Parent/Teacher Guide to Selecting Software for Children Ages 4-14

The Learning Company

Helping children get ahead

Develop Writing, Spelling
and Thinking Skills for Ages 6-12

Writer Rabbit™
(Ages 7-10)
Builds Early Writing Skills

The best learning-to-write program available. In six carefully sequenced games, children join Writer Rabbit at a sentence party and learn to create complete sentences and stories. Each game builds important reading comprehension skills while developing writing skills.

▶ **Can be customized to child's ability** by selecting vocabulary level, sentence length and game speed.

▶ **Develops creativity** as children make up their own stories and letters

▶ **Prints out** over 70 stories and letters, plus an "Award Certificate"

"A must for every child who is beginning to write. A natural step before introducing the child to word processing."
    —Dr. Ariella Lehrer, Child Psychologist
          and Software Evaluator

"Critics' Choice Award"
    —Family Computing Magazine

Apple, IBM and Compatibles 5.25″. . $49.95
Apple, IBM and Compatibles 3.5″ . . . $49.95

Magic Spells®
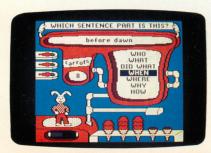(Ages 6-12)
Builds Essential Spelling Skills

Sharpen spelling skills by unscrambling words and spelling flashed words in a magical kingdom. Magic Spells enriches a child's understanding of letter relationships as it provides spelling practice.

▶ **Includes sample word lists** with hundreds of words at many levels

▶ **Enter weekly spelling words** with the easy-to-use "Spells Writer" editor

▶ **Rewards and motivates children** with captivating graphics and amusing sound effects

"We only wish that spelling drills had been this much fun when we were kids."
    —Apple II Review

Apple, IBM and Compatibles 5.25″ . . $39.95
Apple, IBM and Compatibles 3.5″ . . . $39.95
Commodore 64/128 also available.

The Five Secrets to Selecting Educational Software for Children

Your child's education is an important investment. Be sure the software you buy passes this test:

1. Does it have **proven educational value?** The software should have been developed by a team of qualified educators using a sound learning approach.

2. Does it develop **thinking skills?** The right software will provide more than drill and practice. It should also enrich your child's thinking skills and develop his or her problem-solving abilities. This prepares children for future learning success.

3. Is it **motivating?** Children love to learn-in the right environment. Good software stimulates a child's natural curiosity and provides positive reinforcement. The software should provide several levels of play and options to customize it to the child's current level and specific needs. Above all, your child should enjoy it.

4. Is it **easy-to-use?** You and your child should not be spending time trying to figure out how to use the software. A simple set of commands and consistency from one product to the next lets you get straight to the fun.

5. Is it part of a **family of products** that are **guaranteed?** Look for a line of products that covers your child's needs across several subject areas. Make sure the company stands behind its products and will guarantee your satisfaction.

Build Reading, Math
and Early Thinking Skills for Ages 4-7

Reader Rabbit™
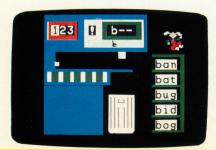
(Ages 4-7)

Builds Early Reading Skills

Four animated games help develop fundamental reading, spelling and thinking skills. Children improve word recognition, vocabulary and memory skills in Reader Rabbit's fabulous word factory.

▶ **Uses positive reinforcement** to motivate children and reward correct solutions

▶ **Carefully sequenced games** increase in difficulty as your child's skills grow

▶ **New "talking" version** for the Apple IIGS™ uses high-quality digitized speech for an even more exciting and rewarding learning experience.
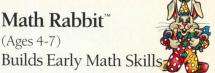
"Reader Rabbit is a highly motivational game…well designed and easily used by young children."
— The Computing Teacher

"Parents' Choice Gold Award"
— Parents' Choice

"Critics' Choice Award"
— Family Computing

Apple, IBM and **Compatibles** 5.25″ . . $39.95
Special "Talking" version for **Apple IIGS**
and **Tandy 1000** 3.5″ $59.95
Macintosh 3.5″ $59.95
Commodore 64/128 also available.

Math Rabbit™

(Ages 4-7)

Builds Early Math Skills

Introduce your child to the fascinating world of numbers! Four games teach children how to add and subtract one- and two-digit numbers, and recognize number patterns and relationships. Math Rabbit develops children's early thinking skills while teaching them math.

