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### ODS CARNIVAL MATH (MATHEMATICS)

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#### A. OBJECTIVES

1. To sharpen skills for simple addition and subtraction of single digit numbers.
2. To sharpen skills for simple addition and subtraction of single and double digit numbers.
3. To sharpen skills for complex addition and subtraction of single and double digit numbers.
4. To sharpen skills for multiplication of single digit numbers.
5. To sharpen skills for multiplication of single and double digit numbers.
6. To sharpen skills for division of single and double digit numbers.
7. To sharpen skills for solving simple single-variable algebraic equations.
8. To sharpen skills for solving more difficult single-variable algebraic equations.

#### B. METHODS: SPECIFIC PROGRAM LEVELS FOR ACCOMPLISHING OBJECTIVES

Levels 1 through 6 (for Objective 1):

- level 1: Addition of numbers 1 through 5.
- level 2: Subtraction of numbers 1 through 5.
- level 3: Addition and subtraction of numbers 1 through 5.
- level 4: Addition of numbers 1 through 9.
- level 5: Subtraction of numbers 1 through 9.
- level 6: Addition and subtraction of numbers 1 through 9.

Levels 7 through 9 (for Objective 2):

- level 7: Addition of numbers 1 through 50.
- level 8: Subtraction of numbers 1 through 50.
- level 9: Addition and subtraction of numbers 1 through 50.

Levels 10 and 11 (for Objective 3):

- level 10: Addition and/or subtraction of three numbers 1 through 9.
- level 11: Addition and/or subtraction of three numbers 1 through 50.

Level 12: REVIEW LEVEL

- level 12: Random combination of levels 7 through 11.

Levels 13 and 14 (for Objective 4):

- level 13: Multiplication of numbers 1 through 5.
- level 14: Multiplication of numbers 1 through 9.

Levels 15 and 16 (for Objective 6):

- level 15: Division of numbers 1 through 25.
- level 16: Division of numbers 1 through 100.

Level 17: REVIEW LEVEL

- level 17: Random combination of levels 13 through 16.

Levels 18 and 19 (for Objectives 5 and 6):

- level 18: Multiplication of numbers 1 through 50.
- level 19: Division of numbers 1 through 2500.

Levels 20 and 21 (for Objectives 7 and 8):

- level 20: Solve simple algebraic equations.
- level 21: Solve more difficult algebraic equations.

### C. TRACKING

The tracking function on ODS CARNIVAL MATH lists the levels played, the problems presented, and the responses given. This data is stored in a text file which can be accessed by most word processing programs. Hint: For best results, change the font of your tracking output to a monospaced font such as "Courier."

The tracking function is automatically activated. You will

be given the opportunity to access the tracking information when you exit the program. When you are finished using the program, click on the "EXIT" button. On the next screen that appears, you have three options: SAVE, PRINT, and EXIT. To save the tracking information, click the "SAVE" button; when the dialogue box appears, name the file and designate where you want to save it. To print the tracking information, click the "PRINT" button, and follow the directions of your operating system. To simply exit the program, click the "EXIT" button.

#### D. TEACHING SUGGESTIONS

ODS CARNIVAL MATH provides a fun way to review math problems and sharpen skills. While the user should not need formal instruction in order to learn from the program, the following suggestions provide a more structured means of teaching math.

Based on the teaching objective (i.e., the math skills to be sharpened), find the appropriate level listed above and assign the user to practice at that level. If you do not know

what the user needs to practice, have him or her play a number of different levels, and examine the tracking output to determine strengths and weaknesses. You can then, based on the above listing of levels and objectives, assign him or her to work on specific levels. Note that levels 12 and 17 are review levels that cover a number of objectives.