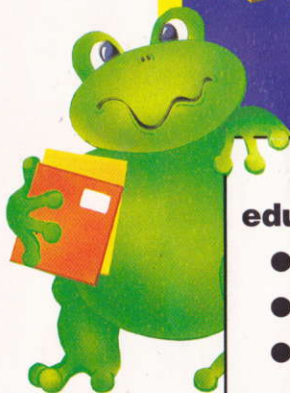
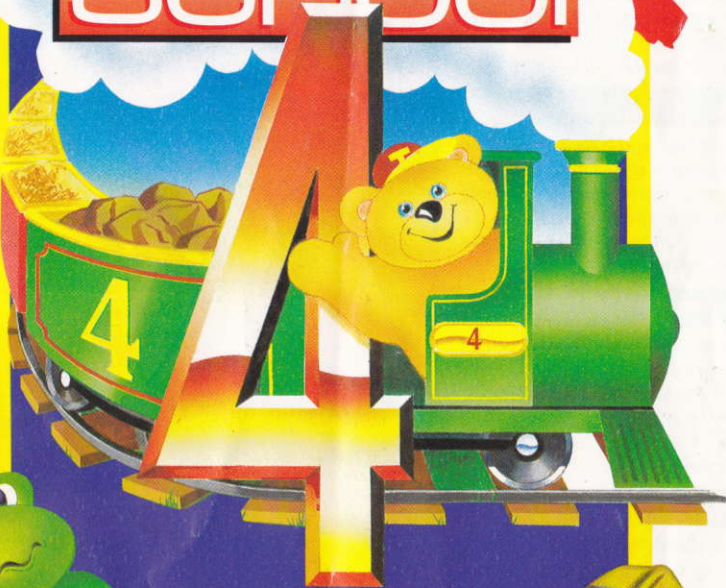


Help your child to a brighter future –
with the best in educational software

fun school



**A brand new suite of
educational programs for:**

- Amiga
- Spectrum
- IBM PC
- Commodore 64
- Atari ST
- Amstrad CPC



Teddy Paint

Create pictures with circles, triangles, squares, and a variety of objects designed to help children create playground, picnic and seaside scenes. Children will be amazed by the results that they obtain.

House and Garden

Develop a clear understanding of the names of many colours along with various parts of a house. Difficulty is gradually stepped up: Level two asks you: "What colour is the fence?" and level three: "Paint the roof red".

Addition

Count the dolls, cars, balls and more to send teddies out to play. On higher levels children are introduced to simple addition, and on the top level only the numbers are shown to stretch even the brightest children.

Teddy's Books

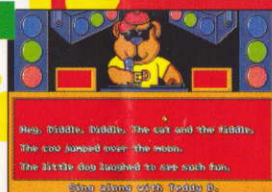
Which book is Daddy Ted reading? Press the number of the book that's missing on the shelf to send a teddy to sleep. On the higher levels more than one book is missing, and the book numbers are out of order.

Fun Train

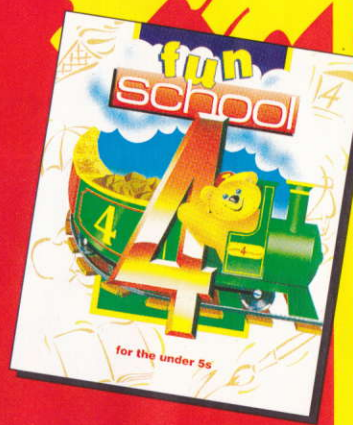
Develop a simple reading vocabulary with the help of a tooting train. On the lowest level children learn to match pictures while on higher levels children must match the word on one card with its picture on the second card.

Teddy D's Karaoke

Sing along to eight popular nursery rhymes. On level two children use the keyboard to tap out the rhythms of tunes. Level three introduces keyboard skills as children have to press certain keys to keep tunes playing.



Give your child a head start



For under 5s

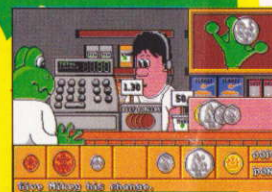
Fun School 4 for under 5s has been developed to provide an ideal introduction for pre-school children to many aspects of the National Curriculum. Six very colourful and easy-to-use programs will stimulate your children while they learn. This completely new suite of programs will encourage early reading and numerical skills as well as introducing the exciting world of computer art & music.

Conforms to the National Curriculum



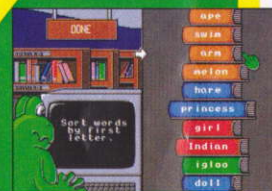
For 5 to 7 year olds

Fun School 4 for 5 to 7 year olds features Freddy the Frog in six hilarious brand new episodes of educational fun and games. Educational software now reaches new heights with programs tackling unique concepts in educational programming – such as the opposites program for developing vocabulary and a money program featuring coins and giving change.



Shopkeeper

Your children will have fun while learning the value of money and about adding and subtracting coins. They play the part of a shopkeeper selling goods and giving change to an assortment of cartoon customers.



Library

Rearrange the mixed-up books into alphabetical order in Freddy's library. Start with the initial letters of words and book titles, and then advance to filing favourite children's books according to their complete title or the author's name.



Opposites

Children learn new words by matching opposites. They start with simple three- and four-letter words and later progress onto more difficult words, which expand their vocabularies. Examples: Hot/cold, left/right, reduce/increase.



Typing

This fascinating early typing tutor introduces single letters of the keyboard and then progresses onto groups of letters, sets of words and ultimately onto sentences with punctuation. Type quickly to out-pace the crocodile.



Log Cabin

A highly entertaining maths program in which children must solve sums to help Freddy build his cabin. Early levels start with addition, while higher levels progress to subtraction, multiplication (up to 12 times 12) and division.



Basketball

Work out number and letter series in the gym! Early levels test simple alphabetical knowledge. Question: M N O P ? Answer: Q. Higher levels tackle number multiples. Question: 3, 6, 9, 12 ? Answer: 15.

Desert Dates

Learn the dates of important historical events by cracking open the pyramid's stones. As they progress, children will pin-point each incident in history to its century (Levels 1 & 2), decade (Level 3) and ultimately its precise year (Level 4).



Spy Quiz

Test your child's spelling, maths skills, science, geography and general knowledge with this amusing trivia quiz with multiple choice answers. *Water is made up of oxygen and... sulphur, hydrogen, carbon, helium, nitrogen?*



Proportions

Familiarises children with fractions, decimals and percentages. *What proportion of spies are wearing hats? 10%, 20%, 30%, 50%?* On level 3 there are up to 30 objects on screen, and the proportion type is fixed by the program.



Exchange Rates

Introduces children to a number of European Monetary units. On the lowest level, they are encouraged to convert pounds sterling into foreign currencies. On the top level children compare relative values in different currencies.



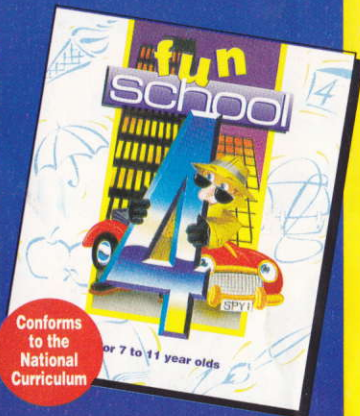
Timetable

A unique maths program which, in lower levels, requires the use of addition and subtraction to identify Sammy's flight times. On higher levels, children must use a more complex series of sums to identify the correct flights.



Spy Travels

Zoom around the globe in a variety of vehicles. Early levels introduce oceans & continents. Children then seek out countries, rivers & cities to finally guide an aeroplane to cryptically-described locations: *"Go to where kangaroos live."*



For 7 to 11 year olds

Fun School 4 for 7 to 11 year olds introduces Sammy the Spy in six challenging and fascinating educational games. Each program has been carefully developed to help children progress within key stage two of the National Curriculum. Every program features hilarious animation & attention-grabbing sound and music. Help screens and clues in programs ensure that children can always deal with the questions and tasks involved. With such attention to detail it's no wonder Fun School has been described as *"the best home educational software there is!"*

europress
SOFTWARE

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