

# Software in the Education Materials Center

*Please click the subject area you want:*

[Arts and Creativity](#)

[Early Childhood](#)

[Encyclopedias & Reference](#)

[ESL & Foreign Language](#)

[Language Arts](#)

[Math](#)

[Nursing](#)

[Physical Education](#)

[Problem Solving Skills](#)

[Science](#)

[Social Studies](#)

[Word Processing & Computer](#)

[Tools](#)

\*All call numbers refer to the EMC Audiovisual Collection.

## Arts and Creativity

**A to Zap**, MAC CD-ROM, Grades Pre K-1

As young children explore they learn about letters, numbers, and words. Dynamic children's voices, full-color animations, number and "yummy" games, and other fun filled activities bring students into a world of sight and sound where learning is exciting.

**LB 1525.65 .A76 1995**

**The American Girls Premiere**, MAC/WIN CD-ROM, Grades 3-7

Create your own live action plays that bring your favorite characters from The American Girls Collection to life. Choose the scene, add props, cast the play, add music, lighting, and sound effects, direct the action and make the characters talk.

**PN 6119.9 .A537 1998**

**Flying Colors 2**, MAC/WIN CD-ROM, Grades 2-12

For a knock-your-socks-off crativity experience, you can't beat this powerful new draw and paint program. It has over 30 art tools, 250 colors and gradients and an absolutely amazing array of over 3100 stamps. Children's Software Review named this software an All Star Award Winner.

**T 385 .F59 1997**

**Fun With Architecture**, MAC/WIN CD-ROM, Grades K-3

Fun with Architecture provides children with a set of designs that they can put together using a mouse to make a virtual building. The shapes can be textured to look like stone, brick, or wood, and they can be rotated or made bigger or smaller. It also features a text-based introduction to architecture; chapters on different styles are linked to appropriate building templates.

**NA 2555 .F8 1997**

**JumpStart Music**, MAC/WIN CD-ROM, Grades 1-4

Children will be introduced to the exciting world of music by playing exciting arcade-style games as they learn about melody, harmony, notation, musical scales and more.

**M T1 .J84 1998**

**Kid Pix Studio Deluxe**, MAC/WIN CD-ROM, Grades K-8

This program gives kids six unique painting, drawing, and animation projects to select from. With wacky tools, 2,500 stamps, over 1,200 graphics, cool sounds, special effects and much more, kids have all the fun tools they need to explore their creativity!

**NC 740 .K44 1998**

**Rodney's Wonder Window**, MAC/WIN CD-ROM

24 interactive episodes of creative art and sounds that are fun for the whole family. From the "Probe and Poke Pet Shop" to the mating habits of the elusive "tooli bug" the fun never stops.

**GV 1469.25 .R6 G7 1992**

**With Open Eyes**, MAC/WIN CD-ROM, All Grades

Get a personalized tour of over 200 works of art from The Art Institute of Chicago's enormous collection! Spectacular full-screen pictures, accompanied by audio clips, make it possible for viewers to get close to an Egyptian mummy, a Japanese kimono, or a Picasso portrait.

**N 530.W58 1995**

## **Early Childhood**

**Big Thinkers Kindergarten**, WIN CD-ROM, Grades Pre K-1

Ben and Becky Brightly, the twins of learning and laughter, create ways for your child to master the lessons essential to success in first grade.

**LB 1169 .B5 1997**

**Ready For School 1st Grade**, MAC/WIN CD-ROM, Grade 1

Helps children prepare for 1st grade with 18 learning activities. As they explore the forest, children will master basic skills in reading, writing, arithmetic, and more.

**LB 1537 .R4 1997**

## Encyclopedias & Reference

### **American Indian Encyclopedia**, MAC/WIN CD-ROM, Grades 9-12

The American Indian Multimedia Encyclopedia contains detailed information about 150 North American tribes. On-screen menus allow the user to explore a millennium of Native American culture, history, legends, and leaders. There are more than 1,000 drawings, photographs, maps, articles, and video clips of authentic songs and customs. Much of the historical text and many of the pictures are from the National Archives and serve as excellent primary source material. The articles include information on tribal locations, addresses, inter-tribal relations, contacts with settlers, relations with the U.S. government, migrations, wars, and lifestyles.

**E 76.2 .A43 1996**

### **Anderson's Electronic Atlas of Hematology an Interactive Tool for Education, Exam Preparation, and Competency Assessment**, WIN CD-ROM,

College. Designed to help identify and explain morphology of cells from peripheral blood and bone marrow. Contains over 900 slides, approximately 5 images per cell; 100 quiz images and multiple choice questions; 100 concept applications (case studies) with quiz questions after each case. Specific areas covered include: blood cell megakaryocyte maturation, megaloblastic and iron deficient red cell maturation, blood cell abnormalities, bone marrow cytochemistry.

**QP 93 .A53 2002**

### **New Grolier Multimedia Encyclopedia**, MAC CD-ROM, Grades 4-12

This version is for Macintosh computers only. This unparalleled reference provides 33,000 scrupulously researched articles on science, world history, music, art and much more. Includes all 21 volumes of Grolier's Academic American Encyclopedia. Contains 150 video clips and animations. Special features include Multimedia maps and Knowledge Explorer Essays.

