Children's software

look and learn

As a parent, you know the scenario – you had a favourite, battered teddy, but your toddler stole it, disregarding his immaculate fluffy, cuddly toys, provided at great expense by loving relatives. You've bought a video player, but now you never get to use it because the children are always watching Disney films. And as for the telephone, you can never get near it. The latest victim in the children's onslaught against parental possessions is the computer – even this grown-up toy or work-essential is no longer safe from their clutches.

The good news is that using a computer is beneficial, even for the youngest children. They'll almost certainly be using them at school and already computers are established as an everyday tool in many working environments. Publishers have caught on to the new children's market, and you'll find that the shops are full of educational software packages, all claiming to be essential to your child's academic success. You want to provide the best for your children's education, but how can you tell which programs live up to their claims?

To help you pick your way through the maze of titles, we've rounded up shelves full of packages and tried them out. We've taken advice from the experts – both children and teachers – and present our suggestions on what to buy for various age groups and school subjects.

The old days of learning by rote and well-worn books are well and truly over, with a multitude of fun-but-factual packages available for children of all ages. We go back to school to find out what's on the curriculum

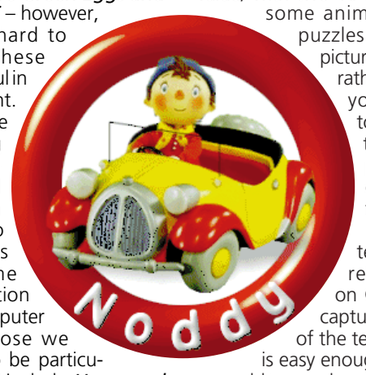
Early learning

Children vary in the age at which they are ready to use a computer, but you may find that a child as young as two or three will be keen to have a brief session. Young children are drawn to characters and objects with which they are already familiar, and you will find no shortage of packages that feature popular children's characters.

This on its own is not enough to guarantee good quality, of course. For very young children, a package has to be exceptionally easy to use, exploiting graphics and sounds to guide the way. Games and puzzles must be both fun and achievable – a small child will have no qualms in walking away from something dull or difficult. From an educational point of view, you could expect a program for very young children to develop number recognition and counting, reading and logic skills, but be sure the emphasis is on fun.

Animated storybooks and games featuring popular characters or themes are available from a number of publishers. For animated storybooks, an excellent starting point is the collection available from **Living Books**. Although more expensive than other publishers – **Europress**, for instance, has a range of budget titles – they are extremely good quality and engage the interest of children right through the age range. Most of the titles have now been localised to use British accents and spelling, notable exceptions being ***Dr Seuss's Green Eggs and Ham*** and ***ABC*** – however, it would be hard to envisage these being successful in a British accent. Almost any title from the Living Books collection should please children aged two to seven, as well as develop some word recognition and basic computer skills, but those we have found to be particularly successful include ***Harry and the Haunted House*** and ***Green Eggs and Ham***.

For more general early learning titles, a good place to start looking is the ***Fisher Price*** range from **Ablac**. These titles feature Fisher Price toys, and so immediately offer familiarity and interest to young children. ***Learning in Toyland***, for instance, is ideal for 3-4-year-olds, not just to introduce them to the computer generally, but to encourage counting practice, logical thinking and creativity. Alternatively, try two appealing packages from **BBC Multimedia**. One, ***Noddy***, came out last year and offers excellent value, with two 10-minute videos, some animated stories, puzzles to solve and pictures to paint. It is rather complex for young children to use unaided though, so be prepared to offer help on this one.



Much better is the latest release, ***Pingu*** on CD-ROM. This captures all the fun of the television series, is easy enough for a three-year-old to use alone, yet has a wide enough range of activities and skill levels to keep children up to six quite happy. (*For a full review, see this month's After Hours section.*)

Left: Noddy is both familiar and visually appealing – young children will be irresistibly drawn to trying out all the activities, but may need some help to follow the instructions.

