacher's manual, overhead transparencies, and 25 student workbooks. Additional student workbooks are available separately. Topics covered by the ten lessons of the course are: making programs easier to use, the ASCII set, data files on cassettes, mathematical and trigonometric functions, nested loops, multi-dimensional arrays, error-handling routines, and using the printer. Each lesson features an overview, instructional objectives, structured notes, quiz, and hands-on activity.

**Grade Level:** High school or college.**Hardware Requirements:** 16K and cassette recorder.**Support:** Radio Shack.

26-2154 ..... 260.00

Additional Student Workbook. 26-2155 ..... 4.50

**TANDY****Part 4: DOS****I/III/4**

**Description:** TRSDOS—Part Four in a four-part series—is a complete classroom course designed to teach concepts related to the computer's disk operating system. The package includes a teacher's manual, overhead transparencies, and 25 student workbooks. Topics covered by the ten lessons of the course are: introduction to the disk operating system; introduction to TRSDOS commands; commands to assist in using TRSDOS; commands to assist in system operations; library commands for file manipulation; library commands for file protection; TRSDOS utility commands; errors, troubleshooting, and maintenance; and using DEBUG. Each lesson features an overview, instructional objectives, structured notes, quiz, and hands-on activity. Additional student workbooks are available separately.

**Grade Level:** High school or college.**Hardware Requirements:** 32K disk system.**Support:** Radio Shack.

26-2156 ..... 299.00

Additional Student Workbook. 26-2157 ..... 4.50

**TANDY****PASCAL-09****Color Computer**

**Description:** A complete implementation of this structured programming language with enhancements for expanded input/output and the OS-9 environment.

**Hardware Requirements:** 64K, disk drives and OS-9 operating system.**Support:** Radio Shack.

26-3034 ..... 99.95

**HARVARD  
ASSOCIATES, INC.****PC LOGO****1000**

**Description:** PC LOGO is a full implementation of Logo, including word and list capability as well as turtle graphics. PC LOGO goes far beyond other versions of Logo by taking advantage of the extra features of the 1000, including function and arrow keys, and provides a greatly enhanced editor. It comes with a complete tutorial for beginning users and a full reference manual. The utility disk provides examples of turtle graphics, word and list manipulation, music, programming utilities and businesses applications of PC LOGO. It features a search-and-replace function, all function keys are pre-programmed, and can load and save files and pictures with the function keys.

**Hardware Requirements:** Minimum 128K disk.**Support:** Harvard Associates, Inc.

90-5136 ..... 149.95

**TANDY****Personal Computer****Applications:****Part One****1000**

**Description:** Introduces students to computer use through specific applications. The package contains a teacher's manual, 25 student workbooks, and overhead transparencies for classroom use. The course is based on the DeskMate applications software provided free with each Tandy 1000 system. Part One of Personal Computer Applications covers the following topics: introduction to the personal computer system, input and output using computers, diskettes and the disk operating system, entering information using a word processor, displaying information using a word processor, introduction to databases, creating a database file, searching a file, and using the TEXT and FILER programs of DeskMate to write a research paper. Each lesson features an overview, instructional objectives, structured notes, a quiz, and a hands-on computer activity. Extra student workbooks are available separately.

**Grade Level:** 7-12.**Hardware Requirements:** 128K.**Support:** Radio Shack.

26-2590 ..... 500.00

Additional Student Workbook. 26-2591 ..... 4.95

**TANDY****Personal Computer****Applications:****Part Two****1000**

**Description:** Personal Computer Applications is designed to introduce students to computer use through specific applications. The package contains a teacher's manual, 25 student workbooks, and overhead transparencies for classroom use. The course is based on the DeskMate applications software provided free with each Tandy 1000 system. Part Two of Personal Computer Applications covers the following topics: use of a spreadsheet, telecommunications, scheduling using a calendar program, and introduction to structured programming. Each lesson features an overview, instructional objectives, structured notes, a quiz, and a hands-on computer activity. Extra student workbooks are available separately.

**Grade Level:** 7-12.**Hardware Requirements:** 128K.**Support:** Radio Shack.

26-2592 ..... 500.00

Additional Student Workbook.

26-2593 ..... 5.95



## TANDY

### Super LOGO Color Computer

**Description:** Super LOGO is an educational computer language that can be used to manipulate text and to draw pictures on the computer's video display. Super LOGO was designed to let children learn by exploring, but the program is also fun for adults. Some of the capabilities of Radio Shack Super LOGO include multiple turtles, animation, line-oriented editing of Super LOGO programs, list processing capabilities, and use of variables and arithmetic expressions in programs. The Super LOGO manual guides beginners step by step through the language with many hands-on exercises, sample programs, and hints for using Super LOGO with very young children. Super LOGO is an expanded version of Radio Shack Color LOGO. Added features include list processing capabilities, decimal arithmetic, more flexibility in the use of immediate mode, and improved editing and disk handling features.

**Grade Level:** All ages.

**Hardware Requirements:** Disk Version—32K disk system. Program Pak Version—16K with cassette recorder. Network 2 Version—Network 2 system with 32K student stations.

**Support:** Radio Shack.

Disk Version. 26-2716 ..... 99.00

Program Pak Version. 26-2717 ..... 49.95

Network 2 Version. 26-2738 ..... 299.00

## TANDY

### Typing Tutor Color Computer

**Description:** Teaches alphabetic, numeric and symbol keys. Both the novice and experienced typist will build speed and increase accuracy. Program monitors progress and creates new letter drills for practice on those areas where help is needed.

**Hardware Requirements:** 4K.

**Support:** Radio Shack.

26-3152 ..... 19.95

## TANDY

### Wizard of Id's Wiz Type 1000

**Description:** Johnny Hart's Wizard of Id, Spirit, and Bung help users practice typing characters, words, and paragraphs. Learn the correct fingering while building rhythm and speed. Great for beginners or professional typists who want to brush up on their skills.

**Support:** Radio Shack.

25-1114 ..... 34.95

## ENGLISH/LANGUAGE ARTS

## TANDY

### Alphabet Zoo 1000

**Description:** Children learn to associate letters of the alphabet with the sounds they represent in two exciting maze games. Colorful pictures and music accompany the program.

**Hardware Requirements:** Joysticks for Color Computer.

**Support:** Radio Shack.

Tandy 1000. 25-1104 ..... 34.95



### Alphakey Color Computer

**Description:** The purpose of this program is to teach youngsters the location of the keys on the computer's keyboard and the alphabetical order of the letters of the alphabet. The keyboard is displayed on the screen. The letter the student is to find and press is flashed. A correct response is rewarded by a smiling

Alphakey/TM Bert-Max Inc. Analyzing Word Meanings, Be A Word Architect: Studying Structure, Be A Word Detective: Using Context/TM Media Materials, Inc. Boppie's Great Word Chase/TM DLM Teaching Resources.

face. Both upper and lower case letters are used. A report of the user's performance is given at the end of each session.

**Grade Level:** K-1.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5250 ..... 24.95



MEDIA MATERIALS, INC.

### Analyzing Word Meanings

III/4

**Description:** Vocabulary skill practice for grades 5 through 12. Students are prepared to use the dictionary to read a whole dictionary entry to locate the precise meaning of a word. Complete with pre- and posttest to help measure students' understanding of this skill. From the Essential Vocabulary series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5057 ..... 39.95



MEDIA MATERIALS, INC.

### Be A Word Architect: Studying Structure

III/4

**Description:** Word analysis skill practice for grades 5 through 12. This program shows how word analysis skills can help improve a student's vocabulary through focusing on common roots and prefixes. Computer shows and defines word parts and how you can add prefixes to create new words. From the Essential Vocabulary series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5053 ..... 39.95



MEDIA MATERIALS, INC.

### Be A Word Detective: Using Context

III/4

**Description:** Context skill practice for grades 5 through 12. Context clues are taught to students to show how they can aid in understanding meanings of words. From the Essential Vocabulary series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5056 ..... 39.95



### Boppie's Great Word Chase

1000

**Description:** Students will find continual fun and challenge in Boppie's Great Word Chase, an enchanting game of word recognition, word creation, and spelling. The program contains 256 built-in words from popular spelling texts for grades 1-8. Teachers also have the option of creating dozens of individualized spelling lists of up to 32 words each. The spelling words contained in the program are taken from the Zaner-Bloser spelling series, chosen for its wide acceptance and appropriate range.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5123 ..... 29.95

## Gamco Industries Inc.

## Capitalization

III/4

**Description:** This program combines guided drill in capitalization, an arcade-style reward game, and a teacher management system. Students may choose from five lessons: (1) capitalizing the first word in a sentence and the pronoun "I"; (2) capitalizing proper personal names; (3) capitalizing the days of the week and the months; (4) capitalizing holidays and special days; and (5) capitalizing proper place names. Students are presented with randomized sentences in which they must capitalize the correct words. The disk includes a total of 250 sentences.

**Grade Level:** 3-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5119 ..... 54.95

## TANDY

## C.A.R.D. I: Sentences

III/4

**Description:** C.A.R.D. I: Sentences, adapted from the Philadelphia Computer Assisted Reading Development CAI Program, is designed to improve comprehension through tutorial reading development lessons. Four skill areas are covered: sentence recognition, labeling, sentence relationships, and ordering sentences. Each skill area is presented through a pretest/posttest and a series of incremental lessons. The program is appropriate for use with upper-elementary students or with intermediate and secondary students whose reading comprehension is below grade level.

**Grade Level:** 4-8.

**Hardware and Software Requirements:** 48K disk system. C.A.R.D. programs also require use of the lesson presentation modules from one of Tandy's AUTHOR I software packages: TRS-80 AUTHOR I (Cat. No. 26-1727), the TRS-80 AUTHOR I Lesson Presentation Package (Cat. No. 26-2707), or, for Network 3 users, the TRS-80 Network 3 AUTHOR I Lesson Presentation Package (Cat. No. 26-2713).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2603 ..... 199.00

## TANDY

## C.A.R.D. II: Paragraphs

III/4

**Description:** C.A.R.D. II: Paragraphs, adapted from the Philadelphia Computer Assisted Reading Development CAI Program, is designed to improve comprehension through tutorial reading development lessons. Five skill areas are covered: finding the general topic of a paragraph, finding the specific topic, finding details, finding topic sentences, and paragraph relationships. Each skill area is presented through a pretest/posttest and a series of incremental lessons. The program is appropriate for use with upper-elementary students or with intermediate and secondary students whose reading comprehension is below grade level.

**Grade Level:** 4-8.

**Hardware and Software Requirements:** 48K disk system. C.A.R.D. programs also require use of the lesson presentation modules from one of Tandy's AUTHOR I software packages: TRS-80 AUTHOR I (Cat. No. 26-1727), the TRS-80 AUTHOR I Lesson Presentation Package (Cat. No. 26-2707), or, for Network 3 users, the TRS-80 Network 3 AUTHOR I Lesson Presentation Package (Cat. No. 26-2713).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2604 ..... 199.00

## TANDY

## C.A.R.D. III: Directions

III/4

**Description:** C.A.R.D. III: Directions, adapted from the Philadelphia Computer Assisted Reading Development CAI Program, is designed to improve comprehension through tutorial

reading development lessons. Two skill areas are covered: details and order. Each skill area is presented through a pretest/posttest and a series of incremental lessons. The program is appropriate for use with upper-elementary students or with intermediate and secondary students whose reading comprehension is below grade level.

**Grade Level:** 4-8.

**Hardware and Software Requirements:** 48K disk system. C.A.R.D. programs also require use of the lesson presentation modules from one of Tandy's AUTHOR I software packages: TRS-80 AUTHOR I (Cat. No. 26-1727), the TRS-80 AUTHOR I Lesson Presentation Package (Cat. No. 26-2707), or, for Network 3 users, the TRS-80 Network 3 AUTHOR I Lesson Presentation Package (Cat. No. 26-2713).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2605 ..... 199.00



## Child Writer

4/Color Computer

**Description:** Child Writer is a word processor easy enough for a 2nd grader, yet versatile enough for home use. Child Writer is the word processor you can start using in just 15 minutes. Anything you can do with a typewriter you can do better with Child Writer. Child Writer will help you or your child design, write, and revise an endless variety of written communications. Child Writer's on-screen menus eliminate the need to memorize special codes and keys.

**Hardware Requirements:** 32K Disk.

**Support:** TCE Programs, Inc.

Model 4. 90-5099 ..... 54.95

Color Computer. 90-5032 ..... 54.95

Color Computer Network 2 Version. 90-5100 ..... 99.00



## Child Writer 1000

1000

**Description:** Word processor easy enough for a second grader to use. Mouse or joystick optional for "click-down" menus. Multiple character size: 40/80 column.

**Hardware Requirements:** 256K Disk.

**Support:** TCE Programs, Inc.

90-5104 ..... 54.95



MEDIA MATERIALS, INC.

## Compound? Complex?

III/4

**Description:** Compound and complex sentence creation skill practice for grades 5 through 12. Program teaches revising and combining two simple sentences to produce a compound or complex sentence. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5062 ..... 39.95



## Dolch—Spelling Data Files

Color Computer

**Description:** Data file includes over 200 words. The Dolch words are the most commonly used words in basic reading textbooks. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 1-3.

**Hardware Requirements:** Cassette or disk.

**Support:** B-5 Software.

Cassette. 90-5220 ..... 9.95

Disk. 90-5221 ..... 11.95



## Dragon Games

III/4

**Description:** This series of 6 programs uses a game format that allows the student to review and practice parts of speech. Each game in the series focuses on a different part of speech. A brief review of each part of speech precedes each game. Incorrect answers are explained by branching. Animated graphics make the game motivational and exciting. The series consists of: the Dragon of Nouns, Verbs, Adjectives, Synonyms, Antonyms, and Contractions.

**Grade Level:** 3-6.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5173 ..... 29.95

## Gamco Industries Inc. End Punctuation

III/4

**Description:** This program combines guided drill in the use of end punctuation, an arcade-style reward game, and a teacher management system. Students may choose from four programs: (1) Periods and Question Marks, (2) Periods, Question Marks, and Exclamation Marks, (3) Periods in Abbreviations and Initials, and (4) Review. Students are presented with randomized sentences for which they must provide the punctuation. The program contains a bank of 300 sentences.

**Grade Level:** 3-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5122 ..... 54.95



## English, Our Language Series

III/4

**Description:** These programs use a carefully designed, conversational approach to teach grammar skills. Each part of speech is thoroughly explained, and examples are provided. Examples are shown in complete sentences rather than in isolation so that students may see how words function in sentences. Titles: Nouns, Pronouns, Adjectives, Verbs and Adverbs, Verb Tenses, Prepositions and Conjunctions, Phrases and Clauses, Word Choice, Punctuation and Capitalization, and Possessive Case.

**Grade Level:** K-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5374 ..... 275.00



## English Review

Color Computer

**Description:** Noun, verb, adverb, or adjective? Could your child use a reinforcing practice exercise to strengthen these parts of speech? English Review is an interactive program which will give your child confidence in how these parts of speech are used. Sentences appear with a word highlighted. The child must choose between the four parts of speech. If wrong, the correct part of speech is given with its rule. If correct, the child will get an award.

**Grade Level:** 5-10.

**Hardware Requirements:** 16K.

**Support:** TCE Programs, Inc.

Cassette. 90-5035 ..... 21.95

Disk (Network 2). 90-5036 ..... 25.95



MEDIA MATERIALS, INC.

## Final Assembly

III/4

**Description:** Sentence writing skill practice for Grades 5 through 12. Teaches how to write clear topic sentences with relevant and specific supporting paragraphs. Uses narrative, descriptive, and expository paragraph formats. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5064 ..... 39.95



MEDIA MATERIALS, INC.

## The Gears and Cogs

III/4

**Description:** More parts of speech skill practice for grades 5 through 12. Introduces more complex parts of speech such as verb phrases, adjectives, possessive pronouns, adverbs, and conjunctions. Immediate or frequent feedback is given. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5059 ..... 39.95



## Grade 2— Spelling Data File

Color Computer

**Description:** Data file includes over 300 words. The words are organized into lessons based on various phonic rules. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 2.

**Support:** B-5 Software.

Cassette. 90-5206 ..... 9.95

Disk. 90-5207 ..... 11.95



## Grade 3— Spelling Data File

Color Computer

**Description:** Data file includes over 300 words. The words are organized into lessons based on various phonic rules. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 3.

**Support:** B-5 Software.

Cassette. 90-5208 ..... 9.95

Disk. 90-5209 ..... 11.95



## Grade 4— Spelling Data File

Color Computer

**Description:** Data file includes over 400 words. The words are organized into lessons based on various phonic rules. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 4.

**Support:** B-5 Software.

Cassette. 90-5210 ..... 9.95

Disk. 90-5211 ..... 11.95





## Grade 5—Spelling Data File

### Color Computer

**Description:** Data file includes over 400 words. The words are organized into lessons based on various phonic rules. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 5.

**Support:** B-5 Software.

Cassette. 90-5212 ..... 9.95

Disk. 90-5213 ..... 11.95



## Grade 6—Spelling Data File

### Color Computer

**Description:** Data file includes over 400 words. The words are organized into lessons based on various phonic rules. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 6.

**Support:** B-5 Software.

Cassette. 90-5214 ..... 9.95

Disk. 90-5215 ..... 11.95



## The Grammar Examiner

1000

**Description:** The Grammar Examiner is a newspaper that provides a fun way to learn grammar. If you learn to edit a story well, you move up in position and salary to be the editor-in-chief. Squares of five different colors and patterns make up the paths to the top of the newspaper hierarchy. Some squares have to be edited; others require you to answer grammar questions. There are 4 different game paths. Your own grammar problems can be added. Includes a wide variety of different grammar concepts.

**Grade Level:** 10 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5091 ..... 44.95



## Grammar & Writing

III/4

**Description:** Highly interesting and content-intensive, this program develops skills in the areas of parts of speech, sentence patterns, usage, and paragraphs.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Encyclopaedia Britannica.

90-5440 ..... 239.00

Network 3 Version. 90-5441 ..... 478.00



## Hangword/Scramble

### Color Computer

**Description:** Includes 2 word games. Wrong letter guesses in "Hangword" build a graphic display of the word "SORRY." "Scramble" requires the user to unscramble letters in order to spell a word correctly. User may input own words and save them as data files to cassette or disk. Ready-made data files may also be purchased separately. (See listings in this section) The use of a printer is optional. The program will accept words with apostrophes, hyphens, and spaces. The word list may be easily edited.

**Grade Level:** 2-8.

**Hardware Requirements:** 16K cassette or 32K disk.

**Support:** B-5 Software.

Cassette. 90-5193 ..... 19.95

Disk. 90-5194 ..... 21.95

Grade 5—Spelling Data File, Grade 6—Spelling Data File, Hangword/Scramble/TM B-5 Software. The Grammar Examiner/TM DesignWare, Inc. Grammar and Writing/TM Encyclopaedia Britannica. Homographs and Homophones/TM Media Materials, Inc. Keyboarding Made Easy/TM MCCI, Inc. Language Arts Series/TM Aquarius People Materials, Inc. Leonardo da Micro/TM Academic Therapy Publications. Kids on Keys and Kidwriter/TM Spinnaker.



MEDIA MATERIALS, INC.

## Homographs and Homophones

III/4

**Description:** From Essential Vocabulary Series.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5054 ..... 39.95



## Keyboarding Made Easy

III/4/Color Computer/1000

**Description:** Keyboarding Made Easy is a system for learning keyboarding on a microcomputer. The program consists of thirty-eight 20-minute lessons contained on two microcomputer diskettes and eight audiocassette tapes. Organized in two parts—Learning the Keyboard and Building Keyboarding Speed—the program may be used for group instruction or individual study. It is a teacher-directed program and follows the kinesthetic approach to learning.

**Grade Level:** 3 and up.

**Hardware Requirements:** Disk.

**Support:** MCCI, Inc.

Model III/4. 90-5106 ..... 225.00

Color Computer. 90-5105 ..... 225.00

Tandy 1000. 90-5107 ..... 225.00



## Kids on Keys

1000

**Description:** Children play three exciting games that teach them the location of letters and numbers on the keyboard while they have fun with the computer.

**Support:** Radio Shack.

Tandy 1000. 25-1101 ..... 29.95



## Kidwriter

1000

**Description:** A storybook game where children can choose from a variety of objects to make a picture on the screen and then type in a story about the picture. Screens can be added to build a computerized book.

**Hardware Requirements:** One disk drive.

**Support:** Radio Shack.

Tandy 1000. 25-1105 ..... 29.95



## Language Arts Series

Color Computer

**Description:** Developed by early learning specialists, these curriculum-based programs are colorful and fun to use. Each complete learning unit consists of diskettes, Teacher's Guide, and Teacher's Handbook. Topics include recognition of lower-case letters, word families, beginning consonants, and rhymes.

**Grade Level:** K-3.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2.

**Support:** Aquarius People Materials, Inc.

90-5356 ..... 145.00



## Leonardo da Micro

III/4

**Description:** Reinforces reading and spelling of the basic sight vocabulary by presenting pictures that the student must identify by typing in vocabulary words. Provides assistance when students have difficulty by presenting the whole word or parts of the word.

**Grade Level:** 1-6.

**Hardware Requirements:** Disk.

**Support:** Academic Therapy Publications.

90-5139 ..... 30.00



MEDIA MATERIALS, INC.

## Link It All Together III/4

**Description:** Correct sentence writing skill practice for grades 5 through 12. Major rules are taught; then computer provides hands-on practice with tense, punctuation, and common sentence patterns. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5060 ..... 39.95



## Misspell—Spelling Data Files Color Computer

**Description:** Includes over 400 challenging words. May be used by adults or for enrichment lessons of accelerated students. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble" or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 7-12.

**Support:** B-5 Software.

**Cassette.** 90-5218 ..... 9.95

**Disk.** 90-5219 ..... 11.95



## Mystery Words III/4

**Description:** This is a variation of "Hangman" that focuses on the basic sight vocabulary. It presents sentences with missing words, so that the student can capitalize on context clues. This program includes animated graphics and allows the teacher to add words from classroom spelling lessons.

**Grade Level:** 2-6.

**Hardware Requirements:** Disk.

**Support:** Academic Therapy Publications.

90-5137 ..... 20.00



MEDIA MATERIALS, INC.

## The Nuts and Bolts III/4

**Description:** Parts of speech skill practice for grades 5 through 12. Identifies each part of speech as it is used in a sentence. Includes nouns, pronouns, verbs, prepositions, direct objects, predicate nominatives, and objects of preposition. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5058 ..... 39.95

## Gamco Industries Inc. Parts of Speech III/4

**Description:** This program combines guided drill in identifying parts of speech, an arcade-style reward game, and a teacher management system. Students may choose from six lessons: (1) Identifying Nouns; (2) Identifying Verbs; (3) Identifying Pronouns; (4) Identifying Adjectives; (5) Identifying Adverbs; and (6) Identifying Prepositions. Students are presented with randomized sentences in which they must identify the given part of speech. The disk includes a total of 300 sentences.

**Grade Level:** 3-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5120 ..... 54.95



Berta-Max Inc.

## Parts of Speech I 1000

**Description:** The objective of this program is to provide practice in recognizing the part of speech of a given word in a sentence. The name of a part of speech appears in a small box. The student decides if a word shown on the screen is that part of speech. If the student responds correctly, a small creature called a "word eater" gobbles up the correct answer. If the student responds incorrectly, the "word eater" kicks the incorrect word off the screen.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

**Grade Level 3.** 90-5278 ..... 29.95

**Grade Level 4.** 90-5279 ..... 29.95



Berta-Max Inc.