**AE 5 .G77 1993**

### **Encarta Africana Encyclopedia**, WIN CD-ROM, Grades 9-12

Microsoft Encarta Africana 2000 is the definitive source on Black history and culture. Encarta- the world's #1 multimedia reference brand-and co-editors from Harvard University's African and Afro-American Studies Department have joined together to create a multimedia encyclopedia that explores the world of black history and culture in-depth, from Africa to North America, Latin America, the Caribbean and Europe providing the best user experience through technology-driven innovation.

**DT 14 .M527 1993**

**Encyclopedia of our living oceans,**

Marine resource includes articles on the history of oceanography, marine ecosystems and marine biodiversity. Uses videos, photos, text and interviews with marine specialists     **G C9 .E2 1999**

**Mrs. Murphy's Media Center,** MAC/WIN CD-ROM, Grades 2 & up

Mrs. Murphy's Media Center teaches students about the many types of materials available in a media center, how to find them, and how to use them. There are a total of 26 lessons in the program's seven sections.

**Z 675.S3 M75 1996**

**Small Blue Planet,** WIN CD-ROM, Grades 4-12

This is the real picture, interactive exploration atlas! Tour USA and world political and topographical maps. Chromosphere, a time and season map is also included.

**G 1021 .S56 1993**

## **ESL & Foreign Language**

### *Multiple Languages*

**KidSpeak 10 in 1 Language Learning,** MAC/WIN CD-ROM, Grades 1 & up  
KidSpeak helps children identify letters and sound combinations, numbers and number sequences, and everyday vocabulary in 10 different languages; Spanish, French, German, Japanese, Chinese, Korean, Indonesian, Italian, Portuguese and Hebrew.

**LB 1578 .K5 1998**

### *English / Spanish*

**Arthur's Teacher Trouble,** MAC/WIN CD-ROM, Grades PreK-4

Living Books storybooks create an interactive world where children can learn, listen, and explore as Arthur competes in the school-wide Spellathon. Includes Spanish translation.

**PZ 7.B81618 Arr 1993**

**Kids! Spanish,** MAC/WIN CD-ROM, Grades 1-5

Delivers interactive fun, as wacky monster pals host over 35 activities at 5 progressive levels. Students can learn over 400 Spanish words and phrases for sports, animals, food, time, colors, family members and much more, as well as letters, numbers, and everyday expressions. 5 progressive levels.

**PC 4121 .K5 1998**

**Spanish 1a with Phonics/Ingles 1a con Fonetica**, MAC/WIN CD-ROM, Ages 4-up

Ideal for second language learners, this bilingual software program applies phonics to both beginning Spanish and English, allowing students to both see and hear how words in both languages are formed.

**PC4135.S63 2003**

**Spanish for the Real World**, MAC/WIN CD-ROM, Grades 5-12

This program allows students to use the language by listening, speaking, and reading. It also has challenging environments filled with interesting characters that allow students to practice in the "real world".

**PC 4121 .S68 1998**

**Spanish Your Way**, MAC/WIN CD-ROM, Grades 9-12

Yourway evaluates what students say and lets them hear and compare their voices with those of native speakers. Speech recognition provides feedback on pronunciation. Games and activities cover grammar essentials and teach over 2,500 words and phrases.

**PC 4129 .E5 S68 1996**

*English / French*

**French Your Way**, WIN CD-ROM, Grades 9-12

Your way evaluates what students say and lets them hear and compare their voices with those of native speakers. Speech cognition provides feedback on pronunciation. Games and activities cover grammar essentials and teach over 2,500 words and phrases.

**PC 2066 .F73 1997**

*English / Spanish / Japanese*

**Just Grandma and Me**, MAC CD-ROM, Grades Pre-K-4

Living Books storybooks create an interactive world where children can learn, listen, and explore. Story can be told in English, Spanish, or Japanese.

**PZ 7 .M642 Jub 1992**

*English / Spanish / French*

**The Cat Came Back**, MAC CD-ROM, Grades 1-6

Multimedia presentation about the adventures of a cat. Facilitates improvement of reading, vocabulary, language, music, creating writing, geography, and computer skills. Covers reading comprehension, basic musical notation, keyboarding practices, and word and phrase recognition and pronunciation in English, French, and Spanish. Includes graphics, music, and voice recording and playback features.

**LB 1576.C33 1994**

**Sitting on the Farm**, MAC CD-ROM, Grades 2-6

A peaceful picnic lunch turns mighty messy as different animals join a little girl. Listen, read, sing or write along with the story filled with music and interactive animation.

**LB 1576.S52 1994**

*English / Spanish / French / German*

**Language Explorer**, MAC CD-ROM, Grades Pre-K-12

Language Explorer uses colorful, vibrant images to teach English, French, German, and Spanish. Learn over 500 words in each language. Explore 42 topics and be challenged by five skill levels as you match pictures to their corresponding words. CD ROM version includes the spoken words in all four languages.

**P 371 .L2 1993 & P 371 .L2 1994**

## Language Arts

**Big Anthony's Mixed-Up Magic**, MAC/WIN CD-ROM, Grades K-4

Delights young learners who try to help Big Anthony assist Strega Nona in Tomie dePaola's interactive multimedia classic.

