



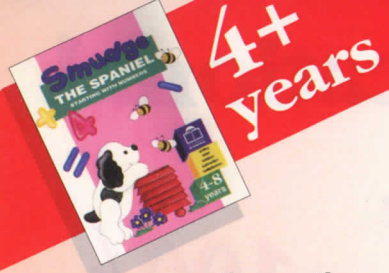
The Educational Software Collection 1994



Archimedes

IBM PC

BBC



Smudge the Spaniel

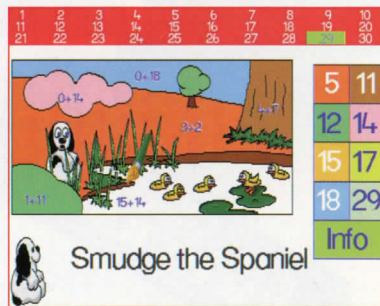
- mathematics • english number recognition • sequencing
- adding and counting • multiplication • hand-eye co-ordination

Smudge the Spaniel is a versatile educational package presented in three parts which will encourage regular practise of number skills - counting, reading, writing and ordering.

In **WRITING NUMBERS**, children can trace around large numbers from 0 to 10 and count Smudge's favourite toys to guide through number recognition, counting and the written formation of each number. With **DOT TO DOT** children help Smudge complete the outline of each picture by joining the dots (1-10, 1-20 and 1-30), which can be coloured in.

With **COUNT AND COLOUR** children paint scenes by answering sums. This delightful option will re-inforce addition, subtraction and multiplication (2, 5 and 10 tables). Smudge gives re-assuring **HELP** to maintain progress and confidence. To encourage language development, Smudge asks for a title for each masterpiece!

Smudge the Spaniel includes animation of Smudge, a musical soundtrack, and (on Acorn versions) Smudge barking and growling! The program includes on-screen help and a Control Menu for teacher/parent control.



"the infants in my class loved it and the accompanying sound effects were also a big hit"

Educational Computing

"has the advantage of a walking, talking dog as its host, something of great importance to young kids"

Archimedes World

"Smudge the Spaniel is simple, very easy to use and flexible ... very useful for most younger children"

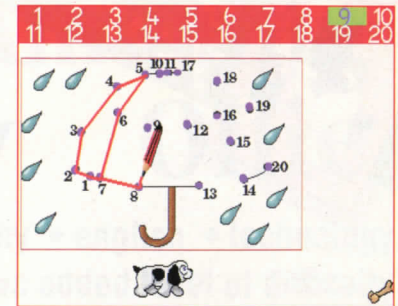
Acorn User

"Smudge the Spaniel is a fun way to improve maths skills"

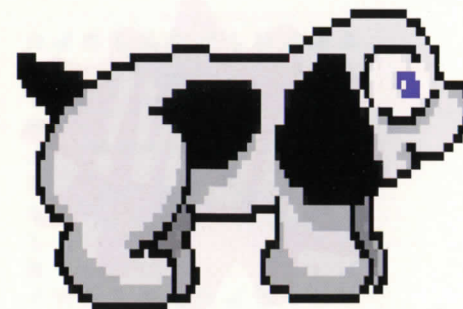
Acorn Computing

"Absolutely Delighted!"

London teacher



Acorn RISC OS 2.0 users with 1M Bytes of RAM should request the 1Mb version. IBM PC version requires EGA or higher resolution monitor





First Words with Smudge

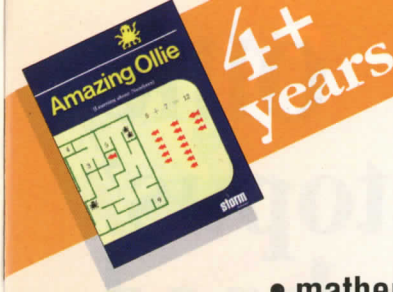
• english • spelling • letter writing

Following the success of Smudge the Spaniel (Starting with Numbers), First Words with Smudge will encourage young children to develop early word skills. This versatile package has four parts:-

- Writing Letters, in which children can trace round the letters from A to Z
- Putting Shapes onto background scenes, including I-Spy and Jigsaw options
- Fill the Gap where children select letters, beginnings and endings of words, and a
- Word Processor to write short stories or "thank-you" letters. will involve "early learners" in a variety of interesting and enjoyable activities to encourage and practise reading and writing.



An essential first program at home or school!