## Parts of Speech II 1000

**Description:** The program objective is to provide practice identifying parts of speech in a paragraph. The student uses the arrow keys and the space bar on the keyboard to underline the identified parts of speech one by one. When all of the words in the paragraph have been underlined, the student presses the ENTER key and the computer checks the words. If any errors have occurred, the computer then allows the student to try to correct them.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

**Grade Level 3.** 90-5280 ..... 29.95

**Grade Level 4.** 90-5281 ..... 29.95



**DORSETT**  
Educational Systems, Inc.

## Phonics I

Color Computer

**Description:** Designed for the adult non-reader, this series offers a level of maturity and sophistication not offered in most phonics programs. The non-reader will learn to read basic words and sentences with a goal of attaining functional literacy. Phonics I may be used by any age group including elementary school students. The series contains sixteen tutorial programs on eight cassettes with audio narration.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5464 ..... 59.90

## Children's Television Workshop Play With Language Workshop Color Computer

**Description:** Play With Language is a package of three language arts learning modules designed for use by beginning readers in grades one and two. Play With Language was developed by The CTW Software Group, a division of Children's Television Workshop. The three modules are: Picture Place!, Roll-a-Word, and Bagasaurus. Using Picture Place!, students practice associating beginning vocabulary words with their picture referents. The child chooses a background scene and then creates a picture by using words as building blocks. Roll-a-Word is a linguistic activity which requires students to match pictures and words in order to complete sentences in original and clever ways. Bagasaurus lets students have fun while they practice reading comprehension skills such as classification, following directions, and sequencing. Play With Language includes learning extensions in the form of board games, activity cards, and worksheets.

**Grade Level:** 1-2.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-5238 ..... 99.00



## Proteus III/4/1000

**Description:** Proteus is an innovative prewriting tool that teaches writers of all abilities to generate and develop ideas and information prior to using a word processor. It teaches writers that they do have ideas which they can discover, explore, and expand by using five recognized prewriting strategies. The program provides automatic retrieval of data, the ability to print out information from any point in the program, and file transfer to any word processor using ASCII storage—including SCRIPT. Includes lesson plans for integrating the program into existing curricula.

**Grade Level:** 7 and up.

**Hardware Requirements:** Disk.

**Support:** Research Design Associates.

**Model III/4.** 90-5157 ..... 59.95

**Tandy 1000.** Requires 256K. 90-5098 ..... 59.95



## Punctuation and Capitalization

1000

**Description:** This program is intended to provide an interesting setting in which to practice punctuation skills without requiring the user to know how to type. Sentences are presented without capitals or punctuation, and the student makes corrections using a cursor. The program is self-scoring and gives the user immediate feedback upon completion of the lesson.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

**Grade Level 5.** 90-5284 ..... 34.95

**Grade Level 6.** 90-5285 ..... 34.95



## The Puzzler

1000

**Description:** The Puzzler drills your students in reading comprehension using a prediction/analysis strategy. The program contains five intriguing stories, each presented one page at a time. Throughout each story students are presented with opportunities to make predictions about the story theme. Students are encouraged to confirm, cancel, or add new predictions, thus actively involving the reader. Since there are no wrong answers, students explore as many plausible answers as possible, thus reinforcing confidence in their own judgment.

**Grade Level:** 3-6.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5481 ..... 59.00



## Reading Development Color Computer

**Description:** Designed for kindergarten and beginning grade school students, this series offers beginning readers familiarity with all the letters of the alphabet plus the most common high-frequency words. Each consonant and vowel is pronounced by a narrator. Interesting graphics aid the learning process. This series contains sixteen tutorial programs on eight cassettes.

**Grade Level:** K-1.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5465 ..... 59.90



## Reading Development Color Computer

**Description:** Designed for beginning readers, this series offers 50 sight words per program, starting with simple words and working up to words of increasing difficulty. Full audio narration helps involve the beginning reader in the learning process. Simple questions and multiple-choice responses are used. This series contains sixteen tutorial programs on eight cassettes.

**Grade Level:** 1-2.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5474 ..... 59.90



## Sentence Diagramming

III/4

**Description:** Students learn how the various parts of a sentence are related as they construct diagrams on the computer screen. Teaches all phases of sentence structure.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5376 ..... 145.00



## Sentence Helpers

III/4

**Description:** Written expression skill practice for grades 5 through 12. Program teaches auxiliary verbs, commonly used verbals, negative words, and compound elements in sentences. From the Written Expression series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5061 ..... 39.95



## The Sentence Road Map

III/4

**Description:** This program is from the Written Expression series of programs, and deals with beginning and end punctuation.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5063 ..... 39.95



## Space—Spelling Data Files

Color Computer

**Description:** Over 200 words to challenge and motivate the superior speller. Curiosity about these words often leads to independent research. This data file is designed for use with B-5's "Spelling," "Hangword/Scramble," or "Keyboard" programs. It CANNOT be used alone.

**Grade Level:** 4-8.

**Support:** B-5 Software.

**Cassette.** 90-5216 ..... 9.95

**Disk.** 90-5217 ..... 11.95





## Spell Bomber Color Computer

**Description:** As captain of your ship, you must destroy the enemy bomber by spelling the mystery word. In this exciting and educational game, the bomber gets closer with each inaccurate letter. You have only eight tries to guess the mystery word or your ship will be bombed! If you guess the word correctly, General Quarters will sound and your ship will fire a missile to destroy the bomber. Spell Bomber is TCE's version of hangman.

**Grade Level:** 3-8.

**Hardware Requirements:** 16K.

**Network Compatibility:** 2.

**Support:** TCE Programs, Inc.

Cassette. 90-5042 ..... 18.95

Disk. 90-5043 ..... 22.95

## DesignWare®

### Spellagraph 1000

**Description:** Spellagraph is a spelling game that combines spelling practice with solving challenging picture word puzzles. Each turn, the player must correctly spell a word identified by a context sentence. If the word is spelled correctly, a piece of the puzzle is exposed and the player can guess what the picture says. Includes 400 words divided by grade level, 200 picture puzzles, and different levels of game play. Children can also add their own words to practice homework.

**Grade Level:** 2-8.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5087 ..... 39.95

## DesignWare®

### Spellakazam 1000

**Description:** Spellakazam is an entertaining way for children to practice spelling words. The child races through a game board, picking up letters in the correct order to spell a word identified by a context sentence at the bottom of the screen. If the child gets to the hat before the magician does, bonus points are awarded and a magic trick pops out of the hat. Spellakazam is an ideal way for children to practice their spelling words from school—they can add their own words. Spelling words are organized by spelling rules and grade level.

**Grade Level:** 2-6.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5086 ..... 29.95

## DesignWare®

### Spellicopter 1000

**Description:** Spellicopter is an action spelling game that develops children's spelling and visual memory skills. The player pilots the helicopter, maneuvering it through skies crowded with balloons, thunder clouds and other obstacles, in order to rescue letters and carry them back to landing in the properly spelled order. Points are earned for proper spelling, lost for incorrect. There are multiple skill levels, plus kids can add their own spelling homework. Includes 400 words.

**Grade Level:** 6 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5083 ..... 39.95



### Spelling Color Computer

**Description:** Spelling allows the user to input up to 30 words per lesson and save them to cassette or disk data files. Ready-made grade-level data files may be purchased separately. (See listings in this section) If student misspells a word, the correct

spelling appears and aligns itself underneath the misspelling. Errors can be quickly determined and corrected. Student's score and misspelled words are given. Word lists and student records can be printed if desired. The word list may be easily edited.

**Grade Level:** 2-8.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

Cassette. 90-5191 ..... 19.95

Disk. 90-5192 ..... 21.95



**DORSETT**  
Educational Systems, Inc.

### Spelling Color Computer

**Description:** Designed for grade school students, this series covers basic spelling fundamentals. Areas covered include when to use "s" or "es" to make a plural, when to change "y" to "i" in suffixes, understanding homonyms, spelling exceptions, and more. This series contains sixteen tutorial programs on eight cassettes with audio narration.

**Grade Level:** 4-6.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5463 ..... 59.90



### Spelling in Context— Levels 1 & 2

Color Computer

**Description:** This program provides practice in spelling the words most frequently used and most often recommended for this level. The words in a lesson are grouped according to sound or spelling type. Review lessons are included periodically throughout. The word to be spelled is flashed in a box. Then a sentence is displayed with a blank for the word to be spelled. As the letters are typed, they are displayed in the blank in the sentence. The word completes the sentence, giving meaning and context. Errors are corrected immediately.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

**Grade Level 1.** 90-5306 ..... 34.95

**Grade Level 2.** 90-5308 ..... 39.95



### Spelling in Context— Levels 5 & 6

1000

**Description:** The lessons in this program emphasize spelling words which have certain letter combinations or sounds. The word to be spelled is flashed briefly on the screen, and then a sentence appears with a blank in place of the word. If the student misspells the word twice, the correct spelling is given at the bottom of the screen. The student must type in the correct spelling before proceeding on to the next word. The computer records misspelled words, and if the student does poorly, the misspelled words are reviewed at the end of the lesson.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

**Grade Level 5.** 90-5282 ..... 39.95

**Grade Level 6.** 90-5283 ..... 49.95



### Spelling Wiz 1000

**Description:** Spelling Wiz, a colorful wizard who uses his magic wand to zap missing letters into words, assists students in spelling more than 300 words commonly misspelled.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5127 ..... 44.00

**K-12 MicroMedia Publishing**

**Starting  
with Phonics**

1000

**Description:** Starting with Phonics is designed for younger students in grades 1 through 3. It trains children to correctly decode and pronounce words by mastering the recognition of vowel-consonant combinations. The program is appealing, challenging, and fun, and teaches children the essential ingredients of reading and language.

**Grade Level:** 1-3.

**Hardware Requirements:** Disk.

**Support:** K-12 MicroMedia Publishing.

90-5018 ..... 39.95



MEDIA MATERIALS, INC.

**Using Synonyms  
and Antonyms**

III/4

**Description:** Synonym and antonym skill practice for grades 5 through 12. Sample sentences with synonyms and antonyms are discussed. Fill-in-the-blank, matching, and multiple-choice questions are used in the exercises. From the Essential Vocabulary series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5055 ..... 39.95



**Verb Review**

**Color Computer**

**Description:** A verb is a word that expresses action or otherwise helps to make a statement. With Verb Review, your child will practice past, present, and future tense verbs. Sentences are randomly presented with a choice of verb tense. Words are also presented and you are instructed as to which verb tense to type in.

**Grade Level:** 3-8.

**Hardware Requirements:** 16K.

**Support:** TCE Programs, Inc.

Cassette. 90-5037 ..... 18.95

Disk (Network 2 Version). 90-5038 ..... 22.95



**Verb Viper**

1000

**Description:** Verb Viper, a friendly elastic-necked creature who lives in a swamp, helps students master subject agreement with regular and irregular verbs in present tense, past tense, and past participle form.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5124 ..... 44.00



**Vocabulary  
Development**

III/4

**Description:** Features word lists and clues created by the teacher or student. Uses a hangman vocabulary game format. Stores up to 30 word games of 50 words each.

**Grade Level:** K-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5377 ..... 29.95



**Weekly Speller**

**Color Computer**

**Description:** Did your child receive his/her spelling list this week? If so, Weekly Speller is the program you've been waiting for! Enter your child's spelling list and let the computer do the rest. Up to 75 words, each as long as 14 letters, can be entered and saved at one time. Your child will spend hours enjoying the game-style graphics and sound.

**Grade Level:** 1 and up.

**Support:** TCE Programs, Inc.

Cassette. 90-5041 ..... 16.95

Disk. Requires 32K. 90-5101 ..... 22.95

Network 2 Version. 90-5102 ..... 29.95

**K-12 MicroMedia Publishing**

**Winning  
with Phonics**

1000

**Description:** Winning with Phonics trains students to decode and pronounce words by mastering the recognition of vowel-consonant combinations. It covers virtually all structural or phonetic parts of words and is adaptable to all grade levels. Winning with Phonics stimulates students' interest while teaching them the essential ingredients of reading and language.

**Grade Level:** 3-5.

**Hardware Requirements:** One disk drive.

**Support:** K-12 MicroMedia Publishing.

90-5019 ..... 39.95



minnesota educational computing consortium

**Word Games**

III/4

**Description:** The Word Games program for grades one through six is designed to add interest and motivation to language study. Word Games was developed by MECC™, the Minnesota Educational Computing Corporation. Four programs are included: Recall, Scramble, Guess Word, and Editor. Recall is a spelling exercise. The program displays a word on the screen quickly and then asks students to remember and spell the word. Scramble presents a scrambled word for students to unscramble and spell correctly. Guess Word displays a definition or clue and asks students to guess the word. Editor is a teacher-options program that allows the teacher to create and edit custom word lists for use with Recall, Scramble, and Guess Word.

**Grade Level:** 1-6.

**Hardware Requirements:** 48K disk system.

**Support:** Radio Shack.

26-2791 ..... 44.95



**Word Invasion**

1000

**Description:** Word Invasion provides practice in identifying words representing six parts of speech: nouns, pronouns, verbs, adjectives, adverbs, and prepositions by letting students control the magic ring of a friendly alien octopus.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5125 ..... 44.00



**Word Man**

1000

**Description:** Word Man, a tricky maze of tracks and rows, provides students with practice in forming words with consonant-vowel-consonant and consonant-vowel-consonant-silent "e" patterns.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5126 ..... 44.00



## Word Master

1000

**Description:** Word Master gives students practice in identifying pairs of antonyms, synonyms, or homonyms at three difficulty levels, while racing against time and advancing electronic rays.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5129 ..... 44.00



## Word Radar

1000

**Description:** Word Radar provides practice in matching basic sight words by giving students the challenging role of a control tower operator who scans words which increase in length.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5128 ..... 44.00



## Word Structure

III/4

**Description:** Word analysis skills practice for Grades 5-8. Provides individualized instruction and practice in basic word analysis. This will help students communicate more effectively in both written and oral discourse. Includes a built-in management system. Word Structure A-H includes 8 disks. Word Structure A-D includes the first 4 disks of the A-H package. Word Structure E-H includes the second 4 disks of the A-H package.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Jostens Learning Systems, Inc.

Word Structure A-H. 90-5451 ..... 320.00

Word Structure A-D. 90-5452 ..... 160.00

Word Structure E-H. 90-5453 ..... 160.00

## TANDY

## Word Wizard

Color Computer

**Description:** Help your students improve spelling skills the fun way with this spelling game where players "shoot" the answer. Package contains pages for use with Tandy's Electronic Book. Children press different areas of the book's touch-sensitive surface to make selections. Interactive routines make learning a game. It's safe for kids to use, too—plugs into the joystick port.

**Hardware Requirements:** 16K, Extended BASIC and the Electronic Book (26-3141).

**Support:** Radio Shack.

26-2544 ..... 19.95

## FOREIGN LANGUAGE



## Alexander

1000

**Description:** A multilingual word processing program with characters and symbols for French, Spanish, German, Italian, Greek, Hebrew, Russian and English, as well as for science, math, music and typesetting. Special function keys can be assigned to support editing functions, print enhancements, printer formats and input of special characters. You can use a light pen, mouse, cursor or line-oriented editing.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5422 ..... 245.00



## Batalla de Palabras

1000

**Description:** A vocabulary program that teaches hundreds of words and includes a fast-action arcade game. A word display gives meanings and sample sentences for adjectives, nouns and verbs in six categories. Multiple-choice and sentence completion quizzes reinforce usage of the words, and the game challenges students to find translations in a race against time. The program contains color graphics, optional sound effects, and a text editor that allows you to enter your own material. A two-disk package.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5425 ..... 49.95



## Bataille de Mots

1000

**Description:** A French vocabulary program that teaches hundreds of words and includes a fast-action arcade game. A word display gives meanings and sample sentences for adjectives, nouns and verbs in six categories. Quizzes reinforce usage of the words, and the game challenges students to find translations in a race against time. It includes color graphics, optional sound effects, instructions in English and a text editor that allows you to enter your own material. A two-disk package.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5427 ..... 49.95



## French Antonyms and Synonyms

III/4

**Description:** Two exciting games on one disk. The game is "Concentration" in the target language. There is one board for synonyms, another for antonyms. It can be played by two teams or two players who compete to find the pairs of matched words that are randomly hidden.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5430 ..... 29.95



## German Antonyms and Synonyms

III/4

**Description:** Two exciting games on one disk. The game is "Concentration" in the target language. There is one board for synonyms, another for antonyms. (German has antonyms only.) It can be played by two teams or two players who compete to find the pairs of matched words that are randomly hidden.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5432 ..... 25.95



## La Corrida de Toros

III/4

**Description:** A Hangman game—Spanish style. Save the matador by correctly spelling the word and the crowd will cheer you! Spell it incorrectly and the charging bull will be the victor. Six different topics, hundreds of words, two levels of difficulty. Includes a vocabulary review and matching exercise for each category. Superb graphics.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5438 ..... 29.95



## La Guillotine

III/4

**Description:** Spell the word correctly, and the victim smiles with relief. Spell it incorrectly, and it's off with his head! An entertaining way to study hundreds of words, presented by topic on two levels of difficulty. A French vocabulary review and matching exercise are included for each category. Superb graphics.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5434 ..... 29.95



## Mesaventures Culturelles

III/4

**Description:** A French reading program which reveals the cultural differences and similarities between Americans and the French. Through a series of 12 mini-dramas set in various locations, misunderstandings arise and the student is asked to determine the cause. Each question has multiple-choice answers, with each response generating additional cultural information. A computer "dictionary" allows students to see the meanings of unfamiliar words.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5435 ..... 29.95



## Present Tense of Regular French Verbs

III/4

**Description:** The rules on how to conjugate the present tense of regular French -ER, -IR and -RE verbs are clearly shown. Exercises are then given for each verb group, with students filling in the correct verb form. A help mode allows pupils to refer back to rules while doing exercises. A printed list of sentences is included with the program.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5433 ..... 26.95



## Prompt

1000

**Description:** This simple, well-designed program enables you to create imaginative exercises for your ESL, French, Spanish, German, Italian and Latin classes. It has easy-to-follow menus that guide you through the writing and editing process. You enter a passage, then add questions and answers. It will format your material into an exercise with help and dictionary options. With multiple-choice questions, you may add comments to each of the distractors. There is a fill-in section which enables you to create cloze-type exercises, offering help to the student in the form of clues, spelling check and comments on anticipated errors. The program will accept two alternate answers for each blank.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5420 ..... 150.00



## R.S.V.P.—French

1000

**Description:** An engrossing French language program with a notional functional base that improves reading, writing, spelling and grammar skills while reinforcing syntax and vocabulary. A passage appears with letters or words missing and the student must fill in the missing items to complete the text. The program is presented in 19 different day-to-day settings. The situations have been chosen with the goal of improving communicative proficiency. Hints are given and definitions of words can be requested. A vocabulary quiz reviews words missed. Contains a test editor.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5428 ..... 59.95



## R.S.V.P.—Spanish

1000

**Description:** A Spanish language program with a notional functional base that improves reading, writing, spelling and grammar skills while reinforcing syntax and vocabulary. A passage appears with letters or words missing, and the student must fill in the missing items to complete the text. The program is presented in 19 different day-to-day settings. The situations have been chosen with the goal of improving communicative proficiency. Hints are given and definitions of words can be requested. A vocabulary quiz reviews words missed.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5426 ..... 59.95



## Spanish Antonyms and Synonyms

III/4

**Description:** Two exciting games on one disk. The game is "Concentration" in the target language. There is one board for synonyms, another for antonyms. It can be played by two teams or two players who compete to find the pairs of matched words that are randomly hidden.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5431 ..... 29.95



## Spanish Grammar: POR vs PARA/SER vs ESTAR

III/4

**Description:** An easy approach to learning or reviewing difficult grammatical concepts for Level I and II. The rules for each section are first displayed, followed by fill-in-the-blank exercises. A help screen enables students to refer to the rules during the exercises. Set of two disks (can be purchased separately).

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5436 ..... 32.95



## Spanish Grammar: Preterite & Imperfect

III/4

**Description:** An easy approach to learning or reviewing difficult grammatical concepts for Level I and II. The rules for each section are first displayed, followed by fill-in-the-blank exercises. A help screen enables students to refer to the rules during the exercises. Set of two disks (can be purchased separately).

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5437 ..... 32.95



## Spanish Verbs: Present Subjunctive

III/4

**Description:** Teach your students to conjugate verbs in the subjunctive with a step-by-step instructional review and reinforcement program. The rules, given in the introduction, are automatically repeated and reinforced if the student types in the wrong answer.

**Hardware Requirements:** Disk.

**Support:** Gessler Educational Software.

90-5439 ..... 26.95



## Wortgefecht 1000

**Description:** A German vocabulary program that teaches hundreds of words and includes a fast-action arcade game. A word display gives meanings and sample sentences for adjectives, nouns and verbs in six categories. Multiple-choice and sentence completion quizzes reinforce usage of the words, and the game challenges students to find translations in a race against time. The program contains color graphics, optional sound effects, and a text editor that allows you to enter your own material. A two-disk package.

**Grade Level:** All ages.

**Hardware Requirements:** 256K Disk.

**Support:** Gessler Educational Software.

90-5423 ..... 49.95

## LOGIC/PROBLEM SOLVING



**SUNBURST  
COMMUNICATIONS**

### Code Quest 1000

**Description:** This teacher-created program sharpens thinking skills as students decode hidden clues and form hypotheses on the identity of a mystery object.

**Grade Level:** 4 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5514 ..... 59.00

## TANDY

### Electronic Book Games Color Computer

**Overview:** Each of the software packages contains pages to insert into the Electronic Book. Students press different areas of the book's touch-sensitive surface to make selections. Interactive routines make learning a game. It's safe for kids to use, too—plugs into the joystick port.

**Hardware Requirements:** 16K, Extended BASIC and the Electronic Book.

**Support:** Radio Shack.

**Maze Master:** With this program children are introduced to computer usage. Children solve mazes by writing instructions.

26-2541 ..... 19.95

**Shape Maker:** Children learn to identify geometric shapes and make their own designs.

26-2542 ..... 19.95



**SUNBURST  
COMMUNICATIONS**

### The Factory 1000/Color Computer

**Description:** Using color graphics and animation, this unique 3-level program challenges students to create geometric "products" on a simulated machine assembly line that they design. The program focuses on several problem-solving strategies, including working backward, analyzing a process, determining sequence and applying creativity.

**Grade Level:** 4 and up.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

**Color Computer.** 90-5004 ..... 59.00

**Tandy 1000.** Requires 256K. 90-5515 ..... 59.00



**SUNBURST  
COMMUNICATIONS**

### Gears 1000

**Description:** This program allows students to experiment with gears while learning the problem-solving skills of prediction and analysis. Students start by selecting the number of gears they wish to line up, and the number of teeth for each gear.

Wortgefecht/TM Gessler Educational Software. Code Quest, The Factory, Gears, Memory Castle/TM Sunburst Communications. Kindercomp/TM Spinnaker. Learning with Leeper/TM Sierra On-Line. Mind Benders/TM Midwest Publications.

Then, given the number of rotations the first gear will turn, they must predict the direction and number of times the last gear will rotate. Students can first play with the gears and gather data in an experimental mode; they can then operate a gear factory.

