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FOUNDATION PHASE

123 CD V2	Grade R -1	10 fully narrated, focused activities with Wizit the friendly wizard on hand to help, all learners can confidently explore the complexities of counting and other essential early number skills. Number Range 1 - 10
ABC-CD V2	Grade R -1	The programme uses beautifully designed illustrations and animations together with speech and music to help foundation phase learners learn the sounds and shapes of the alphabet. Features four carefully graded activities that teach learners to visually discriminate between letter shapes, to recognise the different letter sounds and finally, match the shapes and sounds together.
All Around the House	Grade R -1	Beautifully designed illustrations and animations together with speech and music to help foundation phase learners learn the sounds and shapes of the alphabet.
Fizzy's First Numbers	Grade R -1	Learners help Arnold the Alien to watch his favourite TV channel, make a phone call, cook him a delicious sandwich! As well as the key features and functions of the appliances, there are rich opportunities for problem solving, discussion and, in particular, health and safety awareness.
Fizzy's Number Skills	Grade R -1	Carefully-planned activities, high-quality graphics and age-appropriate narration combine to help young learners practise and develop many essential counting skills.
Here's SplodgeV2	Grade R -1	Splodge and learners encounter a host of thought-provoking cross-curricular challenges, including mending the toy-making machine, creating the correct sequence to blow Billy Boat across the water tray and decorating fussy Panda's cake. The perfect introduction to adventure software!
Izzy's Island	Grade R -1	Designed specifically to fulfil many of the curriculum requirements for 3 to 5 year olds. Carefully-structured activities are supported by age-appropriate narration, attractive graphics and intuitive screen designs.
Izzy's Story Skills: Billy Goats Gruff	Grade R -1	The story itself can be used in two different ways, with or without text and narration, providing a rich and flexible resource that encourages learners to do their own story telling. Activities focus on basic language skills within a carefully-designed, fully-narrated scenario.
Izzy's Story Skills: Goldilocks and the 3 Bears	Grade R -1	The story itself can be used in two different ways, with or without text and narration, providing a rich and flexible resource that encourages learners to do their own story telling. Activities focus on basic language skills within a carefully-designed, fully-narrated scenario.
Magic Beanbag	Grade R -1	This cross-curricular encyclopedia is designed to help learners develop their early referencing skills and encourage their naturally inquisitive minds. Engaging graphics, video snippets, colour photographs, 16 topic areas & over 1,000 facts that are interesting and relevant to this age group.
Monkeys Ducks and Frogs	Grade R -1	Includes seven fun-filled activities designed to improve basic counting skills. With the help of three popular number songs, learners learn to count up to five, correspondence, recall sequences of animals and much more!
Nursery Rhyme Time V2	Grade R -1	Images allow learners to display names of characters and objects and listen to speech. There are also new visual and text based activities for each rhyme.
Skill Builders: Identification	Grade R -1	Skill Builders - Identification Skills is designed to focus learners' attention on the development of picture/word associations and the different attributes of given objects, both fundamental in learning to identify and sort objects. At the same time there are opportunities for the development of listening skills, vocabulary extension and the ability to follow instructions.
Skill Builders: Listening	Grade R -1	The ability to recognise the sound/symbol relationship is fundamental to all curriculum areas, but it is particularly important in literacy and numeracy. Listening Skills provides a means by which learners may engage and interact with a much wider range of 'virtual' artefacts than might otherwise be possible.

