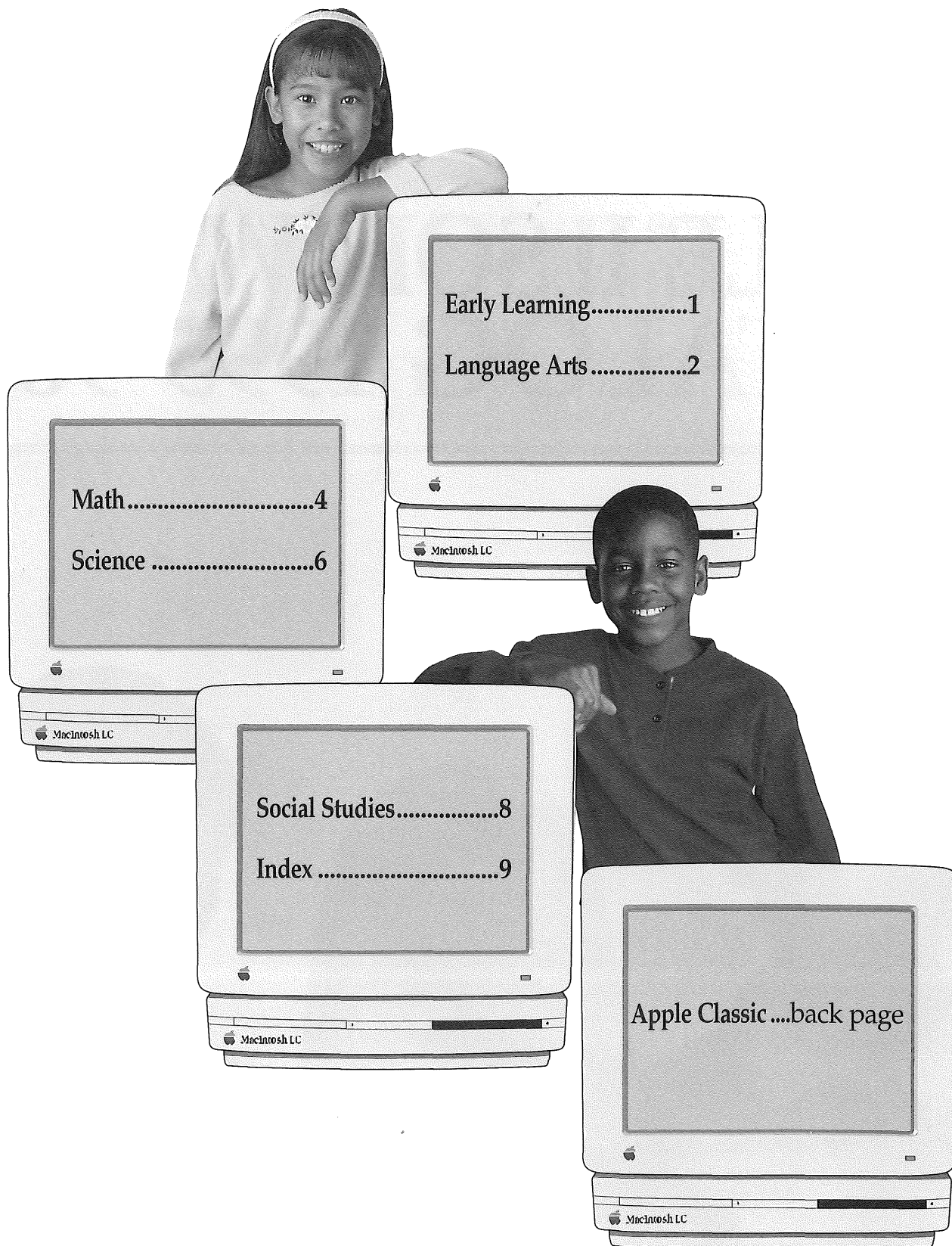


# APPLE® II SOFTWARE CATALOG 1995-96



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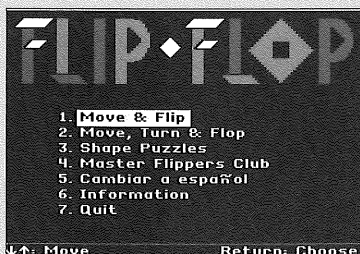
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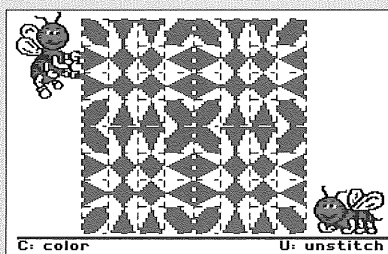
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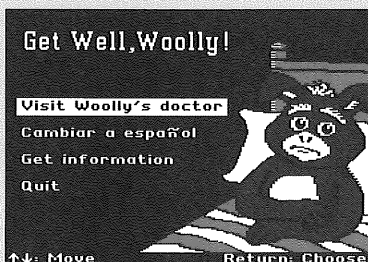
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To order MECC Apple II products or the complete Educational Software Catalog, call 800/685-MECC, ext. 529.

### Arithmetic Critters™

K - Grade 2

Apple 64K

A great follow-up to Counting Critters, this package is filled with captivating characters to help your students practice basic arithmetic skills. Includes drills on place values to 99, single-digit addition and subtraction, and basic measurement. **A166**



High/Scope's Early Childhood Software Award of Excellence—Software of the Year 1990

### Counting Critters™

Preschool - K

Apple 64K

Fun-filled lessons in numbers from one to 20! Children count animals on a safari, match numbers in a magic show, supply a pet store with puppies, and much more. You can adjust the program for children with different keyboarding abilities. **A165**



### First-Letter Fun™

Preschool - K

Apple 64K

Animated scenes provide the backdrop for young students' first phonics lesson. As colorful pictures appear, kids pick a letter from a group of four that matches the beginning sound of the object shown. You can use either upper- or lower-case letters. **A154**

### Fun from A to Z™

Preschool - K

Apple 64K

Young children practice such alphabet skills as distinguishing letters, matching upper- and lower-case forms, and recalling alphabetic sequences while helping songbirds find their way home and completing connect-the-dot puzzles. **A164**



### Paint with Words™

Preschool - Grade 2

Apple 64K

(5.25" disk only)

As children recognize simple words, those words instantly turn into pictures with this vocabulary builder. They can then use these pictures to create computer paintings. Add the optional Jostens Ufonic™ Voice system, and a natural-sounding voice gives students additional feedback. **A158**



### Patterns™

K - Grade 1

Apple 128K

Kids enter a world of intergalactic patterns and entertaining space creatures. They experience patterns aurally and visually and learn to recognize and extend linear patterns—skills that are cornerstones of good math and science reasoning. **A227**



Parents' Choice and High/Scope's Early Childhood Software Award of Excellence—Software of the Year 1991

### Picture Chompers™

K - Grade 1

Apple 128K

In this action-packed game, kids move teeth around a game board, "chomping" objects that have the same color, size, shape, design, class, and use. The game can be played with or without the timer.

