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FOUNDATION PHASE

Here's Splodge	Grade R	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	Designed specifically to fulfil many of the curriculum requirements for 4 to 6 year olds. Carefully-structured activities are supported by age-appropriate narration, attractive graphics and intuitive screen designs.
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.
Tizzy's Toybox	Grade R	12 simple interactive activities which will develop learners understanding of concepts such as sequencing stories, identifying letter sounds, matching numerals with sets of items.
Skill Builders Identification	Grade R	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 Sorting	Grade R	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.
Skill Builders Listening	Grade R	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.
Skill Builders Matching	Grade R	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	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	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.

LITERACY/ LANGUAGE

ABC CD	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.
Literacy Box R	Grade R	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 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 2	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/ LANGUAGE		
ORT Stage 1 and 1+ Talking Stories	Grade R - 1	Learners 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.
ORT Stage 2 Talking Stories	Grade 1	Lively storytelling and amusing animations and sound effects. Following each Trunk Talking Story is a focused Word, Sentence and Text level activity .
ORT Stage 3 Talking Stories	Grade 1 - 2	Contains six Trunk Talking Stories and six Wrens Talking Stories from Stage 3. 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.
ORT Stage 4 Talking Stories	Grade 2	Each of 6 animated engaging stories is followed by focused Word, Sentence and Text level activities.
ORT Stage 5 Talking Stories	Grade 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.
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.
On the Ball Spelling	Grade 2 - 7	On the Ball Spelling Skills contains four exciting activities that have been designed to help your learners practise and learn spellings in the motivating context of a football game. learners 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.
ORT Stage 6 and 7 Talking Stories	Grade 4	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.
ORT Stage 8 and 9 Talking Stories	Grade 4 - 5	Designed to further develop learners reading skills and enjoyment of texts. Accompanied by interactive Word, Sentence and Text level activities.
ORT Tree Tops Stage 10 and 11	Grade 5	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.
NUMERACY/ MATHEMATICS		
123 CD	Grade R - 3	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
Bucket & Spade Space & Shape	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.
Measure Up!	Grade R - 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 Space and Shape	Grade 3 - 6	The Nature Park can be used either as a motivating adventure, or as focused stand-alone activities. In adventure mode, learners must pit their wits against the Glob monster and the Trogs to try and rescue the missing butterflies, solving problems along the way. 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/ MATHEMATICS		
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 5/6	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 6/7	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	Developed specifically for use by learners in the Reception year, this programme contains a wealth of short, structured number activities .
Numeracy Box 1	Grade 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 2	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.
Space Station Alert	Grade 5 - 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.
ICT, TECHNOLOGY, NATURAL SCIENCES, SOCIAL SCIENCES		
Crystal Rainforest V2	Grade 3- 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.
Wizard's Apprentice	Grade 3 - 6	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.
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.
Mission Control	Grade 5 – 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.
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 Urban	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.
Arcventure Romans	Grade 4 – 7	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 Egyptians	Grade 4 - 7	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.
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 5 – 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 6 – 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.