

ANIMALS: A MULTIMEDIA ENCYCLOPAEDIA**591 ANI**

Illustrations and interesting facts on over 2000 animals and birds, plus over 220 animal sounds collected by well known naturalists from around the world. Gather information via colour illustrations and descriptions including sizes, diets, range, habits and behaviours. Animals can be searched by common name, scientific name, classification, order or family.

ART ATTACK**700 ART**

Art Attack is based on the multi-award winning children's TV program of the same name. It faithfully recreates the irresistible ideas and visual excitement that made Art Attack such a success. There is a huge collection of paint features with a variety of colours and textures. A creative studio includes digital glue, wax, glitter, drawing pendulum and a virtual scrolling desktop where children can easily move from one activity to another, designing many projects and transferring them between applications. K – 7.

ASPIRE : 2000 OLYMPIC GAMES RESOURCE FOR AUSTRALIAN SCHOOLS**796.48 ASP**

Created by SOCOG in association with the Australian Olympic Committee, this multimedia kit consisting of a cd-rom, video, posters and notes has been developed to foster involvement in the Olympic experience. The video provides a short (20 minutes), powerful introduction to the Games and to the elite athletes competing at the Games. The cd-rom is the key component. It holds an interactive learning environment – a virtual Olympic Games world for children to explore, with investigations, puzzles and games supported by a wealth of information – and a teaching and learning resource folder containing activities for primary and secondary students, plus a resource file of background information.

ATTENBOROUGH'S ANTARCTIC**998.9 ATT**

An exploration of the terrain, seasons, animals, history and explorers of the Antarctic with David Attenborough as your guide. There are six guided tours, eight different locations, explorers notes, a field guide index, maps, 4 quests, challenging knowledge and stunning photographs which may be used to build a slide show. Years 4 – 12

AUSTRALIAN INFOPEDIA**030 INF**

A complete reference collection on one cd-rom - encyclopaedia, dictionary, atlas, thesaurus, world almanac, etc.

BODYWISE**612 BOD**

An informative resources, with accurate illustrations, cleverly designed animations and informative texts, provide an understanding of the human body. Simply click on a point on the body and find out all about the major body systems. Includes all major body systems, health education, frequently asked questions and activities.

BUSH FIRE AWARENESS TRAINING PROGRAM**363.379 BUS**

This computer program uses a combination of sound, video, text graphics and animation to present the first three modules of the nationally accredited twelve module Firefighter's Course. Its purpose is to provide community bush fire awareness and firefighter orientation in remote areas and an introduction or revision tool for firefighters.

CARMEN SANDIEGO MATH DETECTIVE**510.76 CAR**

This program requires students to retrieve twelve wonders of the world, which have been stolen and shrunk by Carmen, and restore them to their rightful size. They achieve this by solving a range of mathematical problems using a variety of strategies. Problems include addition, subtraction, division, multiplication, place value, fractions, percentages and geometry. Ages 9-14.

CONVICT FLEET TO DRAGON BOAT**305.800994 CON**

This program takes a confronting and personal look at immigration and multiculturalism in Australia, opening discussion on a range of issues as they affect Australian society and adding a new perspective to the debate. The cd-rom features two adventure games with animated 3D characters who bring Australia's past to life.

COUNTING AND SORTING**513.21076 COU**

For 3-6 year olds, the six games in this interactive program are designed to introduce children to first number concepts. They provide practise in recognising numbers, colours, shapes, patterns and completing and creating sequences. When all six games are successfully completed a Supergame may be played. On completion of the Supergame the player receives a certificate showing the level achieved. The program also includes a painting activity.

CREATIVE WRITER 2**808.042 CRE**

A user friendly publishing program that encourages creativity in thinking, writing and problem solving. Instructions are clearly set out and allow self-paced learning while inspiring originality. Help screens provide tips and directions on using spell checkers, thesaurus, sound effects, illustrative functions etc. For ages 8+

DORLING KINDERSLEY SAMPLE DISKS**011.37 SAM**

The Centre has several sample disks of Dorling Kindersley software programs.

DO YOU HEAR WHAT I HEAR? : LIVING AND LEARNING WITH OTITIS MEDIA**371.91 WES**

Includes a book, an interactive cd-rom and ten posters. It provides information on the causes, signs, symptoms and prevention of Otitis Media, intervention strategies to support children with hearing loss and details of support agencies, teaching ideas and resources.