FOUNDATION PHASE

Skill Builders: Matching	Grade R -1	Matching Skills provides a means by which learners may engage and interact with a much wider range of virtual artefacts (from eight different topic areas) than might otherwise be possible. The four activities encourage learners to consider the different criteria by which things can be matched and promotes plenty of opportunities for vocabulary extension in paired and group discussions.
Skill Builders: Memory	Grade R -1	Skill Builders - Memory Skills is designed to reinforce verbal instructions with visual images. Verbal instructions are 'chunked' into small, simple phrases which can be repeated through use of the Repeat Speech Button. The activities are ideal for teaching learners 'silent rehearsal' techniques. The facility to work with between two and five images provides differentiation and allows for progression.
Skill Builders: Observation	Grade R -1	The activities on Skill Builders - Observation are designed to sharpen observation skills. Observation skills are central to the development of scientific knowledge and vital for the development of mathematical concepts such as pattern and shape. A child's ability to recognise and discriminate numbers, letters and symbols depends on his or her ability to look closely and carefully in order to distinguish between similar shapes such as 5 and S, or 9, b, d, p and q or h, n and m.
Skill Builders: Sorting	Grade R -1	By identifying similarities and differences, and making direct comparisons, a learner will begin to classify and give reasons for their decisions. The ability to sort is fundamental to core curriculum subjects. To be able to distinguish between numbers, symbols and letters is essential to the early development of numeracy and literacy skills.
Teddy Bear's Picnic	Grade R -1	Seven carefully structured activities, each at 3 levels of difficulty, encourage the development of ICT skills and understanding through focused numeracy and literacy activities. Fully narrated, the activities can be accessed individually or as part of an exciting, linear adventure.
Tizzy's Busy Week	Grade R -1	Tizzy has just moved into a lovely new house, but it's in a bit of a mess! Can your children use the computer mouse to lend a hand for a new task each day?
Tizzy's Toybox V2	Grade R -1	12 simple interactive activities which will develop learners understanding of concepts such as sequencing stories, identifying letter sounds, matching numerals with sets of items.
Type with Tizzy	Grade R -1	Designed to help learners develop keyboard familiarity and competence with help from Tizzy the magical clown, learners will gain a greater understanding of the functions and layout of the keyboard. Amusing animations, combined with repetition and positive reinforcement,
Young MacDonald's Farm	Grade R -1	Your children will soon be brushing up their visual and auditory skills as they engage with wonderful characters such as Wonky the donkey and Minty the sheep, down on Young MacDonald's Farm.

SOCIAL SCIENCES - HISTORY

Arcventure: Egyptians	Grade 4 - 6	Learners take part in an archaeological dig and travel back to Ancient Egypt to investigate objects that they find. They can explore the area, talk to and ask questions of the people who live and work there.
Arcventure: Romans	Grade 4 - 6	The Romans takes learners on a simulated archaeological dig based on the actual Woodchester site in Gloucestershire. Learners will unearth a range of Roman artefacts, some of which they can identify using the built-in database and some of which require them to journey back to ancient Rome.
Arcventure: Vikings	Grade 4 - 6	Learners take part in an archaeological dig and travel back to Viking York to investigate found objects that they have no information about. Once in Jorvik, they can explore the area, and talk to and ask questions of the people who live and work there.
Magic Grandad: Homes today and the Past	Grade 1 - 3	Learners explore scenes and captivating activities that are full of high-quality graphics and animations. Magic Grandad character guides users through the activities and provide encouragement and support.
Magic Grandad: The Great Fire of London	Grade 1 - 3	This programme allows children to work independently, at their own pace while they enjoy bringing this fascinating period of British history to life.
Magic Grandad: Toys today and the Past	Grade 1 - 3	The engaging tasks are carefully designed to develop learners' knowledge and understanding of the information they have retrieved. Packed full of outstanding graphics and appealing animations.
Magic Grandad's Seaside Holidays	Grade 1 - 3	Designed to integrate the best in current teaching practices with the power of multimedia, creating a high-quality tool that enables 5 to 7 year olds to explore over eighty resources, including video clips, photographs and artefacts.
Time Detectives Victorian Mystery	Grade 4 - 7	Learners take on the role of a newspaper reporter and must investigate the mysterious disappearance of three local children. Working undercover, they must complete eleven activities in various settings.

