

HIGHLIGHT SOFTWARE

Since the launch of our first reading game in August 1983, we have established ourselves a reputation in the educational world for publishing programs which combine entertainment and education in such a way that children really enjoy learning.

Our programs have been approved by the Surrey Computer Advisory Service and are now officially recommended to all the schools in Surrey Local Education Authority, in addition to being in daily use in normal and special schools throughout Britain.

Programs are available on cassette or disc for the BBC Model B, and for the Electron where indicated.

They can be obtained from MICROPOWER dealers, selected branches of BOOTS and JOHN MENZIES, and educational software specialists FIVE - TO - TWELVE, PROTEUS COMPUTING and SOFT CENTRE.

Your local dealer is:

Programs can also be obtained by mail order, and we welcome official orders from schools and educational establishments (please indicate whether you require BBC or ELECTRON versions).

WHAT THE TEACHERS SAY ABOUT HIGHLIGHT SOFTWARE:

"It would not be an overestimation to say that all those present found your programs to be one of the "highlights" of the day - comments such as "delighted" and "gripping" were to be heard from a group more renowned for tearing things to pieces."

R. F. ALLEN M.A., (Ed).

Chairman S.E. Region Microelectronics Development Group (Primary).

WHAT THE PRESS SAY ABOUT HIGHLIGHT SOFTWARE:

"If I say there is an arcade flavour about them that's not meant in a derogatory sense, rather that they are the sort of games that will immediately appeal to children, and the graphics are superb!....."

.....I suspect these are the sort of programs children will enjoy taking home in days to come for learning with these really is fun, and mums and dads will play with them after the children are tucked up in bed just for the pleasure of the graphics....."

A & B COMPUTING

Highlight Software



"Children really do like playing this game. They certainly see it as a game, although there is reading involved. The graphics are super with an excellent house with four storeys and flames licking around each of them.

Teachers found the different levels that could be set and the range of letter pairs available enabled them to use Firefight with a whole range of children over a period of time. Without a doubt, this is a very good example of a computer based reading game."

EDUCATIONAL COMPUTING.

CASSETTE: £ 7.95

B.B.C. MODEL B
ELECTRON

40 TRACK DISC: £11.95

B.B.C. MODEL B

READ-RIGHT-AWAY READING PACK 1. Age 5-8 years SPLASHDOWN

SUBJECT: Word building with simple letter sounds.

In an exciting air-sea battle, a player has to type a suitable letter to complete their "word boat".

If they choose a correct letter, an aeroplane collects the letter and bombs the "wordboat", which explodes and sinks into the player's underwater store, providing a visual record of the word that has been created.

A player who successfully completes five words by the end of the game is rewarded by a submarine display, complete with sonar!

FIRE FIGHT

SUBJECT: "sl", "sm", "sn", "sp", "st", "sw", "bl", "br", "cl", "cr", "dr", "dw", "fl", "fr", "gl", "gr", "pl", "pr", "tr", "tw."

A player has to try and rescue the heroine from the top of a burning building, by bridging the burning holes in the "floors" of the building with pairs of letters, carried by an intrepid firefighter!

If a player chooses a suitable pair of letters to fill the "floor word", the firefighter climbs nearer to rescuing the heroine.

Speed and correct choices lead to an exciting rescue, whilst errors and delay on the player's part lead to a warm, but undramatic conclusion of the game for the lady!

Highlight Software
HS

READ-RIGHT-AWAY READING PACK 2. Age 6-9 years

PYRAMIDS

SUBJECT: "ch", "sh", "th", "wh".

The player has to finish building a pyramid, by choosing the correct pairs of letters to complete the word endings set into the side of the pyramid.

There is a team of hefty helpers and camels on hand to carry and lift the words into place. Successful completion of the four words leads to an exotic Egyptian dance display, whilst delay or errors lead to a steady disappearance of hefty helpers!

There is a continuous display of time elapsed to add to the excitement.

SPLOOSH

SUBJECT: "ee", "oo", "ea", "ou", "oi", "oa", "ai".

Each player is presented with a set of four diving boards consisting of words with pairs of letters missing.

Using their swimmer, a player has to select a pair of letters, and drop it into an appropriate word.

A correct choice leads to an exhilarating diving display, and four words completed by the end of the game leads to an entertaining accolade for the player's swimmer!

Highlight Software
HS

" SPLOOSH

Ratings Table.

Sounds	80%
Graphics	99%
Documentation	on screen
Educational	85%
Value For Money	80%
Overall	90%

A & B COMPUTING.

CASSETTE: £ 7.95

B.B.C. MODEL B
ELECTRON

40 TRACK DISC: £11.95

B.B.C. MODEL B

"Break-In is a much harder reading game than the other Highlight programs reviewed. There is no dropping pairs of letters into place; instead, the child using the program has to really do some searching.....

.....This reading game certainly searches out children's knowledge of soft letter sounds. It really does take some thinking for children to find the burglars."

EDUCATIONAL COMPUTING.