THE DYNAMIC RAINFOREST**577.34 DYN**

The dynamic Rainforest captures the life, colour and complexity of Australia's unique tropical rainforest. It reveals the working of the rainforest using interactive games, puzzles, sounds, video documentaries and stunning photographs. Has a teachers notes/activity guide to accompany the CD-ROM. Primary – lower secondary.

EYEWITNESS CHILDREN'S ENCYCLOPAEDIA**030 EYE**

Interactive encyclopaedia from Dorling Kindersley. This program holds more than 5,000 screens, 40 videos, 90 animations. Designed to stimulate 7-11 year olds' natural curiosity and challenge them to learn more about their world.

FRONTIER**994.0049915 FRO**

Two cd-roms tell the dramatic story of war for Australian land between 1788 and 1938. Original accounts by governors, soldiers, settlers Aboriginal leaders, missionaries and ordinary black and white men and women bring to life little known extraordinary events in Australian history.

THE GREEN DATABASE : CATCHING GREEN INFORMATION**Loves, J.****574.0285 LOV**

Manual plus computer disk. A teaching resource to introduce students to learning strategies and skills necessary for the care and conservation of their world. Students explore their own school ground to gain knowledge of their environment and create their own green database in four easy steps: observation, collection and recording of information, entering data into database package, and analysis and future planning. Middle primary to upper secondary.

HANDS ON FARM FRIENDS & FAIRY TALES COLLECTION

RESOURCE CATALOGUE

**THE CAMP OVEN MAN KIT
HANDS ON KINDY COLLECTION****AUSTRALIANA PACK
HANDS ON JUNIOR COLLECTION
428.007 JAR**

A series of kits which include interactive overlays to help young children to explore language and early maths concepts. Each overlay is supported by a wealth of curriculum ideas to assist teachers to provide an integrated learning environment. The kits are designed to promote interaction between children and to foster an understanding of the connection between oral and written language. Teachers can use Hands-On concepts to establish a cooperative learning environment where the computer is used effectively as a tool to aid children's progress. The Centre also has **concept keyboards** available for loan.

HI-FLYER MATHS DECIMALS**513.2607 HI**

An excellent introduction to decimal fraction concepts, visually demonstrating concepts that are often difficult for students to imagine. The program provides students with drill and practice as well as opportunities to use problem solving skills. Tasks are relatively open ended and teachers can set the difficulty level. The package includes activity cards and follow-up worksheets. For ages 8-13.

THE HUMAN DIGESTIVE SYSTEM**612.3 HUM**

X-ray film and endoscope photography combine with live video and traditional simple drawings to depict the entire human digestive process, from the time food is chewed in the mouth to the processing of undigested residue in the large intestine. Upper primary/middle secondary.

HYPERSTUDIO**006.78684 HYP**

This program provides an accessible and transparent user interface that enables the user to create interactive, multimedia presentations that can be published on disk, cd-rom or the Internet. Includes more than 200 megabytes of sample animations, clip sounds, clip art images, Quicktime and Quicktime movies.

INFANT VIDEO TOOLBOX

005.369 INF

Suitable for ages 3-6. Introduces kids to basic computer skills. Features extremely clear and simple interfaces with a minimum of buttons.

INGENIOUS! (cd-rom)**507.24 ING**

This award winning cd-rom is designed to promote innovative thinking and an understanding of the process of science. It provides an interactive adventure which challenges 8 – 14 year olds to investigate five real life science challenges: An endangered species in the Northern Territory; Dead pilchards washed up on South Australian beaches; Designing a solar powered car to race from Darwin to Adelaide; Bushfires threatening the town of Dwellingup; and Searching the universe for extraterrestrial intelligence using the Parkes Radio Telescope. Players get to face the same dilemmas and choices as the actual scientists who worked on each case.

INSIDE STORIES SERIES**398.20943**

**GOLDILOCKS AND THE THREE BEARS
THE THREE BILLY GOATS GRUFF
THE FISHERMAN AND HIS WIFE
RED RIDING HOOD**

**THE GINGERBREAD MAN
CINDERELLA
THE THREE LITTLE PIGS
JACK AND THE BEANSTALK**

Delightfully presented stories accompanied by extensive interactive activities tailored to build specific language skills. Each pack includes a resource folder with overviews of every activity, suggestions for related tasks, support for a range of approaches, assessment suggestions and record keeping check lists. Goldilocks, The Gingerbread Man, The Three little Pigs and The Three Billy Goats Gruff are aimed at K-2 and the other four sets at Yrs 2-3.