- More than 400 graphics and three levels of difficulty for a continual challenge.
- Chomper's Club for players with the highest scores. **A255**

# Language Arts



**Media & Methods Award  
CommuniKeys™**

Grades 3-6

**Apple 128K**

As budding reporters, your students must master keyboarding before their employer—an international agency—will send them on a mission. They learn keyboard elements and correct techniques and then move on to games designed for keyboarding and word-processing proficiency. Once their training is complete, students receive a certificate revealing the destination of their first mission as full-fledged reporters.

A248

**Eerieville Library™**

Grades 4-5

**Apple 128K**

A chilly blast of air has hit the Eerieville Library and stories are scattered everywhere! Students must make their way around the haunted library, collecting as many stories, fables, jokes, weather bulletins, advertisements, journal entries, letters, and other notes as they can while avoiding ghosts and poltergeists. When kids find a paper, they can earn points by answering questions about it. They can then send each paper back to its correct location in the library by using clues found in its content.

A304

**Fish School™**

Grades 2-3

**Apple 128K**

Scrappy and the kids in your class go under the sea to the paper-strewn halls of Fish School. Together they collect report cards, course descriptions, notes, journals, tests, worksheets, and school announcements that have been scattered by a powerful ocean current. Then kids return the documents to their proper locations by examining each for topic, content, and form.

- Features hundreds of readings in various writing styles.
- Includes option to record and save student records.

A302



**Parents' Choice Award  
Grammar Gazette™**

Grades 5-6

**Apple 128K**

Students learn to recognize parts of speech, edit usage problems, and expand sentences with prepositional phrases while taking on the roles of newspaper reporters, editors, and staff writers. A special decoding game helps kids see patterns in words.

- Features a true-to-life newsroom setting.
- Builds a greater command of language by developing more complex grammar skills.

A273

**Grammar Gobble™**

Grades 1-6

**Apple 128K**

In this new grammar game, children in your class move a set of teeth around a game board and gobble all the words on a grid that either complete a given sentence or match a target part of speech.

- Includes difficulty levels that can be set to match students' reading or grade levels.
- Provides remediation for students having trouble.

A306

**Grammar Madness™**

Grades 3-6

**Apple 128K**

Humorous, unpredictable stories result when your students select parts of speech to be incorporated into pre-written pieces. In the process, kids learn to recognize parts of speech by using styles of writing and vocabulary appropriate to their grade level.

A307



**Parents' Choice Award  
Grammar Monsters™**

Grades 3-4

**Apple 128K**

One creepy monster after another creates grammar fun for students as they learn to select words to complete sentences, edit usage errors, and identify parts of speech.

- Features three interactive programs.
- Reinforces and builds upon the grammar skills introduced in class.

A272

**Grammar Toy Shop™**

Grades 1-2

**Apple 128K**

In this special toy shop—when no one else is around—animals, dinosaurs, and other creatures come to life to help your young students learn the basic parts of speech, subject/verb agreement, present and past verb tense, and sentence structure.

- Includes management option for tailoring the program to your students' needs.
- Builds basic grammar skills.

A271



**Parents' Choice Award  
Littletown Zoo™**

Grades 3-4

**Apple 128K**

As assistant zookeepers at Littletown Zoo, children are assigned the job of deciding which three animals to add to an exhibit. A variety of references—data cards, letters from visitors, and zookeeper records—are available to help them make their decisions.

- Features a high-score list.
- Reading topics include mammals, the environment, and endangered species.

A292

**Move Over, Mother Goose!™**

K - Grade 2

**Apple 64K**

*Move Over, Mother Goose!* invites kids to explore rhymes and rhyming words by changing selected words or picture elements of popular Mother Goose rhymes. They can select a nurse rhyme and change selected words and picture elements to create a new rhyme with animated characters.

A352



**Moving Museum™**

Grades 5-6

**Apple 128K**

The museum is in chaos, and Scrappy needs your students' help to collect papers, exhibit signs, schedules, letters, lists, and tour information and put these papers back where they belong while dodging the cleaning and security robots. To obtain the clues necessary to return documents to their proper locations, students must examine each for topic, content, and form.

- Designed for repeated use with hundreds of readings in various writing styles.
- Includes option to specify comprehension questions and record and save student records.

A303

**PRICING INFORMATION**

Software Format	Attach this symbol to product no. when ordering	Retail	Member
Single Product		\$59.00	\$41.00
Lab Pack*	LAB	\$149.00	\$104.00
Network Version	N	\$399.00	\$279.00
Building Site License	BSL	\$579.00	\$405.00
District Site License	DSL	Call 800-685-MECC ext. 529	

Example: To order the lab pack for *Moving Museum*, take the product number, A303, and attach "LAB" to the end of it. The resulting number is A303LAB.

\*5 Users

**On Stage™**

K - Grade 2

**Apple 128K**

Young students' story ideas come to life with *On Stage*. Kids select the elements—who, what, where, and when—to create a scene on stage. They can then view an animated sequence based on the scene they constructed or read a story generated from the selection. Through these activities, children re-tell and act out their favorite stories—and make up new ones—while developing language skills.

A312

**Pet Shop™**

K - Grade 3

**Apple 128K**

With this product, young students explore story construction as they create an informational story. Through the interplay of the story elements who, what, when, and where, a variety of informational stories are possible. And children discover some interesting facts while reading and writing.

A347

**Phonics Prime Time™:  
Blends and Digraphs**

Grades 1-3

**Apple 64K**

A trip to the malt shop makes it a treat for kids to recognize 34 consonant blends and digraphs such as *bl*, *ch*, and *thr*. Your students have the opportunity to recognize and create words that begin with these consonant combinations.

A179

**Phonics Prime Time™:  
Final Consonants**

K - Grade 2

**Apple 64K**

Lively animated pictures are your students' reward for recognizing the final consonants of words. A dachshund and monkey are eager to help and give an additional review of initial consonants.

A176

**Phonics Prime Time™:  
Initial Consonants**

K - Grade 1

**Apple 64K**

When students correctly match consonants with illustrations that represent words starting with those consonants, puppeteer Waldo Grizzly and a group of frolicking frogs will reward them with colorful computer pictures.

A175

**Phonics Prime Time™: Vowels I**

Grades 1-2

**Apple 64K**

The real action at this carnival is learning long and short vowel sounds. Children test their strength at the bell stand and pick up floating ducks while trying to identify words that contain twelve basic vowel sounds.

A177

**Phonics Prime Time™: Vowels II**

Grades 1-3

**Apple 64K**

While spending time at a carnival dunk tank, your students learn to recognize common diphthong "rule-breakers" and "r-controlled" vowel sounds. They also become proficient at identifying words that contain target vowel sounds.

A178

**Picture a Story™**

K - Grade 2

**Apple 128K**

Young children develop stories of their own by selecting from a variety of playful characters and arranging a series of pictures. They can then view an animated action sequence based on the pictured story. Read, write, and print options are available.

- Fosters language development.
- Focuses on learning through discovery to explore language and storytelling in an open environment.

