

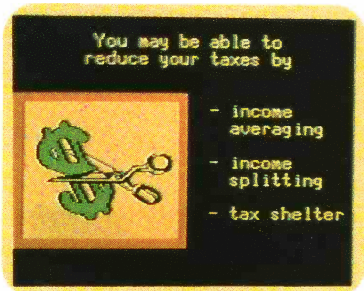
DORSETT COURSEWARE

Educational Systems, Inc.

COURSEWARE FOR TRS
80 COLOR, IBM PC Jr.,
AND APPLE COMPUTERS

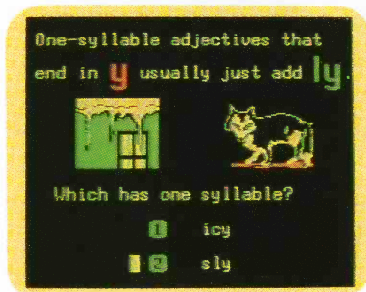
CAT. 85-86

Educational Software Catalog For TRS 80 Color, Apple and IBM PC Jr. Computers



- Nearly 500 programs for TRS 80 Color, Apple and IBM PC Jr. computers.
- Our total library features over 1,000 programs.
- Computer assisted learning for classroom or individual use.

- Audio and visual content designed to heighten interest.
- Programs include Kindergarten through Grade 12 as well as university level, technical and adult educational courseware.



- Tried and proven educational methods.
- Programs allow user to proceed only when the correct answer is typed in or selected.



Dealer inquiries welcome

DORSETT

Educational Systems, Inc.

P.O. Box 1226, Norman, OK 73070

TOLL FREE 1-800-654-3871

IN OKLAHOMA, CALL (405) 288-2301



Letter from Dorsett Educational Systems

We're excited! Why? Because we can offer you the largest selection of quality educational programs for use with computers on the market today! Programs that appeal to the student just entering school as well as the working adult. Of course, most programs in this catalog can be used in schools, but we believe your quest for knowledge does not end when you leave school. So when you wish to continue your education you will find a subject of interest from Dorsett Educational Systems, whether it's a refresher course in Algebra or Spelling, or a first-time excursion into the works of Shakespeare. Our years of experience, our top-notch, well-qualified staff guarantee you that the programs you buy from Dorsett will meet your expectations. We believe that once you see the diverse and in-depth programs we have to offer, you will decide to use Dorsett Educational Systems to help in your self-development and teaching activities. We are confident you will find our programs an invaluable educational tool.

Sincerely,



Loyd Dorsett
President, Dorsett Educational Systems, Inc.

DORSETT EDUCATIONAL SYSTEMS, INC. **General Information**

Dorsett Teaching Systems

Our lives have been profoundly affected by technology, yet, until recently, technology has made a limited contribution to actual instruction. With the development of the microcomputer new opportunities for learning exist, opportunities to which Dorsett Educational Systems, a leader in interactive audiovisual learning technology since 1957, has devoted its efforts. These efforts have led Dorsett to design and produce quality educational systems that meet both the cost-effective and instructional-effective needs of the market. Systems developed by Dorsett include the "Talk & Teach" series for Atari, the "Talk/Tutor" series for Radio Shack, and the "Talk/Tutor" series for Apple, as well as other programs Dorsett has marketed exclusively for several years.

General Information Section

Over 1,000 Tutorial Programs Offered

Dorsett has assembled the most extensive library of CAI (Computer Assisted Instruction) available from one source today. And the library continues to grow. Currently, 64 courses of 16 chapter-long programs each (1,024 programs) are offered. There are nearly 500 programs available for TRS 80 Color and Apple, and 400 programs available for IBM PC Jr. Every course is designed to assist the exceptionally fast learner and to concentrate learning habits for the slow learner. Programs may also be used by individuals who wish to pursue knowledge in various fields of study.

How the Programs Work

An expert staff of researchers, writers, and programmers have prepared each program featuring easy-reading upper- and lower-case lettering, frequent graphics composed of special and regular characters and full-time audio narration by professional announcers. Each course is designed around the interactive learning principle: that is, a student is periodically asked to respond to a question in the program by selecting a multiple-choice answer as the lesson progresses. An incorrect response causes an audible "error" tone, while a correct response advances the visual image and the lesson continues. Each program takes about thirty minutes to complete; however, students may work at their own pace since comprehension is more important than speed.

Materials Needed

All programs listed are available for TRS 80 Color and Apple computers. For your Apple II, you will need the Dorsett M402 T/T plug-in board and M401 stereo cassette player, \$99.00. All peripherals must be disconnected before the program will load. All programs listed can be presented by PC Jr. except MA 1-16, ESL 1-16, V 1-16, MM 1-4, and MN 1-6. For the PC Jr. a cassette adapter cable and a good cassette recorder are required. A Radio Shack CCR-81 or CCR-82 is recommended.

(NOTE: Due to the synthetic method of generating color information on the Dorsett M400C cassettes, high resolution monitors such as the IBM PC Jr. monitor do not exhibit a full color presentation. Lower-resolution monitors like the Commodore do provide color from the PC Jr. An RF modulator feeding a signal into a standard color TV set also provides color display.

