

ODS Carnival Math

1. For more detailed suggestions for use, as well as explanations of the tracking function and overall goals of the program, consult the Teacher's Manual that is on the CD itself.
2. This program presents mathematical problems from basic addition to basic algebra. When you answer questions correctly, the bear will ring the bell using the mallet. Once 5 correct answers are given, Blit (the funny little man on the dunk tank) will be dropped into the dunk tank.
3. Type the answer to the math problem (presented in the bottom right corner of the screen) into the field to the right, and click on the green button below, or simply press ENTER (RETURN on the Macintosh®). If the answer is correct, the bear will swing the mallet at the pad and ring the bell. If the answer is not correct, he will not ring the bell. Once you answer a total of 5 problems correctly, Blit will fall into the tank.
4. Click on Blit to play a help message. Use the arrow buttons at bottom right to adjust the difficulty level. The right arrow increases the difficulty up to a maximum of level 21, while the left arrow decreases the difficulty level.
5. To exit the program, click on the "Exit" button. Because this is the Teacher's Edition, after clicking the "Exit" button, you will go to the "Tracking" screen, which gives you the option of saving and/or printing a record of the user's experience with the program.

TROUBLESHOOTING PROBLEMS AND ANSWERS

Problem: The HELP buttons do not work.

Answer: All of the HELP messages are audio. Therefore, if you have a computer that does not have a sound card, when you click on HELP, nothing will happen. However, you should be able to operate the software without any HELP messages if you simply experiment with the different buttons and features. Don't worry about hurting the program or getting lost in it; the worst case scenario is that you can click on EXIT and then start over.