

Sherston-Sheshani
 Charmaine Friel
 Tel: 0219141277/6
 Fax 086 6244436
 sales@sherston.co.za
 www.sherston.co.za



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123 CD V2	Grade R	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	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.
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.
Literacy Box R	Grade 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 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.
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.
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.
ORT Stage 1 & 1+ Talking Stories	Grade R	The Click and Explore Stories have been carefully designed to introduce learners to the main characters in the Oxford Reading Tree series. 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 - 3	Each of 6 animated engaging stories is followed by focused Word, Sentence and Text level activities.
Izzy's Story Skills – Billy Goats Gruff	Grade R	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 & the 3 Bears	Grade R	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.
Tizzy's Busy Week	Grade R	Tizzy has just moved into a lovely new house, but it's in a bit of a mess! Can your learners use the computer mouse to lend a hand for a new task each day?
Tizzy's Toybox V2	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.
Type with Tizzy	Grade R	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,
ORT Stage 5 Talking Stories	Grade 4	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.
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 - 7	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.
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.
LDA Language Cards: Interactive Nouns	Grade 3 - 4	Includes three activities that build and consolidate a strong vocabulary through the use of a comprehensive collection of high quality and colourful photographs.
LDA Prepositions & Adjectives	Grade 3 - 5	LDA Language Cards Interactive - Prepositions and Adjectives is a CD-ROM developed by Sherston in conjunction with LDA to help learners develop their basic language skills through the use of a comprehensive collection of high quality and colourful photographs. Sets of prepositions and adjectives are presented, used and reinforced within three matching and finding activities at four different levels of difficulty. Learners will improve their listening skills and increase their reaction speed to auditory prompts. The activities have been carefully designed to support users with special educational needs and are all switch accessible.
LDA Language Cards: Interactive Verbs	Grade 3 - 5	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 - 4	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.
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 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.
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.
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 – 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.
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.
Alphabet Track	Grade 1 - 6	Alphabet Track is a motivating programme that uses and reinforces the familiar alphabet arc format used by many structured, multi-sensory programmes for teaching learners with dyslexia. It encourages users to learn the order of the alphabet and locate and place each letter in the alphabet quickly and consistently.
Eye Track	Grade R - 10	Eye Track has been developed for young learners, as well as supporting older learners with attentional, dyslexic or dyspraxic difficulties. Developed by teachers and occupational therapists, it concentrates on the skills of visual perception: Discrimination, Memory, Sequential memory, Spatial relationships, Form consistency, Figure ground and Closure perception.
Idiom Track	Grade 4 - 7	Idiom Track is aimed at learners who may have difficulties associated with autistic spectrum disorders, dyslexia and semantic/pragmatic disorders. Engaging, fun graphics illustrate the literal and real meaning of each idiom, grouped within categories such as animals, food and drink, colour, parts of the body and so on.

Number Track	Grade R - 7	Number Track allows you to produce a fully configurable range of interactive, multi-sensory electronic activities that deal with basic concepts, which are fun and motivating but not childish or threatening. Dyslexic and dyscalculic learners may be slow to learn counting sequences – especially counting backwards – and will need additional practice in counting orally.
Phoneme Track	Grade R - 6	Phoneme Track helps to increase confidence in spelling and reading through phonic awareness. The activities focus on identifying and manipulating sounds.
Spell Track	Grade R - 7	Spell Track helps learners to look carefully at words and to reinforce correct spellings by tracking the correct letters of a particular spelling. Word lists are provided but there is also provision to add your own words and sentences to personalise the context.
Word Track	Grade R - 7	Word Track reinforces the correct spelling of words in the context of sentences, enabling working on spelling without anxiety. Word Track consists of 180 sentences of increasing phonic complexity, together with simple animated illustrations. The learner is required to correctly track the sentence as well as correctly typing it, with or without the original sentence on the screen.