

EDUCATIONAL SOFTWARE
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EDUCATIONAL SOFTWARE

A list of curriculum related software that can be used in the classroom by teachers and students Pre-K – 12. Software is shelved with the teaching aids and may be checked out for seven days.

INTERDISCIPLINARY

The graph club. (1999). Watertown, MA: Tom Snyder Productions. (Grades K-4).

Students can construct graphs and analyze data. Counts numbers out loud as students add values to graph.

Call Number: Curr.Mats. [IBM/MAC] QA90 .G73 1999

Inspiration: The premier tool to develop ideas & organize thinking. (2000). Portland, OR: Inspiration Software. (Grades 6-Adult).

A visual learning tool to organize thinking, prioritize ideas, make concept maps, webs and other graphical organizers to create clear, concise writing.

Call Number: Curr.Mats. [IBM/MAC] LB1062 .I57 2000

JumpStart typing. (2002). Fresno, CA: Knowledge Adventure. (Grades K-5).

Features more than 30 key lessons, timed typing tests, animated technique movies and other challenging activities to build typing proficiency.

Call Number: Curr.Mats. [IBM/MAC] Z49 .J86 2002

Kidspiration: Build strong thinking skills with visual learning. (2000). Portland, OR: Inspiration Software. (Grades K-5).

Uses the principles of visual learning to help young learners to develop and organize their ideas creatively and confidently.

Call Number: Curr.Mats. [IBM/MAC] BF723 .C5 K52 2000

Scholastic SuperPrint deluxe. (1999). New York: Scholastic. (Grades K-8).

Combines text, graphics and the user's own artwork to create designs in a variety of printed sizes for newsletters, cards, and posters.

Call Number: Curr.Mats. [IBM] N7433.8 .S864 1999

Timeliner 5.0. (2001). Watertown, MA: Tom Snyder Productions. (Grades K-12).

Helps students acquire a visual perspective of personal and historical events and allows them to create and print out time lines of historical, contemporary, and future events.

Call Number: Curr.Mats. [IBM/MAC] D11 .T56 2001

World Book encyclopedia. (2000). Chicago: World Book, Inc. (Grades 5-12).

Student friendly resource for the classroom, which includes maps, articles, and time lines.

Call Number: Curr.Mats. [IBM/MAC] AE5 .W552 2001

EARLY CHILDHOOD

Clifford the big red dog: Learning activities. (2001). New York: Scholastic. (Grades PreK-1).

This program helps children develop important early reading, math and creativity skills while having fun with Clifford and his friends.

Call Number: Curr.Mats. [IBM/MAC] LB1140.36 .C64 C45 2001

D. W.: The picky eater. (1998). Novato, CA: Living Books. (Grades K-3).

Step into the hilarious world of D.W., where pickles, pineapple, parsnips, spinach, and many more disgusting looking foods are the enemy and the only safe place is home.

Call Number: Curr.Mats. [IBM/MAC] PS3552 .R6946 D28 1998

I spy school days. (1997). New York: Scholastic. (Grades K-5).

Brain-building games for kids to solve intriguing puzzles.

Call Number: Curr.Mats. [IBM/MAC] GV1507 .P47 I27 1997

Millie's math house. (1992). Redmond, WA: Edmark. (Grades PreK-2).

Seven multimedia activities in which children explore numbers, shapes, sizes, patterns, addition, and subtraction, through various activities.

Call Number: Curr.Mats. [IBM/MAC] QA20 .C65 M55 1992a

Reading Mansion. (1998). Scotts Valley, CA: Great Wave Software. (Grades K-3).

Presents games that will help children develop reading skills using phonics, word skills, sentence mastery, and following directions.

Call Number: Curr.Mats. [IBM/MAC] LB1573 .R2795 1998

Sammy's science house. (1994). Redmond, WA: Edmark. (Grades PreK-2).

Teaches science skills for ages 3 to 7 years, encouraging them to discover the exciting world of science and develop essential early science skills.

Call Number: Curr.Mats. [MAC] LB1532 .S36 1994

Stickybear's early learning activities deluxe. (2000). Hilton Head, SC: Optimum Resource. (Grades PreK-2).

Preschoolers are guided in English and Spanish through enjoyable self-correcting learning activities with the alphabet, counting, grouping, shapes, opposites, and colors.

Call Number: Curr.Mats. [IBM/MAC] LB1140.35 .C64 S85 2000

Welcome to FrippleTown. (1999). Redmond, WA: Edmark. (Grades PreK-3).

