

## **Introducing Flashmath for Windows 95**

“Flashmath for Windows 95” is an easy-to-use, full-featured flash card program. It is very much like the flash cards you are using now, or have used in the past. However, “Flashmath for Windows 95” has added features that enhance learning. You are able to focus on particular math areas for different students. A complete testing module is included which allows you to run and create tests. You will discover other exciting possibilities as you use this program. Look at the “Getting Started” topic to easily start using “Flashmath for Windows 95”. Other help topics will show you how to use the other features.

## Getting Started

After the opening screens have been displayed, you will be at the “Flashmath Main Menu”.

1. **Click on the “Practice Flash Cards” button.**
2. **A window with four math type buttons will be displayed.**
3. **Click on the math type that you want to use.**
4. **A window with a flash card and a toolbar will be displayed.**
5. **Problems will automatically be shown on the flash card**
6. **Enter answers with the keyboard or click buttons on the toolbar.**
7. **To exit click on the appropriate toolbar button.**

## **The Main Window**

There is one window where most of your work will be done. This “Main Window” is where you will enter answers to problems in practice mode or testing mode. This window is made up of a flash card, a toolbar, possibly some command buttons and a background picture (optional). The toolbar at the bottom of the screen is used to enter answers and to exit the window. If the “answer on” feature is active then an answer button will be displayed beneath the flash card. While doing some functions this button will change to a stop button. When changing the background picture, an “OK” button will be shown on the window.

The “Main Window” can be dragged around the screen. It can also be sized, maximized and minimized. The background picture will be sized when the window is sized. The background picture can be changed or you can have no background picture at all (See Preferences Entry). The flash card can be moved to different positions on the screen (See Preferences Entry).

# Flashmath Main Menu

The “Flashmath Main Menu” will be your starting point. From here you will go into various parts of the program. Click on the buttons to access whatever part of the program that you wish to use. See a listing of the buttons below.

**Practice Flash Cards** - Click on this button to practice flash cards. Click on a math type and do problems.

**Preferences** - Click on this button to go to the “Preference Entry” window. Here you will change settings that change the look and feel of the program

**Limits** - Click on this button to go to the “Limits Entry” window. Here you will change settings such as highest total or specific number to use certain number settings. This will allow you to focus on particular math problems.

**Testing** - Click on this button to go to the “Testing” window. Here you will create and run tests.

**Help** - Click on this button to start the help feature that you are using now. You can also hit the “F1” key to start the help feature.

**Exit Flashmath** - Stop the program.

## Options (Preferences Entry)

**Enter Key On** - This checkbox controls the use of the enter key. If this box is checked, then you must hit the enter key after you have typed in an answer. If this box is not checked, then as soon as you type in the correct answer, the next problem will be displayed.

**Answer On** - If this checkbox is checked then an answer button will be displayed beneath the flash card. Clicking on this button will automatically type in the correct answer for you.

**Set Pause** - Click on this button to set the amount of time that the program will pause with the answer displayed. Follow the instructions.

**Move Flash Card** - Click on this button to place the flash card on another part of the window. The cursor will be changed to four arrows. Click on different parts of the window until you have the flash card where you want it. Then click on the "OK" button.

## **Sound (Preferences Entry)**

**Sound On** - This checkbox should be checked if you want sound to be on. To turn sound off click in the checkbox until there is no check mark.

**Random On** - This checkbox turns on the use of random sounds rather than default sounds. This means that sounds will be picked randomly from a list of sounds. If this box is unchecked then the default sounds will be used. This means that only one sound is played for each category.

**Modify List** - Click on this command button to change the list of random sounds. You can add or remove sounds from the list.

**Default Sounds** - Modify the default sounds. Follow instructions.

## **Picture (Preferences Entry)**

**No Picture** - If this checkbox is checked, then no background picture will be displayed in the Main Window.

**Load New Picture** - Click on this button to change the background picture. A dialog window will allow you to move to different directories to find “.BMP” or picture files. When you find one, click on it and click the “OK” button. The picture will be loaded. Click on the “OK” button to exit back to the “Preferences Entry” window.

**Multiplication Table** - Click on this button to display a multiplication table. You can minimize this window and have it available at any time. Select the Close menu to exit.

