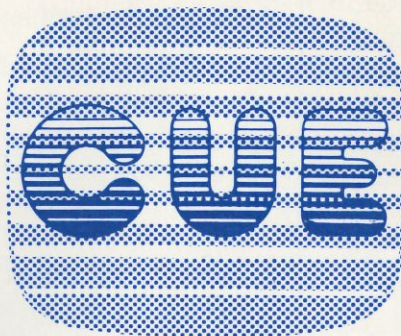


Price: \$2.00

Computer Using Educators, Inc.



Quality, Low Priced
Educational Software,
Video & Teacher Materials

APPLE
MAC
MSDOS

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A California Non-Profit Corporation*

<http://www.cvxmelody.net/AppleUsersGroupSydneyAppleIIDiskCollection.htm>

SOFTSWAP Spring 1990 Catalog

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WHAT CUE CAN DO FOR YOU!

CUE helps educators use technology to deliver and administer instruction.

Founded in California in 1978 as a non-profit educational corporation, Computer-Using Educators, Inc. – better known as CUE (pronounced “Q”) – now has some 10,000 members throughout the United States and abroad. Our most popular member benefits include:

• Latest Technology News

The CUE NewsLetter contains the renowned FYI column with the inside scoop and hottest tips on new hardware, software and goings on from editor LeRoy Finkel; up-to-date information on legislation related to instructional technology; photo essays on successful school-base technology programs; and a host of other timely, useful information.

• New Skills and Contacts

Upgrade and hone your skills and meet other computer using educators at one or both of our annual conferences: the spring, in Southern California; the fall, in the Silicon Valley south of San Francisco.

CUE conferences feature keynote speakers, practical workshops, some 200 exhibits, a Friday night banquet and dance (networking event), and field trips to companies and school sites with exemplary programs.

• Local Support

Regional CUE affiliates offer opportunities for networking, sharing of expertise, and, in some cases, providing grants for special technology projects. At this time, there are no out-of-state branches.

Most affiliates have taken the initiative to arrange for discounts from local vendors and, in conjunction with CUE, Inc., have participated in projects to buy computers at significant discounts.

• Low-Cost Software

SoftSwap is our collection of low-priced educational software. This catalog contains our current offerings.

Please do not mix membership and software orders; they go to different addresses! You DO NOT have to be a CUE member to obtain products from this catalog.

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Welcome to SoftSwap!

Bernie Dodge

*CUE SoftSwap Committee
Chairperson*

Since its origins in 1978, SoftSwap has had the same mission: to seek donations of educational software, to screen and clean the donations, and to disseminate copyable disks to teachers at low prices. The goal of SoftSwap is to provide teachers with a convenient set of disks to supplement their collection of commercial educational software. SoftSwap is a service of CUE, Inc., and is operated on a non-profit basis.

Call for Donations

SoftSwap is a vehicle for sharing. Do you have a program or data disk that you think might be of use to other teachers? If it looks promising to us, we'll put our byte-cleaners to work on it and release it in more polished form.

You'll receive credit towards SoftSwap purchases for your trouble, even if your donation doesn't make it into the next catalog. And if your contribution does make it in, you'll have the satisfaction of helping other teachers and learners make good use of technology.

In any case, SoftSwap will not accept "shareware." CUE does not pay royalties. For policy questions or submitting potential new SoftSwap material please contact:

SoftSwap Chairperson
c/o CUE, Inc.
P.O. Box 2087
Menlo Park, CA 94025

Where Do SoftSwap Disks Come From?

1. Teacher written software. In the early days of SoftSwap, teachers were the major source of donated programs. Since then, the state of the art of educational software has risen beyond the skills of most teachers, and there will be fewer new programs in this category than before. Still, a smaller number of dedicated (obsessed?) educators provide us with some of SoftSwap's new offerings. The Spanish-language software written by teachers in the Bilingual Instructional Technology Program in this catalog is an example of this category.
2. Commercial software that is no longer being marketed. Items of this type include CEEMAC, Grademaster and FredSender.
3. Data disks. A new emphasis for SoftSwap is the acquisition of spreadsheet templates, prompted writing files, databases and shell program files that are tightly linked to the curriculum. Databases, vocabulary lists, FrEd Prompts... all are extremely welcome. This catalog includes AppleWorks disks developed in courses taught at CSU Sacramento by Larry Hannah, and now translated into other formats by Hal Gibson of Steele Publishing.
4. Non-profit software. Occasionally in publications you'll see notices of software being developed by organizations like the American Cancer Society and the American Red Cross or by publicly funded projects for free or inexpensive dissemination to the schools. SoftSwap is seeking arrangements with other non-profit entities like these to help distribute worthwhile educational software. With the removal of the Teacher Education and Computer Centers from California, SoftSwap may begin to help in the dissemination of state-funded software and print materials.
5. Commissioned works. Any money generated by SoftSwap sales is plowed back into the clean up and development of certain SoftSwap disks. Once sufficient funds have been accumulated, we'll be ready to entertain proposals from advanced programmers to create serious software from scratch.

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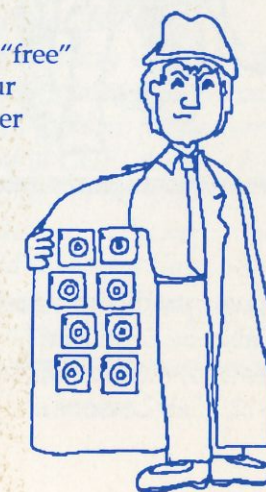
SoftSwap is provided as a service for Computer Using Educators, Inc., a non-profit California corporation. SoftSwap screens and enhances materials donated by teachers and commercial companies and makes them available at low cost. Please respect our right to protect our software and the rights of the original authors.

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These products are not in the public domain.

Write if you have further questions regarding policies.



New for the Macintosh:

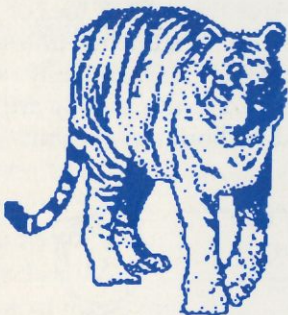
Tiger River Adventure

This HyperCard Stack is based on the new Tiger River exhibit at the San Diego Zoo, and provides enjoyable reading practice for the upper elementary school student (but entertaining for all students, K-Adult!).

The topics of endangered species and threats to the topical rain forests are embedded in the adventure. Multiple graphics windows and sound effects enhance this "game".

The learner has to gather evidence of environmental damage in order to complete the game. Created by SDSU students Stacey Clinesmith, Gerry Lang and Steve Wagner-Davis.

\$11 3 1/2" disk - order code #TIGER for Macintosh



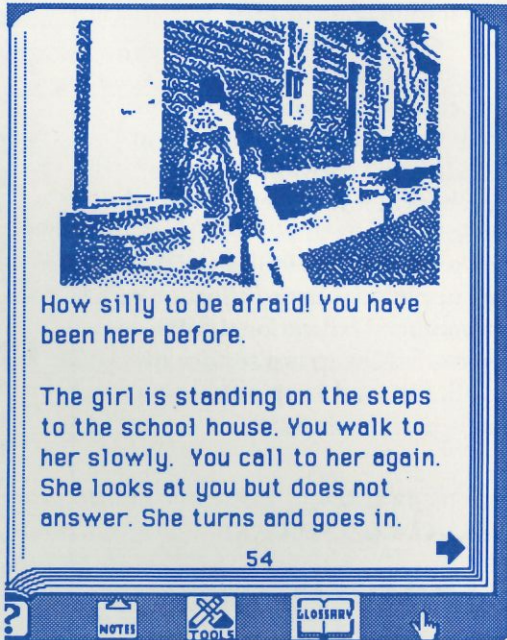
Mac compatible product will also be found on pages 4, 5, 6 (Data Disks) and 12 (TeleLessons).

HyperStories

HyperStories is an authoring system for the Macintosh which allows children (and adults!) to create interactive branching stories just by pointing, clicking and (most importantly) writing. No programming is required. Included in the package is a sample completed story, several story starters, and short tutorials on character and plot development and cause and effect in stories.

