

# Early Literacy Station™

Opening the Door to a Lifetime of Learning



The educational titles in each curriculum area are carefully chosen for age appropriateness, educational value, replay interest, ease of use, entertainment value, graphics and sound, and discovery and growth.



#### **Arthur's Teacher Trouble**

Arthur learns a valuable lesson when the school's most dreaded teacher drives him to success (spelling bee champion!) in this highly interactive Living Book.





# Bailey's Book House

Contains seven easy-to-use early language activities with clear speech and graphics. Offers a great introduction to letter sounds and words.



### Beginning Reading

This superb School Zone title includes two interactive books, dictionary, and build-your-own-story feature.



#### Between the Lions

Based on the award-winning PBS television series. Designed to foster literacy skills, while playfully demonstrating the joys of reading.



# Britannica Children's Learning Suite

Take an exciting journey with learning games, challenging activities, homework help, world atlas, historical timelines, photos, videos, audio clips, and virtual tours.



#### **Dora's Magic Castle**

Kids conquer math and color challenges on their quest to rescue the wizard's wand from an enchanted castle in this progress-tracked adventure.



# Flash Action Phonics Made Easy

Includes a simple, straightforward main menu from which kids can launch hundreds of quick phonics exercises within four learning areas.



#### Giggles Toddler My Music World/Giggles Toddler ABCs and 123s

Both programs are educational dynamos. Feature dozens of songs, sampled instruments, and learning through sound. Keyboard turns into any instrument!



#### Graph Club 2.0

Teaches children to create and evaluate five different types of charts and graphs. Helps develop basic math assessment and skills.



# JumpStart Phonics

All 12 included activities begin by teaching letter recognition and sounds at lower levels and progress to reading words and sentences at higher levels.

# JumpStart PreSchool

Young children are introduced to letters and numbers in dot-to-dot games and presented with letter sounds in picture/sound matching activities.



### JumpStart 1st Grade

Includes 10 well-designed activities that teach math, reading, science, and more. Includes general assistance when kids are struggling.



# JumpStart Advanced Kindergarten

Features six early reading, math, music, and art activities. Includes: letters sounded out and assembled, objects added and subtracted, sequencing, and drawing.



# JumpStart Toddler

In Grandma Duck's magical garden, children discover original songs and eight activities that introduce numbers, shapes, colors, and more.



# Just Grandma and Me

A popular Living Book title. They spend a day at the beach, they ride the bus, go snorkeling, and look for seashells.



# **Kids Pix Deluxe**

Supports a variety of media, including traditional art tools, 3-D shapes, music, animation, and picture editing. Make slide shows and movies.



# **Kidspiration**

Helps students see, organize, and develop their ideas. Using proven visual learning principles, builds confidence in organizing information, understanding concepts, and expressing thoughts.



#### **Krazy ArtRoom**

A rare, magical program full of great special effects. Easy-to-use art and creativity center captures the power of interactive media.



#### La Casa de Dora

Explore all the rooms of Dora's house and play soccer against Boots in the backyard in this incredibly robust program which touches on virtually every curricular content area.



Additional Titles on Other Side.





#### Little Monster at School

Part of the Living Books family, noted author Mercer Mayer takes us to school with Little Monster for a hidden socialization lesson from the ill-tempered Yally.



#### Math Blaster 5-7

Features eight entertaining math activities. Kids measure out food for animals; race dinosaur-like creatures; care for the unusual creatures at the Intergalactic Zoo; and more.



#### **Math Doodles**

A new highlight of Version 7. Count money, tell time, learn fractions, solve problems. Even algebra is covered.



# Merriam Webster Dictionary

The premeir Student Dictionary and Thesaurus. Multiple language translations.



#### Millie's Math House

Explore numbers, shapes, patterns, addition, and subtraction. Practice math skills: build a mouse house, count jellybeans, put shoes on creatures.



#### Microsoft Paint, WordPad & Calculator

Students can become familiarized with classic Microsoft tools for writing, image editing and creating, and math.



#### MusiCan 1

This active listening program offers a "world of sound." Includes sing-alongs, the sounds of a farm, sporting events, busy town, and more.



#### MusiCan 2-3

Uses animation, visual cues, audio tracks, repetition, song, and role-play to introduce pitch, beat, dynamics, timbre, rhythm, and timing.



#### MusiCan 4-5

Investigate music styles, instruments, melodies, notation, and structures. Helps kids develop appraising, composing, and performing skills.



## My Amazing Human Body

Entertaining introduction to the human body. Activities led by a humorous skeleton. Covers the skeleton, organs, and body systems.



# My First Amazing History

Travel back in time to visit eight countries and locate historical artifacts. Mission is to rescue a missing professor, lost somewhere in history.



#### On-Track Software Beginning Reading K-1

Includes two excellent stories, a glossary, and a creativity center. Kids can hear the stories and click on words and items that link to the glossary.



#### PEEP Floats

Animated series full of innovative ideas for teaching science. Introduces: smells, water currents, measuring, boats, exploring, and more.



#### Photo Kit Jr.

Lots of activities using photos, art work, and writing. Create your own slideshow with captions and music.



#### Reader Rabbit Toddler

Toddlers learn by observing and exploring the world around them. A wonderful way for children to discover numbers, letters, shapes, and sounds.

# Reader Rabbit Math Ages 6-9

Terrific math practice in the guise of nine entertaining activities. Kids are stranded on Pirate Island and use success with the activities to gather up the scattered pieces of their boat.



#### Reader Rabbit Learn to Read with **Phonics**

Learn to recognize and sound out words, build vocabulary, improve memory, develop concentration, and more.



#### Read, Write & Type!

An effective early-learning typing program with interesting characters and teaches phonics.



#### Sammy's Science House

Sammy introduces early science and thinking skills with five fun-filled activities: puzzle parts, classify animals, sequence movies, adjust weather conditions, and observe wild life.



## Sesame Street - First Steps

Offers an exciting way for parents and children to interact while singing songs, playing games, and learning the fundamentals of language.



#### Sesame Street - Learn to Play, Learn to Grow

Focuses on early childhood learning and self-esteem. Features 25 engaging activities for children 2-4 years old with language development, counting, music, art, and shape activities.



#### **Stationery Studio**

Award-winning program develops handwriting and computer composition. Kids write stories, reports, letters, and illustrate with colorful graphics.



#### Stellaluna

Teaches early reading skills. This beautifully illustrated story tells the enchanting tale of a young fruit bat. Kids are introduced to differences between birds, bats, and other creatures.



# Thinking Things: Toony The Loon's

Features six activities designed to build logical thinking abilities: compare and contrast, hypothesize and test, create and discern patterns, and analyze and predict outcomes.



# Tortoise and the Hare

Aesop's classic fable detailing the pitfall of hubris takes an interactive turn in this Living Books title focused on teaching verbs and prepositions.



#### Trudy's Time and Place House

Focuses on time and geography skills. Inside Trudy the Alligator's main room, children choose from five activities.



#### **USA Explorer**

A great introduction to U.S. geography. Kids track down Joe across 50 states and visit interesting locations and landmarks and learn about the areas.



#### **World Explorer**

This time, the search for Joe is worldwide. Explore 40 scrolling map scenes, 600 information screens, 16 videos, 19 journeys, and five games. Interesting introduction to maps and geography.