Amazing Ollie

• mathematics • geography • english • technology
• allows added level of difficulty

Ollie must be moved through an undersea maze to pick up fish for the hungry children. Amazing Ollie provides four options to help children with number recognition, counting, adding and hand-eye co-ordination with lasting appeal.

In COUNTING FISH, guide Ollie through the maze to a pre-selected number, which is then counted out. In FINDING FISH, Ollie must catch as many fish as possible. When a catch is made, Ollie will count out the new total as an illustrated sum. BEAT THE CLOCK gives 80 seconds to catch as many fish as possible and return to the children, a good strategy is the key to success. And finally, for the real experts there is the ADVANCED OPTION.



"... who ever said learning could not be fun?"

"pretty addictive for a very young child"

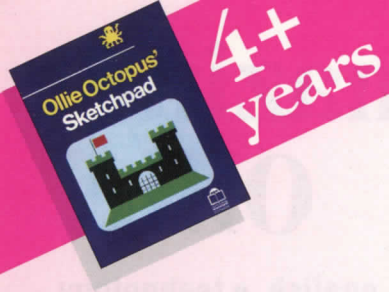
PC Plus

"It certainly has something to offer in the early mathematical development of young children and is also valuable in promoting hand-eye co-ordination"

Educational Computing



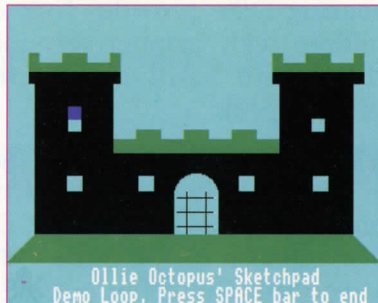
Concept Keyboard version included on the same disk. IBM PC version requires Hercules, CGA or higher resolution monitor.



Ollie Octopus' Sketchpad

- mathematics • english • technology • shape and space
- stimulates creative abilities

This is a simple drawing and painting program to give children of all ages and abilities the opportunity to create imaginative pictures. Lines can be drawn in 8 directions (or with a mouse), using up to 16 paint* and background colours. Squares, circles, triangles and stars* may be drawn and enlarged, reduced and shaded in. There are options to print pictures and to save/reload pictures to disk.



Ollie Octopus' Sketchpad will encourage language development with children working in small groups. The children really have to plan how they will use the available shapes to "build" that train or castle. To show the abilities of the program, there is a demonstration loop that draws the picture shown on the front of the packaging.

More than 10,000 copies of Ollie Octopus' Sketchpad have been sold!

"There can be no doubt that the strength of this package lies in its simplicity"

Acorn User

"Excellent value, financially and educationally"

Personal Computing Today



*BBC version has 8 colours and no star option. Concept Keyboard version included on the same disk. IBM PC version requires CGA or higher resolution monitor.



enhanced
animation and
soundtrack

The Christmas Adventure

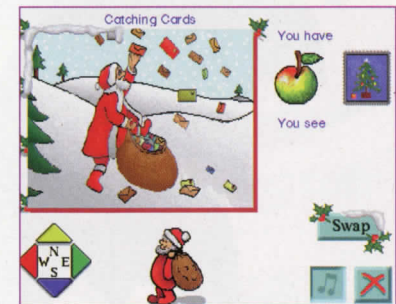
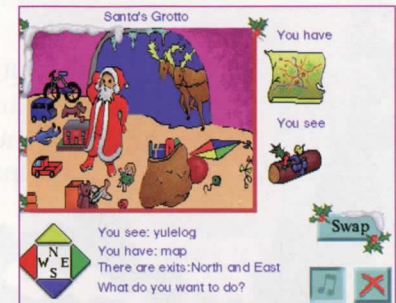
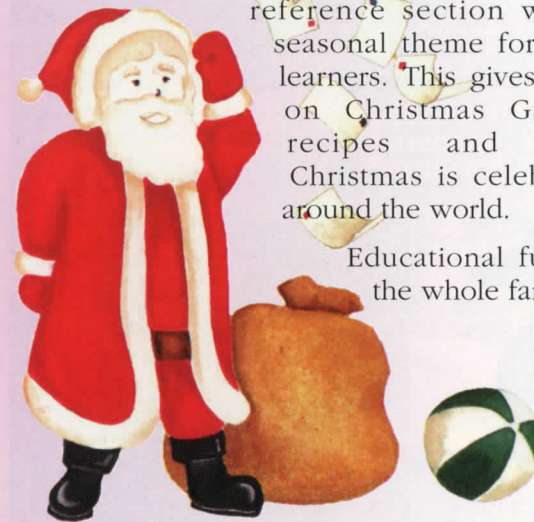
- english • geography • reading • mapping • strategy
- decision making • spatial concepts

In this first adventure program, you must help Father Christmas find a map, and deliver presents to some children. You will pass through seasonal scenes, including Santa's Grotto, Catching Cards, Helping Mum and Chimney Stacks. On the way are many obstacles, such as Scrooge, who will not let you pass unless you give him a coin! Each scene is beautifully animated.

