

1. School-Mom PLUS (for DOS)

School-Mom Plus has multiple levels of instruction for math, English, art, music, alphabet, and telling time. It also has a multiple choice exam generator with some exams already provided. The art option also has a very nice EGA coloring book option that allows you to create your own pictures, store them for later use, and color them with a large selection of colors. The math section has multiple level instruction for addition, subtraction, multiplication, division, and basic algebra. It also has arcade style games. Use the Music option to write and edit music, then store your tunes for later use. School-Mom is widely considered to be the most comprehensive educational software ever written. Recommended for ages 4 to 14. With this colorful software you can learn and have fun at the same time. Requires a hard disk, EGA+, DOS 2.1+, 640k memory, and a mouse. The manual, utilities, additional exam files, and voice files are sold separately. With the voice files installed, School-Mom will actually talk! This is especially useful when using the Alphabet option to teach young children upper and lower case alphabet. School-Mom version 4.3 has now been released -- it has a graphical user interface with colorful background screens! By Motes Educational Software. (only \$10!)

2. School-Mom Utilities

This program is for teachers and parents. It allows you to edit or change the School-Mom data files. You can delete exam files; add words to your spelling word lists; add words to the noun, verb, adverb or adjective files; add sentences to your scrambled sentence files; or correct errors in your data files and more. By Motes Educational Software. (\$10)

3. School-Mom PLUS Bound Manual

Even if you don't need a manual you can order this just to get on our mailing list for updates (if you're not already). (\$5)

4. School-Mom Additional Exam Files

Over 40 additional exams that cover history, geography, math, vocabulary, etc. By Motes Educational Software. (\$5)

5. Mom's Math

This program is a subset of School-Mom and has math instruction for all ages. It has multiple levels of addition, subtraction, multiplication, division, and basic algebra. It also has several arcade style games. Comes with on-screen manual. Requires 256K RAM & EGA graphics. A mouse is optional. By Motes Educational Software. (\$10)

6. Voice Files for School-Mom or Mom's Math

This is an add-on that allows School-Mom or Mom's Math to talk though the PC speaker or sound board with real human voice. Requires a hard drive. By DareWare, Inc. and Motes Educational Software. (\$10)

7. Spelling Beez Version 1.0

A DOS VGA spelling practice program that you can even use with your spelling homework. Enter your own words or use the large files of existing words. Maximum word size is 16 characters. Features large graphical characters. It talks too! Requires a hard drive, at least 512K RAM, and VGA. By Motes Educational Software (Sound by DareWare, Inc.) (\$10)

8. Spelling Beez Version 2.0

This is another VGA spelling program similar to Spelling Beez 1.0 except it gives educational visual rewards for correct answers. If you have a SoundBlaster card you can also record your own voice files so the words will be pronounced before your child is required to spell them. It comes with a planets subject file for visual rewards. To get two additional visual subject files just add an additional \$10. Requires a hard drive, at least 512K RAM, and VGA. By Motes Educational Software and DareWare, Inc. (\$19, or \$29 to get additional subject files)

9. Jurassic Spelling Version 2.0

This is another VGA spelling program similar to Spelling Beez 2.0 except it comes with a dinosaur visual subject file. It also requires a hard drive, at least 512K RAM, and VGA. By Motes Educational Software and DareWare, Inc. (\$19, or \$29 to get additional subject files)

10. Kids Graphics Package

Fun DOS graphics programs for kids. This package contains two programs, Children's Graphics and Dr. Motes' Colorbook. With either program you can draw your own pictures, then save and color them. With Children's graphics you can create macros and animate your drawings. Requires EGA+, DOS 2.1+ and 512k memory. By Motes Educational Software. (\$10)

11. School-Mom for Windows, Volume 1 (Colorbook)

Colorbook for Windows is the first in a series of Windows educational products from MES and GoWest Educational Software. The goal of this effort is to produce software that will take your child from his/her first introduction to a computer to college-level concepts. ColorBook for Windows is the first program in this series.

The purpose of Colorbook for Windows is to introduce your pre-schoolers to computers. The skills learned at this stage are primarily mouse skills such as pointing and clicking. These are skills which are inherently difficult to learn and require eye, hand and finger coordination. To help your child in this endeavor ColorBook is designed with large, easy-to-locate mouse cursors which indicate function. Each mouse action is accompanied by prompt visual and aural recognition of events for instant feedback. In ColorBook, the only new concept introduced to your child is be the mouse.

