



K-8 MATH PROGRAM

Cat. No. 26-1715

Suggested Retail Price (may vary at individual stores and dealers) \$199.00

Description

Radio Shack's Kindergarten through Eighth Grade Math Program is designed specifically to be used in a classroom environment, to supplement regular instruction. It is an excellent aid in drilling students on new concepts as they are introduced to the class. Part one of this program is a series of computer programs containing skill building exercises in numeration, addition and subtraction concepts for use in grades K through 3. Part two contains skill building exercises, a testing mode, and a placement mode for addition, subtraction, multiplication and division, appropriate for use in grades 1 through 8.

Format

Furnished on 5 cassettes and 2 diskettes, in an attractive binder with a Teacher Manual containing complete instructions and sample record keeping forms.

Minimum Hardware Required

- 16K Level II TRS-80 Computer System

Capabilities

Parts 1 and 2 generate hundreds of different problems in a progressive sequence. Each student is graded on performance and automatically promoted or demoted, based on a minimum number of problems and a minimum or maximum score. Wrong key inputs are detected, and appropriate messages given. Reinforcement messages are keyed to student answers. The number of problems in a lesson can be set by the instructor, who can also end the session at will, with a special keyword.

Detailed Description

A review of educational programs was conducted to identify the sequential development of each function and associated skills, as well as to identify the math concepts to be covered. The program does not seek to replace formal instruction, but is intended as a method or strategy for practice to further develop the math skills being taught in an institutional or public school setting. The computer supplements the regular classroom activities by drilling students on new concepts. In doing so, it reinforces those concepts.

Features of the Radio Shack K-8 Math Program:

- Automatic promotion and demotion of the student, based on a minimum number of problems, and a minimum or maximum score.
- Placement mode (part two only) to move a student ahead or back very rapidly to an appropriate level, where drill begins.
- Reinforcement messages keyed to correct and incorrect answers.
- For grades K through 3, reinforcement messages use graphics, later grades use text.
- A unique feature—a student time-out function. If a student doesn't respond after about 15 seconds, he sees one of a series of prompting messages telling him to "come on, try one," or "don't go to sleep."
- A student session can be set to run for a specific number of problems and terminated automatically, or an instructor or aide can end a session after a time limit by using a keyword known only to the instructor. This allows for a maximum flexibility in a classroom or learning lab.
- Instruction is individualized. Each student moves at his own pace. He is constantly challenged, but never threatened.
- A student pacing feature gives the student limited control over the rate at which he sees new problems.
- Wrong key inputs are detected, such as an alphabetic character instead of a numeric, and an appropriate message is displayed.
- Another unique feature—problems that require regrouping (such as carrying in addition, or borrowing in subtraction) also cue the student with a cursor for notation of the borrow or carry at early levels (optional at advanced levels).
- A comprehensive reporting function is provided. At the end of a student session, the screen displays the total number of problems attempted, the number correct, the percent correct, any promotions or demotions, and average response time.