**Grade Level:** 6 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5522 ..... 59.00



## Kindercomp

### 1000/Color Computer

**Description:** A collection of fun learning exercises. Match shapes and letters, write names, draw pictures, and fill in missing numbers. The screen comes to life with colorful rewards when the correct answer is given.

**Grade Level:** Pre-Kindergarten.

**Hardware Requirements:** Joysticks for Color Computer.

**Support:** Radio Shack.

**Tandy 1000.** 25-1102 ..... 29.95

**Color Computer.** 26-3168 ..... 29.95



## SIERRA™ Learning with Leeper 1000

**Description:** Parent's Choice Award—Family Computing. Leeper will lead your children through four games for pre-readers—shape matching, counting, eye-hand coordination and creative play. Several levels for youngsters to experience at their own pace.

**Grade Level:** Pre-Kindergarten through 2.

**Hardware Requirements:** Joystick.

**Support:** Radio Shack.

25-1118 ..... 34.95



**SUNBURST  
COMMUNICATIONS**

## Memory Castle Color Computer

**Description:** An adventure game that helps your students remember instructions and follow directions. Inside the Memory Castle, students are given instructions: "go to the shieldroom, then to the cemetery to the grave of Sir Gray, then to the kitchen." To help them play the game successfully, your students are introduced to a special strategy designed to improve their memories. Once they have mastered this strategy, they will be amazed at the power of their minds, and so will you!

**Grade Level:** 5 and up.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

90-5007 ..... 59.00



## Mind Benders III/4

**Description:** The purpose of Mind Benders is to sharpen the deductive thinking skills of your students for better reading comprehension and better math, writing, science and test-taking skills. The twelve books on computer software are supplementary, nongraded, interdisciplinary, and each page has generous amounts of white space. This material can be related to Bloom's Taxonomy and Guilford's Structure of the Intellect, and is validated for Mary Meeker's S.O.I.

**Grade Level:** 4-8

**Hardware Requirements:** Disk.

**Support:** Midwest Publications.

**Level A-1.** 90-5348 ..... 39.95

**Level A-2.** 90-5349 ..... 39.95

**Level A-3.** 90-5350 ..... 39.95





## Moptown Hotel Color Computer

**Description:** Advanced fun and excitement with the delightful characters of Moptown. Strategic thinking skills are developed by use of analogies, sequences and hypotheses. Seven increasingly difficult games require concentration, logic and pattern recognition. May be used as a stand-alone program or in conjunction with Moptown Parade, 90-0464.

**Grade Level:** 3 through 7.

**Hardware Requirements:** 16K Disk.

**Network Compatibility:** 2.

**Support:** The Learning Company.

90-0463 ..... 39.95



## The Pond

### 1000/Color Computer

**Description:** A small green frog, lost in a pond of lily pads, helps students recognize and articulate patterns, generalize from raw data, and think logically. Program includes a practice option and a game option.

**Grade Level:** 2 and up.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

Tandy 1000. Requires 256K. 90-5517 ..... 59.00

Color Computer. 90-5003 ..... 59.00



## Recess Games

### Color Computer

**Description:** Consists of 4 games that provide a format for using higher-level thinking skills. Games include Treasure Hunt (using a grid), Guess That Number, Masterbrain, and Tic Tac Toe. Each game encourages logical reasoning. 1- or 2-player options.

**Grade Level:** 2-8.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

Tape. 90-5200 ..... 19.95

Disk. 90-5201 ..... 21.95



## The Right Turn

### 1000

**Description:** The Right Turn allows students to predict, experiment, and learn about mathematical concepts of rotation and transformation. Students can create a pattern and then specify the type of transformation. First the computer shows what the transformation does to their pattern. Then it creates its own pattern below, and the students must specify how to rotate it to achieve their original transformation.

**Grade Level:** 4 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5521 ..... 59.00



## Robot Odyssey

### Color Computer

**Description:** A highly sophisticated program to help develop skills in logical problem-solving, abstract reasoning and creative thinking. The concepts of electronic circuitry, circuit design and logic are explored.

**Grade Level:** 7 and up.

**Hardware Requirements:** 64K and one disk drive.

**Support:** Radio Shack.

26-3284 ..... 34.95



## Rocky's Boots

### 1000/Color Computer

**Description:** Hailed as a software classic by the New York Times, the award-winning Rocky's Boots helps develop skills in logical problem-solving, abstract reasoning, and creative thinking. The concepts of electronic circuitry, circuit design and logic are explored in a motivating environment where players invent machines to solve puzzles and to win more than 30 different games, including games they design themselves. The 1000 school version includes 2 disks, a teacher guide and student materials.

**Grade Level:** 4 and up.

**Hardware Requirements:** 64K Disk for Color Computer, 256K Disk for 1000.

**Support:** Radio Shack.

Color Computer. 26-3283 ..... 34.95

**Support:** The Learning Company.

1000. 26-5454 ..... 69.95



## Trading Post

### 1000

**Description:** Trading Post is a two-player game involving strategy and problem-solving. The object of the game is to be the first player to collect all the shapes that match a specific goal. Students take turns exchanging their shapes according to a set of Exchange Rules, or they may request a shape at random from the computer.

**Grade Level:** 2 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5518 ..... 59.00



## Using Outlining Skills

### III/4

**Description:** Outlining skill practice for Grades 5-12. This program can help students find topic sentences, main ideas, and details, and learn how to make an outline.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5077 ..... 39.95



## Word Benders —Phrases

### III/4

**Description:** Word Benders are deductive thinking-skill puzzles that promote vocabulary building and spelling skills. As students proceed through each puzzle, new words emerge. This game-like format encourages students to recognize and change word roots, prefixes, and suffixes to create new words. The puzzles encourage students to check spelling and meanings in their dictionaries to confirm correct answers.

**Grade Level:** 4-8.

**Hardware Requirements:** Disk.

**Support:** Midwest Publications.

90-5351 ..... 39.95



## Word Benders —Similarities

*III/4*

**Description:** Word Benders are deductive thinking-skill puzzles that promote vocabulary building and spelling skills. As students proceed through each puzzle, new words emerge. This game-like format encourages students to recognize and change word roots, prefixes, and suffixes to create new words. The puzzles encourage students to check spelling and meanings in their dictionaries to confirm correct answers.

**Grade Level:** 4-8.

**Hardware Requirements:** Disk.

**Support:** Midwest Publications.

90-5352 ..... 39.95

## MATH



### Addition

*III/4/Color Computer*

**Description:** The Addition Set is part of the "Math For All Ages" series. "Math For All Ages" is designed for students needing practice with whole number operations. The problems used in these programs are randomly selected, and the management system records a score and also records the problems that are missed. Skills taught in the Addition Set include basic facts, two- and three-digit addends, repeated addition and renaming.

**Grade Level:** III/4--K-8. Color Computer—K-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3 (90-5360 only).

**Support:** Aquarius People Materials, Inc.

**Model III/4.** 90-5360 ..... 115.00

**Color Computer.** 90-5492 ..... 115.00

### Addition & Subtraction of Fractions

*III/4*

**Description:** Skills practice for grades 7-12. You can choose the level of difficulty for practice adding and subtracting fractions. Problems are randomly chosen. Student is led step-by-step through problems and cannot go on until current step is correct.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5179 ..... 29.95



### Addition & Subtraction of Whole Numbers

*III/4*

**Description:** Skills practice for grades 7-12. You can choose the level of difficulty for practice adding and subtracting whole numbers. Problems are randomly chosen. Student is led step-by-step through problems and cannot go on until current step is correct.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5177 ..... 29.95

## TANDY

### Advanced Graphics Program

*I/III/4*

**Description:** Advanced Graphics was designed for use by math students in grades nine through twelve. Two programs are included: Plotting Functions and Plotting Polar and Parametric Equations. These programs aid students in solving problems,

including finding maximums and minimums, x and y intercepts, and points of inflection. A Selected Investigations section presents appropriate problems and exercises for use with both programs.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1714 ..... 39.95



### Alien Addition

*1000*

**Description:** Alien Addition provides practice in basic addition facts using an "alien invasion" theme complete with spaceships and laser cannons.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5130 ..... 44.00



### Alligator Mix

*1000*

**Description:** Alligator Mix is a challenging program in which students feed hungry alligators in order to increase their skill in both addition and subtraction facts.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5134 ..... 44.00



### Basic Algebra

*Color Computer*

**Description:** Designed for secondary students and adults who desire a basic algebra review, this series offers comprehensive coverage of algebra fundamentals. Areas covered include positive and negative number operations, set theory, algebraic fractions and division, solution of linear and quadratic equations, and more. The series contains sixteen tutorial programs with audio narration.

**Grade Level:** 8 and up.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5459 ..... 59.90



### Basic Arithmetic

*III/4*

**Description:** The Basic Arithmetic package is designed to help students in grades two through six strengthen their arithmetic skills. Basic Arithmetic was developed by MECC™, the Minnesota Educational Computing Corporation. Four programs are included: Base Ten, Estimate, Math Game, and Speed Drill. Base Ten is a timed multiplication drill presented in a game format. An option allows the teacher to change the program to include multiplication of whole numbers 0-9, multiples of ten, or decimals. Estimate is a timed estimation drill on the four basic operations and percentages, using whole numbers. Math Game is a timed estimation drill on the four basic operations using whole numbers in a contest format. Scoring and problem difficulty are based on the age and ability of the student. Speed Drill is a timed drill on the four basic operations using whole numbers. A teacher option allows the teacher to determine the difficulty of the problems.

**Grade Level:** 2-6.

**Hardware Requirements:** 48K disk system.

**Support:** Radio Shack.

26-2790 ..... 44.95



## Borrow Color Computer

**Description:** Borrow provides practice in subtracting with regrouping. Problems appear in large graphic numerals. Boxes above numerals allow for regrouping procedures. There are 7 skill levels. After 10 correct answers, a graphic reward is displayed.

**Grade Level:** 2-4.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

**Tape, 90-5185** ..... 19.95  
**Disk, 90-5186** ..... 21.95



## Bumble Games Color Computer

**Description:** Basic mathematics and geometry are made easy with this classroom-tested program. There are six games designed to introduce the basics of numbers and number plotting through the use of number pairs. Children are guided by friendly Bumble, an imaginary creature from the planet Furrin.

**Hardware Requirements:** 16K Disk.

**Network Compatibility:** 2.

**Support:** The Learning Company.

**90-0461** ..... 39.95



## Bumble Plot Color Computer

**Description:** Bumble Plot is the advanced version of Bumble Games. It may be used by itself or as a follow-up to Bumble Games. It introduces the concepts of negative and positive numbers, and lets the child "create" original drawings through five increasingly challenging games.

**Hardware Requirements:** 16K Disk.

**Network Compatibility:** 2.

**Support:** The Learning Company.

**90-0462** ..... 39.95



## Calculus for Scientists and Engineers 1000

**Description:** Calculus for Scientists and Engineers lets professionals and researchers solve calculus problems on a microcomputer. On the job or in the lab, this program lets you handle more data, solve more complex problems, and solve them faster than ever before. It performs solutions to double or triple integration problems, and has the capability to input functions at the upper and lower limits of integration. It includes solutions to  $n$ th order systems of ordinary differential equations, graphic displays, tabulations of functions and derivatives, and more.

**Grade Level:** College.

**Hardware Requirements:** Disk.

**Support:** John Wiley & Sons, Inc.

**90-5156** ..... 75.00



## Carry Color Computer

**Description:** Carry provides practice in addition with regrouping. Problems appear in large graphic numerals. Boxes above numerals allow for regrouping procedures. There are 4 skill levels. After 10 correct answers, a graphic reward is displayed.

**Grade Level:** 2-4.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

**Tape, 90-5187** ..... 19.95  
**Disk, 90-5188** ..... 21.95



## Clock Color Computer

**Description:** A large graphic clock with synchronized hands enables children to practice telling time. "Clock" includes 4 skill levels: hour, quarter hour, 5 minutes and 1 minute levels. After 10 correct responses, a mouse ascends the screen to the tune of Hickory Dickory Dock.

**Grade Level:** 1-4.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

**Tape, 90-5181** ..... 24.95  
**Disk, 90-5182** ..... 26.95

## TANDY

## Color Essential Math Program, Volume One Color Computer

**Description:** The Radio Shack Color Essential Math Program provides skill-building drills for grades seven through twelve to reinforce math concepts introduced by the teacher. Volume One of the Color Essential Math Program covers addition, subtraction, multiplication, division, and number concepts. The program gives immediate feedback for correct and incorrect answers. Special features of this program include a series of graded lessons within each topic, a placement mode, a promotion/demotion option, and a comprehensive reporting function. Math problems presented are randomly generated according to specific rules for each lesson, which means that no two repetitions of a lesson will be exactly alike.

**Grade Level:** 7-12.

**Hardware Requirements:** 32K with cassette recorder or 32K disk system. Extended Color BASIC required.

**Network Compatibility:** 2.

**Support:** Radio Shack.

**26-2643** ..... 120.00

## TANDY

## Color Math Color Computer

**Description:** The Radio Shack Color Math Program is designed for children in grades one through eight. It consists of four topics: addition, subtraction, multiplication, and division, and offers placement, skill-building lessons, and testing options in each. Students can be placed by the computer at their appropriate skill levels, take lessons at those levels, receive performance reports, and take a test on any lesson. Lesson summaries are provided in the user's manual. Within each lesson, problems are randomly generated according to specific guidelines.

**Grade Level:** 1-8.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system. Extended Color BASIC required.

**Network Compatibility:** 2.

**Support:** Radio Shack.

**26-3202** ..... 39.95



## Counting Skills Color Computer

**Description:** Developed by Early Learning Specialists, these curriculum-based programs are colorful and fun to use. Each complete unit consists of diskettes, Teacher's Guide, and Teacher's Handbook. Topics include one-to-one correspondence, number recognition, beginning set theory, assigning numbers to correct number of objects and single-digit addition and subtraction.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2.

**Support:** Aquarius People Materials, Inc.

**90-5358** ..... 260.00

# DesignWare® Creature Creator

1000

**Description:** Creature Creator introduces young children to the computer and keyboard control, in addition to developing skills important in learning reading and math: use of symbols, pattern recognition and pattern matching. Children create strange and colorful creatures from different heads, arms, bodies and legs, and then make their creatures dance along or pattern movements to match the computer's creature. Teaches computer literacy and math and reading readiness.

**Grade Level:** 4 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5084 ..... 29.95



## Demolition Division

1000

**Description:** Demolition Division gives students the opportunity to practice basic division facts as tanks move toward cannons that the player can fire.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5133 ..... 44.00



## Division

III/4/Color Computer

**Description:** The Division Set is part of the "Math for All Ages" series. "Math for All Ages" is for students needing practice with whole number operations. The problems used are randomly selected, and the management system records a score and lists the problems that are missed. Skills taught in the Division Set include basic facts, missing factors; one-, two-, & three-digit quotients with and without remainders; and two-digit divisors.

**Grade Level:** K-8.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3 (90-5366 only).

**Support:** Aquarius People Materials, Inc.

Model III/4. 90-5366 ..... 115.00

Color Computer. 90-5498 ..... 115.00



## Dragon Mix

1000

**Description:** Dragon Mix, a program in which a large dragon protects the city behind it from invading forces, provides practice in multiplication and division facts.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5135 ..... 44.00



## The Enchanted Forest

1000

**Description:** A mathematics fairy tale that will entice students of all ages as it helps them think logically and understand concepts of conjunction (and), disjunction (or), and negation (not).

**Grade Level:** 4 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5520 ..... 59.00



## Essential Math— Version 2.0: Grade 1

1000

**Description:** Essential Math Grade 1 includes 30 lessons in number concepts, addition, and subtraction. Some lessons are followed with game activities for those students that finish the

assigned number of problems. The program allows the teacher to determine the number of problems in each lesson. If students need additional help, they can call up a number chart on the screen to use in their calculations.

**Grade Level:** 1.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5261 ..... 39.95



## Essential Math— Version 2.0: Grade 2

1000

**Description:** Essential Math Grade 2 contains 30 lessons which include number concepts, addition, and subtraction. The teacher can determine the length of each lesson, and after certain lessons, there are game activities for those students that have finished the assigned number of problems. The program includes a feature that allows students to call visual helps to the screen if they are needed in the calculations.

**Grade Level:** 2.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5262 ..... 39.95



## Essential Math— Version 2.0: Grade 3

1000

**Description:** Essential Math Grade 3 has 10 lessons in each of the following six areas: Number Concepts, Addition, Subtraction, Multiplication, Division, and Fractions. The teacher determines the length of each lesson, and there are game activities at the end of some lessons for those students that have completed the assigned material.

**Grade Level:** 3.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5263 ..... 65.95



## Essential Math— Version 2.0: Grade 4

1000

**Description:** Essential Math Grade 4 provides drill and practice on essential mathematical skills in the following seven areas: Number Concepts, Addition, Subtraction, Multiplication, Division, Fractions, and Decimals. The program includes teacher options for changing the length of lessons, and a simple record-keeping system. Extra activities are found at the end of many of the lessons for students that finish with the assigned material.

**Grade Level:** 4.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5264 ..... 69.95



## Essential Math— Version 2.0: Grade 5

1000

**Description:** Essential Math Grade 5 provides drill and practice exercises for students in the areas of Number Concepts, Addition, Subtraction, Multiplication, Division, Fractions, and Decimals. The program includes teacher options which permit the teacher to determine the length of lessons, and a simple record-keeping system which allows the teacher to keep track of each student's progress. Many of the lessons are followed with extra activities for those students that finish the assigned material.

**Grade Level:** 5.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5265 ..... 79.95



## Essential Math— Version 2.0: Grade 6

1000

**Description:** Essential Math Grade 6 provides drill and practice on essential mathematical skills in the areas of number concepts, addition, subtraction, multiplication, division, fractions, and decimals. Teacher options allow a teacher to choose length of the lessons, and a simple record-keeping system lets the teacher keep track of each student's progress. Many of the lessons are followed by special activities for those students that finish with the lesson.

**Grade Level:** 6.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5266 ..... 79.95

## TANDY Essential Math Program, Volume One

I/III/4

**Description:** The Radio Shack Essential Math Program provides skill-building drills for grades seven through twelve to reinforce math concepts introduced by the teacher. Volume One of the Essential Math Program covers addition, subtraction, multiplication, division, and number concepts. The program gives immediate feedback for correct and incorrect answers. Features of this program include a series of graded lessons within each topic, a placement mode, a promotion/demotion option, and a comprehensive reporting function. Math problems presented are randomly generated according to specific rules for each lesson, which means that no two repetitions of a lesson will be exactly alike.

**Grade Level:** 7-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system. The Model III/4 software included in the package can be traded in for a Model I version of the program.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1716 ..... 199.00

## TANDY Essential Math Program, Volume Two

I/III/4

**Description:** The Radio Shack Essential Math Program provides skill-building drills for grades seven through twelve to reinforce math concepts introduced by the teacher. Volume Two of the Essential Math Program covers fractions, decimals, percent, and pre-algebra concepts. The program gives immediate feedback for correct and incorrect answers. Features of this program include a series of graded lessons within each topic, a placement mode, a promotion/demotion option, and a comprehensive reporting function. Math problems presented are randomly generated according to specific rules for each lesson, which means that no two repetitions of a lesson will be exactly alike.

**Grade Level:** 7-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system. The Model III/4 software included in the package can be traded in for a Model I version of the program.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1719 ..... 199.00

## TANDY Euclid Geometry Tutor Program

I/III/4

**Description:** Euclid Geometry Tutor is a computer-assisted instruction program that can help students develop and sharpen their skills in constructing geometry proofs. The program has four modes of operation corresponding to four levels of difficulty. The program will completely work out a proof (in Auto-

matic mode), guide the student's efforts to construct a proof (in Practice and Quiz modes), or monitor and check the student's proof (in Test mode). A Selected Exercises section in the manual provides appropriate material for students to use with the program in the form of diagrams and word problems.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1724 ..... 39.95



## Fractions

### Color Computer

**Description:** The Fractions program explains fractions through the use of colorful graphics. The student studies the different ways fractions can be represented. The lessons include improper fractions, mixed fractions, and proper fractions. Many educators have praised the use of motion and color to display the fractional equivalents. Fractions practice offers a random computer-generated quiz.

**Grade Level:** 3-6.

**Hardware Requirements:** 16K Tape or 16K Disk.

**Support:** TCE Programs, Inc.

Tape. 90-5039 ..... 19.95

Disk. Compatible with Network 2. 90-5040 ..... 23.95



## Geometry

### Color Computer

**Description:** This series is designed as an introduction to Geometry. Areas covered include finding the area of a triangle, squares of small numbers, the Pythagorean Theorem, formulas for finding the perimeters and areas of rectangles and squares and much more. The series contains sixteen tutorial programs on eight cassette tapes with audio narration.

**Grade Level:** 6-10.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5466 ..... 59.90



## Get to the Point

1000

**Description:** Three imaginative games expose students to the concepts of order of decimals and help them with basic operations involving decimals.

**Grade Level:** 5-9.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5482 ..... 59.00



## Graphing

### Color Computer

**Description:** Graphing contains five programs designed for use in a variety of mathematics classes at grade levels seven through twelve. Graphing was developed by MECC™, the Minnesota Educational Computing Corporation. The five programs are: Slope, Polygraph, Polar, Snark, and Radar. The Slope program graphs up to five linear equations on one coordinate system. Polygraph graphs polynomials, conics, and other functions on a Cartesian coordinate system. Polar graphs polar functions using a Cartesian coordinate system. Snark presents concepts of coordinate points and circles in a game format in which students try to locate a "snark" creature hidden on a grid. Radar simulates a search for a runaway ship using a radar screen display. Students use angles of 0 to 359 degrees to direct the rescue boat.

**Grade Level:** 7-12.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2794 ..... 34.95





## Graphing is Fun

III/4

**Description:** Provides students with simplified instruction on the purpose, interpretation and construction of Bar Graphs, Picture Graphs, Pie Graphs and Line Graphs. The lessons are arranged in a story problem format, and instructions for constructing each type of graph are woven in with the stories. Programs are menu-driven.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5370 ..... 55.00



**SUNBURST**  
COMMUNICATIONS

## Hot Dog Stand

1000

**Description:** Students put on their entrepreneurial hats and practice math skills when they run this simulated hot dog stand at their school's football games. Color graphics and animation give visual spark and a dimension of realism to the program.

**Grade Level:** 6 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5483 ..... 59.00

## TANDY

## Investigations in Integral Calculus

I/III/4

**Description:** Investigations in Integral Calculus is designed to help students discover some of the fundamentals of calculus on the microcomputer. The program was written in an effort to help students learn the fundamentals of integral calculus in a way that avoids the complex theoretical approach traditionally used in calculus textbooks. A Selected Investigations section in the program manual contains a series of fourteen investigations that cover the following topics in integral calculus: the trapezoidal rule, integral notation, the integral of a constant function, negative integrals, the integral of  $x^n$ , the integral of  $1/x$ , the integral of the sine and cosine functions, the integral of the exponential function, the integral of a constant times a function, the integral of the sum of two functions.

