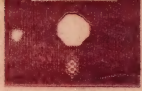


# GRAMMAR GREMLINS™

Improves grammar skills

Inside Package

5.25"



Swap  
Available  
to 3.5"

# Grammar

Apple II  
Family

- Grades 3 through 6
- Plurals, Punctuation & Possessives
- Subject/Verb Agreement, Parts of Speech & More
- Over 600 practice sentences and a fun-filled game

 Davidson.

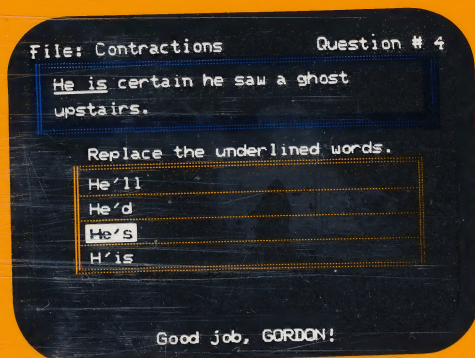
Requires 64K

# GRAMMAR GREMLINS™

## Educational Software That Works.

- OBJECTIVE:** to present basic rules of grammar and offer effective practice with a fun-filled game and other skill-building activities
- LEVEL:** 3rd through 6th grade  
reinforces basic grammar rules for students of all ages

Learning correct grammar can be a chore, but with **Grammar Gremlins**, the chore turns into fun. The **Grammar Gremlins** game is an exciting trip to a haunted house. Answer choices zoom out of each window. Your quest is to identify the correct answer. Earn points by answering the questions correctly. When the Gremlin appears, earn bonus points!



**Grammar Gremlins** contains 700 practice sentences covering:

- Sentence structure
- Parts of speech
- Plurals
- Contractions
- End punctuation
- Capitalization
- Abbreviations
- Agreement
- Commas, semi-colons, colons
- Possessives
- and more!

- Additional Special Features:**
- editor for entering your own material
  - animation and color
  - hi-res graphics
  - positive reinforcement
  - diagnostic pretest
  - review test
  - record keeping
  - retake option
  - print-out capabilities
  - optional sound effects
  - one or two drive option

 Davidson.

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# GRAMMAR GREMLINS™

by Santa Barbara Softworks  
in conjunction with  
Davidson & Associates, Inc.

# Grammar

Davidson & Associates, Inc.  
3135 Kashiwa Street  
Torrance, CA 90505  
(213) 534-4070

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## INTRODUCTION

Welcome to **Grammar Gremlins!**

**Grammar Gremlins** is a comprehensive grammar program for third, fourth, fifth, and sixth grade students.

It was designed to accomplish four major objectives:

1. to present the basic rules of grammar
2. to offer effective practice in applying these rules
3. to provide a positive, motivating environment so that students are encouraged to learn
4. to provide an opportunity for students to be successful as they learn.

**Grammar Gremlins** contains rules of grammar with examples and over 600 practice sentences to reinforce learning. The topics covered include:

- abbreviations
- agreement
- capitalization
- contractions
- parts of speech
- plurals
- possessives
- punctuation
- sentence structure.

The material is presented in four levels of difficulty. Each of the four levels contains a diagnostic pretest to identify individual strengths and weaknesses and a review test to assess progress and identify areas for further study. Each lesson (file) presents:

- the grammar rule(s)
- Build Your Skill - a practice activity in which to apply the rule and reinforce learning
- the Grammar Gremlins game - a fun-filled, highly motivational game in which good grammar is rewarded.

**Grammar Gremlins** also contains an easy-to-use editor so that additional material can be entered for use with all the parts of the program.

**Grammar Gremlins** is equipped with a record-keeping system which allows the recording of students' progress as they work through the program.

**Grammar Gremlins** was designed to augment, not to replace, formal instruction in grammar. Students will find it a quick and easy way to supplement and reinforce the work done in class.

**Grammar Gremlins** also serves as an excellent review for students who wish to brush up on basic grammar rules.

**Grammar Gremlins** was designed and developed by a team of English teachers and computer education specialists at Davidson & Associates, Inc. and Santa Barbara Softworks.

## GETTING STARTED

Before you begin using **Grammar Gremlins**, please complete the registration card and return it to Davidson & Associates, Inc. This will ensure that you receive technical support for **Grammar Gremlins**, announcements of updates, and information on new products. If your disk malfunctions within 5 years, it will be replaced at no charge.

The program is protected. You may purchase a back-up copy for \$10.00 when you send in your registration card, or later by writing to Davidson & Associates, Inc. Grammar Gremlins back-ups are available on 3 1/2" or 5 1/4" disks.

In this package you will find:

- the **Grammar Gremlins** Disk
- the manual you are now reading.

### Starting the Apple Version

To use **Grammar Gremlins**, Apple version, you need:

- an Apple IIc, IIe, IIgs or II+ computer with at least 64K
- one or two disk drives
- a monitor
- a **Grammar Gremlins** Disk (Program Side 1, Data Side 2)
- a printer (optional)
- a disk formatted with either **DOS 3.3** or **ProDOS** for storing student records (optional).

To run **Grammar Gremlins, Apple** version, follow these steps. If you are using 2 drives, copy the Data (Side 2) onto a separate, formatted disk to reduce the need for disk swapping. If you are using 1 drive, you will be instructed when to remove the Program Disk and reinsert it, Data side up.

- Insert the Program (Side 1) into the disk drive and turn on your computer.
- Type your name, the date, then select record keeping and sound options.

### Starting the IBM Version

To use **Grammar Gremlins, IBM** version, you need:

- an IBM PC, PCjr, or compatible computer
- 1 or 2 double-sided drives
- a Color/Graphics adapter
- 128K and DOS 2.0 or greater
- a monitor (or tv)
- the **Grammar Gremlins** Disk
- a printer (optional)
- a formatted disk for storing student records (optional).

To run **Grammar Gremlins, IBM** version, follow these steps.

- Insert the DOS disk into drive A and turn on your computer.
- When the drive stops, enter the date and time.
- At the A>, remove the DOS disk, insert the **Grammar Gremlins** disk, and type **gg** <Return>.
- Type your name, the date, then select record keeping and sound options.

To start the program when you are using a hard disk, begin with the **Grammar Gremlins** disk in drive A.

- At the C>, type **a:** <Return>.
- At the A>, type **gg** <Return>.

### Making Grammar Gremlins Self-Booting

To make the program self-booting:

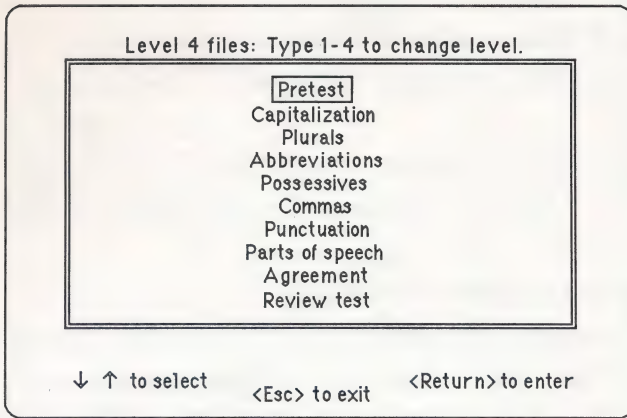
- Boot the DOS disk in drive A; enter the date and time.
- If you have 2 drives, insert **Grammar Gremlins** in drive B.
- Type **sys b:** <Return>. (If you have 1 drive, prompts on the screen will tell you when to swap disks.)
- When the A> reappears, type: **copy command.com b:** <Return>. Follow the screen prompts.
- When the A> reappears, the process is complete.

If you are using a hard disk and wish to make the **Grammar Gremlins** disk self-booting:

- Insert the **Grammar Gremlins** disk in drive A.
- At the C>, type **sys a:** <Return> and follow screen prompts.
- When the C> reappears, type **copy command.com a:** <Return>. When the C> reappears, the process is complete. The **Grammar Gremlins** disk will then self-boot from floppy drive A.

**Note:** If you wish to copy the Grammar Gremlins program and data to your hard disk, please turn to Page 40 for complete instructions.

## The Main Menu



- Select a level and a subject from those listed on the screen. Use the arrow keys to select a subject and press <Return> to enter your choice. You should begin with the Pretest.
- The activity options will appear at the bottom of the screen. Use the arrow keys to select **Build Your Skill** (a drill and practice activity) or **Grammar Gremlins** (a fun-filled game).
- To return to a previous menu at any time, press <Esc>.

## Creating a Records Disk

Create a special **Grammar Gremlins** Records Disk on which to save student records. Each disk will hold records for up to 24 students. Follow these steps.

- Format a blank disk using the DOS commands for your computer (Apple users may use DOS 3.3 or PRODOS).
- Insert your **Grammar Gremlins** Disk into the disk drive and turn on your computer.

- When asked to enter your name, type **Records** <Return>.
- Indicate the disk drive you wish to use for your records disk.

**GRAMMAR GREMLINS**

Name: **Records**                      Records drive: **B■**

Record Keeping:    Off    On

Date:

Sound:    On    Off

Level:    1    2    3    4    Your data

←   → to select                                      <Return> to enter

↑ to edit    <Esc> to quit

- Answer **yes** to the question, "Create a Grammar Gremlins Records Disk?" <Return>. A message will appear on the screen telling you that you have no records yet.
- Press <Esc> to return to the program. You will be asked to insert your **Grammar Gremlins** disk once again.
- When you are returned to the opening screen, use the <-- (left arrow) to erase the word **Records** and type in a name.

## Using the Record Keeping Function

- Select **Record Keeping On** <Return>.
- Insert your Records disk and press <Return>. The program will search for the name you entered and verify that a file has been created. (Skip this verification step by pressing <Esc>.)
- If a file has not yet been created for that name, a message will appear asking if you wish to create a record. Answer **yes** <Return>, and follow the directions on the screen.

## Viewing and Printing Records

- When asked to type your name, type **Records** <Return>.
- Insert your **Grammar Gremlins** Records Disk.
- Records created on the disk will be listed by name. You may print all records on the disk automatically, without viewing, by pressing **P** at this time. (Be sure your printer is on.)
- If you wish to view a single record, use the arrows to select a name <Return>. You may also print out a copy of this record.

# USING THE PROGRAM

## The Pretest

Begin the program by taking the **Pretest** at Level 1. This short multiple-choice test assesses your knowledge of the material covered at that level. It is a diagnostic test which will pinpoint those areas in which additional practice is needed. The scoreboard which appears after you complete the Pretest will indicate your score and list those areas which you need to review. If you score 100% on Level 1, go on to Level 2 and repeat the process.

The subjects covered on each level and the grades for which the material is designed are listed below.

### **Level 1 - Grade 3**

Pretest  
Capitalization  
Plurals  
Contractions  
Punctuation  
Parts of speech  
Sentences  
Review test

### **Level 2 - Grade 4**

Pretest  
Capitalization  
Plurals  
Contractions  
Abbreviations  
Commas  
Parts of speech  
Sentences  
Review test

### Level 3 - Grade 5

Pretest  
Capitalization  
Plurals  
Abbreviations  
Possessives  
Punctuation  
Parts of speech  
Agreement  
Review test

### Level 4 - Grade 6

Pretest  
Capitalization  
Plurals  
Abbreviations  
Possessives  
Commas  
Punctuation  
Parts of speech  
Agreement  
Review test

## Build Your Skill

After determining a level, select Build Your Skill. Read the rule carefully. When you feel you thoroughly understand it, press <space bar> to continue the lesson.

File: Plurals 3

Rules

Most nouns ending in a vowel and o form their plurals by adding s.

→ radio -- radios  
studio -- studios

Some nouns ending in a consonant and o form their plurals by adding es.

→ echo -- echoes  
potato -- potatoes

Some nouns ending in a consonant and o form their plurals by adding s.

→ silo -- silos  
Eskimo -- Eskimos

<space bar> to continue

On the next page is a sample screen. Read the words in the top box. Read the four answer choices in the boxes below. Use the arrow keys to select the best answer <Return>.



To save your score on the Records Disk you have already prepared, select **Save** from the Scoreboard screen, press <Return> and follow the screen prompts.

### The Grammar Gremlins Game

The Grammar Gremlins game is a fun-filled activity that challenges you to recognize correct grammar and usage. On the screen is a haunted house with several windows.

Select the best answer.



How would Superman begin a friendly letter?

At the bottom of the screen is a sentence or a question. The answer choices are hidden behind the windows in the house. When the pair of eyes appears in a window, press <Return> to open that window. One possible answer will zoom out and fly to the top of the screen. Your task is to decide whether it is correct or incorrect. If it **is** correct, press <Return > to accept it; if it **not** correct, press <space bar> to reject it. Open another window by pressing <Return>.

The eyes move randomly from window to window. If you wish, you can make them move faster by pressing <space bar>. Sometimes scary creatures fly out of a window. If the Gremlin appears, you earn bonus points.

The moon in the top left corner of the screen shows the points you may earn for each question. The points are slowly ticking away. The more quickly you are able to select an answer, the higher your score will be. Your score is tallied on the screen as you play the game.

