



Technology Education



Math

Science

Vocational

Applied Math

Business Ed.

Guidance

School - Work

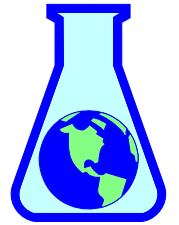
Consumer Ed.

Social Studies

Driver Ed.

TV Production

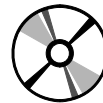
Health



☑ Software



☑ Videos



☑ CD-ROMS



☑ Workbooks

Prime Technology Corporation

Phone (352) 394-7558 FAX (352) 394-3778

www.primetechnology.net



Interactive Technology Crosswords

Provides Instant Feedback, Reinforces Vocabulary and Correct Spelling.

Need a fun interesting activity for the end of your technology modules? Our interactive Technology Crosswords will provide your students with an interesting way to review each module. These interactive crosswords allow students to complete the puzzle directly on the computer.

School Site License

Each volume includes 14 crosswords from different technology areas. These puzzles not only review basic knowledge but also reinforce correct spelling. After the student enters an answer they can click on "Show Errors". Any incorrect letters will be highlighted in red. This allows simple spelling errors to be corrected. After the puzzle is complete a "Congratulations" screen will appear, providing positive reinforcement. Four bonus puzzles are included in each volume. These bonus puzzles include questions from all of the areas in that volume.

Teachers can also print the crossword puzzles for an in-seat activity which is great for substitutes.

Includes 3 additional puzzles:

 Tangle  Fracture  Codeword

In a **Fracture puzzle** the crossword is broken into fragments, which the student must drag and drop assembling the words into the correct solution.

In **Tangle puzzles** students must choose between two letters in each square to find the correct solution.

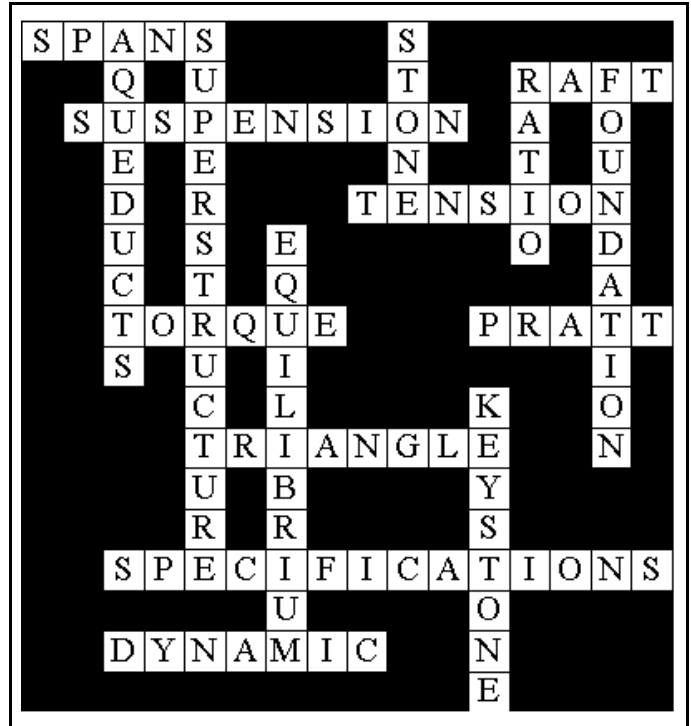
In **Codeword puzzles** each letter is assigned a number. The student needs to discover what letter is represented by each number. Once the code is discovered the puzzle is easy!

Volume 1 - Production, Automation, Construction, Marketing, Manufacturing, Desktop Publishing, Tools & Machines, CNC Lathe, CNC Mill.

Volume 2 - Biotechnology, Alternate Energy, Health, Solar, Plastics, Animation, Computer Programming, Robotics, Mouse Trap Cars, Mouse Trap Physics

Volume 3 - Bridges, Transportation, Land Transportation, Space, Flight, Small Engines, TV Production, Fluid Power, Simple Machines, Computers

Volume 4 - Intro. To Technology, Technology Resources, Fiber Optics, Drafting, Desktop Publishing, Electronics, Digital Electronics, Electronics II, Lasers, Communications.



Each volume includes puzzles for 10 different technology modules.

4 Bonus puzzles in each volume.

Over 220 puzzles in the series.

Order #	Program	School Site License
#PT320	Technology Hangman	\$29
#PT321	Technology Crosswords Vol. 1	\$79
#PT322	Technology Crosswords Vol. 2	\$79
#PT323	Technology Crosswords Vol. 3	\$79
#PT324	Technology Crosswords Vol. 4	\$79
#PT325	Technology Crosswords Bundle	\$249
	Includes all 4 volumes and Technology Hangman.	

BUY THE BUNDLE & SAVE!

Buy all 4 Volumes and receive Technology Hangman FREE

Requirements: Windows 98, XP, Vista

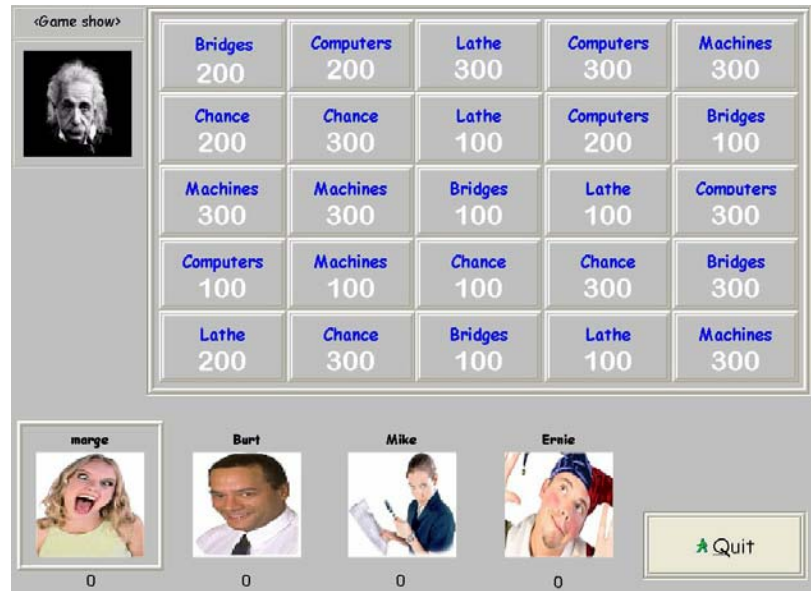
Phone (352) 394-7558 • Fax (352) 394-3778 • Web Site: primetechnology.net

The Game Show Series

These programs allow students to learn and test their knowledge in a Jeopardy like format. The program allows up to four players and includes three game formats:

- **Game Show**
- **Beat the Clock**
- **Challenge Game**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky. As the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.



System Requirements: Windows 98, XP or VISTA.

Feedback is provided for each question. Feedback may provide correct answers or additional information about the question. Students may pick a character to represent them during the game!