**PZ 8.1 .D43 S77 1996**

**Canterbury Tales**, MAC/WIN CD-ROM, Grades 9-12

Features include modern, Middle English, and facsimile texts of the entire frame story, complete with character descriptions and a guide to Middle English pronunciation; interviews with Dr. Christiania Whitehead and Dr. Peter Mack, Chaucerian scholars; video clips of key scenes; modern and classical literary criticism; teacher notes that include activities and assignments; and text search and print functions

**PR 1866.C4 C36 1999**

**The Cat in the Hat**, MAC/WIN CD-ROM, Grades Pre K-3

Interactive version of the Dr. Seuss book in which an unusual cat enlivens a rainy day for a couple of children. The user can have the book read aloud, or click on objects on the monitor and play games.

**LB 1576 .C34 1997**

**Curious George Learns to Spell**, MAC/WIN CD-ROM, Grades 1-2

Help Curious George catch Lola the parrot and track down famous author Wanda Jewel's lost books. Along the way, spell lots of words and help George write newspaper articles about your adventures. Includes reading practice with audio support.

**LB 1526 .C85 1998**

**Curious George Reading and Phonics**, MAC/WIN CD-ROM, Grades 2-4  
Kids learn to read with phonics, as they play games, build vocabulary, and interact with Curious George

**LB 1573.3 .C85 2002**

**Grammar for the Real World**, MAC/WIN CD-ROM, Grades 4-up  
Grammar skills include subject-verb agreements, punctuation and capitalization, sentence fragments and structures, plurals and possessives, parts of speech - nouns, verbs, adjectives, adverbs and more. Writing skills include: creative writing, proofreading and editing, sequencing, writing for an audience, spelling and more.

**LB 1576.7 .G73 1998**

**Knowledge Munchers Deluxe**, MAC/WIN CD-ROM, Grades 3-12  
Trivia questions in 6 categories and several levels of difficulty, with animation and sound effects.

**GV 1469.25.K58 K58 1997**

**Leap Into Phonics**, MAC/WIN CD-ROM, Grades Pre K-1  
A group of progressive activities designed to teach phonics skills to children.

**LB 1525.3 .L4 1997**

**Let's Go Read 2: An Ocean Adventure**, MAC/WIN CD-ROM, Grades K-2  
Explores how letters combine to form words, and how words combine to express meaning.

**LB 1139.5.R43 L47 1998**

**New Kid on the Block**, MAC/WIN CD-ROM, Grades K-4  
This interactive poetry book allows students to click on various words or lines of text and watch while animated cartoons act out the selections. Focuses attention on words and their meanings, helping students understand rhyming and the richness of the language. (English only.)

**PS 3566.R36 N42 1995**

**Paradise Lost**, MAC/WIN CD-ROM, Grades 9-12  
Includes excerpts from the Book of Genesis that parallel the text, analysis of key figures, video interviews with top Milton scholars, commentary by period poets and writers, biography of Milton, timeline of 17th century events, teachers notes with suggested class activities, art gallery of works on Creation themes, bibliography, internet connection.

**PR 3565 .P35 1998**

**Phonics And Reading Excelerator**, WIN CD-ROM, Grades 1-4

**LB 1573 .P46 2003**

**Reader Rabbit's Complete Learn to Read System**, MAC/WIN CD-ROM,  
Grades K-3

Reader Rabbit uses a step-by-step approach to learning letters, sounds, reading words and reading sentences, kids can interact in the exciting reading adventure in two different ways. Kids can play in a challenging quest to bring all the words back to the 26 individual Letter Lands of Wordville with Reader Rabbit, Mat the Mouse and four happy hamsters or they can select individual activities, books and songs.

**LB 1050.43 .R4 1999**

**Read, Write & Type**, MAC/WIN CD-ROM, Grades 1-2

Children learn the sounds of each letter and where each letter "lives" on the keyboard. They apply their newfound phonics and typing skills, combining letter sounds to make words, sentences and stories.

**LB 1573.R275 1996**

**Smart Start English**, WIN CD-ROM, Grades 7-12

Learn to speak English using speech recognition, record/playback, conversations, with more than 30 activities.

**PE 1128.3 .S6 1998**

**Spanish 1a with Phonics/Ingles 1a con Fonetica**, MAC/WIN CD-ROM, Ages  
4-up

Ideal for second language learners, this bilingual software program applies phonics to both beginning Spanish and English, allowing students to both see and hear how words in both languages are formed.

**PC4135.S63 2003**

**Stanley's Sticker Stories**, MAC/WIN CD-ROM, Grades PreK-2

Students strengthen reading and writing skills, improve spelling and build creativity as they create their own animated storybooks featuring Edmark pals, Millie, Bailey, Sammy and Trudy. Using character, letter, number and object stickers, familiar background scenes, colorful graphics, spoken assistance and story ideas, students can create their own multimedia stories, alphabet and number books, signs, letters and more.

**LB 1528.S7 1996**

**Story Book Weaver Deluxe 2**, MAC/WIN CD-ROM, Grades 1-6

An open-ended writing tool designed to actively engage students in the writing process. Students can author and illustrate their own stories in English or Spanish using a simple word processor and a variety of graphic and sound features. Choosing from a variety of foreground and background colors, scenes, and sound effects, students can construct a variety of settings and illustrations with the ability to manipulate the size, color and orientation of the objects. Includes text-to-speech feature to hear the story read aloud.

