

CCW
CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

Cat. No. 26-2522

Grover's Number Rover™

A Basic Skills Game

Grover's Rover is ready to blast
off! Hop aboard and help him play
with Twiddlebugs — and numbers!

For ages 3 to 6.



MORE THAN JUST A GAME

EXTENDED
COLOR
BASIC

Radio Shack
TRS-80
COMPUTER
PRODUCTS

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TO THE PARENT

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company**, and **3-2-1 Contact**. The aim is to create software that is wholesome and engaging, encouraging children to play constructively and learn actively. CCW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. The games are designed to be a family experience — where children and parents play together and learn from each other.

COMPUTERS & LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning — that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing, and direction of the games are under the control of the player. AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

- The series for ages 3-6 presents "Basic Pre-School Skills"
- The series for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

BASIC SKILLS SERIES

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The "Basic Skills Series" of games focuses on four important pre-school skill areas: working with numbers, working with letters, matching shapes and colors, and classifying objects.

GROVER'S NUMBER ROVER

GROVER'S NUMBER ROVER lets your child play with numbers in an engaging and fun environment. Each of the six activities is designed to provide increasing levels of challenge while allowing the child to explore numbers, number operations, and number facts. In **GROVER'S NUMBER ROVER** 3 to 6 year olds can play with the basic operations that form the foundation of later mathematic skills.