A311



*Media & Methods Award*  
**Space Station Freedom™**

Grades 5-6 **Apple 128K**

Students take on the job of deciding who of the many willing candidates will be chosen to go on the next space station mission. They make their decisions by completing fact-finding tasks that cover such reading-comprehension skills as main idea, supportive details, and fact or opinion. **A290**



*Media & Methods Award and Instructor's All-Time Teachers' Favorites List*  
**Spellelevator™**

Grades 1-12 **Apple 128K**

Your students' task is to maneuver Dusters through the hotel to collect letters from scrambled spelling words and then unscramble them. To reach the top floor, Dusters have to ride elevators that won't always stop on the floor kids want and they must also avoid devious vacuum cleaners. **A231**

**Spelling Press™**

Grades 1-12 **Apple 128K**

With this tool, you can create fun crossword puzzles and word searches with students' spelling words. In addition, you can design professional-looking spelling lists and create pretests and post-tests in standardized formats. **A232**

**Spelling Puzzles and Tests™**

Grades 1-12 **Apple 128K**

With this program, you can print spelling words in a variety of puzzle and test formats so your students have hours of fun activities to help them practice and learn their spelling words. **A234**

**Spelling Series Toolkit™**

Grades 1-12 **Apple 128K**

This database tool is filled with more than 6,700 words to use in making lists for any product in the *MECC Spelling Series*. Each word is accompanied by a definition, a context sentence, and three misspellings. You can convert existing word lists from *Master Spell*, *Word Wizards*, and any ProDOS or DOS 3.3 ACSII text file to the *MECC Spelling Series* format with the *Spelling Series Toolkit*. **A233-3**

**Spelling Workout™**

Grades 1-12 **Apple 128K**

Now it's easy for you to incorporate the test-study-test method of learning to spell into your students' routine. Kids take a pretest, correct it, concentrate on misspellings, and take a post-test. Records help you track progress and diagnose difficulties. **A230**

**PRICING INFORMATION**

Software Format	Attach this symbol to product no. when ordering	Retail	Member
Single Product		\$59.00	\$41.00
Lab Pack*	LAB	\$149.00	\$104.00
Network Version	N	\$399.00	\$279.00
Building Site License	BSL	\$579.00	\$405.00
District Site License	DSL	Call 800-685-MECC ext. 529	

Example: To order the lab pack for *Spelling Workout*, take the product number, A230, and attach "LAB" to the end of it. The resulting number is A230LAB.

\*5 Users



*Media & Methods, National Parenting Center Seal of Approval, 1993 Developmentally Appropriate Software Award, and Technology and Learning Award*

**Storybook Weaver®**

K - Grade 6 **Apple IIGS®, 1 megabyte or more**

In *Storybook Weaver* you will find an exciting writing tool that combines words and pictures to actively engage students in the writing process. The *Storybook Weaver* programs accommodate a wide range of writing abilities and a variety of ages. Each product employs a simple yet in-depth approach to cultivating students' writing. *Storybook Weaver* focuses on helping students discover the world around them. *Storybook Weaver: World of Adventure* allows students to experience high adventure by using their imaginations to create stories with adventure themes. And *Storybook Weaver: World of Make-Believe* draws upon the elements of folklore. Characters, objects, and page borders in the program are derived from the literature of various cultures. The programs allow students to translate their ideas into words and pictures as they design the fabric of their stories.

- Two 3.5" disk drives required. **A275-3**



*California Children's Book, Video, and Software Awards*

**Storybook Weaver®: World of Adventure**

K - Grade 6 **Apple IIGS®, 1 megabyte or more**

**A276-3**

**Storybook Weaver®: World of Make-Believe**

K - Grade 6 **Apple IIGS®, 1 megabyte or more**

**A298-3**

**Treasures for Sale™**

Grades 3-6 **Apple 128K**

There's going to be a garage sale in the neighborhood and it's just for kids! Here's your students' chance to sell the collections and treasures that were once their prized possessions. Find the best treasure to sell. Conduct market research. Advertise your treasures. With *Treasures for Sale*, kids explore advertising as a form of persuasive writing. **A337**

**Vacation Nation Travel™**

Grades 4-5 **Apple 128K**

Travel agent positions are available at Vacation Nation Travel—and the kids in your class are the ideal candidates. As travel agents, they select the best vacations for their clients based on research using data cards, letters of recommendation, and descriptions.

- Features a high-score list.
- Develops reading-comprehension, fact-finding, and problem-solving skills. **A291**

**Windy City™**

Grades 4-5 **Apple 128K**

It's Scrapy to the rescue when a strong wind litters the city streets with letters, memos, notices, newspapers, and advertisements. Your students help Scrapy collect as many documents as possible while avoiding twisters and street sweepers. They then examine each document for topic, content, and form and attempt to return it to its proper location.

- Features readings in various writing styles for repeated use.
- Option to specify comprehension questions. **A301**

**Word Builder™**

K - Grade 3 **Apple 128K**

In this product, kids build word recognition and strengthen their spelling skills. Words to be included are two-, three-, and four-letter words from standard K - Grade 2 word lists. Students who choose a timer/score option will have the opportunity to be members of the Master Builders Club. **A346**



*Parents' Choice Award*  
**Word Munchers™**

Grades 1-5 **Apple 64K**

Munchers are eating their words! But the Troggles could stop them in their tracks. Students' word skills and reflexes guarantee that the Munchers get their fill of words with target vowel sounds. And management options allow you to regulate operations and problem types, view student performance records, select regroup phrases consistent with your teaching, and activate the optional estimation feature.

- Improves phonics and reading skills.
- Contains a variety of skill levels, making it appropriate for students of different abilities.
- Features a Muncher Hall of Fame for champions. **A153**

**Words at Work™: Compound It!**

Grades 3-6 **Apple 64K**

A clown and a cowpoke lead kids through a series of challenging word exercises designed to help them recognize, understand, and use compound words. More than 170 compound words are featured. **A183**

**Words at Work™: Contraction Action**

Grades 2-4 **Apple 64K**

A painter and his dog lead the way through game-like drills as students attempt to spell more than 50 common contractions and match them with their corresponding words. **A180**

**Words at Work™: Prefix Power**

Grades 3-6 **Apple 64K**

Entertaining dragons, firefighters, and artists help take the puzzle out of prefixes for students in your class. While playing three games, kids identify 16 common prefixes in words and define words containing prefixes. **A181**



*Parents' Choice Award*  
**Words at Work™: Suffix Sense**

Grades 3-5 **Apple 64K**

Your students learn the meaning of 16 suffixes—*ful, ness, ous*, and more—and practice using them. A good vocabulary and strong reading skills are the result of knowing such word-building devices as suffixes. **A182**

# Math

## Addition Logician™

Grade 3 **Apple 48K**  
When kids put their minds to solving whole-number addition problems, they will be treated to fun computer competition. They match wits with the computer as they play challenging games of logic. **A125**

## Amazing Arithmetricks™

Grades 5–12 **Apple 128K**  
Set in a carnival, *Amazing Arithmetricks* contains a variety of math puzzles, including number challenges, magic squares, and math-o-grams. Your students will explore different approaches to solutions by using coins to buy clues. Students who solve all the puzzles using the fewest number of clues will make it to the Hall of Fame. **A336**

## Circus Math™

Grades 2–3 **Apple 48K**  
Addition under the big top is the theme as students solve addition problems involving up to four digits and three addends. Kids delight in the elephants, clowns, and other circus characters who help motivate them. **A109**

