

Inside Package

5.25"

Swap to
3.5"

Available

IBM PC
Color/Graphics
256K, DOS 2.0
or higher

MATH and ME™

Your child's first math program



- Ages 3 through 6
- Shapes and Patterns
- Numbers and Addition
- 12 Fun-Filled Math Activities

 Davidson.

MATH and ME™

Dear Parents and Teachers,

As a parent and teacher myself, I know what Math and Me will do for your children. It will help them build a sound foundation in math. It will also make their first exposure to math a positive experience. Math will become fun and inviting.

Math and Me, like all of our software, was designed by teachers and tested with children like yours.

Davidson software has received many awards from parent, teacher, and industry organizations. While we are proud of our awards, the letters we receive from parents, teachers, and students who use and love our software is a greater source of pride.

Please let me hear from you. Your children's successes are our greatest reward.

Jan Davidson
Jan Davidson, Ph.D.
President

Age Level

Ages 3 through 6

Objective

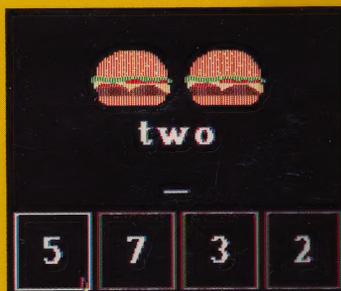
To develop confidence and build early math skills in these key areas:

- Shapes
- Numbers
- Patterns
- Simple Addition



Your child will link math to his real world by recognizing the shapes of common objects.

Colorful and familiar objects help your child learn the relationship between numbers and counting.



Math and Me Features:

- 12 Activities that Teach, Encourage, and Challenge
- All Activities are Sequential — They Grow with your Child
- Printed Graphic Certificate to Reward Children when they Complete an Activity
- Easy-To-Use Interface with Mouse/Keyboard Access



A colorful xylophone uses sound and visual cues to help your child identify patterns.

Learning addition is fun when your child practices math facts using this motivating activity.



3135 Kashiwa Street, Torrance, CA 90505 • (213) 534-4070 • (800) 556-6141

System requirements: Math and Me will run on the Apple® IIGS, IIC, IIE (with extended 80-column card and 128K), Laser® 128, IBM® (with color graphics card), Compaq®, Tandy® 1000, Kaypro®, Leading Edge® and most compatibles.

3 1/2" and 5 1/4" disks may be swapped interchangeably. Please call for details.

©1987 Davidson & Associates, Inc.

 Davidson.

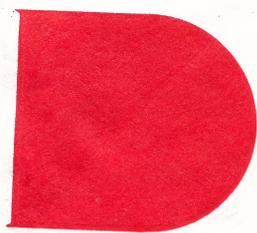
MATH and ME™

Program Disk
For
IBM and Compatibles

© 1987
A > MM

 *Davidson.*

110187



Davidson.

To receive important product update information and to register this product, please send in the registration card enclosed.

If your Davidson disk is not working properly, please call customer service. Office hours are:
Monday through Friday, 7:30 am - 5:00 pm (Pacific)

(800) 556-6141 (Outside California)
(213) 534-4070 (Within California)



Educational software that works
by Davidson.

Math Blaster!™
Level: Grades 1 through 6

Math Blaster Plus!™
Level: Grades 1 through 6

Read 'N Roll™
Level: Grades 3 through 6

Classmate™
For teachers in all grade levels

Homeworker™
Level: Secondary through college

Word Attack!™
Level: Grades 4 through 12
Additional data disks available for grades 2 through 12

Spell It!™
Level: Grades 4 through adult
Additional data disks available for grades 1 through 6

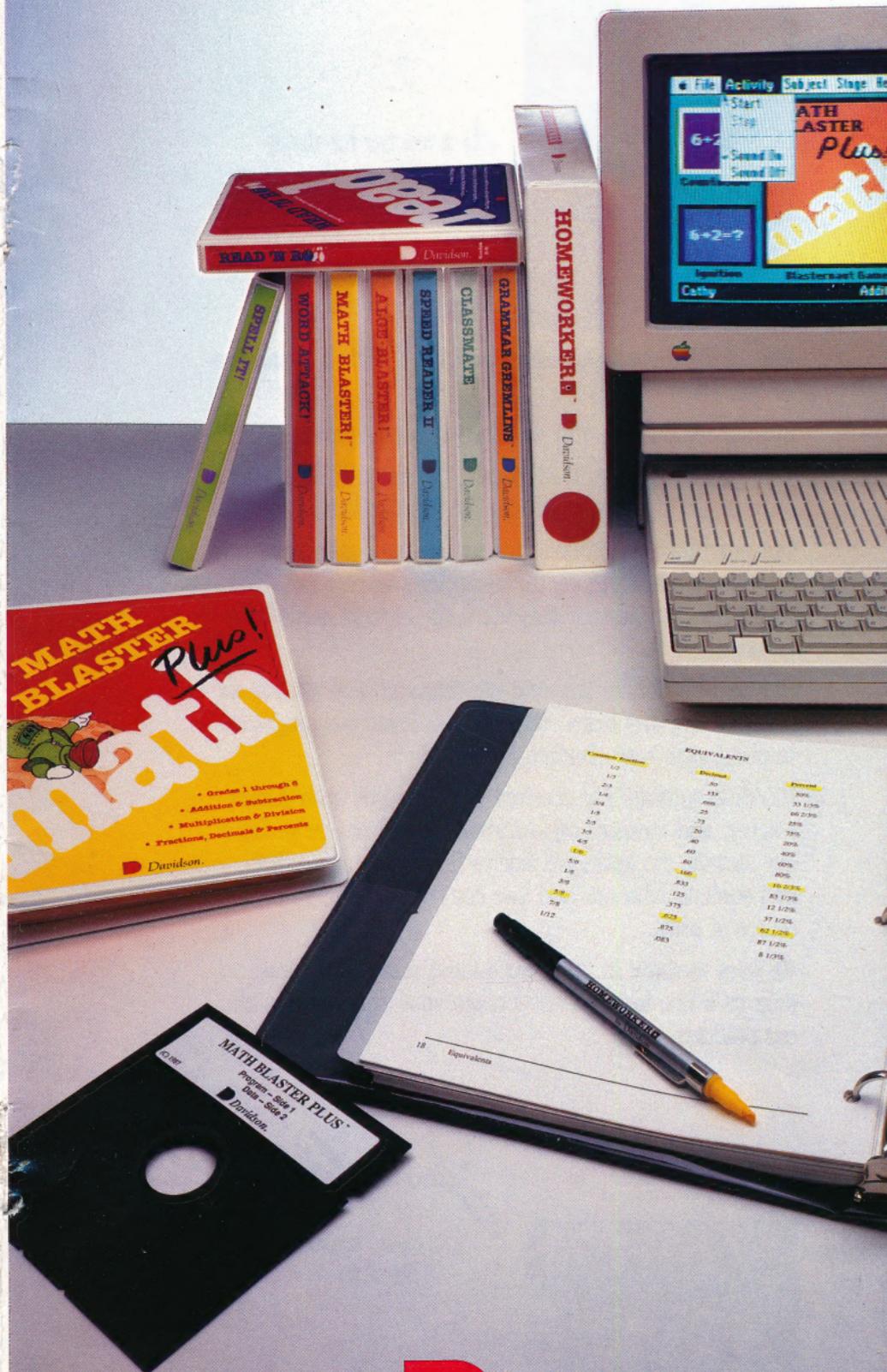
Speed Reader II™
Level: High school, college, and adult
Additional data disks available for grades 5 through 12
and college/adult

Alge-Blaster!™
Level: Grades 7 through 12
Additional data disks available for monomials & polynomials, factoring, and equations

Grammar Gremlins™
Level: Grades 3 through 6
Additional data disks available for grades 3 through 6

Davidson offers 21 supplemental workbooks to complement the award-winning Math Blaster and Word Attack programs.

Tools for Success



Davidson.

Educational Software and Workbooks



As a teacher for many years, I know what a powerful and effective tool a computer can be. It stimulates, motivates, and encourages students.

Most of all, a computer offers constant feedback to students as they learn.

But the computer is only as effective as its software.

That's what Davidson is all about. We design educational software for students of all ages and ability levels.

Our programs are unique in their back-to-basics approach. We cover a subject in depth, so students learn more than just the correct answer; they learn the concept behind the question.

Our software makes learning exciting and students feel successful when they learn. We know. We tested our programs in classrooms with children like yours.

Davidson software has received many awards from parent, teacher, and industry organizations. While we are proud of our awards, the letters we receive from parents, teachers, and students who use and love our software are a greater source of pride.

