

**Examples of Software Titles  
that May Be Incorporated into Selected Curricular Themes**

<b>How Software Can Be Used</b>	<b>Software Containing Relevant Activities</b>
<p>1. To supplement a curricular theme</p> <ul style="list-style-type: none"> <li>• animals</li> <li>• farm</li> <li>• dinosaurs</li> <li>• people and places</li> <li>• families</li> </ul>	<p><i>Amazing Animals, Animal Habitats, Let's Explore the Zoo, Putt Putt Saves the Zoo, The Rodeo, Switch Basics</i></p> <p><i>Big Job, Forever Growing Garden, Let's Explore the Farm, Old MacDonald's Farm</i></p> <p><i>Dinosaur Days, Dinosaur Explorers, Dinosaur in the Garden, Dinosaur Kids, Talking First Dinosaur Reader</i></p> <p><i>ArtSpace, Richard Scary's Busytown, How Things Work in Busytown, My First Amazing World Explorer</i></p> <p><i>Amanda's Stories, Arthur's Birthday, Berenstain Bears Get in A Fight, Just Me and My...(Mom, Dad), Just Grandma) and Me</i></p>
<p>2. To support concepts or develop skills</p> <ul style="list-style-type: none"> <li>• literacy</li> <li>• math</li> <li>• science</li> <li>• creativity</li> </ul>	<p><i>A to Zap!, A Day at Play, Bailey's Book House, Circletime Tales, Dr. Seuss's ABC's, My First Incredible Amazing Dictionary</i></p> <p><i>James Discovers Math, Millie's Math House, Nick Jr.—Math Play, Thinkin Things</i></p> <p><i>The Backyard, Bug Explorer, How Many Bugs in a Box, Ozzie's World, Sammy's Science House, Zurk's Learning Safari</i></p> <p><i>Amazing Writing Machine; ArtSpace; Blocks in Motion; Crayola Make a Masterpiece; Disney's Magic Artist; Gryphon Bricks; Gus and the Cyberbugs Sing, Play, and Paint A-Long; Jump Start Artist; Kid Pix Deluxe; Kid Works Deluxe; Look What I See; Disney's Magic Artist</i></p>
<p>3. To help children understand other cultures</p>	<p><i>The Magic Tales Interactive Storybooks Collections I and II (folk tales of Russian, Japanese, African, Irish, Italian, and Native American origin); Many Lands, Many Playgrounds; My First Amazing World Explorer</i></p>
<p>4. To allow children to explore characters and situations in favorite books</p>	<p><i>Arthur's Teacher Troubles, Green Eggs and Ham, Harry and the Haunted House, If You Give a Mouse A Cookie, Stellaluna</i></p>
<p>5. To allow children to play favorite games</p>	<p><i>CandyLand, Mr. Potato Head, Playschool Puzzles</i></p>

Used with permission. Early Childhood Emergent Literacy Technology Project. Center for Best Practices in Early Childhood. © 1997.