

Tools For Critical Thinking

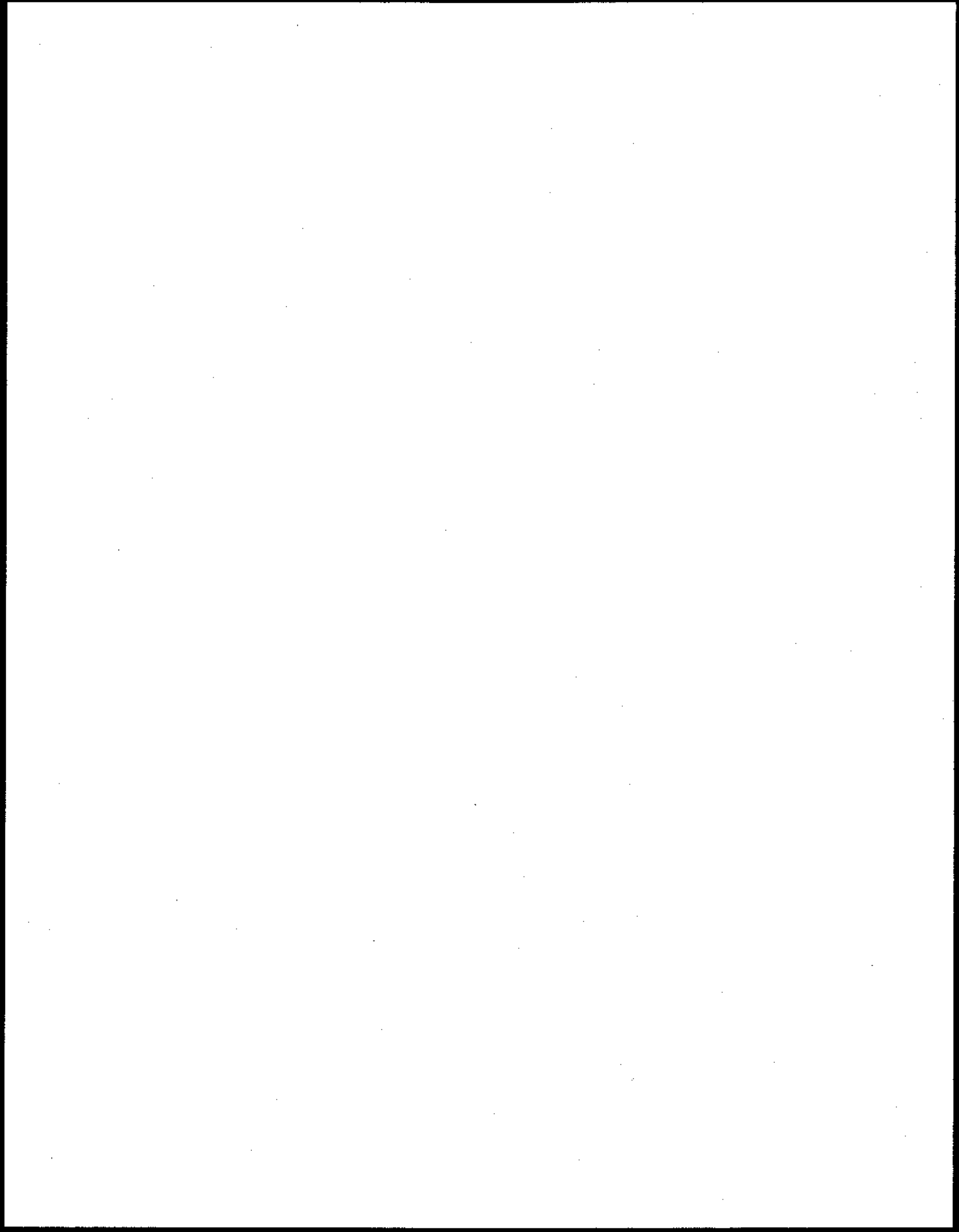
High Tech Center Training Unit

**Of the California Community Colleges at the
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Dr. Brain, The Lost Mind of (Win)

Publisher:

Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912-9850
(800) 757-7707
www.sierra.com

Retail Cost: \$ 39.95**System Requirements:**

IBM Compatible computer, 486SX/20 MHz CPU, CD-ROM drive, 1 MB hard drive space, 3 MB RAM free, Windows 3.1 compatible sound card, SVGA video board (256 colors © 640 X 480), audio speakers or headphones, mouse.

Description:

Users reconstruct Dr. Brain's mind that he lost in an experiment using seven different types of intelligence to solve ten puzzle areas. A section of his mind is restored when users complete a required number of puzzles in a specific area.

Recommended Uses:

This software, through a game format, will provide many different tasks for students with learning disabilities or head injuries. It is designed to help students develop strategies in the following areas: Verbal/Linguistic, Logical/Mathematical, Visual/Spatial, Bodily/Kinesthetic, Musical, Interpersonal Communications, and Intrapersonal Communications.