LITERACY/ LANGUAGE

Phonic Clip Art	Grade R - 3	The programme provides example words and associated images for each of the short vowel sounds; long vowel sounds; vowel digraphs and trigraphs; consonant phonemes; and consonant clusters.
Storycraft 1 Traditional Tales	Grade 1 - 3	Storycraft 1 gives learners a unique opportunity to explore familiar and entertaining tales and learn how character types and key events can shape a story. Learners can create their own versions of the stories through a branching
Storycraft 2 Myths & Legends	Grade 1 - 3	Features six exciting talking stories from the myths and legends genre, separated into two 'bookshelves' by level of difficulty. Learners can explore these, and then create their own versions of each story through a branching adventure experience, creating a story in the same genre as the original, as a playscript, or in an alternative genre
LDA Language Cards: Interactive Nouns	Grade 1 - 3	Includes three activities that build and consolidate a strong vocabulary through the use of a comprehensive collection of high quality and colourful photographs.
LDA Language Cards: Interactive Verbs	Grade 1 - 3	Learners develop their basic language skills. 35 verbs are presented and explored in three matching and finding activities at four levels of difficulty, helping to build and consolidate a strong vocabulary. The activities have been carefully designed to support users with special educational needs and are all switch accessible.
LDA Verbs, Prepositions & Adjectives	Grade 1 - 3	Helps learners develop their basic language skills through the use of a comprehensive collection of high quality and colourful photographs. Learners will improve their listening skills and increase their reaction speed to auditory prompts.
Literacy Bank Brown	Grade 4 - 5	A perfect resource to support home and additional language learning, interactive language activities in English, Afrikaans, Isixhosa, IsiZulu and Setswana develop essential language competencies. 150 short, structured word and sentence activities in each language.
Literacy Bank Green	Grade 6	A perfect resource to support home and additional language learning, interactive language activities in English, Afrikaans, Isixhosa, IsiZulu and Setswana develop essential language competencies. 165 short, structured word and sentence activities in each language.
Literacy Bank Blue	Grade 7	A perfect resource to support home and additional language learning, interactive language activities in English, Afrikaans, Isixhosa, IsiZulu and Setswana develop essential language competencies. 174 short, structured word and sentence activities in each language.
Literacy Box R	Grade R -1	Contains a wealth of short, structured activities. The stimulating visual and aural activities are sure to keep learners motivated, whilst built-in record keeping helps busy educators keep track of their progress.
Literacy Box 1	Grade R -1	Contains a wealth of short, structured phonics activities. The stimulating visual and aural activities are sure to keep learners motivated, whilst built-in record keeping helps busy educators to keep track of their progress.
Literacy Box 2	Grade 1 - 3	Contains a wealth of short, structured phonics activities. The stimulating visual and aural activities are sure to keep learners motivated, whilst built-in record keeping helps busy educators to keep track of their progress.
On The Ball Spelling	Grade 4 - 6	Created to make spellings easy and fun. It contains four exciting activities that have been designed to help your learners practise and learn spellings in the motivating context of a football game. Children can create their own word lists and then choose to play either against a classmate or the computer. A timer is displayed on-screen and learners must see how quickly they can enter the correct spellings. The quicker they are the more likely they are to score a goal.
Oxford Reading Tree Stage 1	Grade R -1	Children can explore the picture on each page and click to discover characters' names and hear them speak. Whilst no words appear on screen, the story can be heard by clicking on the ear button.
Oxford Reading Tree Stage 2	Grade R -1	Lively storytelling and amusing animations and sound effects. Following each Trunk Talking Story is a focused Word, Sentence and Text level activity .
Oxford Reading Tree Stage 3	Grade 1 – 3	Contains six Trunk Talking Stories and six Wrens Talking Stories. These all have lively storytelling and amusing animations and sound effects. Following each Trunk Talking Story is a focused Word, Sentence and Text level activity.
Oxford Reading Tree Stage 4	Grade 1 – 3	Each of 6 animated engaging stories is followed by focused Word, Sentence and Text level activities.
Oxford Reading Tree Stage 5	Grade 1 – 3	The stories and the activities have been carefully designed to be progressively more challenging. All of the stories are followed by Word, Sentence and Text level activities.
Oxford Reading Tree Stage 6 & 7	Grade 4 - 5	Each book is engaging and highly amusing, and contains the familiar features that have made the Oxford Reading Tree Talking Stories such a popular series. Accompanied by interactive Word, Sentence and Text level activities.
Oxford Reading Tree Stage 5	Grade 1 – 3	The stories and the activities have been carefully designed to be progressively more challenging. All of the stories are followed by Word, Sentence and Text level activities.
Oxford Reading Tree Stage 6 & 7	Grade 4 - 5	Each book is engaging and highly amusing, and contains the familiar features that have made the Oxford Reading Tree Talking Stories such a popular series. Accompanied by interactive Word, Sentence and Text level activities.
Oxford Reading Tree Stage 8 & 9	Grade 4 – 5	Designed to further develop learners reading skills and enjoyment of texts. Accompanied by interactive Word, Sentence and Text level activities.
Oxford Reading Tree Stage 10 & 11	Grade 4 - 6	Each book contains thought bubbles and predictive questions to encourage further discussion about the characters' thoughts and key events in the story. The programme also includes comprehensive Inclusion and Support settings and a Teacher's Tool which has been specifically designed for use with an interactive whiteboard.

