

Ministry of Education

Curriculum and Instructional Leadership

*Primary School
Software Catalogue
2008*

Primary Software Catalogue

This catalogue lists software available on computers in primary schools and the web-based resources to which the Bermuda Public School System subscribes. It is designed to assist teachers planning lessons in which technology is used for teaching and learning. To identify appropriate software, refer to the chart on Page 9 listing titles with appropriate year levels and suggested subjects. The individual entries on Pages 10 – 19, give more information about each title. Explore these resources and use your creativity to discover even more uses than those described here.

General Internet resources may contain links to a collection of subjects including information technology literacy. A wide range of language arts skills are employed to explore web sites including comprehension, strategic reading and processing information. Sites that feature subject-specific information are listed under their subject headings. There are links to child-safe search engines that reduce the chances of students coming across inappropriate materials as they use the Internet. Save sites you want to revisit under your **Favorites**. Please be aware that sites can move or be taken down at any time.

Getting Ready

- Teaching in the computer lab requires prior preparation. Always have a plan. Preview software as you would other teaching materials. Consult the poster **Integrating Technology in Core Areas** for ideas and resources. Once you have decided on an appropriate activity, plan to integrate the technology in ways that will engage students and enhance the learning experience.
- Consult **curriculum documents** to identify skills and knowledge appropriate for your students. Consider the **content** as well as the **information technology objectives** as you plan. Remember to start simply and work your way up to more complex activities as you develop the skills of your students.
- When preparing for Internet-based activities, be sure to preview sites for content and to ensure the link is still active. Some pages may not load properly until you select **Popups Ok** and refresh the page. Students should report inappropriate content to the teacher. Make note of these and notify the Help Desk at help@moed.bm.

Managing Students in the Computer Lab

- Make sure students are clear on what is appropriate behaviour in the computer lab. The **IT Components and Their Use** and the **IT In Society and Workplace** modules outline appropriate care procedures and behaviour that should be modelled and encouraged for each year level. Keep in mind that the students are using equipment that is not only expensive and but also electrical and therefore potentially dangerous.
- You can expect and should encourage a certain degree of interaction amongst students as they work. Collaboration and engagement can increase noise levels. This is the nature of working with technology. However, you should carefully monitor these interactions to ensure students remain focussed. Let your students know that you expect the same level of self-control and standards of behaviour in the lab as you do in the classroom setting.
- Group students strategically. Place students that need more assistance together where their monitors are easily viewed when you are helping other students. Students can also be placed where they can coach weaker students or according to the activity.
- Monitor student progress closely. Establish rules for students to alert you when they need assistance. Stacking cups in the colours of traffic lights is an effective form of communication between student and teacher:
 - **red** = I need help urgently.
 - **yellow** = I have a question, but I am ok for now.
 - **green** = I am doing fine.

Students love to Use Technology!

The use of multimedia increases student engagement and promotes a deeper understanding of concepts.

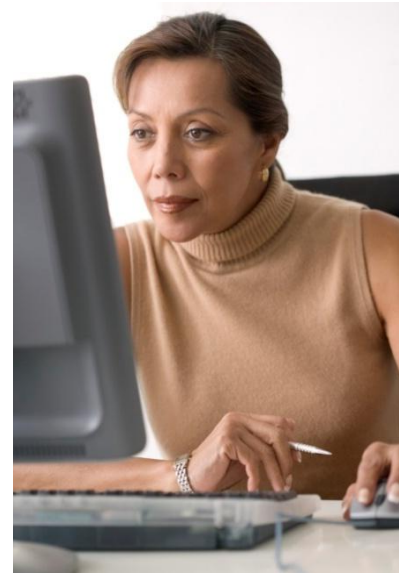
The Internet brings a wealth of learning resources to the classroom and connects the classroom community to other learners around the world.

Technology allows students to use today's tools to collaborate, solve problems, share ideas and express themselves creatively.



Delivering Lessons

- It is always a good idea to conduct a “dry run” of your activities before the lesson. Check web sites and review software menu choices. In this way, you can anticipate times when students will need more support and can plan accordingly. This strategy will also limit unexpected disruptions from software or hardware problems.
- Once in the lab, ensure students understand that there is a connection between lab and classroom activities. Making the connection will add meaning and relevance to ways in which technology can help with productivity and learning.