Visit FrippleTown, where a variety of activities that require creativity, exploration and active learning challenge young minds.

Call Number: Curr.Mats. [IBM/MAC] LB1062 .F7 1999b

HEALTH

A.D.A.M.: The inside story complete. (2003). Atlanta, GA: A.D.A.M. Software.
(Grades 5-8).

Introduction to human biology and medicine, with teachers resources disk providing classroom materials for use with both of the student disks.

Call Number: Curr.Mats. [IBM/MAC] QM26 .A42 2003

Alcohol, tobacco, and other drugs. (1999). Blacklick, OH: Meeks Heit. (Grades 3-5).

Teaches children how to use prescription and OTC drugs in safe ways, and how drugs, alcohol, and tobacco affect health.

Call Number: Curr.Mats. [IBM/MAC] RC564.3 .A42 1999

Disease prevention. (1999). Blacklick, OH: Meeks Heit. (Grades K-3).

Teaches children how to prevent disease.

Call Number: Curr.Mats. [IBM/MAC] RA432 .D57 1999

Nutrition. (1999). Blacklick, OH: Meeks Heit. (Grades K-3).

Teaches children how to use the food guide pyramid, how to make healthful choices at fast food restaurants, and how to keep germs out of food.

Call Number: Curr.Mats. [IBM/MAC] TX355 .N87 1999

Staying safe. (1999). Blacklick, OH: Meeks Heit. (Grades K-3).

Teaches children how to stay safe, when to use safety equipment.

Call Number: Curr.Mats. [IBM/MAC] HV675.5 .S82 1999

LANGUAGE ARTS AND READING

The American Girls premiere: Create and produce your own plays. (1998). Cambridge, MA: Learning Company. (Grades 2-8).

Create your own live action plays that bring favorite characters from the American Girls collection to life.

Call Number: Curr.Mats. [IBM/MAC] PN6119.9 .A537 1998

Carmen Sandiego: Word detective. (1997). Novato, CA: Broderbund. (Grades 2-7).

Carmen has invented the Babble-On Machine to turn language into utter nonsense. By completing activities students will develop their language skills.

Call Number: Curr.Mats. [IBM/MAC] PE1111 .C37 1997

How the leopard got his spots. (1995). Redmond, WA: Microsoft. (Grades 1-5).

Rudyard Kipling's classic tale comes to life with animation, sounds, videos, games, and the music of South Africa.

Call Number: Curr.Mats. [IBM] PZ7 .K632 H68 1995

Inspiration: The premier tool to develop ideas & organize thinking. (2000). Portland, OR: Inspiration Software. (Grades 6-Adult).
A visual learning tool to organize thinking, prioritize ideas, make concept maps, webs and other graphical organizers to create clear, concise writing.
Call Number: Curr.Mats. [IBM/MAC] LB1062 .I57 2000

Kidspiration: Build strong thinking skills with visual learning. (2000). Portland, OR: Inspiration Software. (Grades K-5).
Uses the principles of visual learning to help young learners to develop and organize their ideas creatively and confidently.
Call Number: Curr.Mats. [IBM/MAC] BF723 .C5 K52 2000

Lift off to the library. (1998). Towson, MD: Baltimore County Public Library. (Grades K-5).
VIRG (Very Important Robotron Guide) will take you through intergalactic space on a library adventure visiting Biographyburg, Fictionville, Nonfiction Towers, and Reference City.
Call Number: Curr.Mats. [IBM/MAC] Z711.2 .L5 1998

Reading Mansion. (1998). Scotts Valley, CA: Great Wave Software. (Grades K-3).
Presents games that will help children develop reading skills using phonics, word kills, sentence mastery, and following directions.
Call Number: Curr.Mats. [IBM/MAC] LB1573 .R2795 1998

Scholastic SuperPrint deluxe. (1999). New York: Scholastic. (Grades K-8).
Combines text, graphics and the user's own artwork to create designs in a variety of printed sizes for newsletters, cards, and posters.
Call Number: Curr.Mats. [IBM] N7433.8 .S864 1999

MATHEMATICS

Geometry world. (1999). Rockville, MD: Cognitive Technologies. (Grades 6-9).
Combines developmental concept lessons, geometric learning tools, and a geometric adventure with two skill levels for middle school students.
Call Number: Curr.Mats. [IBM/MAC] QA445.5 .G46 1999

