

Preschool/Toddler

Alex 1.16

Educational collection

Young children will love this collection of eight program modules. Kids learn to identify letters, numbers, shapes and colors along with matching, sequencing and arcade style games.

- * Numerical Order: Learn to count by selecting numbers in their correct order
 - * ABCs: Identify letters
 - * Color Wheel: Learn to identify colors
 - * 4Square: Learn about shapes
 - * Shoot 'em: Arcade fun
 - * Hungry Boxes: Simple matching game
 - * HowMany: Learning to count
 - * SimonNot!: Follow the leader
 - * Random: Randomly selects a game
- (Application by Jennifer L. Sweeney)
Holiday '96

Alphabet Academy 1.3

Now you know your ABCs

Learn how to correctly pronounce words with this simple language tutor. It teaches the alphabet, vowel sounds and pronunciation.

- * Teaches seven key vowel sounds
 - * Records personal information, including name, school and address
 - * Spells recorded information
- (HyperCard Stack by Geoff Taylor)
Children's-> Volume 229/September '96

Alphabet Power 2.5

ABCs and 123s

This excellent program helps youngsters practice their ABCs, colors and numbers. With large colorful numbers, bright colors, big letters and fun sounds, it's ideal for youngsters.

- * Colorful graphics
- * Practice addition

- * Simple-to-use
 - * Choose from easy, medium and hard
- (Application by Nick Smith)
New Member Volume XXI-> Children's
Children's-> Volume 228/August '96

AlphaBoat v1.2

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.
Children's-> Volume 225/May '96

Animal Babies 1.0

Cute and cuddly

Three fun games in one! In the first section, match the picture of the baby to its mother. In some cases, when the baby closely resembles the mother, this is easy. However, there are several babies included which look quite different from their mothers (for example, a caterpillar and butterfly). In the second section, children are asked to remember and select the correct name of each baby. The third section gives additional information about each baby in the game. This section requires reading skills.

- * Learn about baby animal names
 - * Hear the names of animals spoken
 - * Three sections of play
 - * For 3- to 8-year-olds
- (Application by Brandy Rogers)
New Member Volume XXI-> Children's

BabyTime 1.1

Key banger

Let your child pound away at your keyboard and watch shapes and pictures appear on the screen, and hear sounds. You control the speed at the which the images are displayed. It's a simple program for younger kids.

- * Learn letters and shapes
 - * Create your own pictures
 - * Crazy sound effects
 - * Four modes
- (Application by Sarah Smiles Software)

Children's-> Volume 232/December '96

MatchCard 1.0.1

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Concentration-style fun

Play classic Concentration with an educational twist. Match pairs from a grid of cards. Each card has both upper- and lower-case letters. Match a letter's cases.

- * Choose from three grid sizes
- * Control time limits
- * Play with all or part of the alphabet

(Application by Davis Development Group)

Children's-> Volume 229/September '96

Latest & Greatest-> Volume 229/September '96

My Little Kitchen

You'll have a lot of fun in the kitchen with this great HyperCard stack. Open cupboards and drawers and play with the utensils. There are a variety of activities, like making and decorating a cake and coloring eggs. Click on the various appliances and hear them run.

Children's-> Volume 226/June '96

PreSchool Playtime

Educational animation

A great animated learning tool for young children. Help kids learn numbers and letters with animated images, voices and sound effects. Choose from four activities.

- * Show Me: Animated numbers
- * How Many: Counting numbers
- * Learn upper and lower case letters
- * Learn numbers one through nine

(HyperCard Stack by Platypus Software)

Children's-> Volume 232/December '96

Sun And Moon 3.0

Key learning skills

Several games teaches children discrimination and association. In one game, kids must pick two pictures that belong with each other - a bird and its nest, for example. In the second game, children must choose the five objects that do not match the picture they are in.

- * Choose from association or discrimination games

- * Sounds and colorful images

- * Choose voice and sound effects

(HyperCard Stack by Software Perspectives, and France and Associates)

Children's-> Volume 231/November '96

Wilbur Worm & the Apple Orchard

Follow Wilbur Worm through the apple orchard to learn letters and numbers. Children quickly master this program, and you'll be able to let them play by themselves.

Children's-> Volume 228/August '96

Latest & Greatest-> Volume 228/August '96