The game can be played at two difficulty levels. At the Novice level, each window can be selected only once. At the Advanced level, the window selection is random and the time allotted for each question is shorter.

### **The Review Test**

When you have satisfactorily completed all the lessons on a given level, you are ready to take a Review test. The Review test at each level contains twenty questions and covers all the subjects presented at that level. The scoreboard which appears after you complete the test indicates your score and lists any subjects in which you missed questions. You may wish to repeat these lessons. When you are ready, proceed to the next level. Begin by taking the Pretest at the new level.

## Special Features

**Record Keeping** - Students' scores for each activity may be stored on a formatted disk. Individual and complete records may be viewed and printed.

**Positive Reinforcement** - Throughout the program, correct answers are rewarded. You are never scolded for an incorrect answer.

**Pretest and Review test** - Each level has a pretest for diagnostic purposes and a review test to measure improvement.

**Reviewing Items you Missed** - At the conclusion of the Build Your Skill activity, you will have an opportunity to retake any items you missed, allowing you to concentrate your efforts on only those questions you have not yet mastered.

**Sound Effects** - The program has sound effects which are activated by each correct response. You may choose to have the sound on or off.

**Escape Feature** - The escape key <Esc> allows you to leave an activity at any time during the program. Press <Esc> to see your score or to return to a previous menu.

**Print Option** – You may make a printout of your score on each activity. Turn on your printer and select the Print option from the scoreboard screen to get a printout.

## USING THE EDITOR

**Grammar Gremlins'** easy-to-use editor allows you to create your own file with a rule and multiple-choice questions. Your file can be saved to the disk and then used with both the Build Your Skill activity and the Grammar Gremlins game.

The editor developed for use with this software package is versatile and easy to use. It allows you to make corrections with ease as well as add or remove items from the file.

### What You Need

To use the editor you will need:

- the **Grammar Gremlins** disk and
- any disk formatted for use with your computer (Apple may use DOS 3.3 or ProDOS)

### Commands of the Editor

Before you begin using the editor, familiarize yourself with the following commands. They will help you enter and edit your material with ease.

<b>&lt;-</b> (left arrow)	moves cursor one character to the left
<b>-&gt;</b> (right arrow)	moves cursor one character to the right
<b>&lt;Ctrl&gt; J</b> (down arrow)	moves cursor down one line
<b>&lt;Ctrl&gt; K</b> (up arrow)	moves cursor up one line
<b>&lt;Ctrl&gt; D</b> (delete)	deletes to the left

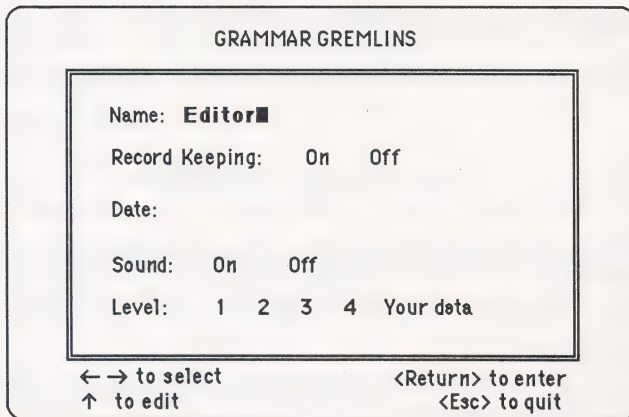
- <Ctrl> X                      deletes the line
- <Ctrl> S                        saves screen to disk
- <Ctrl> L (underline)        toggles underline
- <Esc>                            returns to view mode

You may access a screen display of these commands from the Edit Mode by pressing <Ctrl> I. The ⌘ (open apple) key may be used in place of the <Ctrl> key for any of these commands.

### Accessing the Editor

To begin using the editor, follow these steps.

- Insert the **Grammar Gremlins** Program (Side 1) in the disk drive.
- Turn on your computer.
- After a brief introduction, you will be asked your name. Instead of entering your name, type **Editor** <Return>.



- Indicate the drive for your data. (If using a hard disk, see page 40 for special instructions on using pathnames).
- When you are asked to select a file, type **N** (for new file).



## Entering Questions

After you have entered and saved your rule, press the right arrow to go on to a question screen.

File: LESSONTWO Question # 1

He has not been here before.

Choices (correct answer first):

hasn't
haven't
has't
hadn't

**ADD QUESTIONS**

← → A = Add I = Insert D = Delete E = Edit  
<Esc> to exit

- Enter the stem of the question in the upper box.
- Enter the correct choice in the first section of the lower box.
- Enter distractors in the second, third and fourth sections of the lower box.
- Press **<Ctrl> S** and follow the screen prompts to save each question.

After the first question is saved to the disk, proceed in the same manner to enter and save each of the remaining questions. From 15-25 questions is a good file length.

## Viewing Your File

After all questions are entered, you may want to view your file to check for errors or omissions. To do this, press **<Esc>** to return to the **VIEW QUESTIONS** mode. Use the right arrow to view the next question; use the left arrow to view the previous one.

## Editing Your File

You may correct any errors in your file.

- From the **VIEW QUESTIONS** mode, scroll to the question you want to edit.
- Press **E** (for edit) .
- Using the arrow keys, move your cursor to the place you want to edit and use the commands of the editor to make your changes.
- Press **<Ctrl> S** to save the changes you have made.

If you discover an error later, you can access the editor, insert your own data disk, and select the appropriate file from the menu. When the file is loaded into memory, follow the directions above.

### Inserting Questions

- From the **VIEW QUESTIONS** mode, scroll to the place where you wish to insert a new question.
- Press **I** (for insert) .
- Enter the stem of your question in the upper box.
- Enter the four choices as before.
- Press **<Ctrl> S** and follow the screen prompts to save your inserted question.
- The questions following the insert will be renumbered.

### Deleting Questions

- From the **VIEW QUESTIONS** mode, scroll to the question you want to delete.
- Press **D** (for delete) .
- You will be asked, Delete this question? No/Yes. Select **Yes**.
- The question will be deleted and the questions following the deletion will be renumbered.

## Adding Questions

- Access the Editor and select the name of the file you wish to amend.
- From the **VIEW QUESTIONS** mode, press **A** (for add). The question screen will be displayed with the number of the new question to be typed.
- Enter a question and four choices as before.
- Press **<Ctrl> S** to save your new question.

## Printing Your File

- Access the Editor and select the file you wish to print.
- Be sure your printer is connected and turned on.
- Press **P** to print.
- Follow the screen prompts.

## Using Your New File

To use your file with both the Build Your Skill activity and the Grammar Gremlins game, follow these steps.

- Boot the **Grammar Gremlins** Program disk.
- After you have entered your name, the date, and your choice for the sound option, select **Your Data**.
- Insert the disk on which you have saved your own data.
- A list of the files will be displayed. Select the file you wish to use.

## ABOUT THE AUTHORS

**Grammar Gremlins** was developed by Santa Barbara Softworks under the direction of Davidson & Associates, Inc. Development teams from each company worked together to produce the program.

Santa Barbara Softworks:

George Taylor and Gordon Morrell - coordinators  
Linda Schwartz, The Learning Works - data designer  
Steve Bowles, S. B. Programming - programmer

Davidson & Associates, Inc.:

Cathy Johnson - coordinator  
Jan Davidson, Ph.D. - educational designer  
Ellen Salzman - editor  
Faye Schwartz - editor

**Grammar Gremlins** is the second product produced by Santa Barbara Softworks and Davidson & Associates, Inc. The first product was **Alge-Blaster**.

Other award-winning educational software products by Davidson & Associates, Inc. include:

<b>Math Blaster!</b>	<b>Spell It!</b>
<b>Word Attack!</b>	<b>Classmate</b>
<b>Speed Reader II</b>	

## NOTE TO TEACHERS

**Grammar Gremlins** has been tested extensively by students in our lab, as well as by teachers and staff. The suggestions for use which follow may prove helpful to you in the classroom or in a computer lab.

Since computer instruction requires concentration and focus of attention, teachers have found that short, frequent sessions are more beneficial than longer sessions. Sessions of approximately 15-20 minutes duration also make it possible for a larger number of students to review and practice basic grammar skills.

Because the sound can be turned off, students with particular needs can use **Grammar Gremlins** in the classroom without disturbing others.

Students who have missed material due to class absence can use **Grammar Gremlins** to catch up with current assignments. Students who complete assignments early can be rewarded with opportunities to reinforce what they have already learned.

**Grammar Gremlins** also has a record keeping capability which makes it easy to track students' progress as well as pinpoint areas of difficulty or improvement. Records for up to 24 students may be kept on each Records disk. Records may be viewed or printed.

The **Grammar Gremlins** editor can be used to customize files for children with special needs, provide extra drill and practice on particular units, or reinforce work covered in class. The format is not limited to grammar alone. Because of its structure, it can be used in many subject areas. The 15 line initial screen can be used to set forth a premise, give detailed directions, or even enter a short reading selection. The following screens can then be used in a multiple choice format for any subject, such as social studies or science. Questions may also be structured in a true-false format.

Within the editor itself, grammar files which you enter can be differentiated by level. Type the level number immediately following the file name, leaving no spaces. You will then be able to access the files directly through the program as they will appear on your Activity menu screen. Do **not** name any editor created file **Pretest** or **Review test** as it will then access the diagnostic score screen which has been structured to diagnose **only** those tests on the original disk.

We invite you to share any ideas regarding the use of **Grammar Gremlins** which you feel will be of interest to other teachers.



## APPENDIX

### LEVEL 1 RULES

#### Capitalization

Capitalize the first word in a sentence and in each line of poetry.

--> Gremlins are spooky.

I think that I shall never see

A poem lovely as a tree.

Capitalize the names of people and pets.

--> Mary and Gary are gremlin twins.  
They have a dog named Patches.

Capitalize the word I.

--> I don't think I want to go inside.

#### Contractions

A contraction is a word made up of two words. Use an apostrophe (') to show that a letter or letters have been left out.

--> I am -- I'm  
you are -- you're  
you would -- you'd

## Plurals

Most nouns are made plural by adding s to the singular form.

-->            ant -- ants  
                 school -- schools

Nouns ending in ch, s, sh, x, and z are made plural by adding es to the singular form.

-->            branch -- branches  
                 gas -- gases  
                 bush -- bushes  
                 box -- boxes  
                 waltz -- waltzes

## Punctuation

Use a period at the end of a sentence that is a statement or a command.

-->            The gremlins were in the haunted house.

Use a question mark after a sentence that asks a question.

-->            Is that house haunted?

Use an exclamation point after a sentence or word that shows strong feeling.

-->            Help! This house is scary!

## Parts of Speech

A noun is the name of a person, place, thing, or idea.

A common noun begins with a lower case letter.

--> girl, street, dog, fear

A proper noun names a particular person, place, or thing. It begins with a capital letter.

--> Jan, Dallas, Spot, Arbor Day

A pronoun takes the place of a noun.

--> it, him, she, you, them, we, us  
Where is John? He is at home.

## Sentences

A sentence expresses a complete thought.

--> The dog ran away.

A sentence must tell who or what did something and what happened.

--> Michael went to school.  
who? - Michael  
what ? - went to school

## LEVEL 2 RULES

### Capitalization

Capitalize initials, abbreviations, and titles of people.

--> Mr. N. J. Nelson, our neighbor, works at Union Bank.

Capitalize days of the week, months of the year, and holidays.

--> Thanksgiving falls on the last Thursday in November.

Capitalize the first word of a direct quotation.

--> She said, "Let's not go there tonight."

### Plurals

If a word ends with a vowel followed by y, form its plural by adding s.

--> boy -- boys

If a word ends with a consonant followed by y, form its plural by changing the y to i and adding es.

--> city -- cities

Some words ending in f are made plural by simply adding s; in others, change the f to v and add es.

--> roof -- roofs  
calf -- calves

## Contractions

A contraction is a word made up of two words. Use an apostrophe (') to show that a letter or letters have been left out.

--> they have -- they've  
can not -- can't  
I had -- I'd

## Abbreviations

An abbreviation is a shortened form of a word.

Abbreviations can be used for:

--> days: Monday -- Mon.  
months: October -- Oct.  
direction: north -- N.

## Commas

Use a comma in a series of three or more words, phrases, or clauses.

--> Red, yellow, and blue balloons filled the room.

Use a comma between the name of a city and the name of a state.

--> He went to Cleveland, Ohio.

Use a comma after the greeting and after the closing in a personal letter.

--> Dear Jane,  
Sincerely yours,

Use a comma to separate the day of the month from the year.

--> September 4, 1976

## Parts of Speech

A verb shows action or being.

Action verbs: runs, hops, sings, shipped,  
looked

Verbs of being: am, is, are, was, were, be,  
being, been

An adjective describes a noun or pronoun by telling how many, what kind, or which one.

-->	five marbles	tall man	last show
	no passes	red dress	that game
	ten girls	timid child	those kids

## Sentences

A sentence has two main parts, a subject and a predicate.

A simple subject names a person, place, or thing and tells who or what the sentence is about.

--> The little puppy was lost for two days.