Basic Use:

1. Double-click on the Dr. Brain icon to start the program. If you do not wish to see the introductory credits, just click the mouse button once to advance to the next level.
2. You will be presented with the screen to start a new game or to restore a game you started previously. Choosing a new game will lead you to an introductory cartoon that explains the situation and introduces the characters. To start a new game, click on the **New Game** page then enter your name by clicking on the letters. To continue a previous game, click on the **Restore** page, then select your name.
3. If you selected New Game, follow the introduction to learn how to play.

Notes:

Encarta '97 Deluxe (win)

Publisher:

Microsoft Corporation (Headquarters)
One Microsoft Way
Redmond, WA 98052-6399
(800) 426-9400
www.microsoft.com

Retail Cost: \$ 69.95**System Requirements:**

- Multimedia PC or compatible with 486 DX 33 MHz or higher microprocessor, 8 Mb of RAM, 14 Mb of available hard disk space, double speed or faster CD-ROM drive, audio board, and SVGA display with 256 colors or higher.
- Microsoft Windows 3.1 or later
- MS-DOS 3.1 or later
- Microsoft Mouse or compatible pointing device
- Headphones or speakers

Description:

Encarta 95 is an interactive multimedia encyclopedia with thousands articles. It includes audio clips, and high-resolution graphics and videos.

Recommended Uses:

Encarta 95 can be used as a research tool to write reports.

Basic Use:

1. To start Encarta, double-click the Microsoft Encarta icon. Three quick tours are available from the startup screen: World of Encarta, Getting Around, and Research and Reports.
2. Click on the Overview title to learn about Encarta and how to navigate.

Notes:

Encarta now comes in two versions: Encarta and Encarta Deluxe which is a two CD set. Monthly updates can be obtained through the Internet on a subscription basis.

Escape from the Logic Spiders (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 65.00

System Requirements:

The program requires Windows 3.0 or greater, a 14 inch VGA monitor, 1 **MB** RAM. Also available for Macintosh.

Description:

Using classical logic challenges, the program asks the user use logical deduction in choosing a correct conclusion. The user is trapped in a spider-infested maze. In order to exit, the user must answer a logic challenge presented each time a spider is encountered. Failure to make the appropriate logical deduction causes the spider to make an impenetrable web so that exit in that passage is blocked, and the user must seek another escape route. Too many errors result in the user being trapped with no exit.

After a successful solution the user may choose to play the game of Zot, a game of estimation. The game presents itself with a hungry frog sitting in the middle of a circle; a fly buzzes in and settles at the perimeter of an oval. The user must identify the reference point (out of 360 degrees) on which the bee has landed. After the numeric data has been entered, the frog's tongue zips out in a straight line. If the number is within 3 degrees of the fly's position, the frog eats the fly.

Recommended Uses:

The program provides an effortless way to explore understanding of logical connectives. Numerous skills are required in order to play this "game": deductive reasoning, strategy planning, applied logic, analysis of alternatives, spatial reasoning, conditional reasoning, reading comprehension.

Basic Use:

1. Double click on the **Escape From the Logic Spiders** icon.
2. Decide on the exit path to take in order to escape.
3. Use the arrow keys to move the red ball to the exit.
4. Answer the logic challenge presented as a spider is encountered.

5. If an error occurs, the program presents an explanation for the logical deduction which is required.
6. From the error screen it is possible to click on the **Question** button and return to re-analyze the logical challenge.
7. Successfully complete the maze!

Notes:

Get Me Out of Here (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 65.00

System Requirements:

Requires MS Windows 3.0+, VGA 14 inch color monitor, 2 MB RAM. Also available for Macintosh.

Description:

This program provides higher order thinking adventures at two ability levels: **A1** for grades four through six, and **B1** for grades six through nine. In each adventure, students must find a way to get their vehicle out of town in the shortest possible time.

Tasks involve the use of critical reading, deductive reasoning and spatial awareness skills as students read assigned tasks, update an on-screen map with correct road conditions, plot an escape route, and enter their chosen directions and tasks onto a script screen. If the directions have been entered so that they are sequentially correct (e.g., taking into consideration road conditions, completing all assigned tasks, and occurring within the shortest time period), the game is won. If there is an error, students must re-examine their activity list, deduce which one or ones are wrong, restructure the task list, and try the list again.

Recommended Uses:

Recommended for persons needing practice in sequential activities. The tasks are simple, but the need for exact order is uppermost. Students are also required to practice reading comprehension, map reading, directionality, classifying, spatial reasoning, organizational skills, figural analysis and evaluating alternatives. Activities appear appropriate for adult use, even at the lower levels, and have a real-life "feel" to them.

Basic Use:

1. Double click on the **Get Me Out of Here!** icon.
2. Select a game to play from the windowed list by highlighting a game title and tapping the **Enter** key, or double click on the title of the game to be played.

3. Click on the **Read Me First** option on the menu bar and select **Game Information**.
4. Read this menu option which includes all the instructions for this particular game.
5. Make notes, plan strategies, think of options, and when the plan of escape has been determined, click on the **Write Instructions** button and proceed to enter Travel Directions (N, E, W or S), street name, and/or places of tasks.
6. When all the instructions have been entered, click on the **Run** button.
7. If the directions are correct, the game is won.
8. If the directions are incorrect, evaluate, modify and re-select the **Run** button.
9. A game may be saved at any time.

