Childrens Program

Animal Babies v1.0
by Brandy Rodgers
What kind of animal has a baby called a Joey? If you answered kangaroo, you're right. This fun program teaches all about animals and thier babies. It has three different areas of play: Matching baby animals to their mothers, matching baby animals to their names and an area where more informaation is given about each animal. This program comes complete with speech and original music.

Diagonal v2.2
By Guoniu Han
You start with a 3 by 3 board and three game pieces, already on the board. Your opponent also has three pieces. The goal is to move your pieces so that they are arrainged diagonally on the board. This is a challenging game that requires foresight and the ability to trap your opponent into moving out of key positions.
Hot tip: Once you get the center position, try not to give it up. You need it in order to win.

HyperHang
by Jeffrey W. Hester
You've got to guess the letters that make up a word or the man gets hung. Just click on a letter that you think is in the word and if you're right, it will be place in the word where it belongs. But if you're wrong, another part of the man will be added to the picture. When the whole man has been drawn, you loose. This fun hangman game lets you add any words that you like into its word list.

Math Message v1.0
by Oscar Gerardo
This program creates math worksheets with a fun twist. The answer to each addition or subtraction problem corresponds to a letter in the key at the top of the page. Solve all the problems and figure out the corresponding letters and you find out what the secret message is. You can pick upper and lower values for the possible answers, and type in any message you want.

Match Card v1.0
by Davis Development Group
This concentration style game uses letters instead of pictures. Flip over two cards. If one has a lowercase letter and the other has a capital of the same letter, the cards disappear. The object is to make all the cards disappear with as few moves as possible. Play with the entire alphabet, or just the first or

second half.

Mouse Fun/Presidents & Shapes
by Kevin DeVizia
This program is a great learning experience for young children. A group of four letters, numbers, shapes or US presidents is presented on the screen and you are asked to click on one of them. If you get it wrong, you are told what you clicked on and asked to try again. If you are right, you're rewarded with an enthusiastic response such as "You're very smart!" or "Good Job!" This program is a lot of fun.