A simple predicate is a verb or the main part of a verb phrase that tells something about the subject.

--> The bird ate the worm.

The dog was lost for two days.

## LEVEL 3 RULES

### Capitalization

Capitalize the greeting and the first word in the closing of a letter.

-->     Dear Senator Allen,  
          Sincerely yours,

Capitalize the first and last words and all important words in the titles of books, magazines, stories, poems, TV programs, songs, and movies.

-->     We watch "The Cosby Show."

### Plurals

Most nouns ending in a vowel and o form their plurals by adding s.

-->                 radio -- radios  
                      studio -- studios

Some nouns ending in a consonant and o form their plurals by adding es.

-->                 echo -- echoes  
                      potato -- potatoes

Some nouns ending in a consonant and o form their plurals by adding s.

-->                 silo -- silos  
                      Eskimo -- Eskimos

## Abbreviations

An abbreviation is a shortened form of a word. Use a period after most abbreviations.

- > Avenue -- Ave.
- Street -- St.
- teaspoon -- tsp.
- inches -- in.
- gram -- g.
- kilometer -- km.

## Possessives

A possessive word shows ownership. Add an apostrophe (') and an s to most singular nouns to show possession.

- > The girl's bicycle is red.
- My brother's friend is here.

When a word ends in s, add only an apostrophe to show possession.

- > Ladies' shoes are on sale.
- The students' speeches were excellent.

## Punctuation

Use a comma to separate the name of a person being spoken to from what is being said.

- > Stan, what time is it?

Use a comma to set off words like "well," "oh," "yes," and "no," at the beginning of a sentence.

- > Yes, this is a haunted house.

Use quotation marks before and after a quotation or title.

- > Bill said, "It's dinner time."  
Have you seen the movie called "The Empire Strikes Back"?

### Parts of Speech

An adverb describes a verb, adjective, or another adverb by telling how or how much, when, or where.

- > very            soon            there  
badly            later            everywhere  
suddenly        often           here

A conjunction joins words, phrases, clauses, or sentences together. And, but, and or are conjunctions.

- > She studied hard, and she got a good grade.  
He was sick, but now he's better.

### Agreement

A singular subject must have a singular verb.

- > The picture is very valuable.  
One of the boys was injured.  
Either Scott or Eric is going.  
Neither one is afraid.

A plural subject requires a plural verb.

- > My books are on the table.  
Both John and Bob were tired.

## LEVEL 4 RULES

### Capitalization

Capitalize geographical places, nationalities, and languages.

--> French is spoken in France; English is the main language in the United States.

Capitalize the names of businesses, special products, organizations, clubs, schools, ships, airlines, and railroads.

--> Davidson & Associates, Inc. publishes the Grammar Gremlins program.

### Plurals

Some nouns are the same for both singular and plural.

--> deer, moose, salmon, sheep

Some nouns follow no rule in forming their plurals and must be memorized.

--> ox -- oxen                      mouse -- mice  
goose -- geese                    woman -- women  
maid-of-honor -- maids-of-honor

### Abbreviations

Abbreviations can be used for the titles of people.

--> Mister -- Mr.  
Senator -- Sen.  
Reverend -- Rev.

## Possessives

When a plural does **not** end in s, add an apostrophe and an s to show possession.

- > Men's shirts are on display.
- The children's toys were broken.

In compound nouns, the apostrophe and s are placed at the end, nearest to the name of the thing possessed.

- > I got my mother-in law's recipe for fudge.
- The president-elect's speech was excellent.

## Commas

Use a comma before a conjunction when it joins two complete thoughts.

- > We ate dinner, and then we went to the ball game.

Use a comma to set off a long introductory clause or prepositional phrase from the main part of the sentence.

- > When the plane approached the airport, the captain radioed the tower.

## Punctuation

Use a colon:

at the beginning of a list of things in a sentence,

- > Please buy these things: eggs, milk, and lettuce.

after a business letter greeting,

- > Dear Sirs:

to separate hours and minutes .

- > 8:00

Use a semicolon in a compound sentence between complete thoughts that are not joined by a conjunction.

--> The doctors conferred; they decided to operate.

### **Parts of Speech**

A preposition shows the relationship between a noun or pronoun and another word.

--> by, in, of, to, on, off

An interjection expresses surprise or strong feeling.

--> Well!, Oh!, Wow!

### **Agreement**

Form the present tense of most singular subjects by adding s.

--> eat -- eats

Form the past tense of most verbs by adding ed.

--> toss -- tossed

Many verbs are irregular and must be memorized.

--> begin -- began  
do -- did  
lie -- lay  
lay -- laid  
rise -- rose

## RIDDLE ANSWERS

### Parts of Speech Level 2

1. Why did the jelly roll? (because it saw the apple turnover)
2. What kind of cat is good to eat? (catsup)
3. What did one wall say to the other wall?  
(“Let’s meet at the corner.”)
4. Why should doctors always keep their tempers?  
(they can’t afford to lose their patients)
5. Why does the Statue of Liberty stand in New York Harbor?  
(because it can’t sit down)
6. Why are giraffes easy to feed? (a little food goes a long way)
7. What kind of paper makes the best kites? (fly paper)
8. Why can’t your nose ever be twelve inches long?  
(then it would be a foot)
9. What is the longest word in the English language?  
(smiles; there is a mile between the two s’s)
10. What kind of berries live the longest? (elderberries)
11. What can give you the power to see through walls? (a window)
12. Why do birds fly south in the winter? (it is too far to walk)
13. What is a puppy after it is six months old? (7 months old)
14. What kind of a room is never part of a house? (a mushroom)
15. What is the difference between a copper penny and a silver dime? (9 cents)
16. What is as light as air, yet you can’t hold it for twenty minutes?  
(your breath)
17. Why did the girl cry at her own wedding?  
(she didn’t marry the best man)
18. Why did the man cut a hole in the carpet?  
(he wanted to see the floor show)
19. Why did the girl put the automobile wheel in her bed?  
(it was tire(d))
20. Where is the largest diamond in New York City kept?  
(in Yankee Stadium)

**Parts of Speech**  
**Level 3**

1. Why did the germ cross the microscope?  
(to get to the other slide)
2. What is red and goes up and down slowly?  
(a tomato in an elevator)
3. What do most people do when it's raining cats and dogs?  
(hail taxicabs)
4. Who invented the grandfather clock? (Pendulum Franklin)
5. What stays hot in your refrigerator? (the mustard)
6. What tree resembles a calendar? (a date tree)
7. What is the main job of the President? (he's a cabinetmaker)
8. What is a bull called when it is sleeping soundly? (a bulldozer)
9. How did the rocket lose its job? (it was fired)
10. What is the highest building in every city?  
(the library, because it has the most stories)
11. Why is a cloud like a jockey? (they both hold the reins)
12. Why is a dog stuck halfway over a fence like a coin?  
(because its head is on one side and its tail is on the other)
13. How can you equally divide five apples among six people?  
(make applesauce)
14. What word do you always pronounce wrong? (wrong)
15. Why did the man tiptoe carefully past the medicine cabinet?  
(so he wouldn't wake the sleeping pills)
16. What's worse than finding a worm in an apple?  
(finding half a worm)
17. Why are the measles like a mousetrap?  
(they are both catching)
18. What kind of pets make the best music? (trumpets)
19. What has everyone seen, but no one will ever see again?  
(yesterday)
20. What never gets hurt when it falls? (snow)

## Parts of Speech Level 4

1. Why did the young boy put his car on the stove?  
(he wanted hot wheels)
2. Well! What does a dog do when it rains? (gets wet)
3. What did the beaver say to the tree? ("It's been nice gnawing you.")
4. What do you call a cat that eats lemons? (a sour puss)
5. What do you keep after giving it to someone? (a promise)
6. Why is the nose in the middle of the face? (because it is the (s)center)
7. Why did the boy take a ladder to school?  
(he wanted to go to high school)
8. What has twenty heads, but can't think? (a crate of lettuce)
9. Why are most fish well educated? ( they travel in schools)
10. What is full of holes, yet can hold water? (a sponge)
11. What is black and white and red all over? (a blushing zebra)
12. When is a river extremely angry? (when anything crosses it)
13. What coat has no buttons, and must be put on wet?  
(a coat of paint)
14. What kind of bow is impossible to tie? (a rainbow)
15. What has a thumb, but no fingers? (a mitten)
16. Oh! How do you make gold stew? (use 24 carrots)
17. What has many teeth, but can't eat? (a comb)
18. What do you have if you have two ducks and a cow?  
(quackers and milk)
19. Gee! Why is a baby like an old car? (they both have a rattle)
20. Where can you always find money? (in the dictionary)

## HARD DISK INSTRUCTIONS

### To install Grammar Gremlins onto your hard disk:

- Boot the hard disk as usual.
- Insert the **Grammar Gremlins** disk into Drive A.
- At the C>, type **a:hdinstal c:** and press <Enter>. (If your hard disk is not C, then type in the correct designator in place of C.) A subdirectory named **gg** will be created and all the files copied into it.

### To run Grammar Gremlins from your hard disk:

- Boot your computer as usual.
- At the C>, type **cd gg** and press <Enter>. This will access the Grammar Gremlins subdirectory.
- Type **gg**. (The program will ask you to insert the key disk briefly the first time you run the program after booting.)

### To save student records to the hard disk:

- Using DOS 2.1 or more, create a subdirectory for them by typing, at the C>, **mkdir \gg\records**
- When the program asks you the location of your records, **\gg\records** is the pathname you will enter.

### To save your own data files to the hard disk:

- Using DOS 2.1 or more, create a subdirectory for them by typing, at the C>, **mkdir \gg\mydata**
- When the Editor asks for the location of your data, **\gg\mydata** is the pathname you will enter.

## **Additional Data Disks Now Available for Grammar Gremlins!**

Four new data disks are now available for use with the original Grammar Gremlins program disk. Included with each disk are directions for using the new data with all the activities in the program. Each disk contains twenty data files: 480 new questions divided into levels of difficulty for each grade level.

Subject areas covered at each grade level are:

**Data Grade 3** - Capitalization, Plurals, Contractions,  
Punctuation, Parts of speech, and Sentences

**Data Grade 4** - Capitalization, Plurals, Contractions,  
Abbreviations, Commas, Parts of speech, and Sentences

**Data Grade 5** - Capitalization, Plurals, Abbreviations,  
Possessives, Punctuation, Parts of speech, and Agreement

**Data Grade 6** - Capitalization, Plurals, Abbreviations,  
Possessives, Commas, Punctuation, Parts of speech, and  
Agreement

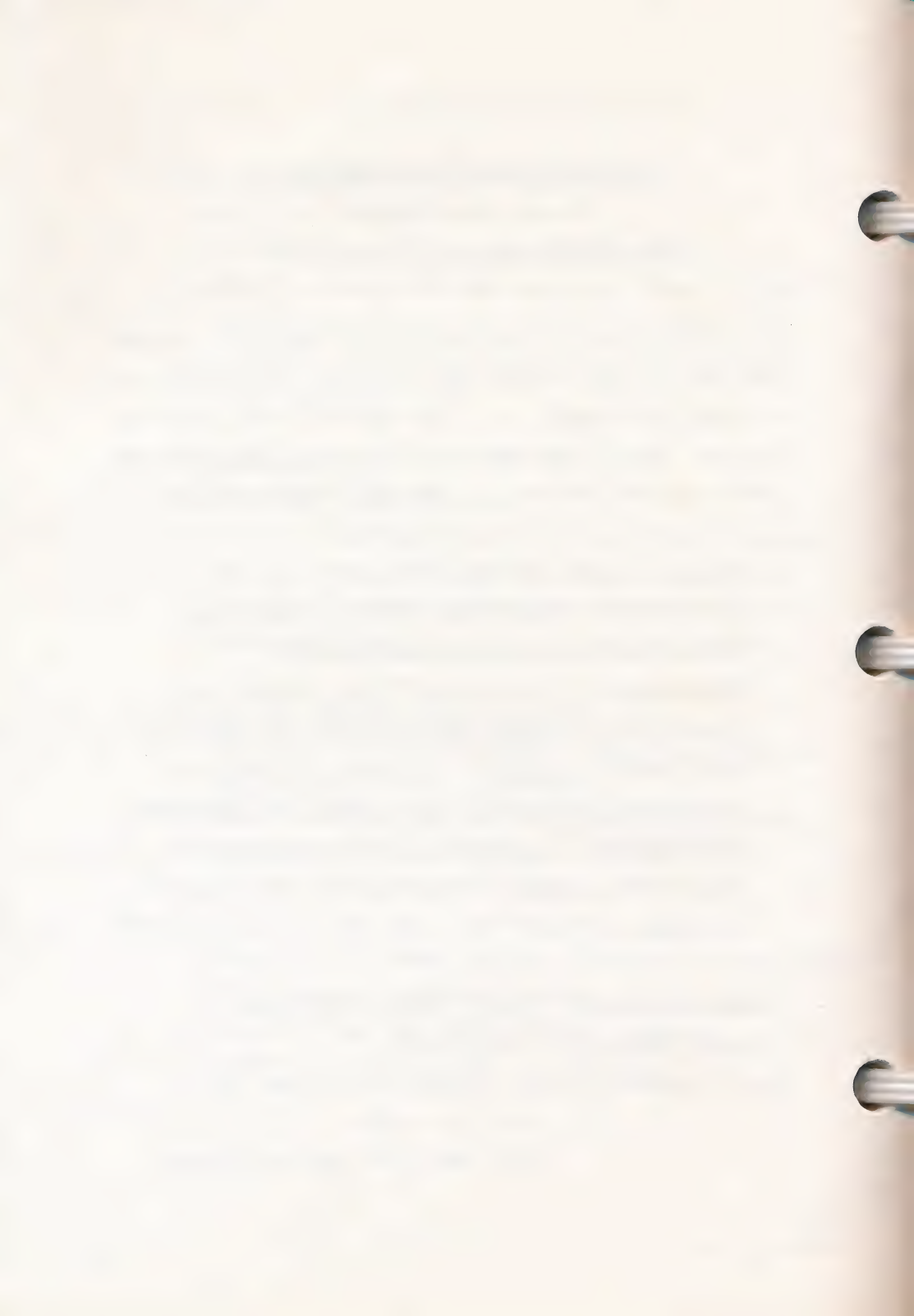
Additional data disks: Apple Version, IBM Version

Suggested retail price: \$19.95 each

For more information, call Davidson & Associates, Inc.

