Apple Learning Series

3–6 Curriculum

Key Features

High-quality software

- Provides an outstanding collection of educator-evaluated 3–6 curriculum software
- Offers multimedia-rich software for all subject areas
- Provides an engaging and motivating learning environment

Online projects and resources

- Includes student projects that provide models for integrating software into the curriculum
- Offers a theme-based approach supporting cross-curriculum and collaborative learning
- Provides real-world, project-based learning opportunities
- Includes step-by-step instructions that guide students in completing tasks

Curriculum standards

- Provides correlations for all student projects and software to select state and national curriculum standards
- Features a dynamic tool to make it easy to search by state, grade range, curriculum area, and topic

Professional development

- Includes an online course that you can use when and where it's convenient
- Demonstrates how to get started with the software
- Provides examples of how to use the software in your classroom
- Introduces comprehensive resources available with this product

Apple technologies

- Provides suggestions for using tools such as Sherlock, iMovie, and AppleWorks that come with select Apple computers
- Offers collaboration with other educators through discussion forums and the ability to post sample student projects
- Includes automatic membership in the Apple Learning Interchange

With the multimedia-rich software collection included in the Apple Learning Series 3–6 Curriculum kit, students can create their own maps, learn to use a spreadsheet, explore electrical principles, explore a rainforest, use onscreen math manipulatives, understand word problems, practice vocabulary and spelling, create interactive stories, and even get to know Ben Franklin.

Student projects provide exemplary models of technology integration, using the latest in educational technologies. The projects utilize a collaborative, project-based, and interdisciplinary approach that offers exciting new challenges for your upper elementary students—such as building an interactive math mystery game, recording the history of communities in America, creating a class government, developing a virtual labyrinth, and designing a lighthouse. The projects include information on assessment, home-school connections, and technology management strategies.

In a project, for example, students use What's the Big Idea, Ben Franklin? to explore electrical principles, apply what they learn in the construction of virtual electrical circuits using Thinkin' Science Series: Zap!, and then write and tell stories about their circuits from the point of view of electrons traveling in them.

This product provides an outstanding collection of educator-evaluated software along with a comprehensive website that includes model student projects, step-by-step instructions, an online professional development course, and a tool that correlates the software and projects to select state and national standards.

Featured Software

Language Arts

Carmen Sandiego Word Detective, The Learning Company
With this engaging program, students solve word challenges to stop Carmen from turning all words into gibberish. To solve some of the challenges, students select adjacent letters to spell out words, spell words that are said aloud, and return words and punctuation to their correct locations within a story. The program allows teachers to create customized lists of spelling words and to track student progress.

Imagination Express Destination: Time Trip, USA, Edmark
This program allows students to create interactive stories using scenes from six different time periods: 1640, 1776, 1865, 1929, 1945, and today. In their stories, students can combine animated stickers of people and objects with text they enter on the screen, narration and other sounds that they record, and prerecorded sounds. In addition to stories, students can use the program to create items such as postcards and newspapers. The options available can be customized according to the needs of the students.

Math

Math Mysteries: Whole Numbers, Tom Snyder Productions
Part of the Math Mysteries series, this title includes two CDs, both of which have students join the passengers and crew on a cruise ship to solve math word problems. With the Whole Class CD, the teacher introduces specific math skills and the students collaborate to identify the problems, collect information, and solve the problems. Then on their own or in pairs, students use the Mystery CD to practice and reinforce skills in solving word problems. The CDs cover basic operations and single and multistep problems.

Mighty Math Calculating Crew, Edmark
The "crew" in this innovative math program consists of four superheroes who challenge students with math problems in multiplication, division, number lines, fractions, money, and 3D geometry. Activities such as Superhero Superstore and Dr. Gee's 3D Lab feature onscreen manipulatives to help students understand the underlying math concepts. The difficulty level and activity topic can be adjusted with the program's Grow Slides component.

The Cruncher, Knowledge Adventure
The Cruncher teaches students how to use spreadsheets and graphs by having them solve problems and apply mathematical concepts to real-life situations. The results can be displayed with graphs and charts and annotated with sound effects and animated illustrations. The program also includes a Show feature, which explains, step by step, how The Cruncher solves the specific formula; projects that allow students to use The Cruncher to solve interesting, real-world problems; and tutorials.