ICT, TECHNOLOGY, LIFE ORIENTATION, ARTS & CULTURE

Alphonso's Spreadsheets	Grade 4 - 6	This magical resource is an exciting way to reinforce and extend learners knowledge of spreadsheets. Alphonso is back challenging apprentices to solve a range of problems using his magical spreadsheets.
Badger Trails	Grade 4 - 6	Using animation and full graphic capabilities, learners can see, hear, taste, smell and feel what the badger experiences. An exciting and fascinating way to learn about life processes and develop map skills!
Bamboozled	Grade 4 - 7	Bamboozled will develop learners problem solving skills and logical thinking. Alphonso, the wicked wizard, has six styles of grid-based puzzles, each with between 12 and 20 levels.
BBC Faiths and Celebrations	Grade 4 - 7	BBC Faiths and Celebrations is a collection of six talking reference books, each covering one of the major faiths. Each book is organised into simple topics to allow your learners to focus on individual aspects of a faith.
Broadband Detectives	Grade 4 - 7	Broadband Detectives is packed with tutorials, interactive tasks, video summaries and an immersive scenario in which learners apply their grasp of e-safety concepts and their understanding of technologies such as Wikis, Blogs, E-space, Web mail and podcasting.
Charlie Chimp's Modelling Party	Grade R - 3	Charlie Chimp's Big Modelling Party activities are designed to introduce and develop ordering, decision-making and classification skills within a modelling situation. The activities can be worked on in isolation, allowing your learners to focus closely on specific skills, or as part of an exciting adventure.
Crystal Rainforest V2	Grade 4 - 6	The Crystal Rain Forest V2 is a comprehensively updated multimedia version that features stunning graphics, animation, sound effects and full narration. The adventure introduces, develops and teaches Logo with all the appeal of the original adventure and much more.
Digital Discoveries	Grade 4 - 7	Digital Discoveries immerses learners in a rich and stimulating environment in which they can use a range of ICT digital tools to collect, manipulate, save, and present the data that is required to put an end to Gomez's eco-crimes and save the rainforest.
Easi Keysi	Grade R - 3	Easi Keysi is a fun, interactive programme that teaches learners aged 5 to 11 to develop their basic typing skills and reinforce spelling patterns. Including over 100 typing lists and 1000 different words, it develops basic typing skills through letter pattern recognition and keyboard familiarity - at a relevant language level
Email Detectives	Grade 4 - 6	Within a safe, simulated environment, learners are taught a range of relevant email skills and knowledge through a series of narrated, interactive tutorials. Learners can then practise and consolidate these skills via an exciting adventure.
Flobot	Grade 1 - 3	From crossing rivers and climbing mountains to disco dancing, your learners will be captivated in the rich adventure settings as they solve problems, make logical decisions and programme Flobot to respond correctly to all the situations that just keep cropping up along the way.
Gomez Returns	Grade 4 - 7	Gomez Returns uses simulated monitoring equipment and a range of engaging scenarios to develop learner's understanding of sensors and data logging and interpretation. By monitoring a range of variables including light, temperature, sound and weather conditions, learners will gain an extensive understanding of how and why monitoring equipment can be used, and develop knowledge and skills that are easily transferable to real life data-logging and monitoring situations.
Learning about Religion	Grade 4 - 7	Learning about Religion is a non-fiction resource that contains six talking reference books. Each book explores one of the major faiths and is organised into topics which focus on different aspects of each faith, such as Beliefs, Worship, and Sacred Writings.
Millypedia	Grade 1 - 3	Packed with over 3000 interesting facts and 700 graphics, colour photographs and slideshows, Millypedia is a bright, exciting and accessible multimedia information source for young learners. The encyclopedia is carefully structured to develop early referencing skills.
Mission Control V2	Grade 4 - 7	Mission Control V2 has two new activities; re-designed learner controls; improved Teacher Options; top-quality graphics and sound; and is fully narrated throughout. It makes the delivery of this complex curriculum area simple, motivating and fun, and all without a wire in sight.
Model Shop	Grade 4 - 6	Learners will learn to use simulations; graphical models; spreadsheets; and much more. Each model provides clear tasks to perform which encourage learners to ask "what would happen if....?" type questions.
Munch Box	Grade R - 1	Munch Box encourages learners to engage in healthy food choices and expand their food vocabulary. Hygiene and exercise are not forgotten and sharing a meal at the table as a social event is also encouraged.
Picture Box	Grade R - 1	Picture Box encourages young learners to experiment with colour and patterns using a series of outline images. This text-free product is designed to engage young learners with the computer, develop creativity and help them to become independent users.
Rain Forest Music	Grade 1 - 3	Rain Forest Music is a piece of creative software that provides learners with the perfect interactive environment to express their thoughts and ideas through the digital creation of rich multimedia soundscapes.