Lesson Activities		
Pre- Computer: Classroom	At-Computer: Lab	After-Lab: Classroom
<ul style="list-style-type: none"> • Setting theme, Identifying the problem(s) or discussing topics, • Planning Activities • Creating drafts • Group or independent work 	<ul style="list-style-type: none"> • Research • Creating documents or presentations • Practice skills • Editing • Collaborating • Exploration 	<ul style="list-style-type: none"> • Review of lab activities • Discussion • Incorporation of research • Editing • Further planning • Group or independent work

- Use the LCD to give general directions and demonstrations to whole or small groups. It is an economical way to teach skills with applications or strategies for navigating software. You can then follow up with individualized instruction as necessary. Taking a few minutes to demonstrate content and skill-based software can mean that students will get the objective of the exercise, stay focussed and benefit more from the experience.
- Video is a powerful tool for engaging students. Use the LCD to display video resources from sites such as United Streaming and Grolier Online. Locate and download these resources before the lesson for smoother viewing.
- If students appear to know more about the technology than you do, then run with it! Let them teach you some things about technology and create a community of learners. Take risks and try new things together, collaborate and cooperatively solve problems to increase your skills and knowledge.

Copyright/ Appropriate use Policies

- With so much information available on the web, it is increasingly important to be aware of and comply with copyright and appropriate policies (see IT In Society and The Workplace module). While the “fair use” policy usually applies for educators or educational use, you should always check the conditions of individual resources even if you do not intend to publish to the web. For more information on this complicated issue, explore these links to resources for students and teachers:

<http://www.copyright.org.au/information/specialinterest/kids>
<http://www.jointheteam.com/index.html>

Integrating Technology in Core Areas

Mathematics

English
Language Arts

Science

Social Studies

Consult the Information Technology curriculum guide to identify which projects and are appropriate for your subject and level:

Data Base	Internet Multimedia	Word Processing Desktop Publishing	Spreadsheets	Drawing Photography	Presentation Software
<ul style="list-style-type: none"> • Lists • Sorts • Classes • Charts • Collections, etc 	<ul style="list-style-type: none"> • Research • Exploration • Learning • Entertainment • Communication, etc 	<ul style="list-style-type: none"> • Reports • Letters • Poems • Stories • Speeches • Pamphlets • Posters • Fliers • Tables, etc 	<ul style="list-style-type: none"> • Calculations • Charts • Tables • Graphs, etc 	<ul style="list-style-type: none"> • Illustrations • Diagrams • Original art • Logos • Maps • Cartoons • Albums • Photos, etc 	<ul style="list-style-type: none"> • Presentations for education and learning • Oral Presentation Aids • Reports • Web Quests, etc

Tool Software

Student 2007 with Encarta	Microsoft: Word, Excel, PowerPoint, Publisher, FrontPage, Project, Internet Explorer	PrintShop 15 Kid Pix Delux 4	Scholastic Keys
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Web Resources

Learn.moed.bm	EBSCO	Grolier's	United Streaming
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Content or Skill Specific Software

Magic School Bus	Destination Reading	Mavis Beacon	2Simple Series
Mighty Math Series	Reading Counts	Thinking Things 2 & 3	Early Learning: Jump Start! Sr 1000 Words, Little Bear, Huggy's, Me & Mom

Equipment and Other Resources

26 Networked Computers:

- Students can sit anywhere
- Work is saved on server

2 Classroom Computers

- with a colour printer

Laser & Colour Printers in Lab:

- High volume laser printer
- High quality colour printing

LCD :

- for group presentations
- Improves teacher management

Internet: accessibility to the WWW for :

- teaching resources,
- student materials and
- professional development

Basic Computing Texts: a resource for teachers and students

Internet Resources

Use the online document to access these sites with the Control key and one click of the mouse.

- Thompson's Growing With Technology web site provides levelled interactive and fun activities with Katie, Burton, Booker, Carmen, Dwayne and Yasmin, that will engage students in basic IT literacy <http://www.growing.course.com/index.html>
- The Treasures series really contains hidden treasures. Follow the levelled links to the individual stories. There you will find interactive on-screen student activities that develop computer literacy. <http://treasures.macmillanmh.com/national/students>
- Teacher resources for teaching with technology <http://4teachers.org/>
- Plenty of activities to teach literacy <http://www.computerlabkids.com/>
- Dragonfly Web Pages- for Science investigators of all ages <http://www.units.muohio.edu/dragonfly/>
- Sites for Teachers has hundreds of links to sites for science, social studies, reading, writing and math <http://sitesforteachers.com/>
- <http://www.kids.gov/> This official US government portal for teachers and students has hundreds of links to sites listed by subjects
- Locate web quests for all topics or learn how to make your own. <http://webquest.org/search/>
- A categorized list of sites for teaching and learning <http://school.discoveryeducation.com/schrockguide/>
- The BBC's home school site has primary school links arranged by subject. Many of these sites are Smart board friendly. <http://www.bbc.co.uk/schools/>

Search Engines for Kids:

The Internet provides access to vast amounts of information that can be used to learn more, answer questions and solve problems. Access to this information store is not enough. Learning to effectively mine the Internet's resources is increasingly becoming an essential skill. Some of the information is inappropriate for students but will find its way into their view even when they are not looking for it. These search engines regularly screen sites and provide access to resources considered safe for students. Students can learn essential research skills using these search engines.

