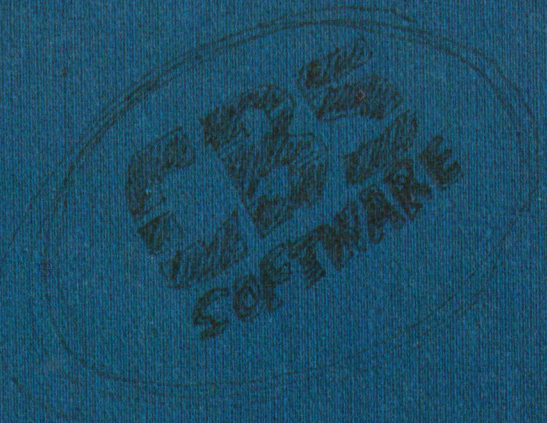


*Prepare for SAT*



FALL 1985

# Educational Software for Schools & Libraries



*Term paper on Dinosaurs  
Due Monday*



*History Test  
Friday*



# help from their friends.



Three other Sesame Street activities each include our exclusive EasyKey™ keyboard overlay. Made of durable, flexible vinyl, the EasyKey features large, colorful keys and makes it simple for children to get the most out of the program. **Big Bird's Funhouse**™\* consists of five hide 'n seek games that help preschoolers improve sequencing skills, memory and concentration. **Astro-Grover**™\* introduces early number recognition, counting and computational skills through five whimsical, musical activities. And **Sesame Street Letter-Go-Round**™▲ introduces and reinforces important early reading skills as children have fun with six different matching and simple spelling games.

**Richard Scarry's™ Best Electronic Word Book Ever**™ captivates kids with dozens of the famous author's lovable animal friends in six different colorful environments. Lowly Worm™ is the principal character in this delightful activity that helps youngsters develop the skills they need to become successful readers—word identification, vocabulary building, object recognition and

word/object association. Clever animated graphics and childhood tunes add to the fun of each skill level, making the program every bit as enjoyable as it is educational.

CBS Software recognizes that every computer activity in your classroom should stimulate learning as it encourages creative exploration. All of our early education programs feature either supplementary activities or useful guidelines that extend the educational content of the software, helping you relate the benefits of each program to specific curriculum objectives.

Help your students prepare for tomorrow by investing in a little help from their friends today!

For more information on CBS Software's preschool and early learning activities as well as format availabilities, turn to pages 5, 6, 15 and 16, or call toll-free 1-800-CBS-ASK4, Monday through Friday, 9 A.M. to 5 P.M. EST.

**CBS**  
SOFTWARE





## ERNIE'S MAGIC SHAPES™

A shape and color matching game where children help their Sesame Street friend ERNIE match shapes in six different ways! Developed by Children's Television Workshop, ERNIE'S MAGIC SHAPES gives children practice in visual discrimination—an important early learning skill. Children match shapes and colors while the delightful antics of ERNIE's magic bunny provide reinforcement and encouragement. The manual includes activities that blend fun and learning. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, IBM-PCjr, ATARI

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ERNIE ©1984 Muppets, Inc.  
™Trademark of CCW, Inc.

## BIG BIRD'S SPECIAL DELIVERY™

An object recognition and classification game developed by Children's Television Workshop. Children help BIG BIRD and LITTLE BIRD sort mail and deliver packages on Sesame Street. BIG BIRD'S SPECIAL DELIVERY helps children improve their understanding of form, class and function—while having fun! Children feel right at home with their Muppet friends, and the manual is easy to read and includes family activities. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, IBM-PCjr, ATARI

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BIG BIRD and LITTLE BIRD ©1984 Muppets, Inc.  
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## DUCKS AH-OY!™

Developed by Joyce Hakanson Associates, Ducks Ahoy! is a discovery game of planning and surprise. Children practice counting skills and predicting outcomes, and are encouraged to think logically while they keep dizzy ducks afloat and avoid the boat-dunking Hippol Music and lively graphics entertain as they help to develop pre-school skills. Illustrated activity book is filled with ideas for fun and learning. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, ATARI

©1984 Joyce Hakanson Associates, Inc.

## SEA HORSE HIDE 'N' SEEK™

Developed by Joyce Hakanson Associates, Sea Horse Hide 'N' Seek is a game of color and camouflage in a novel environment. Children match colors and develop their understanding of size relationships, while they help sea horses change color to hide from lagoon-fish and get home! Illustrated Hide Guide shows how animals use camouflage in nature. A preschooler's introduction to the computer. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, ATARI

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## LIGHT-WAVES™

This is no ordinary move-around-the-maze game because you create and change the playfield, the rules and what you see on the screen. Energy beams pulse in their own direction as LightRiders glide over them, travelling through the energy field. You control the direction of the beams to guide the LightRiders to their goals. Developed by Children's Television Workshop, Light-Waves lets you have fun exploring spatial relationships, problem-solving, rule-making and planning. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64, ATARI

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## FLEET FEET™

From 16 different feet, each with its own characteristics, you choose four to run each race. Use the correct feet and successfully clear obstacles along the escalating 3-D track, in a race that relies more on speed of thought and memory than fast reflexes. Developed by Children's Television Workshop, Fleet Feet provides opportunities to plan, cooperate and solve problems. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64

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