



SAMMY'S SCIENCE HOUSE
THINKIN' THINGS 3
POWER PETE

User's Manual



Millie's Math House

Count on Millie for Smiles & Giggles!

Millie's Math House captures children's imagination with playful characters, humorous animation and catchy music. In seven fun-filled activities, kids explore fundamental maths concepts as they learn about numbers, shapes, patterns & sequencing. For children aged 2-6.

- MacUser Editors' Choice Award for Best Children's Program
- 1995 U.K. Best Toy Awards - Software Category Winner



Trudy's Time & Place House

Five Exciting Activities Teach Time & Geography. In Trudy's Time & Place House, children enjoy exploring geography and time with Trudy's whimsical friends! Anne & Dan, Joe Crow & Nellie the Elephant invite children to build time-telling skills; develop mapping & directional skills and "travel" the world learning about continents, oceans & landmarks. For children aged 3 - 8.

- Best Early Childhood Educational Program - 1996 Software Publishers Association Codie Awards
- The Gold Award for the Best Children's Software- 1996 U.K. Best Toy Awards
- Silver Award for Best New Educational Software- 5-8 year old category - 1996 "Kids Out! Kids at the Keyboard award"



Thinkin' Things Collection 1

Get Out Those Thinking Caps!

As children play & learn with Thinkin' Things Collection 1, they build thinking skills essential to many disciplines - including maths, science, reading, music and art. For children aged 4 - 8.

- MacUser Editor's Choice Award for Best Children's Program
- The Gold Award for the Best Childrens Software - 1995 U.K. Best Toy Awards
- The Gold Award- 5-12 Fun Learning Classic award 1996 "Kids Out! kids at the Keyboard Award"

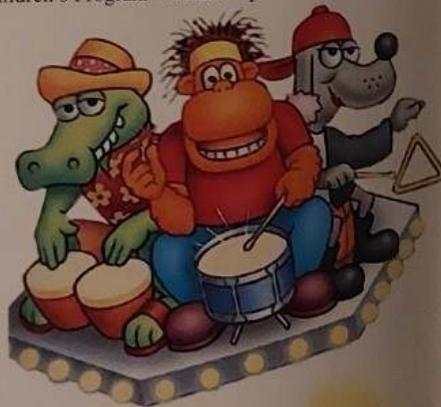


Thinkin' Things Collection 2

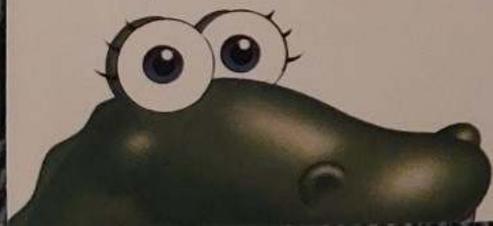
The Five activities in Thinkin' Things Collection 2 are as entertaining as they are educational - and fun for the child in all of us!

In Thinkin' Things Collection 2, friendly characters introduce children to five challenging and fun activities created to strengthen auditory and visual memory, creativity, visual thinking and problem solving skills. This educational software product has been widely recognised by parents, educators and children alike, as leading the way in inspiring thinking skills through inventive play. For children aged 6-12.

- 1994 MacUser Editors' Choice Award for Best Children's Program - Runner Up



A Fun New Way of Learning!

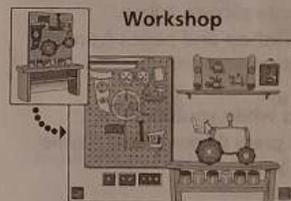


WHAT'S INSIDE SAMMY'S SCIENCE HOUSE

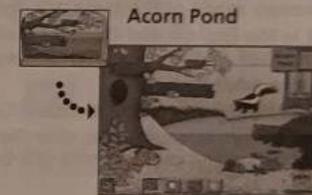
The next two pages will help you to quickly see what awaits you in Sammy's Science House. Once the software is installed, you can use these pages as a brief guide to the activities.

Sammy's Main Room

Sammy's Main Room offers five learning activities for your child. To enter an activity, click one of the five areas marked below. From any activity, click . To return to the Main Room.



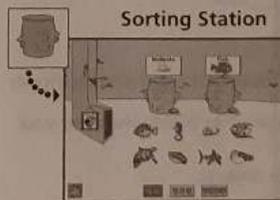
Construct toys and machines. Follow a blueprint or make your own design. Paint and print your creations.



Investigate plants and animals as they adapt to seasonal change. Print a Field Notebook with interesting facts for future reference.