Notes:

Hot Dog Stand (Mac)

Publisher:

Sunburst Communications
101 Castleton Street
Pleasantville, NY 10570-0100
(800) 321-7511
www.nysunburst.com

Retail Cost: \$59.95**System Requirements:**

Macintosh

Description:

Hot Dog Stand is a simulation that utilizes the computers unique ability to randomly generate problems and events. It is designed to motivate students to become actively involved in developing a wide variety of mathematical and practical skills. The simulation requires planning and record-keeping, as well as judgments based on computational skills, to make as much money as possible while managing a hot dog stand at a series of football games.

Recommended Uses:

In the course of the simulation, the student must buy, price, and sell varying quantities of hot dogs, sodas, and potato chips. A great many variables -- including weather, type of game, the related crowd size, product quality, product price, and "money in the bank" -- influence the realistic decisions that ultimately affect each student's success with the program.

The random generation of variables assures that a student -- or group of students -- can use the same program over and over again.

Basic Use:

1. Open the Hot Dog Stand folder in the Math Tools folder and double click on the Hot Dog Stand icon to start the program.
2. Click on the **Description** button for an explanation of your task. Read the information in each window. It is not necessary to take notes at this point as this information is available at all times from the Simulation Menu in the menu bar.
3. Follow the on-screen directions to make your order for the upcoming game. When you have completed your order, click on the **Set Price** button to decide how much to charge for each item. Enter the prices, then click on the **Open Stand** button to begin selling. After you see your sales, click on **continue** to do it all again for the next game. You may

not have enough time to play an entire game at one sitting so choose
Save from the **File** menu to save your set for later.

4. Scan the curriculum for classroom use starting on page 4 of the manual
for ideas on how to use the program with a group.

Notes:

In the Neighborhood(Mac)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 119.00

System Requirements:

The program requires system 6.7 or greater and 1 MB RAM

Description:

This program is designed to foster mental computational skills, problem solving, logical thinking, and probability skills. A player is presented with three numbers. Applying the appropriate operators in a two-part solution will result in a sum which is displayed on a game board. The trick to the solution is that several possible sums are displayed on the game board, and the player is to go for the one which is touching the most squares in order to receive the most points.

There are two disks in the series, one for fundamental operations and one for elementary algebraic expressions. The games may be played independently or in groups.

Recommended Uses:

This program would be useful for students needing to work in fundamental operations and elementary algebraic expressions. Many variables within the program can be controlled, making it useful across many ability levels.

Basic Use:

1. Double click on the **Neighborhood** icon.
2. Click advertising screen away.
3. Click on **Play Game**.
4. Click OK to select **Human versus Computer**.
5. Enter name and click OK.
6. Select **Yes** to **Limit Operations**,
7. Select one operator to make learning to use the program easier and click OK.
8. From the **Number Signs** window click on **Positive** and then click OK.
9. Click on OK for **No** point advantage.
10. From the **Game Size** window, click on **Quick** and then OK.
11. Click on No more changes.

12. Click **OK** to begin play.

Notes:

Make a note of the strategies and thinking activities used to solve a game.

Incredible Machine v.3.0 (Mac CD-ROM)

Publisher:

Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912
(800) 757-7707

Retail Cost: \$49.00**System Requirements:**

For the Mac: at least a 68030 processor with System 7.0 or greater; 8MB RAM; at least a 13 inch color monitor and a 2x CD-ROM drive, although a 4x is preferred.

Description:

The Incredible Machine, V.3.0, is part of a series of software which is used in schools across the country to teach higher level thinking skills, including creative problem solving. The initial task is for the user to solve a hierarchy of puzzles. These puzzle require the creative use of tools to complete the stated puzzle goal (e.g. make toast). The user must observe the tools provided for the task, and then must sequence the use of these tools to perform the task. Once students are familiar with solving problems, it is suggested that they move on to creating puzzles of their own.

Recommended Uses:

The problem-solving portion of the program **is** recommended for students needing to work on divergent thinking activities, and the puzzle-creating level is recommended for students needing practice in convergent thinking skills. All levels require critical thinking skills to plot the appropriate sequence of activities.

Basic Use:

For basic introductory use, work at the tutorial level.

Notes:

Inspiration (Win/Mac)

Publisher:

Inspiration Software Inc.
7412 SW Beaverton Hillsdale Highway
Suite 102
Portland, OR 97225
(800) 877-4292, (503) 245-9011, (503) 246-4292 (FAX)
www.inspiration.com

Educational Cost: \$89.00**System Requirements:**

Macintosh Plus and above; at least two 800k floppy disks, one SuperDrive, or one hard disk; and Apple Macintosh System 4.2 or higher. Version 4.0 for the PC works in Windows 3.x or Windows 95.

Description:

Inspiration is an application that assists users to express thoughts effectively by integrating easy-to-use diagramming and outlining. Concepts entered can be viewed as a chart or as text by easily switching from one view to the other.