**Grade Level:** High school and college.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2600 ..... 39.95

## TANDY

## Investigations in Integral Calculus for the Tandy Color Computer

Color Computer

**Description:** Investigations in Integral Calculus is designed to help students discover some of the fundamentals of calculus on the microcomputer. The program was written in an effort to help students learn the fundamentals of integral calculus in a way that avoids the complex theoretical approach traditionally used in calculus textbooks. A Selected Investigations section in the program manual contains a series of fourteen investigations that cover the following topics in integral calculus: the trapezoidal rule, integral notation, the integral of a constant function, negative integrals, the integral of  $x^n$ , the integral of  $1/x$ , the integral of the sine and cosine functions, the integral of the exponential function, the integral of a constant times a function, the integral of the sum of two functions.

**Grade Level:** High school and college.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system. Extended Color BASIC required.

**Network Compatibility:** 2.

**Support:** Radio Shack.

26-2641 ..... 39.95



**SUNBURST**  
COMMUNICATIONS

## The King's Rule

1000

**Description:** Players try to discover numerical rules that allow them to work their way through a king's castle. Each rule fits a set of three numbers presented by the program. Students generate and test a working hypothesis by asking questions, trying out new number combinations, and requesting recaps of data. Six levels of play give students practice in forming and testing increasingly subtle hypotheses.

**Grade Level:** 4 and up.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5502 ..... 59.00



## Mastering Mathematics: Decimals

III/4

**Description:** Divided into five independent units—Addition, Subtraction, Multiplication, Division, and Mixed Review—the program provides an interactive instructional sequence for each segment, supported by six to eight levels of practice exercises.

**Grade Level:** 3-5.

**Hardware Requirements:** Disk.

**Support:** Continental Press.

90-5457 ..... 175.00



## Math Baseball

III/4

**Description:** A baseball game format is used to motivate the student to do the repetitive drill-and-practice problems necessary to build addition, subtraction, multiplication, and division skills. To play, the student must correctly answer arithmetic problems. Each correct answer is a hit, and each incorrect answer is an out. The more difficult the question, the better the hit (double, triple, home run). The program is designed so that two students can play each other, or a single student can play against the computer.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5174 ..... 29.95



## Mathfact Color Computer

**Description:** Mathfact includes all operations: addition, subtraction, multiplication, and division. Students select the operation and then the specific number they wish to practice by. In Level 1, each problem is illustrated with graphic blocks. In Level 2, facts are given without illustrations. All drills are timed and scored. The program branches to illustrations when errors are made. Students self-correct their errors.

**Grade Level:** 1-5.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

Tape. 90-5189 ..... 18.95

Disk. 90-5190 ..... 20.95



## Math Facts Games

1000

**Description:** The purpose of this set of four games is to provide motivating practice on the 400 basic math facts in addition, subtraction, multiplication, and division. The user can choose any operation or combination of operations at any one of four levels of difficulty. To play each game, the user must first correctly give a basic fact, then he or she can take a turn at the chosen game.

**Grade Level:** 3-9.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

Set 1. 90-5271 ..... 34.95

Set 2. 90-5272 ..... 34.95



**DORSETT**  
Educational Systems, Inc.

## Math Fractions

Color Computer

**Description:** This series covers basic concepts of fractions with an emphasis on addition, subtraction, multiplication, and division of fractions. It also covers conversions of fractions to decimals, decimals and fractions to percents, and word problems with percents. Students will learn how to find the area of a circle using pi. The series contains sixteen tutorial programs on eight cassettes with audio narration.

**Grade Level:** 4-8.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5462 ..... 59.90

**DesignWare®**

## Math Maze

1000

**Description:** Math Maze is an entertaining way for children to practice addition, subtraction, multiplication, and division facts. The child must successfully navigate through the maze and select the numbers that answer the math problems presented. Children can focus on the specific type of math facts they need to practice and vary the difficulty level of game play. It allows children to create their own maze games.

**Grade Level:** 1-6.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5085 ..... 39.95



**DORSETT**  
Educational Systems, Inc.

## Math Numbers

Color Computer

**Description:** Designed for grade school students, this series offers coverage of a broad range of mathematical fundamentals. Areas include learning number meanings, drills in addition and subtraction, drills in multiplication and division, plus an emphasis on place values, fractions, and more. First lessons may be appropriate for pre-schoolers. The series contains sixteen tutorial programs on eight cassettes with audio narration.

**Grade Level:** K-5.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5461 ..... 59.90



**DORSETT**  
Educational Systems, Inc.

## Math Percents/ Decimals

Color Computer

**Description:** Designed for students in grades 5-12, this series covers the function of the decimal point, place values, addition and subtraction of decimals, conversion of fractions to decimals, conversion of percent to decimal fractions, simple equations, and more. The series contains sixteen tutorial programs on eight cassettes with audio narration.

**Grade Level:** 5-12.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5471 ..... 59.90

## TANDY

## Matrices, Determinants and Simultaneous Equations

I/III/4

**Description:** Matrices, Determinants, and Simultaneous Equations was designed for use by secondary and college mathematics students. Two programs are included: (1) Matrices and Determinants, and (2) Determinants and Simultaneous Equations. The Matrices and Determinants program provides practice in addition of matrices, multiplication of a matrix by a scalar, matrix multiplication, determination of inverse matrices ( $2 \times 2$  and  $3 \times 3$ ), and evaluation of determinants ( $2 \times 2$  and  $3 \times 3$ ). The Determinants and Simultaneous Equations program provides practice in applying Cramer's Rule to the solution of two equations and two unknowns or three equations and three unknowns. Both programs provide feedback, hints, and a progress report.

**Grade Level:** High school and college.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2620 ..... 49.95



## Meteor Multiplication

1000

**Description:** Meteor Multiplication, a highly motivating program in which players must disintegrate meteors moving toward a star station, helps students master basic multiplication facts.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5132 ..... 44.00



## Micropower Math Software

III/4

**Description:** Micropower is a developmental, computational math program for grades 1-6. It contains 323 lessons in 48 sequential units developing skills in 8 math strands: addition, subtraction, multiplication, division, numeration, fractions, decimals, and integers. It can be used as additional application and practice to accompany any basal system of math instruction, remedial instruction, or enrichment.

**Grade Level:** 1-6.

**Hardware Requirements:** Disk.

**Support:** Modern Curriculum Press, Inc.

90-5150 ..... 269.95



## Micropower Math Software

III/4

**Description:** Micropower is a developmental, computational math program for grades 1-3. It contains 149 lessons in 22 sequential units developing skills in 6 math strands: addition, subtraction, multiplication, division, numeration, and fractions. It can be used as additional application and practice to accompany any basal system of math instruction, remedial instruction, or enrichment.

**Grade Level:** 1-3.

**Hardware Requirements:** Disk.

**Support:** Modern Curriculum Press, Inc.

90-5151 ..... 118.95



## Micropower Math Software

III/4

**Description:** Micropower is a developmental, computational math program for grades 4-6. It contains 216 lessons in 33 sequential units developing skills in 8 math strands: addition, subtraction, multiplication, division, numeration, fractions, decimals, and integers. It can be used as additional application and practice to accompany any basal system of math instruction, remedial instruction, or enrichment.

**Grade Level:** 4-6.

**Hardware Requirements:** Disk.

**Support:** Modern Curriculum Press, Inc.

90-5152 ..... 159.95



## Minus Mission

1000

**Description:** Minus Mission offers practice in basic subtraction facts by letting students disintegrate large green blobs of dripping slime using a robot who fires laser beams.

**Grade Level:** 1-8.

**Hardware Requirements:** Disk.

**Support:** DLM Teaching Resources.

90-5131 ..... 44.00

## DesignWare® Mission: Algebra

1000

**Description:** Mission: Algebra is a comprehensive learning tool with thousands of linear equations of varying difficulty levels generated by the program. You will be able to practice your algebra skills until you master the subject. A workspace is provided on the screen to help you solve the equation, and with each step towards solving the equation, you receive immediate feedback. You can review algebra rules and examples, receive hints on the next step to take, or review a complete step-by-step solution of the problem.

**Grade Level:** 13 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5090 ..... 44.95



## Mission Control

III/4

**Description:** This is a highly motivating program that requires the solution of word problems to launch a space shuttle. It is designed to assist students in developing math skills, reading skills, and skills in word-problem analysis. Reading level is 3rd to 4th grade, and math difficulty is selected by teacher or student.

**Grade Level:** 3-8.

**Hardware Requirements:** Disk.

**Support:** Academic Therapy Publications.

90-5138 ..... 25.00

## Gamco Industries Inc.

## Money

III/4

**Description:** This program combines drill in money skills, an arcade-style reward game, and a teacher management system. Students choose from four lessons: (1) Pennies, Nickels and Dimes, (2) Pennies, Nickels, Dimes and Quarters, (3) Pennies, Nickels, Dimes, Quarters and Half-dollars, and (4) Pennies, Nickels, Dimes, Quarters, Half-dollars and Dollars. Within each lesson, students can choose four kinds of exercises. All problems are randomly generated.

**Grade Level:** 1-6.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5121 ..... 54.95



## Money

## Color Computer

**Description:** Money enables children to practice counting coins. The five skill levels range from counting only dimes, nickels, and pennies to counting combinations of all coins that can total more than \$1.00. Correct answers are rewarded by a spaceship ascending to the moon.

**Grade Level:** 2-4.

**Hardware Requirements:** 16K Tape or 16K Disk.

**Support:** B-5 Software.

Tape. 90-5183 ..... 19.95

Disk. 90-5184 ..... 21.95



## Multiplication

III/4/Color Computer

**Description:** The Multiplication Set is part of the "Math For All Ages" series. "Math For All Ages" is for students needing practice with whole number operations. The problems used are randomly selected, and the management system records the score and lists problems that are missed. Skills taught in the Multiplication Set include basic facts, multiplying two and three digits by one digit, two digits, and three digits.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3 (90-5364 only).

**Support:** Aquarius People Materials, Inc.

Model III/4. 90-5364 ..... 115.00

Color Computer. 90-5496 ..... 115.00



## Multiplication & Division of Fractions

III/4

**Description:** Skills practice for Grades 7-12. You can choose the level of difficulty for practice multiplying and dividing fractions. Problems are randomly chosen. Student is led step-by-step through problems and cannot go on until current step is correct.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5180 ..... 29.95



## Multiplication & Division of Whole Numbers

III/4

**Description:** Skills practice for Grades 7-12. You can choose the level of difficulty for practice multiplying and dividing whole numbers. Problems are randomly chosen. Student is led step-by-step through problems and cannot go on until current step is correct.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5178 ..... 29.95



## Number Cruncher

1000

**Description:** This "Function Machine" accepts the number the user inserts. Then wheels turn and out pops a new number that the Number Cruncher made out of the old one. The object of the game is to guess the rule that the Number Cruncher used to make the new number out of the old one. This highly motivating activity teaches students the concept of a mathematical function in a captivating manner.

**Grade Level:** 3-9.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5273 ..... 49.95

# TANDY

# The Number Factory

## Color Computer

**Description:** One number goes "in" the factory, another comes "out"—children learn to identify the math operation. Pages are inserted in Radio Shack's Electronic Book. Students press different areas of the book's touch-sensitive surface to make selections. Interactive routines make learning a game. It's safe for kids to use, too—plugs into the joystick port.

**Grade Level:**

**Hardware Requirements:** 16K, Extended Basic, and the Electronic Book (26-3141).

**Support:** Radio Shack.

26-2543 ..... 19.95



## THE HOME SCHOOL

## Number Master

1000

**Description:** A whole number arithmetic learning program that is effective for developing addition, subtraction, multiplication, and division skills. It builds math skills with speed by automatically adjusting the learning task to the performance of the student. Help windows are provided and reinforcement is given for correct answers. If answers are entered quickly and correctly, the problems get harder. Flashcards are available to build speed in answering basic number facts. Counting option can be used for special learning problems.

**Grade Level:** K-6

**Hardware Requirements:** Disk.

**Support:** The Home School.

90-5158 ..... 69.95



## Number Match

## Color Computer

**Description:** In this program, youngsters learn to match numerals 1 to 9 with corresponding domino patterns and with corresponding sets of objects. The purpose of the program is to help children learn what numbers mean, not simply to learn to count. A correct match is rewarded by a smiling face. The speed of play can be adjusted to fit the user's ability.

**Grade Level:** K-1.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5257 ..... 24.95

# TANDY

## Number Patterns

I/III/4

**Description:** Number Patterns is a 36-page booklet that shows how to introduce sequences and series in an entertaining way using computers. Program listings for use with Model I, III, or 4 BASIC are included.

**Grade Level:** 4-8.

**Hardware Requirements:** Cassette or disk system.

**Support:** Radio Shack.

26-2752 ..... 2.50

# TANDY

## Number Theory

I/III/4

**Description:** Number Theory from Radio Shack is a tutorial package designed for junior high, high school, and college students. It can also be used as a self-study course by anyone who is curious about the modern number system. The Number Theory program was developed by two professors at the University of South Florida, based on many years of working with gifted high school students. The program concentrates almost exclusively on the constructive or computational aspects of number theory which concern the basic properties of integers. For this reason, Number Theory is accessible to students with a minimal mathematical background. The lessons provide definitions, examples, and randomly generated problems, and can be taken as often as desired without exact repetition.

**Grade Level:** 7-12 and College.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2613 ..... 69.95



## SUNBURST COMMUNICATIONS

## Power Drill

1000

**Description:** This series of four programs reinforces basic compilation skills and takes the students into estimation and thinking about numbers. "Altogether" helps students with addition of whole numbers and integers up to four places. Students are given help and asked to use their estimation skills on higher levels. "What's the Difference" uses the same skills, only with subtraction. "Easy Times and Hard" reinforces one-, two-, and three-digit multiplication, while "The Great Divide" emphasizes division.

**Grade Level:** 4-9.

**Hardware Requirements:** 256K Disk.

**Support:** Sunburst Communications.

90-5485 ..... 59.00



## Problem Solving in Algebra

III/4

**Description:** Offers guided discovery approach to translating work problems into appropriate equations for solution. Develops skills in the following areas: functions, variables, number sentences, and translating verbal and math sentences. Also covers solving quotations of one, two, or three unknowns, equality, and systems of quotations.

**Grade Level:** 7-11.

**Hardware Requirements:** Disk.

**Network Compatibility:** 3.

**Support:** Encyclopaedia Britannica.

Model III/4. 90-5442 ..... 299.00

Network 3 Version. 90-5443 ..... 598.00



## Problem Solving in Math

1000

**Description:** The programs in this series represent a substantial body of graded lesson material that is designed to teach students in grades 3-6 to solve math problems in particular and other problems in general. The lessons are designed on principles tested in the senior author's own research and the research of other psychologists and learning theorists. While the primary focus of these lessons is to learn strategies to solve math problems, the same strategies can be used to solve many different kinds of problems.

**Grade Level:** 3-6.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5267 ..... 169.95

# TANDY

## Quadratic Equations

I/III/4

**Description:** Quadratic Equations is designed to give secondary and college math students practice in solving quadratic equations using the microcomputer. The program covers the following topics related to quadratic equations: equation recognition, coefficient recognition, discriminant evaluation, determining the type of roots, and evaluation of roots. Students select the topics they want practice in, and the computer presents the problems. For problems solved correctly on the first try, the program displays positive feedback messages. Hints and a second chance are given for incorrect responses. A score report is provided at the end of each session.

**Grade Level:** High School and College.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2623 ..... 49.95

## TANDY

### Plane Analytic Geometry

I/III/4

**Description:** The Radio Shack Plane Analytic Geometry program is designed for students in grades nine through twelve. Using the microcomputer, students can study a variety of concepts traditionally found in units on analytic geometry. Students have the choice of working problems related to either straight lines or conic sections (circles, ellipses, hyperbolas, parabolas). The program draws graphs of these geometric figures and presents graph-related problems for the students to solve.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2602 ..... 39.95

## TANDY

### Radio Shack K-8 Math Program, Volume One

I/III/4

**Description:** The Radio Shack K-8 Math Program is a series of ten computer programs designed for use with students in kindergarten through grade eight. Each of the ten programs includes a graded series of practice lessons. Problems within each lesson are randomly generated according to specific guidelines for that lesson. The programs in this package are organized into two parts. Part One provides skill-building exercises and a test mode in numeration, addition, and subtraction concepts for kindergarten through grade three. Part Two provides skill-building exercises, a text mode, and a placement mode for addition, subtraction, multiplication, and division concepts for grades one through eight. Complete lesson summaries are included.

**Grade Level:** K-8.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1715 ..... 199.00

## TANDY

### Radio Shack K-8 Math Program, Volume One, With Student Management

I/III/4

**Description:** The Radio Shack K-8 Math Program with Student Management combines the skill-building lessons of the K-8 Math Program, Volume One, with student management capabilities. Students can use this program with a minimum of teacher intervention. The management feature assures that each student is automatically presented with the appropriate lesson at each session. The system also keeps a record of each student session so that the teacher can view all of the results at a later time. Included in this package is the Radio Shack K-8 Math Cross-Reference, which can help teachers correlate K-8 Math program lessons with standard classroom materials.

**Grade Level:** K-8.

**Hardware Requirements:** 32K Disk System.

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-1725 ..... 199.00

SemCalc/TM Sunburst Communications. Simple Algebraic Equations/TM Daybreak Software. Skip Counting/TM B-5 Software. Solving Word Problems, Subtraction/TM Aquarius People Materials, Inc.



**SUNBURST**  
COMMUNICATIONS

## SemCalc

III/4

**Description:** Helps students solve word problems by focusing on the units rather than the numbers. Correlated for use with 27 textbooks, this innovative teaching tool helps students avoid inappropriate calculations by: (1) stopping them from processing incompatible units; (2) helping them convert to common units; (3) using unit awareness to help students determine the correct mathematical operation. SemCalc keeps notes on the processes that go into each computation so students can easily see how an answer was reached.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

90-5009 ..... 95.00



## Simple Algebraic Equations

III/4

**Description:** Clear, step-by-step instructive examples show how the basic variables X and Y function in algebraic expressions. Tutorial exercises teach the evaluation process and use bold graphic rewards to positively reinforce correct answers. The program logically leads students to successful manipulation of the X and Y concepts.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5176 ..... 39.95



## Skip Counting

Color Computer

**Description:** User selects a number to count by and the beginning and ending number of each counting sequence. Students may count by 1's, 2's, 3's, 4's, 5's, 10's, 15's, 20's, 25's, 50's, etc. What comes after 99 or 999? Practice odd and even numbers. Many possibilities.

**Grade Level:** 1-5.

**Hardware Requirements:** 16K Tape or 32K Disk.

**Support:** B-5 Software.

**Tape:** 90-5195 ..... 18.95

**Disk:** 90-5196 ..... 20.95



## Solving Word Problems

III/4

**Description:** Programs instruct students in the use of a step-by-step procedure for solving word problems. Reading level is kept low so that students may concentrate on the problem-solving procedure.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5368 ..... 79.00



## Subtraction

III/4/Color Computer

**Description:** The Subtraction Set is part of the "Math For All Ages" series. "Math For All Ages" is for students needing practice with whole number operations. The problems used are randomly selected, and the management system records a score and lists the problems that are missed. Skills taught in the Subtraction Set includes basic facts, missing addends, two- and three-digit subtraction, and renaming.

**Grade Level:** K-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

**Model III/4:** 90-5362 ..... 115.00

**Color Computer:** 90-5494 ..... 115.00

MATH





## Survival Math Series

III/4

**Description:** Students practice skills in whole number operations, fractions, percents, and decimals while solving problems dealing with purchasing, managing a checking account, and comparative shopping. Titles: Real Cost; Understanding Checkbooks/Statements; Fractions, Percents, and Decimals.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5372 ..... 85.00



**SUNBURST**  
COMMUNICATIONS

## Teasers by Tobbs

III/4/Color Computer/1000

**Description:** In two challenging programs, a grid and a character named Tobb appear on the screen. The grid presents a succession of math problems, each with a missing number. Students use logic to decide which number can't be, might be, or must be the number that solves the problem on the grid.

**Grade Level:** 4 and up.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

**Model III/4.** 90-5011 ..... 59.00

**Color Computer.** 90-5006 ..... 59.00

**Tandy 1000.** Requires 256K. 90-5519 ..... 59.00

## DesignWare®

## Trap-A-Zoid

1000

**Description:** Trap-A-Zoid increases children's understanding of basic geometry concepts. The object of the game is to capture alien Zoids inside shapes children draw on the screen with a joystick or keyboard. If the child captures the Zoid in one of the shapes indicated at the bottom of the screen, the child wins the points. Students can make the game more challenging by changing the speed of the Zoids, by playing with SuperZoids and bonus geometry questions, or by increasing the complexity of the geometric shapes. Includes a dictionary of geometry terms.

**Grade Level:** 2-8.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5088 ..... 39.95



**SUNBURST**  
COMMUNICATIONS

## The Whatsit Corporation

III/4

**Description:** Students put on entrepreneurial hats and use their math skills in this realistic simulation of starting and running a one-product business. The Whatsit Corporation provides many integral off-computer activities for students and could serve as a major class project.

**Grade Level:** 6 and up.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

90-5008 ..... 59.00

## PROFESSIONAL APPLICATIONS



**ASHTON-TATE**

## dBASE II

1000/1200/2000/3000

**Description:** A relational database management system that uses simple English-like commands to handle tasks previously reserved for larger computers. You can create a database and enter data immediately, or wait and append data later. The

database can be programmed so that even untrained personnel in the office can run complicated applications. Users can change, extend, and modify the applications with simple commands without having to reenter data. Records, or any part of a record, can be displayed, modified, and updated. The report function allows quick organization of data. Forms and formats can be created that do calculations and totals on a field, a record, or the entire database.

**Support:** Radio Shack.

26-5352 ..... 495.00



**ASHTON-TATE**

## dBASE III

2000

**Description:** An enhancement of dBASE II. It fully addresses the needs of beginning and experienced personal computer users, and grows with you as your needs and knowledge become more sophisticated. Contains the "Assistant", an on-line, context-sensitive help system. Fully relational. Allows up to 16 files to be open at one time. Handles large amounts of data—up to one billion records per file. Fully programmable in English-like terms using one of the most popular programming languages for personal computer database applications.

**Hardware Requirements:** 384K, two disk drives.

**Support:** Radio Shack.

26-5353 ..... 695.00



**ASHTON-TATE**

## dBASE III Plus

1200/3000

**Description:** The number-one selling database management system for personal computers. dBASE III Plus efficiently dispatches the work of day-to-day data management tasks for people who don't want to program, or becomes a programmable tool for those who prefer to program their own system. The system satisfies the needs of beginners or more experienced users alike. With our built-in Assistant, you'll be provided with new, easy-to-use pull-down menus for creating, using and modifying multiple databases. And dBASE III Plus grows as your needs grow. Our new Screen Painter lets you create custom screens as your business dictates. You can even access related information in two or more files. The Advanced Query System lets you build complex query requests just by selecting from pull-down menus. Finally, there's a new Applications Generator that rapidly creates entire applications programs. All this without any programming! People who want to program will appreciate our new Data Catalog and more than 50 new commands and functions to help streamline applications development. Other built-in tools include improved debugging aids, assembly language calls, faster sorting and indexing and a host of other features to give you more control and flexibility. Besides stand-alone operations, dBASE III Plus has local area networking capabilities with features like password protection, field and file encryption, and record and file locking commands.

**Hardware Requirements:** 384K.

**Support:** Radio Shack and Ashton-Tate.

25-3191 ..... 695.00

Ⓢ The Small Computer Company, Inc.