- <http://www.ivyjoy.com/rayne/kidssearch.html>
- <http://ithaki.net/kids/>
- <http://www.askkids.com/>
- <http://cybersleuth-kids.com/>
- <http://www.kidsclick.org/>
- <http://www.safekids.com/search.htm>

Science

- Explore both the student and teacher views of this resource to support the Science 200 texts: <http://www.mhschool.com/science/2000/student/index.html>
- Lessons tools and resources for teaching science <http://www.sciencenetlinks.com/>
- <http://www.bbc.co.uk/schools/ks2bitesize/science/> has interactive simulations of experiments on living things, materials and physical processes

Mathematics

- Games, math glossary and E-lab to support the Math Advantage Series www.harcourtschool.com/menus/math_advantage.
- Search through NCTM's database of online activities <http://illuminations.nctm.org/ActivitySearch.aspx>
- Coolmath is one of the most popular sources for math education in the world with student activities for home and school. <http://www.coolmath.com/>
- ThinkQuest is a site created by students of all ages. Innovative projects involving math: <http://www.thinkquest.org/library/>

Physical Education

- Learn more about the Bermuda Spirit voyage which is the third leg of BPSS's Aquatics programme at <http://www.bermudasloop.org/>
- A health and fitness web site that promotes healthy habits: <http://www.kidnetic.com/>
- Designed for students interested in running: <http://www.kidsrunning.com/>

Bermuda Science and Social Studies Resources

- <http://www.bnt.bm/> Bermuda National Trust featuring Bermuda's historic and natural treasures
- <http://www.audubon.bm/> Bermuda Audubon Society's site focuses on conservation efforts of Bermuda's flora and fauna
- <http://www.bermudanationalgallery.com/> Bermuda National Gallery has an education resources link that features Bermuda and other topics
- <http://www.ccturtle.org/bermuda/> Bermuda Turtle Project sponsored by BAMZ has a conservation focus.
- <http://www.bermudarailway.net/> Bermuda Railway site takes a step back in time reliving the age when trains ran the length of the island.
- <http://www.bermudanationallibrary.bm/> Bermuda Library site offering library publications on Bermuda history and traditions as well as a youth link
- Visit this site to learn more about the old town of St. George. There are virtual tours and educational resources too. <http://www.stgeorgesfoundation.com/>
- Learn facts about the Bermuda Maritime Museum at: <http://www.bmm.bm/>
- <http://www.buei.bm/> Bermuda Underwater Exploration Institute
- Check out the Learning Quest link: www.Dolphinquest.org
- The Bermuda Islands Gazetteer is the place to explore Bermuda from the air. Enter street addresses and zoom directly to a view of this location from the air. Explore topics such as addresses, neighbourhoods, geographical features and housing density using full colour photographic images of any location on the island. <http://pimsweb.gov.bm/baf>
- Access all government departments through this portal: <http://gov.bm>
- The Centre on Philanthropy <http://www.centreonphilanthropy.org/> :

The Arts

- **Lots of students work on show at this site where you can learn about artists and their styles** <http://www.kidsart.com/Gallery>
- A web site for students and teachers featuring virtual Crayola products that promote skills with a variety drawing tools a paintbrush and using a colour palette. Select from a number of colouring projects that can be done on line- <http://www.crayola.com/>

Resources on the MOE Site

Access the Bermuda Public School System's web site for links to these sites.

Accunet Multimedia Archive



The Archive is a primary source database from the Associated Press that takes users on a sensory journey of photographs, audio sound bites, graphics and text spanning over 160 years of history. User comprehension and recall skills will improve with visually stimulating imagery.

Copy and paste these resources into word processing, desktop publishing and slide presentations as teaching resources to better communicate ideas, concepts and portray events to students. Teachers can make the resources available to students. Perform the search, and then paste these images, sound clips and clip art to the Shared folder where students can access them to enhance their own work. Be sure to follow the guide for appropriate use of these resources.

Kids Search



One of the EBSCO Research Databases, Kids Search is the one most suited for primary school students. Users can search by topics such as animals, art and music, geography, language arts, social studies, etc. Students can learn the power of databases by performing detailed searches that can refine results.

Use these resources to locate materials such as articles, videos and images that you will use in the classroom. Lexile ratings will give reading levels.



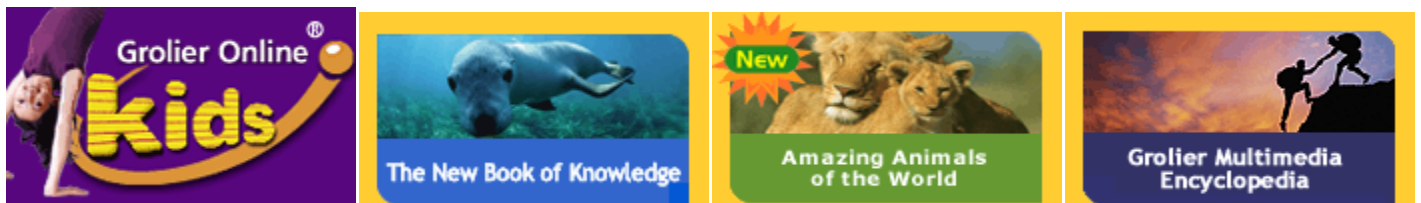
The sign-in section allows students to have access to a personal area where they can collect information they plan on reusing in another Kids Search session. Have students sign in only if you want them to save items and reuse them in the future. Any items saved will be available to that student the next time they sign in to My Kids Search.