▶ **Many options** let you customize games to child's learning level.

▶ **Builds a solid foundation** for future work in multiplication

▶ **The perfect way** to get your child started in math.

"Rich in educational content and fun to play."
— Dr. Carol Wilder, **Parent and Educator**

Apple, IBM and **Compatibles** 5.25″ . . $39.95
Apple, IBM and **Compatibles** 3.5″ . . . $39.95

Gertrude's Secrets®

(Ages 4-7)

Builds Early Thinking Skills

Seven entertaining games build a child's early thinking and problem-solving abilities. Children move colorful playing pieces to learn important classification, grouping, sequencing and organizing skills.

▶ **Fascinating puzzles of increasing difficulty** enrich and reinforce skills essential to math

▶ **Children develop creative problem-solving skills** as they test solutions

"Best Software of the Year"
— Learning Magazine

Apple, IBM and **Compatibles** 5.25″ . . $39.95
Apple, IBM and **Compatibles** 3.5″ . . . $39.95
Requires color monitor
Commodore 64/128 also available.

Reference Guide for Hardware Requirements

Programs (Ages)	APPLE® IIGS/II+/IIe/IIc		IBM®/TANDY® & Compatibles*		COMMODORE® 64/128	
Reader Rabbit (4-7)	64k	1,6	256k	1,3,7	64k	1
"Talking" Reader Rabbit (4-7)	256k	1,5	256k	1,3,7	N/A	N/A
Math Rabbit (4-7)	64k	1,8	128k	1,4,7	N/A	N/A
Gertrude's Secrets (4-7)	48k	2,8	128k	2,3,7	64k	2
Writer Rabbit (7-10)	64k	1,8	256k	1,4,7	N/A	N/A
Magic Spells (6-12)	64k	1,8	256k	1,3,7	64k	1
Think Quick! (7-14)	64k	1,8	128k	1,4,7	N/A	N/A
Rocky's Boots (9 & up)	48k	2,8	128k	2,3,7	64k	2

Notes on system requirements:
1. Color monitor not required
2. Color monitor or color TV **required**
3. Color graphics adapter **required**
4. Color graphics or Hercules mono-chrome graphics adapter required
5. Apple IIGS only—3.5" Disk Drive **required**
6. **Apple Macintosh** format available. Runs on Mac SE, Mac Plus, and Mac 512k with 800k disk drive.
7. 3.5" Disk or Hard Disk Installable Version available (see below)
8. 3.5" Disk for **Apple** IIGS also available.

*IBM/Compatible Information

Requirements: IBM and compatible products require PC-DOS 2.0-3.3 or MS-DOS 2.0-3.2 Tandy 1000 products require MS-DOS 2.1-3.2

Systems tested for complete compatibility:
IBM PS/2; IBM PC/XT/AT/jr.; TANDY 1000 EX/SX/ HX/TX/3000; COMPAQ 286/ PORTABLE; LEADING EDGE D; EPSON EQUITY 2/3; HP VECTRA; AT&T 6300; COLUMBIA; PANASONIC FX 600; TOSHIBA t-1100/3100; ZENITH 148/158/248/ 258.

▶ **3.5" Disk Versions** are available for the Apple IIGS and for the Tandy 1000, IBM PS/2™ and other compatible 3.5" disk drives. Call us for details.

▶ **Hard Disk Installable Version:** A special format that can be installed and run on a hard disk is available by mail with the purchase of any IBM or Tandy 1000 version of The Learning Company's programs. See package or call us for details.

▶ **Satisfaction Guaranteed!** All programs from The Learning Company carry a no risk, 30-day money back guarantee.

▶ **Special Note to Educators:** The Learning Company also offers a complete line of School Editions. Call our School Division for more information.

Hop over to your nearest Learning Company Dealer or call us toll free: 800-852-2255.

6493 Kaiser Drive, Fremont, CA 94555 (415) 792-2101

The Learning Company®

Strengthen and Enrich
Problem-Solving Skills for Ages 7-14

Think Quick!™
(Ages 7-14)
The animated adventure game that builds thinking skills

This fast-paced adventure game helps children develop important thinking skills needed for future learning. Players overcome increasingly difficult challenges as they race through over 100 rooms in the magical Castle of Mystikar.