**LB 1576 .S7997 1996**

**Tenth Planet explores Literacy Word Building: Letter Sounds**,

MAC/WIN CD-ROM, Grades K-5

Student further their understanding of the structure of English words by exploring the role of vowels in words.

**LB 1573.3 .T44 1998**

**Word Tales**, MAC CD-ROM, Grades K-3

Teaches word recognition and initial letter sounds in a reward-filled discovery environment. A friendly character called Milo leads boys and girls on several fun and educational adventures.

**LB 1525.55 .W65 1993**

**Writer's Workshop**, MAC/WIN CD-ROM, Grades 6-9

A multimedia instructional system for process-based composition.

**LB 1576 .W732 1999**

## **Math**

**Cruncher**, MAC 3.5 inch disks, Grades 5-12

It computes, it graphs, it talks, it teaches math and it's fun. The Cruncher puts you in command of a powerful information-age tool ready to help you solve problems and apply math concepts. This easy-to-use program combines a full-featured spreadsheet with simple step-by-step tutorials to get you started quickly. Real-world projects are also included to illustrate how you can use spreadsheets to solve everyday problems. So stop merely calculating numbers and start crunching them!

**QA 76.9 .C62 C75 1993**

**James Discovers Math**, WIN/MAC CD-ROM, Grades K-2

In this introduction to math for early learners, there are 10 lively activity areas within young James' Kitchen, each leading to a different math. Challenge game in which students learn basic concepts as they play. Children learn basic concepts such as counting, number recognition, time telling, computation, measurement and estimation. A click on the items within the kitchen opens up each game.

**QA 135.5 .J33 1995**

**Math Advantage 2005**, WIN CD-ROM, Grades 6-12

Interactive tutors for both middle and high school students. Uses graphics, animations, videos and games to teach ten core math subjects. Disc 10: Bonus disc: Title on label: Excel 2003. Title on setup screen: How to use Excel 2003.

**QA 11 .M2 2004**

**Math Blaster: In Search of Spot**, WIN 3.5 inch disks, Grades 1-6

Children will build and improve mental math and problem-solving skills as they tackle everything from addition, Subtraction, multiplication and division, to number patterns, estimation, fractions, decimals and percents. Over 500,000 different problems.

**QA 135.5 .M3684 1993**

**Math for the Real World**, MAC/WIN CD-ROM, Grades 3-up

Includes over 4,000 word problems covering real-world math. topics in nine key subject areas. Math for the Real World students will learn in a drumbeat how mastering real-world math leads to real-life success.

**QA 135.5 .M3686 1997**

**Math, Grade 3,**

**QA 135.5 .M362 2003**

**Math Missions the Race to Spectacle City Arcade**, MAC/WIN CD-ROM,

Grades K-5 Build addition, subtraction, geometry, and problem-solving skills while constructing a skyscraper, sorting toys at a toy store, counting types of candy at an outdoor market, and more. Earn money for each correct answer and use it to play games in the arcade. **QA 115 .M363 2003**

**Mighty Math Cosmic Geometry**, MAC/WIN CD-ROM, Grades 7-10

Teaches geometry concepts and problem-solving skills for 7th, 8th & 9th grade math success.

**QA 462 .M5 1996**

**Mighty Math Number Heroes**, MAC/WIN CD-ROM, Grades 3-6

Students enter a math metropolis where an exciting series of four innovative activities promote investigation, experimentation and the power of thinking. Fraction Man, Star Brilliant, GeoBot and Handsome Chance help students explore fractions, 2D geometry, probability, shape and number patterns, addition, subtraction, multiplication, division and decimals.

**QA 135.5 .M533 1996**

**Millie's Math House**, MAC 3.5 inch disks, Pre-K-1

Children love learning about numbers, patterns, sizes and shapes. Six interactive activities bring math concepts to life with animated characters, colorful graphics and spirited music.

**QA 135.5 .M54 1992**

**Money Challenge**, MAC/WIN CD-ROM, Grades K-3

Twenty-four skill levels include counting pennies, nickels, dimes, quarters, half dollars, and dollar bills for purchases and figuring change. Teachers choose skill levels and can monitor student's progress within the Manager.

**HG 221.5 .M64 1997**

**Multiplication, division**, MAC/WIN CD-ROM, Grades 3-4

**QA 115 .M55 2002**

**Trudy's Time & Place House**, MAC/WIN 95 CD-ROM, Grades PreK-2

Students learn time-telling skills with talking clocks. They'll also explore the concept of time as they fast-forward and rewind an animated movie by seconds, minutes, hours, days, and months. They will discover the relationship between the earth, globe and atlas, identify continents and oceans, and develop mapping and direction skills.

