

# The PM Story Books Software

Years K to 5



## Reading



## Writing



## Treasure!



## Cloze

## Four steps towards literacy

Many thousands of schools now use **PM Story Books Software**. The features of the software include:

- stories read in clear speech with **Australian accents**,
- each word **highlighted** as it is spoken,
- children can hear **individual words** by clicking on them,
- simple **word games** using the vocabulary from each story,
- a facility to enable children to **write their own versions** of the stories, hear them read aloud by the computer, and print them,
- the ability to set up the software to suit **each student's needs**,
- a **tracking option** to monitor how long each student has spent on each activity, and
- **extra learning activities** included with each pack.

The PM Library, published by Nelson Thomson Learning, is a popular and invaluable aid in helping children learn to read. The PM Library includes books, manuals and other related resources. The PM Story Books are an important part of the PM Library.

This software complements the books. It provides a clearly spoken reading of each story, and many related activities.

## Reading

Children can listen to the stories while looking at the text and illustrations on the screen. They can also click on an individual word to hear it spoken. Stories are spoken clearly in an Australian accent, and each word is underlined as it is spoken. A different voice is used for single words, making it ideal for ESL and special needs students.

## Writing

As their skills develop, children can write their own versions of the stories based on the illustrations provided. Their stories can be read aloud by the computer and, if required, printed.

## Word games

*Treasure!* is a variation of the ever-popular "Hangman" game, and *Slide* is a spelling game. The computer speaks the mystery word. Words can be chosen from the current story, from another story or from composite lists containing words from many stories.

## Cloze exercises

Using the illustrations and text from the PM Library books, the Cloze exercises offer a simple and educationally sound way for children to apply their reading skills. In the simpler exercise, they choose the correct word from 2, 3 or 4 alternatives shown (*left*). Harder exercises require the child to type in the missing word. Careful software design means that the child can concentrate on reading, rather than fiddling with cursors and delete keys.

**Four CDs**

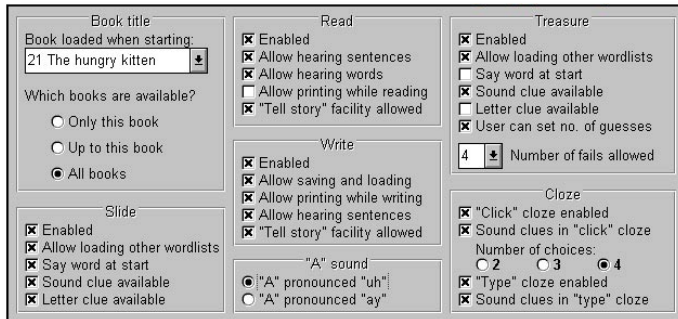
Greygum has published four software packages, each containing sixteen stories. In increasing order of reading level, these are:

- **PM Story Books Software — Red Pack**
- **PM Story Books Software — Yellow Pack**
- **PM Story Books Software — Blue Pack**
- **PM Story Books Software — Green Pack**

The Red software package features all the sixteen books in the PM Story Books Red level, and so on. Further software exists for more advanced levels (Orange, Silver etc), available from Nelson.

**Teacher controls**

Teachers can control which features and books are available to each child, and the degree of difficulty, and can provide different settings for each child to suit individual needs.

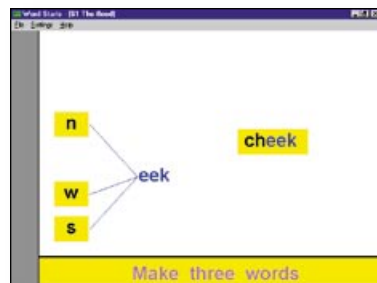


The teacher can also keep track of each child's progress. A log of how long each child spends on each activity or story can be inspected or printed by the teacher. Access to the settings can be protected by a password chosen by the teacher.

**Extra activities**

Each pack contains extra learning activities based on the stories it contains. These are:

- **RED PACK**  
Letter recognition game  
Comprehension exercises
- **YELLOW PACK**  
Word recognition game  
Word order exercise
- **BLUE PACK**  
Rhyming game  
Sequencing exercises
- **GREEN PACK**  
Sentence matching  
Word building exercises

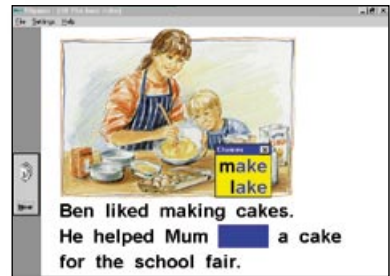


Word building activity

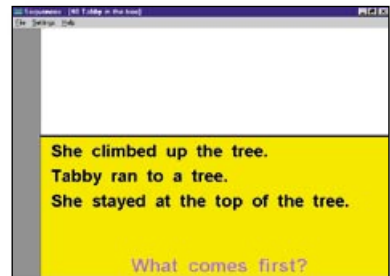
Windows/Mac CD	
RRP per pack	Single user \$198
(GST inc.)	Site licence \$396



Letter recognition activity



Rhyming activity



Sequencing activity



Word order activity



Sentence activity