CHILDREN'S
SRI

AlphaBoat v1.2
by Jim Allison
Ahoy, mate! Teach your children the alphabet with this nautical program. There are two different sections: matching and recognition. Each time you get a correct answer, a boat sails across the screen. All the letters and words are spoken.

Follow v0.98
by Eelco van Beek
Test your memory with this Simon-style game. The computer plays a tone and flashes a light. You must click on the light that flashes. The computer continues the pattern and adds another tone to it. Change the speed at any time if it gets too fast or too slow. See how far you can go!

Make-A-Problem v1.18
by Don Lancaster
This mathematical game really adds up. When you start, you are asked for several items — a boy's name, your favorite food and a kind of animal, for example. Then you are given mathematical word problems using the words you entered. There are two levels of difficulty and you can choose how many questions you want to answer. You even get a trophy if you do well.

The Middle East v1.15
by Don Lancaster
Travel to the Middle East and quiz yourself on what you learn. Click on any country and its name and capital appears. Additional information like population, area, currency and primary export is included.

QuizWhiz
by Tony Martin
Create your own multiple choice quizzes. Create a question, several possible answers and indicate which is the correct answer. When you are done creating the questions, you can take the quiz. You can even add information after each question, like the explanation of the correct answer. View or print your test results.

Vivarium v1.0
by Ryan Koopmans
Create and populate your own world. Choose from four species of animals with different characteristics. Determine what they eat, how intelligent they are and how they procreate. Then let them loose. Watch your species thrive or dwindle. See how they react to their environment, viewing a gr

Wild West Hangman

by Dust Devil Software

Yee hah! It's Hangman with a Wild West theme. Try to guess the letters of a secret word. If you guess wrong, a piece of the man is added to a picture. You must guess the word before the man is completed. Add or delete words from the word list.