ICT, TECHNOLOGY, LIFE ORIENTATION, ARTS & CULTURE

Talking Topics V2	Grade 1 - 3	This Special Edition resource features high-quality graphics and animations, a search facility to develop information retrieval skills and stimulating interactive tasks to check understanding. The range of inclusion features (such as switch access) allow the programme to be accessible to a wide range of learners.
Web Detectives	Grade 4 - 7	The Web Detectives has been designed to introduce learners to the Web through the use of a highly realistic, simulated Web environment. The programme includes twelve focused tutorials which cover all the main features of using the Web, including: using the different browser buttons, entering a URL, searching for Web pages and images, and even experiencing web page design. The Web browser interface has been carefully designed to ensure that all skills can easily be transferred to a real Web browser. The programme also includes a section on Internet safety and encourages learners to adopt a responsible attitude when browsing the Web.
Wizard's Apprentice	Grade 4 - 7	Learning the power of spreadsheet modelling as they go, your learners will work through an adventure with seven carefully structured activities to build understanding, confidence and skills. Alternatively, all of the activities can be used individually for focused teaching.

NUMERACY/ MATHEMATICS

Bucket and Spade	Grade R - 3	Let your learners join Bucket and Spade at the seaside in eight entertaining activities covering almost every aspect of foundation phase shape and space work.
Elf Tales	Grade R - 3	Elf Tales magically transports younger learners into a delightful, fairytale world, where they quickly become absorbed in solving simple mathematical puzzles and problems.
Measure Up!	Grade 1 - 3	Measure up! contains nine engaging multimedia activities, designed to carefully introduce and consolidate key aspects of measuring and estimating for foundation phase learners. Each activity has two levels of difficulty, and can be worked on in isolation to focus on specific skills, or as part of a motivating adventure.
Nature Park	Grade 4 - 6	The Nature Park can be used either as a motivating adventure, or as focused stand-alone activities. In addition to focusing on the Shape, Space and Measures aspect of mathematics, The Nature Park also provides many starting points for work on environmental issues.
Numeracy Bank Orange	Grade 3 - 4	Designed to provide educators with comprehensive Mathematics activities for the upliftment of numeracy in the Intermediate to Senior Phase. Numeracy Bank can be used for diagnostic, revision, consolidation, remedial and assessment purposes.
Numeracy Bank Olive	Grade 4 - 5	Designed to provide educators with comprehensive Mathematics activities for the upliftment of numeracy in the Intermediate to Senior Phase. Numeracy Bank can be used for diagnostic, revision, consolidation, remedial and assessment purposes.
Numeracy Bank Maroon	Grade 6	Designed to provide educators with comprehensive Mathematics activities for the upliftment of numeracy in the Intermediate to Senior Phase. Numeracy Bank can be used for diagnostic, revision, consolidation, remedial and assessment purposes.
Numeracy Bank Turquoise	Grade 7	Designed to provide educators with comprehensive Mathematics activities for the upliftment of numeracy in the Intermediate to Senior Phase. Numeracy Bank can be used for diagnostic, revision, consolidation, remedial and assessment purposes.
Numeracy Box R	Grade R - 1	Developed specifically for use by learners in the Reception year, this programme contains a wealth of short, structured number activities.
Numeracy Box 1	Grade R - 1	Developed specifically for use by learners in Grade 1, this programme contains a wealth of short, structured activities which include basic mathematical concepts such as ordering and comparing numbers, fractions and mental calculations.
Numeracy Box 2	Grade 1 - 3	Developed specifically for use by learners in Grade 2, this programme contains a wealth of short, structured activities which include basic mathematical concepts such as place value and ordering, fractions and number sequences.
Percy Parker	Grade 1 - 3	Percy Parker is an exciting alternative to traditional methods of learning the times tables. Learners join in with the charismatic Percy Parker and his band as they sing entertaining, memorable songs about each times table. Singing is not only fun but by repeating the multiplication facts throughout the song learners will be memorising their times tables. To aid learning, number sentences and multiplication grids are displayed on-screen during the songs.
Space Station Alert	Grade 4 - 7	With eight, highly motivating activities in shape and space, Space Station Alert will soon develop the understanding and problem-solving skills of intermediate phase learners.
What's the Time Mr. Wolf?	Grade 1 - 3	All of the activities are fully narrated by Mr Wolf, who invites learners to help him with various jobs he has to do in his shop. Each job or activity takes place in a different part of the shop and learners are guided through the activity by a series of captivating animation sequences.

