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ODS ROBOT CHALLENGE (MEMORY MATCHING)

A. OBJECTIVES

1. To improve ability to identify and match shapes, colors, and numbers.
2. To improve ability to remember locations of matching shapes, colors, and numbers.
3. To improve ability to identify matching items based on random associations.

B. METHODS: SPECIFIC PROGRAM LEVELS FOR ACCOMPLISHING OBJECTIVES

Levels 1-15: (for Objective 1)
Levels 16-27:(for Objective 2)
Levels 28-40:(for Objective 3)

C. TRACKING

The tracking function on ODS ROBOT CHALLENGE lists the level, the number of matches, the number of attempts, and the item being matched (i.e., shapes, colors, or numbers). NOTE: For the high score function to work, the program must be installed on the hard drive. 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

Levels 1-15 ask the user to match two or three identical shapes, colors, or numbers. At these levels, all of the choices are visible, and the user must discern similarities and differences among the items. For level 16 through level 27, the items are hidden behind cards. Thus, not only must the user discern similarities and differences, but also remember the locations of the items in order to

match

them. Levels 28-40 require memory for the matching as well, but this time in terms of random association. The items are hidden behind numbered cards that randomly change their location; after each matching attempt the cards are "shuffled"

and placed in new positions. The user must then remember the number associated with the item (not the location of it).

By examining at which levels the younger user has the most and least success, you can determine whether he or she needs to work most on shapes, colors, or numbers. The user can then

be directed to practice those levels which most meet his or her needs. Following is a helpful list grouping the levels by

type of item matched:

SHAPES: 1, 2, 4, 6, 9, 10, 11, 12, 14, 15, 16, 17, 19, 21, 23, 24, 26, 27, 28, 29, 31, 34, 35, 36, 38, 39,

40.

COLORS: 3, 8, 13, 18, 22, 25, 30, 33, 37, 39.

NUMBERS: 5, 7, 20, 32.

Young users can also develop their memory and thinking skills through playing the lower memory matching levels. Older users, including adults, will find that the upper levels

will help develop their memory and concentration skills. Every age group will find the random association memory matching to be an impressive challenge.

Note: You can skip directly to level 16 by holding down the "Alt" key (on Macintosh, the "option" key) and clicking on the level number.