How to Order

A 16-program course comes as 8 cassettes containing 2 programs each. When ordering, specify which program(s) you want by indicating the catalog letters and number. For example, to receive one spelling cassette with two programs, order Sp 1-2. To receive the entire 16-program course, order Sp 1-16. Also specify the brand of your computer. Each cassette is \$8.80. A complete 16-program course is only \$59.90. Sixteen study booklets and 32 pre-post tests with overlay are \$15.95 for each series. Send check, money order or purchase order to Dorsett Educational Systems, Inc. or call us, toll free, at **1-800-654-3871** (in Oklahoma 405-288-2301). Prices do not include shipping or handling.

TRS-80 is a trademark of Radio Shack, A Tandy Corp.
Apple is a trademark of Apple Computer, Inc.
IBM PC Jr. is a trademark of IBM, Inc.

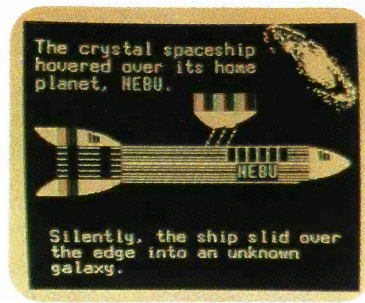
Dealer inquiries welcome.

LANGUAGE ARTS

The Language Arts Programs aid students in comprehension and development of communication skills. In the Reading Development series, each program introduces 20 to 30 new words in context, with definitions.

Reading Comprehension (2-4)

- Ab 1 The Story of Boo
- Ab 2 The Horse Gentler
- Ab 3 Edward P. McCabe: Pioneer
- Ab 4 Our Dog Skippy
- Ab 5 Egor, the Missing Boa
- Ab 6 The Girl Soldier/Trapped in a Mine
- Ab 7 Althea Gibson, Tennis Champ
- Ab 8 The Chickasaw Nation
- Ab 9 The Ghost of Raymond Hill
- Ab 10 The Train Set
- Ab 11 Sleep: The Body's Mystery
- Ab 12 The Buffalo Soldiers
- Ab 13 The Great Ostrich Race
- Ab 14 Basketball Magicians
- Ab 15 Lost Gold
- Ab 16 Grandma's World



All programs feature full-time audio narration.

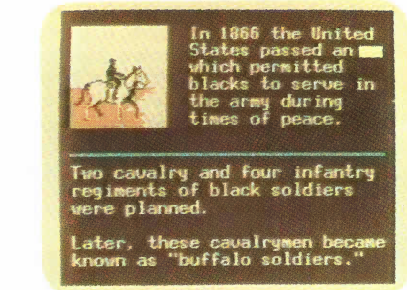
Reading Comprehension (6-8)

Great Classics

- Cl 1 Julius Caesar
- Cl 2 Macbeth
- Cl 3 Ivanhoe
- Cl 4 William Tell
- Cl 5 Mutiny on the Bounty
- Cl 6 A Tale of Two Cities
- Cl 7 Robinson Crusoe
- Cl 8 Last of the Mohicans
- Cl 9 Moby Dick
- Cl 10 David Copperfield
- Cl 11 Don Quixote
- Cl 12 The War of the Worlds
- Cl 13 The Three Musketeers
- Cl 14 20,000 Leagues Under the Sea
- Cl 15 The Red Badge of Courage
- Cl 16 Treasure Island

Programs are one-half hour in length—equivalent to a chapter of text or a one hour classroom lecture.

Proven learning-by-positive reinforcement method allows you to proceed quickly and smoothly through the programs by selecting or typing in the correct answer.



Reading Comprehension (4-6)

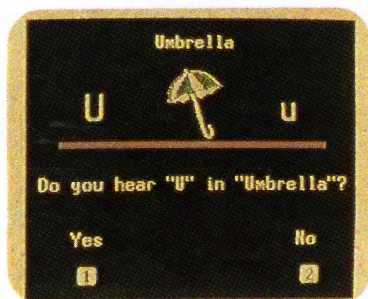
- Cd 1 Leah's House
- Cd 2 Sacajawea
- Cd 3 The Star Travellers
- Cd 4 Wyoming Journal
- Cd 5 The Deep Blue Caper
- Cd 6 Recovery
- Cd 7 Surfing
- Cd 8 Continental Drift
- Cd 9 Adventurer
- Cd 10 The Great One
- Cd 11 The Year of the Artist
- Cd 12 Aaron Burr
- Cd 13 The Heroic Age
- Cd 14 Civil War Soldier
- Cd 15 Jelly Roll
- Cd 16 The Inventor

LANGUAGE ARTS (continued)

Reading Development (K-1)

A beginning series to develop word attack skills.