NATURAL SCIENCES

Future is Wild	Grade 4 - 7	The Future is Wild is for learners aged 9 to 13 allows you to travel to the distant future and explore one interpretation of how the Earth's changing climate and geography could affect the evolution of new species over millions of years. This interactive and immersive simulation offers an innovative way of learning about habitats, interdependence and adaptation.
Operation Minibeast	Grade 1 - 3	Your mission, Operation Minibeast, is to travel back in time and using maps explore 5 different habitats in order to collect information about and scan images of different minibeasts. You will be able to view close-up photographs and illustrations, access a database, a branching database and field book containing detailed notes about each minibeast you encounter.
Science Express: Life Processes	Grade 1 - 3	Climb aboard the Science Express and learn all about looking after animals, healthy eating, growing plants and much more. This programme is designed for learners aged 5 to 7 to help develop their scientific understanding and investigation skills.
Science Express: Physical Processes	Grade 1 - 3	Climb aboard the Science Express and travel to Barnacle Bay to learn all about electricity, light, sound, forces, moving & sliding and much more. This programme is designed for learners aged 5 to 7 to help develop their scientific understanding and investigation skills.
Science Simulations 1	Grade 4 - 5	Each simulation provides learners with the opportunity to select variables, control time and view the results of their experiments as animations and/or dynamically generated tables and graphs that chart the results of each combination of variables over time.
Science Simulations 2	Grade 6	Each simulation provides learners with the opportunity to select variables, control time and view the results of their experiments as animations and/or dynamically generated tables and graphs that chart the results of each combination of variables over time.
Science Simulations 3	Grade 7	Each simulation provides learners with the opportunity to select variables, control time and view the results of their experiments as animations and/or dynamically generated tables and graphs that chart the results of each combination of variables over time.

SOCIAL SCIENCES - GEOGRAPHY

Barnaby Bear Tours the UK	Grade 1 - 3	Join Barnaby Bear and plan his tour of the United Kingdom, visiting 12 different locations. Designed to support and extend geographical learning, this exciting interactive programme is packed full of high-quality multimedia information, including a large variety of photographs, video, and audio clips.
Captain Co-Ordinate	Grade 4 - 7	Seven fully narrated, engaging activities designed to develop important geography, numeracy and ICT skills. Each focused activity has three levels of tutorial and help options to encourage independent learning, while record keeping tracks learners' progress.
Map Detectives Rural Mystery	Grade 4 - 7	The Map Detectives Rural Mystery aims to teach geography and map skills in a highly original and motivating way. This impressive programme not only contains new graphics, photographs and maps, it also introduces the exciting new Night time feature, providing a more challenging environment for learners to practice and extend their map skills.
Map Detectives Urban Mystery	Grade 4 - 7	The strengths of the original Map Detectives now blend with many great new features and enhancements, including an exciting 'Night time' mode, route planning tools, alphabetical index, high-quality maps, and a 'Beat the clock' option.
Where in the World is Barnaby Bear?	Grade 1 - 3	Learners visit six exciting locations, experiencing six themed geographical activities in each one. With its wealth of photographic resources, focused activities and innovative features. Where in the world is Barnaby Bear? will inspire, support and extend learners geographical learning.