## filePro 16

1000/1200/2000/3000

**Description:** An electronic filing system, database manager and applications developer. It has all the capacity (16 million records, 4,608 characters per record) and customization features (error-checking dictionaries, conditional operations, user-definable menus) needed for large projects, while still being easy to use and to change. Files in filePro 16 can be transferred intact between single and multi-user computers.

**Hardware Requirements:** 384K and a hard disk drive.

**Support:** Provided at no charge by Small Computer Company for a limited time, after which a nominal fee is charged.

**Tandy 1000/1200/3000.** 90-0248 ..... 495.00

**Tandy 2000.** 90-0120 ..... 495.00

## filePro 16 Plus

### 1000/1200/2000/3000

**Description:** A menu-driven electronic filing system and application developer in a single package, with special programming tools for consultants and programmers. Included are screen, output and user-menu generators; eight self-balancing, automatically-maintained indexes; user-definable edits and print codes; and a data-processing language module. The package runs on both TRS-XENIX and MS-DOS microcomputers, and files can be transferred easily between the two operating systems. Capacities: unlimited number of files, 16 million records, 999 fields; and 16,384 characters per record. Includes manual and quick-reference guide.

**Hardware Requirements:** 384K and a hard disk on MS-DOS. All upgrade packages require filePro 16 or Profile 16.

**Support:** Provided at no charge by Small Computer Company for a limited time, after which a nominal fee is charged.

Tandy 1000/1200/3000 Upgrade. 90-0425	495.00
Tandy 2000 Upgrade. 90-0424	495.00
Tandy 6000 Upgrade. 90-0423	495.00
Tandy 1000/1200/3000. 90-0427	990.00
Tandy 2000. 90-0426	990.00



## Framework

### 2000

**Description:** Framework is the best productivity software available for people who need word processing, spreadsheets, database management, outlining, business graphics, and communications. Framework's outlining function provides powerful and unified management of text, spreadsheets, graphs, databases, and ideas. Commands are consistent across all applications. Context-sensitive help is available on-line, and a powerful "undo" command allows effective error correction. Easy to learn and use for the first-time user. Integrates text material and graphics. Supports communication with main-frame computer and other data sources. Users can access DOS and run other programs without leaving Framework. Its programming language, FRED, permits the development of integrated, vertical applications. Framework has powerful micro capabilities, with keystroke recording. Framework provides a close coupling with dBASE II® and dBASE III™, as well as the capability to use files from Lotus 1-2-3™, WordStar®, and other standard formats.

**Hardware Requirements:** 384K and two disk drives.

**Support:** Radio Shack and Ashton-Tate.

Tandy 2000. 26-5320	695.00
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## Framework II

### 1200/3000

**Description:** Same as Framework with the addition of an 80,000-word spelling dictionary.

**Hardware Requirements:** 384K.

**Support:** Radio Shack and Ashton-Tate.

25-3192	695.00
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## Lazy Writer

### III/4

**Description:** A full-featured word processing program that helps users with simple text entry and editing. Text is typed in Text Entry mode, and single-keystroke changes are made in Edit mode. Can be used with floppy disk drives or hard disk and has modem capabilities. Works with Network 4 and with any printer. Suitable for junior high, high school, or school administration use.

**Grade Level:** 7-12.

**Hardware Requirements:** 32K Disk.

**Network Compatibility:** 4.

**Support:** AlphaBit Communications, Inc.

90-5022	125.00
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## Lotus Development Corporation

## Lotus 1-2-3

### 1000/1200/2000/3000

**Description:** An easy way to go from spreadsheet to graphics to information management—instantly! You can change your spreadsheet data directly and then graph it in less than a second. Take data from your spreadsheet and search and sort it. Special "macro" keys let you substitute a single keystroke for a long sequence. If help is needed, just one keystroke brings you on-screen instructions. Lotus provides you with 256 columns and 2048 rows. Sophisticated graphing commands help you create detailed bar charts, stacked bar charts, line or symbol graphs, XY graphs, or pie charts. Your database can store up to 2000 records and sort with primary and secondary keys.

**Hardware Requirements:** 256K and two floppy disk drives, or one floppy drive and a hard disk. Tandy 2000 requires High-Resolution Monochrome Graphics Board for mono graphics, and a High-Resolution Monochrome Graphics Board with a High-Resolution Color Graphics Chip Kit for color graphics.

**Support:** Radio Shack.

Tandy 1000/1200/3000. 25-1145	495.00
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Tandy 2000. 26-5300	495.00
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## Memo Writer

### Color Computer

**Description:** Very powerful word processor for the Color Computer. Uses a mouse or joystick for "click-down" menus. Very easy to use, like "Child Writer", but more powerful. You can have three documents open at the same time and move data between each.

**Grade Level:** 9 and up.

**Hardware Requirements:** 64K Disk.

**Support:** TCE Programs, Inc.

90-5103	64.95
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## MICROSOFT® Microsoft Word

### 2000

**Description:** A high-performance word processing program with the capabilities to quickly handle complex writing tasks. You can produce high-quality business documents that make a good first impression, fast and easily. You don't have to print the document to see how it will look, WORD shows you right on the screen. With glossaries, style sheets and a flexible merge, you can quickly put together the most complex document.

**Hardware Requirements:** 256K and two floppy disk drives. Tandy 2000 requires graphics board.

**Support:** Radio Shack.

Tandy 2000. 26-5314	375.00
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## MICROSOFT® Microsoft Word 3.0

### 1000/1200/3000

**Description:** Contains all the same features as Microsoft Word with the addition of a built-in spelling checker and outline capabilities.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Radio Shack and Microsoft.

25-1162	450.00
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## MultiMate

### 2000

**Description:** Duplicates the features of a dedicated word processor. Packed with over 100 features and functions which can be accessed with just one or two keystrokes. Training lessons and on-screen help make it easy to learn and easy to use. Includes a spelling verifier/corrector from Houghton-Mifflin containing over 77,000 words. Performs column math and offers easy column manipulation. Merges with several different file formats.

**Support:** Radio Shack.

26-5330	249.95
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**MICROSOFT®****Multiplan****4/1000/1200/2000/3000/16/6000**

**Description:** An incredibly easy-to-use decision-making tool. Ideal for profit and loss projections, budgeting, and sales forecasts. This popular "second-generation" spreadsheet lets you consolidate related worksheets so that information is transferred between them automatically. You can assign plain-English names to any column, cell or area; vary individual column widths; and center numbers and text within a column or align decimals. Sorting can be performed in alphabetical or numerical order. Cells can be set up individually—by row, column, block—or globally. Displays up to eight windows on the screen. Includes on-line help and a tutorial manual. Multiplan can directly utilize your current VisiCalc files. Multi-user version available for the Tandy 6000.

**Support:** Radio Shack and Microsoft.

Model 4. 26-1530 ..... 199.00  
Tandy 1000/1200/2000/3000. 25-1163 ..... 195.00  
Model 16/Tandy 6000. 26-6480 ..... 349.00

SOFTWARE PUBLISHING CORPORATION

**pfs:file****1000/1200/2000/3000**

**Description:** An easy-to-use computerized filing system that lets you record, retrieve, update, and print information in a fraction of the time it takes with a manual filing system. File gives you complete control over your information, because you organize it in "forms" that you design on the screen. Enter data by simply filling in the blanks on your form. Forms can be as long or short, complex or simple, as you need. And you can change your mind about the design, even after information has been entered. Finding exactly the information you need is just as easy. You can automatically select, sort and print the information you need for mailing labels, invoices and more.

**Support:** Radio Shack.

Tandy 1000/1200/3000. 25-1140 ..... 140.00  
Tandy 2000. 26-5305 ..... 140.00  
Tandy 1000/1200/3000. 25-1140 ..... 140.00  
Tandy 2000. 26-5305 ..... 140.00

SOFTWARE PUBLISHING CORPORATION

**pfs:graph****1000/1200/3000**

**Description:** Helps you produce colorful bar, line and pie charts that make your points stronger, your reports shorter, your presentations clearer and your meetings more effective. Whatever kind of chart you need, pfs:graph has the right one. And pfs:graph lets you experiment with different types of graphs to find the best way to display your data. Change from a bar to a pie with just a few keystrokes. Type in your data and pfs:graph will automatically arrange and display it, scaling your chart and selecting the patterns or colors for you. The program also saves you time by working hand-in-hand with your other software. You can create charts instantly with data from pfs:file, pfs:plan and others. Since pfs:graph is integrated with the other programs in the pfs family, you can add charts to the documents you create with pfs:write to illustrate an important point.

**Support:** Radio Shack.

Tandy 1000/1200/3000. 25-1143 ..... 140.00

SOFTWARE PUBLISHING CORPORATION

**pfs:plan****1000**

**Description:** An easy-to-use spreadsheet for the manager or professional who wants a fast way to develop budgets, forecasts, balance sheets, and other financial planning models. With pfs:plan, setting up a worksheet is quick and easy. Popular column headings, such as Jan, Feb, Q1 and Q2, can be entered by a single keystroke. Column widths adjust automatically to fit the amount of information you enter. You create your formulas with English words like "Sales-Expenses"; instead of confusing codes like "C6-C7". Pfs:plan uses keywords to perform common mathematical and financial calculations like total, average, and cumulative. Plan's unique targeting function is a major step beyond conventional "What if . . . ?" capabilities. You can easily exchange data with other spreadsheet pfs:plan programs, like Lotus 1-2-3, Multiplan, and VisiCalc. Also, pfs:plan is inte-

grated with the other programs in the pfs family of software.

**Hardware Requirements:** 256K.

**Support:** Radio Shack.

Tandy 1000. 25-1144 ..... 140.00

SOFTWARE PUBLISHING CORPORATION

**pfs:report****1000/1200/2000/3000**

**Description:** Helps you get the most from the information you have stored in pfs:file. pfs:report summarizes pfs:file data into concise, meaningful tables that would take hours to produce manually. Simply tell the program what information you want to tally from your pfs:file form, and pfs:report does the rest. It can automatically sort and sub-total your information alphabetically or numerically, with totals, averages and counts. It can also format your report with centered titles, correct decimal point alignment, column width adjustments, column headings, and page numbers. Performs complex calculations based on formulas you create so you get the figures you need fast.

**Support:** Radio Shack.

Tandy 1000/1200/3000. 25-1141 ..... 125.00  
Tandy 2000. 26-5306 ..... 125.00

SOFTWARE PUBLISHING CORPORATION

**pfs:write****1000/1200/2000/3000**

**Description:** An easy-to-use word processor that combines the simplicity of a typewriter with the power of a computer. Page formats, headers and footers appear just like they will on the printed page. You can highlight your key ideas with boldface or underlining. Create form letters with pfs:write and merge them with a client list from pfs:file. Since pfs:write is integrated with the other programs in the pfs family of software, it integrates easily with the other pfs products.

**Support:** Radio Shack.

Tandy 1000/1200/3000. 25-1142 ..... 140.00  
Tandy 2000. 26-5309 ..... 140.00

 The Small Computer Company, Inc.
**Profile III Plus****III**

**Description:** Store almost any type of information, then retrieve it at the touch of a key. User-designed file layout, input screens, and reports. Supports multiple screen designs for different views of the data. Stores up to 700 records of 255 characters in length on a two-disk system. Allows up to 99 fields per record. Sort and search by user-supplied criteria. Math functions between fields are supported. Comes with easy-to-understand tutorial manual.

**Hard Disk Version:** Includes all the features of Profile III Plus and allows much larger files (up to 65,535 records). Faster searches due to increased access speed of hard disk.

**Hardware Requirements:** Floppy Version—48K and two disk drives. Hard Disk Version—48K and hard disk drive.

**Support:** Radio Shack.

Floppy Version. 26-1592 ..... 199.00  
Hard Disk Version. 26-1593 ..... 299.00

 The Small Computer Company, Inc.
**Profile 4 Plus****4**

**Description:** Turns your Model 4 into a well-organized filing system, letting you store almost any kind of information and retrieve it at the touch of a key. You can revise your system at any time without losing data. Automatically created screen and report formats let you start using your database right away. Divide reports into as many as five sub-total sections and print grand totals. Math functions and user-menu creation are included. Select data to merge with SuperSCRIPSIT word processing documents.

**Hardware Requirements:** Two disk drives.

**Support:** Radio Shack.

26-1635 ..... 249.95

# TANDY

# Quartet

1000/1200/2000/3000

**Description:** A complete accounting system that performs the four major accounting functions. General Ledger prints a Trial Balance, Income Statement, and Balance sheet and provides for journal entries. Accounts Receivable records customer sales and credit memos, prints invoices and statements, and provides for reports such as aged accounts receivable and estimated income. Accounts Payable allows entry of expenses and vendor invoices, and writes checks. It automatically calculates sales tax and discounts. It will automatically select items for payment based on due date and discount dates or allow selection of invoices individually for payment. It prints a Cash Requirements report and a Payment Register. Payroll calculates federal, state, and city taxes. It tracks current, quarterly, and yearly amounts for earnings and deductions and prints payroll checks. It prints W-2's and allows changing of the W-2 format if the design changes.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Radio Shack.

25-1146 ..... 399.95

## MICRORIM® R:BASE 4000

1000/1200/2000/3000

**Description:** A flexible relational database management system that offers a wide range of benefits. With R:BASE 4000, all data defining, editing and manipulation progresses logically, similarly to the way people think. It also lets you easily create customized data entry forms and reports.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Provided at no charge by MicroRim for a limited time, after which a nominal fee is charged.

90-0136 ..... 495.00

## MICRORIM® R:BASE 5000

1000/1200/2000/3000

**Description:** A relational database management system. Included in R:BASE are application generation capabilities, database query, database modifications, advanced report writing, flexible database modification, and data entry. R:BASE 5000 also contains Application Express, a unique, menu-driven system for creating complex applications with ease, and a compiler for locking down the source code in applications.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Provided at no charge by MicroRim for a limited time, after which a nominal fee is charged.

90-0328 ..... 495.00

## MICRORIM® Runtime Module

1000/1200/2000/3000

**Description:** Gives application developers a cost-effective way to distribute applications without purchasing a full R:BASE 5000. This execute-only version of R:BASE 5000 lets end-users run R:BASE 5000 without providing the ability to define or modify database structures or applications.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Provided at no charge by MicroRim for a limited time, after which a nominal fee is charged.

90-0331 ..... 450.00

## TANDY SCRIPSIT

I/III/4

**Description:** Prepare memos, letters, reports, and manuscripts. Editing features let you delete, insert, copy, and move blocks of text. Print as many correction-free originals as you need. Advanced features include global search, formatting, automatic hyphenation, centering, automatic headers and footers, justification, automatic page numbering, and more.

**Hardware Requirements:** Model I/III Cassette: 16K and Cassette Recorder. Model I/III Disk: 32K and one disk drive. Model 4: 64K and one disk drive.

**Support:** Radio Shack.

Model I/III (Cassette). 26-1505 ..... 39.95

Model I/III (Disk). 26-1563 ..... 99.95

Model 4. 26-1596 ..... 99.95

# TANDY

# SCRIPSIT

12

**Description:** A powerful, full-featured word processor. Easy-to-understand prompts and menus. An on-screen status line shows cursor position, margins, tabs, line spacing and page number. Multiple formats and reverse indentation can be used for outlining. Offers many advanced print features, such as super- and subscripts, underlining, headers and footers, and multi-column printing. Other features include ASCII convert, programmable user keys, background printing and embedded print codes.

**Support:** Radio Shack.

Model 12 Thinline/Hard Disk. 26-4835 ..... 399.00

# TANDY

# SCRIPSIT

1000/1200/2000/3000

**Description:** Prepare memos, letters, reports or manuscripts, then print as many correction-free originals as you need. Includes all the features of a dedicated word processor with an easy-to-use command structure using function keys. Function key labels appear at the bottom of the screen. A built-in spelling verifier/corrector is included from Houghton Mifflin. Standard features include global search, block move or copy, automatic headers and footers, centering, justification, on-line help, and undo commands. Advanced features include proportional spacing, multiple fonts, merge files, column manipulation, boilerplating, and more.

**Hardware Requirements:** 256K and two disk drives.

**Support:** Radio Shack.

Tandy 1000/2000. 25-1155 ..... 299.95

Tandy 1200/3000. 25-3171 ..... 299.95

# TANDY

# SCRIPSIT 16

16/6000

**Description:** Multiply office productivity. With multi-user SCRIPSIT, several people can cooperate in the preparation of a document—one person can create, the others edit and proof. Print queuing and background printing allow all users to share a single high-quality printer. Includes all of the features of a dedicated word processor, as well as multiple font styles within a document, column math and manipulation, boilerplating, mail merge and more. Includes a self-paced training course on audio cassettes.

**Support:** Radio Shack.

26-6431 ..... 499.00

# TANDY

# SCRIPSIT Dictionary

I/III/4

**Description:** Finds misspellings and typos in documents created with SCRIPSIT, SuperSCRIPSIT or ASCII files. Includes a 73,000-word list (34,000 for Model I). Create your own word list, too.

**Hardware Requirements:** Model I/III: 48K and two disk drives (Model I requires three drives when using SuperSCRIPSIT). Model 4: 64K and two disk drives (26-1600 works only with SuperSCRIPSIT 26-1595).

**Support:** Radio Shack.

Model I/III. 26-1591 ..... 99.95

Model 4. 26-1600 ..... 99.95

# TANDY

# SCRIPSIT PRO

4

**Description:** Similar to Model 4 SuperSCRIPSIT, but with these additional features: windows for viewing two documents simultaneously, chaining of document modules, boilerplating, footnoting, manipulation of columns of text, access to DOS commands from within the program and a built-in dictionary.

**Hardware Requirements:** 128K and two disk drives.

**Support:** Radio Shack.

26-1601 ..... 249.95

## TANDY

## SCRIPSIT Speller

16/6000

**Description:** A spelling system based upon *The American Heritage Dictionary* published by Houghton Mifflin Company. Contains over 74,000 words and allows the creation of up to three separate user lists. Highlights misspelled words to be edited or replaced with similar words found by the program. Will also hyphenate words within your document automatically. To be used in conjunction with SCRIPSIT 16.

**Support:** Radio Shack.

26-6434 ..... 249.00

## TANDY

## SuperSCRIPSIT

I/III/4

**Description:** Offers standard editing and block-manipulation options, plus many advanced features. Supports underlining, boldface, super- and subscripts, and more. Allows programmable user keys, proportional spacing and justification, multi-column printing, multiple format lines, file merging, on-screen format line, user print codes for special characters, headers and footers, and more. Self-paced audio cassette training tapes are included.

**Hardware Requirements:** Model I/III: 48K and one disk drive. Model 4:64K and one disk drive.

**Support:** Radio Shack.

Model I/III. 26-1590 ..... 199.00

Model 4. 26-1595 ..... 199.00

## Lotus Development Corporation

## Symphony

2000

**Description:** Symphony integrated software keeps pace with business managers and professionals. This management tool combines five business functions in one package. Easy-to-learn functions that can be used separately or together mean you don't have to learn a new software package each time you need new capabilities. Symphony also includes a built-in programming tool, the Symphony Command Language, for users to create custom applications. Key functions include: Spreadsheet for analysis and planning; Word Processing for reports and memos; Database Manager for organizing, sorting, and retrieving information; Communications to access other PCs, on-line services and mainframes; Graphics to visually summarize data. Symphony uses simple English commands and can read Lotus 1-2-3 Rel. 1A worksheet files.

**Hardware Requirements:** 512K and graphics.

**Support:** Radio Shack.

26-5304 ..... 695.00

## SSI Software

## WordPerfect 4.1

Reaching for perfection.

1000/1200/2000/3000

**Description:** A full-featured word processor. It features full merge capabilities; a phonetic spelling checker with a 120,000-word dictionary; extensive cut and paste features, including block highlight; full printer control; and a color-coded template that uses all ten function keys. The color coding corresponds to the color-coded manual. WordPerfect also features expanded footnote and endnote capabilities, date insertion, redline and strike-out printing, table of contents and index generation, and automatic outline and paragraph numbering.

**Hardware Requirements:** 256K.

**Support:** Satellite Software International.

Tandy 1000/1200/3000. 90-0249 ..... 445.00

Tandy 2000. 90-0100 ..... 445.00

## READING

## ABC's in Color

Color Computer

**Description:** Many children learn the alphabet song, yet cannot associate the actual letters with pictures they represent. ABC's

in Color was designed to alleviate this problem. Your child learns by associating pictures with letters of the alphabet. Program rewards your child with large letters popping up on the screen to the familiar ABC tune. Both parents and teachers agree that this program is a must for preschoolers learning the alphabet.

**Hardware Requirements:** 16K Tape or 16K Disk.

**Support:** TCE Programs, Inc.

Tape Version. 90-5033 ..... 19.95

Disk Version. 90-5034 ..... 25.95



## SUNBURST Better View A Zoo

III/4/Color Computer

**Description:** An exciting new program for beginning readers. A story-poem adventure about a boy and girl searching the jungle for wild animals—tigers, panthers, and snakes! Animated graphics, sound effects, and music make the story come alive. Provides practice in identifying letters, numbers, and directions.

**Grade Level:** Pre-2.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

Model III/4. 90-5012 ..... 59.00

Color Computer. 90-5005 ..... 59.00



MEDIA MATERIALS, INC.

## Building

## Inference Skills

III/4

**Description:** "Inference" skill practice for Grades 5-12. This program can help students learn to infer details, main ideas and conclusions, and what to avoid in making inferences. From the Reading Comprehension I Series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5073 ..... 39.95



DORSETT Educational Systems, Inc.

## Children's Tales

Color Computer

**Description:** Designed for children ages 4-11, this series offers some of the best-loved stories of all time. All stories have full audio narration and involve the child in simple interaction with pictorial and single verbal questions. Multiple choice and occasional typed responses are used. Stories range from Mother Goose to the story of Atlantis. The series contains sixteen tutorial programs on eight cassettes.

**Grade Level:** Pre-5.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5470 ..... 59.90

## Gamco Industries Inc.

## Content Area

## Reading: Literature

III/4

**Description:** This program combines practice in reading articles in literature with an arcade-style reward game and a teacher management system. It also provides tutorial information explaining how different reading skills can be used to comprehend particular content area materials effectively. Each article has a question bank of 58 questions, and the teacher can determine how many questions are presented in a run. Questions are divided into six categories of comprehension skills.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5116 ..... 54.95





## Gamco Industries Inc.

### Content Area Reading: Math

III/4

**Description:** This program combines practice in reading articles on math with an arcade-style reward game and a teacher management system. Each article has a question bank with 58 questions.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5114 ..... 54.95

## Gamco Industries Inc.

### Content Area Reading: Science

III/4

**Description:** This program combines practice in reading articles on science with an arcade-style reward game and a teacher management system. Each article has a series of 58 questions, and the teacher can determine how many questions are presented in a run. Questions are divided into six categories of comprehension skills.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5113 ..... 54.95

## Gamco Industries Inc.

### Content Area Reading: Social Studies

III/4

**Description:** This program combines practice in reading articles on social studies with an arcade-style reward game and a teacher management system. Each program also provides tutorial information explaining how different reading skills can be used to comprehend particular content-area materials effectively. Each article has a question bank with 58 questions, and the teacher can determine how many questions are presented in a run. Questions are divided into six categories of comprehension skills.