Science

A Field Trip to the Rainforest Deluxe, Sunburst Technology
With this program, students travel through the rainforests of South America, Africa, and Southeast Asia, learning about the plants, animals, and people who live in these areas, as well as the status of rainforest resources and current and future preservation efforts. Students can consult a comprehensive field guide for more information on these topics, take notes and add pictures using the program's journal feature, and play a rainforest trivia game.

Thinkin' Science Series: Zap!, Edmark
Students explore light, sound, and electricity in Zap!, part of the Thinkin' Science series of educational software. In this engaging CD, as they prepare to produce a concert, students explore three learning environments: Laser Lab, where they experiment with light and color; the ElectroLoft, where they experiment with circuit building and repair; and the SoundWave Studio, where they learn about sounds and their waveforms. Students learn more about the topics covered with the "Sci-Clopedia" and take their own notes with the Notebook feature. The program's Grow Slides feature lets teachers set the topics to be covered and the level of difficulty.

Social Studies and Reference

MapMaker's Toolkit, Tom Snyder Productions
Mapmaker's Toolkit is a versatile program for creating maps to use in the classroom. The CD includes more than 450 current and historical maps that can be used as they are or customized to change the features displayed, add color and text, and mark different elements such as transportation, population, crops, and weather. The maps can be printed in different sizes (including as a poster), presented electronically with the slide show feature, or posted publicly on the Internet.

What's the Big Idea, Ben Franklin?, Scholastic
Based on the award-winning book of the same name, this engaging and humor-filled CD presents Ben Franklin in his different roles as writer, printer, scientist, inventor, diplomat, and founding father. Students can either watch and hear each chapter in a video format, or read and hear each chapter in a more detailed text format. Games for each chapter help students reinforce what they learn. The CD includes audiovisual "side trips," a glossary, and a Teacher's Resource room with assignments, bulletin boards with ideas for displaying student work, and challenges.

World Book 2001, World Book
This two-CD set combines the text and illustrations of the *World Book Encyclopedia* with the impact of video, sound, animation, and Internet resources. Students can easily access specific information with the program's search tools and use the highlighting and sticky notes features to keep track of what they find. Includes an atlas, a dictionary, a Homework Wizard to help students with assignments such as reports and timelines, and Internet links to additional resources and updated information.

Web-Based Resources

3–6 Curriculum web-based resources include getting started information, 12 student projects, step-by-step instructions, tutorials, project templates, curriculum standards correlations, an online professional development course, discussion forums, links to resources on the Apple Learning Interchange, and more.

Step-by-Step Instructions

A collection of step-by-step instructions is included that will guide students in completing software-related tasks. These instructions are designed to help students get up to speed quickly with the software and work independently. For example, a step-by-step card is included that walks students through making an e-book with Imagination Express Destination: Time Trip, USA.

Curriculum Standards

The software and student projects have been correlated to select state curriculum and national standards. By selecting a grade range, curriculum, and topic area, educators can easily locate projects and software that will help their students master important curriculum and technology standards.

Professional Development

An online professional development course is included, providing a head start in using the software, examples of how to use the software in the classroom, and other resources available through the web-based materials. This flexible course enables educators to join the course at any time and do their work when and where it is convenient.

Many of the Apple Learning Professional Development courses are based on Apple Classrooms of Tomorrow (ACOT) research covering the effective use of technology in the classroom. In addition to the online courses featured in Apple Learning Series products, Apple offers a variety of onsite, leader-led workshops.

System Requirements

- An Apple computer with a PowerPC G3 processor or better
- Mac OS 8.1 or later
- QuickTime 4.0 or later
- 32MB of RAM
- A CD or DVD drive
- An Internet connection
- Sound input device (microphone)

To access the online materials, you also need Netscape Navigator 4.X or Microsoft Internet Explorer 4.X with a 20MB memory partition and cookies enabled. Some proxy servers and firewalls may interfere with access to Apple Learning Series online resource materials.

Check with your system administrator if you experience difficulty accessing the information you need.

Ordering Information

3–6 Curriculum

M8298LL/A	With Apple computer purchase	**$99**
B5480LL/A	Without Apple computer purchase	**$199**

For More Information

For more information about Apple Learning Series products, visit www.apple.com/education/learningseries. To find out where to buy Apple products—through a reseller or from the Apple Store—visit www.apple.com/education/store, or call 800-800-2775 for more information.

Apple

1 Infinite Loop
Cupertino, CA 95014
408-996-1010
www.apple.com

May 2001 L14034A