

# **Ross' Free Stuff**

## ***Computer software composed for Special Education Classrooms***

### **Single switch/touch screen/mouse programs:**

**Bear Colors:** A point and click mouse program to match colors.

**Bubbles:** A touch screen program that creates a bubble when the screen is touched.

**Bubble Wrap:** A touch screen program that lets you pop bubbles on a sheet of bubble wrap.

**CD Player:** A single switch program that plays the next track on a CD when the button is pressed.

**Chicken Feed:** Use the mouse or a touch screen to feed as many chickens as you can.

**Choose:** A single switch program that cycles through a list of words (supplied by you) until one is selected.

**Color Sort:** A single switch program that drops colored balls into bins.

**Drum Set:** A touch screen program that lets you play the drums.

**Follow Me:** A program that uses four colors to make a pattern that a student must repeat.

**Galoon amusement Emporium:** Spend a day at a fun center doing four different activities.

**Get the Elf:** A holiday single switch program where Santa drops

**packages.**

**Get the gold:** A holiday single switch program that stops to catch gold pieces.

**Get the heart:** A holiday single switch program that shoots arrows at hearts.

**Get the monster:** A holiday single switch program where you give the monsters the “axe”.

**Get the turkey:** A holiday single switch program where you give the turkey the axe.

**Gone Fishing:** A single switch program that let's you catch fish.

**Groundhog:** A holiday single switch program that calls to the Groundhog.

**Head in the clouds:** A single switch program that drops a head hopefully onto a magic flying carpet.

**Horse Race:** A single switch program that moves your horse along the race track with every push of the switch.

**Look and Listen:** A single switch program that when the button is pushed displays a character and plays a tune.

**Look at me:** A single switch program that mirrors the class room attending program.

**Loud:** Use the mouse to point to one of two different choices, the wrong one does a count down, the right one plays a video.

**Music Player:** A single switch MP3 and/or .WAV player.

**Picture it:** A single switch program that cycles to the next pictures every time the button is pushed.

**Point to me:** A touch screen program that has you point to the picture on the screen.

**Rockets:** A single switch program that has you fire a rocket into space.

**Running man:** A single switch program where you either go through the alphabet or the number line in order.

**Santa's Light Parade:** A holiday single switch program that displays a light parade.

**Search and Destroy:** Use the mouse to match a picture with it's name by clicking and dragging them together.

**Shape Co.:** Use the mouse to select the correct shape needed to fill the empty box.

**Show me:** A single switch program that cycles through up to four videos and plays the one that's selected.

**Shopping with Shannon:** A single switch program where you fill a bag with groceries.

**Sparks:** A touch screen program where you move sparks around the screen, exploding a bomb.

**Spooky Spots:** A single switch program that lets you go to five different locations for Halloween.

**Steve Slick Cave Walker:** A single switch program where you help Steve make it to the end of the cave.

**Touch Numbers Learning:** A touch screen program that has the student point to different size and color numbers.

**Touching Numbers:** A touch screen program that has the student touch the given number.

**Turkey TV:** A holiday single switch program where the turkey

sits and watches TV.

**Weather Conditions:** Point to the curtain that contains the type of weather that matches the open window.

### **Functional Math:**

**Around the clock:** A time telling program that shows time on an analog clock and a digital clock, you then decide if the two clocks are telling the same time or different times.

**Bear Count:** A program where you drag numbers to their proper spot.

**Big puzzle:** A program where you slide number tiles around placing them in numeric order.

**Coin-O-rama:** A money program to teach the different coin names and amounts.

**Cooler Ruler:** A program that draws lines to different lengths.

**Counting Critters:** A program where you count the number of critters on the screen and enter that amount.

**Dollar More:** A money program that uses dollar amounts to buy items.

**Dry Measurements:** A program where you run around picking up the different measuring cups and spoons.

**Fill in the math:** A program that gives a math equation that's missing something, the student must select what's missing.

**Liquid Measurements:** A program where you swim around picking up the different measuring cups.

**Money:** A money matching program.

**More or less:** A count the aliens program where you decide which side has more or which side has less.

**Mr Math:** A math program that has students adding, subtracting, multiplying or dividing numbers.

**Ms Math:** Same as Mr Math but with a more feminine look.

**Pay Jukebox:** A money program where you are asked for an amount to get the jukebox to play. You supply the tunes.

**Pay TV:** A money program where you are asked for an amount to get the television to turn on. You supply the video clips.

