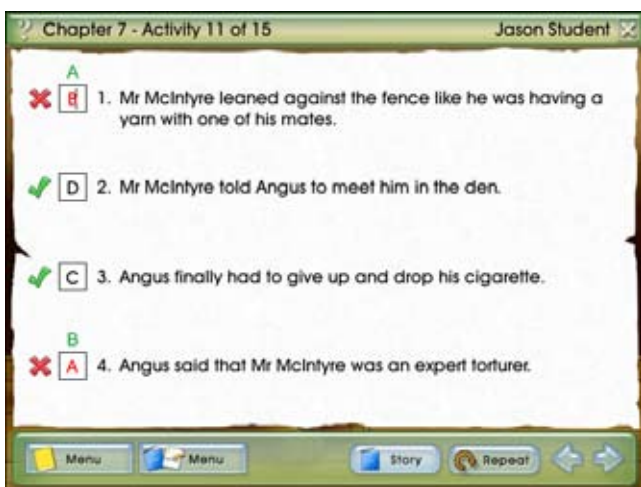
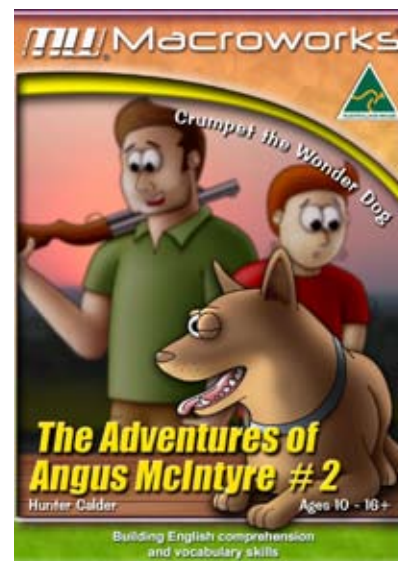


The Adventures of Angus McIntyre #2



The Adventures of Angus McIntyre #2

- Genre:** Literacy
Comprehension & Vocabulary Skills
- Ages:** 10 – 16+
- Suitability:** for all readers who have attained independent reading skills, including those who are dyslexic or have short-term memory or ADD. It is an excellent resource for students who are reluctant readers.
- ISBN:** 1-876990-25-2 **Barcode:** 9 332869 000268
- Pricing:** Home edition \$39.95 – single licence (4 users)
(code MW-AM2-002-1H)
School edition \$59.95 – single licence (unlimited users)
(code MW-AM2-002-1S)
Blackline masters \$29.95 – on CD-ROM (code MW-AM2-002-BL)



Site Licences: (include: Media & blackline masters CD)

- \$245.00 – 5 sites (code MW-AM2-002-L5)
- \$395.00 – 10 sites (code MW-AM2-002-L10)
- \$495.00 – 15 sites (code MW-AM2-002-L15)
- \$595.00 – unlimited sites (code MW-AM2-002-LU)



Features:

- fully narrated, 12-chapter story with fun illustrations
- 13 comprehension and vocabulary exercises at the end of each chapter
- suggested extension activities for each chapter
- 4 bonus games to encourage success
- scoring and achievement results recorded and printable
- recording of problem words
- printable certificates

School edition includes:

- a teacher administration area for allocating class groups and setting global variables for class groups
- adjustable configuration settings, providing the opportunity for customisation of the program to suit individual student needs and teacher preferences
- blackline masters on CD with any multiple site licence

Overview: Angus McIntyre is your typical Australian 12 year old. He hates teachers, school, and parents who make him do things he doesn't want to do. Angus lives on a cattle property in New South Wales and goes to boarding school in Sydney.

In "Crumpet the Wonder Dog", Angus finds himself grounded after the worst Australia Day barbecue of his life! Not that it was his fault, of course. All he wanted to do was be cool like Shane, the general hand on their property, who drives the hottest ute in town and rolls his own cigarettes. From deadly brown snakes to annoying cousins, Angus can't help but get himself into mischief, the kind of mischief that usually lands him in trouble, and earns him a bit of good old-fashioned discipline.

Like any good stories, "The Adventures of Angus McIntyre" programs are meant to be enjoyed. However, they can also be used as an integral teaching resource in the classroom or at home. Students can first enjoy Angus's escapades, and then go on to expand their comprehension skills, as well as add to their word knowledge and vocabulary development, with the self-contained exercise sets at the end of each chapter.

As well as being challenged, students are also motivated to achieve, and in doing so go on to play a number of stimulating bonus games, while also earning printable achievement certificates.

Compatibility: Win98 Me NT 2000 XP - Mac OS 9.x OS X.x