United Streaming



There is no excuse for a dull lesson with Discovery Education's United Streaming. These multimedia resources integrate seamlessly into any curriculum with 4,000 full-length videos segmented into 40,000 content-specific clips that appeal to a variety of learning styles. Use the powerful tools to search videos, clipart story starters, etc., by topic, age or standard. Use Your Content to organize your materials for repeated use. Students and teachers can integrate these resources into Microsoft Word applications as a strategy to communicate effectively. See your IT coordinator to set up an account.

Grolier Online



At <http://go-kids.grolier.com/> Grolier Online, teachers and Primary 4 – 6 students have access to award-winning databases, special features and multimedia presentations. It is very easy to use: enter topics or words you want to explore in the **Search** box and click **Go**. Grolier Online will search such databases as The New Book of Knowledge, Grolier Multimedia Encyclopaedia, Encyclopaedia Americana, Amazing Animals of the World and a variety of dictionaries.

Students can perform simple to complex searches over one or more of these databases. Within a few, seconds the results are displayed as a selection of encyclopaedia articles, web sites, media, feature stories and magazines. Teachers can also use Grolier Online as a means to teach concepts about databases by comparing search criteria with the results.

These resources (text, graphics, video) can then be incorporated into student projects and teaching resources. Approved web sites can also be included in the search results providing access to additional resources. Also, explore the alternative platform of this resource <http://go-passport.grolier.com/> that is geared for middle school students and up.

Software Title	Suggested Year Level						Page	Language	Math	Science	Social Studies	Health	Arts	Problem Solving
	1	2	3	4	5	6								
2 Simple Early Learning Tool Kit	•	•	•				10	•	•				•	
2 Investigate		•	•	•	•	•	10							•
Bailey's Book House	•	•	•				19	•						•
Destination Reading Course II			•	•	•	•	18	•						
Huggly's Sleepover	•	•					11	•	•					
Jumpstart Kindergarten	•	•					11	•	•					
Just Me and My Mom	•	•	•	•			11	•			•			
Kid Pix Deluxe 4	•	•	•	•	•	•	11						•	
Little Bear Kindergarten	•	•					12		•					•
Magic School Bus "Animals"	•	•	•	•	•		13			•	•			
Magic School Bus "Bugs"	•	•	•	•	•		12			•				
Magic School Bus "Concert"	•	•	•	•	•		13			•			•	
Magic School Bus "Earth"	•	•	•	•	•		13			•	•			
Magic School Bus "Flight"	•	•	•	•	•		14			•				
Magic School Bus "Mars"	•	•	•	•	•		14			•				•
Magic School Bus "Rainforest"	•	•	•	•	•		12			•	•			•
Mavis Beacon				•	•	•	14							
Microsoft Office	•	•	•	•	•	•	16	•	•	•	•	•	•	
Mighty Math Calculating Crew				•	•	•	15		•					
Mighty Math Carnival Countdown	•	•	•				15		•					
Mighty Math Number Heroes				•	•	•	15		•					
Mighty Math Zoo Zillions	•	•	•				16		•					
Millie's Math House	•	•	•				19		•					•
Reading Counts	•	•	•	•	•	•	17	•	•					
Sammy's Science House	•	•	•				19			•				•
Scholastic Keys	•	•	•	•	•	•	16	•	•	•	•	•		
Student Encarta 2007				•	•	•	17	•	•	•				
Thinking Things 2	•	•	•	•	•	•	18		•					•
Thinking Things 3			•	•	•	•	18		•					•
Trudy's Time and Place House	•	•	•				19	•			•			

2 Simple USA

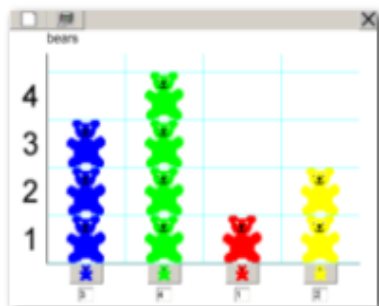
These programs are easy to use and focus on student centred approaches. Videos illustrate useful strategies for teachers to integrate technology into their lessons. <http://www.2simple.com/videos/>. The 2Simple Series is Smart Board friendly.