## Clock Works™

Grades 1–3 **Apple 64K**  
A variety of activities with multiple difficulty levels will have kids telling time quickly. Lessons include reading and setting clocks and converting time expressions with either Roman or Arabic faces. Kids can even design their own clocks. **A168**



Media & Methods Award

## Conquering Decimals™ (+,-)

Grades 4–8 **Apple 128K**  
Intensive practice sessions and challenging games help your students develop basic decimal skills. And management options allow you to regulate operations and problem types, view student performance records, select regroup phrases consistent with your teaching, and activate the optional estimation feature. **A207**

## Conquering Decimals™ (x,÷)

Grades 5–8 **Apple 128K**  
Your students will welcome the challenge of multiplying and dividing decimals after they work with this software. Skill builders such as locating decimal multiplication expressions equal to given target values and matching decimal fraction equivalents are included. **A208**



Parents' Choice Award

## Conquering Fractions™ (+,-)

Grades 4–8 **Apple 128K**  
Students add and subtract fractions after they've completed these skill-building exercises. Then they can enhance their skills and develop strategies in fun-filled fraction races and fraction gobbles. **A204**



Parents' Choice Award

## Conquering Fractions™ (x,÷)

Grades 5–8 **Apple 128K**  
Motivating practice sessions and action-packed games provide the key to mastering the multiplication and division of fractions. Children can practice until they feel up to the challenge of racing against the clock in a timed fraction chomp or becoming contestants on a quiz show where they try to identify a mystery fraction. **A205**

## Conquering Math™ Worksheet Generator

Grades 3–8 **Apple 128K**  
This time-saving utility helps you to easily create and print worksheets that complement the lessons in the *Conquering Math Series* while also meeting your curriculum objectives. You even have a choice of problem types. **A260**



Media & Methods Award

## Conquering Percents™

Grades 5–8 **Apple 128K**  
This package gives an overview of percents and their uses. Activities include estimating percentages by using geometric shapes and calculating percent problems to determine the original price, discount rate, and amount of discount of merchandise in a department store. In an action-packed "chomper" game, kids learn to distinguish different representations of percents, including visuals, decimals, fractions, and ratios. **A210**



Media & Methods Award

## Conquering Ratios and Proportions™

Grades 5–8 **Apple 128K**  
Traveling back to 12th-century Europe, kids in your class discover ratio concepts and use proportions to solve word problems. The two games in this dramatic medieval setting allow students to design castle flags by experimenting with ratios and to try to hit a target with a catapult by setting the correct ratio of rock weight to catapult force. **A209**

## Conquering Whole Numbers™

Grades 3–6 **Apple 64K**  
Your students will discover how much fun working with whole numbers can be as they practice the four basic whole-number operations with multiple digits and regrouping. Then they can test their problem-solving and factoring skills with enhanced versions of two classic MECC games—"Bagels" and "Tax Collector." Or they can use addition to keep track of their bowling scores. **A201**

## Coordinate Math™

Grades 4–9 **Apple 128K**  
Students locate a "snark," drive to Grandma's house, and guide a boat to a runaway ship's rescue while using both graph and map coordinates and degree measurements. **A192**

## CryptoQuest™

Grades 3–9 **Apple 128K**  
*CryptoQuest* is the initiation test to join Colonel CryptoGram's team of code busters, the CryptoClub. To prepare for the quest, students can practice various methods of enciphering and deciphering messages provided by the computer or written by themselves or even a friend. Once on the quest, kids will follow a trail of enciphered clues that lead to the final secret document. If they can solve its code, they become members of the CryptoClub! **A340**

## Decimal Concepts™

Grades 3–6 **Apple 128K**  
In this package, kids learn basic decimal skills. Three learning games introduce place value, ordering and comparing decimal numbers, and the relationship between decimals and fractions. Activities include racing through a maze, trying to hit a decimal number target, and directing decimal numbers to their proper landing places. **A206**

## Dueling Digits™

Grades 3–6 **Apple 128K**  
Help your students better understand place value and number concepts with this package. Estimating the size of numbers and the size relationships between numbers, recognizing and reading numbers, and experimenting with probability are just some of the skills kids will be able to practice. **A338**

## Early Addition™

Grades 1–2 **Apple 48K**  
Children make airplanes fly, help firefighters put out a blaze, and compete with the computer in a frog-jumping race as they explore one- and two-digit addition problems. **A788**

## Equation Math™

Grades 9–12 **Apple 128K**  
Used alone or as a companion to *Coordinate Math*, this package puts linear, quadratic, and trigonometric equations into graph form, making it simple for students to explore quadratic, polynomial, and polar equations. **A193**



Parents' Choice Award

## Estimation Activities™

Grades 4–8 **Apple 128K**  
Designed to build upon the skills learned in *Estimation Strategies*, these five entertaining games challenge kids to develop winning strategies and to use their estimation skills.
 

- Features high-score lists.
- Includes a variety of management options. **A296**

## Estimation: Quick Solve I™

Grades 5–8 **Apple 128K**  
Your students take on either a friend or one of six computer opponents in this action-packed estimation game. They estimate problems from the categories of whole numbers, decimals, fractions, and percents and are awarded points if their answers fall within an acceptable range. **A258**



Media & Methods Award

## Estimation: Quick Solve II™

Grades 5–8 **Apple 128K**  
Based on *Estimation: Quick Solve I*, this fast-paced game opens up a new world of computation and estimation problems for students. Categories include measurement, time, money, and graphs. Kids can match wits with a classmate or one of six computer challengers. **A259**



Parents' Choice Award

## Estimation Strategies™

Grades 3–6 **Apple 128K**  
Centered in a guided-learning environment, this package leads children through various strategies used in computational estimation. They include ranges, rounding, front-end digits, compatible numbers, and clustering.
 

- Allows you to view and print student records. **A295**

## Exploring Chaos™

Grades 7–12 **Apple 128K**  
Introduce the kids in your class to the topics of chaos, fractals, and dynamic systems with a variety of games and activities. Included among the activities are the classic games "Life" and "Chaos."
 

- Open-ended design encourages exploration.
- Modern topics bring a new excitement into the classroom. **A316**

## Exploring Sequences and Series™

Grades 7-12 **Apple 128K**  
A quick and convenient method for your students to generate sequences by using formulas or recursions, this program gives kids a chance to view the terms, find partial sums, or combine sequences with other sequences to make new ones. **A263**



## Flip-Flop™

Grades 1-2 **Apple 128K**  
Kids identify geometric figures and sharpen spatial perception skills by flipping and flopping squares, rectangles, triangles, circles, and semi-circles until they fit into a hole. Includes an English/Spanish text option. **A348**



## Technology and Learning Award Fraction Concepts, Inc.™

Grades 3-5 **Apple 128K**  
Kids become workers in a "fraction factory," where they learn the functions of numerators and denominators. They also become adept at recognizing equivalent fractions expressed in different terms, adding fractions, and practicing special fraction terminology. **A202**



## Parents' Choice and Media & Methods Awards Fraction Munchers™

Grades 3-12 **Apple 128K**  
For fraction practice your students will eat up, nothing can compare to *Fraction Munchers!* With kids' help, Munchers make a meal of fractional numbers, equivalent fractions, and expressions with fractions while eluding Troggles, who are set on spoiling the fun.  
• Features multiple levels of difficulty. **A196**

