

Important options and settings

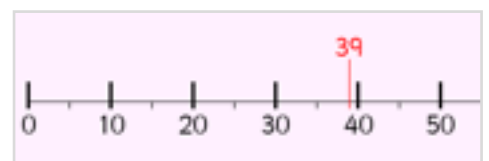
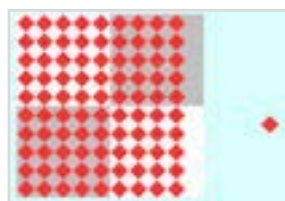
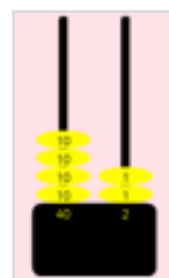
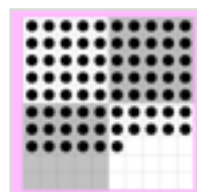
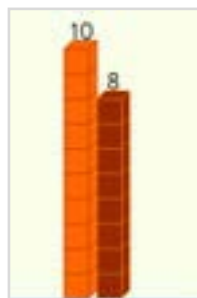
Games options, demo options, topics options

Games options

An important *Options* button may be available, top left, in many games. It shows in red if altered from the default.



It may offer various displays including: rods, grid, abacus, objects, numberline, digits, words.



You may also be offered different numbers – for example in the place value games.



Many other choices exist including **mathematical ones**, which you can select or deselect with ease.



Demo options – inc. those for x and ÷

If you click on any line in the display of 'sums' on the right (unless high numbers), you will be shown a demo. There is often a choice of display e.g. rods, objects, abacus, grid, numberline.



You may have different options of how operations are displayed – depending on the actual numbers involved:

Addition

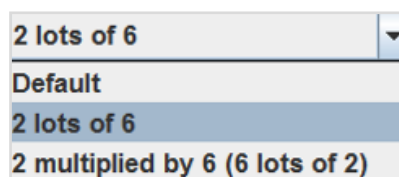
Whether *units first* or not, and whether to add into the bigger number.



Multiplication

2×6 can be displayed as:

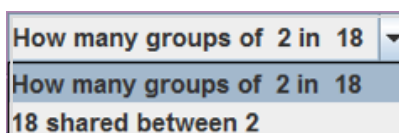
- 2 lots (groups) of 6
- or
- 2 multiplied 6 (6 lots of 2)



Division

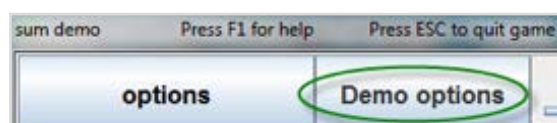
$18 \div 2$ is displayed as:

- how many 2s in 18
- or
- 18 shared between 2 (2 groups of 9)



Demo options is also a button at the top of a games screen in certain games.

For **fractions** displays see below under 'temporary changes'.



Topics options

Temporary changes

You can make temporary changes to **topics** by clicking on the spanner (bottom right). The screen is self-explanatory. You can see the effects of your changes in the examples of 'sums' generated on the right of the screen.

These changes are not saved when you exit the topic – or the program.

If a temporary change has been made – the spanner will show in red. Click again to restore the default.