Inspiration is based on the visual creativity concepts of mind-mapping and clustering. Mind-mapping comes from the work of Tony Buzan and his book, *Use Both Sides of Your Brain*. Mind-mapping is used for memory retention, note taking, and creative thinking. Clustering is a creative writing technique presented by Dr. Gabriele Rico in her book, *Writing the Natural Way*. Clustering is non-linear, visual and has a free form style that assists the user in associating thoughts and reducing the barriers to creative thinking.

Recommended Uses:

Inspiration can be used for brainstorming and creating a visual representation (diagrams, charts and plans) of thoughts through the use of symbols that hold each concept and associated linking ideas. In text, the same concepts and ideas can be represented through outline topic levels. The program design allows for easy organizing, rearranging, prioritizing and adding of details, which enable the user to create a dynamic document.

Basic Use:

The following activity will take the user through initial steps of creating a visual outline.

Main Idea and Sub-Categories

enter: The Role of Pets
click on; an arrow in the shape palette
type: a source of income
click on: The Role of Pets
click on: an arrow in the shape palette
type: provides company

To Do Rapid Fire

press: enter (from the keypad)
type: for children
press: enter
type: for the sick
press: enter
type: for the elderly
press: enter

To Create Different Shapes

click on: provides company
click on a shape from shape palette

To Delete Links

click on: arrow from Role of Pets to Source of Income
press: delete key

To Draw Links

select: The Role of Pets
position pointer on diamond-shaped handles at the top
click and drag the link to the Source of Income symbol
(to delete link, select it and delete)

To Edit Diagram or Outline

click and drag items anywhere

Adding Text to Link

type: As mentioned in the news

To Change Text Font and Style

select: text in any box
go to: the FORMAT menu
select: FONT
select: font choice

For Rushwriting

select: any shape
double click: upper left corner rectangle, write notes

To View on One Page

from VIEW menu: choose "fit to window"

To See in Outline Format

from VIEW menu: choose outline

To Print on One Page

choose from FILE menu

Notes:

The most recent version of Inspiration will export files in html format. If the user has Inspiration 4.0, the most recent update is downloadable from the Inspiration Web site. (www.inspiration.com/updatewin.html)

Memory Challenge (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 60.00**System Requirements:**

The program requires Windows 3.0 or greater, a 14 inch VGA monitor, and 1 MB RAM. Available for Macintosh.

Description:

This program provides a hierarchy of easy-to-use activities for strengthening basic visual-memory skills. Each activity features a grid in which brightly colored shapes are displayed for a set length of time. The grid disappears and the user must reproduce the patterns originally viewed. A major element of the program is its distracter setting. The basic task of reproducing after seeing may be delayed by a user selected distracter.

The following settings can be adjusted by the user: the size of the grid, the number, type, and color of objects, the delay between seeing the pattern and reproducing it, and whether to have a distracter. The program displays grids of 2, 4, 6, or 9 squares in which 109 target objects are displayed.

Recommended Uses:

The numerous features which can be user-configured make this program an easily customizable tool. Additionally there is a broad range of lessons in the program. This program provides an excellent environment for teaching/practicing visualization strategies for improved visual memory.

Basic Use:

1. Double click on the **Memory Challenge icon**.
2. Go to the main menu and from the **Help** menu select **Contents**.
3. Read the **Quick Start section**.
4. Go to the **Set Up** menu and select **Game Set Up**.
5. Set easy parameters and then begin the game
6. From the **File** menu select **New Game** if game is not won. This option generates games at the currently selected level.
7. From the **Game** menu select **Next Level** when current level is mastered.

Notes:

Mind Benders (Mac)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 60.00**System Requirements:**

The program requires system 6.7 or greater and 1 MB RAM

Description:

This program is designed to challenge deductive reasoning skills. Students are asked to comprehend and organize sets of clues and reach logical conclusions. Some of the clues are direct, some are indirect. The program provides on-screen charts which allow students to organize information received from clues. A detailed solution is provided for every problem. Mind benders comes in three different levels: A1, grade two to adult level; **B1**, grade six to adult level; and C1, grade eight to adult level. There is an additional disk of activities for levels A1 and **B1**. After a solution, the user can choose to play a distracter game: fire a fish out of a cannon so that he eats up all the worms.

Recommended Uses:

Any student needing or wishing to practice deductive thinking activities will find ample practice material in these programs.

Because deductive thinking skills are fundamental to learning and thinking, refined or improved deductive thinking skills may improve students' abilities in reading comprehension, math, writing, and science, as well as possibly enhancing test performance.

Basic Use:

1. Double click on the **Mind Benders** icon.
2. Take the initial tutorial by clicking the mouse pointer on the top item in the selection list in order to understand the simple tasks necessary to use the program.
3. Begin working with a **Mind Bender** selection.
4. Think.

Notes:

Be as objective as possible and note the strategies and mental tasks used to solve these logic questions.

New Programs for Review (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

System Requirements:

Windows 3.1 or 95

Description:

We have received the following products for review and possible purchase. Your task is to evaluate the programs and, as a group decide which ones, (any or all) that you would purchase. Each costs 65.00.