**Grade Level:** 5-8.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5115 ..... 54.95

## DesignWare®

### Crypto Cube

1000

**Description:** Crypto Cube is an educational, entertaining word game for ages 8 and up. The screen consists of a rotating cube which shows 4 sides with squares similar to a crossword puzzle. The object is to uncover words hidden behind the squares. Words are grouped into categories and the word list can be exposed if the player needs help. Word lists can be added to fit personal needs. A built-in demo is in the program.

**Grade Level:** 8 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5082 ..... 39.95



### Discovering Details

III/4

**Description:** "Details" skill practice for grades 5-12. This program includes "identify" and "classify" details, cause and effect details, descriptive details, and clarifying details. From the Reading Comprehension I series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5071 ..... 39.95

Discovering Details, Discovering the Main Idea, Extracting the Main Idea, Fact and Opinion, Forming Inferences/TM Media Materials, Inc. Content Area Reading: Math, Content Area Reading: Science, Content Area Reading: Social Studies/TM Gamco Industries, Inc. Crypto Cube/TM DesignWare.



MEDIA MATERIALS, INC.

### Discovering The Main Idea

III/4

**Description:** Skill practice using words, using phrases, using sentences, using paragraphs, and selecting a title.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5070 ..... 39.95



MEDIA MATERIALS, INC.

### Extracting The Main Idea

III/4

**Description:** This program can help students recognize topic sentences, list supporting details, choose titles, evaluate details, and summarize main ideas.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5075 ..... 39.95



MEDIA MATERIALS, INC.

### Fact and Opinion

III/4

**Description:** Practice reading for words indicating opinion, true and false qualifiers, knowing when facts are missing, and being wary of false claims.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5047 ..... 39.95



MEDIA MATERIALS, INC.

### Forming Inferences

III/4

**Description:** Practice reading for sentence sequence in a story. Includes drawing conclusions, finding the missing word, and inferring the main ideas.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5046 ..... 39.95

## TANDY

### High Motivation Reading Series

III/4

**Description:** Each package comes with four copies of an illustrated-format reading book, one copy of a read-along audio cassette tape, one diskette containing computer activities, and a teacher's manual. The computer activities on diskette are designed to measure the student's comprehension of the story and to provide practice in spelling and vocabulary. The HMRS Student Records System (Cat. No. 26-2521) is sold separately for saving student records on diskette.

**Grade Level:** Reading levels grades 4-6.

**Hardware and Software Requirements:** 32K disk system and Model III MicroPILOT™ (Cat. No. 26-2718). Two drives are required to use the optional HMRS Student Records System.

**Network Compatibility:** 3.

**Support:** Radio Shack.

The Beatles. 26-2517 ..... 69.95

Charles Lindbergh/Amelia Earhart. 26-2513 ..... 74.95

Dracula. 26-2515 ..... 69.95

Frankenstein. 26-2520 ..... 59.95

The Hound of the Baskervilles. 26-2514 ..... 69.95

Moby Dick. 26-2516 ..... 69.95

The Time Machine. 26-2519 ..... 59.95

20,000 Leagues Under the Sea. 26-2518 ..... 69.95

# TANDY

## HMRS Student Records System

III/4

**Description:** The HMRS Student Records System is designed for use with packages in the Radio Shack High Motivation Reading Series. This Student Records System automatically saves student activity scores on diskette for review at any time. Using an optional line printer, teachers can print out the scores.

**Grade Level:** Instructor.

**Hardware and Software Requirements:** 32K disk system and Model III MicroPILOT™ (Cat. No. 26-2718).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2521 ..... 29.95



## Juggles' Rainbow

Color Computer

**Description:** Juggles' Rainbow is for young children who cannot yet read or are just learning. Children divide the keyboard in half with a blue strip. Then they press the keys to make pictures appear. Juggles the clown teaches them up, down, left and right and helps them learn the letters p, d, b and q—the most difficult ones in the alphabet.

**Hardware Requirements:** 16K Disk.

**Network Compatibility:** 2.

**Support:** The Learning Company.

90-0465 ..... 29.95



## Keys To Sequence

III/4

**Description:** "Sequence" skill practice for Grades 5-12. This program can help students organize thinking, follow directions, and determine how something works or why it happens. From the Reading Comprehension I series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5072 ..... 39.95



## Learn About Sounds in Reading

Color Computer

**Description:** The program begins with phonics, the building blocks of reading skills. It introduces the sounds of vowels and consonants in reading: short vowels, long vowels, and initial consonants, the phonics skills necessary for the beginning reader to develop successful reading or to help improve reading of older students. Reinforces skills taught in school.

**Grade Level:** K-3.

**Hardware Requirements:** Disk.

**Support:** American Educational Computer.

90-5224 ..... 19.95



## Learn About Words in Reading

Color Computer

**Description:** Teaches the structure of words. Such topics as prefixes, suffixes, contractions, synonyms, homonyms, and antonyms are among the structural skills included in this program. Reinforces skills taught in school.

**Grade Level:** 2-6.

**Hardware Requirements:** Disk.

**Support:** American Educational Computer.

I. Grades 2-4. 90-5225 ..... 19.95

II. Grades 4-6. 90-5226 ..... 19.95



## Moptown Parade

Color Computer

**Description:** An electronic game that helps children develop the underlying skills essential to math and reading. Seven games are included in this program designed to increase awareness and concentration. Colorful graphics and happy music encourage children to discover similarities, differences and patterns in progressively sequenced games that challenge, delight and entertain.

**Hardware Requirements:** 16K Disk.

**Network Compatibility:** 2.

**Support:** The Learning Company.

90-0464 ..... 39.95



## Ordering/Sequencing

Color Computer

**Description:** Developed by Early Learning Specialists, these curriculum-based programs are colorful and fun to use. Each complete learning unit consists of diskettes, a Teacher's Guide, and a Teacher's Handbook. Topics in this series include completion and ordering of subtle size and time differences; practice in identifying, constructing and completing complex patterns; and arranging objects into simple patterns according to size and time sequences.

**Grade Level:** Pre-K.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials Inc.

90-5354 ..... 115.00



## Pre-Reading

Color Computer

**Description:** Pre-Reading is a package of six programs designed to help children from preschool through grade two have fun while they acquire pre-reading skills. Pre-Reading was developed by MECC™, the Minnesota Educational Computing Corporation. The six programs are: Caterpillar, Train, First Letter, Pictures, Words, and Shapes. Caterpillar helps children practice adding uppercase letters to an alphabetical sequence. Train helps children practice adding lowercase letters to an alphabetical sequence. First Letter provides practice in matching letters with the initial sounds of words. Pictures lets children practice memorization and problem-solving skills by memorizing pictures and their locations in a grid. The Words and Shapes programs provide similar practice using words and shapes hidden in a grid.

**Grade Level:** Pre-2.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2796 ..... 34.95

## Gamco Industries Inc.

## Readability

Analysis

III/4

**Description:** For teachers who wish to determine the reading level of any written material, this program is a quick and easy alternative to the old hand method of predicting readability. The teacher types in a passage and the computer counts syllables, words and sentences, and calculates the average word and sentence length and word difficulty. The teacher may choose from three readability tests: Spache Primary Reading Formula, Dale-Chall Readability Formula, and the Fry Readability Scale. The passage, analysis, and reading level may be printed.

**Grade Level:** Instructor.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5117 ..... 44.95

READING



## The Reader

III/4

**Description:** This program turns your computer into a controlled-reading-type device. Reading passages and questions may be entered, stored for future use, edited, and reviewed. Text is displayed on screen at speeds from 20 wpm up to 2500 wpm. User reads a passage, then answers up to 5 true-false or multiple-choice questions to measure mastery or recall. Program will store up to 160 passages and sets of questions. Records are maintained for up to 42 students. Text scores and reading speeds are kept for last 10 passages. Prewritten reading selections are also available.

**Grade Level:** 1-3.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5268 ..... 99.95



## The Reader

1000

**Description:** The Reader turns your Tandy 1000 into a reading device that uses reading passages and questions you create yourself. Students answer up to 5 multiple-choice questions after reading each of the passages. Reading speeds can be made to vary from 20 to 2500 words-per-minute. Passages can be displayed in three different modes on the screen. Every option is under the teacher's control. Reading passages can be stored on data disks for use as they are needed. The Reader also automatically makes a record of each student's performance.

**Grade Level:** 1-9.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5260 ..... 99.95



## Reader Rabbit

1000

**Description:** Reader Rabbit is a fast-paced electronic word factory where children have fun as they learn vital early reading and vocabulary skills. Four games and a variety of options keep children interested and challenged. Correct game solutions are rewarded by the dancing Reader Rabbit. Can be used with keyboard or joystick. This school version includes 2 disks, a teacher guide and student materials.

**Grade Level:** K-2.

**Hardware Requirements:** 256K Disk.

**Support:** The Learning Company.

90-5249 ..... 59.95



**DORSETT**  
Educational Systems, Inc.

## Reading Comprehension

Color Computer

**Description:** Designed for beginning and intermediate readers, this series offers fictional, historical and biographical stories. Titles include: The Horse Gentler; Egor; The Missing Boa, Althea Gibson; Tennis Champ; The Buffalo Soldiers; and twelve others. The series contains sixteen tutorial programs on eight cassettes with audio narration.

**Grade Level:** 2-5.

**Hardware Requirements:** Tape.

**Support:** Dorsett Educational Sys., Inc.

90-5460 ..... 59.90



## Reading Comprehension

Color Computer

**Description:** Improves reading comprehension in finding main ideas, cause and effect, similarity and differences, and in predicting outcomes and differentiating between fact and opinion. Reinforces skills taught in school.

**Grade Level:** 2-8.

**Hardware Requirements:** Disk.

Reader Rabbit/TM The Learning Company. The Reader and Reading Level Analysis 3.3/TM Berta-Max, Inc. Reading Comprehension/TM Dorsett Educational Sys., Inc. Reading Comprehension/TM American Educational Computer. Reading Comprehension and Reading Comprehension 1—The Four Skills/TM Brain Bank, Inc. Reading KLOOZ/TM Midwest Publications.

**Support:** American Educational Computer.

I. Grades 2-4. 90-5227 ..... 19.95

II. Grades 4-6. 90-5228 ..... 19.95

III. Grades 5-8. 90-5528 ..... 19.95



## Reading Comprehension

I/III/4

**Description:** Practice Series A-D. A series of lively, entertaining reading lessons which teach and reinforce finding the main idea, drawing conclusions, putting things in order, recalling details, and reading in the content area. Each lesson presents 10 reading passages, followed by 5 or more questions about the reading skill being taught. The program features visual feedback and scoring.

**Grade Level:** 5 and up.

**Hardware Requirements:** Disk.

**Support:** Brain Bank, Inc.

2—Practice A. 90-5141 ..... 59.00

3—Practice B. 90-5142 ..... 59.00



## Reading Comprehension 1—The Four Skills

I/III/4

**Description:** This program contains four lessons and a review test on reading. Each of four lessons—How to Recall Details; How to Identify the Main Idea; How to Draw Conclusions; and How to Put Things in Order—teaches a single reading skill and provides explanatory examples to reinforce each concept. Informative stories and guided questions are designed to teach students through reasoning, research, and relaxation.

**Grade Level:** 5 and up.

**Hardware Requirements:** Disk.

**Support:** Brain Bank, Inc.

90-5140 ..... 59.00



## Reading KLOOZ

III/4

**Description:** Improve student's reading and writing skills, speed, and comprehension by developing a student's knowledge of syntax, spelling, and punctuation. Students strengthen their analytical thinking skills through inferences and deductions. A sophisticated game like hangman. Players are presented with a paragraph from which most of the words have been deleted. The goal in KLOOZ is to deduce the meaning of the paragraph using the fewest number of word and letter clues.

**Grade Level:** 3-8.

**Hardware Requirements:** Disk.

**Support:** Midwest Publications.

90-5353 ..... 39.95



## Reading Level Analysis 3.3

1000

**Description:** This program allows teachers to evaluate the reading level of passages typed in by the teacher. It furnishes reading grade level of printed material, as computed on the following scales: (1) Dale-Chall Index; (2) Flesch Index; (3) Fog Index; and (4) Fry Coordinates. In addition to these, there are two scales for grades K to 3: (1) Fry, and (2) Wheeler-Smith. Passages may be printed, edited, and saved on disk. Every teacher should be using this program to be sure that the material their students are using is at the proper level.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5269 ..... 49.95

READING



MEDIA MATERIALS, INC.

## Reading The Facts

III

**Description:** "Finding facts" skill practice for grades 5-12. This program can help students learn to differentiate between fact and opinion and come to a logical conclusion, use the correct source, and analyze an author's tone. From the Reading Comprehension I series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5074 ..... 39.95



MEDIA MATERIALS, INC.

## Recognizing Details

III/4

**Description:** "Details" skill practice for grades 5-12. This program can help students identify details—who, what, when, where and how—from paragraphs and from short stories. From the Reading Comprehension II series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5076 ..... 39.95



## Relevant Reading Through Science

III/4

**Description:** A versatile comprehension program. Students read topics in science as they develop content reading skills. Reading levels range from grade 1 through grade 8. Four-disk set. Management system.

**Grade Level:** 4-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5378 ..... 115.00



MEDIA MATERIALS, INC.

## Sequential Order

III/4

**Description:** Reading comprehension skill practice for grades 5-12. Practice reading for sequence in a story. Covers signal words, putting details in order, and sequence in a story. From Reading Comprehension II series of programs.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc.

90-5045 ..... 39.95



MEDIA MATERIALS, INC.

## Speed Reading Course

III/4

**Description:** A speed-reading course for high school, college/university and business programs. Structural analytical course that allows the user to become a faster reader with greater comprehension. Basic speed-reading selections and tests with a software program that allows students to determine comprehension scores and word-per-minute speed. Comes with teacher manual.

**Grade Level:** 9 and up.

**Hardware Requirements:** Disk.

**Support:** Media Materials, Inc..

90-5078 ..... 99.95



## Story Mix 1 Color Computer

**Description:** An excellent reading activity for beginning readers. The user composes a 6-page story by selecting pages from a set of menus. Once composed, the story can be read by the user,

page by page in rapid order. Story Mix 1 is about Ivar and friends. By selecting various combinations of pages, the student can compose up to 4,096 different stories.

**Grade Level:** K-3.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5252 ..... 24.95



## Story Mix 2 Color Computer

**Description:** An excellent reading activity for beginning readers. The user composes a 6-page story by selecting pages from a set of menus. Once composed, the story can be read by the user, page by page in rapid order. Story Mix 2 involves happenings at a zoo. By selecting various combinations of pages, the student can compose up to 4,096 different stories.

**Grade Level:** K-3.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5254 ..... 24.95



## Telling Time III/4

**Description:** This set of 3 programs provides practice telling time to the hour, half-hour, and quarter-hour. Each program includes 2 activities: a clock game in which the user selects a time from a menu to match the time indicated by the clock's hands, and a Time Out activity, which is a fast-paced game to select the indicated time from a menu. Time is presented as digital (12:00), words and digital (5 o'clock), and in words (one o'clock). There are three levels of difficulty.

**Grade Level:** K-1.

**Hardware Requirements:** Disk.

**Support:** Berta-Max Inc.

90-5255 ..... 39.95



## Visual Discrimination III/4

**Description:** Four programs focus on improving visual discrimination for letters, shapes, numbers, and words. Practice is provided at all levels of difficulty.

**Grade Level:** K-6.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5379 ..... 115.00



## Visual Memory Unit III/4

**Description:** Four programs focus on visual memory for letters, shapes, numbers, words, phrases, and sentences. Students select difficulty level and time allowed for memorization. Available individually.

**Grade Level:** K-6.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5381 ..... 115.00

## SCIENCE

### TANDY

### Atom

### Color Computer

**Description:** This exciting science program teaches the names of elements, their atomic numbers, their configurations, and their main properties. The package also includes a beautiful wall poster.

**Hardware Requirements:** Joysticks.

**Support:** Radio Shack.

26-3149 ..... 19.95

## TANDY

### Biosphere Color Computer

**Description:** Children become Captain of a Space Animal, Vegetation, and Ecological Survey (S.A.V.E.S.) starship that collects plants and animals from hundreds of worlds throughout the galaxy. Biosphere is an ecological simulation game that teaches children to create a workable ecology. Kids learn to balance many variables, such as what gasses plants and animals breathe and expel, what foods they eat, and what temperatures and humidities they need to survive.

**Hardware Requirements:** 64K and one disk drive.

**Support:** Radio Shack.

26-3280 ..... 29.95

## DesignWare®

### The Body Transparent

1000

**Description:** The Body Transparent lets you learn the organs and bones of the human body in a challenging game. Move the bones and organs to their correct location on the male or female body. Play the game with facts and functions, and learn what different organs and bones do and other important information. Questions can be added for homework use.

**Grade Level:** 9-16.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5094 ..... 44.95



### Earth Science Color Computer

**Description:** Earth Science contains four programs of natural science studies for grades five through nine. Earth Science was developed by MECC™, the Minnesota Educational Computing Corporation. The four programs are: Earthquake, Minerals, Solar Distance, and Ursa. Earthquake simulates the detection of an earthquake and presents a method of locating an earthquake's epicenter. Minerals is an identification guide for twenty-nine minerals commonly studied in earth science classes. Solar Distance uses the analogy of space travel to help students understand distance in space. Ursa identifies and displays the patterns of stars in five major constellations and simulates their rotation.

**Grade Level:** 5-9.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2797 ..... 34.95

## TANDY

### Graphical Analysis of Experimental Data

I/III/4

**Description:** This physics program allows students to analyze experimental data on the computer. Students provide data points from their own research projects or experiments or they use data provided in the Selected Investigations section of the user manual. After entering data points into the computer, the student can add or delete individual points; compute intercepts, slope, or equation; display a table of data; graph data; display limits of the graph; and predict dependent variable value. The Selected Investigations section contains problems on various concepts that lend themselves to experimentation and observation: pendulum motion, friction, Hooke's Law, Kepler's Law of Periods, radiant energy, Boyle's Law, absolute zero of temperature, refraction of light, images formed from a concave mirror, electrical resistance, RC circuits, radioactive decay, density of metals, chemical reaction rates, and U.S. population growth.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1722 ..... 39.95



### Health Awareness Games

III/4

**Description:** Offers your students five interactive programs relating their personal health and lifestyles to how well and how long they'll live. These programs were prepared by health professionals to foster good health practices. Your students get the benefit of all five programs on a single disk: Coronary Risk; Why Do You Smoke?; Exercise Weight; Life Expectancy; and Lifestyle.

**Grade Level:** 7 and up.

**Hardware Requirements:** Disk.

**Support:** Human Relations Media.

90-5397 ..... 99.00

## TANDY

### Interpreting Graphs in Physics: Position versus Time and Velocity versus Time

I/III/4

**Description:** This physics program that allows students to study rectilinear motion using computer-generated simulations. The computer displays a graph of position or velocity versus time and then presents the student with graph-related questions on concepts such as speed, displacement, velocity, and acceleration. At the end of the session, a comprehensive report screen displays the information on the student's performance in each concept covered.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1721 ..... 39.95

## TANDY

### Inventions that Changed Our Lives

Color Computer

**Description:** Inventions that Changed Our Lives contains four presentations that feature graphics, uppercase and lowercase text, and recorded narration. The lessons are: Edison's Electric Inventions, Bell and the Telephone, The Age of Television, and The Story of the Railroad. The program is designed to supplement classroom instruction in science, history, and current events courses.

**Grade Level:** 4-8.

**Hardware Requirements:** 16K disk system.

**Support:** Radio Shack.

26-2625 ..... 94.95



### Outdoor Biology Color Computer

**Description:** Outdoor Biology presents two simulations to help students in grades one through nine understand ecological concepts related to the food chain. The Odell Lake program simulates the ecology of a lake while the Odell Woods program simulates forest ecology. Outdoor Biology was developed by MECC™, the Minnesota Educational Computing Corporation.

**Grade Level:** 1-9.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2799 ..... 34.95

SCIENCE

## **TANDY**      **Pioneers in Technology** *Color Computer*

**Description:** Pioneers in Technology contains four presentations that feature graphics, uppercase and lowercase text, and recorded narration. The lessons are: The Age of Flight, The Electric Car, Space Exploration, and History of Computers. The program is designed to supplement classroom instruction in science, history, and current events courses.

**Grade Level:** 4-8.

**Hardware Requirements:** 16K disk system.

**Support:** Radio Shack.

26-2624 ..... 94.95

## **TANDY**      **Solar Explorer** *Color Computer*

**Description:** Solar Explorer uses the theme of space travel to present interesting facts about our solar system. The program is appropriate for students in grades one through nine and is ideal for home or school use. Solar Explorer takes the learner on an imaginary journey through the solar system to collect facts about the planets and Earth's moon. The student then checks his or her facts against a "master data file" which provides a quiz. The facts presented include each planet's distance from the sun, the length of its year, the number of known moons it has, and information on its temperature, diameter, gravity, density, mass, and atmosphere.

**Grade Level:** 1-9.

**Hardware Requirements:** 32K with cassette recorder or 32K disk system, Extended Color BASIC, and Tandy Electronic Book (Cat. No. 26-3141).

**Support:** Radio Shack.

26-2546 ..... 19.95

## **TANDY**      **The Solar System: Featuring the Discovery of the Planet Pluto** *Color Computer*

**Description:** This audio/visual presentation features graphics, uppercase and lowercase text, and recorded speech. The program presents information about the planets of our solar system and how they were discovered. As the most recently discovered planet, Pluto receives special emphasis. Part of this program is narrated by Dr. Clyde W. Tombaugh, the astronomer who discovered Pluto. The program presents content-related questions and gives immediate feedback. A score report is provided at the end of the session. This educational package also includes a book by Professor Tombaugh and the British astronomer Patrick Moore, *Out of the Darkness: The Planet Pluto*.

**Grade Level:** 4-12.

**Hardware Requirements:** 16K system with cassette recorder.

**Support:** Radio Shack.

26-2647 ..... 59.95

## **TANDY**      **TRS-80 Chemistry Lab, Volume One** *I/III/4*

**Description:** TRS-80 Chemistry Lab, Volume One, is a laboratory simulation program designed for use by students in grades nine through twelve as a supplement to classroom instruction. Six programs are included: Kinetic Theory, Charles's Law, Boyle's Law, Conductivity, Solubility, and Titration. The mathematical equations used in these simulations are derived from real laboratory experiments. By using the computer, students will be able to investigate a variety of situations without special laboratory equipment. Students control variables in experiments in order to see changing results. Each package includes an instructor's manual and 25 student experiment books.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2609 ..... 199.00

**Additional Student Manual.** 26-2666 ..... 3.00

## **TANDY**      **TRS-80 Chemistry Lab, Volume One** *Color Computer*

**Description:** TRS-80 Chemistry Lab, Volume One, is a laboratory simulation program designed for use by students in grades nine through twelve as a supplement to classroom instruction. Six programs are included: Kinetic Theory, Charles's Law, Boyle's Law, Conductivity, Solubility, and Titration. The mathematical equations used in these simulations are derived from real laboratory experiments. By using the computer, students will be able to investigate a variety of situations without special laboratory equipment. Students control variables in experiments in order to see changing results. Each package includes an instructor's manual and 25 student experiment books.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system with Disk Extended Color BASIC.