Order #	Areas Covered	Single	Site Lic.
#PT821	Tech Vol #1 - Bridges, Computers, CNC Lathe, Simple Machines, Communications	\$89	\$259
#PT822	Tech Vol #2 - Electronics, CAD/Drafting, Lasers, Transportation, Power & Energy	\$89	\$259
#PT823	Tech Vol #3 - Aerospace, Fiber Optics, CNC Mill, Desktop Publishing, Plastics.	\$89	\$259
#PT824	Tech Vol #4 - Dig. Electronics, Robotics, Construction, Problem Solving, Manufacturing & Production	\$89	\$259
#PT825	Bundle of all four Tech. Ed. Programs - Includes #821, 822, 823, 824	\$267	\$695
#PT826	Electronics Vol #1 - Resistors, Magnetism, Capacitors, Voltage, Basic Circuits	\$89	\$259
#PT827	Electronics Vol #2 - Semiconductors, Digital Electronics, Measurement, Transformers, Electromagnetism	\$89	\$259
#PT828	Electronics Vol #3 - Series Circuits, Parallel Circuits, Complex Circuits, Motors, Relays	\$89	\$259
#PT829	Bundle of all three Electronics Programs - Includes #826, 827, 828	\$199	\$495
#PT830	The Home Construction Game Show - Building Materials, Safety, Tools, Surveying, Construction	\$89	\$259
#PT831	Math Vol #1 - Whole Numbers, Percents, Fractions, Decimals, Ratio & Proportion, Length & Weight	\$89	\$259
#PT832	Math Vol #2 - Perimeter, Area & Volume, Problem Solving, Measurement, Basic Algebra, Prob. & Statistics	\$89	\$259
#PT833	Bundle of both Math programs - Includes #831 and #832	\$129	\$339
#PT835	Science - The Atom, Materials & Elements, Flight, Electronics, Key Dates in Science, Scientists & Invention	\$89	\$259
#PT836	Biology - Plants, Animals, Humans, and General Biology	\$89	\$259
#PT837	Chemistry - Physical, Inorganic, Organic, Environmental and General Chemistry	\$89	\$259
#PT838	Physics - Heat, Waves, Electricity & Magnetism, Nuclear, Mechanics and General Physics	\$89	\$259
#PT839	Bundle of all four science programs. Includes #835, 836, 837, 838	\$267	\$695
#PT840	Drafting - Drawings, Line Types, Geometry, Shop Terms, Tools	\$89	\$259
#PT841	Computers - Inside the PC, Computer Basics, Historic Dates, Problems, Prog, Internet, Terms, Games	\$89	\$259
#PT849	Principles of Technology - Force, Power, Work, Energy, Rate, Resistance, Force Transformers	\$89	\$259
#PT851	Algebra Game Show Volume 1 - Fractions, Percents, Signed Numbers, Ratio, Proportion, Equations	\$89	\$259
#PT852	Algebra Game Show Volume 2 - Inequalities, Linear Equations, Polynomials, Equations, Word Problems	\$89	\$259
#PT853	Algebra Game Show Bundle Vol 1 & 2 Includes #851, 852	\$139	\$349
#PT854	Applied Math Game Show - Whole Numbers, Decimals, Fractions, Word Problems, Units of Measurement	\$89	\$259
#PT855	Middle School Math Game Show - Percents, Fractions, Measurement, Decimals, Volume, Ratio & Proportion	\$89	\$259
#PT856	High School Math Game Show - Applied problem solving, Fractions, Decimals, Measurement, Basic Algebra...	\$89	\$259
#PT857	Middle School Vocabulary - Synonyms, Suffix, Prefix, Science definitions & more	\$89	\$259
#PT858	High School Vocabulary Game Show - Common SAT words, Science, Technology, Math terms and more	\$89	\$259
#PT866	Automotive - Engines, Components, Hand & Power Tools, Safety, Charging Systems, Wiring, Electrical ...	\$89	\$259
#PT890	TV Production - Camcorders, Broadcasting, Motion Pictures, Radio, Technical Graphics and more...	\$89	\$259
#PT891	Driver Education - Being Responsible, Control, Driving Task, Ownership, Environment, Emergencies	\$89	\$259
#PT820	The Complete Game Show Series, includes all products above.	Best Value!	\$995 \$2995

Measurement: Reading the Ruler.

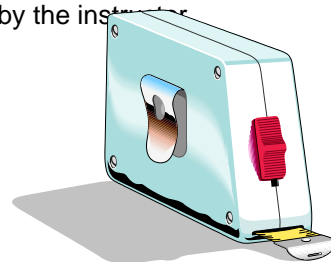
This software introduces the student to taking measurements with a standard ruler. The program includes student worksheets and an instructor's guide. In the software program students will measure real world objects on screen. The software program includes the following lessons:

- ❖ History of Measurement
- ❖ Reading the Ruler
- ❖ Basic Measurements
- ❖ Final Exam

Students learn the basics of measurement in inches, feet, yards, halves, quarters, eighths, and sixteenths. Students can also practice with fractional equivalents. The software features sound and animation to reinforce the basic concepts of measurement. After completing the final quiz students may print a certificate of completion, showing their name, and percentage score. The computer test is scored automatically, and may be viewed or printed by the instructor.

Top Ten Program

An Excellent Introduction to Measurement!
Features an Animated Ruler



System Requirements: Windows 98, Vista, XP, or 2000

Order #	Version	Single	Site License	Network
#PT230W	Windows	\$79	\$237	\$349

The Long & Short of It



This live action video program serves to acquaint students with the basics of both English and metric systems of linear measurement. The program begins with a short fable about a world where units of measure are arbitrary and standards are nonexistent. Students will readily see and appreciate the need to have a system we can all understand.

The program explains how to name the increments of a ruler and express them properly and provides tips on measuring for accuracy. Also examined are different kinds of rulers and their uses in various professions. This interesting program is ideal for all types of students learning to measure with either the metric or standard system. #AL134 \$89

Student Workbooks

Includes 30 Workbooks & 150 Worksheets

Using the Ruler #ASSBP1 \$49.95

How many times have you had a student look at a ruler like it was from a distant planet? Here's your answer. This booklet shows students step by step what a ruler is, why it is needed, and how to use it properly.

Strategies in Measuring #AS9679 \$49.95

Teaches parts of a whole and fraction recognition. Students design their own ruler and divide it into its fractional parts. Designed to help high risk, low level learning students.

Problem Solving #AS9845 \$49.95

This booklet gives students the opportunity to solve 8 different technical problems which provide hands on problem solving practice. Includes 30 workbooks and 150 Student Worksheets.



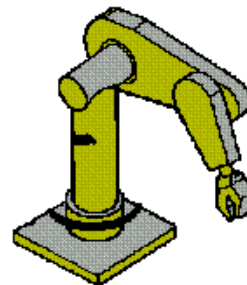
Following Directions #ASSBP2 \$49.95

This in seat activity is great for substitute teachers. A fun to do book that drives home the importance of following directions.

Introduction to Robotics

This program introduces students to robots, from the fictional characters in movies, to industrial robots used in manufacturing and flexible automation systems. Topics in this program include:

- History & Evolution of Robots
- Industrial Applications
- Programming & Control
- Basic Parts, Terms & Types
- Robotic Sensors
- Advantages & Disadvantages



The program describes the features, parts and terms used in the most common educational robotic systems. The program comes complete with a computer based test and an instructor grade book. The instructor can view and/or print out the students grades. Students can print a certificate of completion at the end of the program. Also included are paper based word searches, crossword puzzles and student worksheets. System Requirements: Windows 98, Vista, XP.

Order #	Version	Single	5 Station	Site License
#PT270W	Windows Version	\$99	\$198	\$297

More Robotics Videos & Software Online.

Click -n- Print Activities



Click -n- Print activity programs allow teachers to instantly select and print complete instructional activity packets. These programs provide an instant solution to tests, quizzes and in seat activities.

In Seat Activities - Great for substitutes

Print one or all activities with a click of the mouse!

Each course or subject area contains 10 or more units of study, each unit of study contains ten activities complete with teacher answer keys. That's over 100 activities per subject area!

Simply select the unit or module area and print one or all ten activities. Each unit or module area contains the following ten activities.

**Multiple Choice
Matching
Review Sheet**

**Secret Code
Word Search
Alphabetizing**

**Crossword Puzzle
Fill in the Blank**

**Scrambled Words
Scrambled Sentences**

Technology Education Click & Print Volume #1

Intro to Technology
Desktop Publishing

Technology Resources
Simple Machines

Fiber Optics
Measurement

Solar Energy
Cad & Drafting

Robotics
Flight

Technology Education Click & Print Volume #2

Digital Electronics
Video Production

Electronics
Electricity

Computers
Communications

CNC Lathe
Alternate Energy

CNC Mill
Lasers

Technology Education Click & Print Volume #3

Transportation
Land Transportation

Space
Biotechnology

Health
Animation

Fluid Power
Small Gas Engines

Audio/Video
Mouse Cars

Technology Education Click & Print Volume #4

Bridge Building
Processing

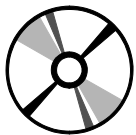
Power & Energy
Manufacturing

Plastics
Marketing

Automation
Construction

Tools & Machines
Production

Free School Site License!



CD-ROM

Order

#PT721W
#PT722W
#PT723W
#PT724W
#PT725W

Title

Volume #1 Technology Click -n- Print Activities CD-ROM
Volume #2 Technology Click -n- Print Activities CD-ROM
Volume #3 Technology Click -n- Print Activities CD-ROM
Volume #4 Technology Click -n- Print Activities CD-ROM
Technology Bundle All Four Volumes CD-ROM

School Site License

\$79
\$79
\$79
\$79
\$249

Technology Education - Over 400 Activities

System Requirements: Requires Windows 98, NT, XP or Vista.

Site license allows all teachers at your school address to use the CD-ROM and activities..

The Perfect Technology Bundle

This bundle include the complete Technology Click & Print Series and The Technology Game Show complete site License Series. This provides tests, worksheets, crossword puzzles and more for 17 different Technology Modules, and Jeopardy style software providing a motivational format for students to review the material. Requires: Windows 98, NT3.51+, XP, or Win 2000.

Makes Learning Fun & Teaching Easier!

The Game Show series allows 4 students to use one computer, The Technology Click & Print provides 10 different types of worksheets for each module. So, each student at the computer can have a different worksheet.



