

# BASIC MATH FACTS AND GAMES

for Apple,<sup>®</sup> DOS 3.3

## About the Program

Basic Math Facts and Games provides four stimulating and highly motivating games; Count Down, Secret Word, Tic-Tac-Toe, and Great Computer Challenge. Each game requires students to match their knowledge and instant recall of basic math facts against their opponent, the computer.

## Who can benefit from the program?

The program provides students functioning at between third and sixth grade levels with a method of practicing math facts that is both enjoyable and effective. The program is effective for any student requiring drill and practice using the basic math facts.

## How the program is organized.

Each game provides the player with the opportunity of selecting from seven available operations.

### CHOICE 1: Operations

- 1 = Addition
- 2 = Subtraction
- 3 = Addition and Subtraction
- 4 = Multiplication
- 5 = Division
- 6 = Multiplication and Division
- 7 = Addition, Subtraction, Multiplication and Division

When a particular operation(s) is selected, only facts that are related to this operation(s) will be presented.

In addition to selecting the operation or combination of operations for each game, the player selects the level of difficulty.

### CHOICE 2: Difficulty Levels

- 1 = Less difficult facts
- 2 = Medium difficult facts
- 3 = Most difficult facts
- 4 = Mixture of levels 1, 2 and 3

The most difficult facts for a selected operation(s) are presented at Level 3.

After selecting the operation and level of difficulty, the player selects one of the four following games to play.

### CHOICE 3: Games

THE COUNT DOWN sets up a race against the clock to determine the number of math facts that can be answered correctly in 30 seconds. The student scores one point for each correct answer, but loses one point if (s)he either answers incorrectly or takes five seconds to answer. The scoreboard clock clicks until it reaches zero, then the program records the final score.

SECRET WORD awards \$\$\$ for correctly guessing the secret math word. The program reveals clues to a secret math word by producing only one letter and indicating the number of letters in the word. With the entry of each correct math fact, the program reveals another letter until the student either guesses the word or until all the letters have been exposed. For each letter that is entered by the computer, the prize is decreased by \$10. If (s)he guesses the word before the entire word is exposed, the player receives the prize.

TIC-TAC-TOE pits math skills and TIC-TAC-TOE strategy against the computer. In order to make a play on the board, the player must correctly answer a math fact. If (s)he answers incorrectly, or takes too long to answer, the computer gets its chance to play. The first player with three in a row (across, down or diagonally) is a winner.

THE GREAT COMPUTER CHALLENGE enables you to choose the speed at which the student competes with the computer to answer math facts. Choices are slow, average, fast, or super fast. This choice determines the time provided to answer each fact: speeds range from one second for "super fast" to eight seconds for "slow". If the player beats the computer, (s)he scores one point. If the player answers incorrectly or takes too long to answer, the computer scores a point. The first player to score ten points wins the game.