## Fraction Practice Unlimited™

Grades 4-6 **Apple 128K**  
Students in your class learn how to reduce fractions to their lowest terms, classify fractions by type or size, compare fractions by size, and rename various fractional numbers. **A203**



## Media & Methods Award Measure Works™

Grades 1-4 **Apple 48K**  
Young students compare sizes and heights, measure with whole units, and recognize perimeter and area measurements—all while using either English or metric units. Kids can even estimate measurements. **A246**

## Money Works™

Grades 1-4 **Apple 128K**  
A first lesson in finance, this package makes money-handling skills fun. Children in your class learn to tell the difference between coins and paper currency, recognize denominations, make purchases, count change, and design and mint their own money. They'll even learn what money is worth at the international exchange rate! **A195**

## Multiplication Puzzles™

Grades 3-4 **Apple 64K**  
A package with unique twists on the typical multiplication drill and practice, students practice math skills while rescuing a castaway on a deserted island, locating and capturing a rabbit raiding a carrot patch, turning off the lights in a house with a mind of its own, and much more. **A147**

## Number Jumpers™

Grades 1-6 **Apple 128K**  
Frog-filled fun awaits kids in this mathematics product as they play games in which they must use one of three strategies to compare and to order various types of numbers. A Challenge game allows kids to choose the strategy for each problem. **A341**



*Media & Methods and Parents' Choice Awards; Technology and Learning Readers' Choice Award for Programs of the Decade; and MacUser's Bobker's Dozen Best List*

## Number Munchers™

Grade 3-12 **Apple 64K**  
Students can provide just the assistance hungry Munchers need to satisfy their craving for a healthy number feast of factors, primes, multiples, equalities, and inequalities. While Munchers chomp numbers, kids need to keep their eyes open for those Muncher-menacing Troggles.  
• Features a Muncher Hall of Fame.  
• Includes management options. **A170**

## Probability Lab™

Grades 7-12 **Apple 128K**  
Students in your class learn basic probability through a variety of computer-simulated experiments, including tossing coins, rolling dice, drawing cards, spinning wheels, choosing marbles, and picking numbers.  
• Includes the option for kids to design their own probability experiments.  
• Experiments can be viewed graphically in "step mode" or non-graphically in "auto mode." **A262**



## Parents' Choice Award Problem-Solving Strategies™

Grades 5-9 **Apple 128K (5.25" disk only)**  
*Problem-Solving Strategies* presents kids with a variety of challenges that require different strategic solutions—graphic puzzles, open-ended problems, and more—to help them learn how to collect data, make generalizations, and apply strategies. **A784**

## Problem-Solving with Nim™

Grades 3-8 **Apple 128K**  
Each move in the game of Nim requires intense concentration. In this simulation of the ancient game, your students apply thinking skills and careful calculation to outwit the computer or a classmate. Four variations keep kids' wits in top form.  
• Builds thinking skills by encouraging kids to develop winning strategies.  
• Focuses on spotting and analyzing patterns and relationships. **A257**



## Quilting Bee™

K-Grade 2 **Apple 64K**  
Kids discover the power and beauty of transformational geometry as they create their own quilt patterns. They can flip, turn, and slide shapes and squares to create a quilt with almost endless patterns. Kids can save their quilt and/or print it as a note card, book marker, or poster. Includes an English/Spanish text option. **A349**

## Quotient Quest™

Grade 4 **Apple 64K**  
In this package with an international scope, kids rearrange totem poles, trap a jewel thief, search for chimpanzees, and more, all while completing division problems of varying difficulty that include up to four digits and that may contain a remainder. **A148**

## Space Subtraction™

Grades 1-3 **Apple 48K**  
Cosmic fun and challenges abound as your students solve simple subtraction problems. Designing space creatures, landing a lunar module, and playing other outer-space games are kids' rewards for correct answers. **A145**



## Parents' Choice Award Speedway Math™

Grades 1-6 **Apple 48K**  
This race-car simulation puts the emphasis on speed, as kids in your class calculate basic addition, subtraction, multiplication, and division problems. Competing with classmates, children score in terms of "m.p.h." for quick and accurate answers. **A169**

## Subtraction Puzzles™

Grade 3 **Apple 48K**  
Every time students correctly work out subtraction problems involving regrouping, they'll get to solve peg-jumping and tracing puzzles, ride across the ocean in a balloon, capture genies in bottles, try to figure out the names of mysterious creatures, and participate in other fun-filled activities. **A146**

## Sum Stories™

K-Grade 2 **Apple 128K**  
Students visually explore whole numbers (0-20), addition, and subtraction and then write about their experiences to help them create their own understanding of these mathematics concepts. This product can provide new ways for kids to visualize and explore numbers and number relationships. **A344**

## Take a Chance!™

Grades 2-6 **Apple 128K**  
Spinners, cubes, coins, and marbles are the tools students use to explore the concept of chance, develop intuition about probability, and design and carry out experiments. Data is displayed on bar graphs and tally charts.  
• Students use probability strategies in games of chance against classmates or a computer opponent.  
• Features graphs that track the outcomes for students. **A317**



## Media & Methods Award Wonderland Puzzles™

Grades 4-7 **Apple 128K**  
*Alice's Adventures in Wonderland* has been delighting generations of readers with its own brand of logic. In this learning game, Wonderland's most memorable citizens lead the kids in your class into their special world of logic and strategy.  
• Promotes the integration of math and language-arts skills.  
• Stresses problem solving through the development of logical strategies. **A310**

# Science



*Parents' Choice and Media & Methods Awards*  
**Backyard Birds™**

Grades 3-9 **Apple 128K**  
 Kids are sent out on a bird-watching field trip, with instructions to identify as many birds as possible. Armed with an on-line field guide, kids send out an "observer" who brings back a description of each bird's characteristics. They then compare their data with the field guide, identify the bird, and add it to the Backyard Bird Life List.

- Sharpens students' powers of observation.
- Includes an extensive database. **A216**

**Cavity Busters™**

Grades 3-6 **Apple 128K**  
 Students investigate the factors that contribute to the formation of cavities. They manipulate various factors—the amount of sugar that kids eat, how often they brush their teeth, and how much milk they drink—then collect the data and draw conclusions.

- Adheres to the experimentation methods used by real-life scientists.
- Exercises higher-order thinking skills. **A284**

**Cleanwater Detectives™**

Grades 3-6 **Apple 128K**  
 While learning the techniques and procedures of setting up and conducting water pollution investigations, your students test and gather data about streams, rivers, and lakes. After finding the pollution and its source, they alert the proper authorities and recommend solutions.