#PT726 Technology Game Show & Click -n- Print Activities - School Site License \$795

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Technology Game Show

These programs allow students to learn and test their knowledge in a Jeopardy like format. The program allows up to four players and includes three game formats:

- o **Game Show**
- o **Beat the Clock**
- o **Challenge Game**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky. As the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.

Feedback is provided for each question. Feedback may provide correct answers or additional information about the question. Students may pick a character to represent them during the game! Requires: Windows 98, NT3.51+, XP, or Vista.



17 Technology Areas !

Order #	Areas Covered	Single	Site Lic.
#PT821	Tech Vol #1 - Bridges, Computers, CNC Lathe, Simple Machines, Communications.	\$89	
#PT822	Tech Vol #2 - Electronics, CAD/Drafting, Lasers, Transportation, Power & Energy.	\$89	\$259
#PT823	Tech Vol #3 - Aerospace, Fiber Optics, CNC Mill, Desktop Publishing, Plastics.	\$89	\$259
#PT824	Tech Vol #4 - Dig. Electronics, Robotics, Construction, Problem Solving, Manufacturing & Prod.	\$89	\$259
#PT825	Bundle of all four Tech. Ed. Programs - Includes #821, 822, 823, 824	\$267	\$695

Structures & Bridges

This program is specifically designed to enhance bridge building activities. The program reviews the six most common types of bridges. Through the program students learn about different foundations, the types of forces that effect bridges and how they withstand these forces.

The program includes a computer based test and an instructor grade book. The instructor can view and/or print out the students grades. Students can print a certificate of completion at the end of the program. Also included are paper based word searches, crossword puzzles and student worksheets.

The program reviews the following information about bridges and structures:

Forces: Static & Dynamic, Tension & Compression, Shear & Torque, Equilibrium, Strength in Shape.

Bridge Types: Beam, Cantilever, Truss, Arch, Suspension, Cable Stayed.

System Requirements: Windows 95/98 or NT 3.51+ Disk or CD-ROM

Order #	Version	Single	Site License
#PT250W	Windows Version	\$79	\$237

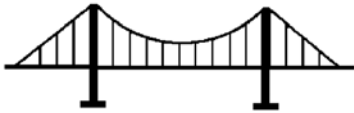
FREE

Interactive Bridge Building Software and Curriculum with purchase of Structures & Bridges Site License.

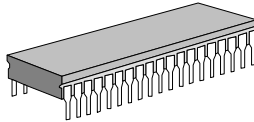


The Technology Trio

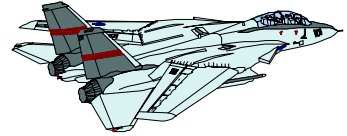
The Technology Trio offers our three most popular programs at a bargain price. It includes one of each of the following



◆ Structures & Bridges



◆ Introduction to Electronics



◆ Aerospace & Flight

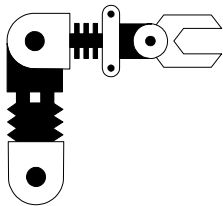
Each program is complete with a computer based test, an instructor's grade book, student worksheets and crossword puzzles. See the individual descriptions in this catalog for more information.

System Requirements: Windows 98, XP or Vista.

Top Ten Program

Order #	Version	Single	5 Station Lab	Site License
#PT265W	Windows Version	\$199	\$398	\$597

The Technology Trio II



◆ Robotics



◆ Mouse Trap Physics



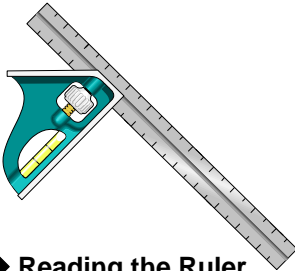
◆ Fiber Optics

The Technology Trio 2 is a bundle of three programs at a bargain price. See the individual descriptions in this catalog for more information.

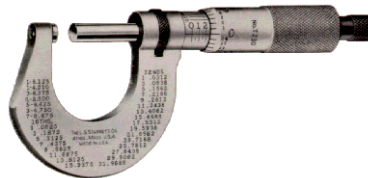
Order #	Version	Single	Site License
#PT266W	Windows Version	\$225	\$695

Our Best Values!

The Technology Trio III



◆ Reading the Ruler



◆ Reading the Micrometer



◆ CAD & Drafting

The Technology Trio 3 is a bundle of three programs at a bargain price. See the individual descriptions in this catalog for more information.

Order #	Version	Single	Site License
#PT267W	Windows Version	\$249	\$749

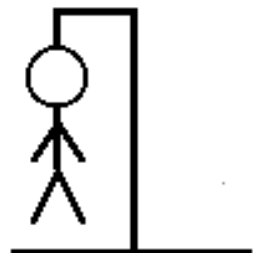
Technology Hangman is the traditional game of hangman using vocabulary words from the most common Technology Education Modules. These modules include:

Technology Hangman

- | | | | | |
|-------------|--------------------|-----------|---------------------|----------|
| Bridges | Communications | Computers | Digital Electronics | Robotics |
| Electronics | Power & Energy | Flight | Desktop Publishing | Laser |
| Robotics | Technology Systems | Plastics | Fiber Optics | Drafting |
| Mill | Simple Machines | Lathe | | |

Additional words can be added to the program using any word processor. Requires Windows 98, XP, Vista.

#PT320	Technology Hangman School Site License	\$29
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Intro to Electronics

This program provides students with an introduction to electronics and the most common electronic components. The program introduces students to the basic properties of electricity and electronics including current, voltage, conductors, insulators and semiconductors. The students will learn the resistor color code and how common electronic components work.

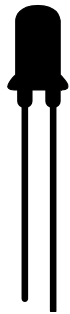
This program gives the student quick access to each individual component. Students can select any of the components below from a main menu, quickly learning what the component looks like and a real world example of its function.

Switches **LED's** **Speakers** **Sensors** **Resistors** **Transistors**
Capacitors **SCR's** **Diodes** **Transistors** **I.C.'s**

The program includes a computer based test and an instructor grade book. The instructor can view and/or print out the students grades. Students can print a certificate of completion at the end of the program. Also included are paper based word searches, crossword puzzles and student worksheets. The program also introduces: matter, elements & compounds, charges, printed circuit boards, analog & digital circuits.

System Requirements: Windows 98, XP or Vista.

<u>Order #</u>	<u>Version</u>	<u>Single</u>	<u>Site License</u>
#PT260W	Windows	\$79	\$237

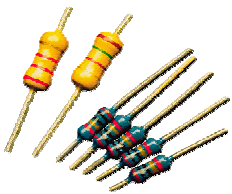


The Electronics Game Show

This program allows students to learn and test their knowledge of the most popular areas of electronics in a jeopardy like format. The program allows up to four players and includes three game formats.

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky, as the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds. Feedback is provided for each question. Feedback may provide correct answers or additional information about the question.

<u>Order #</u>	<u>Areas Covered</u>	<u>Single</u>	<u>Site License</u>
#PT826	Electronics Vol #1 - Resistors, Magnetism, Capacitors, Voltage, Basic Circuits	\$ 89	\$259
#PT827	Electronics Vol #2 - Semiconductors, Digital Elec., Measurement, Transformers, Electro-Mag.	\$ 89	\$259
#PT828	Electronics Vol #3 - Series Circuits, Parallel Circuits, Complex Circuits, Motors, Relays	\$ 89	\$259
#PT829	Bundle of all three electronics programs. Includes #826, 827, 828	\$199	\$495



Applied DC Circuits



Applied D.C. Circuits provides students with instruction in eight core areas of D.C. electronics.

Schematic Diagrams **Unit Conversions** **Resistors** **Series Circuits**
Basic Circuits **Parallel Circuits** **Ohm's Law** **Series-Parallel**

This program provides essential skills necessary for success in any D.C. electronics course. Skills learned will also lead students to greater success in more advanced electronics courses.

- ◆ Provides Individual Instruction
- ◆ Creates Comprehensive Student Reports

The program provides students with explanations of the circuit problems, and provides them with quick reference to all necessary formulas. At the end of the program students can review the areas and questions missed. At the end of each module the student takes a final exam with all hints and explanations removed.

REPORTS

Printed reports from each module alerts instructors and students of areas that need improvement. When the student receives a 70% or better score in any area they may print a certificate of completion. This certificate shows the program area and their percentage score. Using a performance tracker teachers may view and print reports from any section of the program.

Each of the eight areas include paper based student quizzes & worksheets. These may be copied and used for needs assessment, homework assignments, or as exit tests from each module.