**Network Compatibility:** 2.

**Support:** Radio Shack.

26-2626 ..... 199.00

**Additional Student Manual.** 26-2666 ..... 3.00

## **TANDY**      **Vector Addition Program** *I/III/4*

**Description:** The Vector Addition Program is designed to allow students in grades nine through twelve to study vector concepts on the microcomputer. The program assumes that students have been introduced to vectors, including addition by the tip-to-tail method and addition by the parallelogram method. Students enter the magnitudes and directions of vectors into the computer, and the computer will then graph the vectors and calculate the sum vector. A Selected Investigations section in the program manual contains problems to help students explore the following topics: fundamentals of vectors, displacement, velocity and acceleration, force, gravitation, conservation of momentum, and electric forces and fields.

**Grade Level:** 9-12.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-1720 ..... 39.95

## **TANDY**      **Vector Addition Program for the Tandy Color Computer** *Color Computer*

**Description:** The Vector Addition Program is designed to allow students in grades nine through twelve to study vector concepts on the microcomputer. The program assumes that students have been introduced to vectors, including addition by the tip-to-tail method and addition by the parallelogram method. Students enter the magnitudes and directions of vectors into the computer, and the computer will then graph the vectors and calculate the sum vector. A Selected Investigations section in the program manual contains problems to help students explore the following topics: fundamentals of vectors, displacement, velocity and acceleration, force, gravitation, conservation of momentum, and electric forces and fields.

**Grade Level:** 9-12.

**Hardware Requirements:** 32K with cassette recorder or 32K disk system, and Extended Color BASIC required.

**Network Compatibility:** 2.

**Support:** Radio Shack.

26-2638 ..... 39.95





## America, An Early History

III/4

**Description:** Students participate in turning points of history. Each program features a fictional or historical character as a tutor. Covers social, religious, economic and political influences of various periods in history. Titles include Jamestown, An Early Settlement; A New Continent Is Discovered; The Thirteen Colonies; Western Expansion; Struggle for Independence; American Explorers.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5395 ..... 169.00



## Congress Color Computer

**Description:** Congress is a political simulation to help students learn how a bill becomes a law. It requires the student to make decisions that a president might make in order to get a program through Congress. The program includes pork barreling, lobbying, and log-rolling decisions. The user's overall performance is rated in comparison to the popularity of other presidents.

**Grade Level:** 7 and up.

**Hardware Requirements:** 32K Tape or 32K Disk.

**Support:** B-5 Software.

**Tape.** 90-5202 ..... 29.95

**Disk.** 90-5203 ..... 31.95

## DesignWare® European Nations & Locations

1000

**Description:** European Nations & Locations lets you venture to Europe without leaving home. You'll discover where European nations, history, cities, current events, and geographical landmarks are located. European homework can be added for questioning. The program uses a complete map of Europe.

**Grade Level:** 9 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5093 ..... 44.95



## Expeditions

III/4

**Description:** The Expeditions package for grades five through nine presents three interactive simulations that allow students to participate in the events of three American historical periods. This program was developed by MECC™, the Minnesota Educational Computing Corporation. Expeditions contains three programs: Furs, Voyageur, and Oregon. Furs is a simulation in which students assume the role of an Ottawa Indian leading a fur-trading expedition. In the Voyageur simulation, students assume the role of voyageurs traveling from Grand Portage on Lake Superior into fur-trading country. In the Oregon simulation, students assume the roles of early settlers heading westward on the 2000-mile Oregon Trail in 1847.

**Grade Level:** 5-9.

**Hardware Requirements:** 48K disk system.

**Support:** Radio Shack.

26-2792 ..... 44.95



## Geography Terms, U.S.— Check Marc Level

III/4

**Description:** This program provides introduction and application of U.S. geography terms through two computer activities to increase student literacy in geography and the social sciences. The student is challenged to recognize, spell, read and use the terms which comprise a geographic, historic and cultural vocabulary in the study of seven geographic areas. There are 25 lessons, each with a reproducible student response sheet. The package also includes teaching ideas and strategies, and reproducible map activity sheets.

**Grade Level:** 4-6.

**Hardware Requirements:** Disk.

**Support:** Marc Ed, Inc.

90-5023 ..... 44.95



## Geography Terms, U.S.— High Marc Level

III/4

**Description:** This program gives opportunity for reinforcement and mastery of geographic terms through computer activities to increase student literacy in geography and the social sciences. The student is challenged to recognize, spell, read and use the terms which comprise a geographic, historic and cultural vocabulary in the study of seven geographic areas. Also includes unique Teacher-based authorship provision, student response sheets, teaching ideas and strategies, and map activity sheets.

**Grade Level:** 4-6.

**Hardware Requirements:** Disk.

**Support:** Marc Ed, Inc.

90-5025 ..... 44.95



## Geography Terms, World— Check Marc Level

III/4

**Description:** This program provides introduction and application of terms through two computer activities to increase student literacy in geography and the social sciences. The student is challenged to recognize, spell, read and use the terms which comprise a geographic, historic and cultural vocabulary in the study of seven geographic areas. Check Marc level provides introduction and applications of terms through two computer activities. There are 25 lessons, each with a reproducible student response sheet. The package also includes teaching ideas and strategies, and reproducible map activity sheets.

**Grade Level:** 4-6.

**Hardware Requirements:** Disk.

**Support:** Marc Ed, Inc.

90-5024 ..... 44.95



## Geography Terms, World— High Marc Level

III/4

**Description:** This program gives opportunity for reinforcement and mastery of world geography terms through computer activities to increase student literacy in geography and the social sciences. The student is challenged to recognize, spell, read and use the terms which comprise a geographic, historic and cultural vocabulary in the study of seven geographic areas. Also includes unique teacher-based authorship provision, student response sheets, teaching ideas and strategies, and map activity sheets.

**Grade Level:** 4-6.

**Hardware Requirements:** Disk.

**Support:** Marc Ed, Inc.

90-5026 ..... 44.95

**TANDY**

## High Motivation History: Basic Illustrated History of America Learning Unit

**III/4**

**Description:** The Basic Illustrated History of America Learning Unit contains twelve illustrated-format paperback books on American history from 1500 to the 1980s, read-along audio cassette tapes, twelve diskettes with associated computer activities, and a teacher's manual. This course provides a motivating way for students to learn American history.

**Grade Level:** 4-6.

**Hardware and Software Requirements:** 32K disk system. To run the computer activities, you also need the lesson presentation modules from one of Tandy's TRS-80 AUTHOR I packages: the TRS-80 AUTHOR I Lesson Presentation Package (Cat. No. 26-2707), TRS-80 AUTHOR I (Cat. No. 26-1727), or, for Network 3 users, the Network 3 TRS-80 AUTHOR I Lesson Presentation Package (Cat. No. 26-2713).

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2645 ..... 299.00

**TANDY**

## The Next Four Years: Electing the President

**III/4**

**Description:** This study packet is designed to help high school students understand the American electoral process. The components of the unit include six activity sheets, a wall chart, a teacher's manual, and a computer cassette program which simulates a real election. Using the simulation, students or teams of students can enter candidates into an election and run their candidates against one another and against the candidates already in the program. This program is ideal for use in history, government, and civics classes.

**Grade Level:** 9-12.

**Hardware Requirements:** 32K and cassette recorder.

**Support:** Radio Shack.

26-2664 ..... 19.95



## Presidential Decisions of Andrew Jackson

**Color Computer**

**Description:** A political simulation that requires the student to make the same decisions Jackson made. Students may read a period newspaper account, ask advice of Jackson's contemporaries, or reflect on Jackson's past. Then users must decide what they think Jackson did. This is an exercise in critical thinking that is packed with historical data. Decisions may be made on 10 different issues. Points are awarded on how closely students' decisions match the actual decisions of Jackson.

**Grade Level:** 7 and up.

**Hardware Requirements:** 32K Disk.

**Support:** B-5 Software.

90-5204 ..... 31.95



## Project for an Energy Enriched Curriculum

**III/4**

**Description:** Developed by the N.S.T.A. and Technical Education Research Centers. Includes 5 complete programs: Power Grid—simulates an electric utility where students are engineers making decisions; Personal Energy Inventory—students audit family's use of energy; Home Energy Savings—students compete in instructional game; Energy Conversions—offers a resource base for all energy studies by showing students how to convert one energy unit into another; Electric Bill—shows how electric bill is computed.

**Grade Level:** 7-12.

**Hardware Requirements:** Disk.

**Support:** Human Relations Media.

90-5398 ..... 219.00



## Regions of the United States

**III/4**

**Description:** Game-like U.S. geography program. Part I reviews the 50 states, region by region. Then, the students choose either a Beginners' Quiz that requires them simply to identify the states or a Super Quiz that requires them to both identify the states, and spell their names correctly. In Part II, The Regions, the computer selects a region and gives clues about it. Students are challenged to figure out the region picked using as few clues as possible. This game teaches the major cities, landforms, products, and climates of the different regions.

**Grade Level:** 5-12.

**Hardware Requirements:** Disk.

**Support:** Daybreak Software.

90-5175 ..... 39.95

## Gamco Industries Inc. States and Capitals

**III/4**

**Description:** This program combines guided drill in basic U.S. geography skills, an arcade-style reward game, and a teacher management system. Students may choose from 8 lessons. All 50 states are included in four regional maps. Students choose a lesson and a region that they want to work on.

**Grade Level:** 5-10.

**Hardware Requirements:** Disk.

**Support:** Gamco Industries, Inc.

90-5118 ..... 54.95

## DesignWare®

## States & Traits

**1000**

**Description:** States & Traits combines U.S. geography, history and current trivia. You can move states to their proper location on a map of all the states or a region. Play the numerous traits games and identify where the information belongs on the map. Games include bordering states and rivers, historical facts, current trivia, and capital. Multiple skill levels provide challenge for children and adults alike.

**Grade Level:** 9 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5089 ..... 44.95

## TEACHER UTILITIES/ ADMINISTRATIVE

**K-12 MicroMedia Publishing**

## Catalog Card & Label Writer

**1000/III/4**

**Description:** The Catalog Card and Label Writer can be used in school, public, business, medical, law, and institutional libraries and/or any media collection that is card cataloged. It is also a useful tool for book publishers and distributors who supply catalog cards. This program is based on *Commonsense Cataloging* by Piercy, and is user-friendly and well documented.

**Hardware Requirements:** Disk.

**Support:** K-12 MicroMedia Publishing.

Tandy 1000. Requires 256K. 90-5030 ..... 169.00

Model III/4. 90-5020 ..... 169.00

# TANDY

## Color PILOT Color Computer

**Description:** Color PILOT is a command-oriented courseware authoring language that allows teachers to create their own courseware or adapt it from any curriculum suitable for computer-assisted instruction. Color PILOT lets you mix text and graphics. It features a built-in line editor and easy, one-letter commands. Graphics operators include color, line, box, window, and more. Display options include lowercase characters and user-generated characters. Linking to program segments on diskette is supported. A complete instruction and reference manual is included, containing sample programs. Use of a printer is optional.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk or 16K Tape.

**Support:** Radio Shack.

Disk. 26-2710 ..... 79.95

Tape. 26-2709 ..... 59.95



## Computer Preparation for the GRE 1000

**Description:** The program scores and times automatically, diagnoses students' strengths and weaknesses in all test subject areas, develops a personalized study plan, and outlines specific drills and review exercises. The comprehensive textbook includes test-taking strategies and four full-length sample exams. Also includes user's manual and three diskettes.

**Grade Level:** College.

**Hardware Requirements:** Disk.

**Support:** Harcourt, Brace, Jovanovich.

90-5081 ..... 89.95



## Computer Preparation for the SAT III/4/1000

**Description:** The program scores and times automatically, diagnoses students' strengths and weaknesses in 15 subject areas, develops a personalized study plan, and outlines specific drills and review exercises. The comprehensive textbook includes test-taking strategies and four full-length sample exams. A recent independent study shows that students who used HBJ's program for only 7 hours increased their SAT scores by an average of 94 points.

**Grade Level:** 10 and up.

**Hardware Requirements:** Disk.

**Support:** Harcourt, Brace, Jovanovich.

Model III/4. 90-5079 ..... 79.95

Tandy 1000. 90-5080 ..... 79.95

## TANDY Courseware Development with TRS-80 AUTHOR I

III/4

**Description:** Courseware Development with TRS-80 AUTHOR I is a training course designed to help educators use TRS-80 AUTHOR I. The course includes a teacher's manual, overhead transparencies, and 25 student workbooks, allowing a school or district to use this course to train many teachers in an in-service class. Additional student workbooks are available separately. Topics in the course are: introduction to the micro-computer, introduction to AUTHOR I, the AUTHOR I lesson, text entry and editing, graphics entry and editing, special characters entry, questions and answers, presenting hints in the lesson, branching, creating a lesson glossary, reviewing and editing a lesson, printing and verifying a lesson, using the TEACH program to present a lesson, and creating a score file using the STUDENT program. When the learners have completed the hands-on activities in this course, they will have created an AUTHOR I lesson that takes advantage of many features of the authoring system.

Computer Preparation for the GRE, Computer Preparation for the SAT/TM Harcourt, Brace, Jovanovich. Exam Builder/TM A.U. Software. Gradekeeper 3.0/TM Berta-Max, Inc. Graph-Pro/TM John Wiley & Sons, Inc.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk.

**Support:** Radio Shack.

26-2697 ..... 350.00

Additional Student Workbook. 26-2698 ..... 4.95



## Exam Builder III/4/1000/2000

**Description:** A powerful question storage and test generation system for teachers. Menu-driven program requires no prior computer knowledge. Features include: storage of questions/answers from multiple subject areas of user choice, complete entry/edit capability, tests generated up to 150 questions with random or teacher selection of items, user-supplied headings, master list capability, and password-protected answer keys. In use in over 300 major universities and corporate training departments.

**Hardware Requirements:** Disk.

**Support:** A.U. Software.

Model III/4. 90-5028 ..... 99.95

Tandy 1000. 90-5031 ..... 99.95

Tandy 2000. 90-5029 ..... 99.95



## Gradekeeper 3.0 4/1000

**Description:** This program was developed by a teacher to keep his own grades. It is easy to use with menu-operated choices. A teacher can have up to 36 students in 18 different classes, with up to 30 sets of scores for each student. The program allows weighting and ranking of scores, computes mean, median, mode, and standard deviation on any set, scales scores to a desired range, and graphs score distributions on the screen. Scores can be stored on disk for permanent record-keeping.

**Hardware Requirements:** Model 4—48K Disk. Tandy 1000—256K Disk.

**Support:** Berta-Max Inc.

Model 4. 90-5258 ..... 49.95

Tandy 1000. 90-5259 ..... 49.95



## Graph-Pro 1000

**Description:** Graph-Pro is a powerful business graphics package designed for use by researchers, scientists, engineers, and business people. Graph-Pro goes beyond simple line, pie, and bar charts to create plots with multiple colors and shadings and 3-dimensional bar charts that can be visually tilted. Graph-Pro plots logarithms, semi logs, 1st, 2nd and 3rd order regression lines, and calculates statistical information such as means and confidence limits. Graph-Pro graphs can be printed out to a Matrix Printer, an X-Y Plotter, or displayed on the screen.

**Hardware Requirements:** Disk.

**Support:** John Wiley & Sons, Inc.

90-5154 ..... 99.95

## In the Hall of the Mountain TANDY King Classroom Version

III/4

**Description:** In the Hall of the Mountain King is an action game from Radio Shack. The classroom version of the game provides an entertaining way to present a multiple-choice quiz. First, the teacher enters the answer key to a multiple-choice quiz into the program. Then, when the student plays the game, he or she is asked at certain points to enter the letter answers to the teacher-provided test questions. Optionally, the user can connect an audio amplifier (such as Radio Shack Cat. No. 277-1008) to the system in order to hear music and other sound effects.

**Hardware Requirements:** 16K with cassette recorder or 32K disk system.

**Network Compatibility:** 2, 3.

**Support:** Radio Shack.

26-2616 ..... 39.95

**KRELL SOFTWARE CORP.****Krell's ACT  
Blue Label Version****III/4**

**Description:** Krell ACT Exam Preparation Series. This program helps students refine their basic skills in preparation for all subjects in the pre-collegiate ACT test.

**Grade Level:** 9-12.

**Hardware Requirements:** 48K Disk.

**Support:** Krell Software Corporation.

90-5016 ..... 299.95

**KRELL SOFTWARE CORP.****Krell's ACT  
Red Label Version****III/4**

**Description:** Krell ACT Exam Preparation Series. This teacher-certified program helps students refine their basic skills in preparation for math and verbal subjects on the pre-collegiate ACT test.

**Grade Level:** 9-12.

**Hardware Requirements:** 48K Disk.

**Support:** Krell Software Corporation.

90-5017 ..... 119.95

**KRELL SOFTWARE CORP.****Krell's SAT  
Blue Label Version****III/4**

**Description:** Krell College Board SAT Exam Preparation Series. This NEA teacher-certified program helps students refine their basic skills in preparation for the pre-collegiate SAT test. This series uses self-customizing logic to customize instruction to individual student needs. It has fully randomized problem presentation and unlimited drill and practice.

**Grade Level:** 9-12.

**Hardware Requirements:** 48K Disk.

**Support:** Krell Software Corporation.

90-5014 ..... 229.95

**KRELL SOFTWARE CORP.****Krell's SAT  
Gold Label Version****III/4**

**Description:** Krell College Board SAT Exam Preparation Series. This NEA teacher-certified program helps students refine their basic skills in preparation for the pre-collegiate SAT test. Contains 17 math programs; 22 verbal programs; 28 programs for Test of Standard Written English. Series uses self-customizing logic to customize instruction to individual student needs. It has fully randomized problem presentation and unlimited drill and practice.

**Grade Level:** 9-12.

**Hardware Requirements:** 48K Disk.

**Support:** Krell Software Corporation.

90-5013 ..... 299.95

**KRELL SOFTWARE CORP.****Krell's SAT  
Red Label Version****III/4**

**Description:** Krell College Board SAT Exam Preparation Series. This NEA teacher-certified program helps students refine their basic skills in preparation for the pre-collegiate SAT test. Contains 7 math and 8 verbal programs. The series uses self-customizing logic to customize instruction to individual student needs. It has fully randomized problem presentation and unlimited drill and practice.

**Grade Level:** 9-12.

**Hardware Requirements:** 48K Disk.

**Support:** Krell Software Corporation.

90-5015 ..... 139.95

**K-12 MicroMedia Publishing****Library  
Circulation Manager****III/4**

**Description:** The Library Circulation Manager helps school librarians keep track of overdue books. This program simplifies record-keeping and paperwork, generates overdue lists and notices, and can perform title searches. Each pair of disks stores data for up to 800 students borrowing up to six books each.

**Hardware Requirements:** Disk.

**Support:** K-12 MicroMedia Publishing.

90-5021 ..... 199.00

**CBS  
SOFTWARE****Mastering the SAT  
1000/1200**

**Description:** A comprehensive, self-paced preparation course for the Scholastic Aptitude Test. Covers all areas of SAT: Verbal, Math, and Standard Written English. The course emphasizes principles behind each question and gives test-taking strategies. It includes a pre-test, self-paced study, a final test, and a workbook with additional practice exams.

**Support:** Radio Shack.

Tandy 1000/1200. 25-1127 ..... 99.95

**CRI****MMS: Attendance  
Reporting System****4**

**Description:** This allows you to record daily attendance and entry/withdrawal status for each of your students for the entire school year. It also allows you to produce an extensive set of attendance reports including entry/withdrawal reports, attendance recording lists, daily attendance lists, registers, and statistical reports. The system accommodates single- or double-session days, user-defined attendance codes and interpretations, and user-defined school calendar.

**Hardware Requirements:** 128K Disk.

**Support:** Computer Resources Inc.

90-5148 ..... 449.00

**MMS: Class Cuts  
Reporting System****4**

**Description:** The Class Cuts Reporting System allows you to record student attendance on a period-by-period basis. It also allows you to print cut reports by student or by teacher using selection criteria such as start/stop dates, maximum number of class cuts, and particular types of cuts. Features: up to 5 user-defined cut codes and interpretations, up to 600 students per grade level, up to 40 cuts per student, and a date, period, teacher, and code associated with each cut.

**Hardware Requirements:** 128K Disk.

**Support:** Computer Resources Inc.

90-5149 ..... 349.00

**CRI****MMS: Grade  
Reporting System****4**

**Description:** Allows you to record grades, comments, and credits for your students. This module also allows you to print an extensive set of reports (grade verification lists, report cards, transcript labels, honor roll lists, etc.). The system accommodates user-defined letter/numeric grades and interpretations, and grades entry by student or by class. Since all MMS modules are integrated, data in the Scheduling System is shared with the Grade Reporting System, and attendance totals may be transferred from the Attendance Reporting System to the Grade Reporting System.

**Hardware Requirements:** 128K Disk.

**Support:** Computer Resources Inc.

90-5147 ..... 949.00

**CRI****MMS: Student  
Master File System****4**

**Description:** The Master File System is the centerpiece of the MMS FOR SCHOOLS series. It must be present when you use any of the other modules (Scheduling, Grade, Attendance, and/or Class Cut Reporting). The Master File System allows you to save student biographical information (name, address, homeroom, and so on) for each of your students. This part of the MMS also allows you to sort and display this information in an unlimited number of ways. You may use this module to print mailing labels, homeroom lists, bus lists, and so on.

**Hardware Requirements:** 128K Disk.

**Support:** Computer Resources Inc.

90-5145 ..... 399.00

**CRI****MMS: Student  
Scheduling System****4**

**Description:** The Scheduling System enables you to efficiently schedule your students using a 3-phase process. The first phase involves assigning courses to each of your students and printing reports that allow you to determine the number of sections and meeting times for these courses. In the second phase, you use the scheduler to assign sections to your students' course selections. In phase 3, you produce a final set of scheduling documents, including student, teacher, and room schedules and class/study hall lists.

**Hardware Requirements:** 128K Disk.

**Support:** Computer Resources Inc.

90-5146 ..... 1099.00

**TANDY****Network 3 TRS-80  
AUTHOR I Lesson  
Presentation Package****I/III/4**

**Description:** The Network 3 TRS-80 AUTHOR I Lesson Presentation Package allows the teacher to present AUTHOR I lessons on a Network 3 system. This package contains special Network 3 versions of the lesson presentation modules from Tandy's TRS-80 AUTHOR I package (Cat. No. 26-1727). The TEACH module in this package presents the lesson, while the SCORE module allows the teacher to set up a student records file for automatic scorekeeping.

**Grade Level:** Instructor.

**Hardware Requirements:** Tandy Network 3 system with a two-drive host and 32K student stations. (To present particularly long CAI lessons, 48K student stations may be needed.)

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2713 ..... 299.00

**The Project Manager****1000**

**Description:** Critical path planning on The Project Manager allows managers to easily coordinate the various steps in a project's development and completion—up to 400 separate activities. Using color graphics to highlight critical points, it outlines the tasks which must be completed before any other work may proceed, points out which tasks can overlap, and identifies potential "time traps" that managers must closely supervise.

**Hardware Requirements:** Disk.

**Support:** John Wiley & Sons, Inc.

90-5155 ..... 125.00

**Puzzles and Posters****III/4**

**Description:** The Puzzles and Posters teacher utility package allows teachers to produce word puzzles and banners for classroom use. Teachers can print word puzzles at a variety of difficulty levels, using words of their own choosing. Three programs are included. The Word Find program and the Cross-word program generate word puzzles. The Block Letter program can print six sizes of characters to produce banner-like posters. A printer is needed to produce the puzzles and banners. Puzzles and Posters was developed by MECC™, the Minnesota Educational Computing Corporation.