Manipulate weather variables. Listen to the weather report and watch animations illustrating the weather you've created.



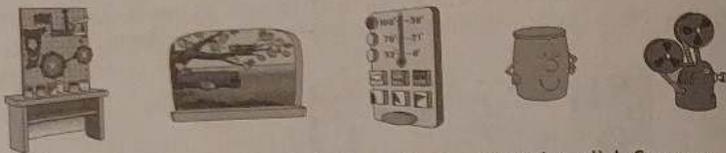
Sort pictures into categories with the help of friendly bins. Hear the names of plants, animals, and minerals.



Arrange pictures in sequence to make a movie. Play your movie forward or backward.

MOVING AROUND THE HOUSE

Come inside Sammy's Science House and try all of the activities. It's easy to move around in the House and to make all sorts of things happen - just click!
To move from the Main Room to an activity, click one of these:



To go back to the Main Room from an activity, click Sammy.

When you first enter an activity, you will be in the Explore and Discover Mode. You can have fun experimenting. (Note: Make-A-Movie has the Question Mode only.) Play as long as you like. To enter the Question and Answer Mode of that same activity, click the framed picture. (Each activity has a different picture).

When you are in Question and Answer Mode of an activity, the character will ask you questions or make requests. Play as long as you like. To go back to the Explore and Discovery mode of the same activity, click the empty picture frame.

To print in the Explore and Discover Mode of the Workshop and pages from the Field Notebook in Acorn Pond, click the printer.

To enter the Adult Section:

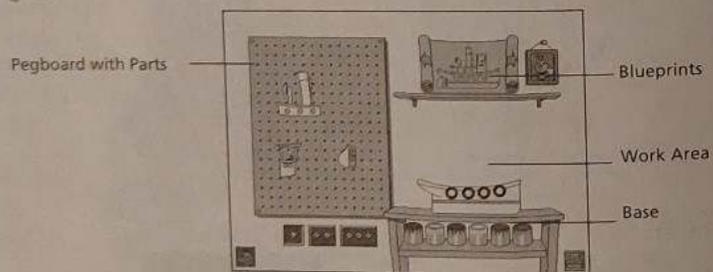
Macintosh: Hold down the Option and Command keys while you press "A".

To leave Sammy's Science House, click the Stop Sign or press Command-Q. Come back and play again soon! Sammy will be glad to see you.

WORKSHOP

EXPLORE AND DISCOVER MODE

- Click to enter the Workshop from the Main Room.



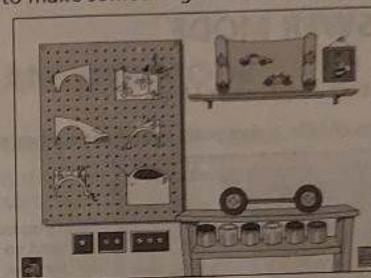
- The Workshop contains blueprints and a pegboard with parts. A "base", or main part, is shown in the work area. Build an object by adding parts to the base.
- Drag parts from the pegboard to the Work Area. Follow the blueprint or build whatever you like.
- Click or or , to select blueprints for one, two, or three objects.
- Click or , to see new blueprints and a new set of parts.
- To paint a part, click a paint pot . Then position the brush inside the area you wish to paint. Click the mouse button to spread the paint. If you want to paint another part or change colours, click a paint pot and repeat the process.
- Click , to print a picture of what you built. Once printed, you may want to add drawings of people and scenery, etc.

- Click for the Question and Answer Mode, or click to return to Sammy's Main Room.

WORKSHOP

QUESTION AND ANSWER MODE

- Click , to enter the Question and Answer Mode.
- Buzzy, the bee, asks you to make something. To hear the request again, click Buzzy.



- You can select the blueprints and parts that you want to use. Click:

or or
Build the object shown on blueprint using all parts

or or
Build the object shown on blueprint using all parts. (Some parts may not be needed to finish blueprint.)

or or
Build the object from a variety of parts. (Most complex design. Some parts may not be needed to finish blueprint.)

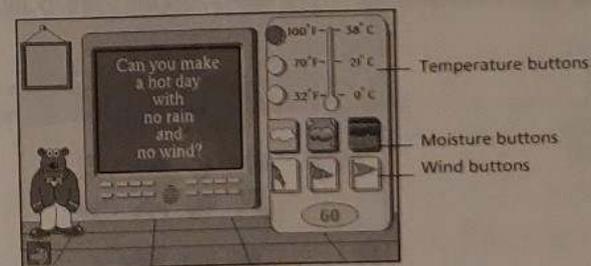
- Drag a part to the base shown in the Work Area.
 - If you drag the right part to the right position, it snaps into place.
 - If you drag a part to a wrong position, the part snaps back onto the pegboard. You can try another position or another part.