Early Learning Toolkit contains a number of tools that can be used to develop early learning skills. Descriptions:



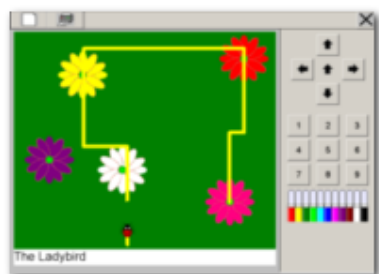
2Paint - Has a simple and clean interface and is very easy to use. You simply select a colour and go! Hide options such as the "Print" button or "Open & Save" from the students from the Teacher's Options menu.

2Publish - A simple Desktop Publishing program with a very simple yet familiar interface which enables the students to create books, borders, envelopes, letters, pictures and much, much more.



2Count - A simple data-handling program for making pictograms. Use the templates for counting activities or create your own!

2Graph - A simple graphing program that makes bar graphs, vertical, horizontal and segmented, pie charts and line graphs easily.



2Go - Give simple instructions to move objects around the screen. Draw your own shapes or explore the five templates 2Go offers. Great for Mathematical and creative development during the primary stages

Students: P1 – P6

Suggested Subjects: math, language, art

2 Investigate

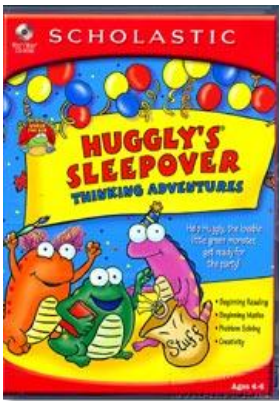
Description: Investigate is a database package from 2Simple. This innovative database program demonstrates the concept of a database in a visual manner. Students can organize, classify or information in a number of formats. They can see the relationships between the information elements gathered in the records. 2 Investigate is a good preliminary tool to prepare for the information management power of databases.



Students: P4-M1

Suggested Subjects: problem solving, information management

Huggly's Sleepover



Description: Huggly the lovable green monster needs your help to get ready for the Annual Monster Sleepover Party. Search for pillows, create posters, mix up mud pies, write stories, and more!

Students: P1- P2

Suggested Subjects: reading, math, problem solving, basic computer operation

Jumpstart Kindergarten

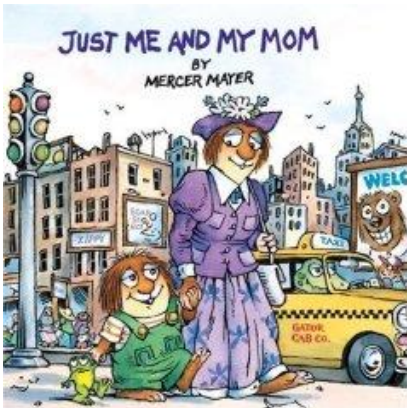


Description: *Jump Start Kindergarten* features activities similar to those experienced in a real Primary One classroom. Students can explore this virtual environment and learn readiness skills.

Age: P1 & P2

Suggested Subjects: reading, math, basic computer operation

Just Me and My Mom

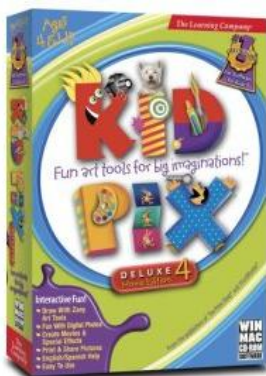


Description: Mercer Mayer's popular Little Critter enjoys a special day in the city with his mother. Students will enjoy this interactive electronic storybook. Use it to prompt writing activities and to stimulate conversation about behaviour, relationships, communities, etc.

Age: P1-P4

Suggested Subjects: Reading, writing, social studies

Kid Pix Deluxe 4



Description: Kid Pix® Deluxe 4 for Schools has been designed expressly for the classroom, with extensive input from teachers and students. Use this drawing program to develop skills with graphics, desktop publishing and to enhance communication of ideas, concepts and creative expression.

Age Group: P1-M3

Suggested Subjects: Art, illustration in language, math, social studies and science

Little Bear Kindergarten



Description: This programme features Maurice Sendak's Little Bear in a charming adventure for kindergartners with activities that develop critical thinking skills. To help students to get the most of these activities, teachers should use whole group demonstrations to discuss problem-solving strategies

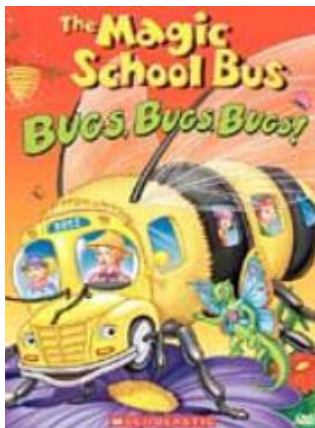
Age: P1 &P2

Suggested Subjects: logic & problem solving, listening, Math: counting and number skills, comparing and contrasting and pattern recognition.

