SCHOOL CRAZY Educational Software

The School Crazy concept creates new and exciting learning experiences for children. Our target age group is 9 to 14 years, but there are many tools in this package to appeal to kids of all ages, from 5 to 105.

School Crazy is both fun and educational. We've created this series of programs to help students practice and reinforce skills already learned in the classroom. At the same time, we've made all these programs challenging and entertaining.

Since School Crazy is used in schools, we've added features like Beep ON/OFF that allows the program to be run in silence. We've kept the Microsoft Windows standards in building each application, so that our users can soon be functioning within other Windows programs.

Installation
Math Squares
Math Wizard
TypeWriter
Charts
Numero
Moving Words
Ordering, Licence

Please remember that if you register School Crazy, we'll send a copy of the registered version   when you register.

Installing School Crazy

1. Put the School Crazy diskette in drive A.
2. Open Windows. From the Program Manager, click on File in the menu. Click on Run from the drop down menu.
3. In the dialog box type A:\SETUP and press ENTER.
4. When asked, either type the directory for the School Crazy files or press ENTER to install the files in the School Crazy directory, \SCRAZY.
5. Start any program in the School Crazy Window.

Math Squares

A challenging activity to get your mind calculating. At the right   of the squares are the sums of the rows. At bottom are the sums of the columns. The right bottom square is the sum of the diagonal (top left to bottom right.)

Some squares are revealed. Your job is to click on a blank square and type in the hidden number. If you are right, the number is displayed. If wrong, nothing happens.

When you have revealed all the numbers in the squares, the game ends and you are told how many moves it required.

How to play
Teacher/ Parent Notes

How to play...
When you first try Math Squares, it may be a little difficult to get started. Here are some suggestions.

Show mode
If you wish, you may turn on Show mode in the Game menu. Then you can click up to three squares with the right mouse button. With three more squares revealed, you should be able to complete the puzzle.

Numbers
Pick from a variety of numbers in the range 1 - 9.
All - all the numbers between 1 and 9
Even - Even numbers only: 2,4,6,8
Odd - Odd only - 1,3,5,7,8
Prime - Numbers divisible by 1 and themselves only - 1,2,3,5,7
Binary - 1s and 0s
Range - numbers between 1 and a selection you make.

Reports
As you finish each game, you get a report on the activity, detailing the number of clicks you made on the squares and the number of squares you revealed through Show mode.

Teacher/ Parent Notes: Math Squares

This activity is designed with two aims. First, to introduce a child to various groupings of numbers ,i.e., primes, odd/even numbers, binary numbers. Second, to create an atmosphere where the child is able to use reckoning ability to achieve a goal.

The design of the game is to create instant success at a variety of levels. As the game starts, Show mode is enabled so that those finding the acitivity difficult can expose up to three squares. As well, younger students can start with binary numbers where the calculations are not as demanding.

As progress is made with each level, the student can proceed to another level. Try to progress in this manner:
1. **Binary** (2 possibilities)
2. **Even** (4 possiblities)
3. **Odd** (5 possibilities)
4. **Prime** (5 possibilities, but more difficult to remember)
5. **All** (9 possibilities)

Before moving up to a more demanding set of numbers, the student should be comfortable with each level. The puzzle should be easily solved with Show mode turned off.

For parents or teachers wanting a range of numbers, the Number menu allows the selection of an upper range.

The game is designed so that no Top score or High score is revealed, so that it becomes less a competitive activity than a challenge for each student to move up to new levels at their own pace.

Numero

As a diversion, we've added Numero to the School Crazy product. This logic puzzle requires the student to place numbers in a 1-to-15 sequence. The real trick to this game is to ensure that the last line can read 13, 14, 15.

To start the game, click on a square above, below or to the right of left of a blank. The squares will exchange position. You can move all the blocks in this fashion, one at a time.

On-line Help, shuffling for a new game and exiting the game are all availabe in the toolbar at the bottom of the window. A message line will tell you which tool does what.

Math Wizard

Math Wizard is designed to practice basic mathemathical skills. The object of the game is to select an activity - adding, subtracting, multiplying or dividing - and to build points   with each correct answer When the student achieves a score above 2000, the program produces confetti and the activity is over. There's a Guess form to build points more quickly and each student may print a certificate or a practice sheet based on the current activity.

How to Play
Parent/Teacher Notes

How to play...

