

SUCCESS WITH MATH™

Addition and Subtraction User's Manual



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Setting Up Your Computer

For Disk:

1. Following manufacturer's instructions, hook up your computer and disk drive to a monitor or TV.
2. Insert the program disk into the disk drive and close the drive door.
3. Turn your computer and monitor on.
4. Turn down the volume on your monitor.
5. If your disk drive does not automatically boot disks, follow manufacturer's instructions for booting the disk.
6. Select either Addition or Subtraction from the program menu.

For Cassette:

1. Following manufacturer's instructions, hook up your computer and program recorder to a monitor or TV.
2. Insert the program cassette into the program recorder following cassette label instructions.
3. Turn your computer and monitor on.
4. Turn down the volume on your monitor.
5. Load the program into the computer following manufacturer's instructions.

Program Objective

This SUCCESS WITH MATH™ program provides comprehensive drill and practice in addition with carrying and in subtraction with or without borrowing. Once the program has been loaded into the computer and either Addition or Subtraction selected, the program itself will take over and instruct the user in how to proceed.

Program Descriptions

Addition

All problems are randomly generated so that a different set of problems will be presented each time the program is run. User may design any size problem up to 9 numbers (rows), and up to 9 digits each (columns). For example: a user choosing 3 rows and 5 columns might get a problem like this:

$$\begin{array}{r} 28604 \\ 21529 \\ + 98097 \\ \hline \end{array}$$



The white square, called a cursor, locates the position of the next keyboard entry. Each problem is solved as if the user were doing it on a piece of paper, one digit at a time. The sum of each column is entered followed by the carry above the next column. *Users must enter the carry even if it is zero.*

$$\begin{array}{r}
 \blacksquare \\
 28604 \\
 21529 \\
 + 98097 \\
 \hline
 0
 \end{array}$$

*User enters 0 in first column;
cursor moves to top of next
column for the carry.*

$$\begin{array}{r}
 2 \\
 28604 \\
 21529 \\
 + 98097 \\
 \hline
 \blacksquare 0
 \end{array}$$

*User enters 2 above second column;
cursor moves to bottom of second
column for next digit.*

This procedure continues until the problem is completed.

All errors are immediately called out and the user may then try a new answer. If a second error is made, the correct answer for that step will be shown after which the user may continue the problem.

Subtraction

All problems are randomly generated so that a different set of problems will be presented each time the program is run. User may design any size problem up to 5 digits and has a choice of problems with or without borrowing. For example: a user choosing 5 digits with borrowing might get a problem like this:

$$\begin{array}{r}
 83157 \\
 - 18362 \\
 \hline
 \blacksquare
 \end{array}$$

The cursor locates the position of the next keyboard entry. Each problem is solved as if the user were doing it on a piece of paper, one digit at a time. The cursor continues to move after each correct entry.

$$\begin{array}{r} 83157 \\ - 18362 \\ \hline \end{array}$$

*User enters 5 in first column;
cursor moves to second column.*

At this point the user must go through the borrowing process by pressing the keyboard letter B.

$$\begin{array}{r} 83\mathbf{1}57 \\ - 18362 \\ \hline \end{array}$$

*User presses B; the digit to be
borrowed from is highlighted in
reverse.*

User enters the new value of the digit borrowed from.

$$\begin{array}{r} \mathbf{1} \\ 83057 \\ - 18362 \\ \hline 5 \end{array}$$

*User enters 0; cursor moves to
top for the amount borrowed.*

User then enters the amount borrowed which replaces the cursor.

$$\begin{array}{r} \mathbf{1} \\ 83057 \\ - 18362 \\ \hline \mathbf{1}5 \end{array}$$

*User enters 1; cursor moves to
bottom of second column.*

$$\begin{array}{r} \mathbf{1} \\ 83057 \\ - 18362 \\ \hline \mathbf{1}95 \end{array}$$

*User enters 9; cursor moves
to third column.*

This procedure continues until the problem is completed. All errors are immediately called out and the user may then try a new answer. If a second error is made, the correct answer for that step will be shown after which the user may continue solving the problem. *The user always succeeds in solving the problem and knows exactly where errors have been made.*

Other programs in the Success With Math™ series from CBS Software:

Multiplication and Division—Grade Levels 2 to 8

Linear Equations—Grade Levels 7 to 11

Quadratic Equations—Grade Levels 9 to 12

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