Magic School Bus Series

The popular Magic School Bus series features Ms. Frizzle and her class explore a number of exciting topics through their adventures. Students can join in the virtual experiments and other activities as they learn about a variety of scientific disciplines. Introduce the activities to students as a whole group, generating questions and identifying the big ideas before allowing them to explore on their own. Conclude the lessons with discussion. Visit <http://www.scholastic.com/magicschoolbus/> for more ideas and activities.

Magic School Bus “Bugs”



Description: In this collection, Ms. Frizzle and her class explore the fascinating world of insects. Watch and learn as the Magic School Bus visits the habitats of bees, ants, and even caterpillars, proving that education comes in all shapes and sizes.

Ages: P1-P5

Magic School Bus “Rainforest”

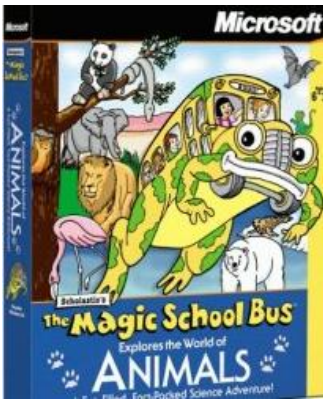


Description: Another solid Magic School Bus title, this one is set in the rain forests of Costa Rica. Ms. Frizzle and class must explore the environs, following clues to find certain inhabitants. When they locate the requested creature or element, they can "clone" it with a special device and then bring it back to the classroom.

Age: P1-P5

Suggested Subjects: ecology of the rainforest, problem solving, geography

Magic School Bus “Animals”



Description: The Magic School Bus once again takes off, this time to seven distinct habitats: African savannah, Arctic tundra and ocean, Brazilian rain forest, Himalayan Mountains, North America Sonoran desert, North American swamp and South Pacific Island and reefs.

Age: P1-P5

Suggested Subjects: Science, Geography

Magic School Bus “Concert”

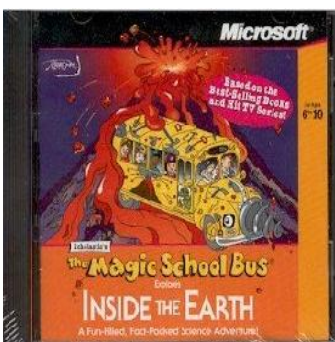


Description: Unlike previous Magic School Bus titles, there is no mission or overall goal to the activity, and there is no relationship between the activities. Instead, children explore two screens filled with items that lead to games that launch short lessons on sounds and music.

Age: P1-P5

Suggested Subjects: music, the physics of sounds, memory, pitch, instruments, sound waves, mixing sounds

Magic School Bus “Earth”

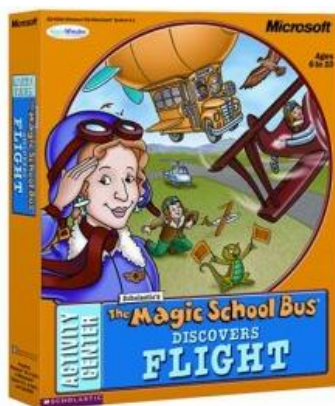


Description: *The Magic School Bus Explores Inside the Earth*, is an interactive science adventure that takes kids on a geological escapade to learn about volcanoes, fossils, rocks, and minerals. Kids explore 6 terrains of the earth: a canyon, an underwater volcano, a giant fault, a deep cavern, a land volcano, and inside a crystal. This title is filled with eight games, four experiments, and six reports to keep kids playing and learning.

Age: P1-P5

Suggested Subjects: Science, Social Studies

Magic School Bus “Flight”



Description: *The Magic School Bus Discovers Flight Activity Center* lets kids spread their wings and learn about flight, aircraft, and animals that fly. Players will learn science concepts through activities designed to satisfy the demands of both education and entertainment.

Age: P1-P5

Suggested Subjects: Science

Magic School Bus “Mars”



Description: In this Magic School Bus programme, children simply hop on the bus with Ms. Frizzle and the gang to explore the infamous Red Planet. Once there, kids find several experiments to conduct, plus a host of Mars facts, photos and animations.

Age: P1-P5

Suggested Subjects: science

Mavis Beacon



Description: Boost efficiency and enhance productivity with excellent keyboarding skills. Mavis Beacon Teaches Typing 15 Deluxe is an ideal tutorial program for any keyboard user. Featuring customized lessons, motivating speed tests and progress reports, dictation practice, and more, this versatile program is equally effective for the young student typist or teachers seeking to improve their skills.