## Addition (Limits Entry)

**Highest Total** - Change the number in the input box to set how high the total will be when both numbers in the problem are added. Example: 10 (5 plus 5 would be the two highest numbers to be added)

**Add Same Number** - One option button can be picked to set these special options. After you use any of these options, all of them will be set to off. You may only use one setting at a time. The “Add Same Number” option will display problems with pairs of the same number. Example: (3+3 or 5+5)

**Add Same Plus 1** – This option sets the problem displayed to a number and the same number + 1. Example: (3+4 or 7+8)

**Add Specific Number** - This option will set one of the numbers in a problem to the number you choose. This number will stay the same until you exit. When you click on the option button, the input box will be accessible for you to change the number.



## **Multiplication (Limits Entry)**

**Highest Total** - This input box will set the highest total that both numbers can multiply to.

**Highest Multiplier** - This input box sets the highest number to be multiplied with.

**Specific Multiplier** - Click on this option button to pick a specific number to multiply with. The input box will be accessible when you click on the option button.

## **Division (Limits Entry)**

**Highest Divisor** - Modify this input box to set the highest number to divide with.

**Specific Divisor** - Click on this option button to pick a specific number to divide with. The input box will be accessible when you click on the option button.

## **Subtraction (Limits Entry)**

**Highest Subtractor** - Modify this input box to set the highest number to be subtracted from.

**Specific Subtractor** - Click on this option button to pick a specific number to subtract from. The input box will be accessible when you click on the option button.

## **Run Test Button (Testing Window)**

Click on this button to run a test that you have created or one that comes with “Flashmath for Windows”. When you click on this button a dialog box will be displayed. Click on the name of the test that you want to run. Most tests will be shown when you first see the dialog box. If you have saved tests in another folder, then you can use the drive and directory controls to locate them. Click on the “Open” button after you have selected a test. The student will be asked to enter his or her name. If you have sound turned on then you will be given the option of turning it off. You will be asked if you want a timed test. If you say yes, then you will be asked to enter the amount of time you want the test to last. A timed test will end when the time is up or when you have finished all of the problems. You can end the test at any time by clicking on the “STOP” button that is beneath the flash card..

## **Test Results Window(Testing Window)**

The test results window will display results from the test. If the student solves 90% of the problems, his or her name will be displayed on the honor roll. The options for this window are listed below.

**Clear Honor Roll Command Button** - This button will erase all names from the honor roll.

**Redo Incorrect Problems Check Box** - If you check this box then all of the incorrect problems will be redone.

**Print Command Button** - Click this button to print out the results window.

**Continue Command Button** - Click on this button to exit the results window.

## **Create Test Button (Testing Window)**

Click on this button to create your own tests. See step-by-step procedures below.

- 1. Click on a math type button.**
- 2. Click in each input box and type in a number.**
- 3. Click on the “Add to List” button. Repeat until all problems are entered.**
- 4. Click on the “Save Test” button. Enter a name for your test.**
- 5. Click on the “OK” button when you are finished entering problems.**
- 6. To clear the list and start over click on “Clear List” button.**

## **Student Results Button (Testing Window)**

When you run a test, results are kept in files. The files are created using the name that the student enters when taking a test. You should have the student enter the same name each time so that the correct results file will be updated. Follow the steps below to view a student's results.

- 1. Click on the "Student Results" command button.**
- 2. Click on a file in the list.**
- 3. Click on the "Open" button.**
- 4. The "Clear List" button will remove all test result from the file.**
- 5. Click on continue when you are done.**

## **Run Test Continuous Button (Testing Window)**

Click on this button to run a test continuously. It may be one you have created or one that comes with “Flashmath for Windows”. When you click on this button a dialog box will be displayed. Click on the name of the test that you want to run. Most tests will be shown when you first see the dialog box. If you have saved tests in another folder, then you can use the drive and directory controls to locate them. Click on the “Open” button after you have selected a test. You can end the test at any time by clicking on the “STOP” button that is beneath the flash card..



## **Multiplication Practice Button(Testing Window)**

When the student clicks on this command button he or she will be asked to enter the number to multiply with. The number that they choose will be used to multiply 1 through 12 continuously. Click on the "STOP" button to exit.