HyperStories system was developed by Mary Lange and Gabriel Acosta-Lopez as part of an Apple equipment grant. Additional portions of the package were created by students in San Diego State Ed Tech courses: Carol Kerney, Joyce Brody, Carol Burnett and Donna Buttner.

\$22 two 3 1/2" disks order code #STORIE for Macintosh



Software Preview Guide

The Software Preview Guide is a valuable resource that lists educational software worth taking a look at, if you are in a purchasing situation. Each year curriculum experts and computer coordinators from a dozen states get together to look at new software and to re-evaluate older software in light of rising standards. The result is a list that helps you zero in on the best

FrEdWriter		
Description		
A word processor with a tutorial and prompted writing activities		
Publisher	Subjects	Grade Level
SOFTSWAP	Language Arts	Primary
Price	Instructional Tools	✓ Elementary
40.00		✓ Middle
Computers	Instructional Mode	✓ Secondary
Apple	Creative Activity, Word Processor	✓ Teacher

software for a particular purpose. This HyperCard version of the Preview Guide can be searched by topic, title and publisher, and sorted by title, publisher and price. Grade levels for each of 400 software titles are shown. Stack created by Deanna Mitchell.

\$11 3 1/2" disk order code #PREVIEW for Macintosh

The programs on this page require HyperCard® (supplied with your Macintosh) and at least one megabyte of memory.

FrEdBase v2.1 Data Base Manager

FrEdBase was written for us by Greg Butler, in a project sponsored by both CUE SoftSwap and Apple Computer Australia. It was designed specifically for use in schools. Ease of use is enhanced by well prompted and error proof screens.

This fast "in memory" data base manager allows up to 18 fields in a file; maximum record number is determined by number and size of fields.

Your files can be about 20k in size; memory management has been improved, and FrEdBase can now display the memory remaining. It can perform two tier searches and/or sorts, print out list type (column) and record type (label) reports, as well as graphs.

Included are five large files of documentation in FrEdWriter format, and sample databases. Printed documentation may also be ordered separately. Reports and graphs can also be saved to disk. Records can now be displayed in either record (card) or list type formats when using search, find or browse options.

FrEdBase requires an Apple //e, //c or //gs with 64K RAM minimum, an 80 column card and one drive. With 128K, the startup portion of FrEdBase is copied into RAM, not only speeding up the system, but an additional disk drive is then free for use. Since it is ProDos based, it can utilize both 3.5" and 5.25" disks (you can order FrEdBase either way).

Upgrade your version 1.x to 2.1 for \$10 (no POs, please). Send* in all original disks purchased directly from SoftSwap, Concord, CA, via mail, or at one of the biannual CUE conferences at the SoftSwap booth. The label will be an offset-press white label with blue CUE logo and copyright notice, and black program lettering. Don't send disks with the dot-matrix labels generated from our label maker program! *Non-SoftSwap disks sent to us will not be returned.*

\$20 three 5 1/4" disk sides - order code #FBASE

\$21 one 3 1/2" disk - order code #FBASE.3 for Apple //e, //c, //gs

\$10 *upgrade v.1 to v.2 - order code #FBUP (send your old disks!)

\$ 5 laser printed documentation (book) - order code #FBDOC

Vancouver Spreadsheet

What MicroBase is to databases, this program is to spreadsheets: a limited and easy to use introduction to the concept. The Vancouver Spreadsheet is restricted to a single screen of cells; no scrolling is possible.

Within those cells, many arithmetic functions are supported. Thanks to Jon Nelson of the Educational Service District #112, Vancouver, Washington, for allowing this program to join the SoftSwap library.

\$10 5 1/4" disk - order code #VANS **\$11** 3 1/2" disk -#VANS.3 for Apples with 64K

MicroBase by Phill Jackson

MicroBase is a simple database program designed to introduce elementary grade students to database management. By limiting the number of fields to four and the number of records to 26, the program will provide this introduction without intimidating the younger student.

MicroBase calculates the lowest and highest values, range, mean, and mode on numeric fields. Searching, sorting and editing the data are easily accomplished.

Complete documentation is provided as FrEdWriter and AppleWorks files on disk.

\$10 double sided 5 1/4" disk order code #MICROB

\$11 3 1/2" disk #MICROB.3

for Apples with 64K

Both MicroBase & The Elementary Gradebook were donated to SoftSwap by Phill Jackson, former president of CUELA and a former member of the Board of Directors of CUE, Inc. Phill used to market these programs himself through Code 4 Software.

Data Disks for AppleWorks, FrEdBase, Mac & MSDOS

Machines and Programs:

AppleWorks: All of these great spreadsheet & database templates, not to mention the invaluable classroom lesson plans, were created in AppleWorks and are available in that form either on 5 1/4" or 3 1/2" disks.

MAC: The files have been converted to a variety of different formats to work with a number of spreadsheets/databases accessible on the Macintosh: Works, Excel and SYLK files. If you don't have Works or Excel, you'll probably find that you can import one of these file formats. The documentation and lesson plans (a precious resource) are in generic text files, ready to work with any word processor.

MSDOS: Available on 5 1/4" or 3 1/2" diskettes, the files are, once again, in formats to work with lots of spreadsheets/databases available to MS DOS: Lotus & dBase files. If you don't have Lotus, Symphony or dBase, see if your program can import one of these formats. If not, we'd like to know. The documentation and lessons are plain text files to work with any word processor on the IBM or workalikes.

FrEd: We've moved over the databases to FrEdBase, and the lesson plans to FrEdWriter.

All: Do not be alarmed by the fact that the teacher lessons still have references to "AppleWorks". The concepts and principles apply to teaching with other spreadsheet and database tools. Use your global search and replace if you're picky.

Please see chart below for prices on data disks

Data Disk #1 Colonial America • US State Populations • Presidents & Vice-Presidents

US History — 5th and up
COLONIAL AMERICA UNIT by Linda Parsons

Disk includes an overview of this Grade 5 unit, and plans for 18 days of activities. Activity sheets and instructions are included.

Lessons include an outline of student activities to use the databases supplied to extend and research information about Colonial life. During the initial unit students will research and enter information about the original "states". Other states will be added through the year to build a database of all 50 states. A spreadsheet is configured to calculate the number of years a state was a colony, as students enter the date colony was established, and the date it became a state.

MISCELLANEOUS FILES by Larry Hannah
Several additional US History files are here, including information about all presidents and vice-presidents: term, party, birthplace, occupation, jobs held, birth/home state. Also states by geographical region; populations listed for census years 1940-2000. They do not include lesson plans, but a

creative teacher can use them to teach inquiry skills while reinforcing the content. As you find these files useful in your teaching, please send us your ideas and plans for inclusion in later versions of this disk.

Data Disk #2 Endangered Species • Solar System • Teaching Appleworks • Attributes

Science unit for gifted 4th-8th
ENDANGERED SPECIES UNIT by Sandra Cornish

Activities originally designed for students in an after school enrichment program. Some 23 pages covering 11 days of activities/lesson plans.

Structured for students to: survey a large number of sources about endangered species; examine trends, make comparisons, and hypothesize outcomes on a database file; write commentary/editorials about the situation using word-processing to hasten and simplify the writing process.

6th grade science
SOLAR SYSTEM UNIT by Anne Trussell

An overview file of the unit is included. Another outlines activities for 10 lessons. It includes a list of resource books and materials. Worksheets that would be needed are discussed but not included.

Students research the planets in small groups (cooperatively, each group studying one planet) and report back to the class. All findings then are compiled. Before researching, students discuss information to gather and will determine the "categories" for the class solar system database.

Additionally: a simple example database is included to show the class, but not be limited to its structure; a spreadsheet that will convert earth weights to weights on other planets; a spreadsheet to convert temperatures between Celsius to Fahrenheit.

Data Disk #2 (Cont'd)

Computer Literacy 5th grade and up
TEACHING APPLEWORKS UNIT by Bruce McVicker et al.

Plans include five lessons. Work sheets and activity sheets for a science project are included as well. Though the lesson plans are general, the appendices contain clear and structured work sheets, help sheets and activity outlines for the social studies and science unit databases.

After researching "explorers" and assembling the information on a large wall chart, the use of a computer database is introduced as a solution to an overwhelming information organization problem. The lessons include learning to set up a database and enter information for each particular "explorer" before sorting and selecting records.