Age: P4 - up

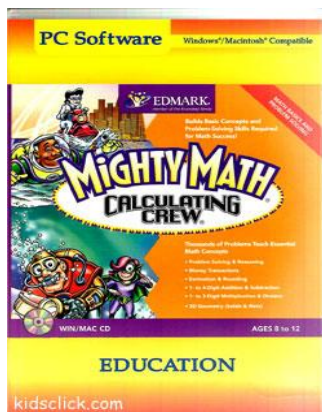
Suggested Subjects: Basic literacy

Mighty Math Series

These software packages are designed to provide coverage of the major topics in the mathematics curriculum P1 – M1. For most of these programs, teachers are able to access the options by pressing the **Control, Alt** and **A** simultaneously. Moving the sliding scale will change the degree of difficulty of the problems manually. However, as students take part in the activities, the program will adjust the degree of difficulty according to performance.

The manuals contain useful information detailing each menu choice and the mathematics skills and concepts they support. Teachers can get additional ideas for before and after computer activities including **student worksheets**. These student-centred activities often integrate other subjects building authentic application for these math skills

Mighty Math Calculating Crew



Description: Exciting activities teach multiplication and division of whole numbers and decimals, number line concepts, 3D solids and their properties, money transactions and much more.

Age: P4 – M1

Suggested Subjects: Mathematics

Mighty Math Carnival Countdown

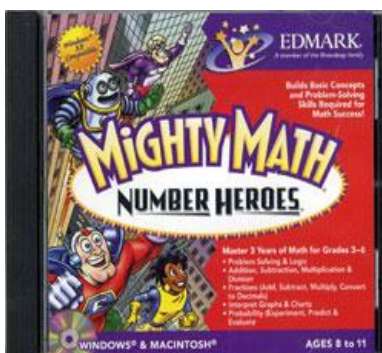


Description: With five playful activities, Mighty Math Carnival Countdown invites young students to explore and grasp basic math concepts and problem-solving skills. Students help Annie the Armadillo with Pattern Block brainteasers, count bubbles with the Bubble Band, weigh laughs in the Giggle Factory, and more.

Age: P1-P3

Suggested Subjects: Mathematics

Mighty Math Number Heroes

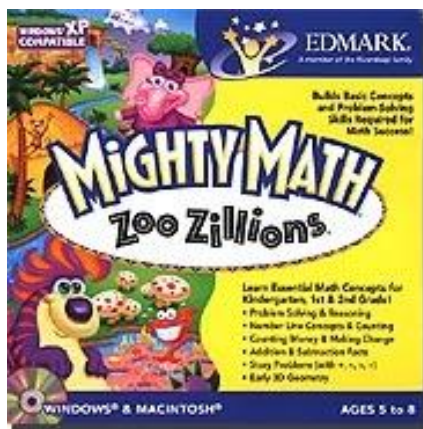


Description: Exciting activities teach multiplication and division, plane geometry, fractions, graphs and charts, probability and more. Fraction Man uses fireworks and fractions become very clear. Kids can make their own fraction fireworks or answer questions. Students start with basic fractions and move on to comparing fractions, finding equivalent fractions and converting decimals to fractions.

Age: P4 – M1

Suggested Subjects: Mathematics

Mighty Math Zoo Zillions



Description: Mighty Math Zoo Zillions teaches kindergarten, 1st, and 2nd grade students the concepts, facts, and thinking skills necessary to build math confidence and develop a strong, lasting understanding of math! Innovative activities teach number line concepts, addition and subtraction, counting money and making change, problem-solving skills, and early three-dimensional geometry. Learning and understanding math is fun with the entertaining creatures of Zoo Zillions!

Age: P1-P3

Suggested Subjects: Mathematics

Microsoft Office

The ultimate suite of productivity tools for students, educators and administrators. Begin a variety of documents from scratch or use templates where more support is needed. Pictures, sound, clipart and animation can be included in products made with Office giving users to power to create and communicate with multimedia. Features most used at the primary level are:

Microsoft Word: a word processing application that has innumerable uses wherever text is involved.

PowerPoint: a presentation tool that creates slide presentations

Excel: a tool for creating spreadsheets

Age: P1-P6

Suggested Subjects: All

Scholastic Keys



Scholastic Keys provides elementary students with a kid-friendly interface for Microsoft Word, Excel, and PowerPoint® to promote learning in a fun way. This software helps teachers incorporate technology skills and enhance lesson plans in reading, writing, and math, while maximizing your school's investment in Microsoft Office. Complete with a variety of helpful templates, drawing tools, and hundreds of colorful graphics, sound effects, text-to-speech reader, and movies, this program provides an early introduction to using Microsoft Office now—and for years to come.

Age: P1-P6

Suggested Subjects: All

Student Encarta 2007



Microsoft Student 2007 contains the Children's Encarta and Microsoft Math. Encarta is organized by subject: Art, Design & Technology, Geography, History, Living Things, Math & Science, People & Beliefs, Sports & Games and Games & Stuff. Students and teachers can quickly find relevant and useful content and learning tools for their assignments and classes.

