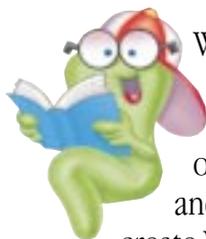




WiggleWorks for Macintosh and Windows



WiggleWorks is the classroom-proven software that's helped thousands of children learn to read and write. Teachers helped create WiggleWorks for children ages 3 to 8, in partnership with the educational researchers and publishers at Scholastic Inc. WiggleWorks is based on years of research about how kids learn to read and write.

Now Apple is making it available for home learning in a series of CD-ROM-based packages that each contain three stories. The objective is to cultivate skills at home that give children an advantage in the classroom.

While other software may distract children from the learning process with animation, WiggleWorks focuses attention on learning. Its colorful characters and stories involve and sustain children's curiosity about words.

Nurturing this curiosity in beginning readers is fundamental to the WiggleWorks approach. Reading is not only an important skill itself, it's

the key that unlocks doors to all kinds of learning. Nothing gives a child the same feeling of accomplishment as seeing a word and being able to read it out loud. Success with one word encourages a child to read the next.

Kids find lots to do in WiggleWorks—the stories and activities will keep their attention for hours. Your kids will love all the funny characters who get themselves into exciting situations.

With WiggleWorks, children read, record their voices, draw pictures, rewrite stories (or write their own), and print their stories as books. WiggleWorks helps them by saying letters out loud and reading stories word by word.

Parents can choose from different levels of involvement in this learning process. And WiggleWorks includes an activity guide that suggests ways you can help your children get even more out of the stories.

WiggleWorks builds reading and writing confidence at home so kids have a head start in school.

Features

Engaging ways to build reading skills

- Highlights text as the narrator reads it, or lets children read without assistance
- Speaks selected individual words
- Recites text typed in by the child
- Plays back sentences recorded by children in their own voices*
- Allows children to create their own word lists

Creative options for promoting reading skills

- Prompts children with ideas for their own stories
- Lets children customize the words and pictures of WiggleWorks stories
- Includes a coloring-book version of each story
- Makes it easy to add words from the word lists
- Helps build confidence in learning through rhyming and repetition

Hours of fun

- Holds readers' attention by using different illustrations, narrators, and music styles for each story
- Lets children draw pictures for the WiggleWorks stories or their own writing using the painting palette
- Features the delightful WiggleWorks worm to guide children through activities

Access features for children with visual or motor impairment

- Large text
- On-screen keyboard
- Talking buttons
- Spoken feedback of typed letters
- Command selection without pointing

Parental involvement

- Lets you customize the WiggleWorks setup for different reading skill levels
- Offers suggestions for helping your children create their own stories
- Allows you to record messages for your children within the stories*
- Includes ideas for related reading, drawing, singing, and play activities

*Requires a microphone built into or attached to the computer





WiggleWorks for Macintosh and Windows

Ordering Information

WiggleWorks Story Pack 1

For Macintosh

Order No. M3596LL/A

For Macintosh and Windows

Order No. M3613LL/A

- Three stories on one CD-ROM disc: *Peanut Butter Rhino*, *Birds on Stage*, and *Frog's Lunch*
- An easy-to-follow user's guide
- An activity guide with plenty of suggestions to help kids get the most from WiggleWorks

WiggleWorks Story Pack 2

For Macintosh

Order No. M3776LL/A

For Macintosh and Windows

Order No. M3778LL/A

- Three stories on one CD-ROM disc: *Rabbit's Party*, *Mousetrap*, and *The Animal Picnic*
- An easy-to-follow user's guide
- An activity guide with plenty of suggestions to help kids get the most from WiggleWorks

Product specifications are subject to change. Check with your Apple reseller for the most current information about product specifications and configurations.

A classroom version of WiggleWorks is available from Scholastic. It includes 72 different books (in softcover, audiocassette, and optional electronic versions), plus teaching plans, an assessment guide, and a staff-development video. Contact Scholastic Inc. at 1-800-325-6149 for more information.

To find information about Apple products on the World Wide Web, go to <http://www.apple.com>.

Technical Specifications

System requirements for Mac OS

- An Apple Macintosh computer with a 68020 or later processor, including Macintosh LC, Macintosh II, Macintosh Performa, Macintosh Centris, Macintosh Quadra, and Power Macintosh computers
- System software version 7.0 or later
- At least 4MB of RAM (5MB required for System 7.5)
- A 12-inch or larger display (viewable image size)
- A CD-ROM drive
- A microphone (recommended but not required)

System requirements for Windows

- An IBM or IBM-compatible personal computer with an 80486 or later processor
- Microsoft Windows version 3.1 or later
- DOS version 5.0 or MS-DOS version 6.0 or 6.2
- At least 4MB of RAM
- A CD-ROM drive
- A hard disk drive with at least 3MB of available space
- A 100-percent Windows-compatible sound card (such as a Sound Blaster card)
- A microphone (recommended but not required)

Stories included with WiggleWorks

Story Pack 1

Peanut Butter Rhino, by Vincent Andriani

A delightful story about a happy-go-lucky rhino who is looking for his missing lunch. He searches everywhere—except, of course, the obvious place.

Birds on Stage, by Saturino Romay

Here's one fun lineup of plumage. This story introduces your child to a whole family of feathered friends—from the elegant penguin to the flamboyant flamingo.

Frog's Lunch, by Dee Lillegard

A cute tale about a hungry frog and his rather unfortunate lunch—an innocent fly. The fly buzzes, and buzzes, and buzzes until...

Stories included with WiggleWorks

Story Pack 2

Rabbit's Party, by Eve Bunting

A story about a rabbit who mistakenly thinks that three friends are not enough to make a party. He tries to invite more and learns a valuable lesson.

Mousetrap, by Diane Snowball

This is a simple story about a mouse. A mouse on its way to dinner—and a mousetrap in the way of dinner.

The Animal Picnic, by Leslie D. Perkins

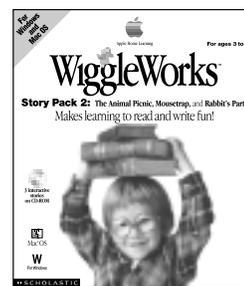
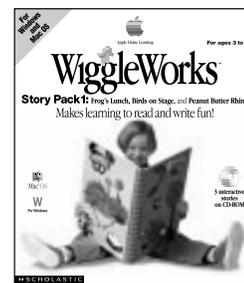
A lively story about a magical picnic where you share your lunch with your animal friends. Wait till you see what the cheetah brings.

WiggleWorks is brought to you by Apple Home Learning

The Apple Home Learning line of educational software brings parents and teachers together to foster children's learning. We develop high-quality products in cooperation with partners such as Scholastic Inc. who share our commitment to education.

Our CD-ROM products draw from Apple's experiences in the classroom to give kids a head start in school. They incorporate the best thinking on how technology enhances learning. Apple Home Learning products provide playful and engaging experiences that inspire in children a love of learning.

We believe that if we bring school-based software into the broader community, then high-quality education will no longer be confined within the walls of schools and a community of learners will be the likely result.



Apple Computer, Inc.
20525 Mariani Avenue
Cupertino, CA 95014
(408) 996-1010
TLX 171-576

© 1995 Apple Computer, Inc. All rights reserved. Apple, the Apple logo, Macintosh, Macintosh Centris, Macintosh Quadra, and Performa are trademarks of Apple Computer, Inc., registered in the U.S.A. and other countries. Mac, the Mac OS logo, and Power Macintosh are trademarks of Apple Computer, Inc. WiggleWorks is a trademark of Scholastic Inc. Peanut Butter Rhino, Birds on Stage, Frog's Lunch, Rabbit's Party, Mousetrap, and The Animal Picnic copyright © 1995 Scholastic Inc. All rights reserved. Apple assumes no responsibility with regard to the selection, performance, or use of non-Apple products. All understandings, agreements, and warranties, if any, take place directly between the vendors and the prospective users. April 1995. Product specifications are subject to change without notice. Printed in the United States of America. L00760C