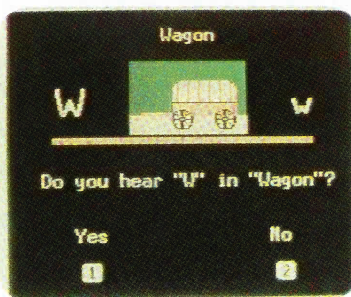
- T 1 ant, bat, cat, dog, elephant, etc.
Letters, sounds, vowels - Aa-Ee
- T 2 feather, girl, horse, Indian, jug, etc.
Letters, sounds, vowels - Ff-Jj
- T 3 kite, leaf, man, nurse, ox, etc.
Letters, sounds, vowels - Kk-Oo
- T 4 pear, queen, rabbit, sail, turtle, etc.
Letters, sounds, vowels - Pp-Tt
- T 5 umbrella, violin, wagon, yawn, zebra, etc.
Letters, sounds, vowels - Uu-Zz
- T 6 it, in, is, if, etc.
- T 7 pin, pit, fit, fin, etc.
- T 8 hit, sit, lit, his, tin, him, etc.
- T 9 as, has, an, lap, pal, etc.
- T 10 pat, nap, sat, fat, hat, etc.
- T 11 men, let, ten, pen, net, hen, etc.
- T 12 set, met, pet, left, went, held, etc.
- T 13 sent, felt, on, can, did, etc.
- T 14 hot, dad, sad, had, top, hid, etc.
- T 15 and, pond, end, band, send, etc.
- T 16 but, up, us, put, run, red, etc.



Reading Development (K-1)

(The Tt series contains 14 programs on 7 cassettes)

- Tt 1 sun, ran, bad, fun, led, etc.
- Tt 2 desk, gum, leg, tag, wig, win, etc.
- Tt 3 milk, kept, went, wind, kill, will, etc.
- Tt 4 less, egg, fill, hill, well, bell, etc.
- Tt 5 by, my, fly, just, fast, stand, etc.
- Tt 6 best, must, most, rest, cost, past, etc.
- Tt 7 plan, class, plant, flag, sled, clap, etc.
- Tt 8 slip, drip, drop, print, grin, don't, etc.
- Tt 9 own, show, grow, low, snow, blow, etc.
- Tt 10 bench, chin, dish, bush, push, wing, etc.
- Tt 11 this, then, them, three, think, thing, etc.
- Tt 12 fourth, bath, there, sick, kick, rock, etc.
- Tt 13 back, neck, over, follow, protect, etc.
- Tt 14 puppet, hidden, butterfly, satisfy, etc.



All programs feature
full-time audio narration.

Reading Development Level 1-2

- U 1 about, bear, if, some, they, when, etc.
- U 2 boy, down, little, much, paid, etc.
- U 3 because, box, four, girl, school, etc.
- U 4 also, high, leave, only, own, sure, etc.
- U 5 ate, does, eight, jump, woman, etc.
- U 6 close, clothes, might, pair, sister, etc.
- U 7 children, shoes, store, story, suit, etc.
- U 8 answer, course, half, receive, Mr., etc.
- U 9 certain, distance, follow, month, etc.
- U 10 afternoon, beautiful, church, cry, etc.
- U 11 baby, body, die, important, will, etc.
- U 12 aunt, condition, continue, music, etc.
- U 13 bicycle, crawl, elevator, fruit, soft, etc.
- U 14 band, bang, bright, burn, clock, etc.
- U 15 afraid, babies, bounce, carrier, etc.
- U 16 lake, leaves, library, stairs, weight, etc.

Reading Development Level 3-4

- V 1 accent, actor, admire, etc.
- V 2 blizzard, bury, bullet, etc.
- V 3 ancient, anxious, elegant, etc.
- V 4 announcement, exercise, spider, etc.
- V 5 accident, instrument, prayer, etc.
- V 6 anger, explanation, opinion, etc.
- V 7 article, duty, expert, language, etc.
- V 8 celebration, defense, rejoice, etc.
- V 9 bushel, efforts, harvest, rustle, etc.
- V 10 clumsy, disgust, endurance, etc.
- V 11 ability, famous, prompt, trench, etc.
- V 12 adobe, cautious, collie, pasture, etc.
- V 13 darken, generous, pierce, seldom, etc.
- V 14 amazed, equipment, necessity, etc.
- V 15 conquer, dough, liquid, operate, etc.
- V 16 ashes, craters, disaster, fountain, etc.

LANGUAGE ARTS (continued)

Reading Development

Level 5-6

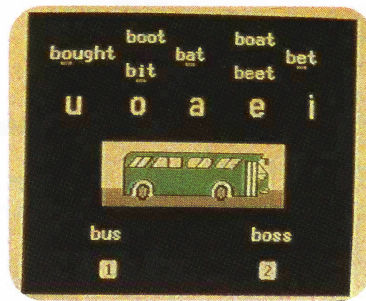
- W 1 announce, chauffeur, fabric, etc.
- W 2 camouflage, conspicuous, ostrich, etc.
- W 3 alga, encrust, prehensile, etc.
- W 4 captive, meadow, wilderness, etc.
- W 5 brilliant, earth, icicle, pillars, etc.
- W 6 atmosphere, cease, exit, etc.
- W 7 abandon, geography, perilous, etc.
- W 8 ceremony, crystal, myth, rely, etc.
- W 9 agreement, error, hesitation, etc.
- W 10 automatic, evidence, helmet, etc.
- W 11 abundant, artificial, genuine, etc.
- W 12 astronomer, civilize, curse, etc.
- W 13 anxiety, condemn, essential, etc.
- W 14 advertising, characteristic, etc.
- W 15 cavity, contribute, fuel, major, etc.
- W 16 bacteria, drug, fatigue, virus, etc.

