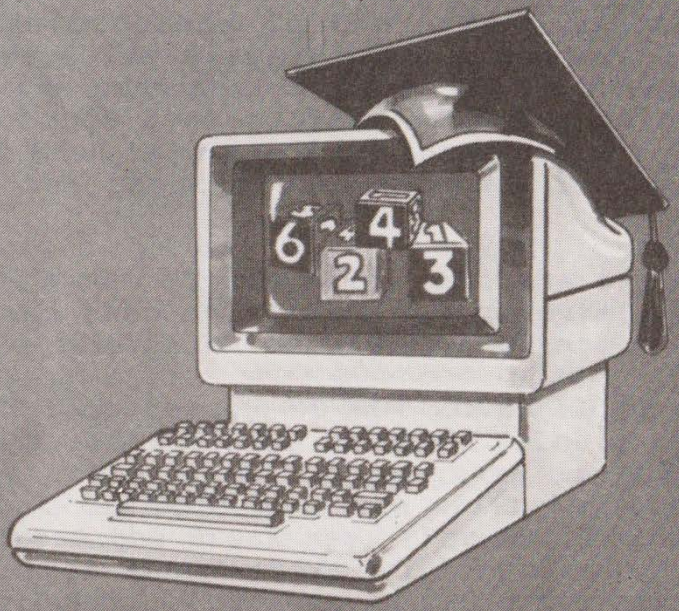
PRIMARY MATHS COURSE



COMPLETE 24 PROGRAM COURSE
TEACHING AGES 3 - 12 YRS BY
MOVING COLOUR PICTURES

PRIMARY MATHS COURSE

Primary Maths Course is a course of around 24 programs teaching ages 3 to 12 years by moving colour pictures, the abacus and counting bricks. It covers levels 1 - 4 of the National Curriculum. It is designed to be used in both schools and homes. It is also a basic numeracy course suitable for any age. The number and type of programs and discs is dependent on the computer memory size and disc capacity.

Loading Instructions

Load the programs in the normal way for your computer. For example, for the Amstrad PC1512 switch the computer on then, when requested, put in the MSDOS System Disc. Choose the disc you require then key in LCL (Return, marked ↵). Now select the program you require, in the normal way.

For the Atari ST computer, put the disc in the drive and then switch on the computer. It requires a television or colour monitor.

For BBC computers, DO NOT COVER UP OR UNCOVER THE WRITE-PROTECT HOLE OR NOTCH. Leave the discs as they are. Boot the programs in the normal way, that is, hold down the shift key then press and release the Break key. For BBC Compact, hold down letter A and shift while pressing and releasing Break. For Amstrad CPC computers, key in RUN"MATHS1" or RUN"MATHS2" etc.

PC Operating Instructions

There are two types of program in the PC version, Picture and System programs. The Picture programs all have a picture which is larger than the

brick representations, or coloured squares. The system programs have most of the screen covered in brick representations, or coloured squares.

In the Picture programs you are set a problem and must key in the answer: just type in the numbers; do not press Return yet. If the correct answer has two digits, of course the program will wait until two digits have been keyed in; for example, if the correct answer is 12, and you type in 1, it will wait for you to type in 2.

A pattern of coloured squares is displayed above the problem to help you understand the problem. For example, if the problem is 2+3 there will be 2 blocks of one colour and 3 of another colour. If the problem is 3-2 there will be 3 blocks of which 2 are a different colour. For problems such as 6 divided by 2 there will be 6 blocks divided into 2 equal groups.

If you get the answer right, you can colour in a section of the picture. The crayon is displayed next to the section to be coloured in. You change the colour of the crayon by pressing the space bar. When you have chosen a colour, press the Return key. All the crayons flash red, but remember if you choose the background colour the section of the picture will be erased. This may be too difficult for younger children, so if they just press the Return key after the answer, the picture will be coloured in for them.

If you get the answer wrong, a cross is displayed and you get another chance. If you get it wrong again the correct answer is shown underneath. You must now key in this answer. As you got the answer wrong once the question will usually be displayed again to check that you have learnt.

You can skip problems or sections of programs by pressing ? (or ?? for two-digit answers). Also

you can return to the main menu program at any time by pressing X or XX etc. The skipping feature is useful as often you have to get a certain number of simple questions right before being set more advanced questions.

The System programs are the same except there is no picture to colour in, and the cross, tick or correct answer is usually displayed directly under the answer you keyed in. Also in some multiplication and fractions programs you are given hints at the side of the problem to help you work through it. Also, you must only key in the digit whose position is marked by a question mark (?) and it will be checked immediately after keying it in. For example, if the answer is 12 in a sum set out in the normal way, first type 2 in the units column then, after any corrections, type 1 in the tens column.

If the programs on other computers are different, the instructions will be given in the program.

ST operating instructions

As the ST version is in machine code, the course fits on one high capacity disc. The contents are described on the back of the cover.

Pressing any key skips the title page. The programs are selected from the menu using the mouse. To return to the menu hold down function key 1 until the menu loads. This will only occur at the end of the problem, that is during the music, in all but the "tens and units" and "hundreds, tens and units" programs.

All the answers must be entered using the mouse, point then press any mouse button on the digit you wish to enter. The digits are entered in the order you normally write them, eg from left to

right when entering a number such as 16, but the reverse order if adding up columns of digits. The arrow indicates when and which digit is required. After two wrong attempts the correct digit is displayed above the column.

PROGRAM NOTES

Menu

There is a different menu on each disc. You can skip the title page by pressing "?" after it has been displayed.

Primary Maths 1

For the PC version the programs on disc 1 are listed on the back of the cover going from Counting, where the child has to count the number of coloured blocks, to the 8 times table. In other versions the programs cover addition, subtraction, tens and units, advanced subtraction with hundreds, tens and units and shapes.

Primary Maths 2

For the PC version the programs are again listed on the back of the cover, going from the 3 times table to fraction operations. For other versions the programs cover multiplication, division, weight and simple and advanced percentages.

Discs 3 and 4, which are available separately for Amstrad CPC and BBC versions, cover squares, rectangles, simple and advanced circles, and disc 4 covers angles, triangles, sequences and Trigonometry.

NATIONAL CURRICULUM

Primary Maths Course covers Levels 1 to 4 of the National Curriculum. The national tests are taken at ages 7, 11, 14 and 16 years and are as follows.

Keystage	**1**	**2**	**3**	**4**
Ages	7 years	11 years	14 years	16 years
Levels	1 - 3	2 - 6	3 - 8	4 - 10

These are the only government specifications, but to help to work out which programs your child should be attempting, the ages for the average child and programs are given below. The programs are designated by the order they appear in the main menu, that is the first menu you see. Where the options in the menu are not numbered, read from top to bottom, eg for ST versions program 2 is "Addition - Units".

The topic covered is Number, though CPC and BBC versions cover shape and space and Measures at Level 2 as well, in program 5 on Maths 1, and program 3 on Maths 2, respectively. Maths 1 and Maths 2 are short for Primary Maths Course 1 and Primary Maths Course 2 respectively.

Ages in Years	**Level**	**Atari ST Program No**	**PC Program No**	**CPC & BBC Program No**
3 - 5	1	1 - 3	A-C/Maths 1	1-2 on Maths 1
6 - 7	2	4 - 17	D-I/Maths 1	3-4 on Maths 1
8 - 9	3	18 - 31	J-N/Maths 1 A-H/Maths 2	1-2 on Maths 2
10 - 12	4	32 - 33	I-J/Maths 2	4-5 on Maths 2