You can pick a range of numbers, between 1 and 100, for the practice. Click on Configure + Range to select the range of numbers.

If multiplying, you may pick a table instead of a range.   To select a table, click Configure + Table. A menu drops down with choices as high as 12.

If the bell bothers you, click on Configure + Beep.

From this point, select the correct answer by clicking on the appropriate answer.

When you reach 2000 points, confetti will rain all over the program window, effectively ending the game. Click on File + Exit.

Teacher/parent Notes : Math Wizard

Multiplication - Set up the student on the correct table for each session. Gradually move the child up the scale. We find that most kids will want to start at 12, since that builds points quickly. Avoid this at first and try to use Math Wizard as a homework   item to be attempted daily.

Other Activities - Use the Range dialog box (under Configure + Range) to select a difficulty level that will challenge but not overwhelm the student.

Adjust the length of a Math Wizard session to the interest span of the student. Print a practice sheet as an extra activity.

Moving Words

As the word moves across the screen, start typing it! If you get the correct answer, your score will increase. When you reach 100 points (about ten words spelled correctly) the screen turns to confetti. You may start the activity again by clicking on File + Start Again.

Moves too quickly?
To decrease the speed of the word, click on File + Speed. From the dialog box, use the scroll bars to slow down word movement. If you type really well, you can make the words zoom past from this same dialog box. Remember that you have only a brief second once the word disappears to get it right.

Teacher/Parent Notes

Parent /Teacher Notes: Moving Words

This activity is designed to provide some keyboarding fun and can be combined with a Spelling session to provide a double benefit.

Keyboarding

Each time the program is loaded, the speed of the word is gradually increased. This should keep the game at a challenging level for any student. If the word disappears too quickly, use the Speed command to slow down the word movement. Remember that setting are saved from session to session, so that after 20 sessions, the words will really start to zoom! If you are using this in a classroom, you will have to slow it down.

Spelling

To tie in this activity with your Spelling class, you may type up to 12 words in the Dictionary. These words are maintained from session to session in an INI file in your Windows directory, so you can keep a set of 12 words as long as you wish. Typing in a new set erases the old words.

A larger dictionary capability is available in the registered version of this program, giving access to both an unlimited number of words and the last dozen that you type in. Register your program to get this version!

Type Writer

Learn the keyboard by watching the screen. The object of this practice software is to get the student using the keyboard without looking. Thus as he/she presses a key it is highlighted on the screen.

From the Lesson menu, select a Lesson number and the first line of   the practice will be presented. Type the line in the text box below. Press ENTER when the line is complete and a new line is presented.

Activity
Edit
Teacher/Parent Notes
Add Lessons

Activity

Practice

This module lets you type from a series of 10 lessons. Each lesson is designed to add new keys and keep your fingers moving.

Editor

Typewriter also allows the student to ease into using a word processor. There is an Editor window that allows the student to type   multiple lines of text. Up to approximately 20 pages of text can be typed in this Editor window, although the Window is recommended for brief   notes.

Beep

To turn the bell off, click on the Beep menu or press CTRL B.

Score

Provides the number of correct sentences typed in the session. A session lasts until the program is exited, so the student may have an editor session and resume a practice at a new level, all the time keeping the old score.

Keep in mind that correct sentences must contain the *exact* match. No extra spaces. Caps must match exactly and the punctuation must be identical with the practice line.

Exit

To quit Typewriter, click on   Exit.

Edit

To assist the student in the world of word processors, Typewriter features many word processor capaibilities needed to manipulate text. Typewriter will call the Windows Notepad to allow the student to save or move text from the Editor window.

Delete Typing - deletes all text in the Editor window. A dialog box will appear to warn of the deletion.

Cut, Copy or Paste - The student may block any text in the Edtior window to move text within the window or to another application, like the Windows Notepad.

Select All - To highlight all the text in an Editor window, click on Select All.

Clip to Notepad - Highlights all text in a window and moves the text into the Windows Notepad. If for any reason the Notepad is not available, an error message is displayed.

Teacher/parent Notes: Type Writer

The lessons we start off with are designed to get the fingers moving from a small range, gradually adding keys as we go.   Since keyboarding is a little like learning to play the piano, there is more to be gained by short, daily exercises than by slotting 1 hour per week. With brief, daily exercises, the student forms the habit of typing. Lessons are neither boring or painful. Pretty soon, the students is comfortable with the keyboard and can produce text from it.