**Grade Level:** Instructor.

**Hardware Requirements:** 48K Disk.

**Support:** Radio Shack.

26-2793 ..... 44.95

**TANDY****Quick Quiz: A  
Mini-Authoring System****I/III/4**

**Description:** The Quick Quiz program allows a teacher to create multiple-choice quizzes with answer keys quickly and easily. The teacher can administer the test by printing out multiple copies (using an optional line printer) or by allowing students to work at the computer. If students work at the computer, their quiz results are automatically saved on diskette. Each quiz may contain as many as 40 questions with 4 answer choices per question.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk. If quizzes and answer keys are to be printed, a line printer is needed.

**Support:** Radio Shack.

26-1728 ..... 39.95

**TANDY****Radio Shack K-8 Math  
Worksheet Generator****I/III/4**

**Description:** The Radio Shack K-8 Math Worksheet Generator program provides an easy way for teachers to produce worksheets and answer sheets using the addition, subtraction, multiplication, and division strands from Radio Shack's K-8 Math Program, Volume One. With the K-8 Math Worksheet Generator, teachers can: choose the topic, lesson number, and number of problems from each lesson; choose the number of worksheets to be printed; print identical worksheets, or choose the number of different worksheets to be printed at the same level of difficulty; and save the worksheet design on disk for later use. Although the Worksheet Generator produces exercises keyed to K-8 Math Program lessons, use of the K-8 Math Program is not required.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk.

**Support:** Radio Shack.

26-2162 ..... 99.95

**TANDY****Radio Shack's  
Microcomputer  
Information Handbook  
for Educators**

**Description:** This handbook is designed to answer many of the questions educators may have about microcomputers and their uses in education.

26-2757 ..... 2.50

**TANDY****Radio Shack's Proposal Writing Guide**

**Description:** The Radio Shack Proposal Writing Guide is designed to guide educators through the steps necessary to produce an effective proposal for educational funding from a public or private source. When you have worked through the exercises in this guide, you will have defined the problem area of your project, documented the need for your specific solution to the problem, set forth your objectives, detailed the resources your project requires, and described your evaluation plan. At that point, you will be well on your way to submitting a completed proposal to the public or private funding agency of your choice.

26-2754 ..... 9.95

**Readability Estimator**

1000

**Description:** This is Berta-Max's most sophisticated readability estimating program to date. It has been developed as a response to requests from many teachers, professors, and professional writers in both publishing houses and businesses. In addition to increased speed and capacity, it has the ability to analyze passages created by most popular word processors, thus eliminating the need to retype passages. Scales used are Dale-Chall Index, Flesch Index, Fog Index, and Smog Index. For lower grade levels, the Wheeler-Smith and Fry Index are used.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5270 ..... 64.95

**REKORD Planner**

III/4

**Description:** REKORD is a self-programming data management system that allows the user to set up data files to meet his or her own specifications. Prior knowledge of computers is not required.

**Hardware Requirements:** 48K Disk.

**Support:** The Psychological Corporation.

**Administrator's Version:** Stores parent information, emergency contacts, medical information, social activities, financial aid, class schedule, sibling information. 26-2725 ..... 499.00

**Guidance Counselor's Version:** Stores parent information, class schedule, academic information, psychological evaluation, counseling contact, career information, medical information, and social information. 26-2727 ..... 499.00

**Special Education Coordinator's Version:** Stores personal information, parent information, emergency contacts, medical information, class schedule, placement and services, assessment, IEP information, and performance. 26-2726 .. 499.00

**Slide-Pro**

1000

**Description:** Slide-Pro is a simple-to-use and highly effective text graphics program, ideally suited to generate overhead transparencies, enhancing reports and presentations for meetings, new business proposals, marketing plans, and training programs. Choose from a variety of effects to tailor each overhead transparency, including four character sizes, bold or italicized characters, bullets, underlining, highlighting and manipulation of up to 8 pen colors on a plotter.

**Hardware Requirements:** Disk.

**Support:** John Wiley & Sons, Inc.

90-5153 ..... 99.95

**TANDY****Tandy Educational Software Sourcebook**

**Description:** The fourth edition of the Tandy Educational Software Sourcebook contains more than 3000 listings and descriptions of educational software programs designed for use on Tandy computer models. Listings and information are provided by the third-party software vendors, and software can be ordered

directly from the publishers. A Publisher Profile section in the front of the Sourcebook provides extra information on many of the publishers whose products are listed.

26-2747 ..... 13.95

**Teacher Turned Author—Expert Series**

1000

**Description:** Create great interactive courseware in minutes with no programming whatsoever. Mix text, graphics, and questions on any page. Built-in drawing systems, student record-keeping, instant editing, and page playback. This Expert Series is a 5-disk system. Its special features include animated color graphics, graphic overlays, unlimited text colors and fonts, graphic icon libraries, clip art library, interface to Koala Pad, mouse and light pen.

**Hardware Requirements:** Disk.

**Support:** Raster Technology, Inc.

90-5097 ..... 399.00

**Teacher Turned Author—Intermediate Series**

1000

**Description:** Create great interactive courseware in minutes with no programming whatsoever. Mix text, graphics, and questions on any page. Built-in drawing systems, student record-keeping, instant editing, and page playback. No royalties—produce unlimited courseware on any topic for all grade levels. This Intermediate Series is a four-disk system. It includes a courseware creator (color and monochrome), student presentation disks, instructor disk, and tutorial disk. Features include high-resolution color graphics and built-in drawing system.

**Hardware Requirements:** Disk.

**Support:** Raster Technology, Inc.

90-5096 ..... 249.00.

**Teacher Turned Author—Starter Series**

1000

**Description:** Create great interactive courseware in minutes with no programming whatsoever. Mix text, graphics, and questions on any page. Built-in drawing systems, full student record-keeping, instant editing, and page playback. No royalties—produce unlimited courseware on any topic for all grade levels. This Starter Series is a 3-disk system. It includes a courseware creator, a student presentation disk, and an instructor's disk. Monochrome text and graphics.

**Hardware Requirements:** Disk.

**Support:** Raster Technology, Inc.

90-5095 ..... 99.00

**Test Analysis Program (TAP)**

1000

**Description:** The Test Analysis Program will score up to 500 multiple-choice tests of up to 100 items each, and will provide detailed information on the results. Test scores may be entered on the keyboard or by certain card readers. The program produces up to 6 different reports: (1) Summary Statistics; (2) Student Response Summary; (3) Simple Item Analysis; (4) Frequency Distribution; (5) Full Item Analysis; and (6) Objective Mastery Report.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5277 ..... 125.00





## Test Composer

1000

**Description:** This is Berta-Max's most sophisticated test development and preparation program. It is menu-driven and easy to use, and will be valuable to anyone who must regularly prepare alternate forms of a test, or a test which measures mastery of a specific set of objectives. Item types include true/false, multiple-choice, matching, short answer, and essay. Items may be coded by type, class, difficulty, and objective. The teacher may select test items by number, and an answer key is prepared for each test. Test items may be stored for later use.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

26-5276 ..... 59.95

## TANDY

## TRS-80 AUTHOR I

I/III/4

**Description:** TRS-80 AUTHOR I is a screen-oriented courseware authoring system that allows teachers to create and administer their own computer-assisted instruction lessons or adapt courseware from any curriculum suitable for computer-assisted instruction. TRS-80 AUTHOR I is easy to use and does not require previous programming experience. AUTHOR I lessons can include text and graphics, questions, and feedback messages. Lessons can also include a glossary, hints keyed to specific responses, and branching within the lesson or to another lesson. AUTHOR I also allows the teacher to set up a student records file for automatic scorekeeping. This TRS-80 AUTHOR I package also contains the lesson presentation modules needed to present lessons created using AUTHOR I.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk. (To write and/or present particularly long CAI lessons, a 48K system may be needed.)

**Support:** Radio Shack.

26-1727 ..... 149.95

## TANDY

## TRS-80 AUTHOR I Lesson Presentation

### Package

I/III/4

**Description:** The TRS-80 AUTHOR I Lesson Presentation Package contains the lesson presentation modules from Tandy's TRS-80 AUTHOR I package (Cat. No. 26-1727). The TEACH module in this package presents the lesson, while the STUDENT module allows the teacher to set up a student records file for automatic scorekeeping. This package is specifically designed for the teacher who wants to present AUTHOR I lessons on a stand-alone Tandy Model I, III, or 4 system, but who does not wish to purchase the lesson development modules of TRS-80 AUTHOR I.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk. (To present particularly long CAI lessons, a 48K system may be needed.)

**Support:** Radio Shack.

26-2707 ..... 64.95

## TANDY

## TRS-80 MicroPILOT™

III/4

**Description:** TRS-80 MicroPILOT™ is a command-oriented courseware authoring language that allows teachers to create their own courseware or adapt it from any curriculum suitable for computer-assisted instruction. MicroPILOT is based on the PILOT computer language but offers extended graphics and disk file-handling capabilities. The language features one-letter commands, uppercase and lowercase characters, and branching. A user's manual with a reference section and sample lesson are included.

**Grade Level:** Instructor.

**Hardware Requirements:** 32K Disk.

**Network Compatibility:** 3.

**Support:** Radio Shack.

26-2718 ..... 119.95



## WISC-R Report Writer

1000

**Description:** This program has been developed for psychologists, counselors, and others who are familiar with individual intelligence tests. It has been developed to help diagnose strengths and weaknesses related to academic subjects, and to report results to school personnel, parents, and other persons. The Wechsler Intelligence Scale for Children—Revised (WISC-R) is recognized as a major contributor to the measure of intelligence; and through the required tasks, a sample of the individual's learning is obtained.

**Hardware Requirements:** 256K Disk.

**Support:** Berta-Max Inc.

90-5274 ..... 125.00



## A Worksheet Test Generator

III/4

**Description:** This convenient utility program can be used to generate either single or multiple versions of materials tailored to specific math objectives. The auxiliary materials can be produced in a practice worksheet form or in a test form.

**Grade Level:** 3-6.

**Hardware Requirements:** Disk.

**Support:** Continental Press.

90-5456 ..... 149.95

## OTHER PROGRAMS



## Basketball Statistics

Color Computer

**Description:** Keeps individual league and non-league game totals for 16 players and 29 games. Stats can be kept in as many as 17 categories. Totals for both teams are printable. Printer use optional.

**Hardware Requirements:** 32K Disk.

**Support:** B-5 Software.

90-5205 ..... 29.95

## TANDY

## CHAMPS: A Football Scouting Program

I/III/4

**Description:** CHAMPS™: A Football Scouting Program streamlines the entire scouting process by making the scout's job of collecting information almost automatic. Using the CHAMPS system, football personnel can effectively use scouts with little or no experience, increase the amount of scouting data that the football organization can collect and process, eliminate many hours of manual sorting and matching, quickly print offensive tendency reports, and make reports conform to the team's line-of-scrimmage numbering system and play-calling system. The package includes ten scouting manuals which allow even inexperienced scouts to collect data. Additional scouting manuals are available separately.

**Grade Level:** High school or college football coaching staff.

**Hardware Requirements:** 32K Disk and 132-column printer.

**Support:** Radio Shack.

26-2703 ..... 149.95

10 Additional Manuals. 26-2708 ..... 39.95



**Description:** Real-world topics and branching make this program especially suitable for the older basic student. Written on both a fifth and third grade reading level, these programs branch to the lower reading level when incorrect responses indicate the need. Topics include interpersonal relationships, rights and responsibilities of adults, how to use a street map, decision-making techniques, types of laws, and judicial decisions. Titles: Friends & You, The Age of Responsibility, Map Reading, Succeeding, Decision Making, The Law. This set includes 6 diskettes.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5389 ..... 175.00



## Early Music Skills

### 1000

**Description:** This is a tutorial and drill program designed for the beginning music student. It covers four basic music reading skills: recognition of line and space notes, understanding of the numbering system for the musical staff, visual and aural identification of notes moving up and down, and recognition of notes stepping and skipping up and down. This package includes one disk.

**Grade Level:** K-12.

**Hardware Requirements:** 256K and one disk drive.

**Support:** Electronic Courseware Systems.

90-5161 ..... 29.95



## Elements of Music

### 1000

**Description:** This is an entry-level musical program for use by children or adults. Random drills, either timed or untimed, are provided for naming both major and minor key signatures, and naming notes from a musical staff or from a keyboard. The complete set includes progress tests for each drill, progress reports available to the learner, and an instructor file for access to student records. One disk includes three programs: Note Names Drill, Keyboard Note Drill, and Key-Signature Drill. Each program is available separately from ECS for \$39.95.

**Grade Level:** K-12.

**Hardware Requirements:** 256K and one disk drive.

**Support:** Electronic Courseware Systems

90-5159 ..... 99.95

## MICROSOFT® Flight Simulator

### 1000/1200/2000/3000

**Description:** The most popular real-time simulation program ever created for a microcomputer. Create up to 30 different flight modes; take off and land at more than 80 detailed airports; set environmental conditions, such as wind, clouds, time of day and turbulence. Use advanced navigational aids and more.

**Hardware Requirements:** Graphics Adapter on the Tandy 1200 and 3000. High Resolution Graphics Board on the Tandy 2000.

**Support:** Radio Shack.

26-5379 ..... 49.95



**SUNBURST**  
COMMUNICATIONS

## Make It Click

### III/4

**Description:** An interactive approach to learning because your students actually become a part of the decision-making process—a process that will help them decide about seat belt use every time they get into a car. Colorful graphics create interest and help to reinforce the positive reasons for wearing seat belts. Emphasizes to students that they must weigh the data and make their own decisions in all areas where important choices exist.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Support:** Sunburst Communications.

90-5010 ..... 59.00



**Description:** Music provides beginning and intermediate practice in music theory concepts for all age levels. The Music package was developed by MECC™, the Minnesota Educational Computing Corporation. Five programs are included: Counting, Wrong Note, Missing Note, Rhythm, and Rhythm Play. Counting provides practice on time signatures, note types, and counting. In Wrong Note, the computer displays and then plays a five-note pattern, and the student identifies which one of the five notes played was incorrect. Missing Note provides drill in elementary melodic dictation. In Missing Note, five notes are played but only four are displayed. The student must name the missing note. The Rhythm program provides practice in comparing written and audible rhythm patterns. Rhythm Play provides practice in sight-reading rhythms. A pattern is displayed on the screen, and the student must tap out the rhythm at the computer keyboard.

**Grade Level:** All ages.

**Hardware Requirements:** 32K disk system with Disk Extended Color BASIC.

**Support:** Radio Shack.

26-2795 ..... 34.95



## Patterns in Rhythm

### 1000

**Description:** This is an aural-visual program designed to increase rhythmic memory by allowing students to compose simple and compounded meters. The Composer section plays melodies based on rhythms designed by the user. The Dictator, a quiz section, randomly selects and plays rhythmic examples which the user must identify. Student records are retained. One disk is included.

**Grade Level:** 9 and up.

**Hardware Requirements:** 256K and one disk drive.

**Support:** Electronic Courseware Systems.

90-5162 ..... 39.95



## Personal Consumerism Series

### III/4

**Description:** Real-world topics and branching make this program especially suitable for the older basic student. Written on both a fifth and a third grade reading level, these programs branch to the lower reading level when incorrect responses indicate the need. Topics include purchasing, advertising, shopping comparatively, consumer laws, and reading labels. Titles: Tips on Buying a Used Car, Reading an Advertisement, Consumerism and You, Shopping in a Comparative Way, Laws for Consumers, Consumer Fraud, Consumer Help, Understanding Labels. This set includes 8 diskettes.

**Grade Level:** 9-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5393 ..... 235.00



## Personal Finance Series

### III/4

**Description:** Real-world topics and branching make this program especially suitable for the older basic student. Written on both a fifth and a third grade reading level, these programs branch to the lower reading level when incorrect responses indicate the need. Topics include cash versus credit buying, depreciation, interest, metrics, a balanced diet, different forms of buying, insurance, credit. Titles: How To Finance a Car, All About Interest, Metrics and You, Eating For Good Health, Money, You and Insurance, Credit. This set includes 7 diskettes.

**Grade Level:** 6-12.

**Hardware Requirements:** Disk.

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5387 ..... 199.00

## Color Computer

**Description:** Professor Pressnote's Music Machine is designed to introduce learners in grades one through nine to the fundamentals of music. The program is for use with the Tandy Electronic Book™. Six activities are included: Play a Tune, Note-Finder, Length-Maker, Tone Machine, Copy a Tune, and Quizzes. Play a Tune displays a musical staff with the notes of the C scale and plays three familiar tunes. Note-Finder helps the learner become familiar with the notes of the C scale. Length-Maker lets the learner write short tunes using notes of different pitches and lengths. Tone Machine allows the learner to play live music, either by reading from sheet music or by making up original tunes. Copy a Tune lets the learner enter and then play back an entire tune.

**Grade Level:** 1-9.

**Hardware Requirements:** 32K with cassette recorder or 32K disk system. Extended Color BASIC and the Tandy Electronic Book (Cat. No. 26-3141) are also required.

**Support:** Radio Shack.

26-2573 ..... 24.95

**DesignWare®**

## Remember!

**1000**

**Description:** Remember! is a powerful learning tool that students from junior high to adult need for remembering facts, lists, sequences, and relationships. Promotes long-term retention required in a wide variety of subjects—history, English, foreign languages, chemistry, biology, art history, physics, music, etc. You can practice and test until you know it all. First review in the “familiarization” section, then practice with personalized written, auditory or pictorial hints, and then test your retention with no hints.

**Grade Level:** 7 and up.

**Hardware Requirements:** Disk.

**Support:** DesignWare, Inc.

90-5092 ..... 79.95



## Super Challenger

**1000**

**Description:** An aural-visual music game designed to increase player's ability to remember a series of pitches as they are played by the computer. The game is based on a 12-note chromatic scale and an 8-note minor scale. Each pitch is reinforced visually on the display screen with a color representation of a keyboard. The music can be played with the built-in speaker, or with an external output to an amplifier. There is one disk in this package.

**Grade Level:** 6 and up.

**Hardware Requirements:** 256K and one disk drive.

**Support:** Electronic Courseware Systems.

90-5160 .....	39.95
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## Work Series

III/4

**Description:** Real-world topics and branching make this program especially suitable for the older basic student. Written on both a fifth and third grade reading level, these programs branch to the lower reading level when incorrect responses indicate the need. Topics include interview techniques, obligations of employees, attitude, finding part-time work, handling the first weeks on the job. Titles: How to Get and Hold a Job, The Job and You, Self-Concept and Work, Part-Time Jobs, New on the job, Interviewing. This set includes 6 diskettes.

**Grade Level:** K-12.

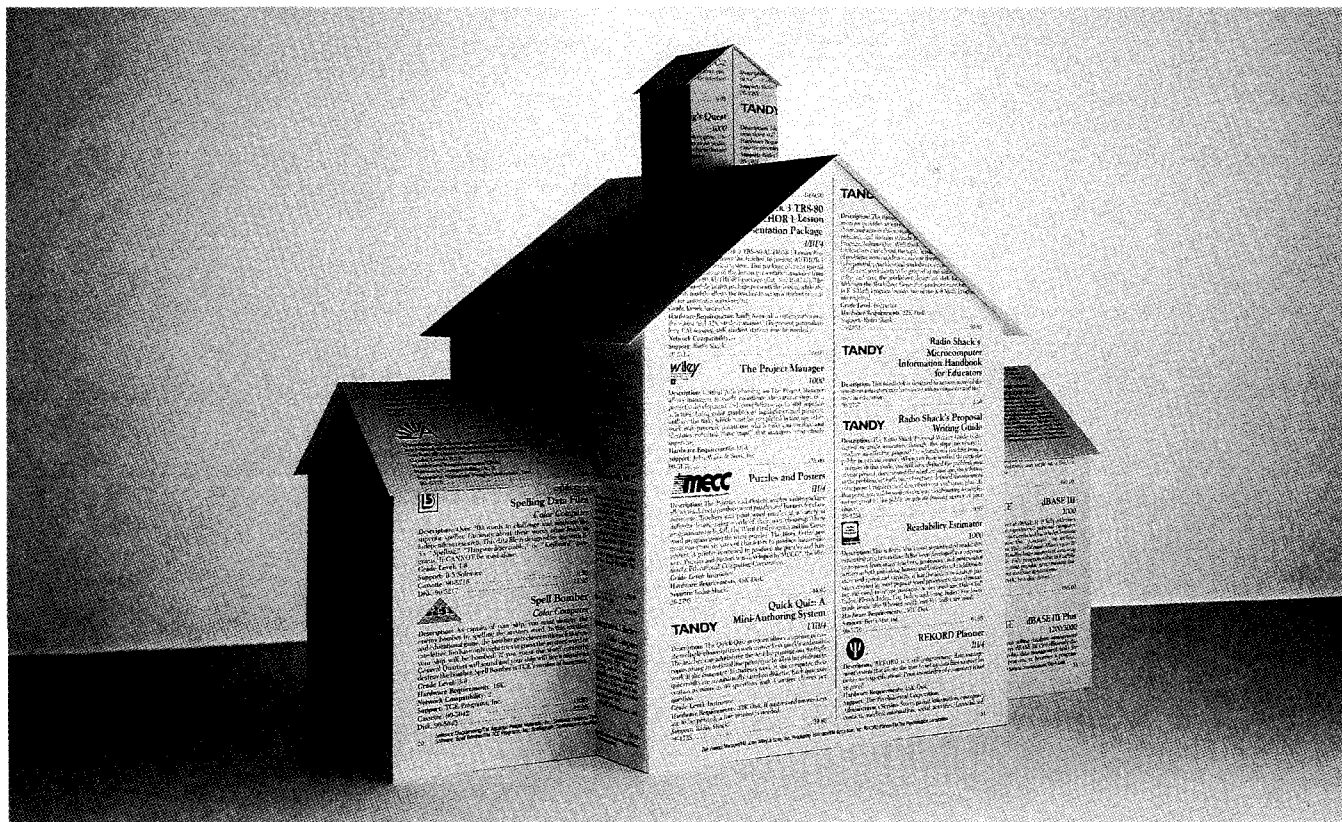
**Hardware Requirements: Disk.**

**Network Compatibility:** 2, 3.

**Support:** Aquarius People Materials, Inc.

90-5391 .....	175.00
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## Software From Radio Shack Makes It Easy to Build Your School's Computer Curriculum



## OTHER PROGRAMS

# Radio Shack is the World's Largest Computer Retailer



**Tandy's Commitment to You.** Our Education Division is committed to education. Since 1979, we have devoted a full-time effort to support Tandy/Radio Shack computers in the classroom and the teachers who use them. And we offer one of the most comprehensive libraries of educational software available.

**Buy with Confidence.** For over 66 years, America has trusted Radio Shack for dependability, quality and value in consumer electronics. Buy with confidence wherever you see one the signs above.

Visit your nearest Radio Shack Computer Center to see the full line of Tandy computers. These centers form a nationwide network of support to business and education, providing professional training, leasing and service plans. Most of our business computer line can also be found at any Radio Shack *Plus* Computer Center, which is located within a Radio Shack store.

Come to our Computer Center/Telephone Center and you'll find a full-line computer operation also offering advanced telecommunications products.

Of course, you can see our popular-priced computers at any of over 5,175 Radio Shack stores and participating dealers nationwide.

**Radio Shack<sup>®</sup>**  
**COMPUTER CENTERS**

A DIVISION OF TANDY CORPORATION

RSC-18E