



Middle School Connections: Math & Science

Designed specifically to meet the needs of middle schools, this kit brings the latest developments in learning technology to your classroom. It provides engaging materials that help integrate technology into your curriculum in ways that are meaningful and motivating to students.

The kit's software programs take students on adventures from the labs of the greatest inventors in history, across the solar system, and into the mathematical underpinnings of bicycle racing. The software combines exciting simulations with real-world math and science problems. The Student Desktop Tools software provides the presentation, productivity, and reference tools for students to conduct research and present their work.



Math Software

Data Explorer v1.0, Sunburst Communications

Students begin by forming questions into a survey, then collect and organize data, and display data using 11 different types of customizable graphs. They learn to choose and build tools to help them analyze the data and make predictions.

Math at Work Series: Gearing Up v1.0, Cord Communications

Before the race, students use geometry to build a bicycle course. They then calculate and select gear ratios for the team's bike. Students can race against the computer, or on a network against each other. On-screen help is provided by experienced cyclists, bike mechanics, and civil engineers.

Mighty Math: Astro Algebra v1.0, Edmark

Designed specifically for middle schools, this software introduces and reinforces algebra and pre-algebra concepts such as variables, inverse operations, and equivalent expressions. Each student becomes captain of a spaceship with algebra-related missions to complete, helping make the connection between concrete and abstract math concepts.

Mighty Math: Cosmic Geometry v1.0, Edmark

Students visit Planet Geometry, where polyhedral characters guide them through geometry concepts such as surface area, volume, 2D and 3D coordinates, and construction. Problems automatically increase in difficulty as students progress through the program.

An Odyssey of Discovery: CampOS Math v1.0, Pierian Spring Software

This software helps students explore fractions and number theory. Using 3D interactive devices, students compare and reduce fractions, explore the relationship between numerator and denominator, and define and classify real numbers.

PrimeTime Math Stakeout! v1.0, Tom Snyder Productions

Students observe an exciting story of detectives investigating a rash of burglaries at local comic book stores. They work together to solve math problems posed by the story. Topics include mean values, percentages, and ranges; using statistics to establish patterns; and charts and tables.

Science Software

BioLab: Frog v3.0, Pierian Spring Software

Students participate in a simulated frog dissection, viewing and removing organs. They use text, microscopic pictures, and videos to learn more about the locations, structure, and function of the frog's organs.

Everything Weather, The Weather Channel and Sunburst Communications

Multimedia elements present weather concepts and climate data for cities around the world. Students receive detailed information on weather patterns such as hurricanes, thunderstorms, tornadoes, winter storms, and clouds.

A Field Trip to the Sky v1.0, Sunburst Communications

Students travel to the nine planets, the moon, and the sun. Each celestial body includes a field guide with pictures and details, including chemical composition, orbit, rotation, and even historical observations. A solar system game is also included.



**InventorLabs Technology v1.0,
Houghton Mifflin Interactive**

Bring your students into the laboratories of James Watt, Alexander Graham Bell, and Thomas Edison, where they can examine the objects in the labs, meet the inventors, and perform experiments related to their inventions.

**An Odyssey of Discovery: Science v1.0,
Pierian Spring Software**

Students explore a science building with activities in life science, physical science, and earth and space science. These activities develop students' reasoning and problem-solving skills while building confidence and enthusiasm for science.

**Rainforest Researchers v1.0,
Tom Snyder Productions**

Working in teams, students collaborate in an engaging multimedia field trip deep into the rain forest. They take on the roles of an ecologist, an ethnobotanist, a taxonomist, and a chemist as they complete two challenging assignments that involve rain forest plants.

**Science Court: Work & Simple Machines v1.0,
Tom Snyder Productions**

Students participate in a courtroom drama involving the definitions of work, simple machines, and mechanical advantage. They learn to review facts, perform experiments, and make predictions about what will happen next in the trial.

The Ultimate Human Body v2.0, DK Multimedia

Students can study human body systems in 3-D, watch animations that illustrate organ functions, zoom in on different body parts, and see videos of activities such as DNA replication and blood circulation.

**Student Desktop
Tools Software**

AppleWorks v5.0, Apple Computer

AppleWorks combines word processing, database, spreadsheet, graphics, presentation, and telecommunications software in one efficient environment. Students can even create documents that combine these document types—for example, a report that contains text, graphics, and charts made from information in a spreadsheet. (Included in kits ordered with an iMac computer or bundled with AppleWorks.)

**TimeLiner Collection v4.0,
Tom Snyder Productions**

TimeLiner helps students create and modify different kinds of timelines. It can chronicle broad topics, such as historical events and geological formations, or examine milestones in students' lives with daily, weekly, and yearlong timelines. It includes 17 collections of timelines on topics such as American history, science and technology, and world history.

Home Page v3.0, FileMaker

Home Page lets your students create dynamic web pages and whole web sites—with ease. Students use familiar tools and commands to format text and graphics and create links between pages. It also offers advanced features such as frames, libraries, and the ability to edit HTML source code.

HyperStudio v3.1, Roger Wagner Publishing

Your students can use this multimedia authoring software to create projects and presentations that include text, pictures, movies, animation, and sound. They can import and edit graphics and QuickTime movies and create links to Internet sites without using a browser.

**Grolier Multimedia Encyclopedia 1998,
Mindcape**

Put the combined resources of a 21-volume encyclopedia with the impact of video and animation at your students' fingertips. Includes search tools that allow students to explore pictures, video clips, sounds, interactive timelines, maps, and speeches.

Microsoft Bookshelf '98, Microsoft

Provides encyclopedias, dictionaries, quotations, a thesaurus, an almanac, a chronology, an atlas, a post office directory, and a directory of Internet sites. These resources include a wide variety of images and text that students can copy and paste into their own projects.

Teacher Support Materials

This kit includes separate teacher's guides for math and science. Each guide includes tips on getting started, classroom management strategies, and home-school connections, and six comprehensive student projects for each subject area, which are mapped to curriculum standards. Software user's guides and teacher's guides are included. Also includes the *Out of the Box and Onto the 'Net* booklet.

Staff Development

Apple offers training kits, workshops, and planning guides to help schools create and implement technology staff development. For more information, call 1-800-800-APPL (2775).

Ordering Information

Middle School Connections:

Math & Science Kit
T2136LL/B **\$200**

Kit with Student Desktop Tools Kit
B3830LL/A **\$275**

Kit with AppleWorks
(Includes Student Desktop Tools Kit)
B3617LL/F **\$300**

Kit with an iMac computer
(For institutions only; includes Student Desktop Tools Kit)
B3909LL/B **\$1,274**

Note: Kits can be purchased only with a computer.

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