National Curriculum

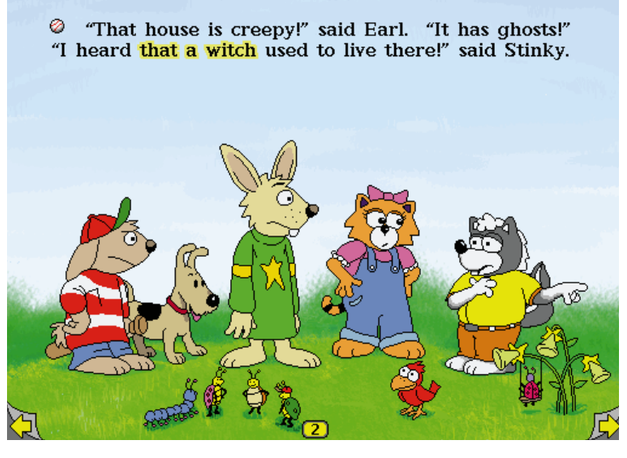
Maths

The tabloid press abounds with horror stories about maths in schools – children using calculators, unable to add or subtract and a complete departure from the good old days of reciting multiplication tables. Yet the National Curriculum is quite clear about standards and skills to be achieved at each level and, in fact, these are not so very different from our own school days. There is, however, a shift in emphasis, with much more focus on practical work – applying mathematical concepts to problem-solving – and understanding principles rather than blindly following rules.

To support the maths your child does at school, look for packages that take a problem-solving approach rather than those that simply set a screenful of sums. For younger children, general early learning programs normally include some maths elements, for instance, the *Fun School* series from **Europress** all include basic number work. Another motivating program is ***Peter Rabbit's Number Garden*** from **Mindscape**, which develops counting and early addition skills.

Be careful when you buy a program that you know what it does – some programs teach, while others test. The depressingly-titled ***Test your Child*** series from **10 out of 10 Software** presents a range of test questions and produces a bar chart of results, together with a school-like report. If your child is co-operative, this can be a useful way of finding out strengths and weaknesses, but you may well find that a young child in particular is disinclined to sit through the dreary questions. If you want to find out where your child is having difficulties, it would probably be more rewarding to speak to their teacher.

For slightly older children (aged 8-12), the ***Logical Adventure of the Zoombinis*** from **Broderbund** makes an excellent choice. Fitting in perfectly with the National Curriculum, it is task-based – you have to free the Zoombinis – and it encourages the practice of essential mathematical skills, laying the foundation for set theory, data analysis, graphing and more besides. There is a useful parent's guide accompanying the program, ▶



Highlighted text in animated storybooks such as Harry and the Haunted House helps young children to associate the spoken and written word. Lively animations make for an entertaining reading session.

which gives you some ideas on how to help your child along, as well as suggestions on various activities to try away from the computer. There is no doubt that this program will improve your children's maths; in fact you'll probably have a bit of trouble dragging them away from the computer.

When the Zoombinis meet the Pizza Troll you have to work out precisely which combination of pizza toppings he will eat.

English

In the National Curriculum, there are three main strands in the teaching of English – reading, writing, and speaking and listening. At the earliest stages, reading is mostly about the acquisition of the skill itself, but children are encouraged from the beginning to respond to stories and poems they read. Animated storybooks, discussed in the early learning section, are an excellent backup to traditional books. With highlighted text, they encourage word recognition and, if you sit with your child, you can encourage predictions and opinions. Any program that includes text on screen can be a useful vehicle for reading practice, though, offering a new medium for discovering words and, as well, it fires reading with a distinct purpose and motivation, if your child is keen to use the program.

Attractive and easy to use, Microsoft's Creative Writer 2 has plenty of ideas to spark off young imaginations and develop creative thought.

By the GCSE stage, the responses need to be quite sophisticated in understanding the obligatory Shakespeare and other literary texts. There are not very many packages available for this level, but there is a superb series of *Shakespearean CD-ROMs* available from **BBC Education**. These are expensive, but are guaranteed to inspire the most reluctant student – they include audio recordings of the text which bring the plays to life, selected video footage and an excellent bank of background information.

For the writing strand, you may well find that, in the early years, teachers would prefer your child to write in the traditional way with pencil and paper – this is a fundamental skill that needs time and practice. However, the occasional foray with a word processor, even one as sophisticated as *Microsoft Word*, can be rewarding, as it can produce nicely printed text.