- Exercises reasoning and thinking skills. **A282**



*Technology and Learning Award*  
**Discovery Lab™**

Grades 6-9 **Apple 48K**  
 Even the simplest science experiments require planning and organization. In this package, your students design and observe their own experiments and form hypotheses while trying to determine the characteristics of imaginary organisms. As kids gain experience, they plan increasingly complex lab strategies and control more variables. **A128**

**Electrifying Adventures™**

Grades 3-6 **Apple 48K**  
 In *Electrifying Adventures*, students complete such tasks as stringing lights to illuminate the way through a maze of caverns or using electrical devices to overcome barriers to learn basic concepts about electrical circuits. This easy-to-use and motivating science inquiry product will help kids understand the differences between series and parallel circuits, the differences between batteries' voltage and lifespan, and the use of switches. **A334**

**Five-Star Forecast™**

Grades 4-6, Junior High **Apple 128K**  
 Turn your students into amateur weather forecasters as they study how the variables of air temperature, wind direction, and wind speed affect the weather. Children also discover how relative humidity, cloud cover, and air pressure influence weather conditions. **A219**

*Parents' Choice and Media & Methods Awards*  
**Fossil Hunter™**

Grades 3-6 **Apple 128K**  
 Geological research is students' focus as they collect plant and animal fossils for a museum. Digging through layers of sedimentary rock, kids learn geographic history through the plants and animals that lived during different eras. **A220**



*Media & Methods Award*  
**Invisible Bugs™**

Grades 3-6 **Apple 128K**  
 In this simulation, your students put into practice Mendel's genetic discoveries about heredity, dominant and recessive genes, and natural selection. They design experiments involving the selection of beetles and then observe their offspring. The ultimate challenge for kids is to create a population of beetles with physical traits that enable them to avoid detection by a predator. **A218**



*Media & Methods Award*  
**Get Well, Woolly!™**

K-Grades 2 **Apple 128K**  
 Kids visit the office of Woolly's doctor to diagnose what germ is causing Woolly to be sick. To learn about symptoms and identify the germ, kids can check Woolly's eyes, ears, bones, muscles, brain, lungs, heart, stomach, and body temperature. Kids collect fancy bandages from Woolly for correct predictions. Includes an English/Spanish text option. **A351**

**The Living Cell™**

Grades 7-12 **Apple 128K**  
 In this simulation, your students truly make the scientific inquiry process a part of their lives as they assume the roles of cell membranes. They explore cell respiration and active transport by regulating the flow of six substances into and out of the cell. Their goal is to keep a cell alive until it is mature enough to divide into two daughter cells.

- Increases knowledge and conceptual understanding of the equilibrium that cells maintain with their environments.
- Features a variety of management options. **A278**



*Technology and Learning, Parents' Choice, and Media & Methods Awards*  
**Lunar Greenhouse™**

Grades 3-6 **Apple 128K**  
 Kids use an innovative combination of outer space and agriculture to measure the influence that four variables—light, water, temperature, and plant food—have on the germination, growth, and yield of vegetable plants. Using their knowledge of these variables, kids are challenged to determine the best conditions needed to produce a vegetable crop.

- An excellent supplement for science classes that grow plants.
- Features a variety of management options. **A215**



*Media & Methods Award*  
**Murphy's Minerals™**

Grades 3-6 **Apple 128K**  
 Your students are on a quest to find minerals that Murphy's Mineral Shop will buy. Once they find a mineral, they put their toolbox to use, testing it for such properties as hardness and luster to determine the mineral's identity.

- Features Murphy's List of Master Miners.
- Contains information about more than 100 different minerals for hours of exploration, discovery, and fun. **A221**



*Technology and Learning and Media & Methods Awards*  
**Mystery Matter™**

Grades 3-6 **Apple 128K**  
 To learn about the physical and chemical properties of matter, students conduct computer-simulated scientific experiments. From the test results for pH, density, reaction to water, freezing point, boiling point, electrical conductivity, and magnetism, kids then attempt to identify the "mystery" matter. **A212**

**Mystery Objects™**

Grades 2-4 **Apple 128K**  
 Using "Data Snoopers," such as Funny-Feeler and Super-Sniffer, kids in your class try to determine the identity of hidden objects by testing for such physical properties as texture, size, smell, weight, shape, and color. **A211**



*Technology and Learning Award and Technology and Learning's Readers' Choice Award for Programs of the Decade*  
**Odell Lake™**

Grades 4-6 **Apple 64K**  
 Kids explore life under water in a package filled with great animation and surprising random events. While taking on the roles of various species of fish in a mountain lake, children learn about animal interaction and the food chain. **A191**



*Parents' Choice and Technology and Learning Awards*  
**Paper Plane Pilot™**

Grades 3-6 **Apple 128K**  
 Kids take off on a high-flying scientific adventure to study the effects that four variables—plane shape, plane weight, launch angle, and launch force—have on paper airplanes. After experimenting with the variables, kids then observe flights and record the results.

- Explores the laws of force and motion.
- Features a variety of management options. **A281**

**Pizza to Go™**

Grades 3-6 **Apple 128K**  
 Anyone who thinks that delivering pizza is a simple job has never encountered the Pizza Pests! They'll stop at nothing to steal a piping hot pizza! To make the delivery person's job easier, kids use simple and compound machines—levers, pulleys, and gear wheels—to keep the pizza from the Pizza Pests' greedy grasp. As kids become familiar with machines, they'll learn how to adjust variables to make tasks easier. **A333**

**PRICING INFORMATION**

Software Format	Attach this symbol to product no. when ordering	Retail	Member
Single Product		\$59.00	\$41.00
Lab Pack*	LAB	\$149.00	\$104.00
Network Version	N	\$399.00	\$279.00
Building Site License	BSL	\$579.00	\$405.00
District Site License	DSL	Call 800-685-MECC ext. 529	

Example: To order the lab pack for *Pizza to Go*, take the product number, A333, and attach "LAB" to the end of it. The resulting number is A333LAB.

\*5 Users



## Rocket Factory™

Grades 3-6 **Apple 128K**  
 "3-2-1, blastoff!" will be the cheer as your students design and launch model rockets. Kids learn about force and motion while earning points for launching a rocket with a payload and hitting a specific target height by manipulating the rocket's design variables. Children can replay their rocket launches in slow motion, view data, or modify the rocket and try again.

- Includes charts for students to track data.
- Can be viewed in either English or Spanish. **A308**

## Science Giants™

Grades 4-6, Junior High **Apple 128K**  
 Students in your class attempt to identify people who have made significant contributions to science and technology by asking them questions. Kids learn about the contributions of these people and place those achievements within a historical context. **A343**

*Electronic Learning's SpotLight on Software and BookList's Software's Greatest Hits (The American Library Association)*

## Sky Lab™

Grades 7-9 **Apple 64K**  
 Astronomy is brought down to earth in this computer program. By observing the stars, children in your class learn about the relationship between the movements of the earth, sun, stars, and planets and the amazing events that take place in the sky. **A155**

## Sun and Seasons™

Grades 3-6 **Apple 128K**  
 The scientific phenomenon of seasons is the topic that kids will investigate with this computer simulation. Kids learn how the geographic location, month, and time of day influence seasonal events and they also test their understanding of seasonal changes. **A222**

## Weeds to Trees™

Grades 3-6 **Apple 128K**  
 Beginning with a plowed tract of land, students can select and place up to nine different plants on the land and observe changes over time. The plants' growth, interaction, and reproduction provide valuable lessons on the principles of plant succession. Kids then use these lessons to keep certain kinds of plants on the land for a given period. **A217**

## Wood Car Rally™

Grades 3-6 **Apple 128K**  
 Force and motion are the subjects of these lessons as your students investigate the effects that five variables—car weight, friction/lubrication, and shape, and ramp angle and length—will have on the distance a car will travel once it leaves an inclined plane. Students are then challenged to find a set of conditions that will make a car travel a given distance.