- Click for the Explore and Discover mode, or click to return to Sammy's Main Room.

WEATHER

EXPLORE AND DISCOVER MODE

- Click , to enter the Weather Machine from the Main Room.



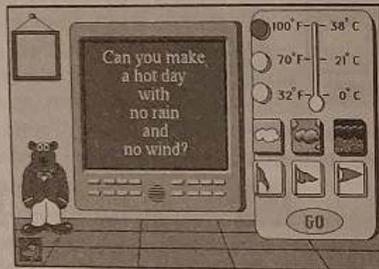
- Click a temperature button for a cold 32°F, warm 70°F, or hot 100°F day.
- Click a moisture button for a day with no rain or snow , light rain or snow or heavy rain or snow .

- Click a wind button for a day with no wind , light winds  or strong winds .
- Click **GO**, to hear the weather report and to see an animation illustrating the weather.
- Continue exploring the Weather Machine. Because this is the Explore and Discover Mode, you can try many different weather conditions.
- Click  for the Question and Answer Mode, or click  to return to Sammy's Main Room.

WEATHER MACHINE

QUESTION AND ANSWER MODE

- Click , to enter the Question and Answer Mode.
- Frederick, the bear, asks you to create a day with specific weather conditions, for example:



"Can you make a hot day with no rain and no wind?" (Frederick may ask for one, two, or three weather conditions.)

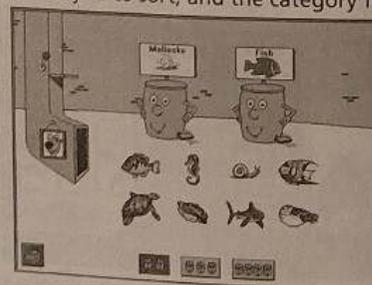
- Click the Weather machine button(s) to make the day Frederick requested. Then, click **GO**.
If you forget the weather conditions requested, click Frederick for a reminder.
- If you select all the conditions requested, Frederick reports the weather, and an animation about the weather appears.
- If you do not select the weather conditions as requested, Frederick asks you to try again.

Click  for the Explore and Discover Mode, or click  to return to Sammy's Main Room.

SORTING STATION

EXPLORE AND DISCOVER MODE

- Click , to enter the Sorting Station from the Main Room.
- Pictures slide out of the chute for you to sort, and the category for each bin is identified



"Fish."
"Animals with shells."

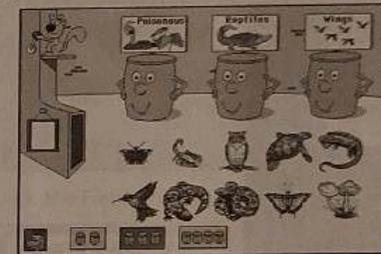
- Click a bin , for help in sorting. The pictures that belong in the bin twinkle.
- Click a button ,  or  to choose the number of bins.

- Click a sign Fish , to hear a reminder of what belongs in the bin, for example, "Fish".
- Click a picture to hear its name, for example,  "Snail".
- Sort the pictures by dragging them into the bins. Sometimes a picture can be placed in more than one bin.
- Click the pedal on the bin , to see all of the pictures you have placed in that bin.
- Click the lever , on the chute for new categories and pictures to sort. Sort as long as you like.
- Click  for the Explore and Discover Mode, or click  to return to Sammy's Main Room.

SORTING STATION

QUESTION AND ANSWER MODE

- Click , to enter the Question and Answer Mode.
- Serena, the squirrel, pulls the lever on the chute, and the categories are identified. Then, Serena asks you to help sort.



"Please help me sort."

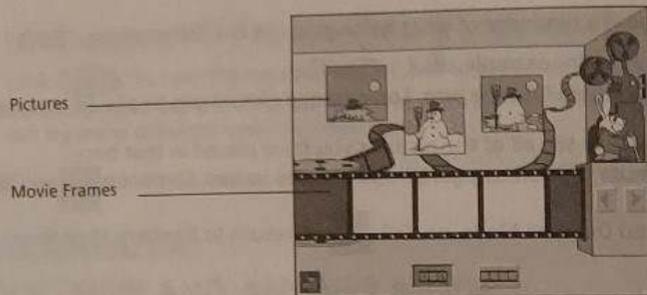
- Click a button ,  or  to choose the number of bins.
- Sort all of the pictures by dragging each one to a bin. Click a sign if you need a reminder of what belongs in the bin.
- When you put a picture in the correct bin, the bin smiles and thanks you.
- If you try to put a picture into the wrong bin, you will hear a hint.
- When the set of pictures is sorted correctly, the bins will celebrate!
- Click  for the Question and Answer Mode, or click  to return to Sammy's Main Room.