Phonics - Part I

- AdP 1 Consonants: P, N, T, and M
- AdP 2 Consonants: C, S, D, and K
- AdP 3 Consonants: H, R, G, and B
- AdP 4 Consonants: F, L, J, and W
- AdP 5 Consonants: V, Q, X, Z, and Y
- AdP 6 Vowels: A, E, I, O, and U
- AdP 7 Vowel Sounds I
- AdP 8 Vowel Sounds II
- AdP 9 Consonant Sounds: N, M, P, and T
- AdP 10 Final Sounds I
- AdP 11 Final Sounds II
- AdP 12 Final Sounds III
- AdP 13 Short Words: Two-letter Sounds I
- AdP 14 Short Words: Two-letter Sounds II
- AdP 15 Sight Words
- AdP 16 Story: The Car in the Pit

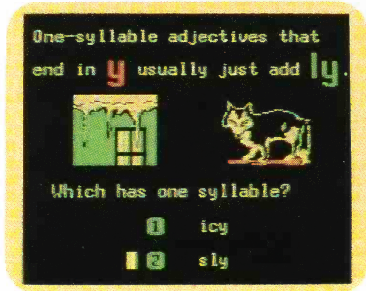
Phonics - Part II

- AdP 17 Digraphs
- AdP 18 Three-letter Sound Combinations
- AdP 19 Three-letter Sound Combinations
- AdP 20 Story: Joe and Don
- AdP 21 Two and Three-letter S Blends
- AdP 22 L and R Blends
- AdP 23 Contractions and Four-letter Patterns
- AdP 24 Vowels Changed by L and R
- AdP 25 Vowels Changed by W and Y
- AdP 26 Long Vowels: I and U
- AdP 27 Long Vowels: O and E
- AdP 28 Long Vowel: A
- AdP 29 More Long Vowel Patterns
- AdP 30 Soft C and G
- AdP 31 Two-Vowel Patterns I
- AdP 32 Two-Vowel Patterns II



Spelling (4-6)

- Sp 1 Plurals of nouns
- Sp 2 Plurals of O and Y nouns
- Sp 3 Irregular plurals
- Sp 4 Changing Y to I suffixes
- Sp 5 Dropping the silent E
- Sp 6 The I before E rule
- Sp 7 Doubling consonants, short vowels
- Sp 8 Doubling consonants before suffixes
- Sp 9 Adding suffixes
- Sp 10 Apostrophes
- Sp 11 Homonyms: contractions
- Sp 12 Homonyms: A sounds
- Sp 13 Homonyms: E sounds
- Sp 14 Homonyms: I, O, U sounds
- Sp 15 Homonyms: consonants
- Sp 16 Spelling demons



All programs feature
full-time audio narration.

LANGUAGE ARTS (continued)

English as a Second Language

For instructing Hispanics, Vietnamese, Koreans and others in the English Language.

- ESL 1 English Lesson I: Persons and Objects
- ESL 2 English Lesson II: Simple Words
- ESL 3 Letters and Words
- ESL 4 Parts of the Body
- ESL 5 Sight and Sound Words
- ESL 6 Morning, Noon, Night
- ESL 7 Objects and Colors
- ESL 8 Dan's Family
- ESL 9 Look and Listen
- ESL 10 A Lesson on Time
- ESL 11 Months and Seasons
- ESL 12 A Visit to the Doctor
- ESL 13 Ted Goes Outside
- ESL 14 Short Sentences
- ESL 15 Vowel Sounds
- ESL 16 Going on a Trip



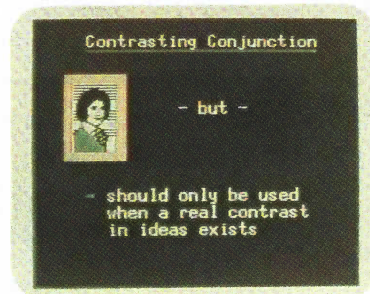
- ESL 17 Greetings
- ESL 18 Vowel Sounds
- ESL 19 Questions, Statements
- ESL 20 More Vowel Sounds
- ESL 21 More Questions, Statements
- ESL 22 Adjectives, Adverbs
- ESL 23 Action Verbs
- ESL 24 Conversation
- ESL 25 Present Tense
- ESL 26 Past Tense
- ESL 27 Currency, Banking
- ESL 28 Future Tense
- ESL 29 Short Sentences
- ESL 30 The Big Test
- ESL 31 Studying Hard
- ESL 32 Longer Sentences

SELF-DEVELOPMENT

These programs are for those who wish to continue their education on a self-help basis. Each program thoroughly discusses the subject and gives exercises that will allow the student to gain a clear understanding of each concept.

Effective Writing

- Ew 1 Learn to write effectively
- Ew 2 Logic in writing
- Ew 3 Effective sentences
- Ew 4 Errors in complex sentences
- Ew 5 Developing paragraphs
- Ew 6 Diction
- Ew 7 Diction - choice of words
- Ew 8 Common errors in diction
- Ew 9 The parts of speech
- Ew 10 Phrases and clauses
- Ew 11 Verbs and pronoun inflections
- Ew 12 Punctuation
- Ew 13 Capitalization and hyphens
- Ew 14 Spelling and mechanics
- Ew 15 Writing effective letters
- Ew 16 Writing reports and papers



Programs are one-half hour in length—equivalent to a chapter of text or a one hour classroom lecture.