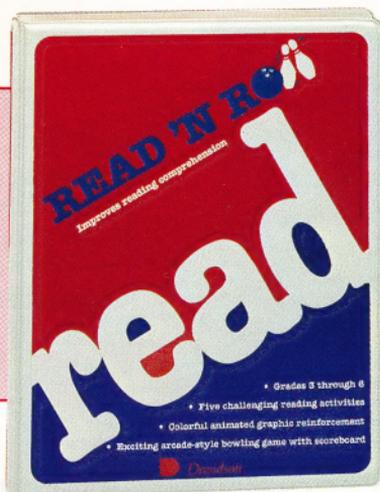
We want to share in your educational success, so please drop us a line to let us know about your experiences with our products.

Jan Davidson, Ph.D.
President



NEW!

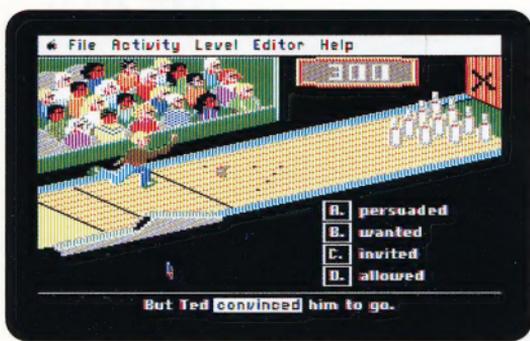
Read 'N Roll™



"Davidson has given us another high-quality program so desperately needed in the reading comprehension area of educational software. It's a guaranteed winner."

Lilly Toback
Meizner Business Machines

Suggested Retail Price: \$49.95



Objective: *Read 'N Roll* improves reading comprehension in five important skill areas.

Level: Grades 3 through 6

Program Contents: The program offers five enriching reading activities using 320 high-interest reading passages and a vocabulary-building game.

Five Reading Activities:

- Identifying the main idea
- Making inferences
- Determining the relevant facts
- Building a reading vocabulary
- Following the sequence of events

Vocabulary-Building Bowling Game: This action-packed game includes an animated bowler in a colorful bowling alley complete with crowd and lighted scoreboard.

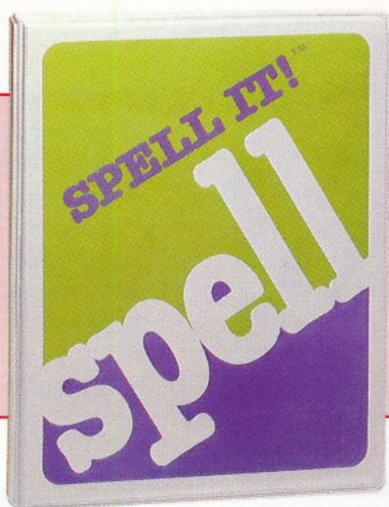
Printed Certificate of Excellence: To award outstanding scores, *Read 'N Roll* includes an option to print out a Certificate of Excellence with graphics.

Additional Features:

- Student record-keeping with option to print reports
- Easy-to-use editor
- Instructional hints for missed answers

System Requirements: Apple IIGS, IIc, IIe (with extended 80-column card and 128K); IBM (DOS 2.0 or higher and 256K, color graphics card), Tandy 1000, and most compatibles. Mouse or keyboard access.

Spell It!™



"Spell It is a highly motivating vocabulary and spelling program that makes good use of the computer's ability to individualize instruction."
Electronic Learning Magazine

Suggested Retail Price: \$49.95



Objective: *Spell It* reviews the basic spelling rules and provides an interesting and challenging format for learning to spell the most commonly misspelled words.

Level: For ages 10 through adult. Additional data disks make the program effective for students in grades 1-6. The varying levels of difficulty make the program effective for gifted, remedial, and ESL students.

Program Contents: *Spell It* contains 50 word lists covering 1,000 of the most commonly misspelled words grouped into five levels of difficulty. In addition, there are more than 20 spelling rules presented.

Four Learning Activities:

- | | |
|---------------|------------------------|
| ● See It | ● Unscramble It |
| ● Practice It | ● <i>Spell It</i> Game |

Easy-To-Use Editor: The editor feature makes it easy to add your own list of spelling words to use with all four *Spell It* activities.

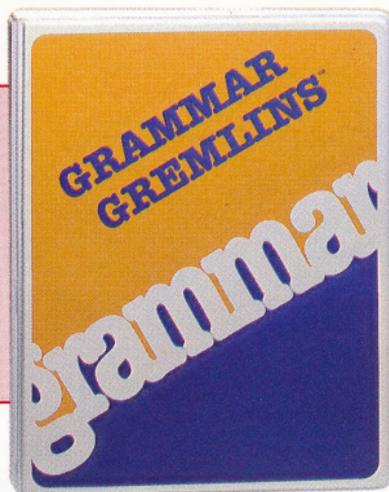
System Requirements: Apple IIGS, IIc, IIe, II + , IBM (with color graphics card), Tandy 1000, Atari, Commodore 64/128, and most compatibles

Additional Data Disks: \$19.95 each (sugg. retail)

- | | | |
|--------------|--------------|--------------|
| ● Grades 1-2 | ● Grades 3-4 | ● Grades 5-6 |
|--------------|--------------|--------------|

Data disks can be purchased separately to extend the program's life. You must have the *Spell It* program to run the data disks.

Grammar Gremlins™



"Grammar Gremlins is one of the best programs we've ever had. Not only does it get an immediate response, it's also an excellent grammar supplement."

Nancy Reding
Learning Center Limited

Suggested Retail Price: \$49.95



Objective: *Grammar Gremlins* helps students learn the basic rules of grammar to improve their writing and speaking skills.

Level: Grades 3 through 6.

Program Contents: Includes more than 60 rules and 600 practice sentences on four levels of difficulty. Areas covered include:

- | | |
|--------------------------|---------------|
| ● Subject/Verb Agreement | ● Plurals |
| ● Contractions | ● Punctuation |
| ● Parts of Speech | ● Possessives |
| ● Sentence Structure | |

Four Learning Activities:

- | | |
|--------------------|-------------------------|
| ● Pretest | ● Grammar Gremlins Game |
| ● Build Your Skill | ● Review Test |

Easy-To-Use Editor: The editor feature makes adding your own practice sentences easy. Any type of lesson that uses a multiple choice format can be used with the program.

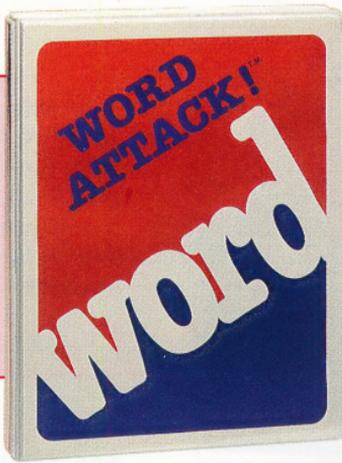
System Requirements: Apple IIGS, IIC, IIE, II+, IBM (with color graphics card), Tandy 1000, and most compatibles

Additional Data Disks: \$19.95 each (sugg. retail)

- | | |
|-----------|-----------|
| ● Grade 3 | ● Grade 5 |
| ● Grade 4 | ● Grade 6 |

Data disks can be purchased separately to extend the program's life. You must have the *Grammar Gremlins* program to run the data disks.

Word Attack!™

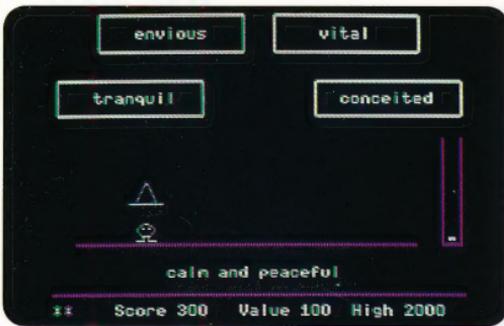


“Word Attack is a well-organized, flexible teaching tool that can go a long way toward enhancing and reinforcing vocabulary learning...”

InfoWorld Magazine

Suggested Retail

Price: \$49.95



Objective: *Word Attack* teaches new words and how they are used in a challenging and interesting way.

Level: Grades 4 through 12. The program is effective for all ages and skill levels, including gifted, remedial, and ESL students. Additional data disks are available to supplement the program's grade level.

Program Contents: *Word Attack* has 675 words grouped by difficulty into nine levels. There are 27 word lists that include adjectives, nouns, and verbs.

Four Learning Activities:

- | | |
|-----------------------|------------------------|
| ● Word Display | ● Multiple-Choice Quiz |
| ● Sentence Completion | ● Word Attack Game |

Easy-To-Use Editor: The editor feature allows you to add customized vocabulary lists for use in all four learning activities.