MAKE-A-MOVIE

QUESTION AND ANSWER MODE

Because only logical sequences will make movies in this activity, Make-A-Movie has a Question and Answer Mode only.

- Click , to enter Make-A-Movie from the Main Room.
- Ramon, the rabbit, is trying to make a movie and needs your help.

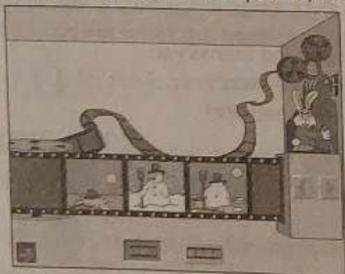


"Help me make a movie."

- Click to make a three-picture movie, or click to make a four-picture movie.
- Click or to see a new set of pictures.
- Drag the pictures into the empty movie frames so that the pictures are in sequence. (If you change your mind about the arrangement of the pictures, just click or drag the pictures again.) Then, click Ramon.
- If the pictures are in sequence, Ramon runs the projector in the theatre.



-If the pictures are not in sequence, Ramon helps you put them into the correct order.



- To watch the movie run forward in the theatre again, click . To watch the movie run backward, click .
- Click to make a new movie.
- Click to return to Sammy's Main Room.

ACORN POND

EXPLORE AND DISCOVER MODE

- Click to enter Acorn Pond from the Main Room.
- Springtime at Acorn Pond appears.
- Click the pictures on the screen to explore Acorn Pond.



"The Monarch Butterfly lays eggs on a milkweed plant."

- To explore Acorn Pond in another season, click: , , or .
- Click anywhere on the water to discover what is in the pond. Then, click a plant or an animal to see an animation or to hear information.



"Salamander eggs hatch into tadpoles with feathery gills".

- Click any animal and then click the Field Notebook , to see about that animal.



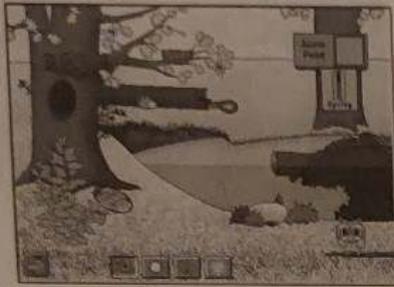
To see notes about other animals click or .

- Adults may want to read the Field Notebook to children who are not yet reading. They contain interesting facts and helpful sketches.
- Click to print the notes shown. Once printed, the notes can be coloured and used as posters. Or staple several pages of printed notes together to make a booklet.
- Click , to close the Field Notebook and return to Acorn Pond.
- Click for the Question and Answer Mode, or click to return to Sammy's Main Room.

ACORN POND

QUESTION AND ANSWER MODE

- Click , to enter the Question and Answer Mode.
- Olivia, the owl, asks you a question about one of the pond animals, for example

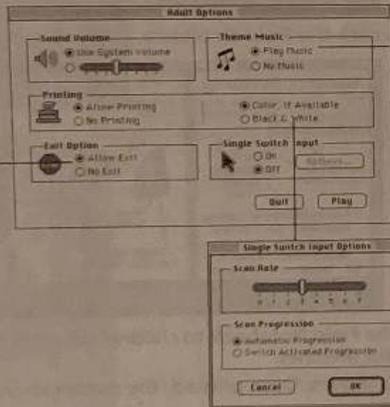


"Whoooo lays eggs?"

- Click an animal to answer the question. If you forget the question, click Olivia.
 - If you answer correctly, Olivia tells you, for example: "Right, The Robin lays eggs."
 - If you answer incorrectly, Olivia repeats the question, and you can try again.
- To hear questions about the animals of Acorn Pond in another season, click:
 - or or or .
- Click for the Explore and Discover Mode, or click to return to Sammy's Main Room.

ADULT OPTIONS

Macintosh: to customise Sammy's Science House, hold down the Option and Command keys while you press "A."



Turning the Theme Music off will not affect the speech in Sammy's Science House.