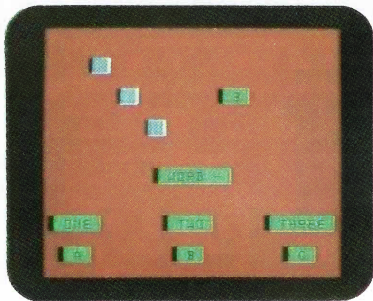
Proven learning-by-positive reinforcement method allows you to proceed quickly and smoothly through the programs by selecting or typing in the correct answer.

MATHEMATICS

These programs cover the broad spectrum of mathematics taught in schools today. Each program clearly demonstrates the theories of math applicable to each level. Visual effects allow the student to develop an understanding of the principles applied.

Level 1-6 Numbers

- Mn 1 Learning number digits
- Mn 2 Learning number meanings
- Mn 3 Fundamental drills in addition
- Mn 4 Fundamental drills in subtraction
- Mn 5 Drills in multiplication
- Mn 6 Fundamental drills in division
- Mn 7 Greek and Roman numeration
- Mn 8 Babylonian and Hindu-Arabic
- Mn 9 Base ten raised to powers
- Mn 10 Grouping and re-grouping
- Mn 11 Lines and angles: naming, adding
- Mn 12 Triangles, squares, rectangles, circles
- Mn 13 Fractions: equal and unequal parts
- Mn 14 Fractions: equal parts of a whole
- Mn 15 Writing and comparing fractions
- Mn 16 Naming, defining parts of fractions



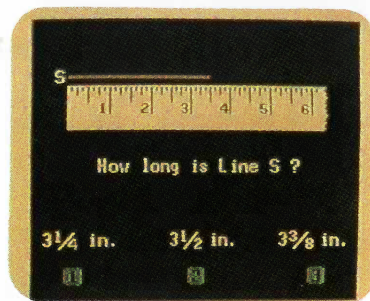
Level 4-8 Fractions

- Mf 1 Numerator, denominator, bar
- Mf 2 Multiplication of fractions
- Mf 3 Factors and prime numbers
- Mf 4 Reducing fractions, reciprocals
- Mf 5 Reducing fractions, lowest terms
- Mf 6 Proper fractions, mixed numbers
- Mf 7 Multiplication-division of fractions
- Mf 8 Addition-subtraction of fractions
- Mf 9 Addition of mixed numbers
- Mf 10 Changing fractions to decimals
- Mf 11 Converting decimal numbers
- Mf 12 Word problems using percents
- Mf 13 Additional problems using percents
- Mf 14 Word problems using percents
- Mf 15 Finding circle area using pi
- Mf 16 Using a ruler to measure fractions



Level 4-6 Measurements

- Mm 1 Reading line graphs
- Mm 2 Reading double line graphs
- Mm 3 Understanding single bar graphs
- Mm 4 Understanding double bar graphs
- Mm 5 Interpreting picture graphs
- Mm 6 Interpreting circle graphs
- Mm 7 Estimating distances: pace, height
- Mm 8 Estimating distances: foot, span
- Mm 9 Estimating weights of objects
- Mm 10 Telling time by hours, A.M., P.M.
- Mm 11 Telling time by minutes
- Mm 12 Telling time - story problems
- Mm 13 Time zones - differences between
- Mm 14 Elapsed time in minutes, seconds
- Mm 15 Fractional, percentage circle graphs
- Mm 16 Circle and bar graphs from data



All programs feature
full-time audio narration

MATHEMATICS (continued)

Vm-Selected Mathematics

- Mf 7 Multiplication-division of fractions
- Mf 8 Addition-subtraction of fractions
- Mf 9 Addition of mixed numbers
- Mf 10 Changing fractions to decimals
- Mf 15 Finding circle area using pi
- Mf 16 Using a ruler to measure fractions
- Mg 5 Area of triangles
- Mg 6 Squares of small numbers, roots
- Mg 15 Radius and diameter of circles
- Mg 16 Volume of cylinders and prisms
- Mp 5 Changing fractions to decimals
- Mp 6 Rounding decimals, dollars, cents
- Mp 7 Changing percent to decimal fractions
- Mp 8 Part, percent, total in percent
- Mr 15 Interest, commission, percent
- Mr 16 Money and fractions

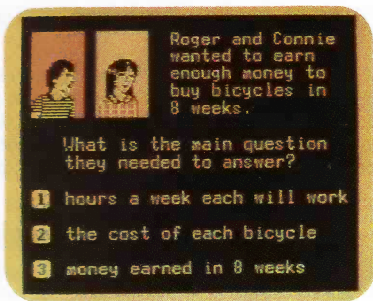
SCIENCE AND TECHNOLOGY

These programs are for those who desire to learn an occupation, as well as those seeking a better and more thorough understanding of areas in which they are currently working. Each course is designed to give novices as well as experts solid, factual information useful to them in their working situations.

Physics

- Ph 1 Force and motion
- Ph 2 Motion, gravity, and energy
- Ph 3 Dynamics and gyroscopes
- Ph 4 Certain properties of matter
- Ph 5 Matter and energy
- Ph 6 Sound
- Ph 7 Light and optics
- Ph 8 Properties of wave motion
- Ph 9 Electromagnetic waves
- Ph 10 Electrons and electricity
- Ph 11 Electromagnetism; AC voltage
- Ph 12 Solid state physics; electronics
- Ph 13 The elements and their atoms
- Ph 14 Atomic and nuclear physics
- Ph 15 Using nuclear physics
- Ph 16 Theory of Relativity

All programs feature
full-time audio narration.