System Requirements: Apple IIGS, IIc, IIe, II + , Macintosh 128K/512K, Macintosh Plus, IBM (with color graphics card), Tandy 1000, Atari, Commodore 64/128 and most compatibles

Additional Data Disks: \$19.95 each (sugg. retail)

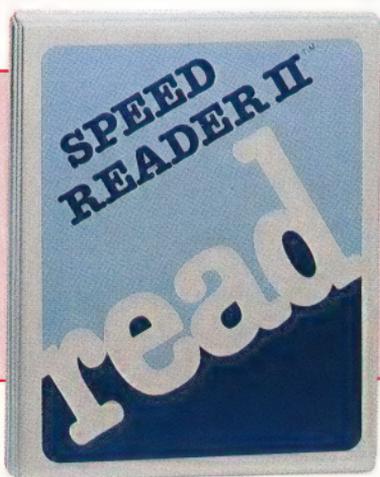
- | | | |
|--------------|--------------|--------------------|
| ● Grades 2-3 | ● Grades 6-7 | ● SAT |
| ● Grades 4-5 | ● Grades 8-9 | ● Roots & Prefixes |

Data disks can be purchased separately to extend the program's life. You must have the *Word Attack* program to run the data disks.

New Word Attack Workbooks (see page 14)

 Davidson.

Speed Reader II™



"If greater reading speed is the main thing you're after, and you'd like to get it at the lowest price, Speed Reader II is a good choice."

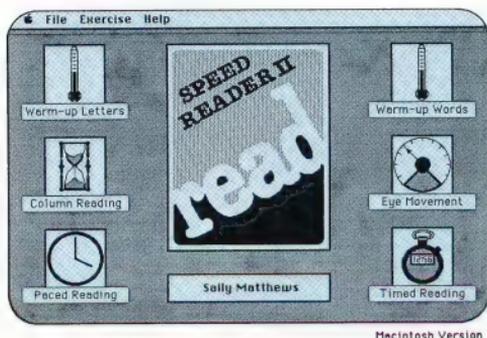
PC Magazine

Suggested Retail

Price: \$69.95

\$49.95

(Commodore only)



Objective: *Speed Reader II* is designed to help increase reading speed and improve comprehension.

Level: High school through adult. Additional data disks are available for upper elementary and intermediate grade levels. Additional data disks are also available for high school and college/adult levels.

Program Contents: *Speed Reader II* contains six different activities and 35 reading selections.

Six Learning Activities:

- | | |
|----------------------------|--------------------------|
| ● Warm-Up Letters Exercise | ● Reading Passage Lesson |
| ● Warm-Up Words Exercise | ● Column Reading Lesson |
| ● Eye Movement Lesson | ● Timed Reading Tests |

Easy-to-Use Editor: The editor feature allows you to add your own material and have its level of difficulty analyzed by the built-in grade level analyzer.

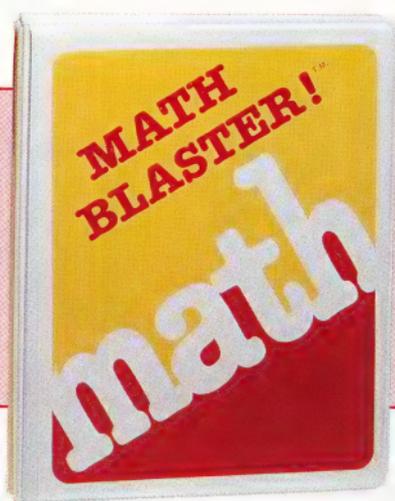
System Requirements: Apple IIGS, IIc, IIe, II + , Macintosh 128K/512K, Macintosh Plus, IBM, Tandy 1000, Commodore 64/128 and most compatibles

Additional Data Disks: \$19.95 each (sugg. retail)

- | | |
|----------------|-----------------------|
| ● A Grades 5-6 | ● C Grades 9-12 |
| ● B Grades 7-8 | ● D College and adult |

Data disks can be purchased separately to extend the program's life. You must have the *Speed Reader II* program to run the data disks.

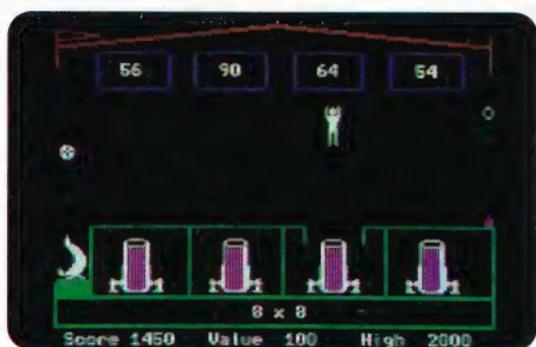
Math Blaster!™



"Math Blaster is an innovative approach to drill and practice that appeals to students' fascination with video games while it helps them master basic math facts."

Arithmetic Teacher Magazine

Suggested Retail Price: \$49.95



Objective: *Math Blaster* helps students master basic math facts in an interesting and exciting way.

Level: Grades 1 through 6. *Math Blaster* is also an effective way for students of all ages to brush up on basic math facts.

Program Contents: Offers over 600 problems in ascending levels of difficulty:

- Addition & Subtraction
- Multiplication & Division
- Fractions, Decimals, and Percents

Four Learning Activities:

- Look and Learn
- Challenge Yourself
- Build Your Skill
- Math Blaster Game

Easy-To-Use Editor: The editor feature makes it easy to add your own problems to use with all four *Math Blaster* activities.

System Requirements: Apple IIGS, IIc, IIe, II+, Macintosh 128K/512K, Macintosh Plus, IBM, Tandy 1000, Atari, Commodore 64/128, and most compatibles

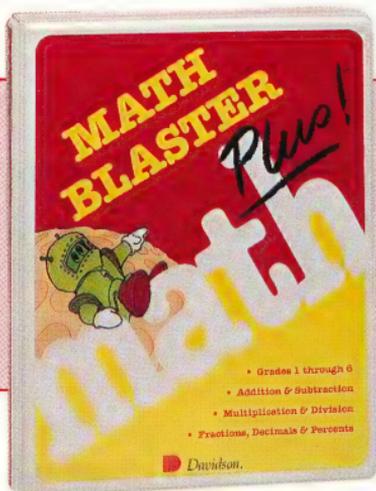
America's Best-Selling Math Program

New Math Blaster Workbooks (see page 14)

 Davidson.

NEW!

Math Blaster Plus!™



"Math Blaster Plus is a brand new program that's fun and easy to use. The colorful graphics, sound effects, and five new learning activities will really motivate kids as they master basic math skills."

Donna Megyesi
17 Software Street

Suggested Retail

Price: \$49.95



Objective: *Math Blaster Plus* builds accuracy, problem-solving skills, and confidence as students master basic math facts.

Level: Grades 1 through 6.

Program Contents: The program contains over 750 basic math problems covering:

- Addition & Subtraction
- Multiplication & Division
- Fractions, Decimals & Percents

Five Learning Activities: The program offers five learning activities, each building on the previous one, using "outer space" themes: Countdown, Ignition, Lift-off, Orbit, and "Blasternaut" game.

"Blasternaut" Game: Students move the animated "blasternaut" into a spaceship and "blast off" to the selected answer as they reinforce basic math facts.

Printed Certificate of Excellence: To award outstanding scores, *Math Blaster Plus* includes an option to print out a Certificate of Excellence with graphics.

Additional Features:

- Student record-keeping with option to print out reports
- Easy-to-use editor
- Test maker

System Requirements: Apple IIGS, IIC, IIE (with extended 80-column card and 128K); IBM (DOS 2.0 or higher and 256K, color graphics card), Tandy 1000, and most compatibles. Mouse or keyboard access.

Alge-Blaster!™



“Alge-Blaster has excellent tutorials, practice activities, and a practice quiz to challenge students.”
Electronic Learning Magazine

Suggested Retail Price: \$49.95



Objective: *Alge-Blaster* helps pre-algebra and algebra students learn the basic steps in solving algebraic problems.

Level: Grades 7 through 12. The program is also effective for advanced or returning students, or as a “refresher course” for those who have had previous exposure to algebra.

Program Contents: Contains over 670 problems covering 21 different topics in five areas of algebra:

-
- Positive/Negative Numbers
 - Solving Equations
 - Monomials and Polynomials
 - Systems of Equations
 - Factoring Polynomials and Trinomials
-

Three Learning Activities:

-
- Study the Steps
 - Build Your Skill
 - Solve It
-

Easy-To-Use Editor: The editor feature makes it easy to add your own algebra problems for use in the Solve It activities.

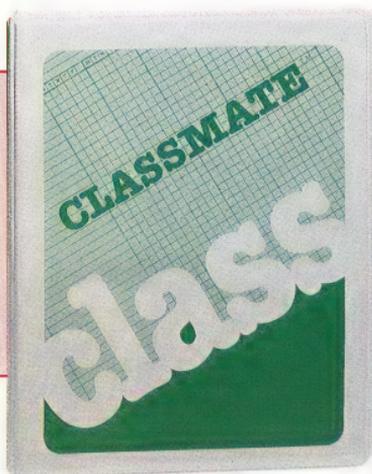
System Requirements: Apple IIGS, IIc, IIe, II+, IBM (with color graphics card), Tandy 1000, Commodore 64/128, and most compatibles

Additional Data Disks: \$19.95 each (sugg. retail)

-
- Monomials and Polynomials
 - Factoring
 - Equations
-

Data disks can be purchased separately to extend the program's life. You must have the *Alge-Blaster* program to run the data disks.