Students should be encouraged to work several times through the drills. At the end of the sessions, the students should have the basics of touch typing and can proceed to more demanding drills. Encourage the student to keep index fingers on the J and F keys and try the exercises without looking down at the keys.

Adding Lessons

You may also add your own exercises. This could be useful to combine the study of literature with typing practice. It is also handy when students are familiar with the lessons provided and want some new text. The typing exercises are in a file called TYPING.DAT in the School Crazy directory. Make a backup of the original   file and then click on File + View Lessons to load the Windows Notepad. Then follow these steps:

1. Remove our text and add your own.

2. Make sure to start the typing immediately under   each header (i.e, [Lesson 4]) as is. Insert a blank line to end the poem.

3. You may remove our text to add you own, but do not append text past 18 lines. Type Writer will ignore these additions. Type Writer uses only 10 lessons. You cannot add more lessons and you cannot add more than 18 lines per lesson.

Charts

This program is intended to lead the student into presentation graphics. You may use Charts to create little charts that can be useful for assignments and homework. Along the way, Charts gives the student an understanding of percentages based on a clear visual presentation, along with a calculation module in the File menu. Two charts types are currently possible: Pie charts or Bar charts. Either may be selected from the Chart menu.

Making a chart
Printing
Teacher/Parent Notes

Teacher/Parent Notes:Charts

We recommend the student starts by playing with the Calculate box in Help menu to figure out anything from grade scores to batting averages. A first look at the Chart menu should allow the student to check out the sample chart, which provides information on how allowance money is spent. Encourage him/her to have a look at the Data dialog box and proceed to enter data.

Printing:

If your printer can handle color, you should have no problem with our regular print output. Please allow a minute or two for your printer to complete the job. If your printer doesn't support color, you will need to select Black 'n White in the Chart menu.

Moving/Saving Charts

Copy to Clipboard The simplest method for moving a chart to another application   is to select Copy to Clipboard in the Chart menu. This will insert a copy in the Windows Clipboard.   You may paste it into the Windows Paintbrush, if you wish to further edit the chart, or into Windows Write, if you wish to include the chart in an essay or assignment.

Saving is a second option. This will allow you to save the output as a Paintbrush BMP file, which you can keep on disk or include in desktop publishing programs that won't support the Windows Clipboard. Many Windows word processors will also permit you to load BMP file into a document.

LICENCE

School Crazy - Educational Software
Version 3.0

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School Crazy - Educational Software is distributed under the shareware concept. You are encouraged to try the program and register after 30 days. Registration costs $19.95 US/ $24 Canadian. Orders outside US/Canada must include a shipping and handling charge to cover extra expenses. Please include $3 US to cover shipping and handling.

When you register - WordSmith Document Design Inc. agrees to ship   a copy of the latest version of School Crazy - Educational Software - along with an attractive instruction booklet. As well, you will receive a fully registered copy of School Crazy with even more modules and a dictionary program to store your words for these modules.

Checks and money orders are accepted for payment, as well as purchase orders for amounts of $39.90 and over. Please specify whether you want 5.25"   or 3.5" diskettes. Note that, for volume orders, you may fax a Purchase Order directly to WordSmith and we will invoice.

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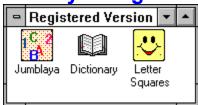Volume discounts and site licenses are available.

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check one (   ) 3.5" floppy
(   ) 5.25" floppy

Subtotal $_____

Canadian residents add 7% .   GST $_____
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Where did you obtain School Crazy - Educational Software?

_____

Comments _____

_____

_____

When you register...

You will receive all the shareware version modules plus more goodies! Our registered version features two modules that are designed for teaching spelling. In this registered version, you may type in your spelling list for the week or the year. Moving Words is also aware of the user dictionary. When the dictionary has words in it, youll have three activities that keep your kids having fun and adding to their vocabulary.

Jumblaya
A word jumble you can play on screen. Unscramble the Spelling word and build points.

Letter Squares
A word find activity that can be printed or played on screen. The on-screen activity keeps track of   all Spelling words found.

Ascii
Text without word processing or other formatting. Readable by almost any editor or word processor.

Clipboard
A Windows program   which holds text and graphics for transfer within an application or to other Windows applications.

Shareware
A try before you buy marketing concept. You can try out the software and register after a brief trial period.

This program is produced by a member of the Association of Shareware Professionals (ASP).   ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products.   Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536."

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