- Includes three difficulty levels.
- Features the technique of experimentation with controlled variables. **A214**



## Woolly's Birthday™

K - Grade 2 **Apple 128K**  
 Kids help Woolly guess the contents of his birthday presents by using the senses to test for physical properties such as color, shape, smell, and weight. Kids collect party balloons from Woolly for correct predictions. Includes an English/Spanish text option. **A350**

*Parents' Choice Award*



## Woolly Bounce™

K - Grade 2 **Apple 128K**  
 The fun-loving creature Woolly leads the way in this discovery-learning simulation. With Woolly's help, your students explore how balls with different physical characteristics behave when dropped. The perfect introduction to physical science for young children.

- Features three levels of difficulty.
- Contains a variety of management options. **A283**



*Parents' Choice Award*

## Woolly's Garden™

K - Grade 2 **Apple 128K**  
 This discovery-learning simulation is an excellent introduction to the science inquiry process. Kids select plants and regulate up to three variables that affect growth. They then collect and analyze the information to identify the growth characteristics of their plants.

- Features multiple difficulty levels.
- Contains student records and a variety of management options. **A309**

## PRICING INFORMATION

Software Format	Attach this symbol to product no. when ordering	Retail	Member
Single Product		\$59.00	\$41.00
Lab Pack*	LAB	\$149.00	\$104.00
Network Version	N	\$399.00	\$279.00
Building Site License	BSL	\$579.00	\$405.00
District Site License	DSL	Call 800-685-MECC ext. 529	

Example: To order the lab pack for *Woolly Bounce*, take the product number, A283, and attach "LAB" to the end of it. The resulting number is A283LAB.

\*5 Users

# Social Studies

## Arizona Mix™

Grades 5-9

Apple 128K

Students become employees of Arizona Mix, a young geologist searching for the lost mines of her home state, Arizona. Starting with a \$100,000 expense account, kids travel to many places of geographical, cultural, and historical interest and interview people of varied backgrounds to get clues. After collecting clues, students go into the field to search for the lost mine. Whatever remains of their expense account after finding the lost mine is their reward—and their score. Arizona Mix gives kids the chance to exercise problem-solving skills and develop an appreciation for diverse cultures as they read for content, interpret information, and much more.

A335

## Bluegrass Bluff™

Grades 5-9

Apple 128K

Bluegrass Bluff, Kentucky, is the setting for a computer-simulated archeological dig. Your students "excavate" artifacts—pottery, jewelry, statuettes, and carvings—from different eras in American history. Kids dig up items from various locations, including a Civil War site, a slave plantation, an American frontier stockade, and several Native American sites.

- Presents a realistic, thought-provoking account of American history.
- Features artifacts that enable kids to put together a time line that dates back more than 10,000 years.

A256

## Caravans To Timbuktu™

Grades 4-9

Apple 128K

Your students are sent on a mission by a king who provides them with a special gift to carry to a great king of Africa, Askia Muhammad Toure, emperor of the Songhai people. To deliver the gift, students must traverse 16th-century Africa—and the famous city of Timbuktu—seeking information and trading along the way. Kids will learn about the history, geography, and cultures of the African continent.

A345

## Dog Sled Ambassadors™

Grades 5-12

Apple 128K

Students set out on dog sleds from the Beringia International Park to visit Chukchi and Alaskan villages will accept cultural artifacts from the elders to add to the park's collections. Achieving their goal, however, hinges on the decisions students make as they encounter changing weather, accidents, illness, and injury.

A339

## Dr. Livingstone, I Presume?™

Grades 5-9

Apple 128K

Your students take the place of newspaper reporter Henry Stanley in his quest to track down the famous explorer David Livingstone. Rather than merely tracing the path he took, however, kids will make their own journey over the same territory, interviewing villagers to obtain clues to Livingstone's whereabouts.

- Enhances problem-solving skills.
- Provides information about the geography, history, and native peoples of the African continent south of the Sahara Desert.

A314

## History Makers™

Grades 3-6

Apple 128K

Students attempt to identify significant people of various ethnic backgrounds by asking them questions. Kids learn about these people's contributions to American history and culture and learn to place the achievements of minority peoples in proper historical context.

- Features an extensive database that includes a cross-section of African, Hispanic, Asian, and American Indian history makers.
- Provides equal representation genders.

A313

## Lewis and Clark Stayed Home™

Grades 5-9

Apple 128K

Your students get to replace Lewis and Clark and explore the Louisiana Purchase in this adventure. Their challenge is to explore and map the Louisiana Purchase while collecting plant and animal specimens; establish friendly contact with Native Americans and convince them to trade with the United States instead of Great Britain or Spain; and attempt to find a water route to the Pacific Ocean.

- Allows students to earn points by making discoveries and exploring new territories within a set time limit.
- Exercises strategy and negotiation skills.

A279



*Parents Choice Award, BookList's Software's Greatest Hits (The American Library Association), Instructor's All-Time Teachers' Favorites List, Technology and Learning's Reader's Choice award for Programs of the Decade, and Technology and Learning Award of Excellence*

## The Oregon Trail®

Grades 5-12

Apple 64K

*The Oregon Trail* is an award-winning historical simulation that allows students to learn about westward expansion in the 1840s by taking a trip via covered wagon from Independence, Missouri, to Oregon's Willamette Valley. The program requires players to make life-and-death decisions about supplies, travel pace, hunting, and more as they traverse the rugged landscape of 19th-century America.

A157

## To Preserve, Protect, and Defend™

Grades 9-12

Apple 128K

The Constitution is waiting to be signed into effect. In the meantime, kids serve as guards. To do their job effectively, they must be able to distinguish real constitutional delegates from impostors and to replace missing sections of the Constitution if detractors manage to alter it.

A198

## Rescue in the Outback™

Grades 4-12

Apple 128K

Burke and Wills—the first European explorers to cross Australia—are lost in the Outback. Students must find them and bring them safely home. In this simulation of a historical rescue mission, kids will encounter some of the unique flora and fauna of Australia and meet a number of Aboriginal peoples, who can teach students the survival skills they need to be successful adventurers in the Outback.

A342



*Media & Methods Award and BookList's Software's Greatest Hits (The American Library Association)*

## Time Navigator™

Grades 7-12

Apple 128K

Kids travel through the 20th century in a "chronomobile," and the only way to progress is by knowing history. They choose categories—headlines, popular songs, literature, movies, conversations, or cultural artifacts. Students are then shown three items from the category that they've selected and must choose which item occurred most recently in history. In the process, they develop sequencing skills and cultivate historical knowledge.

A247

## Time Navigator Around the World™

Grades 7-12

Apple 128K

Sent back to a random point in history—from 3999 B.C. to the present—students make their way forward in time by choosing which item from various categories is the most recent. Categories include arts and literature, artifacts, headlines, conversations, and people.

- Features a top-ten high-score list.
- Develops sequencing skills.