In addition to the educational benefits, ColorBook for Windows also removes the dangers of a traditional paper coloring book by eliminating the crayons. We all know these usually end up coloring much more than just the coloring book! For the old-fashioned at heart ColorBook for Windows has the capability of printing uncolored pictures which the child may then color using crayons.

To counter the dangers of having a child use the computer on which may reside important information and documents, Colorbook for Windows possess a feature called Kid Mode. When this mode is activated (the default) ColorBook may not be minimized or exited. In effect, ColorBook takes over the Windows display for itself while not affecting programs running in the background.

Colorbook is designed as a complete Windows application and supports CUT, COPY and PASTE of bitmaps in device dependent and device independent format. ColorBook supports reading and writing bitmap files in compressed (the default) and uncompressed format (to be compatible with Windows PaintBrush). ColorBook for Windows can print the colored picture in full color if a color printer is available to Windows, otherwise the image will be printed in black and white. With Colorbook you can also create your own pictures using straight lines, freehand, boxes, circles, ovals and text. An erase capability is also available. As you can see its a full-featured program.

Requires Windows 3.1 or later version. By GoWest and Motes Educational Software. (\$15)

12. Snakes and Ladders

This version of Snakes and Ladders is based on the traditional board game, but we have added some simple sums to get kid's brains working. Besides being just another game it helps young children learn to count up to 100 in steps of 1 to 6. It's easy - just count from the square you are on, the number thrown on the dice. At the end of the game there is a score of how well you have done. You can play against the computer or a friend and if you just want to play for fun you also have the option of switching the sums off. Requires DOS 3.3 or later, EGA+ graphics, and 640K RAM. By SoftSell but distributed in the US by Motes Educational Software. (\$20)

13. Recorder Tutor

Teaches you to play a musical instrument called a recorder. It has two main parts: the right side of the screen shows the musical staves, while the left side shows the recorder. As the tunes are played, notes are highlighted on the stave while the finger positions are displayed on the recorder. Very easy to use with online help system. Requires DOS 3.3 or later, EGA+ graphics, and 640K RAM. By SoftSell but distributed in the US by Motes Educational Software. (\$40)

14. Magic Squares

This is a Windows educational game for kids age 7 to 11. A 3 by 3 grid of 9 numbers is shown where each row, column and diagonal all add to the same number. This number is know as the magic number. You have to fill in all the unknown numbers to win. Requires Windows 3.1 or later. By SoftSell but distributed in the US by Motes Educational Software. (\$20)

15. ESC Shareware Package

This is a collection of educational shareware programs written by members of the Educational Software Cooperative. It currently has about 100 program in compressed form! Although it comes with a decompression program this package is recommended for experienced computer users only. Only available on 3.5 inch, high density diskettes only. (\$40)

16. ESC CD-ROM

If you have a CD-ROM drive you can get all the ESC software (see the advertisement above) on one disk. These programs are not compressed and most can be run directly from the CD. Some will have to be copied to your hard drive first. (Only \$19)

17. Math Explorer Series

This series of math games actually teaches math with clever, high quality color animation. Students learn math concepts, not just number facts. Topics ranging from counting through division are taught as the students catch and move numbers or objects around the screen with the mouse. Sets of objects are used to introduce the math concepts including regrouping. Multi-digit addition and subtraction are taught in the traditional one's-column, 10's-column, etc. manner used in schools. Problems are solved in the same column-by-column manner in the practice games. Formerly, computer programs required students to add multi-digit numbers in their head and then type in the number from left to right.

Each program consists of a series of games to introduce new concepts or practice learned skills. Each game has it's own individual help screen. Since all interaction can be done through the mouse, the students do not need to look from the screen to the keyboard and back each time a question must be answered. All of these games were play-tested with students, parents, and teachers to make sure they were easy to learn and fun to play. The speed of the moving objects and the difficulty of the questions can be varied independently. EGA, DOS 2.1 and 512k memory is required for all three programs. By First Magnitude.

Math 1 -- Number meaning, Counting, Addition, and Subtraction to 10
(7 games) (\$15)

Math 2 -- Place value, Addition, and Subtraction with and without
regrouping to 1999 (7 games) (\$15)

Math 3 -- Single digit Multiplication and Division with and without
remainders (6 games) (\$15)

If you purchase all three of these programs in the Math Explorer Series, you may get them for only \$25.