The Programs:

Editor in Chief: Grammar Disasters and Punctuation Faux Pas
Levels A1, B1, C1.

Math Blockout: Elementary Algebra

Math Blockout: Fundamental Operations

Think Ahead: Figural and Numeric Problem Solving and Memory Skills

Notes:

Oregon Trail II (Macintosh/ Windows)

Publisher:

MECC
6160 Summit Drive North
Minneapolis, MN 55430-4003
Telephone (612) 569-1678

Retail Cost: \$49.95**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 5 MB RAM (8 MB recommended), System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner, QuickTime and 12 MB of hard disk space. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is highly recommended that no other programs be running while using Oregon Trail.

Description:

The Oregon Trail provides the user with a complete simulation of cross country wagon travel to California or Oregon in the mid to late 1800's. The program is highly interactive and allows for selection of year, month and place of departure, number and age of party members, traveling supplies, profession of travelers, special skills, type of wagon, type of draft animals, destination and size of the wagon train.

These variables are used to influence the incidents, outcomes and options which occur during travel. Every travel experience is different. Travelers must consult with other members of the wagon train, study the traveler's guide, monitor supply levels, family health and the local surroundings in order to make key decisions as the wagon moves West. There are rivers to ford, mountains to climb, storms to endure, supplies to be purchased, deserts to cross, heat, cold, dust, disease and accidents to overcome.

The program incorporates many video clips and images of sites along the Oregon Trail which are integrated into the overall simulation. Extensive help and advice is always available from other members of the wagon train, maps which record progress and the Traveler's Guide. There are options for controlling the pace of the simulation, music and sound effects. An on-line glossary of terms is also included.

Recommended Uses:

As well as providing an excellent supplement to courses in American History, this CD is an excellent resource for teaching students to gather and evaluate **information, track multiple variables, plan, problem solve, work effectively in teams and integrate new information.**

Basic Use:

1. Load the CD into the player.
2. Double click the Oregon Trail disc icon
3. From the open Oregon Trail window, drag the Oregon Trail folder to the hard drive.
4. Open the Oregon Trail folder
5. Double click on Oregon Trail program icon to launch the application.
6. Click anywhere to stop the introduction.
7. Click on the New Game button to begin.
8. Assemble your party, buy supplies, get advice, head West.

Interface Design:

In order to provide the user with an engaging simulation experience, the program incorporates:

- high resolution "virtual towns, forts and shops" which can be walked through with mouse clicks;
- people in towns and forts who can be spoken with;
- QuickTime movies and images of sites along the route;
- a "moving map" which illustrates daily progress;
- a selection of on-screen buttons for checking inventory, health, trading, hunting, gathering, turning and emptying the wagon.

The wagon, its people, contents and surroundings are the means through which the user makes decisions, explores and interacts with the journey.

Once the journey has begun, events and experiences along the way are influenced to greater and lesser degrees by dozens of variables; some shaped by the users choices of load, departure date, traveling experience, supplies, animals, skills and route and others by random chance. Traveling at too fast a pace without rest and adequate food, for example, will lower morale and lead to sickness and social discontent. Leaving too early or too late can produce its own sets of problems. As problems arise, a variety of option buttons appear on screen. Some buttons allow for gathering more information, some for taking various actions and others for doing nothing or waiting.

The overall interface design is icon based and supported by extensive on-line help.

Content Type:

Resource Simulation Basic Skills
Curriculum **Game**

Export Features:

Text Graphics

Notes:

Overall, one of the best and most convincing simulations around. An entire cycle takes two to three hours to complete. The experience of crossing the western frontier in a covered wagon is quit convincing. You will find yourself dreading river crossings, looking forward to reaching the next outpost or fort, keeping a close eye on your family's health and an even closer eye on your supplies.

Organizing Thinking (Mac/Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$50.00**System Requirements:**

Software which will work with graphics files: Freehand, Canvas, Paintbrush etc.

Description:

Organizing Thinking is a book with accompanying software. Although designed for intermediate grades, the book has useful activities which can be modified for instructional tasks for college students. **Organizing Thinking, Book II**, comes with software chart masters. The charts are designed for use in thinking activities, and because the majority of the charts are designed to be filled-in, their content application is open-ended.

Recommended Uses:

The software chart masters and numerous thinking charts designed for Xeroxing offer a simple way to expand to one's instructional activities.

A very useful section on personal problem solving is included (begin p. 295). Many of the chart structures can be replicated with **Inspiration** software.

Notes:

Book Title:

Organizing Thinking , Book II, by Sandra Parks and Howard Black, Critical Thinking Press & Software, Pacific Grove, CA. 1990.

Roller Dog (Mac)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 60.00

System Requirements:

Macintosh requires system 6.7 or greater; 677K disk space; 1MB RAM.