The program can be played many times, as the objects and obstacles are in different places each time you play! The Christmas Adventure has enhanced, improved musical soundtrack of many favourite Christmas songs!

"Facts and Fun" offers a mini-reference section with a seasonal theme for early learners. This gives ideas on Christmas Games, recipes and how Christmas is celebrated around the world.

Educational fun for the whole family!



IBM PC version requires CGA or higher resolution monitor, and supports the Soundblaster board.



Adventure Playground

- english • geography • reading • mapping • memory
- decision making • logical thinking

Adventure Playground consists of two adventures for developing reading, memory, planning and mapping skills.

The **QUEEN OF HEARTS** is a children's first adventure program in which the Queen's tarts have been stolen. You must find and return the tarts to the Palace. The tarts may be hidden in a number of different places, including the Three Bear's House or The Giant Beanstalk, and there are a number of obstacles on the way. The program can be played many times, as the objects and obstacles are in different places each time you play! Featuring many well known nursery rhymes with an on/off option.

The **CROOKED ADVENTURE** is a series of four games set around the traditional nursery rhyme, in which you must get the Crooked Man, with his Crooked Cat and Mouse to the Crooked House. The four games involve colour matching, sequencing and a version of "Snakes and Ladders".



"Fun exploration"

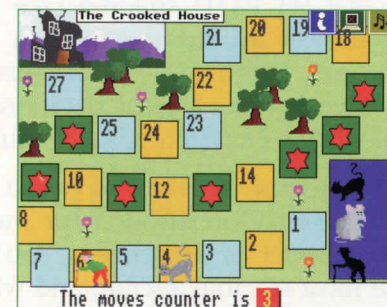
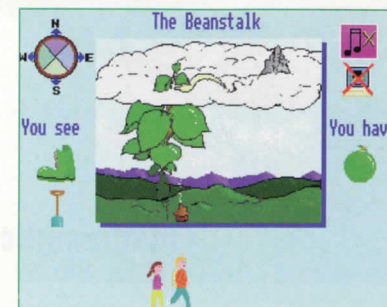
"... of value as an introduction to adventure games"

Acorn Computing

"Both games are fun to play ... This is another recommended purchase"

Crash

A rewarding educational adventure!



Concept Keyboard version included on the same disk. IBM PC version requires CGA or higher resolution monitor.





Flight Path

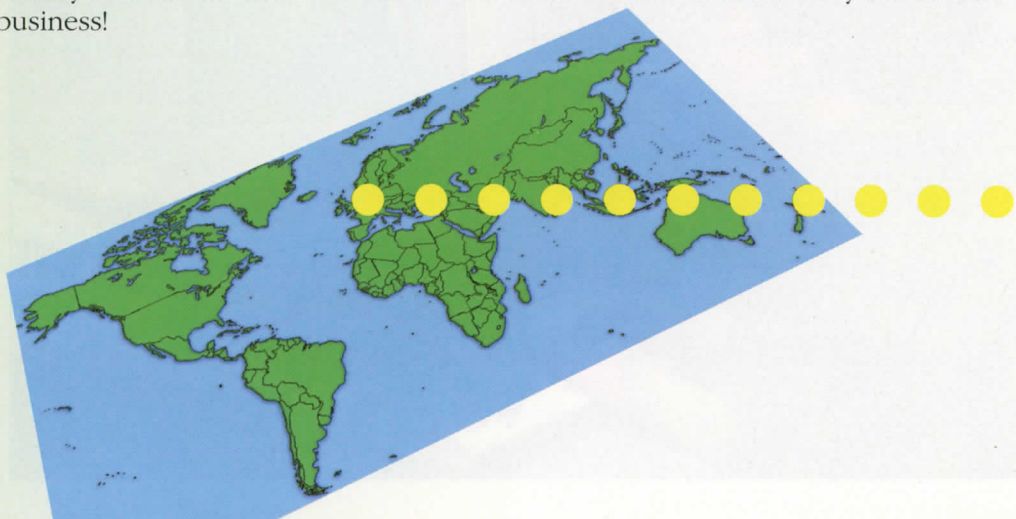
- mathematics • geography • english • technology
- allows added level of difficulty

In FLIGHT PATH children take the role of the captain of an airliner, to plan a flight across Europe*, North America or Australia. This will involve making logical decisions and accurate calculations to make a successful flight.