The Stop Sign appears on the Main Menu screen only if exit is allowed.

Single Switch Input Options

Single switch scanning is available for special need users. When scanning is on, you may choose between two kinds of scanning. In Automatic Progression, the scanning arrow automatically moves from choice to choice on the screen and a click indicates a selection. In Switch Activated Progression, scanning begins after the user clicks. The user clicks again to indicate a selection. A third click restarts scanning.

- You may also select the scanning rate of the arrow (in seconds): 1 (fastest) to 7 (slowest).
- When scanning is on, you can temporarily suspend or resume scanning by pressing Command-Option-5.
- You can also temporarily increase the scanning speed using the "+" key or decrease the scanning speed using the "-" key.

Welcome to Thinkin' Things Collection 3

Thinkin' Things Collection 3 continues Edmark's celebration of intellectual diversity that began with *Thinkin' Things Collections 1* and *2*. Information is compounding so rapidly that even if we wanted to, we could not teach our children all the factual information that they will need in the future. But we can help them develop a broad set of higher level thinking skills that will allow them to deal effectively with information, think critically, and become successful problem solvers.

The young mind is amazingly capable, particularly when nourished by the challenging exercise provided by logical reasoning, creativity, and exploration. *Thinkin' Things Collection 3* was created especially for 7 to 16 year olds to develop a variety of problem-solving skills, introduce basic elements of computer programming, utilise both inductive and deductive reasoning, and explore simple physics concepts including friction, gravity, motion, and inertia.

Thinkin' Things Collection 3 is brimming with rich learning opportunities for children, working on their own, or with you as a "learning partner." Encourage your children to show you the work they create, and to share the challenging problems that they have solved. You may notice reasoning strength in Stocktopus and Fripple Place, development of spatial and sequential thinking skills in Half Time and Photo Twister, or an aptitude for conducting experiments and predicting results in Carving BLOX.

Thinkin' Things Collection 3 reflects our love of learning and belief in the value of technology to provide unique educational experiences. Each Thinkin' Thing is designed to be a powerful mind toy or tool that will enhance your child's intellectual growth, foster self-confidence, and reward persistence with success.

The Main Menu

The Main Menu of *Thinkin' Things Collection 3* lets you choose from five learning activities. Once you have entered an activity, click to return to the Main Menu.

To learn with a Thinkin' Thing, click one of the five activities below:



Exit Thinkin' Things Collection 3.

Stocktopus

With Stocktopus as your broker, exchange items with traders from around the world. Make the trade sequences required to achieve your "Portfolio" goals. Next step: Wall Street!

Question & Answer Mode

- Click from the Main Menu to play with Stocktopus.
- Make trades by clicking the item or items in the Trading Blocks that match those shown in your Portfolio .
 - If you select a trade that's possible, a Trading Partner will make the trade with you. You can choose to cancel the trade at any time.
 - If you select a trade that's not possible, try again. You can also ask Stocktopus to recommend a trade by clicking .
- Keep trading until your Portfolio matches your Goal .
- Click to start a problem over from the beginning.
- Click to see the Top Trader List. If you solve three problems correctly in succession, you will be invited to add your name to the list.
- Click the Grow Slide Button to change the difficulty level of the problems.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability.
- Click to choose another Thinkin' Thing.

Half Time

It's football season, and it's up to you to create the half-time show! Develop beginning computer programming skills as you link command titles and control moving formations of marching bands, football players, or cheerleaders.

Create Mode

- Click from the Main Menu to play with Half Time.
- Experiment with three different types of performers (marching bands, football players, or cheerleaders), sound, and movement on a football field. (Up to 30 performers can be placed on the field at one time.) Drag Command Tiles to write "programs" for any or all of the performers.
- Click to view a step-by-step demonstration of Half Time.

Mouse Controls for the Performers

Drag a Performer

- Drag the performer by moving the mouse.

Erase a Performer

- Drag the performer off the field.

Rotate a Performer

- Click a performer once to rotate it counter-clockwise to one of eight positions.
- Hold down the Macintosh Option key) and click a performer to rotate it clockwise.

Clone a Performer

Hold down the Control key (or Macintosh Option key). Then:

- Drag the performer to create an identical one.

"Programming" the Performer

Click and hold one of the Command Tiles. Then:

- Drag the tile to one of the three Programming Lines and release the mouse.