**LB 1531.T8 1995**

## Nursing

### **Delmar's basic care nursing skills**, WIN CD-ROM

Covers over 50 basic nursing skills, is a full-color interactive product following the five-step nursing process. It is developed in clear, concise, easy-to-follow format to help promote competence in fundamental nursing skills. Some of the skills covered include mobility, hygiene, basic assessment, heat/cold, urinary catheter, specimens, orthopedic, and many least invasive procedures

**RT 51 .D4322 2000**

### **Delmar's critical care/surgical care nursing skills**, WIN CD-ROM

Over 50 critical care/surgical care nursing skills are contained on this CD-ROM including blood administration, advanced respiratory, tubes, ventilation, central lines, pre/postoperative care, dressings and wound care

**RT 51 .D4323 2000**

### **Delmar's intermediate nursing skills**, WIN CD-ROM

Covers over 50 critical advanced nursing skills, this is a full-color interactive product following the five-step nursing process. It is developed in clear, concise, easy-to-follow format to help promote competence in fundamental nursing skills. Some of the skills covered include medication administration, GI tubes, bowel and colostomy techniques, respiratory care oxygen, IV care administration, and some of the more invasive procedures

**RT 51 .D4324 2000**

### **Delmar's special procedures nursing skills**, WIN CD-ROM

This CD-ROM covers critical nursing skills with a focus on special populations including assisting with medical procedures, orthopedic care, advanced assessment, inserting tubes and lines, emergency/safety procedures and restraints

**RT 51 .D4325 2000**

## Physical Education and Anatomy

### **ADAM Inside Story 97**, MAC CD-ROM, Grades Elementary

Combines precise anatomical imagery, animation, and sound with a comprehensive database of biological information. Students will explore 12 major systems of the human body as they descend into 97 medically accurate dissected layers featured in this visually stunning program.

**EMC QM26.A3 1996**

### **Human Body Collection**, MAC/WIN CD-ROM, Grades 4-9

A fascinating introduction to human physiology, which includes three CD-ROMS and other educational materials.

**QM 27 .H85 1999**

**Interactive Atlas of Human Anatomy**, WIN 3.1 CD-ROM, Grades 4 & up  
Designed for students and instructors, this interactive program has these educational features-- search for plates of body region, organ system, key word; create personal study guides; use built-in tests or create custom exams; magnify details; print out plates for use in patient education.

**QM 25.N473 1995**

**The Ultimate Human Body 2.0**, MAC CD-ROM, Grades 3-up  
The highly complex human body has been broken down layer by layer and organ by organ to allow for easy examination using the unique "3D Body Scanner", which allows you to zoom in and out of the various systems of the body.

**QP 38.U47 1996**

### **Problem Solving Skills**

**Carmen Sandiego Curriculum Library**, MAC/WIN CD-ROM, Grades 5-8  
Enhance your curriculum in three different areas: History, Language Arts and Math. Includes Where in Time is Carmen Sandiego, Carmen Sandiego-Math Detective, and Carmen Sandiego-Word Detective.

**GV 1469.22 .C35 1998**

**Clifford the big red dog thinking adventures**, MAC/WIN CD-ROM  
Travel through Clifford and Emily Elizabeth's neighborhood helping them finish various errands before Clifford's big birthday party. Games cover problem solving, logic, reasoning and creativity

**LB 1029.G3 C55 2000**

**Clue Finder's 3rd Grade Adventures**, MAC/WIN CD-ROM, Grades 2-4  
Computer adventure game designed to develop thinking and problem solving skills. The ClueFinders have stumbled onto a mystery. Jungle animals are disappearing. And now the famous scientist Dr. Pythagoras has vanished. Is an ancient monster responsible for this? Use your 3rd grade math, English, science, and geography skills to solve the mystery.

**GV 1469.22 .T48 1997**

**Harmony Tree**, MAC/WIN CD-ROM, Grades  
A good aid in teaching children conflict management, problem solving skills and good social skills.

**HQ 783 .H35 2000**

**Jump Start Adventure: 6th Grade Mission Earth Quest,**

MAC/WIN CD-ROM, Grade 6

Help adventurous teens Zack and Jess save the planet from crazy computer mayhem.

**GV 1469.22 .J83 1998**

**Lost Mind of Dr. Brain,** MAC/WIN CD-ROM, Grades 5-up

Students are asked to solve hundreds of complex, interactive puzzles in order to save Dr. Brain. As the students solve the puzzles, they learn to develop different intelligences and improve their knowledge of language, music, art, physics, chemistry and more.

**GV 1469.25 .D6 L6 1995**

## Science

**Animal Genius,** MAC/WIN CD-ROM, Grades K-3

Build basic life science skills while discovering fascinating facts about animals.

**QL751.A55 2008**

**BioLab Frog,** MAC/WIN CD-ROM, Grades 6-12

This award-winning "real-life" dissection simulation allows students to explore the frog's external mouth, digestive, circulatory, reproductive, and skeletal systems. Up-close graphics and colorful animations illustrate functions that are normally hard to view.

**QL 668.E27 B5 1997**

**BodyFluids tutor,** WIN CD-ROM

Computer program that systematically teaches and tests the gross and microscopic examination of various body fluids. These include synovial fluid, cerebrospinal fluid, amniotic fluid, seminal fluid, and serous fluids

**RB 52 .B6 2000**

**Butterflies, bugs, and other beasties,** Grades 3-5

Lucy Ladybird visits the garden with you to collect insects, then use what you have collected to play a variety of mini-games.

**QL 463 .B468 2002**

**The case of the missing monarchs,**

This browser based software demonstrates how butterfly populations are studied and collected

**QL 561.D3 C37 2001**

**The Cell,** MAC/WIN CD-ROM, Grades 4-9

Presents the parts of a cell, their functions, and differences. Also explains how single-celled organisms survive and can create diseases.