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Master basic math facts with this innovative approach to drill and practice which includes graphics, animation, color and sound.

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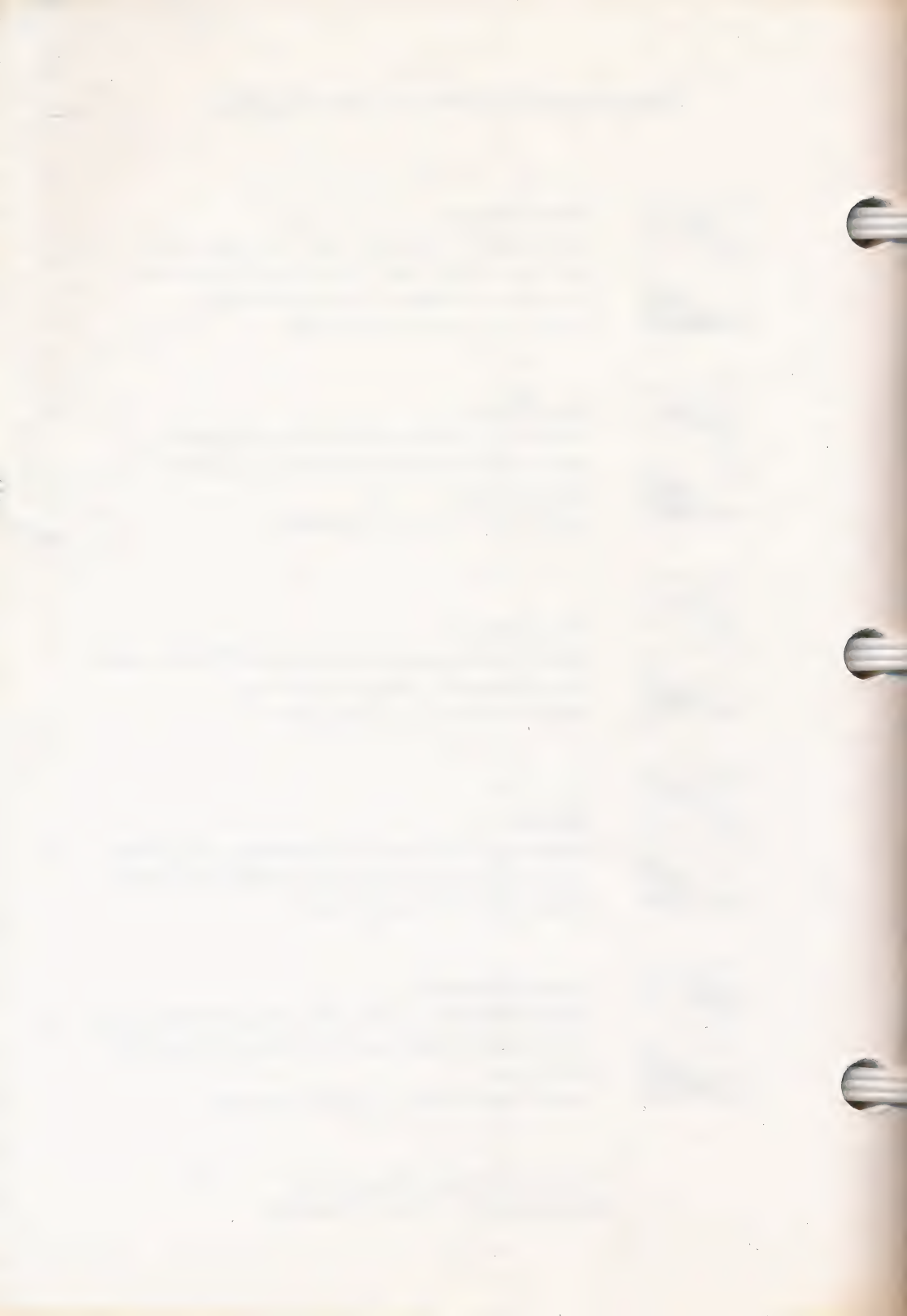


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# GRAMMAR GREMLINS™

**Program — Side 1**

**Data — Side 2 (on back)**

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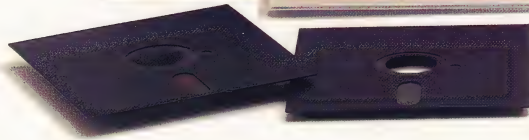
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# Educational Software



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Computer Reseller News

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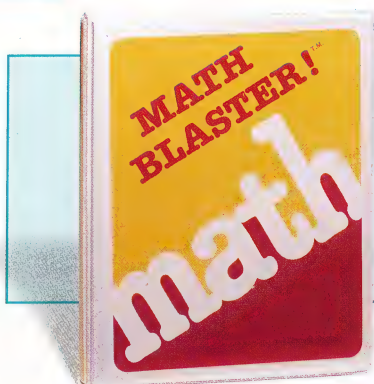
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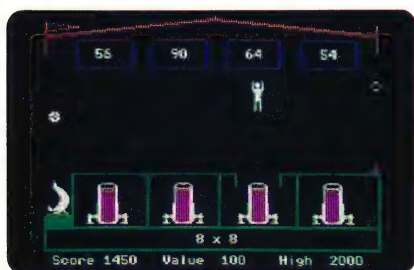


# Math Blaster!



*"Math Blaster is an innovative approach to drill and practice that appeals to students' fascination with video games while it helps them master basic math facts."*

*Arithmetic Teacher Magazine*



**Objective:** *Math Blaster* helps students master basic math facts in an interesting and exciting way.

**Level:** Grades 1 through 6. *Math Blaster* is also an effective way for students of all ages to brush up on basic math facts.

**Program Contents:** The program contains over 600 problems grouped into 25 "families of facts" in ascending levels of difficulty. *Math Blaster* covers addition, subtraction, multiplication, division, fractions, decimals, and percents.

**Four Learning Activities:** Look and Learn, Build Your Skill, Challenge Yourself, and Math Blaster! are four exciting learning activities that encourage students to master math facts.

**Easy-To-Use Editor:** The editor feature makes it easy to add your own problems to use with all four *Math Blaster* activities.

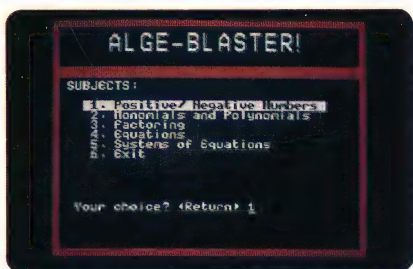
**System Requirements:** Apple II Family, Macintosh 128K/512K, Macintosh Plus, IBM, Atari, and Commodore 64/128

**Suggested Retail Price:** \$49.95

# Alge-Blaster!



*"Alge-Blaster has excellent tutorials, practice activities, and a practice quiz to challenge students."*  
Electronic Learning Magazine



**Objective:** *Alge-Blaster* helps pre-algebra and algebra students learn the basic steps in solving algebraic problems.

**Level:** Grades 7 through 12. The program is also effective for advanced or returning students, or as a "refresher course" for those who have had previous exposure to algebra.

**Program Contents:** *Alge-Blaster* contains over 670 problems covering 21 different topics in five areas of algebra: Positive/Negative Numbers, Monomials and Polynomials, Factoring Polynomials and Trinomials, Solving Equations and Systems of Equations.

**Three Learning Activities:** Study the Steps, Build Your Skill, and Solve It are three learning activities that help the student understand the algebraic process and learn the basic approach to solving algebraic equations.

**Easy-To-Use Editor:** The editor feature makes it easy to add your own algebra problems for use in the Solve It activity.

**System Requirements:** Apple II Family, IBM (with Color Graphics Card), and Commodore 64/128

**Suggested Retail Price:** \$49.95

# Grammar Gremlins



*"Grammar Gremlins is one of the best programs we've ever had. Not only does it get an immediate response, it's also an excellent grammar supplement."*

Nancy Reding  
Learning Center Limited



**Objective:** *Grammar Gremlins* helps students learn the basic rules of grammar to improve their writing and speaking skills.

**Level:** Grades 3 through 6. The program is also effective for older students and ESL students to reinforce basic grammar skills.

**Program Contents:** *Grammar Gremlins* contains more than 60 rules and 600 practice sentences presented on four levels of difficulty. Some of the areas covered include: Subject/Verb Agreement, Contractions, Parts of Speech, Plurals, Punctuation, Possessives, and Sentence Structure.

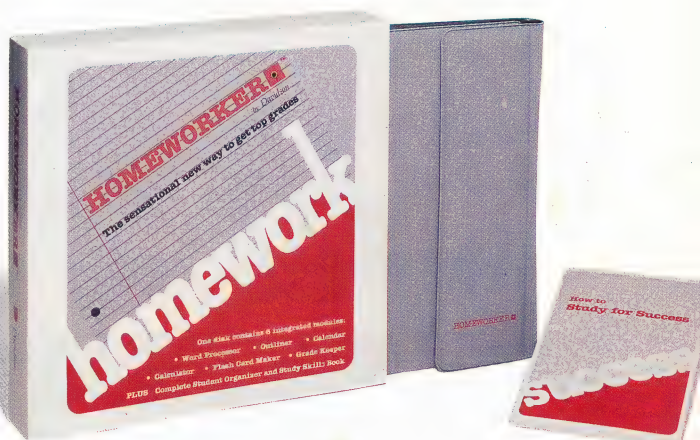
**Four Learning Activities:** Pretest, Build Your Skill, Grammar Gremlins, and Review Test provide diagnostic testing, skills practice, and review.

**Easy-To-Use Editor:** The editor feature makes adding your own practice sentences easy. Any type of lesson that uses a multiple choice format can be used with the program.

**System Requirements:** Apple II Family and IBM (with Color Graphics card)

**Suggested Retail Price:** \$49.95

# Homeworker



**Objective:** *Homeworker* is a complete student productivity package designed to aid students in all areas of their coursework: planning and writing papers, studying, scheduling assignments and activities, and keeping track of grades.

**Level:** High school and college students

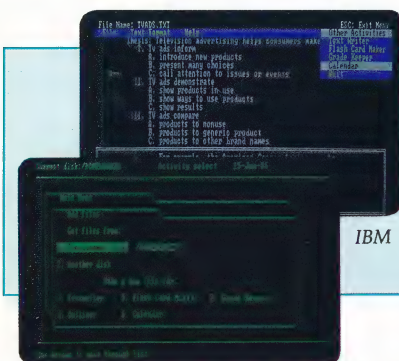
### **Program Contents:**

**Textwriter**—This easy-to-use word processor contains special features such as cut, paste, copy, adjustable margins and tabs, overstrike or insert mode, and find/replace. This writing and editing tool was designed to make writing easier, editing less time consuming, and rewriting fun.

**Outliner**—With this special feature, you can plan papers and rewrite class notes. Its zoom box allows you to expand on ideas while creating the outline. And Outliner is integrated with Textwriter, so you can write your reports and papers directly from your outline.

**Flash Card Maker**—Memorization tasks are mastered quickly with the help of Flash Card Maker. You can create flash cards to test yourself on the screen or print cards to study away from the computer.

**Calendar**—This time management tool is designed to keep track of important assignments, tests, and activities. Calendar lets you plan your study schedule in advance to make the most of your time.



IBM

*"Homeworker is a complete productivity tool that teaches students to work more efficiently using a unique approach to studying, writing, and planning."*

Tobey Shaw  
The Learning Lab

Apple Iie, Iic.