Description:

Roller Dog displays views of a dog or a car so that the top, bottom, front, back, and sides of the depicted figure appear as sides of a six-sided cube. The object of the game is to rotate the figure from the starting cube to a target cube and end up with a view that matches the target cube. The minimum number of moves required is listed, and the player's goal is to match that number. The program also states if the target path through the grid of squares crosses itself. The number of squares in the game grid is user-set (from 3x3 to 6x5), depending on spatial complexity desired. Additionally, five game levels are available.

After a successful solution the user may choose to play the game of Zot, a *game* of estimation. The game presents itself with a hungry frog sitting in the middle of a circle; a fly buzzes in and settles at the perimeter of an oval. The user must identify the reference point (out of 360 degrees) on which the bee has landed. After the numeric data has been entered, the frog's tongue zips out in a straight line. If the number is within 3 degrees of the fly's position, the frog eats the fly.

Recommended Uses:

This is recommended for persons desiring to work on visual spatial skills and analytic skills. Developing strategies for understanding rotational placement might be seen as a pre-math activity. Group or pairs work requiring verbalization of rotational positions would be useful. The alternate activity, the estimation game of Zot, is a simple but powerful tool for practicing visual approximation.

Basic Use:

1. Double click on the Roller Dog icon.
2. Click on the **Instructions** menu and read the instructions.

3. Click on the **Game** menu and select **Show Solution** in order to understand the nature of the game.
4. Click on the **Game** menu again and select the **easiest** game.
5. Practice this game to understand the pattern of cube rotation.
6. Go back to the Game menu and select the **easy** game.

Notes:

An interesting attribute of the Zot game is that there are occasional confuser problems which test the user's perceptions. An example: an obvious quadrant placement of 270 degrees (the 9 o'clock position) does not have the regular sound effects. If the user persists and continues to input correct data, a verbal announcement of success **is** heard. These did not seem to be "bugs" in the program, but rather were unexpected re-inforcers of individual certainty of perception.

SkillsBank 4 (win)

Publisher:

Skills Bank Corporation
Park View Center 1
7104 Ambassador Road
Baltimore, MD 21244
(800) 451-5726
www.skillsbank.com

Retail Cost: \$1,245.00**System Requirements:**

Skills Bank 4 will work in Windows 3.1, Windows 95, NT; purchasable as a single-user CD, 5-user lab pack, or as a network version (50-user or unlimited in one building).

Description:

Skills Bank 4 is an all-new version of the basic SkillsBank 3 program. The activities are the same, but the format is different. The program now comes on CD ROM only. Critical thinking strands are incorporated throughout each subject area. The 200 plus topics are contained in 19 subject areas. The program comes contains these basic content areas: reading, language, writing, basic mathematics, intermediate mathematics, and information skills.

Recommended Uses:

Skills Bank software is useful for any student needing a brief, basic tutorial review in major basic skills areas. This new version comes with a complement of in-depth activities which can be purchased. There are two Practice series and a MathCheck starter kit currently available.

Major Components:

Diagnostic and prescriptive pre-tests
Basic skills lessons
Quizzes
Thinking skill lessons

New Features

- Voice and sound guide students through lessons and provide an extra modality for learning
- Lessons on Internet fundamentals are included.
- Mathematics activities have been revised and there are 40 new activities.

- Purchasable Language Practice Series provides 22 add-on lessons with open-ended interactive practice on all concepts in SkillsBank Language Series.
- Purchasable Computation Practice Series features 24 add-on lessons with randomly generated problems in an open-ended interactive setting.
- Enhanced teacher reports
- Purchasable mathematics worksheet generator (MathCheck) which offers add-on libraries of additional math content.

Notes:

Pricing:

Single User Set (Basic Skills)	\$1245.00
5-User Lab Pack	\$2490.00
50-User Net Site	\$4980.00
Unlimited Net Site	\$7470.00

Target Math (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$65.00**System Requirements:**

The program requires Windows 3.0 or later, a 14 inch VGA monitor and 2 MB RAM. Also available for the Macintosh.

Description:

Target Math is designed to foster critical thinking in mathematics. The game format of the program requires students to perform mental math manipulations, problems solving, logical thinking, deductive reasoning, and probability estimation. The goal of each game is to complete the unknown number sentence before all the darts disappear from the screen.

The game may be used in individual or group instruction. Students can select from four levels of play: two in fundamental operations and two in elementary algebraic expressions.

After a successful solution the user may choose to play the game of Zot, a game of estimation. The game presents itself with a hungry frog sitting in the middle of a circle; a fly buzzes in and settles at the perimeter of an oval. The user must identify the reference point (out of 360 degrees) on which the bee has landed. After the numeric data has been entered, the frog's tongue zips out in a straight line. If the number is within 3 degrees of the fly's position, the frog eats the fly.

Recommended Uses:

The game is useful across a wide spectrum of abilities. If the computer generated activities are too advanced, problems can be entered manually. The low reading requirements of the program make it useful for students with reading disabilities or English as a second language (ESL).

Basic Use:

1. Double click on the Target Math icon.
2. From the Setup menu, select Play Against Computer and Interger 1.
3. Begin play by clicking on a number or operator.