Ages P4 and up

Subjects: all

Reading Counts

The complex block contains a banner for 'Scholastic Reading Counts'. The banner has a yellow top section with the Scholastic logo and 'READING COUNTS!' in a stylized font. Below this is a blue section with the text 'Motivate Readers Measure Success • Meet AYP Goals' and a 'Powered by iSW' logo featuring a dog. Below the banner is a photograph of two students in a library; a boy in a yellow shirt is reading a book at a desk, and a girl in a pink shirt is standing and reading a book.

Description: An individualized reading programme that motivates students to read through a series of leveled books.

Age: P1-S4

Suggested Subjects: Reading

Thinking Things 2



Description: The Thinking Things Series focuses on the development of skills that involve logic and reasoning. Students will enjoy using the tools and toys in activities that also help to encourage creativity.

Using the LCD, introduce these programs to students as a group to ensure they understand the objective of the activities. Ask probing questions to guide their thinking. Once students

have had the opportunity to work independently, conclude sessions with discussions of the strategies that they have used: observation, memory, listening, etc.

Thinking Things 2 Ages: P3-P6

Thinking Things 3

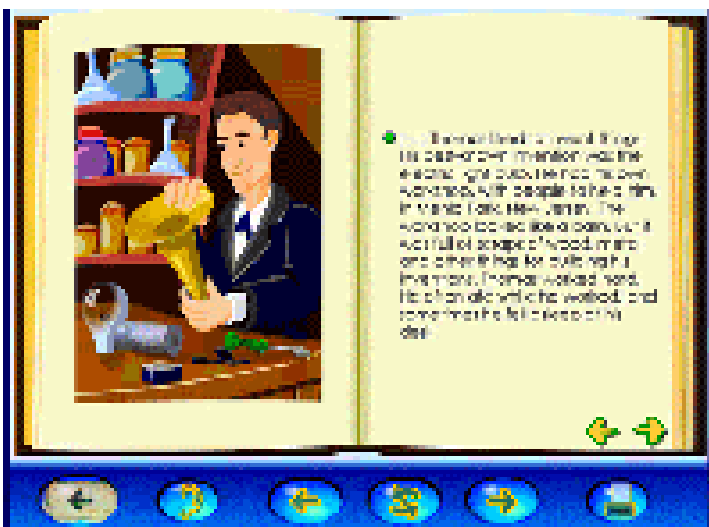


- Patterns
- Spatial Awareness
- Visual Memory
- Observation and Analysis
- Auditory Discrimination
- Musical and Visual Creativity
- Deductive and Inductive Reasoning
- Early Computer Programming Skills
- Predict Outcomes and Test Rules
- Gravity, Friction, Motion and Inertia
- Analyze and Synthesize Information

Ages P4 and up

Suggested Subjects: All involving logic, reasoning and creativity

Destination Reading Course II



Destination Reading Course II is a comprehensive language program that focuses on the building blocks of reading. Students can travel at their own pace through a number of interesting and fun activities (destinations) designed to teach and reinforce reading and language skills. Teachers are able to monitor the individual progress of students through an easy to use management system. Destination Reading II is designed for Primary 3 & 4 but teachers can determine its use for students above and below these year levels.

Ages: P3 – P4

Suggested subjects: language arts

Edmark House Series

The House Series introduces early learners to reading, math and science. Use whole group instruction to feature one menu item at a time. Students will benefit from these activities if they understand the objectives and operation of the individual features. Open and close sessions with discussion. Use the projector to ensure students recognize and grasp big ideas and concepts.



Bailey's Book House

Bailey's Book House builds the foundation for a lifelong love of reading through the exploration of letters, words, rhyming, and sentence building. Now through nine playful activities, students learn about letter names and sounds, rhyming words, adjectives, how text relates to visual symbols, positional words, letter recognition, sentence building and much more. These activities help build language concepts and thinking skills students need to communicate and make sense of the world around them.

Age: P1 – P3

Suggested Subjects: Language

Millie's Math House

Millie's Math House lays the groundwork for a solid understanding of fundamental math concepts and thinking skills that feel like play. Students build a foundation of fundamental math concepts and thinking skills. Through activities that feel like play, students explore numbers, shapes, sizes, quantities, patterns, sequencing, and new activities addressing measurement concepts and number sentences.



Age: P1 – P3

Suggested Subjects: Mathematics, problem solving



Sammy's Science House

Sammy's Science House teaches budding scientists how to observe, analyze and test theories. Sammy helps young scientists build their understanding of biology and time concepts with two new modules that explore stages of plant development over time and looking at how different animals age.

Age: P1 – P3

Suggested Subjects: Science

Trudy's Time and Place House

Trudy's Time and Place House encourages students to explore and expand their knowledge of the world around them. Students visit and compare cities, towns and the countryside, learn about people in the community and jobs.



Age: P1 – P3

Suggested Subjects: Social Studies, Language