Command Tiles

- Move forward
- Turn left.
- Turn right.
- Turn randomly.
- Repeat, up to 10 times, all commands for a performer within the boundaries of the "target" tile and the loop tile .
- Pause.
- Paint.
- Mop up paint.
- Stop painting or mopping
- Perform Wacky, Weird, or Wild action. There are three actions for each performer.

Repeating Commands

To repeat a Command:

- Click the Command Tile after it has been placed in the Program Line. An additional small green "counter dot" will appear on the Tile indicating the number of times an action is to be repeated. (Note: A Command can be repeated this way up to 10 times. If you want the action to continue for a longer duration, we recommend using the Loop tile along with the Repeating Commands.)

You may decrease the number of counters on a tile by holding down the Control key (or Macintosh Option key) and clicking and releasing the Command Tile.

Clone a Command Tile that is Already on the Performer's Program Line

Hold down the Control key (or Macintosh Option key). Then:

- Click the centre of the Command Tile and drag to create an identical one.

Program Line

To run a performer's Program Line, click the Performer shown at the beginning of the line:

- , , or . To erase a performer's Program Line, click .

Buttons

Click a button to:

- Switch to a different set of performers. Note: When the performer sets are changed, the Command Tiles on the Program Lines do not change.
- Cycle through Program ideas created by others.
- Erase all performers, painted squares, and programs.
- Turn sound on/off.
- Return performers to their original positions.
- Change the sounds assigned to the Wacky, Weird, and Wild Actions. Every Action has a preset sound ("Original Sound"). Click "Record" to record your own sound. Click either "Your Sound" or "Original Sound" to choose which sound should be played.
- Execute the program once. Click again to pause the program. If program is paused, it will begin again if it is clicked
- Execute the program one segment at a time.



To save your program:

- Drag the miniaturised version of your program (thumbnail) to an empty square.
- Click to save the program.

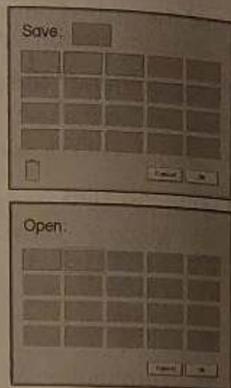
To delete a previously saved program:

- Drag the thumbnail of the unwanted program to the wastebasket.
- Click to empty the wastebasket.



To open a previously saved program:

- Click the thumbnail of the program you wish to open.
- Click to open and view the program.



Hold down the Control key (or Macintosh Option key) while clicking or to save or open Half Time files on your hard drive. These files can then be transferred to other computers.

Fripple Place

Put on your detective cap and solve the Case of the Empty Fripple House. The Fripples can't move in until you read the clues in each room, synthesise the information, and determine where each Fripple belongs.

Question & Answer Mode



- Click from the Main Menu to play in Fripple Place
- Read the information in each Fripple Room. A Fripple that is bouncing just can't wait to show you what it's thinking. Move your mouse onto the Fripple to display its thoughts.
- Click and drag Fripples to the room where they belong. As you place them in the rooms, they will get smaller to fit comfortably in their new home.
- When you think all the Fripples are in the right places, click "Check It" to see if you are right.

– If all the Fripples are happy with their homes, they'll jump up and down.

– If some of the Fripples are not yet home, try placing them again. Or, click "Hint" for help finding their homes.

- Click the Grow Slide button to change the difficulty level of the problems.
- Click to choose another Thinkin' Thing.

From the Adult Section, you can turn your child's access to the Grow Slide on/off or adjust the Grow Slide to suit your child's ability.



Carving BLOX

Enter a world where balls roll and collide on virtual metal that you shape and drill. Send balls up inclines, through grooves, and down holes as you experiment with physics properties including gravity, friction, motion, and inertia.

Create Mode

- Click from the Main Menu to play with Carving BLOX.

Explore Carving BLOX

Click a button



Cycle through design ideas created by others.



Stop movement of all balls in the Workspace. Click again after freezing shapes to release them.



Erase all carving, ramps, holes, and oil. Return balls to original locations.



Undo (or redo) the last action.



Choose one of three Gravity settings for the Workspace.



Choose one of three Friction settings for the surface of the Workspace.



Flip over the Workspace.



Change the colour of the Workspace.



Hide or show the buttons and Carving Tools.

Controlling the Balls

Drag and Toss

Click the . Click and hold the centre of a ball to "grab" it. Then:

- Drag the ball onto the Workspace. (Up to six balls can be placed on the Workspace – one of each colour and mass.)
- Toss the ball by releasing the mouse button while you move the mouse. (The speed of the ball is affected by the speed of the mouse movement.)