All programs feature
full-time audio narration.

Level 6-12 Geometry

(An Introductory Course)

- Mg 1 Equilateral, isosceles, right triangles
- Mg 2 Formula for perimeter of triangles
- Mg 3 Finding one side of a triangle
- Mg 4 Side of an equilateral triangle
- Mg 5 Area of triangles
- Mg 6 Squares of small numbers, roots
- Mg 7 Pythagorean Theorem
- Mg 8 3-4-5 and 5-12-13 right triangles
- Mg 9 Estimating square roots
- Mg 10 Perimeter of rectangles and squares
- Mg 11 Finding one side of a rectangle
- Mg 12 Area of rectangles and squares
- Mg 13 Length, width, area of rectangles
- Mg 14 Diagonals, interior angles of rectangles
- Mg 15 Radius and diameter of circles
- Mg 16 Volume of cylinders and prisms

Basic Algebra

- Ma 1 The Logic of Algebra
- Ma 2 Algebraic equations
- Ma 3 Solving equations
- Ma 4 Operations with plus and minus
- Ma 5 Working with sets
- Ma 6 "AL-JEBR"
- Ma 7 Algebraic fractions
- Ma 8 Fractions and division
- Ma 9 Solving problems with equations
- Ma 10 Ratio, proportion and variation
- Ma 11 Problems with two unknowns
- Ma 12 Simultaneous equations
- Ma 13 Exponents
- Ma 14 Quadratic equations
- Ma 15 More quadratics
- Ma 16 Equations and trigonometry

MATHEMATICS (continued)

Vm-Selected Mathematics

- Mf 7 Multiplication-division of fractions
- Mf 8 Addition-subtraction of fractions
- Mf 9 Addition of mixed numbers
- Mf 10 Changing fractions to decimals
- Mf 15 Finding circle area using pi
- Mf 16 Using a ruler to measure fractions
- Mg 5 Area of triangles
- Mg 6 Squares of small numbers, roots
- Mg 15 Radius and diameter of circles
- Mg 16 Volume of cylinders and prisms
- Mp 5 Changing fractions to decimals
- Mp 6 Rounding decimals, dollars, cents
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- Mp 8 Part, percent, total in percent
- Mr 15 Interest, commission, percent
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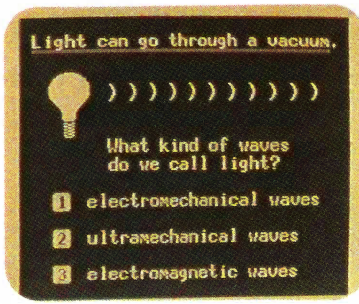
SCIENCE AND TECHNOLOGY

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Physics

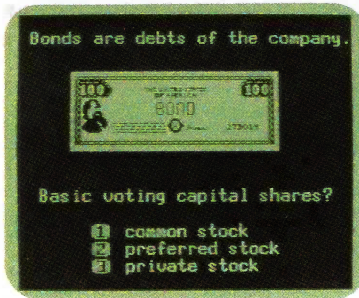
- Ph 1 Force and motion
- Ph 2 Motion, gravity, and energy
- Ph 3 Dynamics and gyroscopes
- Ph 4 Certain properties of matter
- Ph 5 Matter and energy
- Ph 6 Sound
- Ph 7 Light and optics
- Ph 8 Properties of wave motion
- Ph 9 Electromagnetic waves
- Ph 10 Electrons and electricity
- Ph 11 Electromagnetism; AC voltage
- Ph 12 Solid state physics; electronics
- Ph 13 The elements and their atoms
- Ph 14 Atomic and nuclear physics
- Ph 15 Using nuclear physics
- Ph 16 Theory of Relativity

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full-time audio narration.



Principles of Accounting

- Pa 1 Assets, liabilities and equity
- Pa 2 Double entry accounting
- Pa 3 The journal and the ledger
- Pa 4 The income statement and the balance sheet
- Pa 5 Simple business accounting
- Pa 6 Service business accounting
- Pa 7 Accrual accounting in retail firms
- Pa 8 The cash accounts
- Pa 9 Payroll accounting
- Pa 10 Purchases and sales
- Pa 11 Notes and interest
- Pa 12 Inventory and expenses
- Pa 13 Fixed assets
- Pa 14 Proprietors, partners and corporations
- Pa 15 Year-end accounting
- Pa 16 Computers and accounting



Programs are one-half hour
in length—equivalent to a
chapter of text or a one
hour classroom lecture.

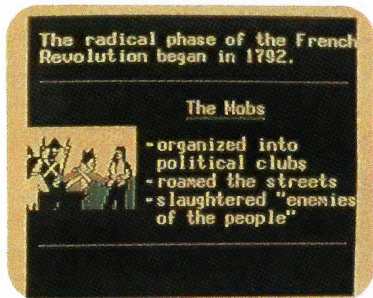
SOCIAL STUDIES

This carefully researched and clearly organized introductory program thoroughly traces the history of the United States from early exploration to recent developments.