**Ruler Measurement:** A program where you measure different length lines.

**Silly Chili:** A game where you make a bowl of chili by following the recipe.

**Time telling:** A time telling program where you pick the correct time on the clock.

**Touch Math:** Use a touch screen or mouse to have the bumps on the numbers count out the solution.

**Treasure hunt:** A one or two player game where you have to get to the money first.

### **Keyboarding:**

**Keys:** A beginning typing program that starts with the home row and moves out from there.

**Spell it:** A spelling program that uses pictures to define the word.

**Spelling Bee:** A spelling program that uses sound files to define the words.

**Typing Train:** A typing program with three levels of skill.

**Literacy:**

**Bear Bowling:** Bowl down the letters in alphabetic order.

**Calendar:** You start by placing the days of the week in order, then you move on to placing the months of the year in order.

**Survival Signs:** Find the survival sign that is asked for.

**Survival words Hangman:** The hangman game where you spell out survival words.

**The Conjuror:** Select the correct card by reading the Conjuror's mind.

**UnScramble:** Use the mouse to move the letters around to unscramble a word.

**Word Match:** Click on the word that is asked for. You can add your own words and categories.

**Physics:**

**From Start to Finish:** A program that uses gravity and a spring to bounce a ball into a hole.

**Lunar Lander:** Use the arrow keys to safely land on the moon.

**Ricochet Ball:** Shoot a ball into the air and have it bounce off the top into a moving basket.

**The Solar System:** Do a 3D fly by of our solar system.

**Other:**

**Personal Space:** Use the arrow keys to learn about and use your personal bubble.

**Picture Phone:** Dial home and see your picture.

**Ric-Rac-Roe:** A tic-tac-toe game show where to win a square, you must decide if the answer given is right or wrong.

**The Detective:** Help the Detective solve a crime by matching up the clues.

**The Detective and the lost treasure:** Help the Detective find the treasure by finding the hidden secrets.

**The New Food Pyramid:** Match the foods to the different categories of the new food pyramid.

**The Return of the Detective:** Drive to GrayStone Manor to help catch a criminal.

**Translator:** A program that displays the Braille and sign language fingering for letters typed.

## **Ross' Free Stuff**

### **Instructions for installing programs**

1. To install Ross' programs to a computer for student's use, first go to "My computer."
2. Double click on the CD-ROM Drive icon; you should see all of the folders with the assorted programs.
3. Right mouse click on the desktop and create a new folder. You may want to do this several times if you want to categorize the programs. While the text field is highlighted, give the folder a name; I have usually just named one folder with "Ross' Free Stuff."
4. Move your cursor back to the window with all of the CD contents; go to the file menu, "Edit" and click on the item "Select all." This will highlight all of the folders.
5. With all of the folders selected, move the cursor over one of the folders and hold the left mouse button down, as you "drag" the folders to the folder you have created on the desktop.
6. With this done, students can open a folder and execute the program icon and run a program from the hard drive, not needing the CD-ROM.

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### **Instructions for installing fonts**

1. Click on the "Start" button. Navigate to "Settings," click on "Control Panel."
2. If you are operating in Windows XP, in the "Category" mode, select "Appearance and Themes."

3. Next, (if you are in the “Classic” mode of the Control Panel, or in a previous version of Windows,) select the icon named “Fonts,” double clicking.
4. This opens the Fonts window. Now, with the “Ross’ Free Stuff” CD-ROM in the drive, click on the “File” menu, at the top of the window.
5. Go to the File menu item called “Install New Font,” and click on it. This opens another window called “Add Fonts.”
6. In this window, you need to select the down arrow on the “Drives” window; click on the drive letter of your CD-ROM drive.
7. With the drive selected, the “Folders” window, to the left, will show all of the folders on the CD-ROM. Scroll down that window and select the folder named “Ross’ Fonts,” double clicking on the folder
8. With this folder open, the fonts will be listed in a window above. Click on the button, “Select All,” then click on the “OK” button. All of the new fonts are now available for any Windows application. They are easy to find when looking for them, as their font names all start with Ross.