The graph club. (1999). Watertown, MA: Tom Snyder Productions. (Grades K-4).
Software allows students to construct graphs and analyze data. Helps students learn to interpret tables and picture, bar, line and circle graphs. Counts numbers out loud as students add values to graph.
Call Number: Curr.Mats. [IBM/MAC] QA90 .G73 1999

Millie's math house. (1992). Redmond, WA: Edmark. (Grades PreK-2).
 Seven multimedia activities in which children explore numbers, shapes, sizes, patterns, addition, and subtraction they build mouse houses, create bugs, and make jellybean cookies.
Call Number: Curr.Mats. [IBM/MAC] QA20 .C65 M55 1992a

SCIENCE

The Digital field trip to the rainforest. (1997). Puslinch, ONT: Digital Frog International. (Grades 5-12).
 Five integrated modules teach about the complex relationships within the rainforest.
Call Number: Curr.Mats. [IBM/MAC] QH541.5 .R27 D54 1997

The Digital field trip to the wetlands. (1996). Puslinch, ONT: Digital Frog International. (Grades 5-12).
 Five integrated modules teach about the complex relationships within the wetlands.
Call Number: Curr.Mats. [IBM/MAC] QH541.2 .M3 D54 1996

Mission Control: The crystal rain forest 2. (1998). Cambridge, MA: Terrapin Software. (Grades 1-12).
 In this exciting adventure game, students face a series of problems and challenges that introduce and develop the concepts of control technology while they battle their way through the rain forest.
Call Number: Curr.Mats. [IBM/MAC] TJ213.5 .H67 1998

Scholastic's the Magic School Bus explores the world of animals. (1999). Redmond, WA: Microsoft Corp. (Grades PreK-3).
 What a beastly mix-up! Animals from the Wild Animal Park are returned to the wilderness-- but to the wrong places! Help Ms. Frizzle and her class return them to their natural habitats on a rescue adventure that spans the globe!
Call Number: Curr.Mats. [IBM] QL49 .S256 1999

Science court: Seasons. (1998). Watertown, MA: Tom Snyder Productions. (Grades K-8).
 A humorous courtroom drama provides the vehicle for teaching fundamental concepts in science relating to the Earth's seasons.
Call Number: Curr.Mats. [IBM/MAC] QB637.4 .S25 1998

Starry night: Complete space & astronomy pack. (2004). Toronto, ONT: Imaginova Corp. (Grades 5-Adult).
 Simulator and planetarium that lets you explore the night sky from your desktop.
Call Number: Curr.Mats. [IBM/MAC] QB63 .S73 2004

- Thinkin' science: Explore science basics.*** (1999). Redmond, WA: Edmark.
(Grades K-2).
Students are introduced to basic methods and concepts of scientific reasoning, problem solving, measurement, data interpretation and memory skills.
Call Number: Curr.Mats. [IBM/MAC] Q163 .T55 1999
- Volcanoes: Life on the edge.*** (1996). Bellevue, WA: Corbis. (Grades 7-12).
Roger Ressmeyer's explorations of Mount St. Helens, Pinatubo, Unzen, Kiluea, Galeras and other volcanoes examine the scientific and cultural effects of volcanic activity.
Call Number: Curr.Mats. [IBM] QE522 .V75 1996

SOCIAL STUDIES

- Exploring ancient cities.*** (1994). San Francisco: Sumeria Inc. (Grades 7-12).
Multimedia explorations of the ancient civilizations of Petra, Teotihuacan, Pompeii, and Crete.
Call Number: Curr.Mats. [IBM/MAC] D62 .E96 1994
- Mapmaker's toolkit.*** (1999). Watertown, MA: Tom Snyder Productions. (Grades 4-12).
This easy-to-use resource contains an extensive library of over 450 current and historical maps that students can edit, customize and publish.
Call Number: Curr.Mats. [IBM/MAC] G133 .N42 1999
- Neighborhood map machine.*** (1998). Watertown, MA: Tom Snyder Productions.
(Grades 1-5).
Students create maps of real or imaginary places, travel around neighborhoods and towns, and learn about direction, symbols, scale, grid coordinates and other geography skills.
Call Number: Curr.Mats. [IBM/MAC] GA130 .N45 1998
- The Oregon Trail: Adventures along the Oregon Trail.*** (2001). Novato, CA: Learning Company. (Grades 5-12).
An education simulation game designed to develop skills in social studies, geography, problem solving, decision making, and budgeting.
Call Number: Curr.Mats. [IBM/MAC] F597 .O741 2001
- Survivors: Testimonies of the Holocaust.*** (1998). Torrence, CA: Knowledge Adventure Inc. (Grades 8-12).
In 1938, Bert, Paul, Sol and Silvia lived at home with their families. By 1944, they were prisoners of the Nazi regime. Today they tell their stories these four Holocaust survivors give their firsthand accounts of history's darkest hour.
Call Number: Curr.Mats. [IBM/MAC] D804.3 .S87 1998

Timeliner 5.0. (2001). Watertown, MA: Tom Snyder Productions. (Grades K-12).
Helps students acquire a visual perspective of personal and historical events and allows them to create and print out time lines of historical, contemporary, and future events.

