

Wait No Longer!

The new educational programs are here.

Ron Graff Innovative Computer Programs is a line of creative software products for Apple II. Designed for use both at home or in the classroom, these programs will make learning an exciting experience.

These programs are a complete package. Each comes with a high-quality cassette which provides voice instruction on one side and a machine readable code on the other. Separate written instructions are provided in non-technical language.

The best news of all is that each of these software packages comes at a price you can afford. We've eliminated expensive packaging to bring you quality computer programs at reasonable prices (see below).

Learning Basic (16K)—Let your computer teach you how to be a programmer! This learning package contains three parts in 16 separate lessons on two cassettes. Learn how to: give your computer basic commands, produce color graphics, construct motion games, manipulate words and sentences, add sound, and much, much more.

Supermath™ (16K)—The computer teaches you to add, subtract, multiply and divide on your own level. You decide how hard your problems should be. The computer actually teaches you how to do the problems in big colored numbers.

Variable Message (8K)—You choose the colors and the message, the computer does the rest. Make a beautiful changing sign out of your television set!

Drawing (8K)—Great at a party, yet practical in the classroom, use this program for choosing a name at random from the list of names you give the computer. Fascinating to watch. Impartial in its decision.

Grading Routine (16K)—Take the drudgery out of class curves. It saves hours of tedious work when figuring final grades. You use your own categories, grading scales and methods. You analyze your class in every category.



Available At:



Ron Graff, Innovative Computer Programs
P.O. Box 622, El Toro, Ca. 92630

THE PATIENT PROFESSOR (16K) (20K) (24K) - It's just like having a full time tutor in your home or an extra assistant in the classroom! He never gets tired of helping you or your students master their subjects. Students really enjoy playing the learning game with this friendly teacher.

As a practice, The Patient Professor uses remedial routines to allow the user to discover the answers. As a test, a whole class may be quizzed without the teacher's help.

Questions may be permanently entered as easily as typing on a sheet of paper. No knowledge of programming is necessary. The program with its new questions may be saved for future use, allowing you to build a whole library of teaching programs on any subject!

Quiz Baseball (16K)—An exciting game for two teams or players, using your questions. You ask the questions or let the computer do it. The computer simulates action, totaling batting averages and scores. At the end of play, batting averages can be saved for future games.

Don't Fall™ (8K)—The computer chooses a word—you try to guess the letters without falling off the cliff. Then you give the computer a word and he tries to guess it without falling off the cliff.

Save-A-Story™ (16K)—Compose your own stories, poems or essays. Practice reading or typing. The computer will repeat a story at whatever speed you desire. At your request it will make the right margin even (justified) for reading or printing.

Keyboard Organ (4K)—Turn your computer into a musical instrument. Play the keys like a piano! The computer will show you what note you are playing!

Save-A-Sketch™ (8K)—Use the keys of your computer to create beautiful pictures in the colors of your choice. Develop your artistic skills as you "paint" your own gallery of computer pictures. Save your art for display or later improvement.

SAVE-A-SKETCH (16K)

"Painting" the screen in any of 16 colors is done by simply pointing the light pen to the proper spot and pressing the key which indicates the color you want. Create a work of art, and save it for later display. (Or use it as a subroutine in one of your own programs.)