4. In order to enter number sentences manually, from the Setup menu select Play Against Person.

Notes:

Keep track of the strategies used to solve the problems. Having access to a calculator may also facilitate play.

Thinkanalogy Puzzles (Mac)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 60.00**System Requirements:**

Macintosh version requires 6.7 or greater, 1 MB RAM; also available for DOS

Description:

Thinkanalogy Puzzles is designed to help students build vocabulary, improve reading comprehension, and develop critical thinking and test-taking skills. The program comes in three ability levels: **A1** for grades 3-6, **B1** for grades 4-7, and **C1** for grades 7-adult ability. It is suggested that students will benefit from working at beginning levels before working in the higher levels.

Recommended Uses:

Recommended for persons wanting to work on vocabulary development as well as for persons wishing to have practice working with analogies. Because many times more than one word is a possible fit for analogy completion, the student is asked to carefully consider all nuances of the initial analogy before making a selection. Additionally, because definitions are always accessible, students are not necessarily limited by their own vocabulary weaknesses. Students are asked to identify the analogy type, making this software program excellent drill for students to come to understand the basic forms analogies take: e.g., is part of, is result of, is synonym, is antonym, etc.

Basic Use:

1. Double click on the **Thinkanalogy** icon.
2. Select a level (1-16).
3. Select a pair of words by clicking on a tile.
4. Select the best matching pair of words by clicking on its tile.
5. Select the analogy type from the **Classification** button.
6. Click the OK button. If the analogy is not correct, or perhaps only misclassified, the user is prompted to answer again.
7. When a tile is highlighted, clicking the **Definitions** button will display a brief definition of each word of the pair.

Notes:

VizAbility (Mac)

Publisher:

PWS Publishing Company
Thomson Publishing
7625 Empire Drive
Florence, KY 41042
(606) 525-2230 or (800) 347-7707
www.pws.com

Retail Cost: \$ 59.95

System Requirements:

For Mac: at least a 33Mhz 68030 processor; system 7.0.1; 8 Mb RAM; 256 colors and a double speed CD-ROM drive. Also available for Windows 3.1: at least a 486DX processor with 8 Mb RAM; VGA/256 Colors; 2x CD-ROM and Windows-supported sound card.

Description:

VizAbility is a unique CD-ROM-based adult software program designed to teach/enhance/stimulate visual thinking. The program incorporates activities which stimulate the underlying processes of visual thinking. A number of tasks complement the High Tech Center's existing selection of visual-perceptual critical thinking software.

Recommended Uses:

This program is recommended for anyone wanting to improve visual thinking skills. Two components of the program, **Seeing** and **Imagining**, would be of benefit to students who have completed other visual thinking skills activities (**Roller Dog** or parts of **The Lost Mind of Dr. Brain**).

Basic Use:

1. Double click on the **VizAbility** icon.
2. Click on **Seeing**. Explore:
 - Eye Tracking
 - Hidden Pictures
 - Attributes
 - Seeing Objects
3. Click on **Imagining**. Explore:
 - Transformations
 - Block Builder

Notes:

What's My Logic (Win)

Publisher:

Critical Thinking Press & Software
P.O. Box 448
Pacific Grove, CA 93950
(800) 458-4849
(408) 393-3277 (FAX)

Retail Cost: \$ 65.00

System Requirements:

Windows version requires MS Windows 3.0+, 14 inch VGA monitor, 1 MB RAM; Macintosh version available.

Description:

This software presents mind-stretching figural and verbal games that enhance reasoning. The activities are intended to teach fundamental rules of logic to students of all abilities. For each game, the computer allows only moves that follow a specific rule of logic. Students must use deductive and inductive reasoning to determine the correct path from start to goal with as few wrong moves as possible. Then the student **is** to identify the logical rule which he or she used.

Recommended Uses:

The program is recommended for any student needing support in logical thinking skills or visual perceptual activities. The four basic logic rules (Conjunction; Negation; Inclusive Or; and, Exclusive Or) are always listed at the bottom of the screen so that the user is reminded of the possible patterns to look for: e.g., it is only possible to move to objects that do not have the same size.

Basic Use:

1. Double click on the **What's My Logic** icon.
2. Select the **Instructions** button from the main menu.
3. Read the instructions.
4. Go to the **Game** menu on the menu bar and select **Main** menu.
5. Select **Play Game**.
6. Select game parameters.
7. Start the game.
8. Move the blinking highlight through the cells. The computer controls which ways the highlight can move.
9. Deduce what rule the computer is using so that a path can be successfully made to the **Goal**.

10. Once the Goal has been reached, the user is questioned if he or she is ready to identify the rule the computer is using. Click the **Yes** button, and then click on the rule at the bottom which states the

Intermediate Use:

20 min. demo. Three hours with program.

Advanced Use:

1-1 1/2 day training. Eight hours with program.

Notes:

Writer's Helper (win)

Publisher:

Prentice Hall
P.O. Box 11071
Des Moines, IA 50336-1071
(800) 842-2958
www.prenhall.com

Retail Cost: \$135.00**System Requirements:**

Writer's Helper will run in Window 3.x or Windows 95 computers.