Classmate™

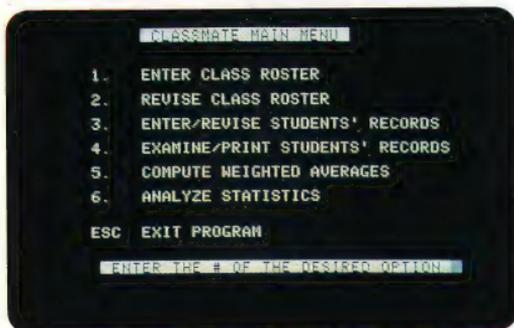


"Classmate is a fine utility program for teachers, with good documentation, a reasonable price, and great flexibility."

The Book of IBM Software Reviews

Suggested Retail

Price: \$49.95



Objective: *Classmate* is a classroom management tool to help teachers handle students' records efficiently and accurately.

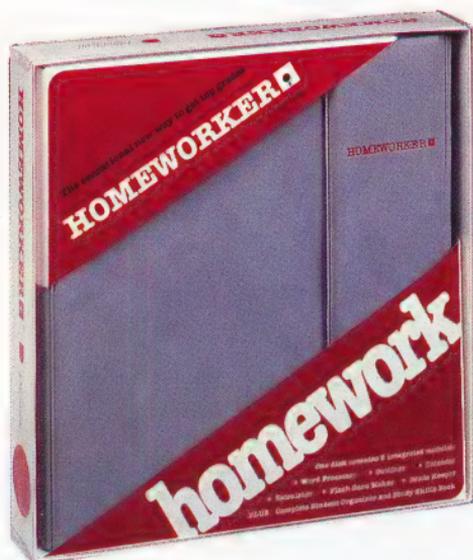
Program Contents: *Classmate* keeps track of grades, attendance, and individual comments for classes up to 51 students. The program also computes final grades based on total points and/or weighted averages, graphs distribution curves and prints reports.

Program Activities:

- Enter Class Roster
- Examine/Print Students' Records
- Revise Class Roster
- Compute Weighted Averages
- Enter/Revise Students' Records
- Analyze Statistics

System Requirements: Apple IIGS, IIc, IIe, II + , IBM, Tandy 1000 and most compatibles

Homeworker™



Suggested Retail

Price: \$89.95

(single disk student version)

\$249.95

*(10-disk classroom edition
with 25-page teacher's guide)*

Objective: *Homeworker* is a complete student productivity package designed to aid students in all areas of their coursework: planning and writing papers, studying, scheduling assignments and activities, and keeping track of grades.

Level: High school and college students

Program Contents:

Textwriter—This easy-to-use word processor contains special features such as cut, paste, copy, adjustable margins and tabs, overstrike or insert mode, and find/replace. This writing and editing tool was designed to make writing easier, editing less time-consuming, and rewriting fun.

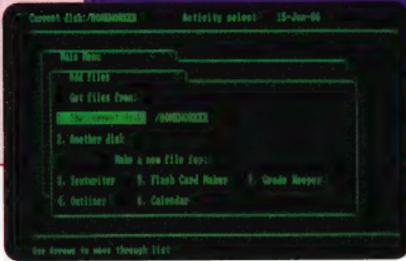
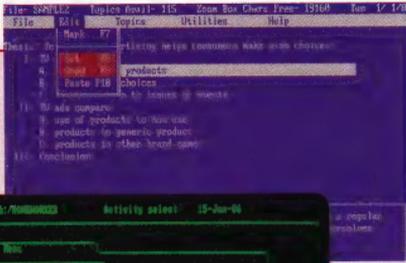
Outliner—With this special feature, you can plan papers and rewrite class notes. Its zoom box allows you to expand on ideas while creating the outline. And Outliner is integrated with Textwriter, so you can write your reports and papers directly from your outline.

Flash Card Maker—Memorization tasks are mastered quickly with the help of Flash Card Maker. You can create flash cards to test yourself on the screen or print cards to study away from the computer.

Calendar—This time management tool is designed to keep track of important assignments, tests, and activities. Calendar lets you plan your study schedule in advance to make the most of your time.

Excellence in Software Award Winner





Apple IIGS, IIc, IIe

*"Personally, I think **Homeworker** is the 'wave of the future.' I can see a time when nearly every student will have one. It's fantastic!"*

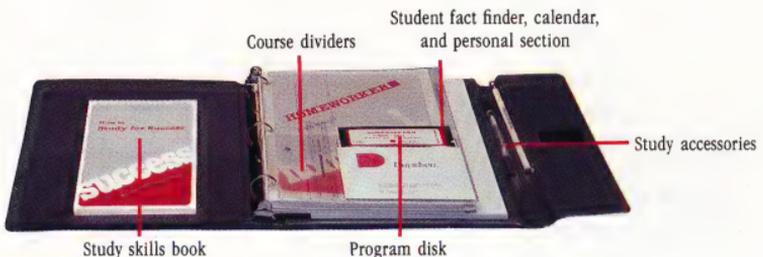
Donna Young
Software Exploration for Educators
University of Missouri at
Kansas City

Grade Keeper—Record and project grades, and keep track of your progress with this unique student spreadsheet. Grade Keeper maintains records in specific courses and computes your overall grade point average.

Calculator—This pop-up calculator, accessible from any module, is designed to help with mathematical computations and conversions. It performs the basic functions of a pocket calculator and has multiple memory locations. A unique feature allows quick and easy conversion between units of measure.

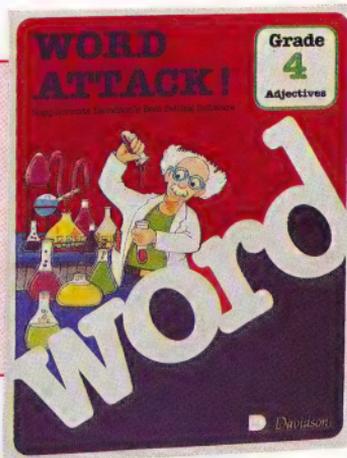
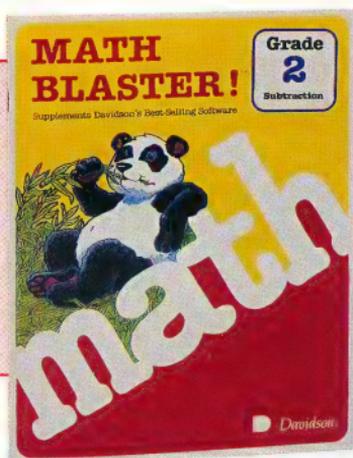
Package Contents: *Homeworker* is packaged in a deluxe student organizer complete with an easy-to-follow manual, a study skills handbook, study accessories, notepad, divider tabs, quick reference guide, and much more.

System Requirements: Apple IIGS, IIc, IIe (with extended 80-column card and 128K), IBM (DOS 2.0 or higher and 256K), Tandy 1000, and most compatibles



NEW!

Workbooks



To supplement the award-winning *Math Blaster™* and *Word Attack™* software programs, Davidson has developed a series of colorful and educational workbooks. These workbooks are designed by educators to teach and reinforce concepts introduced in the software. They can be reproduced for use in the classroom — alone, or in conjunction with the software. And, they can be used at home!

The 21-workbook series includes the following. Each grade and subject area represents a separate workbook.

Math Blaster Workbooks

| | Cat No. |
|------------------------------------|----------------|
| Grade 1, Addition | DA-204 |
| Grade 1, Subtraction | DA-205 |
| Grade 1, Addition & Subtraction | DA-206 |
| Grade 2, Addition | DA-210 |
| Grade 2, Subtraction | DA-211 |
| Grade 2, Addition & Subtraction | DA-212 |
| Grade 3, Multiplication | DA-216 |
| Grade 3, Division | DA-217 |
| Grade 3, Multiplication & Division | DA-218 |
| Grade 4, Multiplication | DA-222 |
| Grade 4, Division | DA-223 |
| Grade 4, Multiplication & Division | DA-224 |

Word Attack Workbooks

| | Cat. No. |
|---------------------|-----------------|
| Grade 2, Adjectives | DA-225 |
| Grade 2, Nouns | DA-226 |
| Grade 2, Verbs | DA-227 |
| Grade 3, Adjectives | DA-231 |
| Grade 3, Nouns | DA-232 |
| Grade 3, Verbs | DA-233 |
| Grade 4, Adjectives | DA-237 |
| Grade 4, Nouns | DA-238 |
| Grade 4, Verbs | DA-239 |

Suggested Retail Price: \$4.95 each

Software Guide

| SUBJECT AREA | GRADE LEVEL | | | | | | | | | | | | HARDWARE/MEMORY | | | | | PAGE NOS. | | | |
|--------------------|-------------|---|---|---|---|---|---|---|---|----|----|----|-----------------|-------|-------|-------|-----|-----------|-------|-----|--------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | Apple | IBM | Tandy | Mac | Com | | Atari | | |
| LANGUAGE ARTS | | | | | | | | | | | | | College/Adult | Apple | IBM | Tandy | Mac | Com | Atari | 3-7 | |
| Read 'N Roll | | | | | | | | | | | | | | 128K | 256K | 256K | | | | | 3 |
| Spell It! | | | | | | | | | | | | | | 48K | 128K | 256K | | 64/128 | • | | 4 |
| Grammar Gremlins* | | | | | | | | | | | | | | 64K | 128K | 256K | | | | | 5 |
| Word Attack!* | | | | | | | | | | | | | | 48K | 128K | 256K | All | 64/128 | • | | 6 |
| Speed Reader II* | | | | | | | | | | | | | | 48K | 128K | 256K | All | 64/128 | | | 7 |
| MATHEMATICS | | | | | | | | | | | | | | | | | | | | | 8-10 |
| Math Blaster! | | | | | | | | | | | | | | 48K | 128K | 256K | All | 64/128 | • | | 8 |
| Math Blaster Plus! | | | | | | | | | | | | | | 128K | 256K | 256K | | | | | 9 |
| Alge-Blaster!* | | | | | | | | | | | | | | 64K | 128K | 256K | | 64/128 | | | 10 |
| PRODUCTIVITY | | | | | | | | | | | | | | | | | | | | | 11-13 |
| Classmate | | | | | | | | | | | | | Teachers | 48K | 128K | 256K | | | | | 11 |
| Homeworker | | | | | | | | | | | | | | 128K | 256K | 256K | | | | | 12, 13 |

*See respective page numbers for information on additional data disks.

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Call our **Toll-Free Customer Service Hotline** for the Authorized Davidson Dealer nearest you.

(800) 556-6141 • (213) 534-4070 CA Residents Only

Preview Policy: Educators (only) may preview Davidson programs for 30 days. Call for details.



Davidson.

Davidson & Associates, Inc.,

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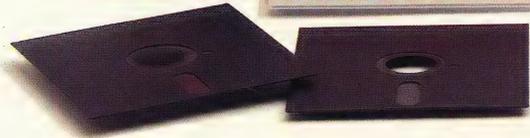
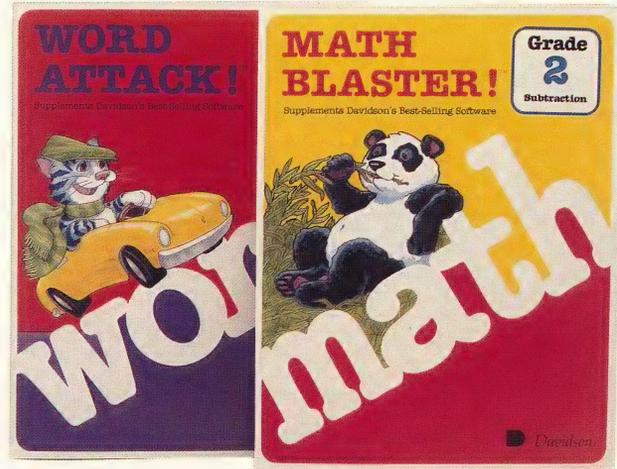
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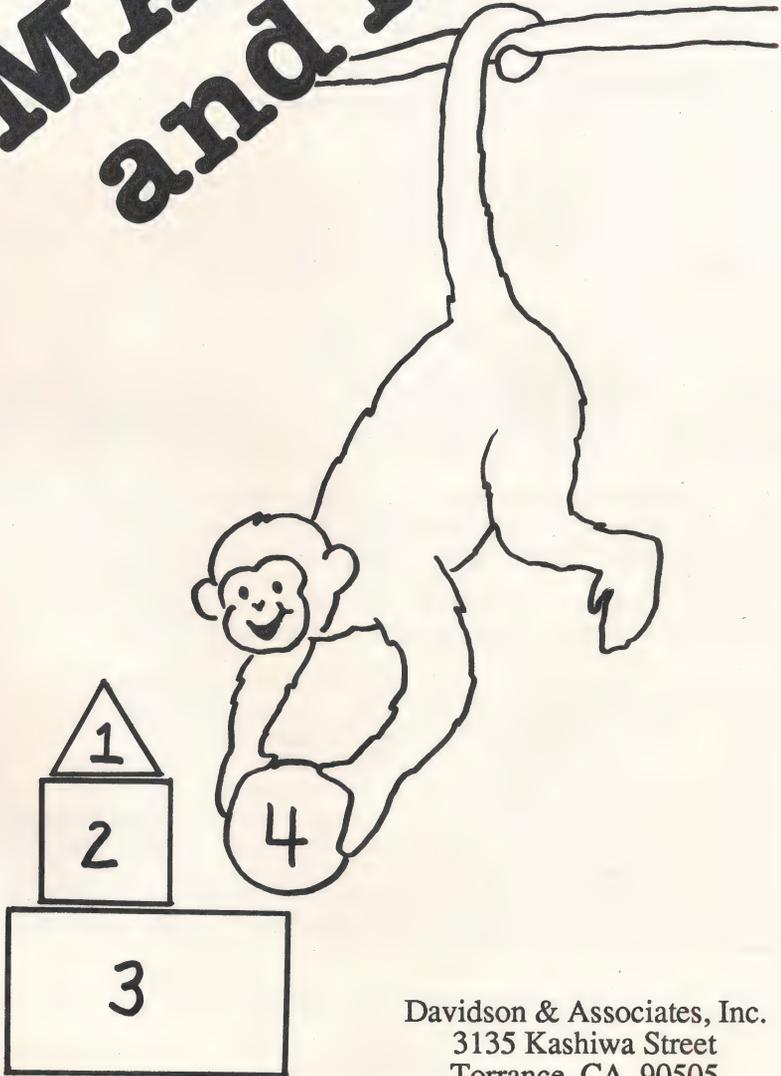
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Note To *Math and Me* IBM and Compatible Users

If you find that *Math and Me* runs too fast, you can adjust the program's speed:

- Boot the program as you normally would.
- From the Main screen, press <Ctrl> T.
- Use the arrow keys or the mouse to adjust the speed; press <Space> or <Return>. The adjusted speed will be saved to the disk and can be readjusted if necessary.

MATH and ME™



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TABLE OF CONTENTS

| | |
|----|--|
| 1 | INTRODUCTION |
| 3 | STARTING <i>MATH AND ME</i> |
| 3 | Included in this Package |
| 3 | Hardware Requirements |
| 3 | Starting the Program |
| 3 | Self-booting Instructions |
| 4 | Signing In |
| 4 | Registering Your Five-year Warranty |
| 4 | Purchasing a Back-up Copy |
| 5 | USING THE DAVIDSON EARLY-LEARNER INTERFACE |
| 5 | Selecting a Subject and Game |
| 7 | Selecting an Answer |
| 7 | Stopping a Game |
| 8 | USING <i>MATH AND ME</i> |
| 8 | Learning with the <i>Math and Me</i> Games |
| 9 | Shapes |
| 11 | Numbers |
| 13 | Patterns |
| 15 | Addition |
| 17 | Printing a Certificate |
| 18 | Notes to Parents and Teachers |
| 20 | ABOUT THE AUTHORS |
| 21 | APPENDICES |
| 21 | A. Printer Setup (for the Certificate) |
| 26 | B. Hard Disk Directions |

QUICK START

Start the Program

Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM

- Boot DOS (2.1 or more).
- Insert program disk, label side up, in drive A.
- At the A>, type MM.

Sign In

- Enter your name, then press <Return> or click the mouse.

Select a Subject

Mouse

- Click on an icon.

Keyboard

- Use arrow keys to select an icon. Press <Space>.

Select a Game

Mouse

- Click on an icon.

Keyboard

- Use arrow keys to select an icon. Press <Space>.

To stop a game at any time, press <Esc>.

INTRODUCTION

Welcome to *Math and Me!*

Math and Me was designed by educators at Davidson who believe that young children can learn basic mathematical concepts in an interesting, exciting, and entertaining way. Our purpose is to provide a learning environment for children that will give them a sound foundation in math, while making their first experience in math fun and challenging.

With *Math and Me*, children learn by doing. They learn at their own pace and receive a lot of positive reinforcement as they progress. And, most importantly, they achieve success as they learn. This early success in math gives children a head start and a positive attitude toward math.

Children enjoy the challenges and positive feedback *Math and Me* offers. Colorful graphics capture their attention and imagination. Math becomes a fascinating concept which children learn to apply to their everyday lives. Learning is a positive experience; math is fun!

Math and Me has many special features which enhance learning and motivate children:

Ease of Use

Math and Me is very easy for young children to use. They can use the mouse or the keyboard to get around in the program. When using the keyboard, children need to be familiar with only a few keys — the space bar, the arrow keys and the Escape key.

Clarity of Presentation

Carefully chosen graphics enhance the learning process. The child is never confused or distracted by a busy, cluttered screen display.

Activities which Grow with your Child

Math and Me covers four subject areas: Shapes, Numbers, Patterns, and Addition. Within each subject area there are three sequential learning games — twelve games in all. The presentation of material is different each time the child plays each game. So there are endless hours of fun and enjoyment for each child in the family or each child in the classroom.

Math Monkeys

Mischievous monkeys appear throughout the program. Children enjoy their antics and learn from them as well.

Graphic Certificate

When children complete at least one activity, they may print a graphic Certificate of Excellence. This award recognizes their achievement and reminds them of the fun they had learning.

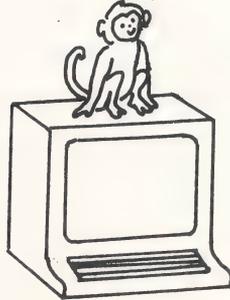
You'll find that *Math and Me* is one of the most comprehensive pieces of early learning educational software you'll ever use. But, more importantly, your child will receive benefits from *Math and Me* that will last a lifetime.

STARTING *MATH AND ME*

Included in this Package

Your *Math and Me* package contains

- the *Math and Me* disk
- this manual
- a registration card



Hardware Requirements

Math and Me runs on these Apple, IBM, and MS DOS computers:

Apple IIe, IIc, IIgs

- 128K, 1 or 2 drives
- extended 80 column card
- printer (optional)
- mouse (optional)

IBM (and MS DOS computers)

- 256K, 1 or 2 drives
- color/graphics adapter
- printer (optional)
- mouse (optional)

Starting the Program

To start *Math and Me*, follow the steps for your computer.

Apple

- Insert program disk, label side up, in drive 1.
- Turn on computer.

IBM

- Boot DOS (2.1 or more).
- Insert program disk, label side up, in drive A.
- At the A>, type MM.

Self-booting Instructions

To make the IBM version self-booting (on a two drive system):

- Boot the DOS disk (2.1 or higher) in drive A.

- Insert the *Math and Me* program disk in drive B.
- Type `sys b: <Return>`. Follow the screen prompts. (For one drive, insert the program disk when prompted for the disk for drive B; insert DOS when prompted for the disk for drive A.)
- At the next `A>`, type `copy command.com b: <Return>`.
- At the next `A>`, type `copy graphics.com b: <Return>`.

(If you wish to copy the program to a hard disk, see Appendix B.)

Signing In

On the opening screen, you will see a dialog box.

- Have your child enter his name in the dialog box `<Return>`.

Your name:

Katie

Registering Your Five-year Warranty

Davidson & Associates, Inc. provides a five-year warranty on *Math and Me* and will replace, free of charge, any malfunctioning or damaged disk. Complete and return the enclosed registration card. This ensures that you will receive information about the latest updates and new programs.



Purchasing a Back-up Copy

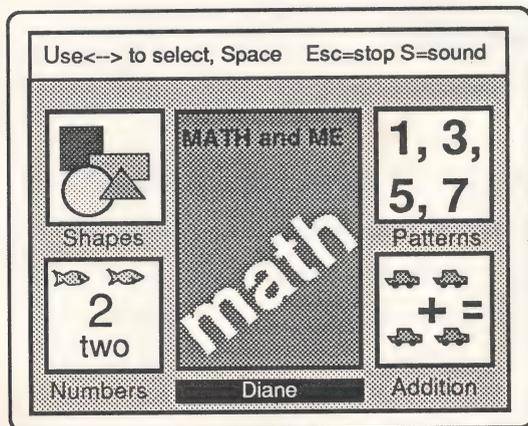
Program files are copy-protected. You may purchase a back-up copy for \$10.00 when you send in your registration card. Back-ups are available on 3 1/2" or 5 1/4" disks. Be sure to specify the disk size on your order.

USING THE DAVIDSON EARLY-LEARNER INTERFACE

Children learn best by doing things on their own. *Math and Me* was designed so that even a young child can move from one part of the program to another with ease. Your child has the option to use either the mouse or the keyboard to make selections. If he uses the keyboard, he will only need to learn a few keys – the Escape key, the arrow keys and the space bar. After some initial help, your child can probably work independently with *Math and Me*.*

Selecting a Subject and Game

The four *Math and Me* subjects are represented by colorful icons (pictures) on the Main screen.



* Please interpret our use of the masculine pronoun form to include both sexes. We find his/her and he/she cumbersome and awkward to read.

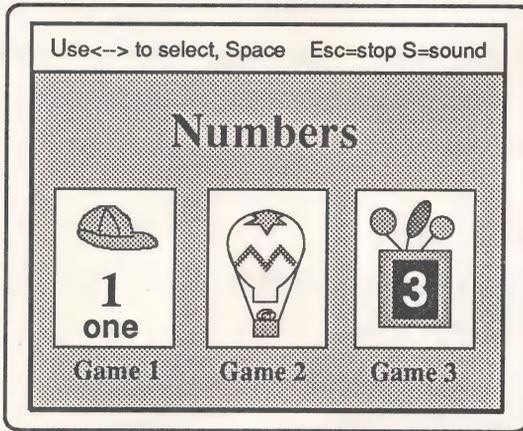
Your child may access a subject by selecting an icon with either the mouse or keyboard.

Mouse

- Click on the desired icon.

Keyboard

- Use arrow keys to select an icon; press <Space>.



Next, the game selection will appear. (There are three games for each subject – twelve games in all.) Using the mouse or keyboard, the child may select which game he wants to play in that subject area.

Selecting an Answer

In most of the *Math and Me* games, your child will select an answer from three or four choices. He may use either the mouse or keyboard. When the answer is a number, he may press the corresponding number key on the keyboard.

Mouse

- Click on the desired icon.

Keyboard

- Use arrow keys to select an icon; press <Space>.

If the child responds incorrectly, he is prompted to "Try again" with a message on the screen. If he responds incorrectly a second time, the correct answer will be supplied.

Stopping a Game

When your child wants to stop playing a game or choose another game, he will use the Escape key.

- If the child presses <Esc> *during a game*, a game selection screen will appear. At this point he can choose to play any game in the previously chosen subject area.
- If a child presses <Esc> *from a game selection screen*, the Main screen will appear and he can choose a new subject.
- If the child presses <Esc> *from the Main screen*, the program will stop and return to DOS. (If the child has completed at least one activity, you will have the opportunity to print a graphic Certificate of Excellence. See page 17.)

USING MATH AND ME

Now that you are familiar with the Davidson Early-learner Interface which *Math and Me* utilizes, you can help your child begin building a sound foundation in math.

Learning with the *Math and Me* Games

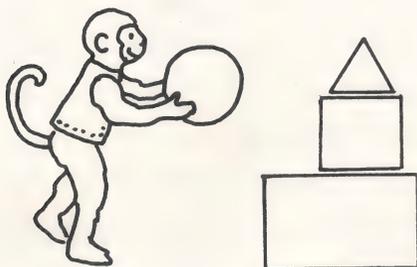
Math and Me builds early math skills with twelve motivating learning games in four areas of math: Shapes, Numbers, Patterns, and Addition. These four subject areas are represented by icons on the Main screen.

Within each subject are three learning games. Each learning game is designed to build on the previous one, but your child may play the games in any order. In general, the Shapes games are less difficult than the Number games, and the Number games are less difficult than the Pattern games. Within a specific subject, Game 1 is less difficult than Game 3.

Each game presents a specific number of questions for the child to answer. Most games contain eight or nine questions. When the child has answered all of the questions in a game, he will be returned to the game selection menu.

Shapes

Young children come into contact with many shapes in their daily lives. Without realizing it, they see, hold, and manipulate objects which fall into neat geometric categories. *Math and Me* builds on these concrete experiences by introducing the four basic shapes (circle, triangle, square, and rectangle) and challenging children to recognize and understand their attributes. Recognition and understanding of these shapes will be essential to developing an understanding of math concepts.



Shapes - Game 1

In this interactive tutorial activity, the four basic shapes and their names are introduced. The attributes of these shapes (roundness, number of sides, etc.) are demonstrated with colorful graphics and animation. Children are challenged to recognize the shapes of common objects, linking math to their “real world.”

- Select **Shapes** from the Main screen.
- Select **Game 1** from the Shapes screen.
- Ask the child to watch the screen as the first shape appears.

- On the next screen, the child should look at the three objects and select the correct shape.
- Ask the child to watch the screen as the next shape appears.
- Continue working in the same manner.

Shapes - Game 2

In this learning game, children will enjoy matching the shape at the top of the screen with a shape in one of the colorful hot air balloons.

Children learn to recognize shapes as abstract forms and sharpen visual discrimination skills. When a correct response is chosen, the passenger monkey waves at the child and the hot air balloon rises.

- Select **Shapes** from the Main screen.
- Select **Game 2** from the Shapes screen.
- Instruct the child to look at the shape at the top of the screen and select the balloon containing the matching shape.

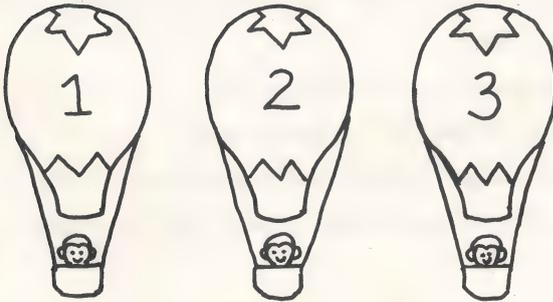
Shapes - Game 3

In this motivating game, children practice comparing the sizes of familiar shapes. If the child selects the correct size, the monkey lifts the weight! This type of comparison encourages the child to apply concepts such as *same*, *different*, *smaller*, and *larger*. And, children see a graphic depiction of equality — an important math concept.

- Select **Shapes** from the Main screen.
- Select **Game 3** from the Shapes screen.
- Instruct the child to look at the shape on the left end of the barbell and select the shape that is the same size.

Numbers

Children are fascinated with numbers. They announce their ages by holding up proud fingers, they count aloud, and they become very conscious of the concepts of *how many*, *more*, and *less* when it comes to their personal belongings. *Math and Me* builds on the natural curiosity children have about numbers by giving them practice in counting and recognizing the comparative values of numbers.



Numbers - Game 1

In this interactive tutorial activity, children are presented with three ways to express numbers — sets of objects, numerals, and words. For example, the screen may display three objects, the numeral 3, and the word *three*. The numeral then disappears and the child must re-enter it. Some children may accomplish this by remembering what the numeral looked like, and others may count the objects. Although your child may not be reading yet, the word supplies another clue. Colorful graphics and sound motivate children to build number recognition.

- Select **Numbers** from the Main screen.
- Select **Game 1** from the Numbers screen.
- Instruct the child to watch the screen and then select the correct numeral.

Numbers - Game 2

Children practice counting familiar objects in this learning game. They must find the correct number in one of the hot air balloons. When they select the correct balloon, their response is rewarded with motivating sound and animation. Practice in counting will help prepare your child for learning simple addition.

- Select **Numbers** from the Main screen.
- Select **Game 2** from the Numbers screen.
- Instruct the child to count the objects at the top of the screen and select the balloon containing the correct numeral.

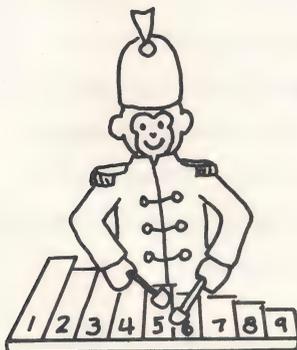
Numbers - Game 3

This entertaining guessing game teaches children the concepts of *more than* and *less than*. The child must guess the number of balloons in the box. He is then given clues like "More than 5" or "Less than 9" to help him with his next guess. The numbers that are still possible answers will remain boxed. When the child guesses the correct answer, the monkey will turn the crank and the balloons will pop out of the box.

- Select **Numbers** from the Main screen.
- Select **Game 3** from the Numbers screen.
- Instruct the child to guess the number of balloons in the box using the *more than* and *less than* clues.

Patterns

The ability to identify, verbalize, and extend a pattern is essential to success in math and problem solving. Pattern recognition is a difficult concept, but making the connection between concrete and abstract patterns will help your child face future challenges in math. *Math and Me* helps your child make this connection by beginning with a sequence of objects and moving to a sequence of numbers. Your child will learn to identify and complete patterns by applying the concepts of *before*, *after*, and *between*.



Patterns - Game 1

In this game, a graphic pattern is introduced using alternating familiar objects. The child must complete the missing pattern by selecting the correct object. Have the child verbalize the pattern. Saying “candy cane, tree, candy cane, tree” aloud may help him fill in the missing object more easily. When the answer is correct, the monkey appears to reward his response.

- Select **Patterns** from the Main screen.
- Select **Game 1** from the Patterns screen.

- Instruct the child to complete the graphic pattern by selecting the correct object.

Patterns - Game 2

A colorful xylophone serves as a number line to help your children understand the sequence of numerals. An incomplete pattern appears above the xylophone. Your child uses the xylophone as a reference when deciding what comes *before*, *after*, and *between* certain numbers. When the answer is correct, a monkey directs the xylophone to play the corresponding sequential notes. Your child will thus see the completed pattern and hear the sequence of musical tones. (This game also provides helpful ear training for future musical activities.)

- Select **Patterns** from the Main screen.
- Select **Game 2** from the Patterns screen.
- Instruct the child to complete the number sequence using the xylophone as a reference.

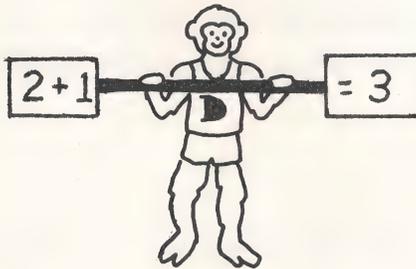
Patterns - Game 3

In this learning game, children must identify and complete number sequences in both increasing and decreasing order. This adds another type of pattern recognition and helps reinforce the concepts of *before* and *after*. Asking your child if the numbers are getting bigger or smaller will help him identify the correct pattern. When the child selects the balloon containing the correct missing number, the balloon will rise.

- Select **Patterns** from the Main screen.
- Select **Game 3** from the Patterns screen.
- Instruct the child to complete the number sequence by selecting the balloon containing the missing number.

Addition

Simple addition is one of the first concepts your child will be expected to understand as a math student. The best way to teach addition is to go from the concrete to the abstract. The equation $2 + 2 = 4$ means nothing to a child until you have shown him that two apples and two more apples make four apples in all. *Math and Me* uses colorful graphics and animation to introduce this concept and give your child practice in application. Learning to add is an exciting experience for children and an essential skill for success in math.



Addition - Game 1

This game introduces the concept of addition by using sets of objects in an addition problem. Encourage your child to count the objects on one side of the addition sign, then on the other, and then count all of the objects on the screen. When they select the correct answer, the sets of objects become numerals, reinforcing the fact that numerals are symbols for sets of objects. The monkey will appear as a graphic reinforcement for correct responses.

- Select **Addition** from the Main screen.
- Select **Game 1** from the Addition screen.
- Instruct the child to add the sets of objects together and select the correct answer.

Addition - Game 2

The weightlifting monkey makes his second appearance in this addition game. The child must look at the problem and select the correct answer in order to make the monkey lift the weight. This motivating activity will help your child master the very basic math facts.

- Select **Addition** from the Main screen.
- Select **Game 2** from the Addition screen.
- Instruct the child to look at the problem and select the best answer.

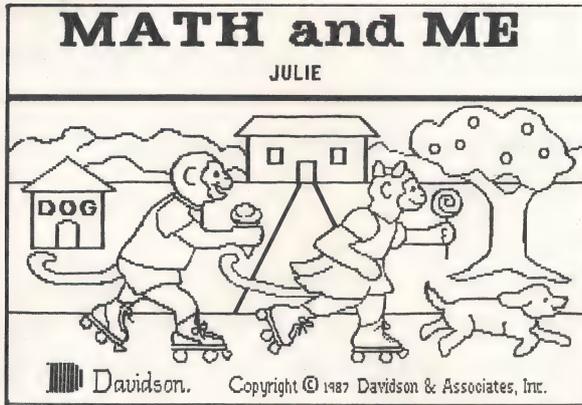
Addition - Game 3

This familiar game is more of a challenge because your child must select the correct answer to an addition problem from the numbers in the rising balloons. Encourage the child to study the problem on the screen and select the correct answer before the balloons rise to the top.

- Select **Addition** from the Main screen.
- Select **Game 3** from the Addition screen.
- Instruct the child to look at the problem and select the best answer.

Printing a Certificate

The printed graphic certificate is a special feature which rewards children for completing an activity and reinforces a positive feeling about math. This tangible graphic reward is designed so that children may color and display it.



To print a graphic certificate:

- Press <Esc> from the Main screen after your child has completed at least one learning game.
- Follow the screen prompts.

Note to Apple users: See Appendix A for a list of printers and directions for Printer Setup.

Note to IBM users: You must run *graphics.com* prior to *Math and Me* if you wish to print a graphic certificate. This file is on your DOS disk.

Notes to Parents and Teachers

Math and Me was tested with several children from 3 to 6 years old. We'd like to share some of our observations and experiences with you by offering suggestions for using the program.

1. Children notice and discuss many different things when they use *Math and Me*: color, sound, music, vertical movement, letters and words, and familiar objects. These observations indicate general school readiness and should be encouraged and praised even though the program's specific purpose is to build math skills.
2. When your child works with the Shapes games, discuss the various orientations of shapes. For example, a rectangle is sometimes tall and thin, and sometimes short and wide.
3. If your child responds incorrectly to a question, a "Try again" message appears at the top of the screen. For children who are not reading, it may be helpful to call their attention to the *look* of the message, i.e., it appears in a black box on a white background at the top of the screen.
4. The activity involving the most reading is Numbers Game 3. The question "How many balloons in the box?" can be read to a non-reader once, and after that, the child will be able to recognize the game and remember how to play. During this game, clues like "More than 3" or "Less than 9" will appear.

You can help a non-reader understand these messages by pointing out that the possible answers remain boxed. Or, you can explain that the message that begins with "L" means that he should guess a lower number, etc.

5. In many programs, the Return key is used to accept a choice. However, we observed that children seem to be able to find the space bar more easily on the keyboard. Children can use either <Space> or <Return> to accept a choice when using *Math and Me*.
6. If your child has trouble finding any of the necessary keys on the keyboard, try putting colored stickers on or next to those keys. If you have a mouse for your computer, your child might feel more comfortable using it instead of the keyboard.
7. As your child learns to move around in the program, spend time explaining the function of the Escape key. Any time he wants to stop playing a game and choose a new one, he should press <Esc>. If he wants to play a game in a new subject area, he should press <Esc> again.

ABOUT THE AUTHORS

Math and Me was developed by a team of educators and programmers at Davidson & Associates, Inc. The team was directed by Dr. Jan Davidson, former teacher, founder and president of Davidson & Associates, Inc. and Mike Albanese, programming manager.

The *Math and Me* team:

Diane Savereide programmed both the Apple and IBM versions;

Marilyn Marr designed all the graphics for the program;

Julie Baumgartner served as product manager, wrote the manual, and offered her educational expertise in the product's design.

The *Math and Me* team received an abundance of enthusiastic support and assistance from all of the associates at Davidson. Faye Schwartz and Cathy Johnson assisted in manual preparation, program sound, and product testing. Drawings for the manual were created by Marilyn Marr.

APPENDIX A: PRINTER SETUP (Apple Version)

Before printing the graphic Certificate of Excellence, answer these questions.

| | | |
|---------------------|---|-------|
| Printer category: | A | (A-U) |
| Interface category: | A | (A-Y) |
| Line feed: | Y | (Y-N) |
| Slot Number: | 1 | (1-7) |

- Scan the following lists to find the category of the printer you are using; enter the appropriate letter.
- Find the category for the interface card your printer uses; enter its letter.
- Choose Y(Yes) for Line Feed. Print out a sample certificate to see if this choice is correct for your printer. (If there is a blank line between each line of graphics, change the Yes to No.)
- Enter the Slot Number for your printer card (usually slot 1).
- Save these choices to the disk. They may be changed and resaved if necessary.

On the following pages are a list of printers and printer interface cards supported by the Apple version of *Math and Me*.

PRINTERS

The *Math and Me* graphic certificate may be printed if you have one of the following printers:

- A. Anadex DP-9000/9500 *
- B. Anadex DP-9001/9501 *
Datasouth 180
- C. Apple Dot Matrix **
- D. Apple Scribe
- E. Brother M-1009
Epson FX-80
Epson FX-85
Epson JX-80
Epson LX-80
Panasonic KX-P1091/1092
- F. Epson MX-70
- G. Epson MX-100
Epson MX-80 with Graftrax
HP Thinkjet ***
Panasonic KX-P1090
- H. Epson RX-80
- I. Apple Imagewriter
Apple Imagewriter II
Epson AP-80
- J. Malibu 200
- K. Mannesmann Tally 160/180

- L. Okidata Microline 82A/83A ****
- M. Okidata Microline 92/93
Okidata Microline 84
- N. C. Itoh Prowriter
C. Itoh Prowriter II
C. Itoh 7500
C. Itoh 8510
NEC PC-8023/8025
- O. Smith Corona D100/200/300
- P. Blue Chip M120/10
Mannesmann Tally Spirit 80
- Q. Star Delta 10/15
Star Gemini 10/15
Star Radix 10/15
- R. TRS-80 DMP-105
TRS-80 DMP-400
- S. Transtar 315
- T. Okidata Microline 192/193
- U. Legend 1385
IBM Compatibles

* Option R (2K buffer expansion) is required for printing graphics.

** Set dip switches as follows: O = Open C = Closed

| SW1 | | | | | | | | SW2 | | | | | | | |
|-----|---|---|---|---|---|---|---|-----|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| O | O | O | O | O | O | O | O | C | O | O | O | C | C | O | O |

*** Switch 5 must be up to set the alternate mode (Epson compatible).

**** Must be equipped with the Okigraph graphics option.

PRINTER INTERFACE CARDS

The *Math and Me* graphic certificate may be printed if you have one of the following printer interface cards:

- A. Apple Communications
 - SSM-AIO-II Serial
 - SSM-ASIO
 - Versacard Serial
- B. Apple II Serial Port
- C. Apple Centronics Parallel
 - Apple Parallel
 - Apricorn Parallel
 - Epson APL
 - Graphicard
 - Microsystems MSE 1022
 - Microtek RV-611C
 - MCP-AP-80
 - MCP-AP-Graph
 - Omnigraph
 - Printer Pro
 - Printerface
 - Printmax
 - SSM-Appic
 - Tymac
 - Versacard Parallel
 - Wizard-IPI

- Wizard-BPO
- D. Apple Serial
- E. CCS 7720 Parallel
- F. CCS 7728 Parallel
- G. Dispatcher
 - Dual-Comm Plus
 - Franklin Dual Port
 - Printermate
- H. Dumpling 64
- I. Dumpling GX
- J. Fingerprint+ Parallel
 - Grappler+
- K. Grafstar
 - Grappler
 - Orange
 - Spies Niceprint/Super-MX
- L. Grappler Serial
 - Pretty Print
- M. Mountain Comp Parallel
- N. Mountain Comp Serial
- O. Micro Buffer II
- P. Apricorn Serial
 - MCP AP-SIO
 - MPC Graphwriter
- Q. PKASO or PKASO/U
- R. Quadram-Apic
- S. K-T Parallel
 - SSM-AIO-II Parallel

Faint, illegible text, possibly bleed-through from the reverse side of the page. The text is arranged in several lines and is difficult to decipher due to its low contrast and blurriness.

APPENDIX B: HARD DISK INSTALLATION (IBM Version)

The IBM version of *Math and Me* may be installed onto a hard disk:

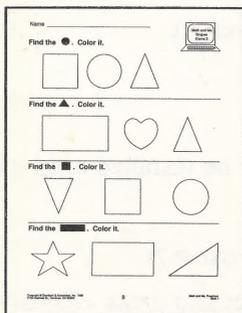
- Boot the hard disk as usual.
- Put the *Math and Me* disk in drive A.
- At the C>, type **a: hinstal c:** and press <Return>. (If your hard disk is not c, then type the correct designator in place of the c.)

A subdirectory named MM will be created and the necessary files will be copied into the subdirectory.

To run *Math and Me* from your hard disk:

- Boot your computer as you normally would.
- If you plan to print the graphics certificate, at the appropriate prompt, type **graphics**. (You probably have this file on your hard disk in a DOS subdirectory; if not, use the file on your DOS disk.)
- At the C>, type **cd mm** and press <Return>. This will change to the *Math and Me* directory.
- Type **mm**. (By using the path command, you may run *Math and Me* from any directory. Refer to your DOS manual for complete instructions.)

Math and Me™ Supplementary Workbooks



To supplement the *Math and Me* software program, Davidson has developed a series of colorful and educational workbooks. They are reproducible for use in the classroom, and they can be used at home.

Ages: 3 through 6
Suggested retail: \$4.95 each

Math and Me Preschool Book 1
Math and Me Kdg. Book 1
Math and Me Grade 1 Book 1

Math and Me Preschool Book 2
Math and Me Kdg. Book 2
Math and Me Grade 1 Book 2

Math Blaster Plus!™



After *Math and Me*, your child will be ready for *Math Blaster Plus!* This program builds accuracy, problem-solving skills and confidence as students master basic math facts. *Math Blaster Plus* contains over 750 basic math problems covering:

- Addition & Subtraction
- Multiplication & Division
- Fractions, Decimals & Percents

Grades: 1 through 6
Suggested retail: \$49.85

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Torrance, CA 90505
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