**QH 581.2 .C435 1997**

**Chemicus journey to the other side**, MAC/WIN CD-ROM

In the mysterious city of Chemicus, sacred power and scientific knowledge from the beginning of time are guarded. It's up to you to solve the riddles, gain knowledge and use your intelligence to unlock the secrets of this city of science  
**QD 33 .C7 2002**

**The Digital Fieldtrip to the Rainforest**, MAC/WIN CD-ROM, Grades Pre K-12

Explore the Blue Creek Rainforest Reserve in Belize, Central America, where you can walk in the jungle, climb the trees, explore a cave and wonder at the incredible biodiversity. Learn about rainforest plants and animals, their interdependencies and the threat to their survival.

**QH 541.5.R27 D54 1998**

**Earth's Endangered Environments**, MAC/WIN CD-ROM, Grades 4-9

Containing two movies "Rain Forests" and "Wetlands" this CD brings to life the beauties of two of the world's most valuable ecosystems-- and the problems confronting them.

**QH 541.2 .E16 1994**

**Human Body**, WIN CD-ROM

**QM 27 .H85 1999**

**The Human Genome Project: Exploring our Molecular Selves**,

WIN CD-ROM, Grades 9-12

This multimedia CD-ROM provides high school students and the interested public with information on the Human Genome Project. It includes a dynamic timeline, a quick search feature, and learning activities.

**QH 447 .H86 2000**

**Inside the cell**, MAC/WIN CD-ROM

Explains what a cell is, gives history of the discovery of cells and cell theory, describes the categories of cells and the parts of a typical eukaryotic animal cell, and tells about cell specialization and organization

**QH 631 .I5 1999**

**Neurons in action computer simulations with NeuroLab**, MAC/WIN CD-ROM

"The purpose of Neurons in Action is to provide students with tools with which they can appreciate the complexity of the functioning of a single neuron"--Preface

**QP 355.2 .M66 2001**

**Redshift 3**, MAC/WIN CD-ROM, Grades 6 & up

Redshift 3 contains over 700 astro-photographs, simulations of planetary movement star fields, and more, and 250,000 stars, asteroids and other sky objects. Features also include realistic sky simulations, full-screen virtual reality 3D simulations of planetary orbits and star fields, an interactive Sky Diary, and enhanced movie making features.

**QB 43.3 .R4 1998**

**Sammy's Science House**, MAC/WIN 95 CD-ROM, Grades PreK-2

Introduces children to the world of science by encouraging their curiosity and helping them see and enjoy science in their daily lives. Five fascinating activities develop important skills and thought processes for scientific learning.

**LB 1532.S33 1995**

**Sniffy the Virtual Rat** MAC/WIN CD-ROM, Grades 6-12

"Simulate a wide range of learning phenomena that are typically discussed psychology of learning courses. Explore all facets of operant and classical conditioning by training Sniffy using virtual food as reinforcement. The simple user interface enables you to set up events in Sniffy's operant chamber (skinny box) in much the same way research psychologist set up events for real animals"--Lab manual cover.

**BF 319.5.O6.A44 2005**

**Solar System**, MAC/WIN CD-ROM, Grades 4-9

Includes 2 presentations: Sun, earth, and moon; and the planets.

**QB 501 .S63 1998**

**Study Works for Science 2.0**, WIN CD-ROM, Grades 9-12

StudyWorks for Science 2.0 is an educational CD-ROM that covers biology, chemistry, earth science, physics, and statistics. The disc uses examples and sample problems to impart its lessons. It also includes an onscreen graphing calculator, tips for the SATII college-preparation test, unit conversions, and a glossary of scientific concepts and terms.

**Q 181 .S79 1998**

**Super Solvers Gizmos and Gadgets**, IBM 3.5 inch disks, Grades 2-6

Over 200 puzzles and simulations help students understand physical science concepts such as magnetism, electricity, force, gravity and friction. Automatically adjusts to child's skill level.

**Q 181 .S9 1993**

**Thinkin' Science**, MAC/WIN CD-ROM, Grades K-2

Children conduct scientific experiments and solve exciting science challenges. Covers many of the major earth, life, and physical science topics in the first and second grade curriculums.

**LB 1585 .T46 1997**

**The Way Things Work 2.0**, MAC/WIN CD-ROM, Grades 2-up

For this new version, several additional features have been included, such as video segments of David Maccaulay, as well as an on-line link to unique "mammoth.net" featuring the Mammoth Inventor's Club!

**T 47 .M182 1996**

**Zoo Vet: Endangered Animals**, MAC/WIN CD-ROM, Ages 6-up

Treat and diagnose different species of endangered animals. The game features 30 different medical cases and 3 levels of difficulty. Puzzle, word search, memory and other learning games are involved too.

**SF996.Z692 2007**

## **Social Studies**

**Amazon Trail 3rd Edition: Rainforest Adventures**,

MAC/WIN CD-ROM, Grades 9-12

Users begin the 4,000 mile journey near the mouth of the Amazon at Belem and journey to Vilcabamba near the river's source. Players choose which guide and what supplies they want and travel by canoe to their destination. Along the way, users will need to fish and hunt. They also meet conquistadors from the 16th century, naturalists from the 19th century and businessmen from the 20th century.