The captain is asked to select the departure and destination airports for the flight. Given the number of passengers, you need to select the most suitable aircraft, and whether to make stops on the way for more passengers, before measuring the range and bearing of each leg of the flight.

You may need to take account of weather conditions, possibly requiring course and speed corrections. The program includes optional wind and speed tutorials which clearly explain these sections in easy stages.

The aircraft will take off and land according to your instructions. If your calculations are right you will land successfully, otherwise you may crash! Finally a balance sheet is shown to measure the success of your airline business!



"... an excellent addition to any school's software selection"

Acorn User

"... an excellent introduction to simple business management and planning"

Computers in Education Journal

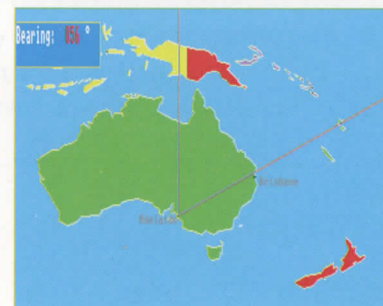
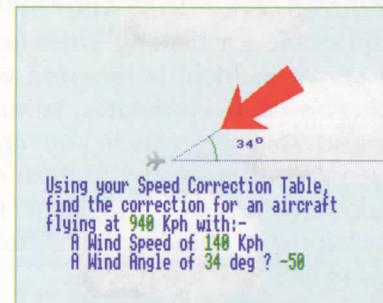
"Flight Path is an excellent simulation"

"The program certainly makes a first rate attempt to simulate a real-life event"

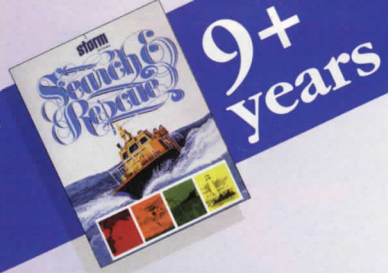
Educational Computing

- Stimulates work away from the computer
- Ideal for small groups
- Excellent graphics
- Optional tutorials
- Print options
- Save/Reload options
- Comprehensive booklet includes:
 - Flow chart
 - Photographs
 - Booklist
 - Course & Speed correction tables
 - Summary worksheet

New graphics for Autumn 1993



* BBC version includes Europe option only. IBM PC version requires EGA or higher resolution monitor



Search and Rescue

- mathematics • geography • technology
- encourages safety at sea • role playing • decision making

Children take the role of a coastguard responsible for making a rescue off the Dorset coast. An incident is reported with its position either as OS Co-ordinates, latitude & longitude or grid squares, which you must place on a map. You may select a lifeboat or helicopter to make the rescue, and issue the crew with directions to the incident, and calculate the fuel needed for the rescue.

Windy weather and tides will add the complication of drifting, which involves some work with co-ordinates for which there is an optional graphic tutorial.

The planned SEARCH AND RESCUE will be shown against a graphic background of the coastline. Finally a written report is generated to enable children to assess their rescue, leading to their own written report of the incident.

"It's altogether a very agreeable package"

A & B Computing

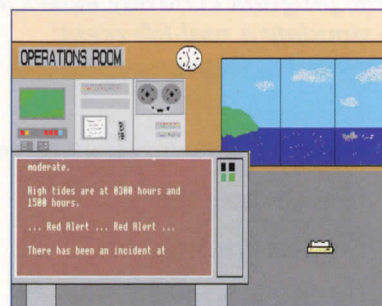
"attractively presented"

Archimedes World

- Grid co-ordinates
- Tide and Wind
- Optional tutorials
- Print options
- Save/Reload options
- Leads to much written work away from the computer

Package includes:

- Extensive flow chart
- Step by step guide
- Beaufort Scale
- Sea Areas
- Coastguard's Map
- Background information on RNLI and HM Coastguard
- Resources: Slides/films, books, mimes, places to visit.



Coffee

- mathematics • geography • science • technology
- environmental studies • role playing • decision making

In COFFEE, children adopt the role of a plantation manager responsible for setting up and running a coffee plantation. COFFEE opens the doors to the fascinating world of coffee, and gives an insight into the growing, harvesting, roasting and blending of this major world commodity.

You will be making decisions in order to produce coffee at a profit on your plantation. In doing so, your activities will include looking at the climatic needs of coffee, selecting the location, choosing a site, planting, irrigating and harvesting the bushes. You will have the added problems of labour difficulties, weather conditions and disease.

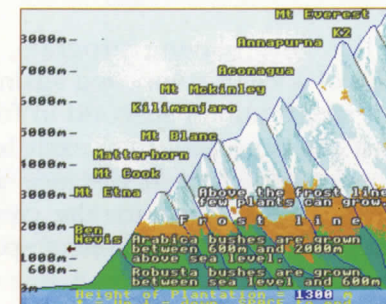
COFFEE is supported by a wealth of background information and work ideas, and forms a rich base for project work to develop skills across a wide range of subjects.

Simulation includes: Climatic regions, Temperature/rainfall, Growing and harvesting a crop, Currencies, crop yield.

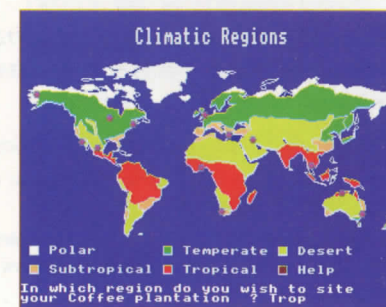
- Print Options
- Save/Reload options
- Leads to written work away from the computer
- Enables children to study life in the Developing World.

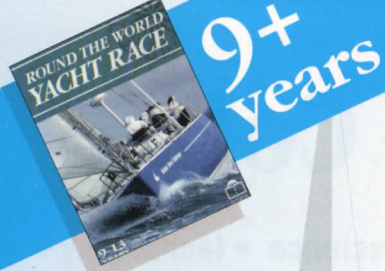
Package includes: Step by step guide to the program, including photographs, Plantation Manager's Worksheet, Extensive Flow Chart for ideas.

Further information on: History of Coffee, Processing Coffee (from cherries to cup). Type of Coffee (Arabica, Robusta). Tasting. Suggestions for further work.



a rich base for project work





Round the World Yacht Race

- mathematics • geography • science
- technology • role playing • problem solving

In this role playing program, you take the helm of a yacht competing against other yachts in a race around the world in four stages. You must plan the route for each leg, taking into account the shortest distance and prevailing winds; choose food for the crew to ensure a high calorie diet; and select spare equipment for the boat.

When the race starts, you may steer the boat, and you will receive reports about your position. But ahoy! There are dangers at sea, such as Icebergs, Whales or equipment failure which may hamper your chances! The program allows up to 10 crews to compete against each other. This real-life challenge will excite and inspire all children.

"would certainly provide the focus for a lower secondary integrated project"

Acorn Computing

"Excellent Study Notes"

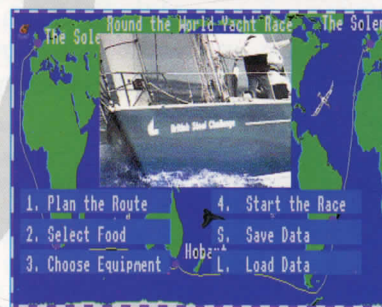
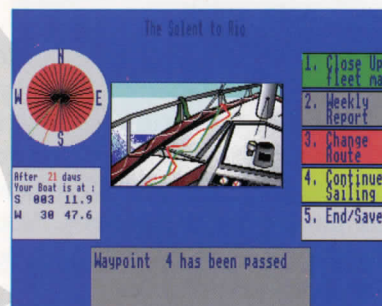
"an excellent means of generating ideas for maths investigations and creative writing"

Educational Computing & Technology

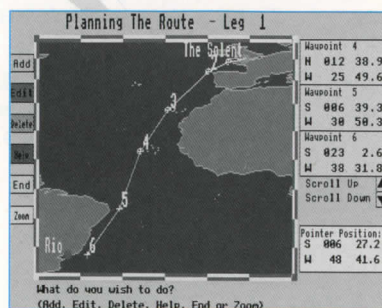
Simulation includes latitude and longitude and Great Circles.