Language arts activities 1st to 3rd
ATTRIBUTES FILE by Judy Yee

These have no unit plans; they are databases which can be used to structure the attributes of students in a class. Use them for organizing survey results (how many have blue eyes, etc. What is everyone's favorite food? color? etc.) A large screen or overhead projection could be used to acquaint students with a database. Much opportunity here for surveys at any level. Let us know what you come up with!

The data disks numbered 1-5 were developed at Cal State University, Sacramento. The course is the creation of Larry Hannah, Professor of Teacher Education. Larry was among the first teacher educators to recognize the value of databases and spreadsheets as tools for instruction, and put together valuable workshops and articles on the subject. SoftSwap is grateful to Larry and his students for sharing their work with us.

Please turn to page 6 for Immigrant - The Irish Experience in Boston, 1840-1870.

Another worthwhile data disk for classroom use.

Data Disk #3 Vernal Pools • Ecosystems & Habitats

Science: 6th grade; two units
VERNAL POOLS - ECOSYSTEMS by Sue Cummings

Comprehensively written with goals and objectives for daily pacing in a science time slot. Includes suggested books to read and explore, observation of vernal or spring pool systems. One goal is for students to design a database to classify and study this ecosystem. A field trip to a vernal pool is included as well as worksheets and activities in the plan files.

Exploration spans 3-4 weeks and is in three sections: minibeasts, the vernal pool ecosystem itself and its social value / importance to the system around it. Students will examine pool water life (large and small), then classify and describe it into a database. From this they investigate it and continue on into more specifics of the vernal pool itself and its relationship to the local ecosystems' food chain.

ANIMALS & THEIR HABITATS by Jeanette McCarthy
After completing unit on the 7 biomes (major ecological communities), outlines four days of activities to investigate characteristics of biomes and characteristic animals native to each.

Students will test hypotheses by searching two existing databases. First, students brainstorm appropriate fields for an animals database and a biome database. Next, students set a hypothesis relating animal characteristics to homeland (biome type). To support their hypothesis, students must plan query strategies to search databases.

Data Disk #4 Metric Olympics Nonathalon

Metric math concepts related specifically to McGraw-Hill Mathematics for grades 6 - 8: conversion between different metric units, estimating metric measures, measuring metric units. Two-week unit, 24 pages outlining daily lessons. Directions for events, worksheets, help sheets, and overheads for the unit are included.

Competing in a "Metric Olympics Nonathalon," a series of nine events requiring measurements, students must first record their estimates and then measures of length, weight, area and liquid volume.

Students use database and spreadsheet features to determine errors in estimation, winners, rankings for all contestants.

Events include: paper plate discus, big foot contest, paper straw javelin, two-handed water carry, cotton ball shot put, winning weight contest, right-handed marble grab, standing square jump, and the left-hand sponge squeeze. Worksheet activities include step-by-step guidance through both database and spreadsheet files.

Data Disk #5 U.S. & Black History Databases

Five social studies / history databases. These files do not have specific lesson plans. Explore them yourself and decide how you can use them in your classes: larger ones for searching data, finding correlations, etc.; smaller ones for further research by students to build larger data banks. Share your ideas and activities to add to this disk!

5th-6th grades: California indians database file which can be completed by students. Indian tribes and facts about their way of life. (8 records)

Donner Party database organized around each member of the ill-fated Donner party. (91 records)

High School: Miscellaneous places & events of significance in black US history. Have students research and expand. (36 records).

Blacks in US history prominent in business and or science. Have students expand on the 22 records here. Also, blacks through history the world over. Use as is and/or have students add to the 115 records.

Please order Data Disks numbers 1 through 5 and Immigrant using the order code(s) below:

	Appleworks		FrEdBase		MSDOS		Macintosh
	5 1/4"	3 1/2"	5 1/4"	3 1/2"	5 1/4"	3 1/2"	3 1/2"
	\$10 each	\$11 each	\$10 each	\$11 each	\$10 each	\$11 each	\$11 each
Data Disk N°1	AW1	AW1.3	FB1	FB1.3	PC1	PC1.3	MAC1
Data Disk N°2	AW2	AW2.3	FB2	FB2.3	PC2	PC2.3	MAC2
Data Disk N°3	AW3	AW3.3	FB3	FB3.3	PC3	PC3.3	MAC3
Data Disk N°4	AW4	AW4.3	FB4	FB4.3	PC4	PC4.3	MAC4
Data Disk N°5	AW5	AW5.3	FB5	FB5.3	PC5	PC5.3	MAC5
Immigrant	AWIMM	AWIMM.3	FBIMM	FBIMM.3	PCIMM	PCIMM.3	MACIMM

Immigrant The Irish Experience in Boston, 1840-1870

Immigrant is an experimental Social Studies unit for middle school students. The subject of the unit is the Irish immigration into the city of Boston during the period 1840-1870.

In working through the unit, students "adopt" an immigrant family and make decisions about living and working, much as that family might have made them. In large part, these decisions are based on actual historical data for the period.

The disk contains the following: data files representing passenger lists for two immigrant ships; data files on housing, jobs, and transportation; spreadsheet templates covering living costs; text files containing step-by-step instructions on how to work through the simulation; and suggested additional references.

IMMIGRANT was developed at the Educational Technology Center, Harvard University and supported in part by the National Institute of Education.

Available in AppleWorks or FrEdBase versions for the Apple, and various formats for the Mac and IBM. Use the chart at the bottom of page 4 for pricing and order codes.



FrEdWriter et al

In 1985, educators who used Apple computers got a major shot in the arm with the release of FrEdWriter. Based on a public domain program called Freewriter by AppleWriter author Paul Lutus, and rewritten extensively by Al Rogers of the San Diego TEC Center, FrEdWriter put a powerful tool in the hands of teachers. For the first time, educators could make as many copies of a word processor (having permission to copy from us!) as they needed, letting students take them home or elsewhere without worrying about disk damage.

With FrEdWriter's built-in prompted writing capabilities, creative teachers could design lessons which guide their students through the writing process. As the copyright holder of FrEdWriter, CUE SoftSwap is proud to make available the FrEdWriter package. These include:

FrEdWriter (v4.4) by Al Rogers

The FrEdWriter disk includes a complete ProDOS based word processor plus utilities that allow the user to format data disks, copy disks, rename, delete, lock/unlock files, and view files.

FrEdWriter is intended to be freely duplicated for student use. The master disks includes the documentation of the program saved as text files, ready to be printed out. Version 4.4 supports underlining and prepares files for telecommunication uploading.

The 3 1/2" version now includes a special edition of FrEd for networks (it prints through slot 7).

Frilless FrEd

A version of FrEd that boots directly into the word processing section. No utilities are included in this version, so there is lots of room for student data on the same disk.

FrEdTips by Don Beck, et.al.

A valuable collection of advanced FrEdWriter information, hints, etc. Includes details on interacting with your printer (underlining, bold face, etc.) and prompted writing information (mechanics of creating and tips), modifying FrEd to run on Apple clones and networks.

FrEdWriter, FrillessFrEd, FrEdTips:

\$20 three disk sides on 5 1/4" disks - order code #FWRIT

\$21 one 3 1/2" disk - order code #FWRIT.3 (includes network version) for Apples with 64K See page 14 for Program Notes.

For information regarding Apple II lower case modifications or the Spanish Language version of FrEdWriter, direct inquiries in writing to:

Al Rogers
Hands-On Training Company
4021 Allen School Road
Bonita, CA 92002



FrEdTyper by Dr. Gary Carnow, Raymond A. Chavez & Gail Lovely

This is a collection of 40 prompted file lessons for practicing touch typing skills. Students load in a lesson, follow the prompts, and save their typing practice onto a data disk. Each lesson has some 20 prompt boxes of letter sequences to copy.

As with most typing practice disks, lessons review the home rows, then other rows with increasing combinations of letters. Checking for accuracy is done by student or teacher, either on-screen or in print-out.

A blank lesson file is included for user's convenience to build other files by filling in the prompt boxes. FrEdTyper was developed as part of an AB803 grant at the Alhambra School District.

C.O.W.

Though never officially listed, C.O.W. had been disseminated as part of the FrEdLessons set, to take the place of Witch of Blackbird Pond. Now that the master copy of Witch has been found, we're offering C.O.W. separately.

C.O.W. stands for Computer Organized Writing (prompted writing). These sample files were developed at a Summer class at the SD TECC center BEFORE FrEd was around to make prompted files so easy. These are most of the files from the class's efforts done in the FrEd Prompted format.

The two lesson sets above require FrEdWriter. They are together on one disk, not included with the regular FrEdLessons package.

\$10 double sided 5 1/4" disk - order code #COW

\$11 one 3 1/2" disk - order code #COW.3
requires FrEdWriter

FrEdPrompts for AppleWorks

One of FrEdWriter's most popular features has been its prompted writing capability. Many of you have asked for this attribute in AppleWorks. FrEdPrompts delivers, so you can use prompted writing activities with AppleWorks in your instructional program!

FrEdPrompts uses a specially configured version of Beagle Brothers' Ultramacros™ to provide this capability in the AppleWorks wordprocessor. You can create guided writing prompts, have students respond to them, and then remove the prompts before final editing. Definitely a useful, workable approach to introducing your students to new styles of writing. Included on the disk are sample plans and a convertor to move prompted files from FrEdWriter to AppleWorks.

As with nearly all SoftSwap products, FrEdPrompts may be freely duplicated in your computer lab or school without any additional charges. Undoubtedly worth the cost!

\$10 5 1/4" disk - order code #PROMPT

\$11 3 1/2" disk - order code #PROMPT.3
for Apples - requires AppleWorks 2.0 or 2.1



FrEdLessons

The FrEdWriter package includes eight FrEdLessons which resulted from a writing project sponsored by the San Diego County Office of Education TEC Center and the California Curriculum Implementation Center for English/Language Arts. These model lessons were produced by outstanding computer-using classroom teachers and include the following elements: a focus on literature, The California Model Curriculum Standards, The National Writing Project, and word processing. The FrEdLessons Project was coordinated by June Dodge, and resulted in the following lessons:

Sea Devil

Grade Level: 8 - (can be adapted lower/higher)

Haiku/Diamante Poetry

Grade Level: 6-8

Charles

Grade Level: Secondary

Mouse and the Motorcycle

Grade Level: 4

Pecos Bill/Tall Tales

Grade Level: 4-6

Fable Factory

Grade Level: 3-6

Charlotte's Web

Grade Level: 4th

Witch of Blackbird Pond

Grade Level: 6-8

FrEdLessons:

\$20 eight disk sides on 5 1/4" disks
order code #FLESS

\$21 one 3 1/2" disk
order code #FLESS.3

Miscellaneous

Video: "A Course of Action"

This film was produced a few years back as an overview of California's AB803 project, which was to provide technology to all public schools. We've found it is still an excellent tool for teacher motivation and training. The twenty-eight minute tape covers many aspects of classroom technology development.

It outlines grant writing processes, producing a plan to implement in your school and has some noteworthy vignettes of teachers in various curriculum areas (special education, math, science, etc.) who found a slice of technology to enhance their other classroom activities. (In many cases they were new to, or wary of, technology!)

Well worth seeing if you need some ideas or encouragement. Appropriate for all K-12 teachers.

\$20 color VHS tape (SP) - order code #VCOA

MSDOS compatible product will be found on pages 4, 5, 6 (Data Disks); 12 (TeleLessons); and 18 (Conic Sections).

"I Can Do That"

This 15 minute video was created as part of a state funded study of exemplary uses of special educational technology in California schools. Written and produced by faculty in the Special Education and Educational Technology Departments at San Diego State University, this tape explores the promise of technology for handicapped learners and shows ways in which school programs have made that promise a reality.

Featured are teachers, students, administrators and parents who describe how technology is changing special education and how schools can make the most effective use of this new resource. Suitable for workshops for teachers and parents.

\$20 VHS tape - order code #CANDO

Elementary Gradebook

by Phill Jackson

The Elementary Gradebook is specifically designed for elementary teachers, though it could easily be used by others.

It allows up to 40 students per class and up to 20 subjects per class. Grades can be input as percentages, letter grades, or raw scores and are automatically converted to a percentage. Grades may be weighted, and reports can be printed out for individuals or the entire class. A comment field of up to six screen lines is available for each student record.

Documentation is on the backside of the disk in FrEdWriter and AppleWorks formats.

\$10 5 1/4" disk for Apples with 48K - order code #GBOOK

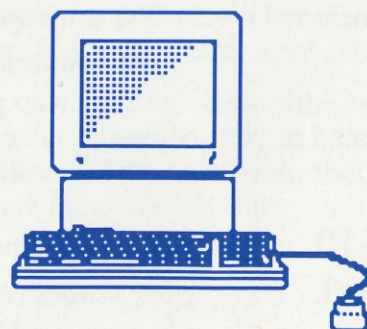
CEEMAC / Fire Organ

by Brooke W. Boering - Vagabondo Enterprises

Fire Organ is a demonstration of what you can do with CEEMAC, a visual composition system and programming language. Every key you press creates a different display, and the graphic elaborates on itself indefinitely without obvious repetition. Fire Organ makes a good test pattern while you're setting up a computer, and has been known to entertain pre-school computists for hours. In a darkened room with music playing, it will outshine a dozen lava lamps.

Educational implications? Put CEEMAC in the hands of your best Logo whiz. The discoveries should be a pleasure to look at.

\$10 5 1/4" disk for Apples with 64K - order code #FIRE



Grademaster

Class Assignment and Grade Management System by Roberta J. McCarty

Grademaster is designed to hold six classes of up to 36 students, with 42 assignments allowed for each class. Grades are recorded as a percent correct. The calculated averages are rounded to the nearest tenth of a percent. For each grade recorded, a status is maintained which indicates whether the assignment was on time, late, or the student was absent.

A weighed factor from 1 to 9 may be applied to any exercises. All missing assignments may be listed by individual student or total class. A list of students missing an individual exercise is also available. Class grade averages may be reported in original class order as entered, or ranked by current grade average.

A password option has been included for security. Automatic dating of all printouts is available. Grademaster runs on all Apple // computers, and documentation is on disk in both FrEdWriter and AppleWorks formats. Donated to SoftSwap by CUE member Roberta J. McCarty (mentor teacher in the Fountain Valley School District), it was formerly a commercial product. Thanks, Roberta!

\$10 5 1/4" disk for Apples with 48K - order code #GMAST

Datasheet

The Datasheet package is a laboratory data handling package that includes data acquisition, data manipulation, fitting and graphing. It operates on a 128K Apple //e, //c, or Iigs.

It was provided to SoftSwap by Kenneth F. Kinsey and David Meisel of the Department of Physics and Astronomy, S.U.N.Y. College at Geneseo, Geneseo, New York. Tested by a year of heavy classroom use, it contains no known bugs.

Entirely menu-driven, no commands need be memorized. It includes extensive validity checking of user responses and offers escapes at all critical points. Data are organized into six columns of 160 entries (expandable) which are displayed in a spreadsheet style format. A full repertory of math operations can be performed on single columns or pairs of columns including all of the built-in BASIC functions.

Straight line, power series and linear regression fitting routines are included, as are mean/standard deviation & histogram generation. The graphs use double hi-res for good resolution & clear labelling. User has full control of all graphing parameters and labelling. While designed for physics class, creative teachers will find uses for Datasheet in high school science, social science and math classes.

Printing of the graphs requires a double hi-res printing package such as Beagle Brothers Triple Dump. Directions on installing such packages are included. Complete documentation is provided in FrEdWriter format.

\$10 5 1/4" disk for Apples w/128K - order code #DATA

CUE Label Maker

This disk was created to let users make their own colored CUE disk labels and properly label them with the CUE copyright. It contains all the current releases as of January 1990 and will be updated as more disks emerge.

Choose from multiple screens of titles. Labels for DOCS (documentation) sides are also included. Print an individual label (up to 24) or mark several for printing (up to 12 each).

Instructions are included in the menu. The program is well prompted and easy to use. Works on an Apple //e,c or gs with an Imagewriter II only, with black or color ribbon.

\$10 5 1/4" disk for Apples with 64K - order code #LABEL

Thank you for your support and feedback. As a volunteer teacher group, we rely on people such as yourself for the continued successful operation of SoftSwap.

Hal Gibson
SoftSwap Manager

Simulations

Trek of the 49'ers

This is another adventure game created with Hartley Software's Simulation Construction Kit™. With it, you can explore a mining town during the boom time of the Gold Rush. The disk is double sided, and to get to the second side, you need to gather information while investigating the first half. Trek of the 49'ers can be a useful enrichment activity to accompany a lesson on this period of history. As with "Annie's", graphics embellish the upper elementary level reading practice.

\$10 double sided 5 1/4" disk for Apples with 64K - order code #TREK

Operational Notes:

Annie's Mission and Trek of the 49'ers are partially "protected" due to Hartley Software's Simulation Construction Kit.

DO NOT WRITE PROTECT THESE DISKS!!! They will not work otherwise... The second side of "Trek" must be notched!

These programs self-destruct under a number of conditions. Don't explore the disk to see how things are put together; you can't. Disk errors generated by control-C's or RESETs are also dangerous.

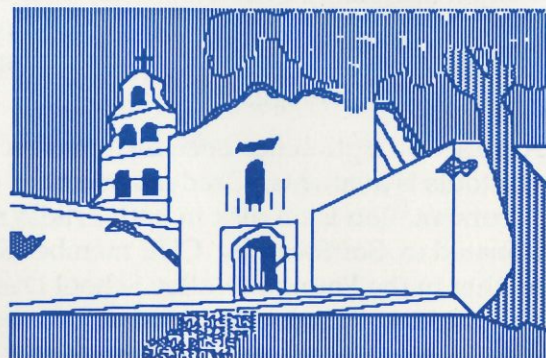
ALWAYS do a full disk copy. Do not attempt to do a file copy. Do not change DOS. Any good copy utility should work. Bit copiers are NOT necessary.

Make a working copy right away, and archive your original.

Annie's Mission

Suppose your father has been kidnapped, and you have reason to think that he can be found inside a California mission. This adventure game allows you to explore a mission during the height of the colonial period. To get from room to room, you'll need to consult the dictionary built into the game which translates the major sections of a mission from Spanish to English. This simulation is a mix of both graphics and text. A map and the dictionary can be printed from the disk to aid you in your search. This game was created with Simulation Construction Kit™ by Hartley Software. (You do not need that software to run the game.)

\$10 single sided 5 1/4" disk for Apples with 64K - order code #ANN



The Heart Disk

This is an updated version that includes eight programs about the heart. It was donated to SoftSwap by Dan Lake of the Onondaga/Cortland/Madison BOCES in Syracuse, New York, and written by Ray Fuller and Rob Joyce.

TOUR THE HEART lets you give or take a tour of the heart. Take the tour to learn about the parts of the heart; or give a tour to see how much you already know. HEART BEAT lets you learn about how and why the heart beats. Discover relationship of animal size to heart beat rate.

Measure your own heart beat. You can also see a picture of a heart beating at various speeds. HEART FITNESS lets you learn how various kinds of exercise affect the fitness of the heart. In HEART ATTACK, the likelihood of a heart attack will be evaluated as you answer questions about six major factors in heart attacks: heredity, exercise, age, weight, tobacco, and eating animal fats.

CALORIES FOR WORK: Learn why exercise is good for the heart as it burns calories! CALORIES FOR FUN: 29 activities and how many calories they burn. HEART SCRAMBLE: Key words from TOUR OF THE HEART are scrambled. It's different each time you play! ADVENTURE GAME: As 'Agent Hemo-Globin' you learn about the circulatory system while you do your work as a red blood cell.

\$10 5 1/4" disk - order code #HEART

\$11 3 1/2" disk for Apples with 64K - order code #HEART.3

Solar

GM SunRaycer



Imagine racing almost 3,138 kilometers (1,950 miles) in a car that runs on electricity made from sunlight. Imagine that the race took you and your solar-powered electric car across some of the hottest and emptiest land on earth. Then imagine that your car won the race, and that you went an average of 67 km/hr using only the sun for energy. You never had to stop for gas!

That was what happened to the men and women who drove the GM SUN-RAYCER in the first World Solar Challenge race across Australia. The race was held to encourage people to create cars that are more efficiently powered. That challenge was met with imagination, commitment, and science. Challenge your students to do the same with the following classroom materials:

Disk I: Construction Set

Using interactive color graphics that are stimulating and educational, this disk allows up to two students at a time to design their own solar powered vehicles.

Thoughtful choices have to be made on body, solar panel and battery components, because your cars will be tested on various race tracks under computer selected weather conditions! After your prototype runs, take your auto back to the assembly area for modifications and then a new set of examinations and observations. Appropriate for elementary students as well as upper grades.

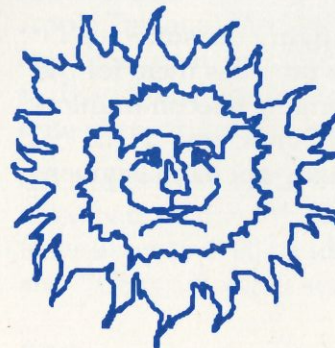
\$10 single side 5 1/4" disk for Apples with 64K - order code #SUN1

Disk II: Solar Tutorial & Driving Simulation

Wonderful software with sound and color that uses a tutorial/quiz approach on how the sun produces energy and how we might make use of that power source. Topics: fusion, electrical, chemical and mechanical energy interaction and transfer. Another section deals with solar vehicle design and natural forces: friction, drag, aerodynamics.

After you take all that in, engage in a driving simulation. Control your solar car as you spin along a test track, monitoring the computer displays on vehicle, weather and track conditions. No drivers permit necessary. Appropriate for intermediate and high school level.

\$10 double sided 5 1/4" disk for Apples with 64K - order code #SUN2



The original GM SUNRAYCER package was created for General Motors by TelEd, Inc. of Los Angeles, California. Thank you for passing on these wonderful materials to us! SoftSwap will continue to replicate those materials that are cost effective.

Please see page 20 for Program Notes on the SunRaycer Construction Disk

Video: "Racing with the Sun"

An engaging 20 minute video tape on the solar powered vehicle race that took place in Australia. This high quality production is the perfect companion to the disks and handouts available. One of the engineer/drivers narrates the saga of design, construction, and test phases of SUN-RAYCER, culminating with the international contest (guess who wins?). Appropriate to all age levels, both as a motivational and study piece.

\$20 color VHS tape - order code #VSUN

Classroom Packet

Included are teacher lesson plans, student handouts, transparency masters and whole class activities (games and lab experiments) covering the topics discussed above. Studying the sun, energy, aerodynamics, physics, chemistry, etc? You want this packet.

\$8 Classroom materials (paper) - order code #PSUN

Complete Package

Both disks, video tape and classroom packet above. While They Last: We have a limited number of original magazines with color photos, background material and a poster! When they're gone, that's it... included when you order the whole bundle.

\$40 disks, video, packet - order code #CSUN

Telecommunications

TeleLessons

Feeling a little lost in this electronic era of communication? Try Al Rogers' TeleLessons, a veritable cornucopia of information: class lesson plans to use with students; research reports/case studies to support your efforts.

All text files are ready for you to print (have lots of paper ready!) with a menu driven, self-printing program that is included.

Eight disk sides (5 1/4") with a bounty of ideas and directions to help put telecommunications in perspective.

For Apples with 64K:

\$30 eight 5 1/4" disk sides order code - #TELE

\$32 two 3 1/2" disks order code - #TELE.3



Need an MSDOS or Macintosh version of TeleLessons?

Tell us about your:

- ☐ Computer
- ☐ Word Processor
- ☐ Disk Size/Density

and we'll make you a special set of disks (number will vary) for the same price!

order code - #TELE.SPECIAL

FrEdMail

Bulletin Board System (CMS SchoolNet)

The durable and popular Computer Mail System, designed for educational use. Written by Nick Sayers and Al Rogers, FrEdMail has earned national acclaim as a reliable, inexpensive way to enter the electronic age.

FrEdMail has all the features of most bulletin board systems: private electronic mail, public message boards, multiple levels of access, and upload/download library capabilities. What sets FrEdMail apart from most other programs, however, is its intersystem mail capability.

During the night, when educational users are unlikely to be using the board, FrEdMail systems call each other and forward messages back and forth. This makes it possible for teachers to make a local call, leave a message, and have it forwarded a long distance without them personally paying the freight. In San Diego, for instance, a local call will put you in touch with teachers in Pennsylvania, Connecticut, New Jersey, Illinois, Argentina and over one hundred other sites! This intersystem capability is an option, not mandatory; FrEdMail serves very nicely as a solo BBS.

FrEdMail has become its own entity! Send all orders and inquiries to:

FrEdMail Foundation
PO Box 243
Bonita, CA 92002-0243

SimuComm New Version 6.1

SimuComm is a telecommunications simulation developed at the University of New Mexico by Jack Gittinger. This well designed software comes with a primer on the mechanical details of telecommunications, including the concepts of baud rate, parity, etc. Teachers first use the documentation as a guide for teaching these concepts. Then students use the program to simulate calling three commonly used telecommunications services: electronic mail, a bulletin board, and an online database.

Each SimuComm disk will allow up to 30 users to send and receive short mail messages, post bulletins, and search a data base of up to 10 records. The program even simulates one of the first hurdles one must overcome in using a modem: configuring your software so that its parameters match those of the system you're calling.

Hal Gibson's new ProDos update now allows entries of less than 30 users at a time, and changes can be made to individual users. No longer do you have to re-enter the entire list as students join or leave the system!

Each of the three boards requires the student to configure the software differently and each uses different commands. This prepares them for the unfortunate fact that there is little standardization among telecommunications systems in the real world. A unique feature of SimuComm is the inclusion of a modifiable database with which students can learn keyword searching.

\$10 5 1/4" disk - order code #SIMCOM

\$11 3 1/2" disk - order code #SIMCOM.3
for Apples with 64K

KidMail New Version 6.1

Have you wanted to give your students a sense of what electronic mail is like, but been stopped by a lack of modem, phone line or budget? KidMail is a telecommunications simulation that can bring Email into the modem-less classroom. Written by Wayne Ayers and Bryan Winge of the Culver City Unified School District, and enhanced by Don Beck and Hal Gibson of CUE, this program will allow your students to send private messages or public messages for all users to read.

Simpler to use than SimuComm, KidMail can be used to stimulate student writing, as well as prepare students for the information age. All messages are stored on the KidMail disk, which can be kept in one place for intra-class communications, or carried down the hall for inter-class messages within a school.

With a bit of planning and coordination between teachers, students can fill a disk with messages for their counterparts at a distant school, and send the disk by (physical) mail to the other class. Such exchanges lack the immediacy of telecommunications, but for the classroom without a phone line, KidMail is a workable alternative.

This new ProDos version allows 3.5" disk use, and therefore much greater message storage on disk. Other improvements have been made throughout the program.

KidMail was donated by: KIDMAIL Project Director, Wayne Ayers, Culver City High School, 4401 Elenda St., Culver City, CA 90230. Wayne is eager to serve as a middle man in arranging inter-school KidMail exchanges, in this country and abroad.

\$10 5 1/4" disk - order #KIDM **\$11** 3 1/2" disk - order #KIDM.3
for Apples with 64K



FrEdSender

Version 2.1a

FrEdSender was the second member of the FrEd series of educational application programs, and is especially appropriate for the transfer of FrEdWriter (or any ProDos) files from one computer to another. Developed by Steele Publishing's Mick Fitzgerald

and Hal Gibson with design input from Al Rogers, FrEdSender provides a simple but effective gateway to telecommunications.

The program allows autodialing from a list of up to 20 frequently called numbers. External and internal Hayes-compatible modems are supported, as are the internal Hayes Micromodem and Prometheus Promodem. The Apple Personal Modem is not well supported. Files can be uploaded and downloaded using XMODEM protocol, and online sessions can be captured to disk. Some useful file utilities are also included, such as a ProDos file-type changer and file encryptor.

Classrooms can batch transfer an entire disk of FrEdWriter and other files directly from one FrEdSender to another without going through a BBS. Runs at up to 4800 baud on the Apple II+ (with 64K), IIe, IIc (@300 baud) and IIGS (with super serial card).

\$20 double sided 5 1/4" disk - order code #FSEND

A Note on

Documentation

Your cost has been significantly reduced by supplying instructions on disk. This is common practice for other sources of software in this price range. Reproducing paper copies and shipping it is very expensive. Disks have explanatory information built into the menu (read those notes!), text information stored as FrEdWriter and/or AppleWorks files, self-printing documentation or combinations of these items. Remember, FrEdWriter files are stored as "plain vanilla" text files. Any word processor can pick them up. Load and print.

If you would like to see us change this policy and would be willing to pay a higher cost for printed docs, drop us a note. Suggest a price.

You'll note that this

catalog now has a cover price of \$2, which is what it costs us after printing and mailing.

The software doesn't quite pay for itself, so we are going to start charging once again for this booklet, a policy that was in effect for the first five years of the eleven we have been providing materials.

Need more?

\$2 order code #CAT

Learning Games

Careful!

We don't intentionally "protect" our software. We want you to be able to make backups and copies for your students. However, many of our disks have special patched versions of operating systems to enable them to load faster or preform other special tricks. It is always better to make a whole disk copy, and not file-by-file copies.

Although many of our disks are double-sided, we don't notch the second side (our duplicators don't care about write-protection). If you copy side two of a master disk onto side one of a blank disk, no problem. If you double side as well, notch that other side!

A good example of this is FrillessFrEd, the second side of FrEdWriter. Frilless is a version of FrEdWriter with plenty of storage space left on the disk for your students to store their files. Copy this side onto side one of blank disks. They really shouldn't need the full FrEdWriter on side one, and then they only have one disk to handle. That's the point.

These are generic notes for our software, and do not necessarily apply to the programs on this page.

Player's Choice (v 2.1)

Many improvements have been made to this disk. First, the FILE MAKER is now USER FRIENDLY. Game and file maker are on one disk side. Until you set the disk to student use, a notice will appear when booted telling you how to access the file maker. Second, the game questions/tasks are now 2-1/2 instead of 1-1/2 lines long, making it easier to compose questions. The program also recycles questions that were missed, several questions later.

Written by Don Beck while he was a student in the Bilingual Instructional Technology Program at San Diego State, Player's Choice is a shell program that combines some of the elements of Word Attack™ and Wheel of Fortune™. A question appears on the screen along with four possible answers. For every third correct answer given, the learner gets an opportunity to guess a letter in a word puzzle. Animated graphics of a runner and robot add interest to the program. The questions and word puzzles are all created by the teacher using the included filer program, so Player's Choice can be applied to a wide range of academic content. Now requires 64K.

\$10 5 1/4" disk for Apples with 64K - order code #PLAY

Graficas/Graphing

by Barbara Weston and Paulina Boutris

Spanish and English versions of a program which allows students to classify objects onto a graph and make comparisons from a graph. Categories and classifications include: Animals (air, water, land); Vehicles (air, water, land); and Toys (wheeled, sports, figures). After completing the graph, students answer questions such as: "How many more water animals are there than air animals?". Grades 1-2.

\$10 5 1/4" disk for Apples with 48K - order code #GRAPH

Fuentes Españolas y SpanishWriter

Esteban Zapiaín, teacher in Union City, California, and long time CUE supporter, has graciously given us his copyrighted programs.

This disk contains fonts, borders, cards, signs and graphics which are ready to use with Print Shop™. Fonts allow you to write en Español using accented vowels, the ñ, ¿ and other special characters. Multicolored national flags, people and things round out the graphics action!

SpanishWriter is an AppleWorks™ (v. 1.1-1.3) modification which uses the native Spanish font of the ImageWriter. It also allows you to use the apostrophe to make accent marks. In addition, two fonts which can be loaded into most Apple, Epson and some other printers (requires Print-Quick™).

\$20 5 1/4" disk(s) - order code #FUENT

The Bilingual Classroom

Partes Mías/Parts of Me/Primer*Bits

by Karina Moreno and Judy Duffield

Partes Mías (Spanish) and Parts of Me (English) are two versions of a program containing three sections which provide review and practice in using the names of the parts of the body. In the first section, the student chooses the name of a body part and that part is drawn. In the second section, the student finds the body part named. In the third section, the student must correctly type a name to have a part shown. Grades K-2 and beginning ESL.

Primer*Bits contains two games for numeral recognition. One shows the student a numeral and student responds by striking any key that number of times. The second game shows a quantity of items and the student must press the corresponding numeral key. Clues are given after incorrect responses. This program has very likeable graphics! Grades Pre-K to 1.

\$10 5" disk for Apples with 48K - order code #PART

Como Restar Unidades de Medir

by Kate Murty

Como Restar... is a Spanish language program giving practice in subtraction with borrowing for three mixed units of measure: yards and feet, feet and inches, and hours and minutes. Using paper and pencil to solve a problem presented, the student then chooses one of four answers shown. Specific corrective feedback is given for each of the three common types of errors made by students. Grades 5 and up.

\$10 5 1/4" disk for Apples with 48K - order code #COMO

Piñata!

Piñata, was written by Elizabeth Blane when she was in the BIT Program at San Diego State. It is a language arts game in which students guess letters in a word or phrase. A player has 10 chances and can use 2 guesses for clues. Letters are guessed by moving to a letter in the alphabet displayed



on screen or by typing in the entire word.

There are both Spanish and English versions on the disk and a utility for making your own lessons. Grade levels 2-4.

\$10 5 1/4" disk for Apples with 64K order code #PIN

Don't miss Annie's Mission on page 10!

Player's, Juegos, Partes, Graphics, Como and Piñata were created by teachers in the Bilingual Instructional Technology Program at San Diego State University. One of the goals of that program was to teach teachers to create or adapt software to meet the needs of students in bilingual and ESL classes. They're all in Spanish, and all but Como Restar Unidades de Medir include English versions as well.

ESL Disk

This is a complete Player's Choice disk with multiple files useful for teaching ESL. The files focus on idioms, verb tenses and other aspects of English which typically confuse non-native speakers.

They were created and tested in the classroom by Evelyn Fella of Crawford Junior High School, San Diego. The program Player's Choice is included on this stand-alone disk.

\$10 5 1/4" disk for Apples with 64K - order code #ESL

Juegos Selectos

Player's Choice in Spanish! See the description for Player's on the opposite page. For the bilingual classroom. If there is sufficient demand, we will produce more curriculum-based data disks for use with both programs (see below!).

\$10 5 1/4" disk for Apples with 64K order code #JUEGO

CourseWare Magazine

Language Arts

Scramble - Teacher utility to scramble words. Word Swap - Game to alphabetize a list of words quickly by swapping pairs of words until done. User sets list of 3 -8 words. Reverse - Game to order a random list of letters quickly by reversing a portion of the list at a time. Users sets list from 3 - 12 letters. Foto Flash - Game to type in letter/number sequences flashed in same or reversed order. Choice of 3 to 10 character sequences. Library Skills 1: Dewey Decimal - Timed drill to identify classification for number or number for classification. Assumes prior instruction on Dewey decimal classification. Library Skills 2: Card Catalog - Timed drill to identify parts and types of library catalog cards shown: subject, author, title, call number. *Spell-N-Time - Game of speed to type in a word flashed on screen. Flash time faster/slower for right/wrong answers. Word is shown in syllables if missed. Data word lists *Comma - Speed drill to place comma needed into sentences. Data sentence list of 10 sentences at 5th grade level. *Syllables - Speed drill to divide words into syllables. DATA words list of 30 words at 5th grade level.

\$10 single sided 5 1/4" disk - order code #CWLA

\$11 single sided 3 1/2" disk - order code #CWLA.3
for Apples with 64k

Measurement



Typing Fractions - A short tutorial practice for typing fractions and mixed numbers for these and most programs. Approximate Measurement 1 & 2 - Demonstrates precision of measurement using on-screen rulers with inch, half inch, and quarter inch markings. Smallest Unit - Tutorial and drill. Precision is as accurate as smallest unit used in measuring/reporting. Tutorial and drill to identify smallest unit of accuracy. Micrometer Measurement - Drill to set and read a micrometer barrel simulated on screen. *Counting Calories (Desserts) - Type in ingredients, quantities and servings for a recipe and program will calculate calories per serving. Program has data on some 100 plus ingredients. Sampling - Comparisons of means of small and large samplings let users see the importance of large samples. Plotting of population samples produces a bell-shaped curve.

\$10 single sided 5 1/4" disk - order code #CWMEAS

\$11 single sided 3 1/2" disk - order code #CWMEAS.3
for Apples with 64k

*CourseWare Programs marked with an asterisk have DATA statements that can be modified to make the game more specific to your needs. This requires some knowledge of programming to be able to enter new DATA statement lines.

Through the generosity of Dan Isaacson, SoftSwap has obtained these programs which first appeared in Dan's publication, CourseWare Magazine. Not only do these programs provide enjoyable practice, they are also models of structured programming. For AppleSoft aficionados, these disks contain many useful subroutines.

Shell Games

This disk contains three programs from Dan Isaacson and the file maker program from Phill Jackson. The programs (Spell-N-Time, Syllables & Alphabetize) have been modified to shell format, which means you may set them for use to any game files made on the disk. Any file made is usable by any of the three programs. SPELL-N-TIME flashes words for a player to then type in. Program speeds up with correct and fast answers. In SYLLABLES the player must divide a word displayed into syllables. In ALPHABETIZE the player must alphabetize a list of words by swapping pairs. All games are timed and allow player to compete against their prior scores.

\$10 single sided 5 1/4" disk for Apples with 48K
order code #SHELL

CourseWare Math

Addition Drill - Vertical format, addition facts (1-12). Pretest, drill and posttest. Timing speeds or slows based on learner performance. Division drill - Basic facts, division practice, (1-12). Sign drill - Given a problem, user gives

the sign of the answer. Users choose operations (plus, minus, times, divide, or a combination). New Subtraction - Drill and practice in a novel approach to subtraction of whole numbers with borrowing. Decimal Estimation - Game to place decimal in answer to a problem. Higher levels require answer estimation as well as decimal count. Scientific Notation - Game of speed to convert a number in standard form to/from scientific (powers of 10) notation. Coins - Change making drill game with coin values indicated by letters. All combinations accepted.

\$10 single sided 5 1/4" disk
order code #CWMATH

\$11 single sided 3 1/2" disk
order code #CWMATH.3
for Apples with 64K

Spelling Shop Lessons

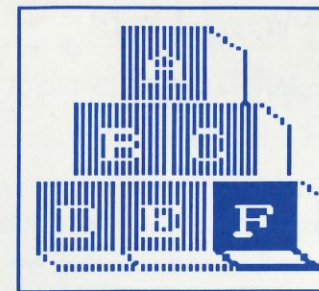
A new lineup of lessons based on the Laidlaw spelling series, grades 6-8, provided to us by Charles Hartley. Actually, Ms. Marjorie Casey, a retired school teacher, is mostly responsible for them. She now volunteers at Mr. Hartley's school several days a week. Incidentally, she is Charles' mother. Miss Kellie Middleton, an eighth grade student, spent many hours proofreading the lessons to correct typing errors.

Over 700K of data, these lessons are provided on three double sided 5 1/4" disks or one 3 1/2" disk.

\$20 5 1/4" disks
order code #SPLES

\$11 3 1/2" disk
order code #SPLES.3

requires Spelling Shop



Alphabet Keys

Written by Jana Birch, CUE member in Vista Unified School District, this disk was originally designed for use by students with limited physical functioning. A series of programs emphasizing keyboard use: free typing of letters, finding letter keys in sequence, matching letters randomly shown to keys, copying words/phrases typed in by the instructor, etc.

User can specify all or selected letters for use. Most of the programs can make use of Echo II speech hardware, if present. Screen format is also compatible with adaptive firmware cards using the bottom of the screen to scroll choices. Appropriate for K-1 classrooms, too.

\$10 5 1/4" disk - order code #ALPHA
for Apples with 48K

Elementary Math Disk #1

This disk represents some cleaned-up versions of old "Classic" SOFTSWAP disks, as well as programs from other sources.

Adding Fractions - Drill on adding fractions. Help provided in the form of a graphic display of shaded rectangles.