▶ **Helps build skills in logical thinking**, developing strategies, decision making and problem solving

▶ **Six increasingly difficult game levels** provide endless hours of learning fun

▶ **Several play options** let children explore at their own pace, race against the clock or create their own games

▶ **Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight** all add up to a delightful exploration for children.
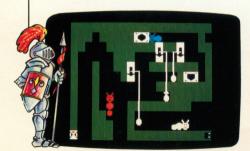
"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making."
—Judy Cato, Teacher

"Parents' Choice Gold Award"
—Parents' Choice
"A+ All Stars"
—A+ Magazine

Apple, IBM and **Compatibles 5.25″** . . **$49.95**
Apple, IBM and **Compatibles 3.5″** . . . **$49.95**

Rocky's Boots®
(Ages 9-up)
Builds Problem-Solving Skills

This widely acclaimed program develops logical thinking and problem-solving skills that are important in math and science. Children learn to create increasingly powerful "logic machines" in 40 fun, interactive games.

▶ **Each game introduces new logic concepts** while building on skills learned in earlier games

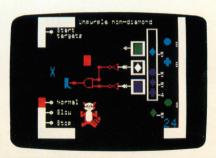▶ **40 games and a variety of options** provide countless hours of entertainment

"Software of the Year"
—Parents' Choice and Learning Magazine

"Rocky's Boots is as much fun as the computer itself!" —Time Magazine

Apple, IBM and **Compatibles 5.25″** . . **$49.95**
Apple, IBM and **Compatibles 3.5″** . . . **$49.95**
Requires color monitor
Commodore 64/128 also available.

Build and Develop
Written Communication Skills

The Children's
Writing & Publishing Center™
(Ages 9 and up)

Educators recognize an intimate relationship between writing and thinking. This product is a tool that helps build and develop written communication skills. Designed for ease-of-use, it stimulates the natural creativity of young people and makes the process of writing both fun and rewarding. It combines powerful features in word processing, picture selection, and page design to help children produce first-class illustrated reports, letters, stories, newsletters and more.

▶ **What makes it unique**
- More features than any other children's word processing or desktop publishing program. It combines words and pictures effortlessly—words automatically wrap around pictures that are placed on documents.
- Easy-to-follow instructions and colorful screen displays coach new users every step of the way.
- Does everything your child will want to do for school or home: reports, letters, stories, newsletters, and more.
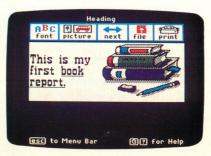
▶ **Special Features:**
- Multiple font styles and sizes
- Words automatically flow around pictures
- Over 150 pictures—Also compatible with Print Shop™ and other graphics libraries
- "What you see is what you get" display
- One or two column formats
- Top-notch printouts in black and white or color (with a color printer)
- Colorful, easy-to-read menus
- Easy to read screens
- Online help and page format
- Cut and paste text

"My students' excitement and pride in their new found power over the written word has added a new dimension to reading and writing instruction. Thank you."
—Lynn Murphy, Teacher, Laurel School

Apple IIe, IIc, IIGS available October 88
Tandy, IBM and compatibles available Winter 88/89

About The Learning Company

The Learning Company is unique in its focus on building children's underlying thinking skills while reinforcing the important basic curriculum subjects. Since its founding in 1979, the company has won extensive awards for its innovative teaching approach. It's single-minded focus on quality is reflected in extensive pre-market testing in homes and schools, and a rich product line with which a child can grow with additional subjects and with age.

Fun and ease-of-use are central elements of The Learning Company's programs. Cheerful and intriguing characters, challenging situations and environments are combined to provide captivating and entertaining programs that a child can enjoy for hours. The multiple skill levels and easy-to-follow directions make each program easy to use—no frustrations, no complicated procedures. And, your satisfaction is guaranteed.

Choose from our family of quality software

SUBJECTS AGES:	4 to 7	7 to 10	10 to 14
Reading/Writing	Reader Rabbit	Writer Rabbit	
Writing/Publishing		The Children's Writing & Publishing Center	
Math	Math Rabbit		
Spelling		Magic Spells	
Thinking/Problem-Solving	Gertrude's Secrets	Think Quick!	
Advanced Problem-Solving			Rocky's Boots