#PT790	Applied DC Circuits	\$395
#PT790SL	Applied DC Circuits School Site License	\$595

Automotive Game Show

These programs allow students to learn in a Jeopardy like format. The program allows up to four players and includes three game formats: ➔ **Game Show** ➔ **Beat the Clock** ➔ **Challenge Game**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky. As the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.

Categories include: Engines, Components, Hand Tools, Power Tools, Safety, Charging Systems, Wiring, Electrical, Starting Systems.

Order #	Version	Single	Site License
#PT866	Windows Version	\$89	\$259



Driver Education Game Show

The Driver Education game Show includes the following categories: **Being Responsible, Control, Driving Task, Emergency Situations, Ownership, Environment.**

Order #	Version	Single	Site License
#PT891	Windows Version	\$89	\$259

More Online !

Science Game Show Series

These programs allow students to learn and test their knowledge in a Jeopardy like format. The program allows up to four players and includes three game formats:

Game Show

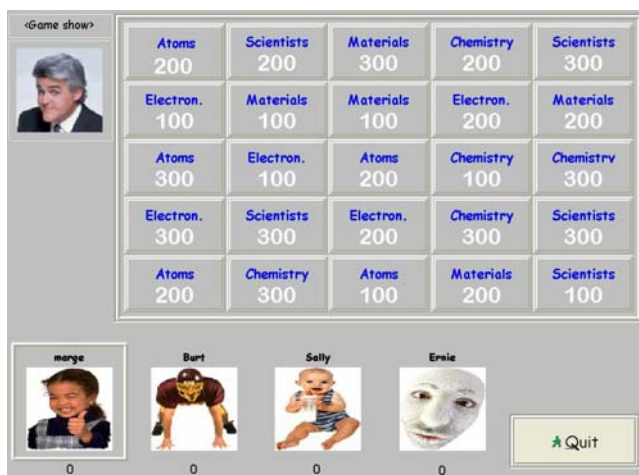
Challenge Game

Beat the Clock

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky. As the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.

Feedback is provided for each question. Feedback may provide correct answers or additional information about the question. Students may pick a character to represent them during the game!

The Science Game Show categories include:



Windows 98, XP, Vista

The Atom, Materials & Elements, Flight, Electronics, Key Dates in Science, Scientists & Invent

The Biology Game Show categories include: Plants, Animals, Humans, and General Biology

The Physics Game Show categories include: Heat, Waves, Electricity & Magnetism, Nuclear, Mechanics and General Physics

The Chemistry Game Show categories include: Physical, Inorganic, Organic, Environmental and General Chemistry

Order #	Program	Single	Site Lic.
#PH835	Science	\$89	\$259
#PH836	Biology	\$89	\$259
#PH837	Chemistry	\$89	\$259
#PH838	Physics	\$89	\$259
#PH839	All four science programs	\$267	\$695

More Science, Physics, Chemistry and Biology Programs Online !

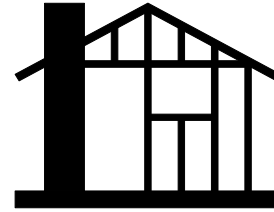
CAD & Drafting

Introduction to Drafting provides students with the information needed before using the drafting board or CAD System. This program uses an interactive format to explain the importance of orthographic projection. This format ensures that the student can properly visualize each view of a three dimensional object. Students are required to provide feedback to the program by clicking on a view or answering a question. This ensures that the student understands each concept before continuing with the lesson.

This program reviews the following areas of CAD and Drafting:

**Orthographic Projection
Sketching**

**Alphabet of Lines
Final Exam**



**Top Ten
Program**

The program also covers the use and care of the following drafting tools:

**T-Square
Mechanical Scale
Compass**

**Parallel Rule
Engineer's Scale
Erasing Shield**

**45/90 Triangle
Architect's Scale
Pencils**

**30/60 Triangle
Dividers
Drafting Brush**

The program includes student worksheets, crossword puzzles and quizzes. When the student completes the online test they may print a certificate of completion which includes their name and percentage grade on the test.

<u>Order #</u>	<u>Program</u>	<u>Single</u>	<u>Site License</u>
#PT530	Intro. to Drafting	\$89	\$395

System Requirements: Windows 98, XP or VISTA.

Home Construction Game Show

These programs allow students to learn about Home Construction a Jeopardy like format. The program allows up to four players and includes three game formats: ↻ **Game Show** ↻ **Beat the Clock** ↻ **Challenge Game**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. Categories include: **Building Materials, Safety, Tools, Construction, Surveying & More....**

<u>Order #</u>	<u>Version</u>	<u>Single</u>	<u>Site License</u>
#PT830W	Windows Version	\$89	\$259

CAD & Drafting Game Show

These programs allow students to learn about CAD & Drafting in a Jeopardy like format. The program allows up to four players and includes three game formats: ↻ **Game Show** ↻ **Beat the Clock** ↻ **Challenge Game**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. Categories include: **Drawing types, Line Types, Geometry, Shop Terms, Drafting Tools.**

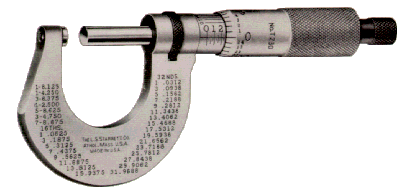
<u>Order #</u>	<u>Version</u>	<u>Single</u>	<u>Site License</u>
#PT840W	Windows Version	\$89	\$259

Reading a Micrometer

This program teaches students how to read a standard and vernier micrometer.

The program includes student worksheets, crossword puzzles and word searches. Also, included is a computer based test and an instructor grade book. The instructor can view and/or print out the students grades. Students can print a certificate of completion at the end of the program. The program includes the following lessons:

- ➔ **Introduction & History of the Micrometer**
- ➔ **Types of Micrometers - Inside, Outside, Depth**
- ➔ **Reading the Micrometer**
- ➔ **Final Exam**



The program explains to students the need for accurate and standardized measurements.

The proper use and care of the micrometer is also explained. System Requirements: Windows 95/98, NT, XP, or 2000..

<u>Order #</u>	<u>Version</u>	<u>Single</u>	<u>Site License</u>
#PT510W	Windows	\$79	\$237

See more Drafting & Construction programs on our Web Site.

Workplace Skills

This program provides students with real world applications of mathematics. Students learn math skills by studying and practicing situations that happen in the workplace. Workplace skills includes the following topics: Making change, DiscSales by length and volume, Percents, and Sales tax. This program allows a student to print a certificate of completion if they score above 70%. The program also lets the student place a bookmark so they can return to the place they left off. If the student answers incorrectly they are shown the correct way to solve the problem. Windows CD-ROM 95/98/NT/XP/2000

Order #	Program	Single	Site License	-
#PT440	Workplace Skills	\$69	\$158	

Consumer IQ

Consumer I.Q. is a math program designed to test the consumer knowledge of your students. Students are presented with real world situations such as: *What will a \$20 CD cost me if its on sale for 20% off? What's the cost of five concert tickets at \$19.95?* Consumer I.Q. ties math to situations encountered everyday.

The instructor may print out or view student grades from a grade book or have a certificate printed when the student exits the program! This program is available alone or part of the skills series bundle. See the bundle below!

System Requirements: Windows 95/98/NT/XP/2000



Order #	Program	Single Station	Site License	-
#PT410	Consumer I.Q.	\$79	\$158	

Shopping Skills

This program assesses and improves math skills related to shopping. Through this program students shopping skills are challenged. Topics include: Comparative shopping, Interpreting ads, Coupons, Sale and discount prices, Percentage off, Receiving change, and Buying by the ounce, foot and yard.

Windows 95/98/NT/XP/2000

This program allows a student to print a certificate of completion if they score above 70%. The program also lets the student place a bookmark so they can return to the place they left off. If the student answers incorrectly they are shown the correct way to solve the problem.



Order #	Program	Single Station	Site License	-
#PT420W	Shopping Skills	\$69	\$158	

Life Skills

This program improves the math skills that students encounter in everyday life. Topics include: Paying bills, Managing your check book, Insurance, Taxes, Gas mileage, Figuring measurements, Square yard, Square foot and Receiving change. This program allows a student to print a certificate of completion if they score above 70%. The program also lets the student place a bookmark so they can return to the place they left off. If the student answers incorrectly they are shown the correct way to solve the problem. Windows 95/98/NT/XP/2000

Order #	Program	Single Station	Site License	-
#PT430	Life Skills	\$69	\$158	

**FREE Consumer I.Q.
with Bundle**

Skills Bundle

The Skill Bundle Includes: Workplace Skills, Life Skills, Shopping Skills, and The Consumer I.Q. For a special low price!

