

## MACMATH™

Thank you for your interest in this demonstration version of MacMath. It is designed to be a fun and easy to use method of teaching children the basic addition, subtraction, multiplication, and division math tables. This demo version is identical to the actual program, except you are limited in the range of problems you can select.

### ORDERING INFORMATION

For a limited time you can purchase MacMath at a reduced price of \$24.95. This includes a full-featured version of the software and a manual with detailed instructions. If you have a printer, you can print this document and order using the form shown below. Otherwise, just send the necessary information to:

Kelix Software Systems  
11814 Coursey Blvd.  
Suite 220  
Baton Rouge, LA 70816  
(504) 769-6785

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Please send me \_\_\_\_\_ copies of MacMath at \$24.95 each plus \$2 postage and handling per order (\$6 outside the U.S.). (Note: Payment for foreign orders must be made in U.S. dollars by: a check drawn on a U.S. bank, International money order, or MasterCard/Visa.) Total enclosed \$ \_\_\_\_\_

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## **USER INSTRUCTIONS**

Although MacMath has been designed to be as intuitive as possible, some features may not be apparent to the first time user. The following is a condensed set of instructions.

### **Getting Started**

First, you should be sure that you have a copy of MacinTalk™ in your system folder. You will get an error message if MacinTalk is not installed.

Notice there are nine buttons on the left side of the MacMath screen. The top four buttons allow you to select the type of math problems to be used. The next four buttons enable you to choose the type of exercise (Teach, Practice, Test or Game). The last button is to start and stop each exercise.

### **Teach**

This part of MacMath teaches a selected range of problems. You can control the teaching speed, voice, and whether pictures and sounds are to be used.

### **Practice**

This section is similar to the Teach mode, except that, instead of showing the answer to a problem, a question mark is displayed. The student can then type in an answer. Typing mistakes can be corrected using the Backspace or Clear keys. Pressing Enter or Return completes the problem.

### **Test**

Here MacMath simulates a typical classroom test. From ten to fifty problems can be selected and a time limit can be set. Problems are displayed ten at a time. The black square at the bottom of the screen shows which set of ten problems are displayed. Click on it to display a new set. You can move from problem to problem using the Return and Enter keys or by clicking on a new problem with the mouse.

### **Game**

In this section, the object is to shoot the correct answer to a problem shown at the bottom of the screen. You do this by moving the cursor cross-hairs over the correct answer and pressing the mouse button. The faster you hit the correct answer, the more points you will pick up. At the top, a panel displays ten "command" symbols. You pick up a new one of these every five thousand points. You lose one every time you hit a wrong answer. You also lose one whenever any answer get so close that it hits your shields. If you lose all of these, then the game is over. (Note: For best results, this game should be played in a darkened room.)

## **MENU ITEMS**

### **Name...**

Allows you to enter information for a student. The first blank is for the student's name (as it is normally spelled). If you want MacMath to pronounce the student's name, you will need to also enter it in the second blank. Here, you should enter the name as it sounds. Note that this spelling might not be the same as in the first blank. For example, if the student's name is Michelle, you can use Mishelle. You can test the pronunciation by clicking on the Say Name button. You can also indicate whether the student is a boy or girl by clicking on the appropriate button.

### **Progress...**

Shows how well a student is doing in each of the three different exercises. Problems which have been answered correctly are framed. Missed problems are inverted. You can display progress for each of the four math types by pressing the +, -, x, and ÷ buttons. Progress for each of the three exercises can be displayed by pressing one of those buttons. If you click on the Teach button, the overall progress for all three exercises will be displayed. (i.e. Problems which have been correctly answered in all three exercises will be framed. Missed problems will be inverted.)

### **Range...**

Here, a rectangle shows the range of problems to be used. To change the range, simply press and hold down the mouse button on the first problem in the range and drag the rectangle to the last problem of interest. When you release the mouse button, the rectangle will surround the range of problems you selected. (Note: In this demo version, only the first displayed range is used. Any changes will be ignored.)