**F 2546 .A452 1998**

**The American Indian: A Multimedia Encyclopedia**, WIN CD-ROM, Grades 4-college

From pre-European contact to the early 20th century-the history and culture, words, and images, legends and leaders of the Native Americans.

**E 76.2 .A43 1996**

**The Annenberg/Pew Archive of Presidential Campaign Discourse**, WIN CD-ROM, Grades High School

This archive contains transcripts of speeches, television ads, and debates of the twelve United States general Presidential campaigns from 1952 through 1996. Includes all of the major party nominees work, except that of Barry Goldwater, from September 1 of each election year through the election. Also includes the candidates' nomination acceptance speeches.

**JK 528 .A56 2000**

**The Asian-American experience**, MAC/WIN CD-ROM, Grades 6-12

Fully indexed and searchable collection of information relating to the Asian American experience. Includes timelines, documents, pictures, maps, audio, and graphics.

**E 184.O6 A8425 1997**

**Becoming Americans; The Shapiro Story**, MAC/WIN CD-ROM, Grades 6-12

This CD-ROM is designed to complement a visit to Shapiro House at Strawberry Banke Museum in Portsmouth, New Hampshire. Shapiro House recreates the home of Ukrainian-Jewish immigrants, Abraham and Sarah Tapper Shapiro and their American-born, ten-year-old daughter, Mollie. This disk not only provides a detailed interactive tour of their home; it also employs multimedia techniques to examine the broader story of immigration to this country.

**E 29.J5 B43 1998**

**Cultural Horizons of Wisconsin**, MAC/WIN CD-ROM, Grades 4-6

Explores the cultures of Wisconsin as something deeper than race, ethnicity, or nationality.

**F 590.A1 C83 2001**

**CultureGrams 2001**, WIN CD-ROM, Grades 9-12

Contains cultural guides to over 175 countries including information on customs, lifestyle, people, government and history. Includes audio country name pronunciations and national anthems.

**GT 150 .C86 2001**

**Decisions, Decisions 5.0, Building a Nation**, MAC/WIN CD-ROM, Grades 5-12

Real world decisions build real world skills: teamwork, group decision making, problem identification and problem solving, reading comprehension and oral and written communication.

**JA 86.D4 1997**

**GeoBee**, MAC/WIN CD-ROM, Grades 4-9

Beat the clock through three rounds of play and enter geography's Hall of Fame.

**G 76 .G45 1996**

**Library of Congress: Eyes of the Nation**, MAC/WIN DVD-ROM, Grades 5-12

American history as illustrated by documents, photographs, and archival materials from the Library of Congress. Allows to prepare customized visual presentations.

**E 178.5 .L522 1998**

**Life In Tudor Times**, MAC/WIN CD-ROM, Grades 9-12

Get medieval as you take a visual joyride through the tudor times. This CD is both fun and educational. Learn about what events happened during this exciting period in time.

**DA 315 .L53 1996b**

**Living deserts & rainforests**,

Contains movies, pictures, and sounds and music of animals, insects and plants of the desert and rainforest to be used with MP Express in the production of multimedia presentations

**T 385 .L58 1998**

**Maawangi'iding: Gathering Together**, WIN CD-ROM, Grades 4-12

Maawangi'iding is the Ojibwe word for a gathering of people, a meeting, a celebration. This video presents narratives from tribal members of the six Wisconsin bands of the Lake Superior Chippewa. Using archival photos, maps, and historic documents, these narratives explain how things have come to be in the way they are in the Ojibwe homelands of northern Wisconsin.

**E 99.C6 M3 1998**

**Material World: A Global Family Portrait**, MAC/WIN,

Provides an intimate look into the everyday lives of thirty typical families from around the world through photographs, interviews, and video gathered by sixteen photojournalists.

**GN 406 .M452 2001**

**Native Americans: People of the Desert**, MAC/WIN CD-ROM,

This CD-ROM is designed to introduce students to Native Americans of the Southwest and to help establish an awareness of their history and an affinity for their culture. It is organized into seven major sections: History; Desert World; Museum; Akena; Native Americans Today; Activities; and Reference.

**E 78.S8 P46 1999**

**Native Americans: People of the Forest**, MAC/WIN CD-ROM,

This CD-ROM is designed to introduce students to Native Americans of the Eastern Woodlands and to help establish an awareness of their history and an affinity for their culture. It is organized into seven major sections: History; Forest World; Museum; Little Flower; Native Americans Today; Activities; and Reference.

**E 78.E2 P46 2000**

**Native Americans: People of the Northwest Coast**, MAC/WIN CD-ROM,

This CD-ROM is designed to introduce students to Native Americans of the Northwest Coast and to help establish an awareness of their history and an affinity for their culture. It is organized into seven major sections: History; Northwest Coast World; Museum; Golden Sparrow; Native People Today; Activities; and Reference.

**E 78.N78 P46 1999**

**Native Americans: People of the Plains**, MAC/WIN CD-ROM,

This CD-ROM is designed to introduce students to Native Americans of the Plains and to help establish an awareness of their history and an affinity for their culture. It is organized into seven major sections: History; Plains World; Museum; Read Feather; Native Americans Today; Activities; and Reference.

**E 78.G73 P46 1998**

**Neighborhood Map Machine**, MAC/WIN CD-ROM, Grades 1-5

Students create maps of real or imaginary places, travel around neighborhoods and towns, and learn about direction, symbols, scale, grid coordinates and other geography skills. Addresses skills created by the National Geography Standards.