Order #	Program	Single Station	Site License	-
#PT445	Skill Bundle	\$195	\$349	

The Electronics Evaluator

The Evaluator Series is a collection of test questions for evaluating the progress of students. It is presently available for the following subject areas.

The **Electronics Evaluator** includes over 400 test questions in the following areas of electronics technology:

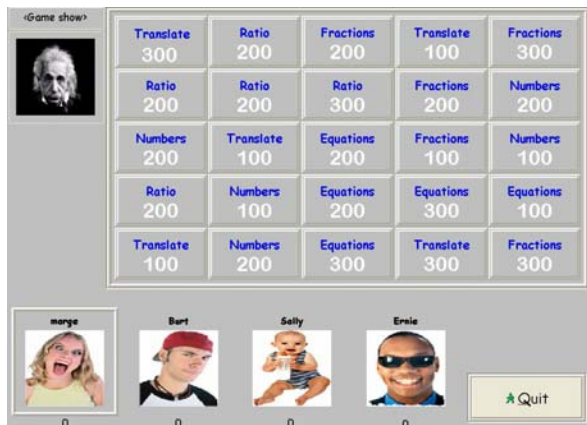
#PC120 \$39	AC/DC	Fiber Optics	Voltage, Current, Matter	Measurement
	Resistors	Electromagnetism	Communications	Magnetism
	Capacitors	Motors	Multimeters	Inductors
	Series Circuits	Transformers	Digital Systems	Parallel Circuits
	RCL Circuits	Relays	Series-Parallel Circuits	Semiconductors

Math Game Show Series

This program allows students to learn and test their knowledge of Algebra in a Jeopardy like format. The program allows up to four players and includes three game formats.

- ⇒ **Game Show**
- ⇒ **Challenge Game**
- ⇒ **Beat the Clock**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky, as the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.



Feedback is provided for each question. Feedback may provide correct answers or additional information about the question. Students may pick a character to represent them during the game!

Order #	Categories	Single	Site License
#PT831	Math Volume 1 Whole Numbers, Percents, Fractions, Decimals, Ratio & Proportion, Length & Weight	\$89	\$259
#PT832	Math Volume 2 Perimeter, Area & Volume, Problem Solving, Measurement, Basic Algebra, Probability & Statistics	\$89	\$259
#PT833	Math Bundle Includes #831, #832 Volume 1 & 2	\$129	\$339
#PT851	Algebra Volume 1 Fractions, Percents, Signed Numbers, Ratio, Proportion, Equations	\$89	\$259
#PT852	Algebra Volume 2 Inequalities, Linear Equations, Polynomials, Word Problems	\$89	\$259
#PT853	Algebra Bundle Includes #851, #852 Volume 1 & 2	\$349	\$139
#PT854	Applied Math Whole Numbers, Decimals, Fractions, Word Problems, Measurement, Perimeter, Area, Volume, Problem Solving, Statistics	\$89	\$259
#PT855	Middle School Math Percents, Fractions, Measurement, Decimals, Perimeter, Area, Volume, Ratio & Proportion	\$89	\$259

Vocabulary Game Show

Using the same format as the math game show above, the Vocabulary Game Show provides a review of grade level vocabulary.

Visit our web site for information on our **Vocabulary Click & Print Programs**

Elementary School Vocabulary Game - Grades 2, 3, 4, 5 #PT665 \$99 School Site License

Middle School Vocabulary Game - Grades 6, 7, 8 #PT666 \$99 School Site License

High School Vocabulary Game - Grades 9, 10, 11, 12 #PT667 \$99 School Site License

Applied Math Click & Print

The Click-n-Print Applied Math program allow teachers to instantly select and print complete instructional activity packets. These programs provide an instant solution to reviews, tests, quizzes and in seat activities. **This program includes over 100 worksheets & exercises that deal with real world applications and scenarios.** These worksheets present math as it is applied day-to-day life, industry, business and other workplace settings.

Print one or all activities with a click of the mouse!

Whole Numbers
Data Interpretation

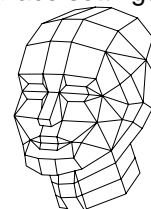
Area
Ratio

Percents

Fractions
Perimeter

Volume
Proportion

Decimals
Graphs



Order # #PT705
Version Applied Math
School Site \$99

Requires: Windows 98, XP, Vista.

The Evaluator Series

The Evaluator Series is a collection of test questions for evaluating the progress of students. It is presently available for the following subject areas.

The **Technology Evaluator** includes over 400 test questions in the following areas of technology:

C.A.D. & Drafting	Communications	Construction	CNC Machines	Electronics & Computers
Laser Systems	Manufacturing	Production	Mechanisms	Power & Energy
Robotics	Structures & Bridges	Transportation	The World Atlas	General Technology



Technology

The **Electronics Evaluator** includes over 400 test questions in the following areas of electronics technology:

AC/DC	Fiber Optics	Voltage, Current, Matter	Measurement
Resistors	Electromagnetism	Communications	Magnetism
Capacitors	Motors	Multimeters	Inductors
Series Circuits	Transformers	Digital Systems	Parallel Circuits
RCL Circuits	Relays	Series-Parallel Circuits	Semiconductors



Electronics

The **Woods, Metals & Plastics Evaluator** includes over 290 test questions in the following areas:

Planning	Wood Types	Joints	Laminating	Finishes	Safety
Sheet Metal	Forging	Foundry	Forming	Molding	Shaper
Router	Table Saw	Jig Saw	Drill Press	Sanders	



The **Applied Physics Evaluator** includes over 200 test questions in the following areas of physics:

Measurement	Momentum	Speed	Motion	Vectors	Force	Energy
Work	Power	Waves	Sound	Liquids	Gases	Heat
Light	Optics	Electricity	Magnetism	Atoms	Radiation	

The **Applied Math Evaluator** includes over 200 test questions in the following areas of mathematics:

Whole Numbers	Decimals	Fractions	Percents & Ratios	Measurement	Practical Applications
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Technology Education, Electronics Technology, Woods, Metals & Plastics, Applied Mathematics, and Applied Physics. The Evaluator Series is distributed in the form of software. Each subject area may be purchased separately or as the complete series.

All of the question banks are compatible with the following well known word processors and file formats: **Microsoft Word, Rich Text Format, Lotus Word Pro, ASCII Text format.** A quick reference guide is provided enabling the instructor to quickly find the questions on the desired topics. By having the questions in ASCII text format they can be used in any word processing program to quickly create custom designed tests. As a bonus each evaluator program includes a full featured word-processing and unit conversion program.



WMP

Physics



Math

#110W	Technology Evaluator	\$39
#120W	Electronics Evaluator	\$39
#130W	Woods, Metals, Plastics	\$39
#140W	Applied Physics	\$39
#150W	Applied Math	\$39
#199W	Complete Series	\$129

All the evaluator programs include a FREE unit conversion program. This program instantly provides 271 conversion routines in 13 categories. Easily convert from feet to yards, gallons to liters and more!

Requires: Windows 98, XP, VISTA

The Technology Puzzle Pack

The puzzle pack includes a printed set of puzzles and worksheets for Technology Education. All puzzles are ready to be photocopied for use in your class. **Over 200 pages of puzzles!** The following puzzles are included for each module:

Crossword puzzles	Crossword puzzles with word list	Word search
Word search w/scrambled words	Word search w/missing letters	Multiple choice quiz



Puzzles are provided with and without word lists. This makes the puzzles valuable for all levels of learners.

The puzzle pack covers the following modules:

Bridges	Electronics	Plastics	Power & Energy	Problem Solving	Desktop Publishing
CNC Mill	Aerospace	Computers	Communications	CAD/Drafting	Simple Machines
Lasers	Robotics	CNC Lathe	Fiber Optics	Digital Electronics	

#PT112 **Technology Puzzle Pack** \$95.00

Easy Prompter

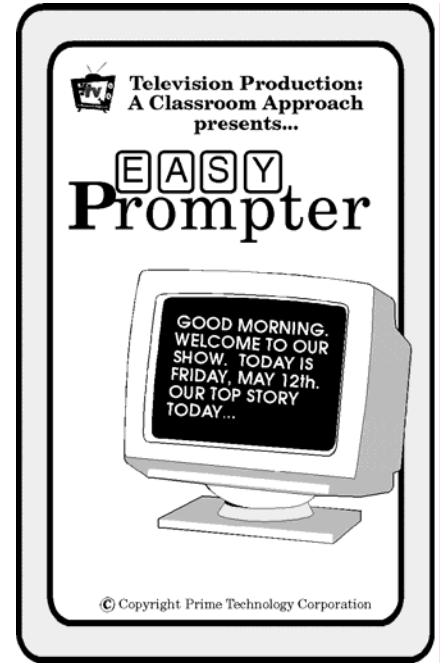
- ◆ **School Message Boards**
- ◆ **Election Speeches**
- ◆ **T.V. Production Classes**
- ◆ **Video Production Modules**

Easy Prompter turns your computer into a professional video prompter. The Easy Prompter is similar to the prompters used for T.V. news programs. Using Easy Prompter, students can read scripts off the computer screen, the television monitor, or a reflective surface placed in front of the camera. Use as a classroom message board or add to your video production module.