JOURNEY TO THE PLANETS**523.4 JOU**

A complete guide to space exploration. This program features animated fly throughs of planets and moons, hundreds of stunning photographs and 3-D images and an authoritative guide to space travel. It covers exploration history – from the work of ancient astronomers to interplanetary satellite communications and detailed coverage of American and Soviet space travel.

KID PIX STUDIO DELUXE**006.7869 KID**

Using the tools in this program, children can paint, draw and stamp a picture, then add animation and sound effects, before presenting their creations in one of a number of fun ways. For ages 3 - 12.

LETS GO SHOPPING (MATHS GOES MENTAL)**513.21076**

A game to teach children about money and shopping. Users visit a supermarket and select items to put in their trolleys before paying for them at the checkout. The game has two levels of difficulty and a number of options that can be set by the teacher, eg. an upper limit on prices, money denominations, etc. For 5 – 12 year olds.

LIVING BOOKS SERIES**IN THE DARK F BER****ARTHUR'S TEACHER TROUBLE F BRO****RUFF'S BONE****F COL****GET IN A FIGHT****F BER****STELLALUNA****F CAN****LITTLE MONSTER AT SCHOOL****F MAY****THE TORTOISE AND THE HARE 398.20938 AES**

Enjoy your favourite story unfolding page by page or see items on each page coming to life.

THE MAGIC PUDDING ADVENTURE**793.93**

CD Rom. Based on Australian Children's Classic. Fun and games for ages 6 to 12. There are addictive games like Escape from Buncle's Cave, Sink or Swim. Fun activities like painting and jigsaw puzzles.

THE MAGIC SCHOOLBUS EXPLORES IN THE AGE OF DINOSAURS**567.9 SCH**

Travel back in time to search for live dinosaurs and explore seven different dinosaur hot spots in three prehistoric periods. Over 15 games and activities, 8 sets of fun facts and more than 20 multimedia reports to keep children fascinated and learning. Ages 6 – 10 years.

THE MAGIC SCHOOLBUS EXPLORES THE OCEAN**793.932 SCH**

Join Ms Frizzle's class as they voyage through the ocean and hunt for treasure along the way. Explore seven distinct ocean zones in this fun filled, fact packed science adventure. For ages 6 - 10.

THE MAGIC SCHOOL BUS EXPLORES THE RAINFOREST**577.34 SCH**

Explore 7 eco-zones within the three main layers of the rainforest – understorey, treefall gap and canopy. Includes over 12 games, 20 multimedia reports and lots of fun facts, demonstrations and stories about life in the rainforest. Computer software for 6 -10 year olds.

MATHS CIRCUS ACT 2**510.76 MAT**

Twelve maths puzzles to challenge, entertain and educate. Each puzzle starts at a simple level which introduces the controls and helps the student understand the problem. The highest of the five levels in each puzzle will challenge students while still needing only primary school mathematics. Provides practice in spatial, logical and sequencing skills and includes problems which particularly develop facility with numbers. The program allows teachers to set problems and

levels of difficulty for individual students or groups and then monitor progress. The package includes 2 computer disks and a teacher's manual.

MIKE TEACHES ENGLISH**428.0076 MIK**

Lots of games, sing-alongs, and fun activities featuring a cartoon character provide a motivating and engaging program. Good sound quality ensures that students can clearly hear the pronunciation of English words. The program allows students to revise and extend their language, literacy and computer skills. It features over 25 games and three levels of difficulty and can be used with students with no prior knowledge of English. Early childhood to upper primary.

MISSION AUSTRALIA**363.7 MIS**

Designed to introduce 8 -13 year olds to aspects of the Australian environment, this cd-rom program presents environmental problems in a way that kids can understand and appreciate. Their task is to solve the problems by balancing nature's needs against people's needs. In the process they will learn about the consequences of various alternatives.