From the age of eight or so, look for packages to help with creative writing. **Microsoft**'s *Creative Writer 2* and **Iona**'s *Book Workshop* both provide a stimulating environment to encourage children's ideas and writing talents. They are both simple enough to use, yet are powerful enough to offer reasonable formatting facilities. It's easy to add in clip-art images, to modify them or create your own illustrations from scratch. And at the end of the creative process, there is an attractive story, book or newsletter to show off.

Science

Science is a large topic in the National Curriculum, with four areas to be covered – experimental and investigative science (practical science), life processes and living things (biology), materials and their properties (chemistry) and physical processes (physics). This clearly involves a lot of teaching and learning and that, in itself, is an indication that support at home is going to be helpful.

There are all sorts of other reasons to help out with science, though. First, it lends itself very well to computer programs, which can simulate processes children would not normally get to see, and present animals and experiences it would normally be impossible to provide. Second, many primary schools are not fortunate enough to have a science specialist, which lays a heavy burden on the non-specialist teacher. Finally, research shows that girls in particular are inclined to dismiss science as 'boring', and to drop it at the earliest opportunity. For all these reasons, science more than any other subject could benefit from your support at home.

Nor do you have to look far to find worthwhile programs, as there are plenty to choose from. If you can tolerate American TV, look at the *Magic School Bus* titles from **Microsoft** – chances are your 6-10-year-old will love them. Topics covered so far include the *Solar System*, the *Human Body* and the *Ocean*, and these all present a reasonable amount and depth of facts in a fairly entertaining way. There are games and experiments to try, which go a long way to defeating the 'science is dull' cry.

For finding out about animals, **Dorling Kindersley** is an excellent source of breathtaking CD-ROMs. Particularly good is the *Amazing Animals Activity Pack*, introduced by Henry, an animated lizard. At the heart of the program is the *Amazing Animals Expert*, a resource bank full of photos, graphics, sounds and facts, but there is plenty more besides – puzzles, games and activities encourage exploration of the facts, while a mobile to make, books and stickers encourage work away from the computer. Amazing Animals is targeted at 5-9-year-olds, but would probably entertain and inform children up to the age of 11.

Smaller programs, but useful and beautiful ones, are DK's *Virtual Reality* CDs – *Cat*, *Bird* and *Dinosaur*, for instance, which are fact-packed and interesting. Another one worth a try, for 7-11-year-olds is the **BBC**'s *Animals of Farthing* ▶

Harry the Lizard pops up with interesting facts about Amazing Animals.

Wood. True to the spirit of the television series, the object of this game is to pilot the animals safely from Farthing Wood to White Deer Park and, as you may imagine, to complete this mission you need to pick up a reasonable amount of knowledge about the animals involved. The package is not that easy to use, nor could you call it exciting, but for fans of the programme or studious children, it's probably quite enjoyable – and it does have some lovely video sequences.

For a more general look at science, it's back to Dorling Kindersley again, this time, for its ***Encyclopedia of Science 2.0***. This has the usual superb standard of presentation and ease of use, coupled with a good coverage of sensible topics and some enticing links to draw users further into the fascinating world of science. You also get a free trial subscription to ***Science On-Line***, Dorling Kindersley's own Web site for young scientists.

History

History is another subject where content has not changed greatly – the past is the past, after all – but there has been a change of emphasis in the approach to its teaching. You may remember history as a dull subject, with a lot of learning by rote, but these days children are encouraged to look critically at past events. There are three broad aims in the teaching of history – to give children an awareness of the past and how it was different from the present; to understand history as a sequence of events and to explore some of the ways in which historians found out about the past.

Even very young children will learn about key events and people from the past, albeit in a simplified form. If you are keen to provide computer-based resources at this stage, then a very basic encyclopedia, such as **Kingfisher**'s ***Learning Explorer***, will supply stories of famous people's lives and major events in history. For older children, for instance, 10-plus, **Microsoft**'s ***Encarta 97*** is excellent, as it includes a time line, helping to give the all-important feel for a perspective on time.

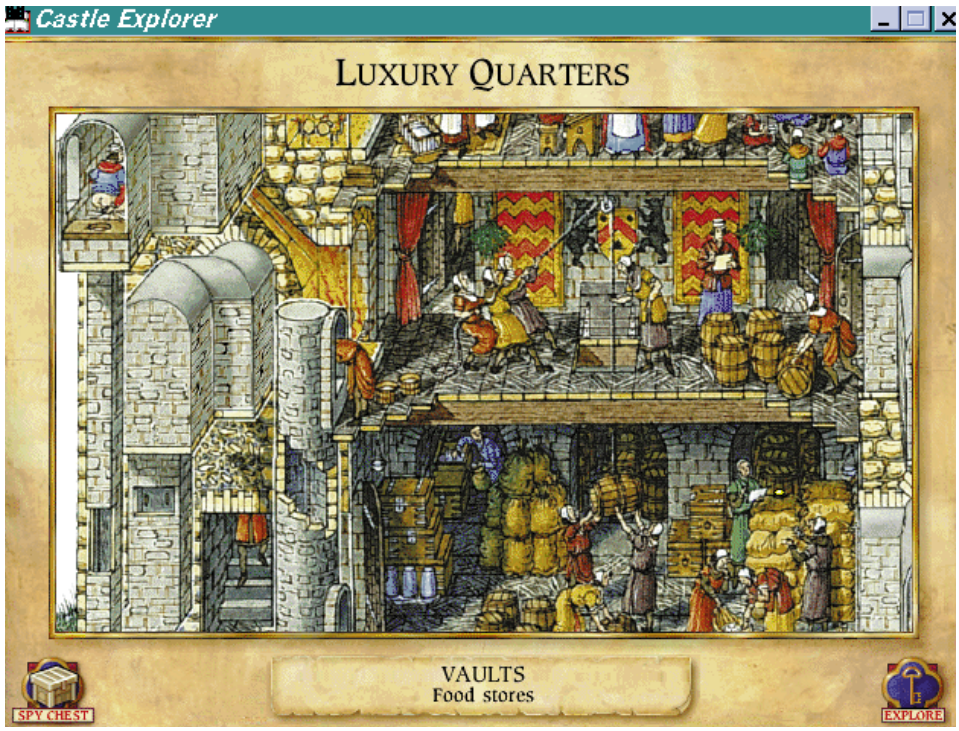
To give an idea of what it was like to live in the past, **Dorling Kindersley** is hard to beat. ***Castle Explorer*** takes you back to the fourteenth century for an interactive learning adventure, in which you have to complete a secret mission inside Baron Mortimer's castle. In the process, you can find out what it was like to live, work, eat, sleep, fight and play – this program brings history alive. Another good title from Dorling Kindersley is ***Stowaway***, where the theme is an eighteenth century British warship and you get to meet the crew as well as seeing their living and working conditions.

Geography

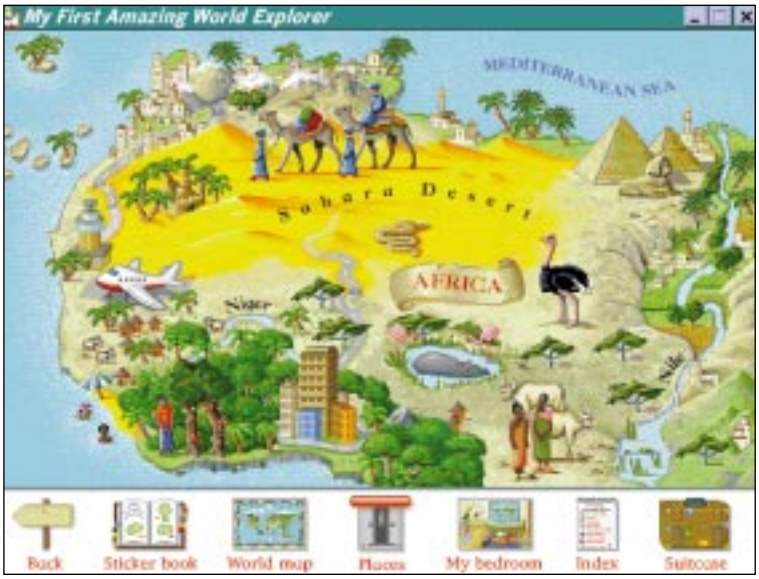
Under the National Curriculum, geography is divided into three areas – skills, places and themes. While the level of study and expectations of understanding increase through a child's school career, the principles remain the same. Pupils investigate the main features of their surroundings, asking questions such as 'where is it?' and 'how did it get like this?'. As children get older, so the areas under exploration widen, going from school, home and neighbourhood through other places in the UK and eventually the world.

Skills covered include map-making and describing features, and using pictures, videos and CD-ROMs to find out information. In the places category, children learn about the main features of the area under investigation and how physical features and climate affect the people who live there. The area of themes promotes discussion on the changing environment or issues such as conservation and pollution.

An ideal introduction to geography for young children is ***My First Amazing World Explorer*** from **Dorling Kindersley**, which perfectly reflects the National Curriculum in the settings used, the skills taught and the approach taken. Starting in a bedroom, there are games to play and activities to try – plotting a very simple map, for instance, and going on a treasure hunt – before embarking on a tour of the world. There are beautiful maps to explore, using boats and



Stephen Biesty's fabulous, cut-away illustrations really help to bring the past to life in DK's Castle Explorer.



The Treasure Hunt game in Amazing World Explorer introduces the concepts of maps, compass and directions – and it's fun, too

planes, with narrated pop-up facts and animations. The program itself is irresistible but also in the box you'll find a *Map Book* and *Activity Book*, a jigsaw, poster, stickers and postcards. Geography has never been so much fun for 4-9-year-olds.

A fun and investigative approach is also taken in **Broderbund**'s *Where in the World is Carmen SanDiego?* This program is aimed at children aged nine-plus, and the professed objective is exciting – 'To clamp the cuffs on the wrists of Carmen Sandiego and her fellow V.I.L.E members'. Somewhere in the world, Carmen or one of her gang has committed a theft, and is now country-hopping in order to avoid detection. The task is to track down the thief and, naturally enough, this involves following up clues which lead a trail around the world.

As well as absorbing geographical knowledge, children using this program will develop their thinking skills. Ideally, two or more children should play the game together – both for the added brain-power for problem-solving and for the bonus which comes from learning to discuss, listen and negotiate with others.

For a look at real basics, try Dorling Kindersley's *Earth Quest*, produced in association with the Natural History Museum. This shows how the Earth has evolved over billions of years, examines the impact of mining and has vast galleries of gems, rocks, crystals and minerals to browse through. For the ghoulish, there's an Earthquake Console that lets you set up your own earthquake and examine its effects on a 3D cityscape. With an accompanying book and access to a DK Web site, this is another great value-for-money package.

Art & music

Both art and music have a 'creating' and 'appreciating' side to them under the National Curriculum. While you won't find much, if any, software specifically produced to help children on the appreciation side, plenty exists on the creative side, particularly for art.

For very basic painting programs, don't overlook *Paint* and *Paintbrush*, which are included in **Microsoft's** Windows 95 and Windows 3.1x respectively. These are fun (and blissfully unmessy) ways for children to make pictures, and will get them used to typical drawing tools.

A rather more sophisticated program is *Orly's Draw-a-Story* from **Broderbund**, which has a good tutorial to introduce the drawing tools. There is a lot more to this package than just a drawing program, though, for Orly, the program's presenter will tell you a story and ask you to illustrate a scene. Best of all, your illustration will be taken and incorporated into the animation – this unusual feature is both exciting and very rewarding for young artists.

Computers in school

Computer provision in schools varies widely but generally, in secondary schools, you can expect to find at least one room of PCs, running reasonably up-to-date software – you may find a school is particularly well equipped, even with access to the Internet. A basic provision is essential if a school is to satisfy the requirements of the National Curriculum and prepare its pupils for the increasingly computer-oriented world of work and higher education.

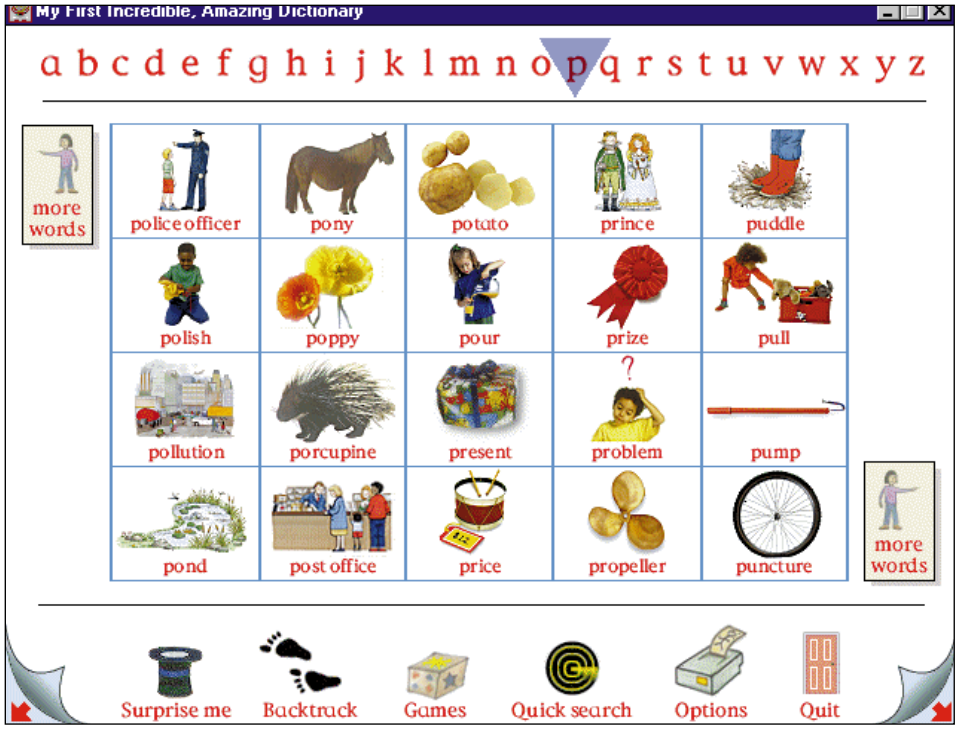
In primary schools, the story is not so clear-cut. While more fortunate, or more technology-minded schools may have plenty of up-to-date machines, poorer, or less enthusiastic schools may be missing out. It's not unusual to find primary schools still using BBC Micros from the early 1980s, or older RM Nimbus machines from their pre-PC days. Some schools use, and actively prefer, Archimedes computers which are not compatible with PCs.

This assortment of computers can be confusing and parents may feel that they should duplicate school computer provision at home. Certainly at the primary school level, this isn't necessary or even necessarily possible. Teachers will prefer children to be confident in approaching computers and new programs – this is far more beneficial than drilling a child to perfection in a program used just for a few weeks at school.

In Orly's Draw-A-Story your picture is taken into the animation, a bonus for children who worry that their pictures are 'not good enough'.

There are plenty of other creative packages to choose from – card making is a particularly popular theme and this has great appeal to primary school children. *CreataCard* from **Micrografx** is stimulating, easy to use and provided with a good range of clip-art and phrases to get you started. Another good range of software is available from **Print Pax** – as well as pop-up greetings cards, you can make stained glass windows, fridge magnets and even T-shirt transfers.

For the musical, a program worth a try is *MusicAce* distributed by **Guildsoft** in which Maestro Max takes you through the basics of reading music, looking at staves, flats and sharps and key signatures. Each lesson has its own game, but undoubtedly the best section is the Doodle Pad, where you can drag notes onto the staves, create some music, then play it.



These thumbnail pictures in My First Incredible Amazing Dictionary mean even pre-readers can find the word they're looking for. And the attractive presentation keeps them clicking and learning.

Reference Tools

No child's library is complete without some reference works, and a dictionary and encyclopedia are essential on the computer as well as on the bookshelf.

You may think that there is no point supplying a dictionary to a pre-reader, but **Dorling Kindersley** has exploited multimedia in such a way that *My First Incredible Amazing Dictionary Activity Pack* is an ideal first program for children as young as three years old. The program is exceptionally easy to use – 'Click on anything red to start' – and the interface of thumbnail pictures for each letter ensures that a child will be eager to start clicking. Narrated definitions and entertaining animations, together with inviting links mean that this is a program with lasting play value.

Behind the fun, the educational benefits are enormous – word recognition, the beginnings of an understanding of alphabetic sequencing, the concept of opposites and a whole host of new words. As usual in a Dorling Kindersley Activity Pack, the added value is present in books, stickers and a card game.

For older children, Dorling Kindersley is the choice again, with the *Children's Dictionary* for 7-12-year-olds. This is a substantial work, with 14,500 headwords and 45,000 definitions – as always, though, there are plenty of illustrations, sound effects and animations to help things along. Using the Word Machine, it's easy to find words, and browsing is a pleasure with Word for the Day and Random, a word selector. For more fun and, incidentally, educational value, there are three word games which will give spelling a boost.

There is still a distinct lack of encyclopedias produced especially for children. At present, **Kingfisher**'s *Children's Micropedia* is a reasonable choice for the 7-12 age range. This is based on the *Kingfisher Children's Encyclopedia*, so the content is good. However, it has missed an opportunity to exploit the full potential of multimedia and the result is somewhat dull.

Look out for the forthcoming *Children's Encyclopedia* from **Dorling Kindersley**, due for release in September – the previews look very promising indeed.

For older children, at the top end of primary school and into secondary school, there should be no problem using the great variety of standard reference programs. **Microsoft**'s *Encarta* has yet to be bettered, with the 97 version localised for British interest, spelling and pronunciation. The *Encarta World Atlas* is also worth considering, as a work of reference and a help to geography.

● *See the feature on children's software in the* ***Focus on*** *section of this month's cover CD-ROM.*

Choosing Best Buys in the face of this wealth of excellent software has proved to be a difficult task. We were looking for programs that are immediately appealing, yet have staying power, fun and educational value, as well as being good value for money. For younger children, the program that best measured up to our stringent requirements was Pingu, which kept a three-year-old still for an hour at a time – no mean feat.

For older children, the award goes to The Logical Adventure of the Zoombinis and again, this is in the face of stiff competition from other good packages. The Zoombinis wins because it is great fun and educational in the broadest possible terms – far more than mathematics will be learned from this program. It should last a long while, and there are activities to do away from the computer.

Not surprisingly, there are plenty of packages that are recommended for children's education and fun. Thoroughly recommended for younger children is Dr Seuss's Green Eggs and Ham from Living Books – while 'just' a story, it is entirely captivating, with some good games, and it lays down the foundation for early reading and computer skills.

For slightly older children, an Activity Pack from Dorling Kindersley would make a wonderful present – especially if you pick the pack according to the child's interests. Without exception, the programs are enticing to use, educational in varying degrees and they come with the added interest of books, stickers and other activities such as card games.

Sheila Hill ▶

Children's software packages compared

Program	Publisher	Telephone no	Age range	Processor	Format	RAM	Requires sound	Runs under	Price £	Star rating
Amazing Animals	Dorling Kindersley	0171 753 3488	5-9	486DX	CD	8Mb	●	Win 3.1/95	29.99	4
Animals of Farthing Wood	BBC Multimedia	01483 268888	7-11	486DX2	CD	8Mb	●	Win 3.1/95	29.99	4
Bailey's Book House	Iona Software	0181 296 9454	2-6	286	CD/floppy	640Kb	●	DOS/Win	19.95	3
Book Workshop	Iona Software	0181 296 9454	8+	486SX	CD	4Mb	optional	Win 3.1/95	19.95	4
Castle Explorer	Dorling Kindersley	0171 753 3488	8+	486DX	CD	8Mb	●	Win 3.1/95	29.99	4
Children's Dictionary	Dorling Kindersley	0171 753 3488	7-12	486SX	CD	8Mb	●	Win 3.1/95	29.99	5
CreataCard Plus	Micrografx	0345 089372	all ages	386DX	CD	8Mb	❍	Win 3.1/95	29	4
Creative Writer 2	Microsoft	0345 002000	8+	386SX	CD	4Mb	❍	Win 3.1/95	29.99	4
Dr Seuss's ABC	Living Books	01429 520250	3-7	386SX	CD	4Mb	●	Win 3.1/95	29.99	4
Earth Quest	Dorling Kindersley	0171 753 3488	8+	486DX	CD	8Mb	●	Win 3.1/95	29.99	5
Eyewitness Encyclopedia of Science	Dorling Kindersley	0171 753 3488	8+	486DX	CD	8Mb	●	Win 3.1/95	39.99	4
Fun School Fairyland	Europress	01625 859333	4-7	486DX4	CD	8Mb	●	Win 3.1/95	29.99	3
Fun School Magicland	Europress	01625 859333	6-9	486DX4	CD	8Mb	●	Win 3.1/95	29.99	3
Green Eggs & Ham	Living Books	01429 520250	3-7	486SX	CD	8Mb	●	Win 3.1/95	29.99	5
Harry & the Haunted House	Living Books	01429 520250	3-8	486SX	CD	8Mb	●	Win 3.1/95	29.99	5
Jolly Post Office	Dorling Kindersley	0171 753 3488	4-8	486DX	CD	8Mb	●	Win 3.1/95	24.99	3
Learning in Toyland	Ablac	01626 332233	3-7	486DX	CD	8Mb	●	Win 3.1/95	29.99	4
Little Monster at School	Living Books	01429 520250	3-7	486SX	CD	8Mb	●	Win 3.1/95	29.99	4
Logical Adventure of the Zoombinis	Broderbund	01429 855000	8-12	486DX	CD	8Mb	●	Win 3.1/95	25	5
Macbeth	BBC Education	01937 541001	11+	486SX	CD	4Mb	●	Win 3.1/95	88.12	4
Magic School Bus explores the Human Body	Microsoft	0345 002000	6-10	486SX	CD	4Mb	●	Win 3.1/95	29.99	4
Magic School Bus explores the Ocean	Microsoft	0345 002000	6-10	486SX	CD	4Mb	●	Win 3.1/95	29.99	4
Midsummer Night's Dream	BBC Education	01937 541001	11+	486SX	CD	4Mb	●	Win 3.1/95	88.12	4
MusicAce	Guildsoft	01752 895100	9-12	386SX	CD/floppy	8Mb	●	Win 3.1/95	37	4
My First Incredible, Amazing Dictionary	Dorling Kindersley	0171 753 3488	3-7	386SX	CD	4Mb	●	Win 3.1/95	29.99	5
My First Amazing World Explorer	Dorling Kindersley	0171 753 3488	4-9	486SX	CD	4Mb	●	Win 3.1/95	29.99	5
Noddy	BBC Multimedia	01483 268888	3-6	486DX2	CD	8Mb	●	Win 3.1/95	29.99	4
Orly's Draw a Story	Broderbund	01429 855000	5-11	486DX	CD	8Mb	●	Win 3.1/95	29.99	4
Pingu	BBC Multimedia	01483 268888	3-6	486DX2	CD	8Mb	●	Win 3.1/95	24.99	5
Plus for Kids	Microsoft	0345 002000	3-12	486DX	CD	8Mb	●	Win 95	14.99	4
Romeo and Juliet	BBC Education	01937 541001	11+	486SX	CD	4Mb	●	Win 3.1/95	88.12	4
Sammy's Science House	Iona Software	0181 296 9454	2-10	386SX	CD/floppy	640Kb	●	DOS/Win	19.95	4
Test your Child – English	10 out of 10 Software	0113 239 4627	various	386SX	CD	8Mb	❍	Win 3.1/95	14.99	3
Test your Child – Maths	10 out of 10 Software	0113 239 4627	various	386SX	CD	8Mb	❍	Win 3.1/95	14.99	2
Test your Child – Science	10 out of 10 Software	0113 239 4627	various	386SX	CD	8Mb	❍	Win 3.1/95	14.99	2
Thinkin' Things	Iona Software	0181 296 9454	4-8	286	CD/floppy	640Kb	●	DOS/Win	19.95	2
Topsy & Tim at the Supermarket	Europress	01625 859333	4-7	486DX	CD	4Mb	●	Win 3.1/95	19.99	3
Topsy & Tim go to School	Europress	01625 859333	4-7	486DX	CD	4Mb	●	Win 3.1/95	19.99	3
Virtual Reality – Bird	Dorling Kindersley	0171 753 3488	7+	486SX	CD	8Mb	●	Win 3.1/95	29.99	4
Virtual Reality – Cat	Dorling Kindersley	0171 753 3488	7+	486SX	CD	8Mb	●	Win 3.1/95	29.99	4
Wallace and Gromit Fun Pack	BBC Multimedia	01483 268888	7+	486DX2	CD	8Mb	●	Win 3.1/95	19.99	4
Where in the World is Carmen SanDiego?	Broderbund	01429 855000	9+	486DX	CD	8Mb	●	Win 3.1/95	25	4

● = Yes ❍ = No

Note: all prices include VAT