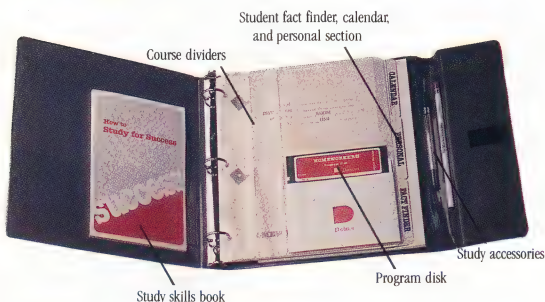
**Grade Keeper**—Record and project grades, and keep track of your progress with this unique student spreadsheet. Grade Keeper maintains records in specific courses and computes your overall grade point average.

**Calculator**—This pop-up calculator, accessible from any module, is designed to help with mathematical computations and conversions. It performs the basic functions of a pocket calculator and has multiple memory locations. A unique feature allows quick and easy conversion between units of measure.

**Package Contents:** *Homeworker* is packaged in a deluxe student organizer complete with an easy-to-follow manual, a study skills handbook, study accessories, notepad, divider tabs, quick reference guide, and much more.

**System Requirements:** Apple Iie and Iic (IBM version will be available in late '86)

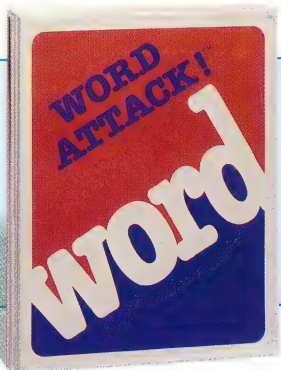
**Suggested Retail Price:** \$89.95



The Sensational New Way To Get Top Grades

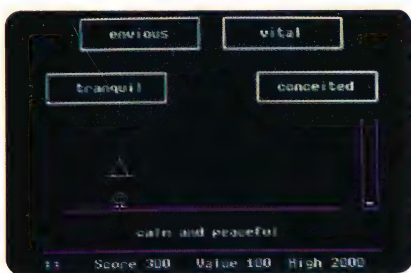
Davidson.

# Word Attack!



*"Word Attack is a well-organized, flexible teaching tool that can go a long way toward enhancing and reinforcing vocabulary learning..."*

InfoWorld Magazine



**Objective:** *Word Attack* teaches new words, definitions, and their usage in a challenging and interesting way.

**Level:** Grades 4 through 12. The program is effective for all ages and skill levels, including gifted, remedial, and ESL students. Additional data disks are available to supplement the program's grade level.

**Program Contents:** *Word Attack* has 675 words grouped by difficulty into nine levels. There are 27 word lists that include adjectives, nouns, and verbs.

**Four Learning Activities:** Word Display, Multiple-Choice Quiz, Sentence Completion, and the Word Attack Game offer a variety of activities that encourage the learning of new words and their meanings.

**Easy-To-Use Editor:** The editor feature allows you to add customized vocabulary lists for use in all four learning activities.

**System Requirements:** Apple II Family, Macintosh 128K/512K, Macintosh Plus, IBM (with color graphics card), Atari, and Commodore 64/128 **Suggested Retail Price:** \$49.95

## Additional Data Disks:

- Grades 4-5
- SAT
- Grades 6-7
- Roots & Prefixes
- Grades 8-9

**Suggested Retail Price:** \$19.95

America's Best-Selling Vocabulary Program

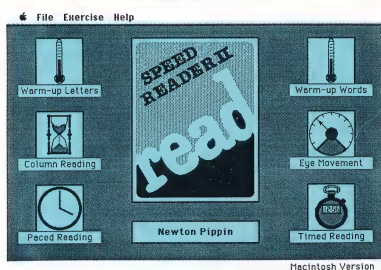


# Speed Reader II



*"If greater reading speed is the main thing you're after, and you'd like to get it at the lowest price, **Speed Reader II** is a good choice."*

PC Magazine



**Objective:** *Speed Reader II* is designed to help increase reading speed and improve comprehension.

**Level:** High school through adult. Additional data disks are available for upper elementary and intermediate grade levels. Additional data disks are also available for high school and college/adult levels.

**Program Contents:** *Speed Reader II* contains six different activities and 35 reading selections.

**Six Learning Activities:** Warm-Up Letters Exercise, Warm-Up Words Exercise, Column Reading Lesson, Eye Movement Lesson, Reading Passage Lesson, and Timed Reading Tests.

**Easy-to-Use Editor:** The editor feature allows you to add your own material and have its level of difficulty analyzed by the built-in grade level analyzer.

**System Requirements:** Apple II Family, Macintosh 128K/512K, IBM and Commodore 64/128

**Suggested Retail Price:** \$69.95

**Additional Data Disks:**

- A Grades 5-6
- B Grades 7-8
- C Grades 9-12
- D College and adult

**Suggested Retail Price:** \$19.95



America's Best-Selling Speed Reading Program

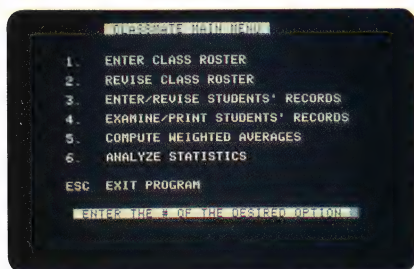
 Davidson.

# Classmate



*"Classmate is a fine utility program for teachers, with good documentation, a reasonable price, and great flexibility."*

The Book of IBM Software  
Reviews



**Objective:** *Classmate* is a classroom management tool to help teachers handle students' records efficiently and accurately.

**Program Contents:** *Classmate* keeps track of grades, attendance, and individual comments for classes up to 51 students. The program also computes final grades based on total points and/or weighted averages, graphs distribution curves and prints reports.

**Program Activities:** Enter Class Roster, Revise Class Roster, Enter/Revise Students' Records, Examine/Print Students' Records, Compute Weighted Averages, and Analyze Statistics are easy-to-use, time-saving management activities found in *Classmate*.

**System Requirements:** Apple II Family and IBM

**Suggested Retail Price:** \$49.95

**Ask your dealer for these Davidson programs  
or call us directly for assistance:**

**(800) 556-6141** (outside California)

**(213) 534-4070** (California only)

America's  
Best-Selling Classroom Management Program

 Davidson.



*Davidson.*

Davidson & Associates, Inc.,

3135 Kashiwa Street, Torrance, CA 90505

Bulk Rate  
U.S. Postage  
PAID  
Torrance, CA  
Permit # 16



# Introduction

As a teacher for many years, I know how challenging it is to teach basic skills creatively.

The use of computer and video technology has opened new doors of creativity by stimulating, motivating, and encouraging students of all ages and ability levels.

That's what Davidson strives to accomplish. We take advantage of the technology to design educational products that encourage all students to be successful.

Our products are unique in their learning approach. We cover a subject in depth, so students learn more than just the correct answer, they learn the concept behind the question.

In this brochure, we are unveiling new products that follow the Davidson tradition of making learning exciting. We are proud to introduce two entertaining educational videos that teach children problem-solving skills and the important role math plays in their everyday lives.

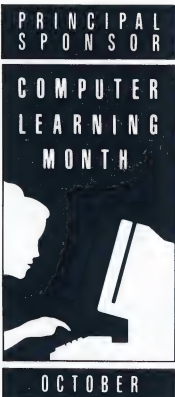
We are also introducing two new language arts software programs — *Reading and Me* and *Word Attack Plus*. Both programs help students build a strong foundation in reading, writing, and vocabulary skills.

Our software, videos and line of workbooks make learning exciting. We know. We have tested our products in classrooms with children like yours.

We want to share in your educational success, so please drop us a line to let us know about your experiences with our products.



Jan Davidson, Ph.D  
President



NEW! For Early Learning

Early Learning  
Software

# Reading and Me™

Talking IIGS Version  
(Available Fall 1988)

*Reading and Me* prepares children for reading and builds early reading skills.

**Program Contents:** *Reading and Me* offers twelve sequential learning games in four key areas:

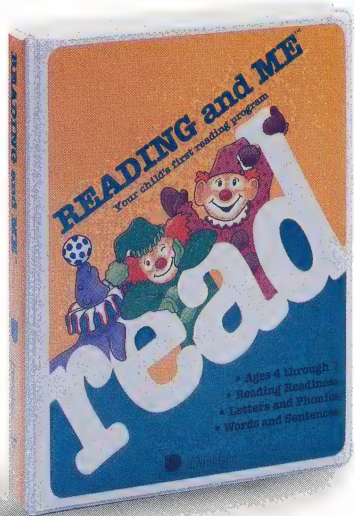
- Readiness
- Phonics
- Alphabet
- Words

**Early Learner Interface:** The new *Davidson Early Learner Interface* provides easy access to activities and mobility within the program. Children can use either the mouse or the keyboard to select activities and answers.

**Printed Graphic Certificate:** To reward children who complete an activity, a graphic certificate can be printed. The certificate includes the child's name and clown illustrations for coloring.

**Additional Features:**

- Playful clown characters
- Positive reinforcement
- Optional sound effects
- Animation and color
- Double high-resolution graphics



*"Super, educationally sound program for teaching reading-readiness skills. My kids love it!"*

Rev Korman  
Computer Consultant  
Los Angeles Unified  
School District



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**System Requirements:**

Apple IIGS, IIc, IIe  
(128K & extended 80-column card)  
IBM PC & PS/2  
(256K & color graphics adapter)  
Tandy 1000 series  
(256K)  
Major compatibles  
Will not run on IBM PC Jr.

**Level:** Ages 4 through 7

5 1/4" to 3 1/2" disk exchange available

**Talking IIGS Version**  
(Available Fall 1988)

**Suggested Retail Price:** \$39.95  
\$49.95 (IIGS)

 Davidson.

# Read 'N Roll™

*Read 'N Roll* contains 320 original stories to improve reading comprehension in five important skill areas:

- Identifying the main idea
- Making inferences
- Determining the relevant facts
- Following a sequence of events
- Building a reading vocabulary

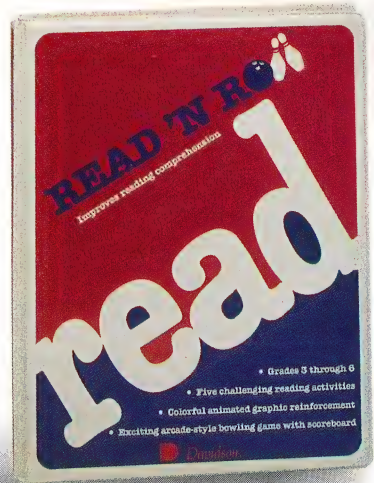
## Vocabulary-Building Bowling Game:

This action-packed game motivates students to learn synonyms while they bowl in a colorful bowling alley complete with crowd and scoreboard!

**Printed Certificate of Excellence:** To reward outstanding scores, *Read 'N Roll* includes an option to print out a Certificate of Excellence with graphics.

## Additional Features:

- Student record-keeping with option to print reports
- Easy-to-use editor
- Instructional hints for incorrect answers
- Double high-resolution graphics



*"Read 'N Roll allows teachers and parents to tailor reading exercises aimed at helping students better understand the contexts and inferences of words, as well as their meanings."*

Compute Magazine



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**800 556-6141**  
213 534-2250 CA ONLY

## System

### Requirements:

Apple IIGS, IIc, IIe  
(128K & extended 80-column card)  
IBM PC & PS/2  
(256K and color graphics adapter)  
Tandy 1000 series  
(256K)  
Major compatibles  
Will not run on IBM PC Jr.

**Level:** Grades 3 through 6

5 1/4" to 3 1/2" disk exchange available

**Suggested Retail**

**Price:** \$49.95

 Davidson.

# Speed Reader II™

Designed by reading specialists, *Speed Reader II* helps students increase reading speed and improve comprehension.

**Program Contents:** *Speed Reader II* contains six separate activities and 35 reading selections.

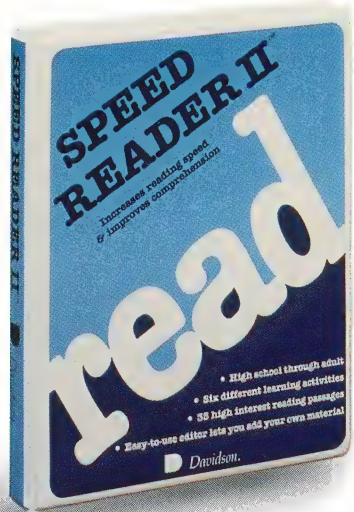
**Six Learning Activities:**

- Warm-Up Letters
- Eye Movement
- Warm-Up Words
- Reading Passages
- Column Reading
- Timed Reading Test

**Easy-To-Use Editor:** The editor allows users to add their own reading passages. After the passages are entered, a built-in grade level analyzer determines the level of difficulty.

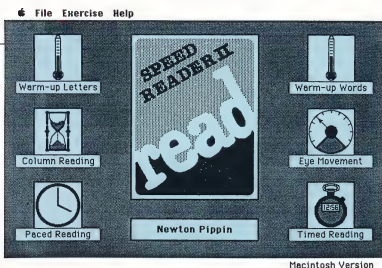
**Additional Features:**

- Automatic speed computation
- Optional sound effects
- Optional color
- Positive reinforcement
- Computerized tachistoscope
- Comprehension tests
- Record-keeping (Macintosh)



*“Speed Reader II can help high school and college students become faster and more efficient readers, enjoy reading more, and understand and retain what they read.”*

Gwen Solomon  
Family & Home Office  
Computing



**System Requirements:**

Apple II GS, IIc, IIe, II+  
Macintosh 128K/  
512K, Plus, SE  
IBM PC & PS/2  
Tandy 1000 series  
(256K)  
Major compatibles  
Commodore 64/128

**Level:** High school through adult

5 1/4" to 3 1/2" disk exchange available  
Extend the life of your software with additional data disks. See page 15.