MOORDITJ**700.94 MOO**

This interactive cd-rom celebrates the work of 110 indigenous artists from all over Australia, including Sally Morgan, Yothu Yindi, Bronwyn Bancroft, Clifford Possum Tjapaltjarri, Ellen Jose and Bangarra Dance Theatre. It enables the user to explore the worlds of indigenous craft, dance, literature, media, music, oral history, theatre and the visual arts and discover more than 300 artworks.

MP EXPRESS**005.369 MP**

An easy to use multimedia presentation tool for ages 8+ - ideal for presentation of student projects. Students can illustrate researched information and add narration. It imports all common formats of pictures, movies, VR videos and sounds including resources captured from the internet. However a microphone is required to record your own voice. Also included in the package are two resource disks, one on endangered species and the other on deserts and rainforests.

MY AMAZING HUMAN BODY**611 MY**

This Dorling Kindersley program features interactive games, hilarious animation and stunning graphics. It provides a comprehensive insight into the workings of the human body. Children are able to take a body apart and put it back together again, investigate each organ, take x-rays, etc. For 6-10 year olds.

MY FIRST INCREDIBLE AMAZING DICTIONARY**011.37 SAM**

An interactive introduction to over 1000 words. Each word has its own big, simple, colourful screen with its own definition, illustration, sound or animation. Interactive word games reinforce what children have learned in the Dictionary. Suitable for 3-7 year olds, including non-readers and those who have not used a computer before.

ONE DESTINY! OUR FEDERATION STORY**994.032 ONE**

An interactive teaching and learning resource about Australia's Federation history. Design for students from upper primary to middle secondary, focusing on eight themes that explore the Federation story through narrated slide shows, activities and selected library resources.

PHONICS ALIVE**414 PHO**

An interactive, self-paced, sequenced learning program to teach phonics awareness. It introduces all single sounds of the alphabet and sound blends. All instructions are presented orally with no reading ability required. It can be used with children with learning difficulties and with those for whom English is a second language. Useful at all primary levels.

PHONICS ALIVE! 4 : GRAMMAR**428.2076 SPE**

Jump aboard the spaceship Grammatica on a voyage through the fundamentals of English grammar. By helping the various departments of the Grammatica students are introduced to the basic rules and conventions that provide the grammatical structure of the English Language. Students are guided through the 14 modules by a teacher voiceover that encourages students to complete tasks, gives feedback and offers explanations should an incorrect response be made. Primary – lower secondary.

PUZZLE BUSTERS : INDONESIAN

499.2218324 PUZ

Interactive CD-ROM using puzzles to help students to learn the Indonesian language. The puzzles use a combination of graphics, words and audio material which test the student's powers of observation, listening and cognitive skills while they are exposed to words, phrases and complete sentences in Indonesian. Instant feedback is given with visual indicators and Dashii the multilingual dragon gives audio hints in Indonesian and English.

THE RAINFOREST

574.52642 RAI

This interactive program explores the rainforests of the world, their location, ecology, human inhabitants, plants and animals as well as the debates about their use/misuse. It includes extensive video footage plus still photographs and animations, interviews with rainforest experts and chapter quizzes. A teacher's guide packed with student activities is included. Ages 8+.

REAL WILD CHILD: AUSTRALIAN ROCK MUSIC 1950's-90s

781.660994 REA

This cd-rom takes you into a surreal landscape inspired by rock star and artist Reg Mombassa. This entertaining, enthralling program, aimed at 15 year olds and up, provides an in depth look at the rich history of Australian rock music and the culture which influenced it and was influenced by it. It places musical events and personalities in a context of social history, particularly fashion politics, youth subcultures, and leisure.

THE SEX FILES : SEX, DRUGS AND AIDS : HIV & AIDS

616.9792 SEX

An HIV/AIDS multimedia package for years 11 and 12, developed with the aim of contributing to long term changes in risk behaviours. The cd-rom gives students access to information that answers the 25 most asked questions on HIV/AIDS. These questions are split into five broad topics – HIV; AIDS; Transmission; Prevention; People with HIV/AIDS. Each of these is addressed separately in the sample unit plans provided in the accompanying Teaching Manual.

SIM ANT: THE ELECTRONIC ANT COLONY

595.796 SIM

Problem solving game for 8 year olds and up. The program simulates life in an ant colony, using realistic situations and real life biology. Users experience life as an ant, defending the colony, invading the homes of humans, reproducing to make more ants, etc.