**LB 1583 .N43 1998**

**On Common Ground**, MAC/WIN CD-ROM, Grades 9-12

On Common Ground provides an overview of America's many religious traditions through text, images, voices, and music. It also provides perspectives on some of the fundamental questions of religious freedom, religious diversity, and interreligious encounters that have shaped America's religious history and continues to challenge us today.

**BL 2525 .E252 1997**

**Oregon Trail 3rd Edition: Pioneer Adventures**, MAC/WIN DVD-ROM, Grades 5-12

An educational simulation game designed to develop social studies skills as students travel by covered wagon on an 1848 journey from Independence, Missouri, to the Willamette Valley of Oregon, learning about the perils of the trip and making life or death decisions.

**F 880 .O74 1998**

**Pilgrim Quest II**, MAC/WIN CD-ROM, Grades 5-up

The object of this simulation is to sustain the Pilgrim colony as it confronts situations the Pilgrims faced in the early 1600s. Making precise decisions that affect the survival of the colony, players learn concepts of borrowing and interest, world trade, map reading, forms of government, negotiation, and more.

**GV 1202.S87 P5 1996**

**Siltstones, Mudstones, and Shales depositional processes and characteristics,** WIN CD- ROM

A publication based on presentations given at the annual GCAGS conference, October 2002.

**QE 471 .D488 2003**

**SimCity 3000,** WIN CD-ROM, Grades 4-12

A game in which the player is in charge of creating an entire city from the ground up, managing everything from budgets to bulldozers, taxes, tornadoes with more control than ever before.

**HT 166 .S552 1998**

**Swamp Gas Visits Europe,** MAC 3.5 inch disks, Grades 1-12

Discovering European geography becomes fun for students as they explore the continent with Swamp Gas, the lovable alien. Players learn about European countries, capitals, cities and famous landmarks while developing fact-finding and problem-solving skills. Keep complete and up to date maps of Europe.

**D 923 .C38 1993**

**Timeliner,** MAC 3.5 inch disks, Grades K-12

Creates timelines up to 99 pages long. Illustrates patterns in history or can merge timelines to gain a new perspective on a sequence of events.

**D 11 .T55 1994**

**Time Traveler,** MAC CD-ROM, Grades 7-12

Explore the last 6000 years of history as great events, important inventions and unusual cultures are brought to life. Over 1000 illustrated articles. Also includes audio and video clips. Watch as history comes alive for you and your children.

**D 16.255 .C65 T53 1992**

**U.S. Regional Geography Midwest,** MAC/WIN CD-ROM, Grades 4-12

Explores the physical and cultural geography of the Midwest

**F 351 .U87 1999**

**Wisconsin: Celebrating People, Place, and Past,** MAC/WIN CD-ROM, Grades 4 & up

Provides an interactive tour of Wisconsin's rich history, culture, and geography.

**F 581 .W49 1998**

**Women in America,** MAC/WIN CD-ROM, Grades 6-12

Fully indexed and searchable collection of information and primary source documents relating to women in America. Includes timelines, documents, pictures, maps, audio, and graphics. Part of the American Journey series.

**E 173 .W64 1996**

**World Discovery Deluxe**, MAC/WIN CD-ROM, Grades 3-12

This is an interactive global geography and history program that tests your knowledge of geographical, political and historical people, places and events. This fun and educational program contains over 75 maps from around the globe.  
**G 76 .W65 1995**

## **Word Processing / Computer Tools**

**Hands-on Multimedia for Kids/Teachers Bundle**,

MAC 3.5 inch disks, Grades Pre-K-12

Children and teachers will learn how to create exciting projects using HyperStudio or HyperCard, incorporating a variety of multimedia components including: audio clips, graphics, CD-ROM, Laser Discs and scanned images. Projects focus on a variety of subject areas and address three difficulty levels: beginning, intermediate and advanced. Includes reference cards to guide users through specific procedures.

**QA 76.9 .U83 H342 1993, QA 76.9 .U83 H343 1993**

**How Computers Work**, MAC CD-ROM, Grades 3-12

Features narrated QuickTime animation that takes you inside every device from the mouse to the memory cells of a CPU. Also includes tutorial for the most popular programs on the market today.

**QA 76.5 .H68 1993**

**HyperCard: A Tool for Learning**, MAC 3.5 inch disks

This software is designed to allow doing more. Keep track of your appointments, manage your expenses, learn new languages, record and play sounds.

**QA 76.8 .M3 T83 1994**

**HyperStudio 3.1**, MAC CD-ROM

Screen shots and easy-to-follow instructions enhance the teaching/learning of HyperStudio basics, plus animation, using the QuickTakes camera and Video Digitizer, HyperText links, and new button actions. Includes guidelines for planning a stack and sample teacher and student stacks.

**QA 76.76 .H94 H96 1999**

## Miscellaneous

**Whose life is it anyway? a look at person-centered planning & transition,**  
MAC/WIN CD- ROM

Covers the nuts and bolts of person-centered planning and is a self-paced instructional program. Included is information on circles of support, the PATH process, and MAPs as it applies to developing transition plans for individuals with disabilities

**HV 1568.5 .W48 2001**

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