Description:

Writer's Helper is a collection of programs to help writers find and creatively organize ideas, put ideas in writing and evaluate what has been written. Writer's Helper offers an approach to introducing word processing as a tool for writing and language arts to a beginner. Writer's Helper allows students to create a file, save the file to disk and then load it into another word processing program for editing or formatting changes. Then the student may re-enter Writer's Helper with the file to use the revising tools.

Recommended Uses:

This program is useful for all students needing assistance in developing writing skills. A number of state colleges use the program in remedial English classes.

For students with learning disabilities, the program provides structured ways to work on very specific components of the writing process. The program provides activities which:

1. Desensitize students to the writing process and writer's block (free-writing activities).
2. Improve and expand upon a student's creative writing skills and to help a student develop ideas.
3. Develop strategies and practice categorization and organizational skills (trees).
4. Improve spelling strategies through categorization of spelling rules (trees).
5. Improve comprehension of a passage by categorizing information (trees).
6. Develop strategies for distinguishing similarities and differences (comparing and contrasting).
7. Improve analytical skills by viewing information from both sides of the issue (debating an issue).

8. Develop writing skills and strategies for creative writing (five paragraph theme).

The files created by Writer's Helper are designed to be compatible with several word processing programs including WordPerfect. Because the files are compatible with a major word processor, a student may create the germ of the document with Writer's Helper, and write the paper in a supportive writing environment (word processor, on-line spell check, and thesaurus). The student can return to Writer's Helper to run the rough draft of the essay or report through the revising tools. The student then does final editing of the document in a standard word processor.

Basic Use:

This menu driven program is easy to use, and on-screen prompts and context sensitive help are always available. The student moves a highlighted bar across the Main Menu Line to select PreWriting Tools or Revising Tools. A new menu appears across the menu line. From this menu the student chooses the particular activity desired (e.g., Find, Explore, or Organize in PreWriting Tools; Structure, Audience, Checks in Revising Tools). A drop-down menu appears under each topic. Because each program screen is well-labeled, users always know what task they are working on.

Intermediate Use:

Writer's Helper is a set of tools to use with the prewriting and revising components of the writing process. If the Notepad function of the program is used, its dedicated word processor will allow a student to create an entire document in Writer's Helper. PreWriting Tools are designed to help the writer Find a subject, Explore a subject, and Organize information about a subject. The Revising Tools are divided into three categories of analysis: Structure, which proofreads the document; Audience, which evaluates the document in light of the intended audience, and Checks which searches for word errors.

Prewriting Tools:

FIND Tool

1. Starters
2. Idea Wheel
3. Associations
4. Questioner
5. Lists
6. Brainstorms

EXPLORE Tool

1. Crazy Contrasts
2. Three Ways of Seeing
3. Audience
4. Random Revelations
5. Connections
6. Teacher

ORGANIZE Tool

1. Trees
List eight items related to topic.
2. Debating an Issue
List three statements supporting topic position.
3. Structure Guide
This important feature provides outline structure for nine different types of academic reports:
 - a. Biology
 - b. Chemistry
 - c. Clinical Psychology
 - d. Economics
 - e. Education
 - f. History
 - g. Physics
 - h. Scientific
 - i. Sociology
4. Goals
Add two purpose statements to stimulus list given.
5. Compare/Contrast
Compare a similar, more familiar object or subject and list three ways in which they are similar.
6. Outline
Provides a simple outline utility.
7. Develop a Paragraph
This tool leads the writer through the development of a descriptive or argumentative paragraph. An example of the prompts which precede the tasks for student writing is listed below. From this example, a student can observe and infer the nature of paragraph structure. The student is then asked to state an assertion about a topic and then must write four sentences of proof to support the assertion. This Develop a Paragraph exercise is a powerful tool because students are prompted through a process of learning about and understanding the structure of paragraphs.
8. Five Paragraph Theme

This unit leads students through the construction of a five paragraph theme. Because the form of an essay depends on the purpose of the writer, students must first select an appropriate purpose for the essay from a selection of five choices: Describe, Compare, Show how ... has changed over time, Describe the job or function of.... , and describe the importance of.... In this exercise, students are asked to type a word or phrase naming the intended audience of the paper, then to write three sentences which support the purpose (written for a friendly or negative audience) of the document. These sentences can later be expanded to three paragraphs which are the inner body of a five paragraph theme.

Revising Tools

STRUCTURE Tool

This tool has nine different checks:

1. Outline Document
2. Paragraph Coherence
3. Paragraph Development
4. List by Sentence
5. Sentence Lengths
6. Category Match
7. Subordinate Clauses
8. Word Frequencies
9. Structure Summary

AUDIENCE Tool

This tool has eight checks:

1. Readability Index
2. Diction Level
3. Transitions
4. Prepositions
5. References
6. "To be" Verbs
7. Sweet or Stuffy

(Based on the results of five analyses, this is an informal evaluation of strengths and weaknesses of writing)

8. Audience Summary

CHECKS Tool

This component has three checks:

1. Usage
2. Homonyms

3. Gender

Notes: