

DLM

NEW

Educational Software

FROM DLM

For Home and School



- Math • Geography • Writing
- Early Childhood • Spelling
- Language Arts • Problem Solving



THE WRITING ADVENTURE

An imaginative program to develop writing skills

Panda Learning Systems

The Writing Adventure offers young writers lots of help, support, and guidance as they progress through a series of captivating adventure scenes gathering information, taking notes, then drafting and printing original stories. The writing process unfolds easily and naturally, within a controlled framework virtually guaranteed to ensure success.

This innovative program utilizes the full capabilities of the computer in:

- stimulating students' imaginations and creativity
- reinforcing basic principles of observation, note-taking, writing, and editing
- promoting basic word-processing skills.

Designed for students age 9 and up, the program features almost endless story variety as each scene "branches off" into new possibilities. There are even prompting questions should students have trouble generating ideas as they take notes. The open ending of each adventure challenges the young writers to use their creativity in resolving the story. Even reluctant writers will be captivated!

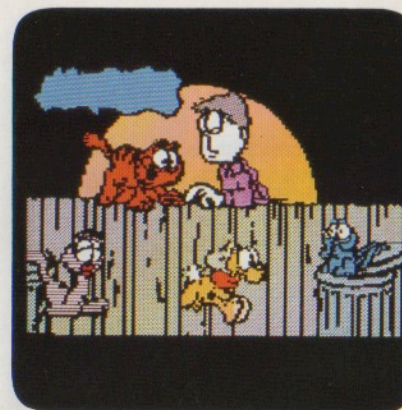
A unique Proofing Aid is a special feature of **The Writing Adventure**. It searches for potential errors in these areas: • style • commonly misused words • words often confused • troublesome verbs, adjectives, adverbs, and pronouns • punctuation. The Proofing Aid highlights each possible error and displays a rule and examples that relate to it. The student must decide whether the highlighted item is correct or incorrect and initiate any changes.

The Writing Adventure contains two color-coded diskettes. Story Starter presents the adventure scenes, brief descriptions, notecards, and prompting questions. Story Writer has word-processing capabilities for drafting, editing, and printing stories. A user's guide and a quick reference guide are also included.

Components:

- two diskettes • user's guide • reference guide

Apple II+/IIe/IIc
Commodore 64/128



Create with GARFIELD!

It's fun, easy, and educational to design GARFIELD comics

Ahead Designs

Now it's easy to be a creative genius by designing personalized GARFIELD comics. With this unique software program, players can design and print posters, cartoons, and labels featuring everyone's favorite fat cat, GARFIELD, and his friends: Jon, Odie, Arlene, Nermal, and Pooky. Users choose characters, backgrounds, and props, set up comic scenes, and add built-in captions or write their own.

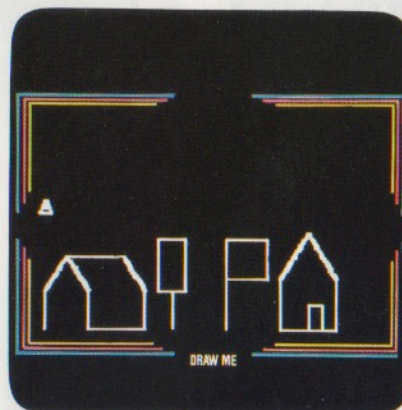
Create with GARFIELD! is not only entertaining and easy to use—it's also educational. The program stimulates creative thinking and writing and helps develop a sense of design, balance, sequencing, and spatial relations.

Components:

- 5¼" floppy diskette • user/teacher manual • activity sheet

Apple II+/IIe/IIc (64K),
Commodore 64/128

GARFIELD Characters: © 1978 United Feature Syndicate, Inc.



TURTLE TUTOR:

A First Course in Logo

Computer novices from kindergarten to adult will find the Logo language easy to learn with **Turtle Tutor**. It contains five different fun-to-play games, each with a variety of difficulty levels, to help users learn how to move triangular-shaped cursors called "turtles" around the computer screen.

Because the software is developmentally sequenced, users move from elementary to more sophisticated commands. They progress easily from matching and duplicating shapes to using the full range of Logo commands to create original designs.

(Note: Requires Apple Logo or Commodore Logo)

Components:

- 5¼" floppy diskette • 4 reproducible inserts • user/teacher manual

Apple II+/IIe/IIc (64K),
Commodore 64/128

Apple Logo is a registered trademark of Apple Computer, Inc.
Commodore Logo is a registered trademark of Commodore Electronics, Ltd.

Early Childhood Software To Provide Actual Learning Experiences

ANIMAL PHOTO FUN™

Neosoft

This lively program, with its fascinating activities, dazzling graphics, and catchy music, teaches children about animals and their habitats. There are six activities on the diskette, each one designed not only for fun but for the development of skills in discrimination, classification, visual perception, and memory.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc

COMPARISON KITCHEN™

Neosoft

These carefully sequenced games teach children how to compare and differentiate sizes, shapes, and colors. There are six different activities, each with lively music and clever graphics, to help youngsters strengthen their visual perception and discrimination skills.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc

FISH SCALES™

Neosoft

Here's fun for children ages four to eight in learning how things are measured for height, length, and distance, and how measurement is used to compare sizes and lengths. The high quality graphics, animation, and music are designed to catch and keep young players' attention.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc

Software program copyright 1984 Neosoft, Incorporated.
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ALPHABET CIRCUS™

Neosoft

The color and excitement of the big top add up to fun and learning in these six delightful activities that help teach letter recognition, alphabetical order, text creation, and problem solving. Designed for children ages four to eight, the games incorporate sound learning theories and state specific learning objectives.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc, Commodore 64/128,
IBM PC/PCjr

NUMBER FARM™

Neosoft

This bumper crop of six activities is a fun way for youngsters to learn numerals, number words, numerical order, counting skills, and beginning number concepts. Catchy music, realistic animal sounds, and colorfully animated graphics are designed to keep children's interest high. Activities are carefully sequenced, with content and difficulty levels matched to age levels.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc, Commodore 64/128,
IBM PC/PCjr

SHAPE AND COLOR RODEO™

Neosoft

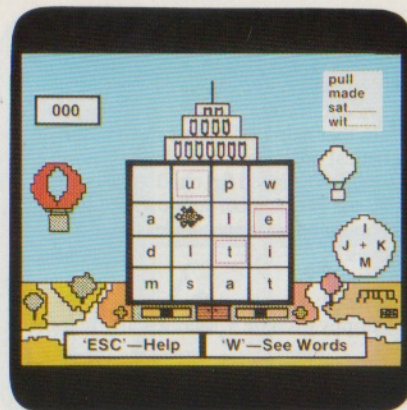
Children learn recognition and identification of common shapes, shape and color discrimination, and practice using and mixing primary colors with these six lively activities. The games also help sharpen youngsters' eye-hand coordination and visual perception.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc, Commodore 64/128,
IBM PC/PCjr

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FREDDY'S PUZZLING ADVENTURES

An endless variety of fun-to-play games of logic and problem-solving

Ahead Designs

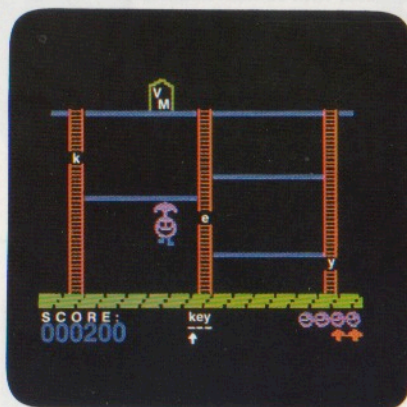
Freddy the friendly turtle is no slow poke when it comes to helping players acquire problem-solving and logical thinking skills. The program has an endless variety of number and word puzzles within the three activities: **Number Puzzle**, **Word Puzzle**, and **Customized Word Puzzle**.

Players get lots of practice in developing skills in problem-solving, spatial relations, strategy, and sequencing, and have the added option of creating their own individual puzzles. Additional features include state-of-the-art graphics, catchy music, lively animation, and the capability for storing up to 28 puzzles on the game diskette.

Components:

- 5¼" floppy diskette • user's guide • key chart insert

Apple II+/IIe/IIc, Commodore 64/128, IBM PC/PCjr



BOPPIE'S GREAT WORD CHASE

Exciting games to help improve spelling skills

This enchanting game of word recognition, word creation, and spelling offers continual fun and challenge. The program contains 256 built-in words selected from popular spelling texts for grades 1 to 8. Players also have the option of creating dozens of individualized spelling lists of up to 32 words each.