**Suggested Retail Price:**

\$69.95  
\$49.95 (C64/128)

**FOR AN AUTHORIZED DEALER  
CALL TOLL FREE  
800 556-6141  
213 534-2250 CA ONLY**



# Word Attack!™

Using *Word Attack*, students improve their communication skills as they master new vocabulary words and definitions.

**Program Contents:** *Word Attack* has 675 words grouped by difficulty into nine levels. There are 27 word lists that include adjectives, nouns, and verbs.

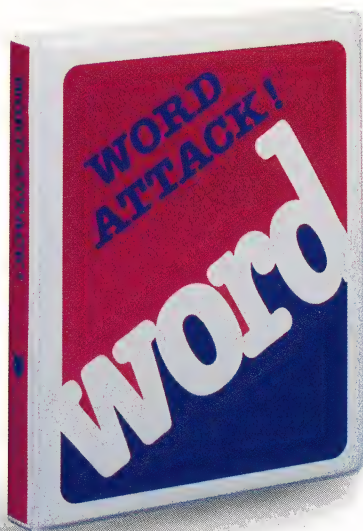
**Four Learning Activities:**

- Word Display
- Multiple-Choice Quiz
- Sentence Completion
- Word Attack Game

**Easy-To-Use Editor:** The editor allows you to add customized vocabulary lists that can be used with all four learning activities.

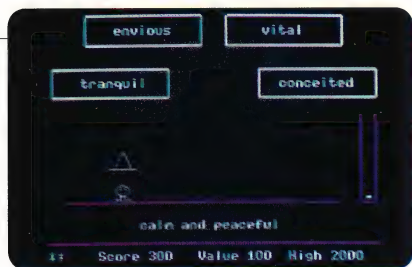
**Additional Features:**

- Positive reinforcement
- Sound effects
- Review option
- High-resolution graphics
- Animation and color
- Score-keeping
- Print capability
- Display time control
- Elapsed time indicator
- Keyboard/joystick option



*“Word Attack is the type of program all your children can use—and grow with.”*

Cynthia Field  
InCider Magazine



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**800 556-6141**  
813 834-2250 CA ONLY

**System Requirements:**

Apple IIGS, IIc, IIe, II+  
Macintosh 128K/512K,  
Plus, SE (Includes  
speech capability)  
IBM PC, PC Jr. &  
PS/2 (color graphics  
adapter)  
Tandy 1000 series (256K)  
Major compatibles  
Atari 800XL, 65E, 130XE  
Commodore 64/128

**Level:** Grades 4  
through 12

5 1/4" to 3 1/2" disk  
exchange available  
Extend the life of your  
software with data disks.  
See page 15.  
Supplement your  
software with workbooks.  
See page 17.

**Suggested Retail  
Price:** \$49.95

 Davidson.

**NEW!**

# Word Attack Plus!™

Language Arts  
Software

*Word Attack Plus* teaches new words and definitions as students build vocabulary skills essential to reading and writing.

### Five Learning Activities:

- Word Display
- Multiple Choice
- Sentence Completion
- Word Match
- *Word Attack* Game

### Printed Certificate of Excellence:

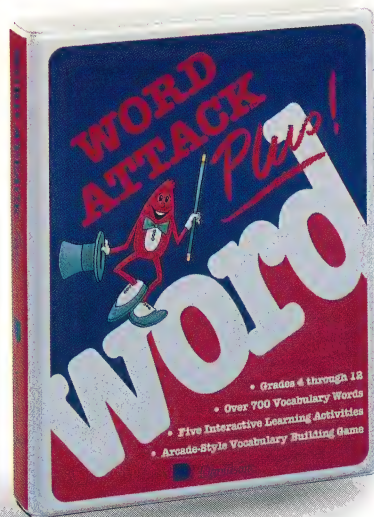
To award outstanding scores, *Word Attack Plus* includes an option to print out a Certificate of Excellence with graphics.

**Test Maker:** Teachers have the option to print sentence completion tests for their students.

**Flash Card Maker:** Users can create flashcards from original or custom data. Then they can print the flashcards for additional study.

### Additional Features:

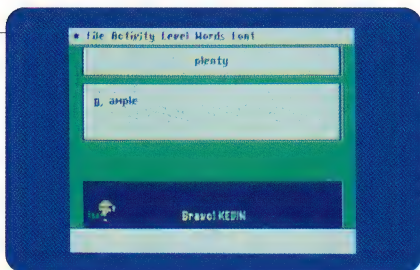
- Record-keeping
- Easy-to-use editor including foreign language fonts for Spanish, French, and German
- Positive reinforcement



### Word Attack Owners!

To upgrade to *Word Attack Plus*, send us your *Word Attack* disk only and \$19.95. Call for more information.

- Optional sound effects
- Animation and color
- Print capability
- Easy-to-use pull-down menus
- Double high-resolution graphics



FOR AN AUTHORIZED DEALER

**CALL TOLL FREE**  
**800 556-6141**  
**213 534-2250 CA ONLY**

### System Requirements:

Apple IIGS, IIc, IIe  
(128K & extended 80-  
column card)

IBM (256K & color  
graphics adapter)

Tandy 1000 series  
(256K)

Major compatibles

Will not run on IBM  
PC Jr.

**Level:** Grades 4  
through 12

5 1/4" to 3 1/2" disk  
exchange available  
Extend the life of your  
software with data disks.  
See page 15.

Supplement your  
software with workbooks.  
See page 17.

**Suggested Retail  
Price:** \$49.95

 Davidson.

# Spell It!™

*Spell It* helps students master 1,000 of the most commonly misspelled words.

**Program Contents:** *Spell It* contains 50 word lists grouped into five levels of difficulty. In addition, there are more than 20 spelling rules presented.

**Four Learning Activities:**

- See It
- Practice It
- Unscramble It
- *Spell It* Game

**Easy-To-Use Editor:** The editor makes it easy to add your own list of spelling words to use with all four *Spell It* activities.

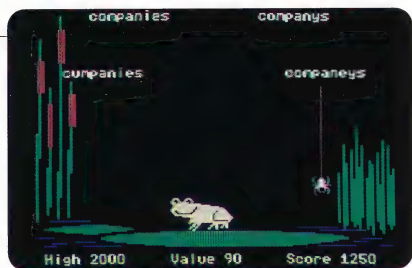
**Additional Features:**

- Positive reinforcement
- Sound effects
- Review missed words option
- High-resolution graphics
- Animation and color
- Score-keeping
- Joystick option



*"Whether students need to learn spelling rules, to spell difficult words, or just to correct words they chronically misspell, this highly rated software helps them leap forward."*

Cambridge Development Labs



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CALL TOLL FREE  
**800 556-6141**  
213 534-2250 CA ONLY

**System**

**Requirements:**

Apple IIGS, IIc, IIe, II+  
IBM PC, PC Jr. & PS/2  
(color graphics adapter)  
Tandy 1000 Series (256K)  
Major compatibles  
Commodore 64/128  
Atari 800XL, 65E, 130XE

**Level:** Ages 10 through adult

5 1/4" to 3 1/2" disk exchange available  
Extend the life of your software with data disks. See page 15.

**Suggested Retail Price:** \$49.95

 Davidson.

# Grammar Gremlins™

Language Arts  
Software

*Grammar Gremlins* offers effective practice in the basic rules of grammar.

**Program Contents:** The program includes more than 60 rules and 600 practice sentences in four levels of difficulty.

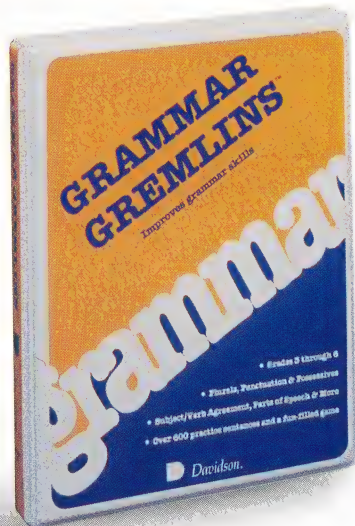
**Four Learning Activities:**

- Pretest
- Build Your Skill
- Grammar Gremlins Game
- Review Test

**Easy-To-Use Editor:** With the editor, users can add their own practice sentences. Any type of lesson that has a multiple-choice format can be used with the program.

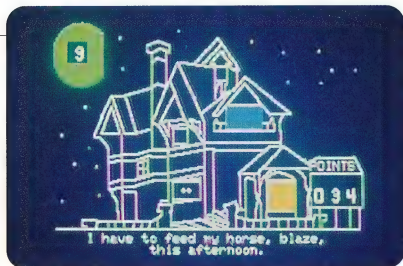
**Additional Features:**

- Animation and color
- High-resolution graphics
- Sound effects
- Positive reinforcement
- Review and retest feature
- Student record-keeping
- Score-keeping
- Print capabilities



*"I have never used any computer program that is as comprehensive as Grammar Gremlins in dealing with the rules of grammar."*

Frank Ferraro  
Educational Software Review  
Electronic Learning Magazine



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**System**

**Requirements:**

Apple IIGS, IIc, IIe, II+  
IBM PC, PC Jr. & PS/2  
(128K and color  
graphics adapter)  
Tandy 1000 series  
(256K)  
Major compatibles

**Level:** Grades 3  
through 6

5 1/4" to 3 1/2" disk  
exchange available  
Extend the life of your  
software with data disks.  
See page 15.

**Suggested Retail  
Price:** \$49.95

 Davidson.

# Math Blaster™

*Math Blaster* helps students master basic math facts using four learning activities and a timed arcade-style game.

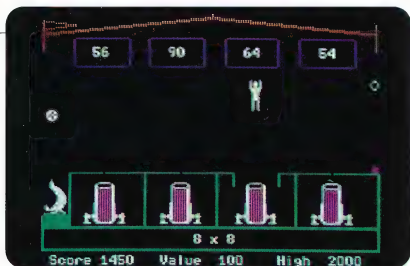
**Program Contents:** With over 600 equations in ascending levels of difficulty, *Math Blaster* covers:

- Addition
- Subtraction
- Multiplication
- Division
- Fractions
- Decimals
- Percents

**Easy-To-Use Editor:** The editor makes it easy to add equations in any of the four learning activities.

**Additional Features:**

- Positive reinforcement
- Animation and color
- High-resolution graphics
- Score-keeping
- Sound effects
- Elapsed time indicator
- Review missed-item option
- Print capability (editor files only)

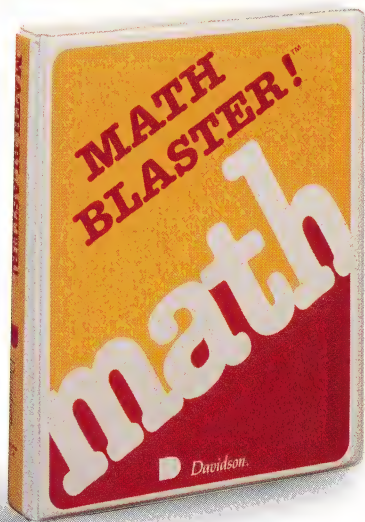


FOR AN AUTHORIZED DEALER

CALL TOLL FREE

800 556-6141

813 534-2250 CA ONLY



*"Math Blaster offers an innovative approach to drill and practice that appeals to a student's fascination with video games while it helps students master basic math facts."*

Jan Miller  
Computer Corner  
Press Publications

**System**

**Requirements:**

Apple IIGS, IIc, IIe, II+

Macintosh 128K/

512K, Plus, SE

IBM PC, PC Jr. & PS/2

Tandy 1000 series

(256K)

Major compatibles

Atari 800XL, 65E,

130XE

Commodore 64/128

**Level:** Grades 1 through 6

5 1/4" to 3 1/2" disk

exchange available

Supplement your

software with workbooks.

See page 17.

**Suggested Retail**

**Price:** \$49.95

 Davidson.

# Math Blaster Plus™

*Math Blaster Plus* builds basic math skills using colorful graphics and animation to motivate students.

**Program Contents:** *Math Blaster Plus* covers all fundamental math skills in addition, subtraction, multiplication, division, fractions, decimals, and percents.

**Five Learning Activities:**

- Countdown
- Orbit
- Ignition
- Blasternaut Game
- Lift-Off

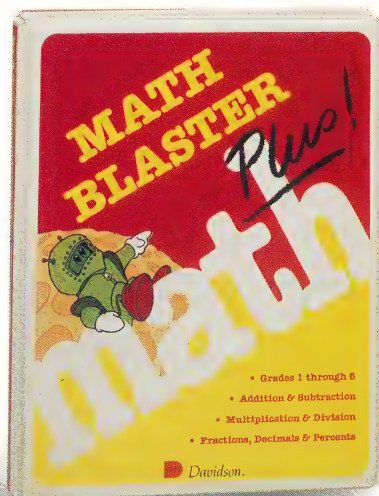
**Easy-To-Use Editor and Test Maker:**

These unique features allow users to customize the program with special math equations.