United States History

(A Reading Skills Course)

- Hs 1 The Age of Exploration
- Hs 2 The Colonial Period
- Hs 3 Unrest in the Colonies
- Hs 4 The American Revolution
- Hs 5 Confederation to Constitution
- Hs 6 Building the Country
- Hs 7 Division among the States
- Hs 8 War between the States
- Hs 9 The Reconstruction Era
- Hs 10 Settling the West
- Hs 11 The Gilded Age
- Hs 12 American Imperialism
- Hs 13 The First World War
- Hs 14 The New Deal
- Hs 15 World War II
- Hs 16 Man Reaches the Moon



World History

- Hw 1 Prehistoric man/first civilizations
- Hw 2 Egypt/later civilizations of Near East
- Hw 3 The Greek Age (Hellenic civilization)
- Hw 4 Roman Empire/Christianity
- Hw 5 The Byzantine Empire
- Hw 6 The rise of feudal Europe
- Hw 7 The Middle Ages
- Hw 8 The Renaissance: Europe expands
- Hw 9 The European Reformation
- Hw 10 French monarchy/intellectual devel.
- Hw 11 The French Revolution
- Hw 12 The Industrial Revolution
- Hw 13 European national trends
- Hw 14 Imperialism and World War I
- Hw 15 World War II and the Cold War
- Hw 16 World history as a current event

All programs feature full-time audio narration.

This catalog features our current selection of courses for your TRS 80 Color, Apple and IBM PC Jr. computers. We are constantly updating and expanding our library. If you have any questions about these listings or additional courses, please give us a call. Our toll free number is 1-800-654-3871. (We also have courseware for Atari 400/600/800 and 1200 and TRS 80, I, III, and 4).

Dealer inquiries welcome.

RECENT ADDITIONS

Children's Tales

(A reading skills series for children, ages 4-11)

- CT 1 Mother Goose
- CT 2 More Mother Goose
- CT 3 The Three Little Kittens
- CT 4 The Three Bears
- CT 5 Aesop's Fables
- CT 6 A Child's Garden of Verses
- CT 7 Cinderella
- CT 8 Alice in Wonderland
- CT 9 The Emperor's New Clothes
- CT 10 The Ugly Duckling
- CT 11 The Frog Prince
- CT 12 Sleeping Beauty
- CT 13 Scheherazade and the Arabian Nights
- CT 14 Aladdin and the Magic Lamp

- CT 15 The Story of Atlantis
- CT 16 The Great Pyramids



Intermediate Mathematics

Covering a wide range of fundamentals, this series provides drills in arithmetic operations, for grades 4 through 10. Logarithms, measurement conversions, and the metric system are also presented.

- Mi 1 Adding Whole Numbers
- Mi 2 Subtracting Whole Numbers
- Mi 3 Multiplication and Carrying
- Mi 4 Long Division
- Mi 5 Addition of Decimals
- Mi 6 Subtraction of Decimals
- Mi 7 Multiplication of Decimals
- Mi 8 Division of Decimals
- Mi 9 Using Signed Numbers I
- Mi 10 Using Signed Numbers II
- Mi 11 Interpolation
- Mi 12 Introduction to Logarithms
- Mi 13 Weight Conversions
- Mi 14 Volume and Capacity
- Mi 15 Fahrenheit and Celsius
- Mi 16 The Metric System

United States Government

This series describes the development of our federal, state, and local system of government from Revolutionary times to the present, for grades 7 through 12.

- Gv 1 A Constitution is Born
- Gv 2 The Making of the Constitution
- Gv 3 A Constitution Grows - Amending the Constitution
- Gv 4 Voting: The Will of the People
- Gv 5 The Two-Party System
- Gv 6 The Legislative Branch
- Gv 7 The Judiciary
- Gv 8 The Presidency
- Gv 9 The President's Cabinet
- Gv 10 Taxes: How We Pay for Our Government
- Gv 11 Organization and Operation of City Government
- Gv 12 Organization and Operation of Local Government
- Gv 13 Objectives and Organization of State Government
- Gv 14 Basic Principles of Our United States Government
- Gv 15 The U.S. Government and International Affairs
- Gv 16 Naturalization: Obtaining Citizenship

Personal Finance

This series provides useful information for better money management from budgeting and borrowing to investing and sheltering income, for adults of all ages.

- Pf 1 Your Own Money
- Pf 2 The Problems with Budgets
- Pf 3 How Economics Affects Us
- Pf 4 Your Income Tax
- Pf 5 Borrowing Money
- Pf 6 Credit and Loans
- Pf 7 Borrowing and Banks
- Pf 8 Real Estate Deals
- Pf 9 Buying Life Insurance
- Pf 10 Insuring Your Property
- Pf 11 Health Insurance
- Pf 12 Saving for Retirement
- Pf 13 Saving and Investing
- Pf 14 Stocks and Bonds
- Pf 15 Trading Securities
- Pf 16 Funds and Real Estate

Energy And The Environment

These programs discuss alternative energy sources and uses, interrelating them to our environment, for grades 6 through 12.