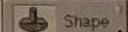
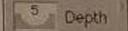
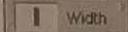
Click the ball you want to move with the spring. Drag back to create an elastic line from the ball to your cursor. Release the mouse and the ball is given a speed proportional to the elastic line's direction and length.



Place on the Workspace to "return" balls that fall through drilled holes.

Using the Workspace

Click a button to:

-  Carve a rectangle or square
 -  Carve an ellipse or circle
 -  Carve a straight line.
 -  Carve freely on the Workspace.
 -  Drill a hole in the Workspace.
 -  Drop oil on the Workspace to create friction-free areas. Use  to clean up oil.
 -  Erase carving, oil, holes, and ramps.
 -  Tilt the Workspace.
-  **Shape** Choose the shape of your carving tool.
-  **Depth** Choose the depth that your tool can carve.
-  **Width** Choose the width of your carving tool.
-  Draw a ramp on the workspace.
-  **Ramp** Choose the angle of the ramp.

Saving Your Design

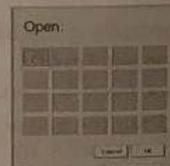
-  To save the photo design:
- Drag the miniaturised version of the photo design (thumbnail) to an empty square.
 - Click  to save the design.



To delete a previously saved design:

- Drag the thumbnail of the unwanted design to the wastebasket.
- Click  to empty the wastebasket.

-  To open a previously saved design:
- Click the thumbnail of the design you wish to open.
 - Click  to open and view the design.



Hold down the Control key (or Macintosh Option key) while clicking Save  or Open  to save or open Carving BLOX files on your hard drive. These files can then be transferred to other computers.

photo Twister

Tiny green "Twisters," equipped with 22 special effects tools, have changed a photograph. Analyse the picture and line up the alien team that faded, dented, and twisted it. Use their tools to create your own outrageous images.

Create Mode

Click  from Main Menu to play with Photo Twister.

Click a tiny Twister in the "elevator." Watch as it changes the picture into something new.

Click  or  to choose other Twisters and to create more effects. The Twisters land sequentially on the pads in front of the picture.

Click  or  to choose another photo.

Click  to watch all of the Twisters play from the first chosen to the last. Click anywhere on the screen to advance to the end of the sequence.

Click  to erase all effects from the picture.

Click  to erase only the last effect chosen.

Saving Your Design

Hold down the Control key (or Macintosh Option key) while clicking Save  or Open  to access special Save and Open features which allow you to import PCX or BMP (or Macintosh PICT) images and to transfer photo designs to other computers. For best results, resize photos and pictures to 252 x 252 pixels prior to importing. Images that are imported must be 256 colours or TrueColour (24 bit). (There are no colour requirements for Macintosh images).

Question & Answer Mode

Click  to go to the Question & Answer Mode.

- Experiment with the Twisters to change a "plain" photo to match one with effects. When the photos are matched, a reward is offered.

- If you choose the correct Twisters in the right order, the Twisters will reward you.

- If you choose the incorrect Twisters, try again or click the  button to hear a suggestion for solving the problem.

Click  to erase all effects from the picture.

Click  to erase only the last effect chosen.

Click the Grow Slide Button  to change the difficulty level of the problems.

Click  for the Create Mode, or click  to choose another Thinkin' Thing.

Adult Section

To enter the Adult Section, Windows users hold down the Ctrl and Alt keys while pressing "A," Macintosh users hold down the Command and Option keys while pressing "A."

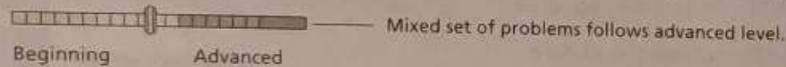
Single Switch Input Options for Children with Special Needs.

Built-in scanning is available for single switch users in Stocktopus, Fripple Place, and Photo Twister. Turn "Single Switch Input" on (see above) and click  to choose the Scan Rate (speed of scanning arrow movement) and the type of Scan Progression:

- Automatic Progression: Scanning restarts automatically after each selection.
- Switch Activated Progression: Switch required to restart scanning after each selection.

Activity Settings

Adjustable Grow Slides for Stocktopus, Fripple Place, and Photo Twister appear in the Activity Settings. As your child successfully solves problems while playing these activities, more difficult problems are offered, and the slider automatically moves as your child progresses.



You can also move the slider manually to adjust the difficulty level. For example, if the beginning problems seem too simple for your child, you can drag the slider to the right to increase the difficulty level of the problems.

Remember progress from session to session

If the "Remember progress..." check box is on (an "X" appears in the box), *Thinkin' Things Collection 3* remembers your child's progress from session to session in Stocktopus, Fripple Place, and Photo Twister. With "Remember progress..." on, play always begins at the difficulty level attained during the previous session of play.

If the "Remember progress..." check box is off (no "X" appears in the check box), *Thinkin' Things Collection 3* does not remember your child's progress from session to session. Play begins at the current settings shown on the Grow Slides.

Allow child to access Grow Slides

If the "Allow child to access Grow Slides" check box is on (an "X" appears in the box), Grow Slide buttons appear in the Question & Answer Mode of Stocktopus, Fripple Place, and Photo Twister. Children can click the Grow Slide button to access the activity's Grow Slide and adjust the difficulty level of the problems.

If the "Allow child to access Grow Slides" check box is off (no "X" appears in the box), a Grow Slide button will not appear in the Question & Answer Mode of Stocktopus, Fripple Place, or Photo Twister.

Allow child to save creations

If the "Allow child to save creations" check box is on (an "X" appears in the box), a Save button appears in the Create Mode of Half Time, Carving BLOX, and Photo Twister. Children can click the Save button to save programs, designs, and images that they have created.

If the "Allow child to save creations" check box is off (no "X" appears in the box), a Save button does not appear in the Create Mode of Half Time, Carving BLOX, and Photo Twister.

Bailey's Book House

"B" is for Bailey and beginning to Read!

Bailey & his friends will encourage children to begin a lifelong love of reading.

Every word on screen is spoken aloud and supported with lively, imaginative graphics and animations - so both pre-readers & readers can explore & learn here. For children aged 2 - 6.

- 1993 Parent's Choice Award in Software
- 1995 U.K. Best Toy Awards - Software Category Highly Commended



Muppets™: Beginning to Read-Brighter Child™ Interactive

The content of the program is consistently stimulating, the pace unrelenting! Kermit, Piggy, Gonzo and Fozzie bear all come to life to teach children, aged 3-7, early reading skills. Three exercises help children to develop early reading skills while providing hours of fun! Every word on screen is spoken aloud and supported with colourful graphics so both pre-readers and readers can enjoy Beginning to Read. For children aged 3-7.

Muppets™: Read, Listen and Learn-Brighter Child™ Interactive

Read, Listen & Learn gives children the confidence to stay ahead in school. And they'll have a lot of fun while learning!

Kermit and his friends are here to make reading fun! Three award-winning exercises, containing over 60 activities, teach children skills that are necessary to learn how to read and write. Colourful! Fun! Educational! and Interactive! Read, Listen & Learn has it all! Designed by award-winning educators, for children aged 3-7, Read, Listen & Learn is a sure-fire winner!

- 1995 Innovations Software Showcase Honours
- 1995 Parent Council™ Ltd. Honours

Strategy Games of the World

Three Classic Games Offer Strategy-Building Challenges & Fun!

In Strategy Games of the World, kids play Mancala, Nine Men's Morris and Go-Moku against the Strategy Masters. The challenge is to beat them at their own games! It takes powerful thinking - strategic thinking!

For ages 8 - Adult

- Family Channel - Seal of Quality



A Fun New Way of Learning!

For further details and/or your nearest stockist of these and other world class interactive multimedia educational products that make learning fun, please contact :

e-mail: sales@ionasoft.ie

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Sammy's Science House

Spark Their Sense of Science!

Sammy and his friends promise children hours of fun as they explore fundamental scientific processes. They practice observing, sorting, comparing and sequencing as they solve problems and learn to see things in new ways.

For children aged 3 - 8.

•1995 U.K. Best Toy Awards - Software Category
Highly Commended



For further details and/or your nearest stockist of these and other world class interactive multimedia educational products that make learning fun, please contact:

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Thinkin' Things 3

Develop Problem Solving Skills for Success!

Become a strong thinker with Thinkin' Things Collection 3 and build thinking skills you can use wherever you are - in anything you do! Make trades with brokers from around the world, program a half-time show and solve the case of the Empty Fripplie House. You'll improve deductive and inductive reasoning, synthesis and analysis, while building problem solving skills essential for success!

For children aged 8 - 16

- Best New Children's Software - 1995 MacUser Eddy award
- 1995 MacUser Eddy Award - Best Educational Software
- Winner - 1996 Software Publishers Association Codie Awards

