

Kids Tables and Time v1.1 © copyright Ray Le Couteur 1996 -2000.

(Incorporating 'Ray's Numbers Game' and a clock module 'Tell the Time')

Note that some of the options described are only available in the registered version.

Features include:

- « Counting, addition, subtraction multiplication, division, and, in the registered version, fractions, decimals and percentages.
- « Speaking clock to teach children to tell the time.
- « Special section on times tables.
- « A wide range of difficulty levels to suit every child.

- « Highly motivating game format.
- « Built in multiplication charts and multiplication tables.
- « Games played against the clock to promote quick thinking (choice of 3 speeds).
- « Entertaining graphics and sound effects
- « Two bonus games.
- « Built in tutorials.

System Requirements

Windows 95/98 or above. A sound card is recommended.

Installation

Simply run the installation program "setup" and follow on screen instructions. If you have the self extracting version of the program, simply run "kctime".

Note: the shared file, vb40032.dll, is installed into the program folder/directory (c:\Program Files\Kidstables by default). This avoids conflicts during uninstallation and makes installation over a network more straightforward. If you are sure that vb40032.dll is already on your system, you can safely delete it from the program folder/directory.

Running the Program

From the start menu, select programs and then Kids Tables and Time folder. From here Kids Tables and Time can be run directly.

Uninstall

Click on the uninstall icon in the programs menu. The uninstall can be password protected to prevent accidental erasure by children. You will be prompted to enter a password when you first run the program. It can also be entered via the sound/language option menu. If you forget the password or want to enter a new one, you must first delete the file 'numopt.dat' in the program folder/directory.

Network Installation

This should be straightforward as all required files are installed into the single program directory. Problems with installation (copying files or generating shortcuts) will probably be due to security restrictions on the network.

The Numbers Game - Skill Levels

Immediately you run the program you are given the option of 3 skill levels: Lower, Intermediate and Higher (*registered version only*) (plus an option to enter the clock module 'Tell the Time').

Lower Level

If you choose lower level skills, then you can choose from **counting, simple addition or simple subtraction.**

Counting

This option involves counting with the aid of pictures. The highest number to count can be set anywhere in the range 3 to 12.

Simple addition

Teaches children to add with the aid of pictures. The highest number to add can be in the range 3 to 7.

Simple subtraction

Teaches children to subtract with the aid of pictures. The highest number to subtract can be in the range 3 to 7.

Intermediate Level

At the intermediate level you can choose **addition, subtraction , multiplication or division.**

Addition/subtraction

Teaches addition or subtraction with the highest number in the range 4 to 100.

Multiplication/Division

Teaches multiplication or division with the highest number in the range 3 to 12. In the case of division the highest number refers to the divisor and answer. Children often find learning the multiplication tables difficult and so help is provided: simply click the 'x' icon to view multiplication tables. However, these must be studied BEFORE starting a game - they are not available once a game is being played.

Higher Level

At the higher level you can choose **recognising fractions, working with fractions, fractions to decimals or fractions to percentages**. Each has 3 difficulty levels.

Recognising Fractions

Teaches recognition of fractions using segments of a circle.

Working with Fractions

Teaches calculation of fractions of whole numbers.

Fractions to Decimals

Teaches conversion of simple fractions to decimals.

Fractions to Percentages

Teaches conversion of simple fractions to percentages.

Game Speed

There are 3 speeds available plus a new option to play without a timer - probably suitable for younger children or those who find the timer stressful.

Playing the Numbers Game

The Numbers Game is very simple. Each player has a playing grid with a variety of possible answers. Click on the correct answer and one of four symbols (heart, face, umbrella, magnet) will appear. The first player with 5 identical symbols wins. However, if you fail to click the correct answer within the time limit, or click 2 wrong answers in succession, the correct answer will be shown and you will have missed your turn. There are also 4 symbol previews available, indicated by stars. When it is your turn, right click a number to preview the underlying symbol. These previews need to be used carefully to give you the best chance of winning a game.

Bonus Games

If a player (other than the computer) wins a game with no errors and without being 'timed out', a bonus game is available: they are matching games - a simpler one involves matching pictures, a more advanced one, matching sums and answers. By default, the picture game used as the bonus at the lower level and the more advanced one at the intermediate and higher levels. However, if you wish you can select to use the picture game at any level. ('Matching Sums' is not available at the lower level or with 'Recognising Fractions').

Matching Pairs

'Matching Pairs' is a traditional memory game and in the more advanced version it is used for teaching as well! In the simpler game, each panel hides a picture. Panels are clicked in pairs. The aim is to match up pairs of identical pictures. You must reveal all the panels with the lowest possible number of tries. In the more advanced game, sums and their answer (of the same color must be paired up). Lowest scores can be entered into the 'Hall of Fame'. There are different low scores for each skill.

Note: 'Matching Sums' is not available at the lower level, or with 'Recognising Fractions'.

Tutorials *(registered version only)*

There are short tutorials on division, fractions, decimals and percentages which will help children learn the basics and get more out of the game. In addition, since children often find learning the multiplication tables difficult, they can view one of two multiplication charts. However, the tutorials must be studied BEFORE starting a game - they are not available once a game is being played.

Options

Timer sound - use to switch off the timer sound only.

Sound - use to switch off all sound effects.

Certificate - allows the printing of a simple certificate when a game is won .

Spelling/Uninstall Password - allows you to select your spelling preference (UK or US) and choose an uninstall password to prevent accidental uninstall (this can only be done once).

Game Options

Select '**Game Options**' from the menu bar, to view your current game options (type of sum, level, speed etc), change these game options or begin a new game (of the same type).

? and x icons

These two icons, which appear at the bottom of the screen at intermediate and higher levels, give children access to a **simple calculator** ('?' icon) and an interactive set of **multiplication tables** ('x' icon). These will allow your child to find out answers he or she missed. Neither of these is available during a game.

Note: the **calculator** is intended to be very simple (to make it easy to use and understand) - for example, the maximum number input is 9999, and answers are given to different numbers of decimal places, depending on their size.

Date

When a game is won, the day and date will be displayed. If the date is wrong, then this is due to a wrong date setting in Windows: this can be corrected via the control panel (from the start menu, select settings > control panel > date/time).

Clock Module - Tell the Time

As well as practice with basic number skills, Kids Tables and Time will teach your child to tell the time. Select 'Tell the Time' from any menu or click on the green 'clock' icon at the bottom of the main screen to enable your child to learn to tell the time from a talking clock. Click on the clockface to hear the current or a random time or you can play a game. The clock face can have normal numbers, Roman Numerals, the 24 hour clock or no numbers at all. There is also an option to display 'help' numbers around the clock face (but not during a game).

Clock Game

A game that tests your ability to tell the time. A time is spoken out loud and you must keep clicking the clockface until this time is displayed. Then click OK. Points are scored for every correct answer - 3, 4 or 5 points each, depending on the level. One point is lost for each wrong time selected. When the red bug is visible on screen, all points scored are doubled. The aim is to score as many points as possible in the time allowed. Top scores can be entered into a 'Hall of Fame'. The game can be played at 3 levels: with hourly intervals, 1/4 hour intervals or 5 minute intervals. Only hourly intervals are available prior to registration.

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Ray Le Couteur, August 2000