Call Number: Curr.Mats. [IBM/MAC] D11 .T56 2001

Where do you think you're going, Christopher Columbus. (1999). New York: Scholastic. (Grades 3-7).
This program, based on the book by Jean Fritz, brings to life the everyday details of Columbus' world.

Call Number: Curr.Mats. [IBM/MAC] E111 .W54 1999

The World Book encyclopedia of people and places. (2001). Chicago: World Book, Inc. (Grades 5-12).

This resource takes students on a tour of 193 countries around the world.

Call Number: Curr.Mats. [IBM/MAC] AE5 .W564 2001

The yellow star: The persecution of the Jews in Europe from 1933 to 1945. (1996). Chicago: Khush Multimedia. (Grades 7-12).

This educational CD-ROM attempts to preserve and consolidate information and footage about the atrocity that occurred under the tyranny of Adolf Hitler and the Third Reich.

Call Number: Curr.Mats. [IBM/MAC] D810 .J4 Y44 1996

VISUAL AND PERFORMING ARTS

The American Girls premiere: Create and produce your own plays. (1998). Cambridge, MA: Learning Company. (Grades 2-8).

Create your own live action plays that bring your favorite characters from the American Girls collection to life.

Call Number: Curr.Mats. [IBM/MAC] PN6119.9 .A537 1998

The ancient Greek theater: An interactive educational experience in pictures and sound. (1996). Moorestown, NJ: Pseudo News Films and CD-ROM. (Grades 6-12).

Includes information on theater architecture, theatrical production, costumes, music, and history. It is illustrated with ancient Greek art, more than 100 images and music.

Call Number: Curr.Mats. [IBM] PA3201 .B48 1996

Great artist: Great artists on CD-ROM. (1994). Boston: Attica Cybernetic. (Grades 5-12).

Multimedia presentation on great artists and great paintings, including 20 minutes of video, more than 1,000 color images, and 100 music and voice clips.

Call Number: Curr.Mats. [IBM] ND450 .G74 1994

Music ace 2. (2000). Evanstown, IL: Harmonic Vision. (Grades K-12).

Fundamental music topics covered include rhythm, melody, harmony, and standard notation. Also includes games and a "Music doodle pad" creative composition tool.

Call Number: Curr.Mats. [IBM/MAC] MT35 .M875 2000

Make a masterpiece. (1998). New York: IBM Corp. (Grades K-6).

Scribble will guide you through his art studio. Use his tools, stickers, stencils and camera to create your own masterpieces.

Call Number: Curr.Mats. [IBM/MAC] N7433.8 .N35 1998

Orchestral instruments. (2000). New York: Macmillan/McGraw-Hill. (Grades K-8).

A multimedia program that teaches visual and aural identification of instruments and how the orchestra is structured. Supplements *Share the Music* textbooks.

Call Number: Curr.Mats. [IBM/MAC] MT70 .O73 2000

World instruments. (2000). New York: Macmillan/McGraw-Hill. (Grades K-8).

Students can explore instruments from all over the world interactively through video clips, activities and games. Supplements *Share the Music* textbooks.

Call Number: Curr.Mats. [IBM/MAC] ML460 .W67 2000

WORLD LANGUAGES

KidSpeak 10-in-1 language learning. (1998). Hollis, NH: Transparent Language. (Grades 1-12).

KidSpeak helps children identify letters and sound combinations, numbers and number sequences, and everyday vocabulary.

Call Number: Curr.Mats. [IBM/MAC] LB1578 .K52 1998

Stickybear's early learning activities deluxe. (2000). Hilton Head, SC: Optimum Resource. (Grades PreK-2).

Preschoolers are guided in English and Spanish through enjoyable self-correcting learning activities with the alphabet, counting, grouping, shapes, opposites, and colors.

Call Number: Curr.Mats. [IBM/MAC] LB1140.35 .C64 S85 2000

Prepared by
Pat Moore
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