By using Easy Prompter with your School TV program your audience will no longer be looking at the top of the students head! Eliminates the need for cue cards. Using a video to T.V. converter you can put your message on any standard television.

Easy Prompter supports multiple readers by using reversed and underlined text. Scroll speed can be controlled by mouse, joystick, or keyboard.

#PT750 Easy Prompter \$159



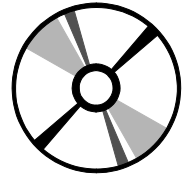
EasyBoarder

Professional productions hire storyboard artists – tremendously talented people who work with the writers and producers to turn their ideas into a storyboard. But most productions – especially student productions, just don't have that kind of budget or artistic talent. That's where Easy Boarder software steps in. Storyboarding for the rest of us. If you can insert clip-art into a word processing document or presentation, you can use Easy Boarder. Just insert a background, position your characters, type-in your script, and print. You're ready to shoot. #PT760 \$99

TV Production Click -n- Print Activities

The TV Production Click -n- Print activity program allow teachers to instantly select and print complete instructional activity packets. Covering 11 areas of TV Productions and Communications, it provides over **100 in seat activities** for your students. For more information please see page 9

#PT715 TV Production Click -n- Print Activities \$69



The TV Production Game Show

This program will allow students to learn and test their knowledge in a Jeopardy like format. The program allows up to four players and includes three game formats: Game Show, Challenge Game, and Beat The Clock

The TV Production Game Show includes the following categories: **Camcorders, Radio & TV, Motion Pictures, Cameras & Film, Broadcasting, Light & Sound, and more...**

#PT890 TV Production Game Show \$89 School Site License \$259

Top Ten Program

TV Production Bundle #PT755 \$249

The TV Production bundle includes: #PK750 Easyprompter, #PK715 TV Production Click & Print, and #PK890 TV Production Game Show (single station).

TV Production Bundle 2 #PT756 \$129 #PT756SL School Site \$259

If you already own Easy Prompter, purchase this bundle which includes, #PK715 TV Production Click & Print, and #PK890 TV Production Game Show.

Buy the Bundle and Save!

More Media & TV Productions Products online !

Phone (352) 394-7558 • Fax (352) 394-3778 • Web Site: primetechnology.net

Applied Math Program

The **Applied Math** program provides students with comprehensive instruction in eleven math areas. The program allows students to learn about math through real world applications and scenarios. In working with this program students will develop essential employment and life skills. The program presents math as it is applied day-to-day in industry, business and other workplace settings. This program will also lead the student to greater success on the mathematics sections of any standardized test.

- **Develops Employment Skills**
- **Provides Individual Instruction**
- Creates Comprehensive Reports**
- 
- **Increases Standardized Test Scores**
- **Includes 11 Math Skill Areas**
- **Provides Positive Reinforcement**

This program is compatible with any curriculum or teaching style and provides problem solving skills that will last a lifetime. Students can clearly see the connection between the skills learned and those used in the workplace. This program includes seven modules covering all the major areas of mathematics.

The applied mathematics program provides students with comprehensive instruction in eleven math skill areas:

Whole Numbers	Area	Percent	Fractions	Volume
Decimals	Ratio	Perimeter	Proportion	Graphs & Data

The **Applied Mathematics** program provides individualized instruction. This allows the students to work with the program at their own pace. Using the program is like having a teacher sitting next to every student!

- **After the student answers each question they can see how the question was solved.**
- **After a situation is completed the student can review the questions and their answers.**
- **Prints a certificate of completion if student receives a 70% or higher score.**

Reports - Printed reports from each module alerts teachers, students and parents of areas that need improvement. When the student receives a 70% or better score in any area they may print a certificate of completion. This certificate shows the program area and their percentage score. Using a performance tracker, teachers may view and print reports from any section of the program. The performance tracker shows teachers the amount of time taken, questions correct, questions incorrect, name, date and program area for each student. Teachers may print questions to review them with students.

Program Materials - The program includes paper based quizzes and worksheets for each area. They may be copied and used for student needs assessment, homework assignments or exit exams from each module. Having these materials adds more flexibility for both the instructor and the student. All program materials are conveniently indexed in a three ring binder. The 5 school pricing allows school districts to purchase the program at a lower cost per school. Each schools address must appear on the purchase order. Each school will receive a complete set of materials. Each additional school over 5 may purchase the network/site license version of the program at \$795 per school. Please call for additional information.

System Requirements: The Windows 98, XP or Vista.

	<u>Single Program</u>	<u>School Site License</u>	<u>Network License</u>
Applied Math Program - WIN 95/98	#PT990W \$495	#PT990WSL \$1,495	#PT990NSL \$1,995
Ap. Math Program, 5 school WIN 98		#PT995WSL \$4,485	#PT995NSL \$5,985

Our Best Selling Math Program !

Math Worksheets

Each grade level contains 20 or more lessons with 10 different worksheets in each lesson. All lessons include answer keys on the following page. That's over 200 total worksheets - 400 total pages.

Visit www.PrimeTechnology.net for more information.

\$49 per Grade Level

Phone (352) 394-7558 • Fax (352) 394-3778 • Web Site: primetechnology.net

Middle School Math

Middle school math presents students with real life situations. Through the use of word problems students are presented with math problems that happen in everyday life. After answering the question the student can access an explanation of how to properly answer the question, including the correct mathematical equation.

Middle School Math provides instruction in 18 key areas including:

Whole Numbers
Fractions
Ratio
Angles

Integers
Percents
Proportion
Triangles

Averaging
Temperature
Perimeter
Graphs

Decimals
Length & Weight
Area & Volume
Quadrilaterals

Provides Documentation on Student Performance!

Student Reports

Printed reports from each module alerts teachers, students and parents of areas that need improvement. When the student receives a 70% or better score in any area they may print a certificate of completion. This certificate shows the program area and their percentage score. Using a performance tracker teachers may view and print reports from any section of the program. The performance tracker shows the amount of time taken, questions correct, questions incorrect, name, date and program area for each student. Teachers may print questions to review them with students. These reports assist in identifying areas that need improvement.

Improves Test Scores!

Diagnostic Quizzes

Included with the program are diagnostic quizzes for each module. These quizzes assist in determining whether the student has difficulty with the math skills involved with each situation or if the problem lies with developing or pulling the numbers and math equations from the given word problem.

Parents Love the Homework Disk!

Student Homework & Review Disk

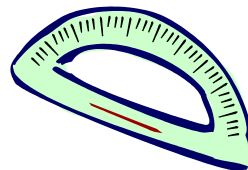
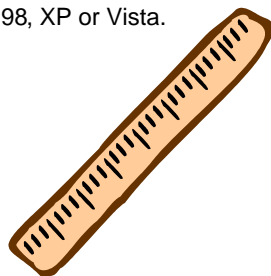
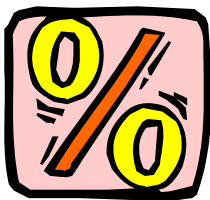
A review CD-ROM is included with the site license version of Middle School Math. This CD can be copied and given to students and parents for use on their home computers. This allows the teacher to assign different homework assignments depending on student's needs. The homework disk will print a certificate of completion that may be turned in as a homework assignment.

Provides Individual Study!

Pricing & Program Materials

The program includes an instructor's guide, answer key, paper based quizzes, worksheets and diagnostic tests for each area. These materials may be copied and used for student needs assessment, homework assignments or exit exams from each module. Having these materials adds more flexibility for both the instructor and the student. All program materials are conveniently indexed in a three ring binder. The 5 school pricing allows school districts to purchase the program at a lower cost per school. Each school's address must appear on the purchase order. Each school will receive a complete set of materials. Each additional school over 5 may purchase the network/site license version of the program at \$695 per school. Please call for additional information.

System Requirements: The Windows 98, XP or Vista.