CASSETTE: £ 7.95

B.B.C. MODEL B
ELECTRON

40 TRACK DISC: £11.95

B.B.C. MODEL B

READ-RIGHT-AWAY

READING PACK 3. Age 7-10 years

MAGIC E

SUBJECT: "Magic e" spelling rule.

In this spell-binding (!) game, players have to manoeuvre a "Magic e", carried by a witch on a broomstick, until it is over the end of a word. If a player chooses the correct word, a brace of bats transport the completed word to the base of the player's castle, enabling their gallant knight to climb one step nearer to rescuing a damsel in distress. If a player completes four words successfully, they are rewarded by a touching rescue display, complete with musical accompaniment!

BREAK-IN

SUBJECT: Soft "c" sound/soft "g" sound.

Four burglars have broken into the player's bank and are hiding behind the "soft" letter sounds ("c" that sounds like "s", or "g" that sounds like "j"). Using the policeman, a player has to find all the burglars and send them off to jail. If a player finds all the burglars before they run out of policemen and time, they are rewarded with a music and dance display that would liven up the most austere policeman's ball! A player's time is continuously displayed, and the name of the fastest player and their time are given at the end of the game.

Highlight Software



READ-RIGHT-AWAY

READING PACK 4. Age 8-11 years

SORTOUT

SUBJECT: Alphabetical sorting of letters/words.

A crane and two eager workmen are on hand to help each player sort a random pile of letters/words into alphabetical order, constructing a building with the letters/words in the process.

The game is timed, and a time penalty is given for errors.

Each player's score and time is attractively displayed at the end of the game, with winner(s) highlighted.

LETTERBUGS

SUBJECT: Unscrambling hidden words.

Players are presented with a series of eight words (from 1 of 15 categories), that are hidden somewhere behind lines of coloured squares.

Each player has a "Letterbug" which they use to uncover the words, either by "LOOKING" (only a limited number of "LOOKS" are allowed to each player), or by guessing the hidden letter from the other letters uncovered, and the clue at the bottom of the screen.

Only a limited time is allowed, and there is an attractive visual display of a player's score, time and "LOOKS" used. The excitement of the game is enhanced by a monster which lies in wait for some unsuspecting player!

Highlight Software



"In the form of a rather different educational game, Highlight Software provides plenty of experience in alphabetical sorting of words and letters with Sortout.

The game takes place on a building site and there are good full colour graphics and sound. In fact, the graphics have to be seen to be believed; they are of a real arcade standard."

EDUCATIONAL COMPUTING.

CASSETTE: £ 7.95

B.B.C. MODEL B
ELECTRON

40 TRACK DISC: £11.95

B.B.C. MODEL B

ROADCRAFT 1

SUBJECT: Road Safety Skills.

In this colourful and entertaining graphics game, children learn key aspects of road safety by helping "Roger Roadcraft" to cross three separate roads without getting run over.

Stars are awarded for using the safest method (e.g. "Asking" a policeman for help, using a pedestrian crossing etc.), and a musical reward is given for collecting the maximum number of stars during the journey.

Age 5-9 years

Highlight Software
HS

BERT BOOT

SUBJECT: Multiplication and Division Problems.

Even working out multiplication and division problems can be fun when you have "Bert Boot", the intrepid insect squasher to help you! This entertaining game takes children through the process of solving multiplication and division and problems in 8 carefully graded stages.

When an answer has been entered Bert performs his relentless task and gives a visual representation of the problem and the right answer.

If your answers are correct, then you can play "BEAT THE BOOTS", an exciting arcade game in which your insects have to tackle droves of vicious footwear to reach the safety of the jam pots!

Age 8-12 years

Highlight Software
HS

CASSETTE: £4.95

B.B.C. MODEL B

40 TRACK DISC: £6.95

B.B.C. MODEL B

CASSETTE: £4.95

B.B.C. MODEL B

ELECTRON

40 TRACK DISC: £6.95

B.B.C. MODEL B

CARRYADD

SUBJECT: Addition and Subtraction with or without "carrying" (two programs).

These programs really help children to get to grips with the processes of addition and subtraction, starting at the earliest stages and progressing through to addition and subtraction of five digits with "carrying". Each step is clearly shown on the screen, and faithfully reproduces the way in which a child would actually write down the sum. "Press any key" facility means that young or physically handicapped children find the programs simple to use.

Age 7-11 years

Highlight Software
HS

DICTIONARY

A Powerful disc package for schools that allows a teacher to create an individualised "dictionary" of up to 400 words or phrases for each pupil in their class. Children can compose stories from any combination of the words or phrases in their own "dictionary", with the option of printing out the result.

"Press any key" facility allows physically handicapped children to create, edit and communicate their language work rapidly and effectively.

Highlight Software
HS

CASSETTE: £5.95

B.B.C. MODEL B

40 TRACK DISC: £7.95

B.B.C. MODEL B

40 TRACK DISC: £9.95

B.B.C. MODEL B

All prices include V.A.T.

V.A.T. Number: 402 3987 61



HIGHLIGHT SOFTWARE,
36, Sherbourne Close, Barry, S. Glam, CF6 5AQ.
Telephone: (0446) 745482