- En 1 Energy Affects Our Environment
- En 2 Energy Use in the United States
- En 3 World Energy Use
- En 4 Electric Energy
- En 5 Energy from Coal
- En 6 Limits to Oil and Gas
- En 7 Agricultural Energy
- En 8 Transportation
- En 9 Water and Energy
- En 10 Nuclear Power
- En 11 Depleting Our Resources
- En 12 Energy from the Sun
- En 13 Alternative Energy
- En 14 Conserving Our Energy
- En 15 Saving Our Environment
- En 16 Energy in the Future



HERE'S WHAT LEADING COMPUTER MAGAZINES HAVE TO SAY ABOUT OUR EDUCATIONAL SOFTWARE.

THE FEBRUARY 1984 ISSUE OF HOT CoCo HAS THIS TO SAY ABOUT OUR PHYSICS PACKAGE.

By W. C. Banta

At \$59, this package is a bargain. It's a series of physics lessons in which a well-practiced, tape-recorded male voice narrates the instruction, visually accompanied by picture and text illustrations of key concepts.

I liked the attractive, upper- and lowercase graphics letters. Almost every time a new screen comes up, the letters appear at different places — nice for variety and important for keeping up interest. There are two dozen or so screens on each side of the 16 tapes, so it takes a few hours to make your way through the whole course sequence.

Each screen comes up with an interesting, colorful, and generally appropriate display. When the subject is negative acceleration, the program shows a car accelerating up and down a hill. An animated Newton swings a weight on the end of a string to discuss rotational forces. Einstein's familiar face appears next to his equations. Bullets shoot from guns, and yoyos move up and down. Even the static graphics are interesting.

High-quality sound is one advantage that cassettes have over disks. In this case, a professional-sounding voice plays through the TV speaker, explains the physics concepts, and asks you questions about the lesson.

The lessons handle questions and answers exceptionally well. There is variety in how they pose questions, and even more variety in the reward given for a correct answer. A typical question would ask something about what you just learned and present you with two or three choices of answers.

The narrator asks the questions orally, and they appear in paraphrased form in the handsome graphic letters, often accompanied by new graphics to illustrate the subject. You press the number of your answer. If you answer wrong, you are immediately insulted by a low-pitched honk. The screen gives you a hint to help you find the correct answer. If you get the answer right, you are rewarded.

At the end of each side of each tape, there is a 'scoreboard' that tells you how many questions were asked and how many of those you got right. To go on, you just turn the tape over and push any key.

Good CAI gives you a tantalizing glimpse of what good teachers and programmers could accomplish if they got together to design software that uses the computer's potential as an educational medium.

If it's your job to teach (or learn) physics, and if you have a CoCo, you'll find few better ways to spend \$59. ■

COLOR COMPUTER MAGAZINE COVERED OUR OPERATION IN THE FEBRUARY 1984 ISSUE.

By David Macali

Dorsett Educational Systems has been a leader in the development of interactive audio visual learning technology for more than two decades.

A major goal of Dorsett is to produce educational software that's both cost effective and instructional. The result has been the Talk/Tutor series, which blends audio and visual displays, creating a unique format for computer-assisted instructional software: the recorded human voice adds a dimension that has been lacking in Color Computer software, the reinforcement of the auditory learner. The Talk/Tutor Learning Sys-

tems are state-of-the-art in the auditory reinforcement, and they're inexpensive.

Dorsett systems gets high marks for program design. The use of professional researchers, writers, programmers and narrators enhances the make-up of their programs. Upper and lower-case lettering is easy to read, and, in most instances, the use of graphics is adequate. Narration is excellent. Articulation of words is clear and exact, even at low volumes. Another positive feature is that the audio portion of the tape loading is not distracting. I have reviewed other talk/tutor programs that came with very distracting computer noise whenever the tape is running.

Dorsett Software Programs are designed for classroom and/or home use. As explained above, they could be used by individuals, small groups or for an entire class. The average time to complete a program is approximately 30 minutes, although when working individually the user should be allowed to proceed at his or her own pace.

**PERSONAL COMPUTING RAN THIS
PIECE IN THEIR NOVEMBER 1983
ISSUE:**

Perhaps the most comprehensive set of prepared software available comes from Dorsett Educational Systems. "We have 64 courses, each consisting of 16 half-hour lessons; making a total of 1,024 programs," explains company president Loyd Dorsett. Developed initially as the Talk and Teach System for the Atari, and the Talk Tutor for the TRS-80, these programs are now available as Color Tutor for the Apple.

The Dorsett programs are constructed as "mainstream" tutorials, rather than drills, games, tests, or simulations; an instructor's voice accompanies the video displays. Because this format has made it impractical to store the programs on diskettes, cassettes are the storage medium.

The preceding excerpts are taken from text.

We're in touch with your Educational needs.

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- Programs are geared for bright students as well as slow students by utilizing self-paced learning; programs advance when the student responds with the correct answer.
- Many students use our courses to acquire secondary or college level credits.
- Each program is equivalent to a textbook chapter or perhaps an hour's lecture.
- Professional audio narration provides a friendly tutor's voice at all times.
- Video features easy reading upper- and lower-case text.
- Graphics clearly illustrate key concepts in each program.
- Study booklets and pre/post tests are available.
- Complete course includes 16 programs on 8 cassettes, one program per side of a C20 and C30 (half hour) cassette.
- Minimum order is one cassette containing two programs. Example: Spelling, program Sp7 and Sp8.
- An economical way for you to provide educational experiences for your children, your students, or yourself.



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