STAGE STRUCK

792 STA

This CD invites the user to direct and design an interactive theatre, musical, opera or dance performance on stage. The program has been designed so that one student can direct and design a scene themselves, or a small group of students can work as a team, each taking on a role (writer, director, set designer, costume designer, sound designer) in order to create an on screen performance. For 10 -18 year olds.

STORM WATCHERS

613.69076 STO

This CD was developed to teach students how to prepare for tropical cyclones. There are 5 different parts to the game and each has different problems to solve before the cyclone arrives.

STORYBOOK WEAVER DELUXE

808.042

Packed with thousands of story-starting images to stimulate creativity, Storybook Weaver encourages writing and story telling skills by providing the tools for children to write their own books, illustrate them with colourful graphics and add sound effects. Ages 6 -12.

SUPERSPELL : A DAY AT THE BEACH**428.1 DAY**

A literacy program providing seven fun activities presented in an exciting gameplay environment. Four of the activities are based on the Superspell word lists and the other three on commonly misspelt words, compound words and vocabulary building exercises. Each activity has fully animated sequences and exciting hotspots. Correct responses in any of the activities earn points which can be spent at two shops. When points are spent the user is rewarded by a funny cartoon sequence.

TECHNOLOGY AND ENTERPRISE FOR TEACHERS**607 BAN**

This multimedia cd-rom provides working examples to assist primary and secondary teachers implementing technology and enterprise programs in their classrooms. The program is divided into five segments: Primary Education, Business Education, Computer Education, Home Economics and Design and Technology. The Primary Education section covers planning, design brief, skills, materials, tools and assessment, using video clips of an actual classroom to illustrate the process. Similarly, classroom examples are given to show the application of the technology process and the Student Outcome Statements to the other areas featured.

THINKIN' THINGS COLLECTION 3 : 2 USER SCHOOL VERSION**153.076 THI**

A motivating and challenging package designed to help children develop logical reasoning, analyse and synthesise information and build problem solving skills. It introduces basic computer programming, encourages inductive and deductive reasoning and explores basic scientific concepts such as friction, gravity, motion and inertia. The adult section allows teachers to set the program to suit the needs of individual students and to monitor progress. The accompanying teacher's notes are well organised and practical.

THIS LIVING CENTURY**909.820992 THI****The Australian**

The life and achievements of notable Australians of the 20th century.

ULTIMATE SIM PACK**711.4 SIM**

Three of the SIM series of problem solving simulation-game CD-ROMs in one package – SIM City 2000, SIM Farm and SIM Earth. Users are required to manipulate a number of variables in order to construct a balanced and functional environment. Fun features, such as the vivid colours, sound, graphics, and the ability to personalise the SIMs, will appeal to 8-12 year olds while more challenging features requiring careful thought and considerable strategy will be appreciated by older students. An excellent program for teachers wanting to develop children's literacy, numeracy, creativity and problem solving skills.

VOICES FROM A WAR**940.5394 VOI**

An interactive cd-rom which enables the investigation of four major experiences of Australians at war during World War Two. The stories are told using historical footage, interviews, photographs, paintings, objects, letters, diaries and original archival material.

WORD CITY**428.2076 WOR**

Spelling, vocabulary and reading comprehension games for ages 7-14. Packed with over 5000 words.

WORLD BOOK MULTIMEDIA ENCYCLOPEDIA**030 WOR**

The 22 volumes of the World Book Encyclopedia brought to life plus immediate access to online content for Internet users. The program also includes a 225,000 entry dictionary and a fully featured atlas.

TECHNOLOGY AND ENTERPRISE/ COMPUTER SOFTWARE

WRITE, CAMERA, ACTION!

808.042 WRI

A program to motivate the development of language and thinking skills. It is primarily a language based simulation package focusing on writing different text forms including film scripts, newspaper articles, dialogues, posters and different film genre such as mystery, comedy, horror, adventure, drama or a spoof. For ages 8-12.

YOU CAN STOP BULLYING

362.88 YOU

A cd-rom for interpersonal skills and self-esteem. A multimedia adventure giving children insight into being bullied and being a bully. Join Jubula the Ostrich and other animated heroes and bullies, and learn how you can stop bullying.