18. Beat the Bomb (Timed Math Drill Program)

Race against a clock, a bomb, or a frog, or build castles with correct answers in this timed math drill program. Many options, including the ability to change the number of problems, missing factors, etc. Sound, clock, and animation can be turned on or off. Setups and high scores are saved. Fast animated graphics add to the fun. Includes addition, subtraction, multiplication, division, and a combined mode. Requires EGA, DOS 2.1+, and 512k memory. By First Magnitude. (\$15)

If you purchase all three of the programs in the Math Explorer Series, plus Beat the Bomb, you may get them for only \$30.

19. SCHOOLMASTER (Teacher's Gradebook)

SchoolMaster is a teacher's gradebook program designed to satisfy teachers who have been frustrated with other programs. An elementary teacher with a multi-grade classroom provided the initial inspiration for the project and helped immensely in the design stages. Teachers at all levels enjoy its familiar rows-and-columns appearance and its ease of use. You can weight your scores by categories, if you like. And yes, this program understands about excused and un-done assignments. You'll have plenty of elbow room with unlimited students per class and up to 99 assignments per subject. Checking on students will be hassle-free with instantly updated averages and progress reports. To really see why we like it, though, you'll have to try it, so go ahead and place an order today. And remember, its risk free for 60 days! Requires DOS version 3.3+, and 640K RAM. Mouse is recommended. By SchoolMaster Software. (\$55)

20. ABC-TALK (Talking educational game for children 1-8 years old)

ABC-Talk is a new educational program with real human speech that teaches children how to talk, learn the alphabet, read, spell and work with a computer. ABC-Talk will teach young children to say early words (hi, mama, dada, I love you, drink, please, thank you, up, bye, etc.) and how to interact with a computer. For older children, ABC-Talk will teach them to say and understand the alphabet, how to find letters on the keyboard, how to recognize the letters in words and how to spell words. Also included is the ABC Song and Easy Draw for the child's creativity. The voice output will work with any IBM PC compatible and EGA/VGA graphic monitor. Lead you child into the next century with this package. Requires DOS 2.1+, 640K RAM and VGA. By DareWare, Inc. (\$25)

21. ABC-TALK for Sound Boards

Hardware and Software requirements are the same as the one above but this one requires a Soundblaster compatible board. By DareWare, Inc. (\$29)

22. 123-TALK (Talking educational game for children 1-8 years old)
123-Talk is a fabulous talking teacher with real human speech that helps children (age 1-7) learn how to say numbers, count, remember phone numbers, add, subtract, and much more. 123-Talk also includes the 123 song, alluring colorful graphics and Easy Draw II to help bring out your child's creativity. Excellent female speech quality that works through your PC speaker.

This program will give your children a great deal of encouragement to learn. When a question is answered correctly, 123-Talk will say supportive comments (way to go, great, excellent, super duper, very good, and more). Your child's imagination will grow when they watch the colorful kaleidoscopes and collages in action - and they are fun to watch !!!! Requires DOS 2.1+, 640K memory, and VGA. By DareWare, Inc. (\$25)

23. 123-TALK for Sound Boards

Hardware and Software requirements are the same as the one above but this one requires a Soundblaster compatible board. By DareWare, Inc. (\$29)

24. ESP (Early Spanish educational program for sound boards)

Early Spanish is the first bi-lingual package (English & Spanish) for children age 1 through 14. This package will teach your child how to speak Spanish. The English speech will gradually fade into all Spanish speech and your child will start to memorize Spanish words and numbers while they learn basic mathematics. Early Spanish is a fabulous talking teacher with real human speech that helps children learn how to say numbers, count, remember phone numbers, add, subtract, and much more. Early Spanish allows parents and teachers to record their own voice and use the new voice to teach their children and students. You can record any language into this package. Lead your child into the next century with this package. System Requirements: 512K memory, hard drive, EGA/VGA graphic and a Soundblaster or 100% compatible sound board. A PC speaker version is available. By DareWare, Inc. (\$29)

25. TALKING SPANISH For Sound Boards

Learning to talk, read, write and how to spell in spanish will provide lots of enjoyment with this interactive talking program. Talking Spanish will teach young children how to say and pronounce correctly early words (hola, mama, por favor, gracias, etc.). Talking Spanish will teach preschoolers how to say and understand the letters of the spanish alphabet, how to find these letters on the keyboard and how to recognize the letters in commonly spoken Spanish words. This program has positive reinforcement. When a question is answered correctly, Talking Spanish will say excelente, muy bien, magnifico or fantastico. The high-resolution graphics are designed to bring out the child's creativity by using kaleidoscopes and collages (the child will recognize various

objects, letters and words hidden in the graphics). Talking Spanish is the first educational package that allows parents and teachers to record their own voices and use them in this package to teach their children and students. This is a breakthrough in educational software. Lead your child into the next century with this new bi-lingual package. Requires 512K memory, hard drive, EGA/VGA graphic and a Soundblaster or 100% compatible. By DareWare, Inc. (\$29)