The program's eight levels of difficulty make it highly flexible and versatile. Players choose the level best suited to their needs and abilities, then manipulate a roly-poly character named Boppie around a maze, gathering letters in the proper order to spell out words. The first four levels display words that players must duplicate, letter by letter. In levels five through eight, players unscramble letters to form words.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc (64K), Commodore 64/128, IBM PC/PCjr



FRACTION FUEL-UP

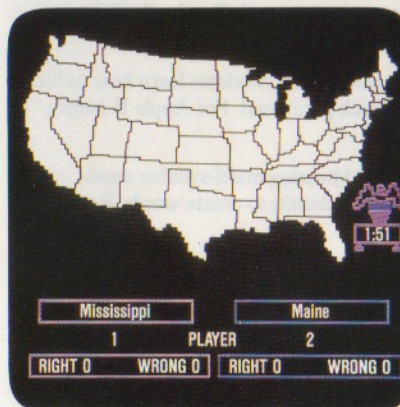
An exciting space-action game to help players learn to solve fraction word problems
Ahead Designs

Fraction Fuel-Up features: • colorful graphics • arcade-style scoring • built-in problems • capacity for inserting individualized problems. Also included is a management system that keeps a record of five games each for 75 students. It records their scores, tracks the type of problems worked on, and prints student records.

Components:

- 5¼" floppy diskette • user/teacher manual

Apple II+/IIe/IIc, Commodore 64/128



U.S. ATLAS ACTION

Map games to help players learn U.S. geography

Educational Information Systems

Here's a fun way to learn locations, state abbreviations, birthplaces of famous people, names of rivers, mountains, and cities. Players can create, save, and play their own map games and edit pre-existing maps. Capacity for 32 games, with a built-in management system that tracks performance and progress of 40 students.

Components:

- Two 5¼" floppy diskettes • user/teacher manual • keychart

Apple II+/IIe/IIc



WORLD ATLAS ACTION

Map games to help players learn world geography

Educational Information Systems

Players learn locations, important facts, names of continents, islands, oceans, cities—and lots more. Capacity for 32 games, with ability to create, save, and play their own map games, and edit pre-existing maps. A built-in management system tracks progress and performance of 40 students.

Components:

- Two 5¼" floppy diskettes • user/teacher manual • keychart

OTHER EDUCATIONAL SOFTWARE FROM DLM

ARCADEMIC SKILL BUILDERS IN MATH

For Apple II family, Commodore 64/128, IBM PC/PCjr, Atari, Acorn.
(Apple II family version now includes built-in management system.)

Alien Addition	Meteor Multiplication	Alligator Mix
Minus Mission	Demolition Division	Dragon Mix

ARCADEMIC SKILL BUILDERS IN LANGUAGE ARTS

For Apple II family, Commodore 64/128, IBM PC/PCjr, Atari.

Verb Viper	Word Man	Word Master
Word Invasion	Spelling Wiz	Word Radar

ARCADEMIC DRILL BUILDERS

Software that allows teachers to create, revise, and print their own drill and practice material for math, language arts, social studies, or a foreign language. For Apple II family.

HINT AND HUNT I & II

Teaches rapid word decoding skills, with focus on vowels. Students actually *see* and *hear* how changing vowels can make a new word. Requires a speech peripheral. For Apple II family.

CONSTRUCT-A-WORD I & II

Teaches rapid word decoding skills, with emphasis on consonants. Students learn how to blend beginnings and endings to create words. Requires a speech peripheral. For Apple II family.

SYLLASEARCH I, II, III, and IV

Students get extensive and intensive practice in seeing and hearing multi-syllable words, in analyzing those words into subunits, and in manipulating subunits to create words. Requires a speech peripheral. For Apple II family.

COMPUTER-RELATED PRINT MATERIALS

GETTING STARTED WITH LOGO

Intended for users of all ages and ability levels, this program of print materials helps students learn how to "talk" to a computer in the Logo language. (Designed for use with Apple Logo™, Terrapin™ Logo, or Krell's Logo.)

GETTING STARTED WITH BASIC

This computer literacy kit offers a hands-on approach to learning BASIC. Contains cards and cassette tapes. For use with Apple microcomputers.

DLM SOFTWARE IS CARRIED BY DEALERS ACROSS THE COUNTRY OR CALL
DLM TOLL FREE 800-527-4747 (IN TEXAS 800-442-4711) and ask about new
software.