A277

## Time Navigator Leaps Back™

Grades 7-12

Apple 128K

Your students travel through time, exploring the history and culture of the United States from 1776 to 1900. To navigate forward, they select the most recent items—headlines, artifacts, the arts, and conversations—from a given list. If students select incorrectly, they may be thrown off course or even "stuck in time." But successful history students may qualify to add their names to the top-ten high-score list.

- Provides a broad overview of American history.
- Develops sequencing skills.

A225



*Media & Methods and Technology and Learning Awards*

## USA GeoGraph™

Grades 5-12

Apple IGS 768K

*USA GeoGraph* has been updated to include the latest data from the 1990 U.S. Census.

Students in your class access demographic, social, environmental, and economic data through maps and a database. Any changes made to the maps are automatically reflected in the database and vice versa. Ideal for individual study, group lessons, and your presentations.

- Contains more than 30 maps and more than 20 thematic overlays.
- Features a database with more than 100 categories.

A300-3

Product #	Name	Page	Network*
A125	Addition Logician	4	ACD
A336	Amazing Arithmetricks	4	ACD
A166	Arithmetic Critters	1	ACD
A335	Arizona Mix	8	ACD
A216	Backyard Birds	6	ACD
A256	Bluegrass Bluff	8	ACD
A345	Caravans to Timbuktu	8	ACD
A284	Cavity Busters	6	ACD
A109	Circus Math	4	ACD
A282	Cleanwater Detectives	6	ACD
A168	Clock Works	4	ACD
A248	CommuniKeys	2	ACD
A207	Conquering Decimals (+,-)	4	ACD
A208	Conquering Decimals (x,÷)	4	ACD
A204	Conquering Fractions (+,-)	4	ACD
A205	Conquering Fractions (x,÷)	4	ACD
A260	Conquering Math Worksheet Generator	4	ACD
A210	Conquering Percents	4	ACD
A209	Conquering Ratios and Proportions	4	ACD
A201	Conquering Whole Numbers	4	ACD
A192	Coordinate Math	4	ACD
A165	Counting Critters	1	ACD
A340	CryptoQuest	4	ACD
A206	Decimal Concepts	4	ACD
A128	Discovery Lab	6	ACD
A339	Dog Sled Ambassadors	8	ACD
A314	Dr. Livingstone, I Presume ?	8	ACD
A338	Dueling Digits	4	ACD
A788	Early Addition	4	ACD
A304	Eerieville Library	2	ACD
A334	Electrifying Adventures	6	ACD
A193	Equation Math	4	ACD
A296	Estimation Activities	4	ACD
A258	Estimation: Quick Solve I	4	ACD
A259	Estimation: Quick Solve II	4	ACD
A295	Estimation Strategies	4	ACD
A316	Exploring Chaos	4	ACD
A263	Exploring Sequences and Series	5	ACD
A154	First-Letter Fun	1	ACD
A302	Fish School	2	ACD
A219	Five-Star Forecast	6	ACD
A348	Flip Flop	5	ACD
A220	Fossil Hunter	6	ACD
A202	Fraction Concepts, Inc.	5	ACD
A196	Fraction Munchers	5	ACD
A203	Fraction Practice Unlimited	5	ACD
A164	Fun from A to Z	1	ACD
A351	Get Well, Woolly!	6	ACD
A273	Grammar Gazette	2	ACD
A306	Grammar Gobble	2	ACD
A307	Grammar Madness	2	ACD
A272	Grammar Monsters	2	ACD
A271	Grammar Toy Shop	2	ACD
A313	History Makers	8	ACD
A218	Invisible Bugs	6	ACD
A279	Lewis and Clark Stayed Home	8	ACD
A292	Littletown Zoo	2	ACD
A278	The Living Cell	6	ACD
A215	Lunar Greenhouse	6	ACD
A246	Measure Works	5	ACD
A195	Money Works	5	ACD
A352	Move Over, Mother Goose!	2	ACD
A303	Moving Museum	2	ACD
A147	Multiplication Puzzles	5	ACD

Product #	Name	Page	Network*
A221	Murphy's Minerals	6	ACD
A212	Mystery Matter	6	ACD
A211	Mystery Objects	6	ACD
A341	Number Jumpers	5	ACD
A170	Number Munchers	5	ACD
A191	Odell Lake	6	ACD
A312	On Stage	2	ACD
A157	The Oregon Trail	8	ACD
A158	Paint with Words	1	C
A281	Paper Plane Pilot	6	ACD
A227	Patterns	1	ACD
A347	Pet Shop	2	ACD
A179	Phonics Prime Time: Blends and Digraphs	2	ACD
A176	Phonics Prime Time: Final Consonants	2	ACD
A175	Phonics Prime Time: Initial Consonants	2	ACD
A177	Phonics Prime Time: Vowels I	2	ACD
A178	Phonics Prime Time: Vowels II	2	ACD
A311	Picture A Story	2	ACD
A255	Picture Chompers	1	ACD
A333	Pizza to Go	6	ACD
A198	To Preserve, Protect, and Defend	8	ACD
A262	Probability Lab	5	ACD
A784	Problem-Solving Strategies	5	ACD
A257	Problem-Solving with Nim	5	ACD
A349	Quilting Bee	5	ACD
A148	Quotient Quest	5	ACD
A342	Rescue in the Outback	8	ACD
A308	Rocket Factory	7	ACD
A343	Science Giants	7	ACD
A155	Sky Lab	7	ACD
A290	Space Station Freedom	3	ACD
A145	Space Subtraction	5	ACD
A169	Speedway Math	5	ACD
A231	Spellevator	3	ACD
A232	Spelling Press	3	ACD
A234	Spelling Puzzles and Tests	3	ACD
A233-3	Spelling Series Toolkit	3	ACD
A230	Spelling Workout	3	N/A
A275-3	Storybook Weaver	3	AD
A276-3	Storybook Weaver: World of Adventure	3	AD
A298-3	Storybook Weaver: World of Make-Believe	3	AD
A146	Subtraction Puzzles	5	ACD
A344	Sum Stories	5	ACD
A222	Sun and Seasons	7	ACD
A317	Take A Chance!	5	ACD
A247	Time Navigator	8	ACD
A277	Time Navigator Around the World	8	ACD
A225	Time Navigator Leaps Back	8	ACD
A337	Treasures for Sale	3	ACD
A300-3	USA GeoGraph	8	AD
A291	Vacation Nation Travel	3	ACD
A217	Weeds to Trees	7	ACD
A301	Windy City	3	ACD
A310	Wonderland Puzzles	5	ACD
A214	Wood Car Rally	7	ACD
A283	Woolly Bounce	7	ACD
A350	Woolly's Birthday	7	ACD
A309	Woolly's Garden	7	ACD
A346	Word Builder	3	ACD
A153	Word Munchers	3	ACD
A183	Words at Work: Compound It!	3	ACD
A180	Words at Work: Contraction Action	3	ACD
A181	Words at Work: Prefix Power	3	ACD
A182	Words at Work: Suffix Sense	3	ACD

\* Network=which networks products run on A=AppleShare, C=Corvus Omninet, D=Digicard

For information about MECC products for Macintosh, MS-DOS, Windows® 3.1, and Windows® 95 operating systems call 800/685-MECC, ext. 529. In Canada, call 800/663-7731.

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