26. TALKING TEACHER for Sound Boards

Learning to talk, read, write and how to spell is lots of fun with this interactive talking program. Talking Teacher will teach young children how to say early words (hi, mama, dada, I love you, drink, please, thank you, up, bye, etc.) and how to interact with a computer. Talking Teacher will teach preschoolers the ABC song, how to say and understand the alphabet, how to find letters on the keyboard and how to recognize the letters in words. Talking Teacher will teach and test grades 1-12 on their weekly spelling words. You can change the spelling words to match your child's weekly words. Easy Draw teaches the child how to use the mouse and be creativity. This program has positive reinforcement. When a question is answered correctly Talking Teacher will say way to go, super duper, excellent, etc. The high-resolution graphics are designed to bring out the child's creativity by using kaleidoscopes and collages (your child will recognize various objects, letters and words hidden in the graphics). Talking Teacher is the first educational package that allows parents and teachers to record their own voice and use it to teach their children and students. This is a breakthrough in educational software. Lead your child into the next century with this package. Requires 512K memory, hard drive, EGA/VGA graphic and a Soundblaster or 100% compatible. By DareWare, Inc. (\$29)

27. PC TALK (Multimedia tool)

A 3-disk package filled with speech, music and sound effects. Also includes a PCX display program that will allow you to create a talking slide show for your business or personal applications. Requires DOS 2.1+, 640K memory, and VGA. By DareWare Inc. (\$29)

28. MULTIMEDIA 1 (The Creator)

Multimedia 1 will allow you to create your own custom presentations, advertising demo's, tutorials, courseware, reports, school projects and much more. With this package you can combine real human speech, music and sound effects with high-resolution images (up to SVGA).

Use this package to create your own custom audio/visual shows on any subject, place, product or procedure you desire. This package includes:

* Over 1 Meg. of speech, music and sound effects.
(Excellent sound quality that plays through the PC speaker)

- * Soundblaster support (create your own VOC files).
- * Display GIF, PCX, PIC, TIFF and TARGA image files (Supports CGA, EGA, VGA and SVGA).
- * Motion, special effects and text capability.
- * Create an interactive user menu for your application.
- * Integrated development editor with:
 - * Multiple overlapping windows
 - * Mouse support
 - * Pull down menu
 - * Copy and paste features
- * Image processor with:
 - * Scaling
 - * Clipping
 - * Printing
 - * Conversion and much more.
- * Allows you to incorporate other popular packages (Autodesk Animator, Grasp, and your custom programs).
- * Very easy to use - No programming experience needed.
- * VGA graphic and hard drive are required.

By DareWare, Inc. (\$59)

29. MULTIMEDIA MAKER

Same Great features as Multimedia 1 -- this is our professional package. Multimedia Maker is a new business and educational tool that has endless potential. This package will allow you to create your custom presentations, advertising demos, tutorials, courseware, tests, reports, school projects and much more. With this package you can combine real human speech, music and sound effects with high-resolution images (up to SVGA). Use this package to create your own custom audio/visual shows on any subject, place, product or procedure you desire. By DareWare, Inc. (\$79)

The following products are hardcopy books:

30. The Home School Manual

A practical book about: deciding for or against home schooling, knowing how to teach various topics and levels (preschool to high school and special needs children), and keeping it legal. Written from a Christian perspective, but appreciated as well by many parents who home school for other reasons. The large reference section includes home school organizations and services, product reviews, and much more. 55 chapters, 26 appendices, and planning forms to copy, in 511 pages, 8 1/2 X 11 inches. 5th edition by Theodore E. Wade, Jr., Ph.D. and 38 other contributors. (\$19.95)

31. Science Activities for Christian Children

Activities for children 5 to 12. Emphasizing the process skills of observing, measuring, classifying, communicating, using numbers, inferring, and predicting.

Spiritual lessons suggested for each activity plus Bible references which lead to more ties with life principles. An index provides cross references for matching activities with specific science topics.

Here are titles of some of the 89 activities: Find Your Rock, String-and-Can Telephone, Find the Largest, Filtering, Constellations (Star Patterns) in a Box, Weather Check, Floating Boats, Effects of Inertia, Vibrating String, Making Colors, Percentage Germination.

127 pages by Clifton Keller and Jeanette Appel. (\$6.50)