**Printed Certificate of Excellence:** To award outstanding scores, *Math Blaster Plus* includes a feature that will print out a Certificate of Excellence with graphics.

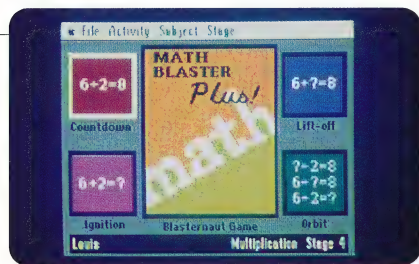
**Additional Features:**

- Score-keeping
- Postive reinforcement
- Optional sound effects
- Animation and color
- Re-take option for missed items
- Print capability
- Easy-to-use pull-down menus and icons
- Double high-resolution graphics



*"The new and enhanced version of the Davidson & Associates classic Math Blaster is even better than the original. New graphics and pull-down menus give Math Blaster Plus a classy new look... and its [other] new features make it a valuable teaching tool."*

A+ Magazine



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**System Requirements:**

Apple IIGS, IIc, IIe (128K & extended 80-column card)  
IBM PC & PS/2 (256K & color graphics adapter)  
Tandy 1000 series (256K)  
Major compatibles  
Will not run on IBM PC Jr.

**Level:** Grades 1 through 6

5 1/4" to 3 1/2" disk exchange available  
Supplement your software with workbooks.  
See page 17

**Math Blaster Owners!** To upgrade to Math Blaster Plus, send us your Math Blaster disk only and \$19.95.

**Suggested Retail Price:** \$49.95

 Davidson.

# Alge-Blaster™

*Alge-Blaster* helps pre-algebra and algebra students develop an understanding of the algebraic process and learn the basic steps in solving algebraic equations.

**Program Contents:** The program provides a step-by-step approach to algebra offering practice in positive/negative numbers, monomials & polynomials, factoring, equations, and systems of equations.

**Three Learning Activities:**

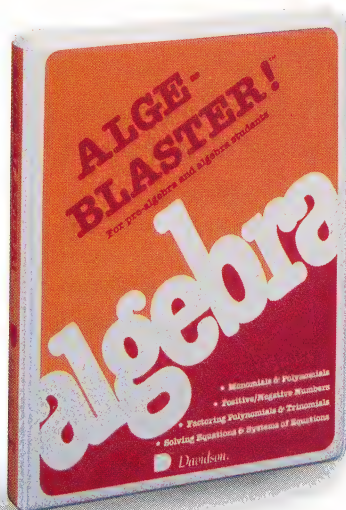
- Study The Steps
- Solve It
- Build Your Skill

**Easy-To-Use Editor:** The special editor in this package allows you to add your own list of problems to be used with the *Solve It* activity.

**Instructional "Help" Feature:** For students who need additional help to solve the equations, *Alge-Blaster* includes an optional "prompt" screen feature.

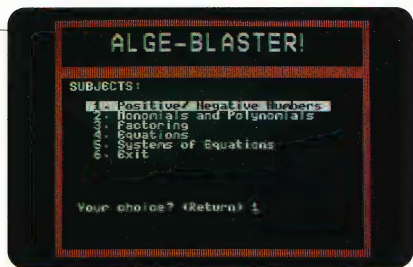
**Additional Features:**

- Color
- High-resolution graphics
- Positive reinforcement
- Score-keeping
- Review missed items option
- Optional sound effects
- Print capabilities



*"Within weeks, [Alge-Blaster's] step-by-step instructions helped me to understand the basics of algebra and also made a lot of homework assignments less time-consuming."*

Michael S. Nichols  
High School Freshman



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**System**

**Requirements:**

Apple IIGS, IIC, IIE  
IBM PC, PC Jr. & PS/2  
Tandy 1000 series (256K; EX & HX req. add'l DMA chip)  
Major compatibles  
All MS/DOS machines require color graphics adapter  
Commodore 64/128

**Level:** Grades 7 through 12

5 1/4" to 3 1/2" disk exchange available  
Extend the life of your software with data disks. See page 15.

**Suggested Retail Price:** \$49.95

 Davidson.

# Math and Me™

**Talking IIGS Version**  
(Available Fall 1988)

Spark your child's interest in learning with *Math and Me*. The program introduces your child to math-readiness concepts and builds beginning math skills.

**Program Contents:** *Math and Me* includes twelve captivating learning games—three in each of four subject areas:

- Shapes
- Numbers
- Patterns
- Beginning addition

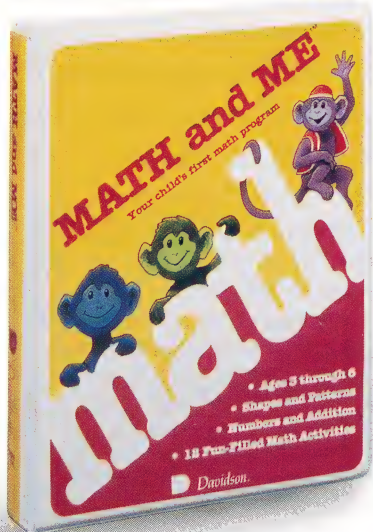
The material is presented sequentially, so the program grows with the child.

**Early Learner Interface:** The new *Davidson Early Learner Interface* provides easy access to activities and mobility within the program. Children can use either the mouse or the keyboard to select activities and answers.

**Printed Graphic Certificate:** When children complete an activity, they are rewarded with a graphic certificate that includes their name and a picture of the *Math and Me* monkey characters for coloring.

**Additional Features:**

- Positive reinforcement
- Animation
- Optional sound effects
- Double high-resolution graphics



*"Teachers, parents, and students find Math and Me effortlessly to run, colorful, and captivating. Math and Me is an excellent first math program for the 3-to-6-year-old in your life."*

Family & Home Office  
Computing



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**System**

**Requirements:**  
Apple IIGS, IIC, IIe  
(128K & extended 80-  
column card)  
IBM PC & PS/2  
(256K & color  
graphics adapter)  
Tandy 1000 series  
(256K)  
Major compatibles  
Will not run on  
IBM PC Jr.

**Level:** Ages 3  
through 6

5 1/4" to 3 1/2" disk  
exchange available  
Supplement your  
software with  
workbooks. See page 17.

**Talking IIGS  
Version**

(Available Fall 1988)

**Suggested Retail**

**Price:** \$39.95  
\$49.95 (IIGS)

 Davidson.

# Homeworker™

*Homeworker's* six modules provide the productivity tools necessary for students to excel in school.

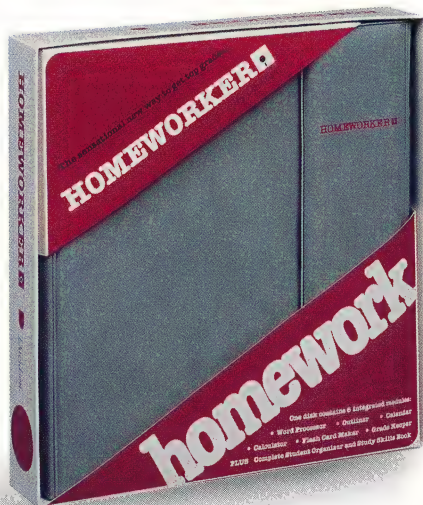
With *Homeworker*, students can plan and write papers, create flashcards for memorization tasks, keep track of important deadlines, and make "what if" predictions while computing grade point averages.

### Program Contents:

- Outliner
- Word processor
- Printable flashcard maker
- Calendar
- Grade keeper
- Pop-up calculator

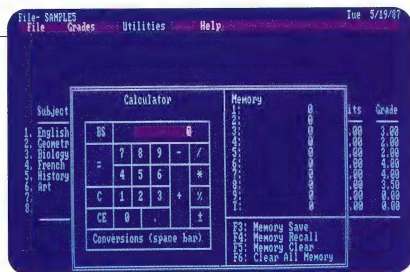
**Deluxe Student Organizer:** A program disk, easy-to-follow instructional manual, and *How To Study For Success* book are all packaged in a three-ring binder. Also included:

- Pen and highlighter
- Pencil and ruler
- Notepad
- Divider tabs
- Fact finder
- Personal information section



*"Personally, I think Homeworker is the 'wave of the future.' I can see a time when nearly every student will have one. It's fantastic."*

Donna Young  
Software Exploration for Educators  
University of Missouri at  
Kansas City



FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

### System

#### Requirements:

Apple IIGS, Iic, Iie  
(128K & extended 80-  
column card)  
IBM PC & PS/2  
(256K)

Tandy 1000 series  
(256K)

Major compatibles

Will not run on  
IBM PC Jr.

**Level:** Junior high  
school through  
college

5 1/4" to 3 1/2" disk  
exchange available

**Suggested Retail**

**Price:** \$59.95

 Davidson.

# Data Disks

These supplemental disks offer additional data to add longevity to your software program. You must have the program disk to use the data disks.

## **Spell It!**<sup>™</sup>

- Grades 1-2
- Grades 3-4
- Grades 5-6

## **Word Attack!**<sup>™</sup>

### **Word Attack Plus!**<sup>™</sup>

- Grades 2-3
- Grades 4-5
- Grades 6-7
- Grades 8-9
- SAT Prep
- Roots/Prefixes

## **Speed Reader II**<sup>™</sup>

- Grades 5-6
- Grades 7-8
- Grades 9-12
- College through Adult

## **NEW! Grammar Gremlins**<sup>™</sup>

- Grade 3
- Grade 4
- Grade 5
- Grade 6

## **NEW! Alge-Blaster**<sup>™</sup>

- Monomials & Polynomials
- Factoring
- Equations

## **NEW! Foreign Language Data Disks**

For use with *Word Attack Plus* only

- Beginning French, Level 1
- Beginning French, Level 2
- Beginning Spanish, Level 1
- Beginning Spanish, Level 2

## **Attention Educators! Combine Textbooks With Software . . .**

## **NEW! Scott, Foresman Series Data Disks**

For use with *Word Attack* or *Word Attack Plus*

- Grade 3, Hidden Wonders/  
Golden Secrets
- Grade 4, Sea Treasures
- Grade 5, Sky Climbers
- Grade 6, Star Flight

*“With Davidson’s data disks, now even my first and second graders can use Spell It!”*

Betty Ann Heineman  
Resource Specialist

**Suggested Retail Price:** \$19.95 each

FOR AN AUTHORIZED DEALER

**CALL TOLL FREE**

**800 556-6141**

**213 534-2250 CA ONLY**

 Davidson.

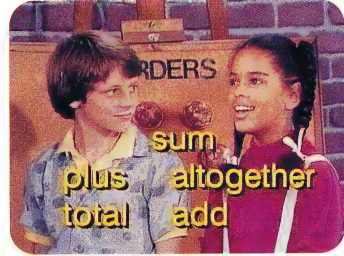
# Videos

## "In Search of the Missing Numbers"

Addition and Subtraction (Ages 6 -9)

Davidson has expanded our commitment to education by introducing two new dynamic videos. Educational and highly entertaining, these videos demonstrate how math is used to solve problems in everyday situations.

Welcome to the land of Blasteria! In this live action video, your heroes Brad, Melissa, and the Blasternaut take you into a fantasyland in search of missing numbers. You'll befriend Papa Roni, The Processor, Memory, and Cross D. Bridger. But watch out for the villains Fallover Crumbwell and Crawley, the evil computer bugs! Help Brad and Melissa solve the mystery by using addition and subtraction skills to replace the numbers on Number Line Lane, count money, AND save Blasteria from the bugs!



*"Entertaining and educational, this video could rapidly become as familiar and as comfortable as a favorite bedtime story."*

Carole R. Maken  
Educator and  
Technology Consultant



For the name of a Davidson video dealer near you, or for more information

**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY

**Run Time:** 60 minutes (two thirty-minute segments separated by an intermission)

**Available Format:** VHS

**Suggested Retail Price:** \$19.95

### Coming This Fall...

Another live-action video from Davidson featuring an exciting musical format and a unique cast of characters!

### "Math Rock Countdown"

Multiplication and Division (Ages 9 -12)

 Davidson.

# Workbooks

To enhance your child's education at home or at school, Davidson offers a series of workbooks that can be used with Davidson's software or separately.

- Designed by educators
- Teaches and reinforces math and vocabulary building skills
- Includes captivating illustrations on every page
- Develops higher level thinking skills
- Offers blackline reproducible pages

The 27-workbook series includes the following. Each grade and subject area represents a separate workbook.