- On-screen help • Allows up to 10 teams to compete against each other • Save/Reload options.

Package includes Step by Step guide, Study Notes with information on geography, food & nutrition and history, Flow Chart, Map showing prevailing winds.



IBM PC version requires EGA or higher resolution monitor



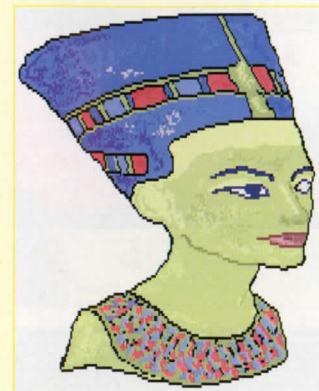
The Ancient Egyptians

- history • database skills

The Ancient Egyptians is a historical database researched and produced by Storm Educational Software, and published by Anglia Television.

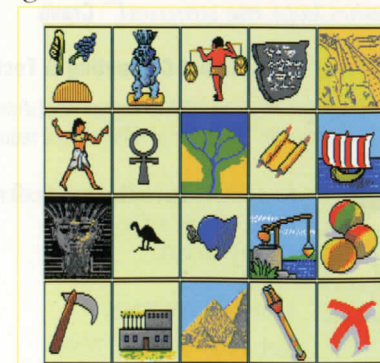
The Ancient Egyptians consists of two database files produced for the KEYNOTE and KEY PLUS databases. SITES OF INTEREST details the important

places in Ancient Egypt, such as towns, monuments and quarries. TIMELINES is a time-lines chart detailing the story of the Ancient Egyptians and important events in World History, to put the Egyptians in context.



The package also includes an information resource called THE WAY OF LIFE detailing many aspects of the way the Ancient Egyptians lived. THE WAY OF LIFE includes a Hieroglyphics game in which children can write their name or short messages in hieroglyphics.

The Ancient Egyptians includes many colourful pictures throughout the three sections to capture the attention and imagination of students.





Castle of Dreams

- mathematics • geography • memory • decision making
- logical thinking • a brain teasing adventure

This brain teasing adventure has many puzzles to be solved on the way in which memory and problem solving abilities will be pushed to their limits! The wicked Magician Klingsor has hidden a casket full of evil spells in a castle. To stop Klingsor from releasing his spells onto the world, you must find the casket, escape from the castle and throw it into a raging volcano.

On the way are many obstacles such as a chasm and twisty tunnel. You will need to perform a number of challenging tests of strength, resolve and skill, such as escaping from the Maze of Rooms, decoding an Old Scroll and crossing the Mosaic Floor (which requires a sound knowledge of tables) in order to win objects to help you.

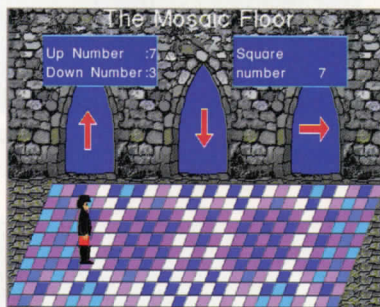
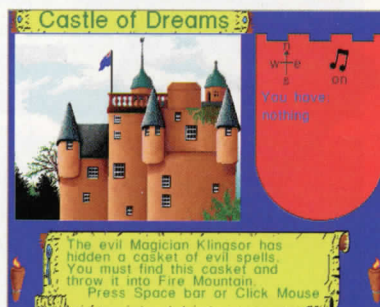
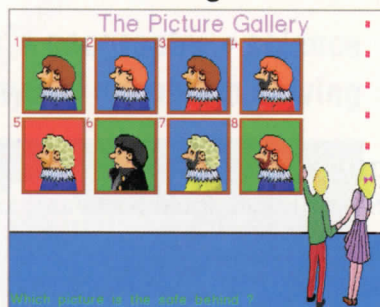
This challenging adventure includes high quality graphics and the Acorn version includes a spooky musical soundtrack!

- Save/Reload option (Acorn version)
- Stimulates creative work away from the computer

"I'm not usually fond of adventures, but Castle of Dreams kept me amused" **Crash**

"exciting" **Educational Computing & Technology**

IBM PC version requires CGA or higher resolution monitor. Acorn RISC OS 2.0 users with 1M Bytes of RAM should request the 1Mb version.



Storm Educational Software

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Sherborne,
Dorset DT9 3NN
Tel/Fax: 0935 817699

Your local stockist is: