

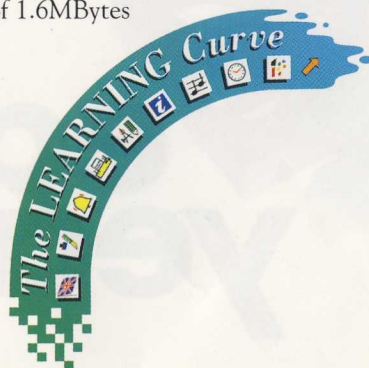
Acorn A3010

At the heart of the Early Years Pack is the 32-bit RISC-based Acorn A3010 computer. Part of the range of computers used in 9 out of every 10 UK schools, the Acorn A3010 is easy to use and very flexible.

The computer comes complete with a creative range of software applications to help your children improve their reading, writing and number skills as well as have fun exploring the world of computers.



- Powerful 32-bit ARM 250 processor
- Easy-to-use RISC OS 3 operating system
- Fast multi-tasking window system
- Comprehensive applications suite
- 2 MBytes of RAM
- 3.5" floppy drive giving storage on floppy disc of 1.6MBytes
- 2 Joystick ports
- Professional PC-style keyboard
- 3-button mouse
- TV interface including sound channel

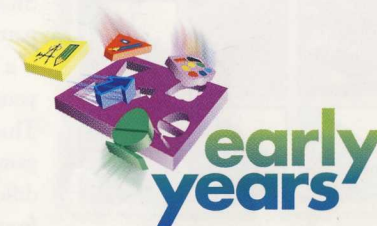


Early Years
(excluding monitor)

£499

including VAT

- Acorn A3010 32-bit computer with integral floppy disc drive
- 3-Button Mouse
- Talking StartWrite – word-processor
- Explore with Flossy the Frog
- A Mouse in Holland
- Doris the Dotty dog
- Amazing Maths
- Gemini
- Paint Pot



Acorn

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DESIGN BY ADVANTAGE, LONDON

Early Years

Gaining an advantage from the start



Acorn

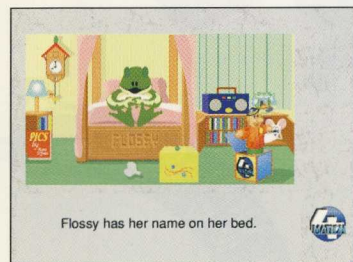
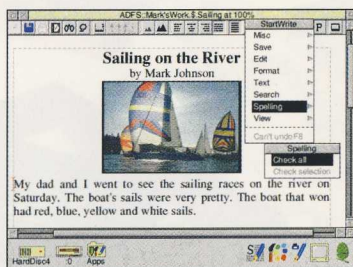


9 out of 10 schools use Acorn computers – what better recommendation can there be when choosing a system to help your child?

Now Acorn have worked closely with leading experts on educational software to design a pack especially for younger children. 'Early Years' features a range of programs that will help your child to develop literacy, numeracy and familiarity with computers at the same time as having lots of fun! 'Early Years' contains:

Talking StartWrite

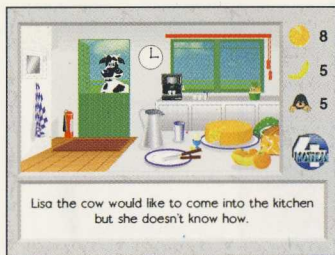
Help your child learn to write with this fully-featured, simple to use, word-processing package. Make the computer speak the words as they are typed to show that they have been typed correctly. It's also easy to 'drop' pictures into the text. Talking StartWrite is a versatile word-processor which can and will be used by all members of the family.



Explore with Flossy the Frog

Encourage your family to explore with Flossy the Frog, a graphical adventure where the user is in control of what happens.

The delightful pictures encourage questions, and the various objects in the pictures all have different effects and actions.



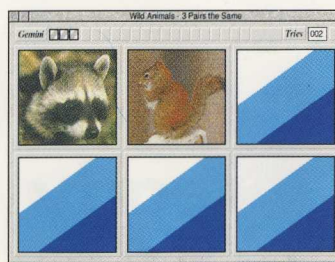
Mouse in Holland

In a similar vein to Flossy the Frog, Mouse in Holland allows a child to explore the life of Martin Mouse, who lives in a windmill. Scenes include a Dutch countryside, canalside Amsterdam and

an art gallery as well as inside the Windmill. The graphics positively encourage questions, and the different objects in the pictures all have different effects and actions.

Doris the Dotty Dog

Develop reading skills with the latest technology. This 'talking story' – with still pictures and animations – concerns Doris, a well intentioned pet dog who never does anything right until her eventual rehabilitation. This software can be used in several ways – by a parent with a child who is not yet reading, showing the individual words and seeing the animations – by a child on their own developing their reading vocabulary (individual words may be spoken if they are not known) – or by encouraging debate about why Doris did what she did, and what the family would have wanted her to do instead.



Gemini

Shape and pattern matching is a key skill for young children. This fun-to-use game contains many different card sets, from simple shapes to

photographic pictures with similarities, making it suitable for a range of ages.

Amazing Maths

Making maths fun is the best way to learn. Here you have to find your way through a maze while being posed arithmetic problems by the computer. The parent can decide the difficulty of the questions asked, both in terms of the numbers used and the operations (add, subtract, multiply and divide) that are available. Amazing Maths can be used to reinforce simple addition right through a whole range of numerical operations.



Paint Pot

Dipping into the paint pot you can learn how to use Acorn's painting program. The book (and accompanying disc) is written so that it can either be used by a parent encouraging their child, or by an older child who can read already. Simple examples of many of the facilities of Paint are given. Also included is a library of animals and sea creatures that can be used to build a jungle scene or an undersea picture.

Ideas for lots of projects using Paint are provided – and this keeps children fascinated for hours (and there is no risk of spilling paint on the settee!)