## **Math Blaster™ (Math Blaster Plus™) Workbooks**

Grade 1, Addition  
Grade 1, Subtraction  
Grade 1, Addition & Subtraction  
Grade 2, Addition  
Grade 2, Subtraction  
Grade 2, Addition & Subtraction  
Grade 3, Multiplication  
Grade 3, Division  
Grade 3, Multiplication & Division  
Grade 4, Multiplication  
Grade 4, Division  
Grade 4, Multiplication & Division

FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
213 534-2250 CA ONLY



## **Math and Me™ Workbooks**

Preschool, Book 1  
Preschool, Book 2  
Kindergarten, Book 1  
Kindergarten, Book 2  
First Grade, Book 1  
First Grade, Book 2

## **Word Attack™ (Word Attack Plus™) Workbooks**

Grade 2, Adjectives  
Grade 2, Nouns  
Grade 2, Verbs  
Grade 3, Adjectives  
Grade 3, Nouns  
Grade 3, Verbs  
Grade 4, Adjectives  
Grade 4, Nouns  
Grade 4, Verbs

### **Suggested Retail Price:**

\$4.95 each (*Math Blaster, Word Attack*)

\$3.95 each (*Math and Me*)

 Davidson.

# Classmate™

With this comprehensive classroom management tool, teachers can organize their class records, giving them time to do what they do best—teach!

**Program Contents:** *Classmate* keeps track of grades, attendance, and individual comments for classes up to 51 students. The program also computes final grades based on total points and/or weighted averages, graphs distribution curves, and prints reports.

## Program Activities:

### Enter Class Roster

- Input an unlimited number of classes
- Sort by name or ID number
- Print class roster
- Transfer names/ comments to new file

### Revise Class Roster

- Add, drop, or revise, then sort names
- Print revised class roster

### Compute Weighted Averages

- Compute grade averages

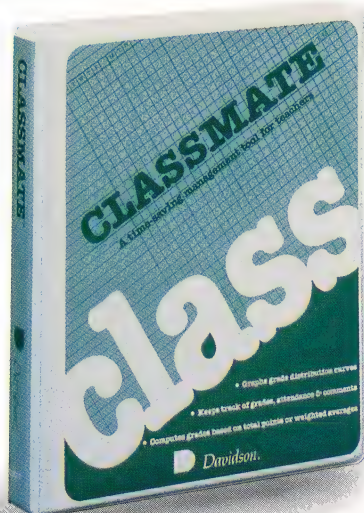
### Analyze Statistics

### Enter/Revise Students' Records

- Enter grades under specified headings
- Record attendance
- Enter personal comments about each student
- Correct or delete assignments, titles, or marks

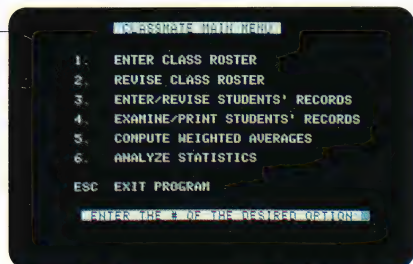
### Examine/Print Students' Records

- Rank students by grade
- Print all records
- List attendance and missing work records



*"Classmate's special features include easy editing and a comfortably large number of characters you can enter for assignment names. The manual is informative and easy to follow."*

InCider Magazine



### System Requirements:

Apple IIGS, IIc, IIe, II+  
IBM PC, PC Jr. & PS/2  
Tandy 1000 series  
(256K)

Major compatibles

### Level: Teachers only

5 1/4" to 3 1/2" disk  
exchange available

### Suggested Retail

Price: \$49.95

FOR AN AUTHORIZED DEALER

CALL TOLL FREE

800 556-6141

213 534-2250 CA ONLY

 Davidson.

# For Educators

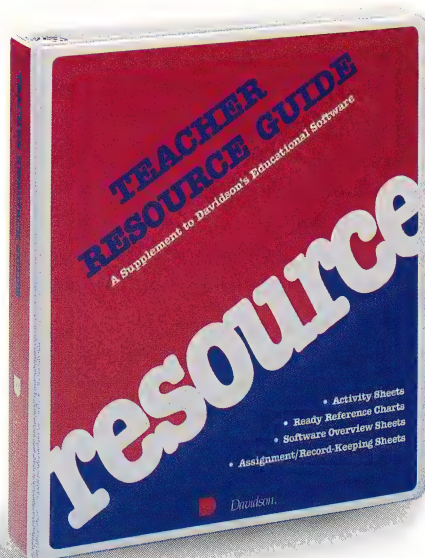
## Comprehensive Teacher's Resource Guide:

To help integrate our software into your curriculum, Davidson has developed a 175-page Teacher's Resource Guide.

The Guide has been divided into 8 sections—one for each of our award-winning software programs. In this easy-to-use guide, you'll find:

- Software overview sheets
- Ready-reference charts
- Assignment record-keeping sheets
- Reproducible activity sheets
- Answer keys

The pages are three-hole punched and inserted into a handy binder with pockets. A coupon for a FREE Teacher's Resource Guide is included with each lab pack purchase. (The Guide can be purchased separately for \$19.95.)



## Lab Packs:

Each Davidson lab pack offers award-winning software and value:

- 5 program disks
- One set of documentation
- One coupon for a FREE Teacher's Resource Guide

### Five-Year Warranty on All Disks:

If for any reason your disks become damaged, Davidson will replace them FREE. Simply mail us the faulty disk with a note requesting a replacement.

FOR AN AUTHORIZED DEALER  
**CALL TOLL FREE**  
**800 556-6141**  
 213 534-2250 CA ONLY

### Disk Swap Policy:

To exchange your 5 1/4" disk for a 3 1/2" or vice versa, send us your DISK ONLY with a note requesting a swap.

**Back-Up Disks:** To receive a back-up of any Davidson software program, send us your registration card with a check or money order for \$10.

### FREE 30-day Preview Policy:

All Davidson educational software is available for 30-day preview in your classroom. Just send us your request on your school's letterhead or a school purchase order. If you choose to keep the software, simply pay the invoice enclosed. If not, return the software to us, with the invoice, within 30 days.

### Lab Pack Suggested Retail Prices:

\$129.95 (Math Blaster, Word Attack, Spell It, Alge-Blaster, Grammar Gremlins, Reading and Me, Math and Me)  
 \$149.95 (Speed Reader II, Math Blaster Plus, Read 'N Roll, Word Attack Plus)  
 \$179.95 (Homeworker, 10 disks)

 Davidson.

# Customer Service

## **Five-Year Warranty on All Disks:**

If for any reason your disk becomes damaged, Davidson will replace it FREE. Simply mail us the damaged DISK ONLY with a note requesting a replacement.

## **Disk Swap Policy:**

To exchange your 5 1/4" disk for a 3 1/2" or vice versa, send us your DISK ONLY with a note requesting a swap.

## **Back-Up Disks:**

To receive a back-up of any Davidson software program, send us your registration card with a check or money order for \$10.

## **Additional Information:**

To receive additional information on any Davidson program, call or write us for a FREE fact sheet detailing the benefits and features of each individual program.

## **Upgrade Offers:**

If you have *Math Blaster*<sup>™</sup> or *Word Attack*<sup>™</sup>, you can upgrade to the "PLUS!" versions of these award-winning programs, (see pages 7 and 11). Just send us your existing *Math Blaster* or *Word Attack* program DISK ONLY with a check or money order for \$19.95. Davidson will send you the program upgrade kit including the new disk and manual.

## **Note:**

To run *Math Blaster Plus* or *Word Attack Plus*, you must have one of the following:

- Apple IIGS, IIc, IIe (128K & extended 80-column card)
- IBM PC & PS/2 (256K & color graphics adapter)
- Tandy 1000 Series (256K)
- Major compatibles

Will not run on IBM PC Jr.

### **Customer Service Hotline:**

**Call us toll-free for technical assistance or for the name of your Authorized Davidson Dealer.**

**(800) 556-6141 • (213) 534-2250 (CA Only)**

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Macintosh is a trademark of Apple Computer, Inc.

 Davidson.

# Award-Winning Software

## **Math Blaster Plus™**

- Rated: Excellent/*Florida Center for Instructional Computing*
- Highly Recommended/*Apple IIGS Buyer's Guide*
- Certified Gold Award (Over 100,000 sold)/*Software Publishers Assoc.*

## **Math and Me™**

- Rating: A/*Software Reports: A Guide to Educational Software*
- Highly Recommended/*Survey of Early Childhood Software*
- Highly Recommended/*A+ Magazine*
- Software Excellence/*High Scope Resource*

## **Math Blaster™**

- Outstanding Educational Product/*Parents' Choice Magazine*
- Best Selling New Educational Product/*Softsel/Businessweek*
- Certified Platinum Award (Over 250,000 sold)/*Software Publishers Assoc.*
- Software Excellence Award/*Nibble Magazine*

## **Homeworker™**

- Best Secondary School Education Program/*Software Publishers Association*
- Critics' Choice Award/*Family Computing Magazine*
- Parents Choice Award/*Parents Choice Foundation*

## **Spell It™**

- Critics' Choice Award/*Family Computing*
- Grade: A/*Software Reports: A Guide to Educational Software*

## **Word Attack™**

- Critics' Choice Award/*Family Computing*
- Certified Gold Award (Over 100,000 sold)/*Software Publishers Association*
- Top Seller, Education/Home Category/*Software Retailing*
- Excellent: All Categories/*InfoWorld*

## **Speed Reader II™**

- Software of the Year/*Classroom Computer Learning Magazine*
- Best of the Year/*Learning Magazine*

## **Alge-Blaster™**

- Highly Recommended/*Curriculum Product Review*
- Highly Recommended/*Electronic Learning*
- Grade: A/*Software Reports: A Guide to Educational Software*
- Highly Recommended/*Compute's! Gazette*

# Software Guide

PROGRAM	GRADE LEVEL													SUBJECT AREA					PAGE NO.		
	Pre-K	1	2	3	4	5	6	7	8	9	10	11	12	Abstr	R	W	M	P		E	Ed
<b>Reading &amp; Me</b>															▼	▼	▼				3
<b>Read 'N Roll</b>															▼	▼					4
<b>Speed Reader II*</b>															▼						5
<b>Word Attack*</b>															▼	▼	▼				6
<b>Word Attack Plus*</b>															▼	▼	▼				7
<b>Spell It*</b>															▼	▼	▼				8
<b>Grammar Gremlins*</b>															▼	▼					9
<b>Math Blaster</b>																	▶				10
<b>Math Blaster Plus</b>																	▶				11
<b>Alge-Blaster*</b>																	▶				12
<b>Math and Me</b>																	▶			▼	13
<b>Homeworker</b>																	▼		▶		14
<b>Classmate</b>																				▶	18

TEACHERS ONLY

Additional data disks extend the level of the program.

\*See page 15 for information on additional data disks

R Reading  
W Writing  
M Mathematics  
P Productivity  
E Early Learning  
Ed Educators Only

# System Requirements

PROGRAM	APPLE IIGS, IIc, IIe, II+	MAC 512, Plus, SE	IBM PC/XT/AT/ PS-2	TANDY 1000 Series	COMM. 64/128	ATARI 800XL, 65E, 130XE
<b>LANGUAGE ARTS</b>						
<b>Reading and Me</b>	128K <sup>1,7,8</sup>		256K <sup>2,5,9</sup>	256K <sup>3</sup>		
<b>Read 'N Roll</b>	128K <sup>1,8</sup>		256K <sup>2,5,9</sup>	256K <sup>3</sup>		
<b>Speed Reader II</b>	48K	128K	128K <sup>2</sup>	256K <sup>3</sup>	•	
<b>Word Attack</b>	64K	128K <sup>6</sup>	128K <sup>2,5</sup>	256K <sup>3</sup>	•	•
<b>Word Attack Plus</b>	128K <sup>1,8</sup>		256K <sup>2,5,9</sup>	256K <sup>3</sup>		
<b>Spell It</b>	128K		128K <sup>2,5</sup>	256K <sup>3</sup>	•	•
<b>Grammar Gremlins</b>	64K		128K <sup>2,5</sup>	256K <sup>3</sup>		
<b>MATHEMATICS</b>						
<b>Math and Me</b>	128K <sup>1,7,8</sup>		256K <sup>2,5,9</sup>	256K <sup>3</sup>		
<b>Math Blaster</b>	48K	128K	128K <sup>2</sup>	256K <sup>3</sup>	•	•
<b>Math Blaster Plus</b>	128K <sup>1,8</sup>		256K <sup>2,5,9</sup>	256K <sup>3</sup>		
<b>Alge-Blaster</b>	64K		128K <sup>2</sup>	256K <sup>3,4</sup>	•	
<b>PRODUCTIVITY</b>						
<b>Homeworker</b>	128K <sup>1,8</sup>		256K <sup>2</sup>	256K <sup>3</sup>		
<b>Classmate</b>	128K		128K <sup>2</sup>	256K <sup>3</sup>		

## LEGEND

- 1 Extended 80-column card required
- 2 DOS 2.1 or higher required
- 3 DOS 2.11.24 required
- 4 Direct Memory Access (DMA) chip required on EX & HX only
- 5 Color graphics adapter required
- 6 Includes speech capability
- 7 IIGS-specific version available
- 8 Will not run on II+
- 9 Will not run on IBM PC Jr.



Davidson & Associates, Inc.  
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Torrance, CA 90505

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