Middle School Math - Windows
Middle School Math - 5 School

Single Station
#PT850W \$495

School Site License
#PT850WSL \$1,195
#PT855W \$3,585

Network
#PT850NSL \$1,695
#PT855NSL \$5,085

Measurement: Reading the Ruler Free when you buy Middle School Math

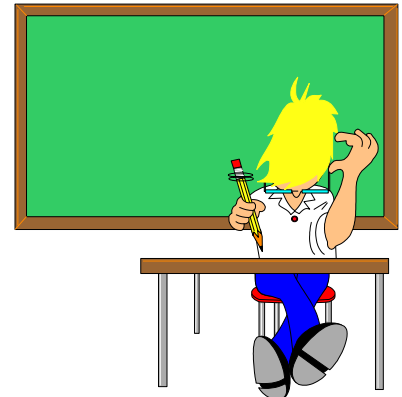
High School & Beyond

A review of mathematics common to high school competency exams.

This program was specifically designed to provide a review of the math skills common to exit level math exams. These exams include high school competency tests, basic skills, and achievement tests. Today, many states require a passing grade on one or more of these exams to receive a high school diploma.

- **Evaluates Student Abilities**
- **Provides Positive Reinforcement**
- **Creates Comprehensive Reports**
- **Provides Instant Feedback**
- **Provides Individual Instruction**
- **FREE home version with site license**

**NEW for
Windows 98,
XP or Vista**



The program covers the following areas of mathematics:

- | | | | |
|--|---|--|------------------------------------|
| <input type="checkbox"/> Problem Solving | <input type="checkbox"/> Basic Algebra | <input type="checkbox"/> Graph & Plotting Data | <input type="checkbox"/> Decimals |
| <input type="checkbox"/> Geometric Relationships | <input type="checkbox"/> Probability & Statistics | <input type="checkbox"/> Measurement | <input type="checkbox"/> Fractions |
| <input type="checkbox"/> Ratio & Proportion | <input type="checkbox"/> Percents | | |

Specifically Designed to Prepare Students for State Competency Exams.

Life Skills

The program is designed not only to meet the conceptual skills presented on competency exams, but also to prepare students for life beyond high school. Through word problems, the program provides practice with real world situations and consumer skills. Students may use an online calculator throughout the program.

Reports

The program assesses student abilities in each of the 10 skills areas. Printed reports from each module alerts teachers, students and parents of areas that need improvement. When the student receives a 70% or better score in any area they may print a certificate of completion. This certificate shows the program area and their percentage score. Using a performance tracker teachers may view and print reports from any section of the program. The performance tracker shows the amount of time taken, questions correct, questions incorrect, name, date and program area for each student. Teachers may print questions to review them with students or use as quiz questions.

Instant feedback

If the student answers a situation incorrectly they will be provided with the correct answer, be given an explanation and shown the correct mathematical equation to solve the problem. Then the question is shown again, allowing the student to ask the teacher any additional questions. In the review section of the program the teacher or student may freely move back to a previous question to discuss it with the student.

Individual Instruction

The program allows students to practice skills independently. Teachers can assign work to students and collect the student reports to monitor their progress. The program is available in single station or school wide site licenses. The site license also includes a home version of the program. The home version may be copied and given to students and parents for use on their home computers. The site license and network versions may be installed on all of the computers at a single school address.

Pricing & Program Materials

The program includes an instructor's guide, answer keys, paper based quizzes, worksheets and diagnostic tests for each area. These materials may be copied and used for student needs assessment, homework assignments or exit exams from each module. Having these materials adds more flexibility for both the instructor and the student. All program materials are conveniently indexed in a three ring binder. The 5 school pricing allows school districts to purchase the program at a lower cost per school. Each school's address must appear on the purchase order. Each school will receive a complete set of materials. Each additional school over 5 may purchase the network/site license version of the program at \$995 per school. Please call for additional information.

Systems Requirements

Windows 98, XP or VISTA.

	<u>Single Station</u>	<u>School Site License</u>	<u>Network</u>
High School & Beyond - Windows	PT900W \$795	PT900WSL \$1,795	PT900NSL \$2,595
High School & Beyond - 5 School Windows		PT905WSL \$5,385	PT905NSL \$7,785

Math Worksheets

This grade level program contains 30 lessons with 10 different worksheets in each lesson. All lessons include answer keys on the following page. That's over 300 total worksheets - 600 total pages.

The variety of worksheets keeps students motivated, and targets all skill levels. This makes teaching easier and learning more fun

Ease of use - Just click and print. Print as many copies and you need. The answer key follows each worksheet. No hunting for the key.

Reusable - with a standard workbook, once its used its gone. This program allows you to print as many workbooks as you want as often as you want. Use then year after year.

Matched to grade level.

Puzzle format makes learning fun.

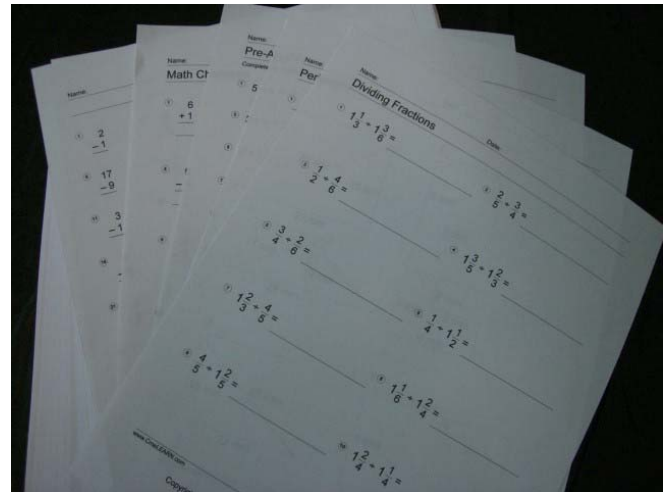
Supplements grade level textbooks.

Variety - Each lesson includes 10 different worksheets.

Improves standardized test scores

Unlike workbooks - this program never runs out!

#PV672	Math Worksheets Grade 2	\$39
#PV673	Math Worksheets Grade 3	\$39
#PV674	Math Worksheets Grade 4	\$39
#PV675	Math Worksheets Grade 5	\$39
#PV676	Math Worksheets Grade 6	\$39
#PV677	Math Worksheets Grade 7	\$39
#PV678	Math Worksheets Grade 8	\$39
#PV675	Math Worksheets Grades 2-8	\$159



Vocabulary Worksheets

Each grade level program contains 40 lessons with 10 different worksheets in each lesson. All lessons include answer keys on the following page. That's over 400 total worksheets - 800 total pages.

This provides teachers with a lesson for each week of school. The variety of worksheets keeps students motivated, and targets all skill levels. This makes teaching easier and learning more fun!

Worksheets Include:

Crossword Puzzles
Alphabetical Order
Missing Letter
Word Jumbles
Lined Worksheet

Word Search
Decoding
Matching
Word Links
Word Shapes

#PV652	Vocabulary Worksheets Grade 2	\$39
#PV653	Vocabulary Worksheets Grade 3	\$39
#PV654	Vocabulary Worksheets Grade 4	\$39
#PV655	Vocabulary Worksheets Grade 5	\$39
#PV656	Vocabulary Worksheets Grade 6	\$39
#PV657	Vocabulary Worksheets Grade 7	\$39
#PV658	Vocabulary Worksheets Grade 8	\$39
#PV659	Vocabulary Worksheets Grade 9	\$39
#PV660	Vocabulary Worksheets Grade 10	\$39
#PV661	Vocabulary Worksheets Grade 11	\$39
#PV662	Vocabulary Worksheets Grade 12	\$39
#PV665	Vocabulary Worksheets Grades 2, 3, 4, 5	\$99
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Writing Worksheets

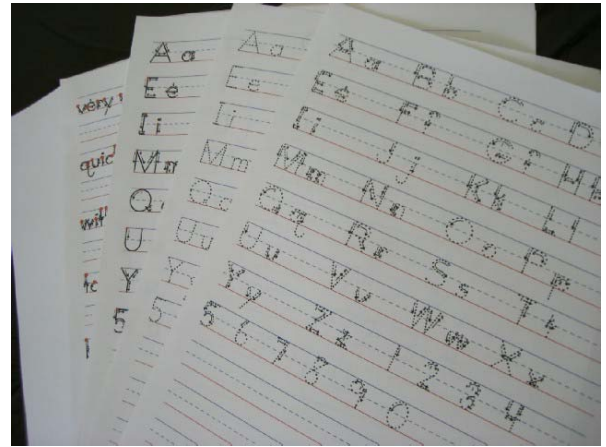
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Over 175 pages of worksheets. Learn to write while using phonics!

Reusable - print as many worksheets as you need.

Unlike workbooks the CD never runs out!

Includes: Letters, Numbers, Days of Week, Music - Plants - Fruit - Animals, Vocabulary for Grades 3 - 4 - 5, Letters and words for each letter of the alphabet. Use Phonics - Short Vowels - Long Vowels - Vowel Pairs - Blends



This program contains over 175 worksheets for handwriting. The program will work on any Windows based computer.