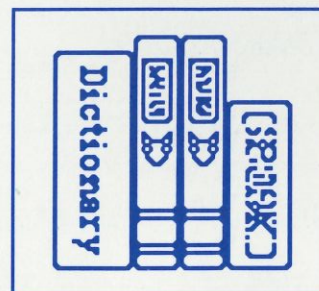
Take It or Leave It - A game in which you need to determine quickly whether the answer to problems is positive or negative. The answers affect your cash flow.

Making Change - Specify what coins to give to make change in random problems.

Pizza - Practice two-dimensional coordinates by delivering pizzas. Many more! For Apples with 64k.

\$10 5 1/4" disk
order code #EMATH1

\$11 3 1/2" disk
order code #EMATH1.3



The Spelling Shop

Designed like a shop with an Activities Center and a Test Center. Activities include: jumbled letters, missing word in a sentence, select correct from among several spellings, jumbled syllables and more.

Test formats are similarly varied. Program comes with a File Maker Utility. Words can be tagged into 3 levels if desired. Several sample files. Very user friendly and well explained file maker.

Written and copyrighted by Charles Hartley of Kentucky; distributed exclusively by CUE SoftSwap.

\$10 double sided 5 1/4" disk - order code #SPSHOP

\$11 single 3 1/2" disk - order code #SPSHOP.3
for Apples with 64K

WORD ATTACK!-PLUS™ Word Lists

WORD ATTACK!™ Word Lists

SPELL IT!™ Word Lists

(Programs © Davidson & Associates, Inc.)

The following WORD ATTACK! files were compiled and donated by Sue Geller, a San Diego CUE member in Cajon Valley School District. Sue, her students and her aide collaborated to produce them from district graded word lists. They have been contributed these to CUE to share with other teachers. Thank you for sharing, Sue!

GRADE 1 FILES:

- 2 units of 25/20 nouns
- 2 units of 25/20 verbs

GRADE 2 through GRADE 6 FILES:

- 4 units of 25 nouns
- 4 units of 25 verbs

The following WORD ATTACK! and SPELL IT! disks were compiled by Bill Forrester, a mentor computer teacher at Wangenheim Junior High (San Diego Unified) and also a member of SDCUE. Bill, thanks for sharing! The files on each disk include 36 weekly spelling lists and four review lists (after 8th, 16th, 24th and 32nd weeks).

GRADE 7 FILES:

- 32 units of 20 words
 - side 1: unit 7-1 to 7-24
 - side 2: unit 7-25 to 7-32
- 4 review units, 40 words
 - side 1: review 7-1 to 7-3
 - side 2: review 7-4

GRADE 8 FILES:

- 32 units of 20 words
 - side 1: unit 8-1 to 8-24
 - side 2: unit 8-25 to 8-32
- 4 review units, 40 words
 - side 1: review 8-1 to 8-3
 - side 2: review 8-4

These disks, beyond the menu, do not run on their own. You'll need to run SPELL IT!, WORD ATTACK or WORD ATTACK-PLUS first, then those programs will use this data as a source for custom word lists.

Order Codes

	Spell It!	Word Attack!	Word Attack!+
Grade 1	-	-	WA1
2	-	-	WA2
3	-	-	WA3
4	-	-	WA4
5	-	-	WA5
6	-	-	WA6
7	SI7	WA7	-
8	SI8	WA8	-

These 5 1/4" disks are \$10 a piece.

Word Attack! Plus (only) grades 1-6 files on one 3 1/2" disk
\$11 - order code #WA1/6.3

SPELL IT! disks are single sided.

WORD ATTACK! disks are double sided.

WORD ATTACK!+ disks are double sided:

one side formatted for WORD ATTACK!,
and the other formatted for WORD ATTACK!-PLUS.

Conic Sections

David A. Anderson, computer consultant and educational software programmer, has kindly donated three of his PC programs to our library.

Conic Sections illustrates various definitions and constructions of, well, conic sections. David wrote a set of lesson plans for a unit on conics while taking a class a UC Berkeley.

Up to forty hours of lessons and activities are included on disk. The intended audience is high school students taking Analytic Geometry or Algebra II. It could also be used for college level pre-Calculus.

Students will see the geometric objects from several points of view: as cross sections through three-dimensional objects, as sets of points (loci) in the plane satisfying certain geometric conditions and as graphs of equations in the Cartesian plane.

Also included on this disk are **Off Balance**, a math puzzle, and **ASCKey**, a programmer's utility which may be of use in computer science courses.

All of these programs run on IBMs and compatibles under MS-DOS 3.0 or higher. Conic Sections and Off Balance require a graphics card. Conics, the largest program, requires at least 320K.

Our thanks to David for donating what amounts to our first real running PC program!

\$10 5 1/4" 360K disk
order code #CONIC

\$11 3 1/2" 720K disk
order code #CONIC.3

for IBM PCs
and compatibles

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*When renewing or updating, be sure your CUE, Inc. mailing label, if any, remains attached.

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☐ Junior High School ☐ University ☐ Computer-related business
☐ Senior High School ☐ Parent ☐ Other _____

Spell out complete name of School District _____

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— No Purchase Orders for membership accepted unless accompanied by a check. —

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Warranty

There is a considerable investment of time and money in preparing SoftSwap materials. It is particularly irritating to see others profit from the labor of our volunteers. Please respect our copyrights. If you paid someone other than CUE for any SoftSwap product (with few exceptions), we would like to know about it. We will not support illegally distributed articles.

We sometimes find that incomplete copies are made by others. The documentation sides of disks are frequently left off. So-called public domain houses often strip off our identifying information and, unfortunately, that means important update or operational data that is built into our menus is also deleted.

All SoftSwap materials are warranted to be free from physical or mechanical defects. We will automatically replace, free of cost, any defective disk purchased from us. Just send us back the original disk, with official CUE SoftSwap label, and we will return a new disk to you. There is no "return authorization" necessary.

We can not be responsible for flaws in programming. Errors of this kind should be reported to us in writing and we will forward that information to the (unpaid) teacher/authors. There are constant improvements to our collection, and that growth is directly attributed to the bug reporting and suggestion input of our users. You are a vital part of development. We appreciate your support in this matter.



Support

CUE began as a grass roots organization, with teachers helping teachers gain a toehold on the use of technology in the classroom; that structure remains the same today. Your best support will come from a local mentor or "shepherd". Ask around.

If you obtained a piece legitimately from another teacher or educational institution, we would expect them to support you. If you acquired the material from us, we will do what we can to support you long distance. We do not have a paid staff of technical troubleshooters; just teachers like you. Remember, that's part of the reason your cost is so low.

Write if you have a question on running software.

**Questions on
ordering products?
Call (415) 685-7289.**

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Prices are based on our "no-frills" cost. The collection reached its current level of quantity and quality through primarily volunteer efforts. Prices have not increased in 11 years! Substantial growth over that period of time in postal and parcel rates make it necessary to apply a small charge for packaging and shipping.

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About six years ago we started accepting school purchase orders. These are due and payable in thirty (30) days. A good idea; many teachers had a problem getting their schools to purchase on a cash only basis, without digging into their own pockets. However, we now find ourselves in the awkward position of financing your purchases for 60, 90, 120 or more days. Without a commercial profit margin, we don't have the monetary resources to do so. Hence a 5% PO charge to help offset that cost of borrowing money.

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You don't have to use this order form, but please make sure you have included all pertinent information!

We ship Priority U.S. Mail on small orders; UPS on large orders. It doesn't take too many disks (videos for certain) to go UPS, so PLEASE include a **street shipping address**.

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Program Notes on SunRaycer:

SunRaycer Construction Disk
This disk CAN NOT be write protected.

If you exit this program improperly during any portion its execution, e.g. by control-reset or by turning the computer off, you probably left one or two files on the disk (depending on whether one or two people were playing) which will prevent it from running thereafter.

Get a catalog of the disk and delete any files called INFO.XYZ, where XYZ may be any combination of letters (the program uses parts of the players names). It should run correctly at that point.

SunRaycer Tutorial & Simulation
Neither side has to notched; however both parts of this simulation are stored with a non-standard DOS. Use a full disk copy utility. You won't be able to catalog it.

"Leaving Circles"

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