

Important options and settings

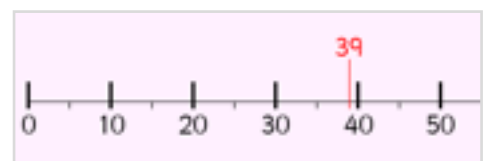
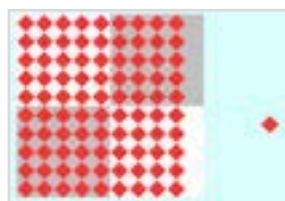
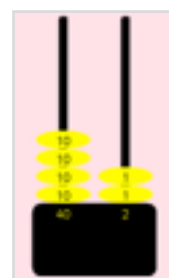
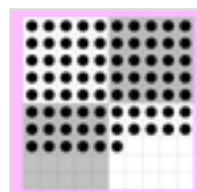
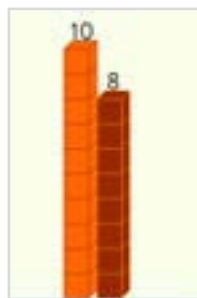
Games options, demo options, topics options

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

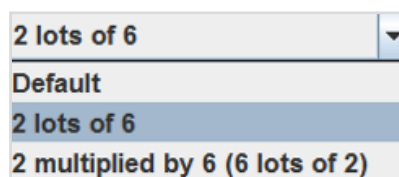
Whether *units first* or not, and whether to add into the bigger number.



Multiplication

2 x 6 can be displayed as:

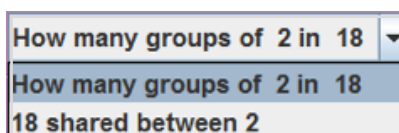
- 2 lots (groups) of 6
- or
- 2 multiplied 6 (6 lots of 2)



Division

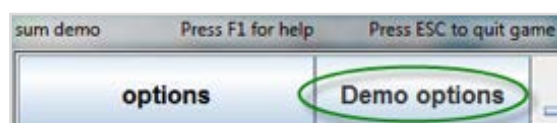
18 ÷ 2 is displayed as:

- 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.

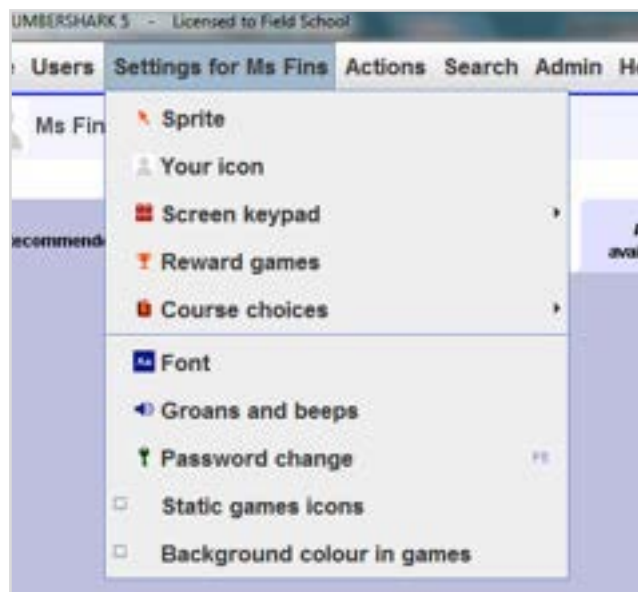


Personal settings

Personal settings & choices

Personal settings

Under *Settings for (Name)* on the top menu bar it is simple for students to set personal choices. These include sprite, icon, password, reward games, font, background colour, use of an on-screen keypad etc.



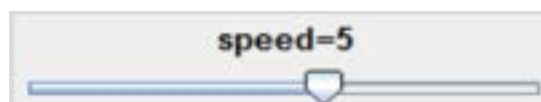
Sprites

One of the most popular things to change is your sprite – this represents 'you' (the cursor) in the games. See under *Settings for (Name)*.



Speeds

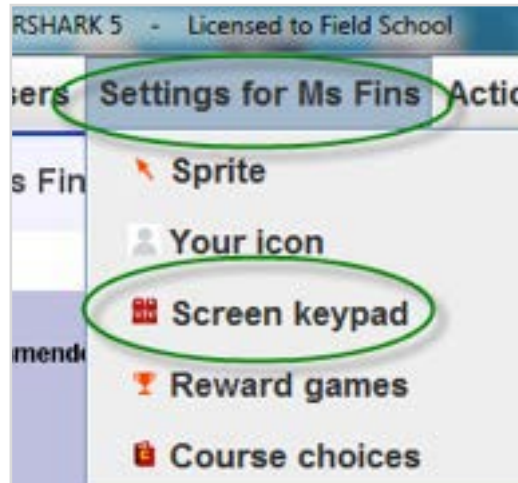
Within some games, you can alter the speed. Use the slider to do this.



On-screen keypad

On-screen keypad

An on-screen keypad is available under *Settings for (Name)* and is essential if an interactive whiteboard is being used. The keypad can be moved around on screen and also works well for **touch-screens**.



Automatic progression

Automatic Progression – from green topics headings

When choosing a topic, if you select a **green sub-heading** you are offered the *Automatic Progression* mode of working. It can serve as a fast track or as revision.

It **automatically** moves the student through each topic in turn from under that heading every 4th game. It ensures at least one game in 4 is totally relevant to the current topic. If several mistakes are made in a particular topic, extra practice will be given in that topic.

A screenshot of a screen titled 'Automatic Progression for current green heading:'. Below the title, the heading 'Addition with answers up to 10' is displayed in green. Underneath, the question 'How does Automatic Progression work?' is followed by a bulleted list of features:

- It moves you automatically through the topics under this green heading
- It changes topic after every 4th game
- It ensures at least 1 game in 4 is relevant to the current topic
- It gives extra practice in topics where several errors are made
- It can be used as a **fast track** - or for **revision**

At the bottom of the screen, there is a green bar containing a button labeled 'Use Automatic Progression'.