Cursive Hand Writing Worksheets #552 \$18

Includes: Days of the week, Numbers, Letters, Months, Each Letter A - Z, Words for each letter of the alphabet. Use Phonics - Short Vowels - Long Vowels - Vowel Pairs - Blends Fruit, Animals, Planets, Phonics - AM - AR - AT - ER - AG - IR - IT - UR

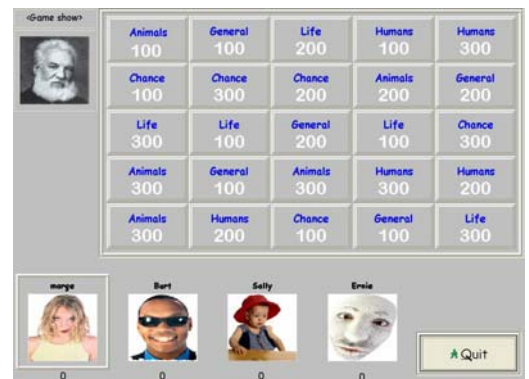
This program contains over 150 worksheets for handwriting. The program will work on any Windows based computer.



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Vocabulary Game Shows

#PV755	Vocabulary Game show Grade 5	\$39
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#PV766	Vocabulary Game show Grades 5, 6, 7, 8	\$99
#PV767	Vocabulary Game show Grade 9, 10, 11, 12	\$99



This program allow students to learn and test their knowledge in a Jeopardy like format. The program allows up to four players and includes three game formats: **Game Show** **Challenge Game** **Beat the Clock**

Game Show is the easiest. Answer a question correctly and receive full credit. Think fast because in the **Challenge Game** when the clock starts ticking the points for the question go down. Answer a question correctly and receive only the points left on the clock. **Beat the Clock** is tricky. As the clock counts down the points for the question go down too. When the points reach zero they go into the negatives! The clock can be set from 10 to 95 seconds.

Feedback is provided for each question. Feedback may provide correct answers or additional information about the question. Students may pick a character to represent them during the game!

Intro to Laser Systems

This computer program introduces students to lasers. The program has been developed to support the wide variety of experiments available for helium neon lasers. The six part program includes lessons on:

NEW !

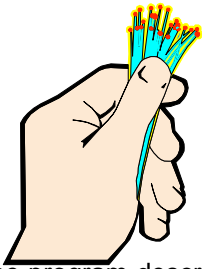
- Laser Applications
- Construction & Operation
- Laser Optics
- Safety
- Characteristics of Light
- Final Quiz

The program includes student worksheets, crossword puzzles, an on-line quiz and teacher grade book. Students can print a certificate of completion at the end of the program.

System requirements: Windows 98, XP or Vista.

Order #	Version	Single	Site License
#PT210W	Windows Version	\$99	\$297

Intro. to Fiber Optics



This program introduces students to fiber optics and its uses in our modern world. Lessons in this program include:

- Light & Communication
- Fiber Optic Cables
- Fascinating Fiber Optic Facts
- The Benefits of Fiber Optics
- Applications of Fiber Optics
- Final Quiz

The program describes what light is and how it has been used for communication. After a brief history of light communication, students learn how fiber optic cables and their component parts are manufactured. Students also learn about the wide variety of uses for fiber optics from the telecommunication industry to medical and military applications.

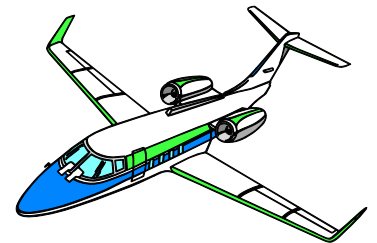
The program includes a computer based test and an instructor grade book. The instructor can view and/or print out the student's grades. Students can print a certificate of completion at the end of the program. Also included are paper based word searches, crossword puzzles and student worksheets.

System Requirements: Windows 98,, XP, Vista, Sound Card Recommended.

Order #	Version	Single Station	Site License
#PT520W	Windows Version	\$79	\$237

Aerospace & Flight

This program introduces students to the principles of flight. Students learn about the history of flight from Leonardo Da Vinci & the Wright Brothers up to the creation of the stealth bomber. Through animation and full color graphics the principles of modern flight are presented including the effects of drag, lift and thrust. The students learn parts of an airplane and their functions.



Through this program students will understand:

**Lift
Flaps**

**Thrust
Pitching**

**Aileron
Spoilers**

**Laminar
Rolling**

**Drag
Yawing**

**Rudder
Elevators**

**Turbulence
Airfoil**

An understanding of correct wing and rudder design is presented, and the effects of high and low air pressure.

The program comes complete with a computer based test and an instructor's grade book. The instructor can view and/or print out student grades. Students can print a certificate of completion at the end of the program. Also included are paper based word searches, crossword puzzles and student worksheets.

Order #	Version	Single	Site License
#PT240W	Windows Ver.	\$79	\$237

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P.O. Box 2407
Minneola, Florida 34755-2407
FAX (352) 394-3778
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Important:

Unless otherwise specified all software programs require Windows 98SE, XP, or VISTA.
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Quick Index

Aerospace & Flight 3, 13
Algebra Game Show 18
Applied DC Circuits 13
Applied Physics Evaluator 15
Applied Math Game Show 18
Applied Math Program 19
Arch Bridges 5
Atomic Orbital 11
Auto Electrical Systems 12
Automotive Game Show 11
Balsa Wood Model Bridges 5
Behind the Scenes in TV 16
Biology Game Show 11
Blue Print Reading 7
Bridge Design & Construction 5
Bridge Builder 5
Bridges 5
Business - online
CAD Fundamentals 7
CAD & Drafting 14
CAD & Drafting Game Show 14
Cantilever Bridges 5
Career Opportunities in CAD 7
Careers in Robotics 7
Chemistry Game Show 11
Computer Game Show 22
Concrete Structures 5
Consumer Ed. - Online
Consumer IQ 17
County Dam 5
DC Circuits 13
Designing Shelters and Structures 5
Domes 5
Drafting 14
Drafting Game Show 22
Driver Education Game Show 11
Easy Prompter 16
Electrical Safety 12
Electrical Principles 12
Electrical Components 12
Electronic Game Show 12

Electronics Evaluator 15
Fire Safety 12
Fluid Power 7
Following Directions 6
Fundamentals of Laser Technology 10
Fundamentals of Manufacturing 7
Guidance - online
Harnessing Nature 5
Health - online
High School Math Game Show 18
High School Vocabulary 18
High School & Beyond 21
Home Construction Game Show 14
House Design 7
Industrial Robotics 7
Interactive Technology Crosswords 2
Interactive Science Crosswords 2
Intro to Robotics 6
Intro to Laser Systems 10
Intro to Fiber Optics 10
Intro to Electronics 12
Introduction to Magnets 11
Laser F/X 10
Laser Curriculum 10
Laser Posters 10
Lasers 10
Leisure Spaces 5
Life Skills 17
Long and Short of It 6
Math Evaluator 15
Math Game Show 18
Measurement Reading a Ruler 6
Micrometer 14
Middle School Math Game Show 18
Middle School Vocabulary 18
Middle School Math 20
Model Smart 5
Model Bridges 5
Mouse Trap Physics 4
Ohms Law 12
Physical Processes 11
Physics Game Show 11
Physics of Amusement Park Rides 11
Physics Evaluator 15
Picture Puzzles 4

Principles of Technology Game 22
Problem Solving 6
Puzzle Pack 15
Reading a Micrometer 14
Robotics 6
Ruler 6
School - Work - online, 17
Science - online, 11
Science Crosswords 2
Science Game Show 11
Shopping Skills 17
Simple Machines 11
Skills Bundle 17
Social Studies - online
Spaghetti Model Bridges 5
Strategies of Measuring 6
Structures & Bridges 5
Suspension Bridges 5
Taking on the Sea 5
Tall Buildings 5
Technology Crosswords 2
Technology Hangman 2
Technology Tests 4
Technology Puzzles 4
Technology Trio 7
Technology Trio 2 7
Technology Trio 3 7
Technology Game Show 8
Technology Click & Print 9
Technology Evaluator 15
Technology Puzzle Pack 15
Transtech: Transportation Tech. 7
TV Production 16
TV Production Game Show 16
TV Production Bundle 16
Underground Spaces 5
Understanding Energy 12
Using a Ruler 6
Vocational - online
Vocational Math for Carpentry 7
Vocational Math for Welders 7
Warning Signs 12
Waves and Vibrations 11
Woods, Metals & Plastics Eval 15
Workplace Skills 17

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