

EduFun!™ FRENZY™ & FLIP FLOP™



EduFun!

A Division of Milliken
Publishing Company

USER'S GUIDE

INTRODUCTION

EduFun!™ . . .programs offering a unique combination of computer-generated learning and fun from a company with years of experience in educational publishing. Children (of all ages) explore and reinforce basic concepts through Milliken's MathFun!™ games which both teach and entertain.

Our primary objective is simple — make learning fun. EduFun! programs do just that!

THIS GUIDE CONTAINS . . .

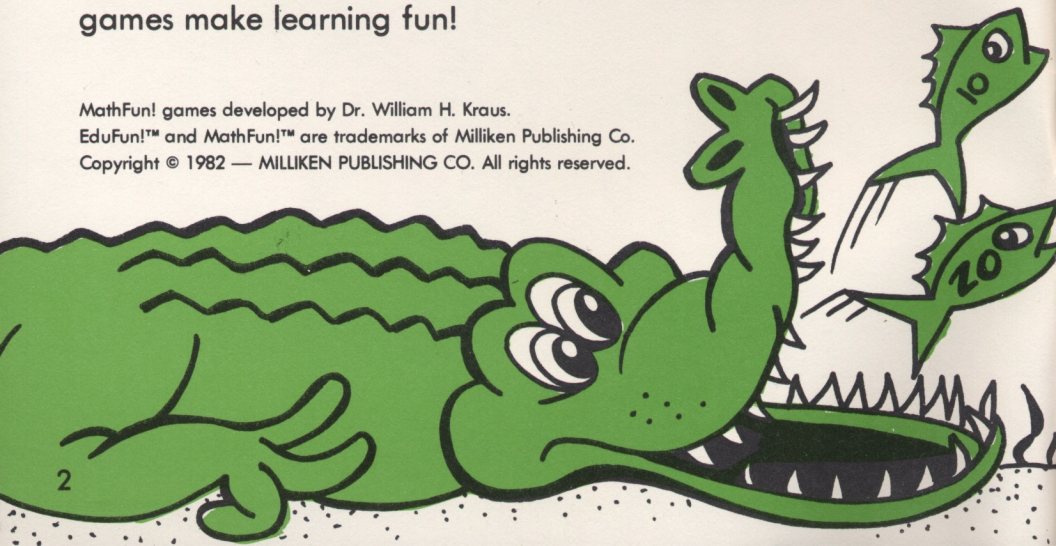
simple directions for the MathFun! games, suggestions for the reusable cards, and ideas for follow-up activities for families. The suggestions extend the skills reinforced in the MathFun! games.

Whenever parents and children share the games, follow-up activities are a natural extension. Encourage your children to put these MathFun! skills to everyday use. Computer games can provide learning experiences. MathFun! games do. MathFun! games make learning fun!

MathFun! games developed by Dr. William H. Kraus.

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WHAT YOU'LL NEED . . .

For the cassette:

- 1 Atari® Computer (16K RAM)
- 1 Atari® Program Recorder
- 1 Atari® Basic Cartridge

For the diskette:

- 1 Atari® Computer (32K RAM)
- 1 Atari® Disk Drive
- 1 Atari® Basic Cartridge

1 MathFun! Game, of course!

1 or more children of ANY age!

Atari® is a trademark of Atari Inc.

HOW TO GET STARTED . . . HOW TO STOP . . .

Your Atari computer comes with explicit instructions for setting up equipment. Follow the instructions carefully. Failure to heed manufacturer's instructions and warnings may result in damage to your computer.

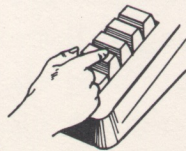
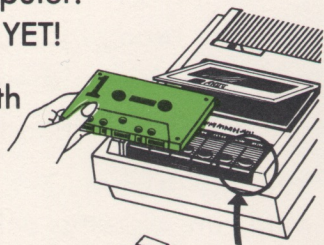
When using the cassette . . .

insert Basic Language Cartridge in computer.

DO NOT TURN ON YOUR COMPUTER, YET!

Choose the game you wish to play. With game choice in UP position on label, place cassette in program recorder. Rewind tape.

Hold down START button on computer and turn computer on. Release START button. Press PLAY on program recorder.



Press RETURN key on computer. Computer will load and run program. (Be patient . . . it will take time.)

You're ready for MathFun! Follow computer directions.

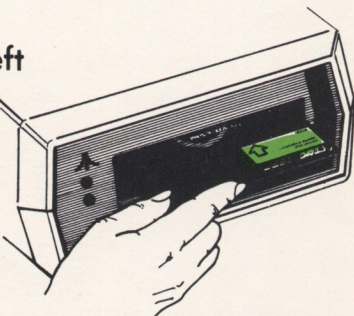
When you're finished . . .

READY will appear on the screen, and you may turn off the computer and TV or monitor.

When using the diskette . . .

insert Basic Language Cartridge in left slot of computer. Turn on disk drive.

When BUSY LIGHT goes off, insert diskette, label side up, notch on left, until you hear click. Close disk drive door. Turn on computer.



You're ready for MathFun! Follow computer directions.

When you're finished . . .

turn disk drive off. Turn computer off. Turn monitor off.

RECORD-KEEPING . . . For parents only!

MathFun! diskettes only include a record-keeping system called the Manager. This capability allows parents to review a youngster's progress, scores, number of games played, time spent playing a game, etc. As kids play the games, their scores are automatically recorded in the Manager.



To access the Manager, when the Menu page is displayed on the screen, press **0** (zero).

If games are heavily used, it is a good idea to review the Manager at least every two to three weeks. Reviewing the Manager condenses the user's files, and allows for additional records.

DIRECTIONS FOR FRENZY

- Subtraction Drill
- Division Drill

FRENZY is really two games in one! Before playing, you must choose the operation (subtraction or division) and level of difficulty (easy or hard).

During the first game, you must try to answer 20 problems before a hungry alligator eats 10 fish. If you have saved ANY fish, you will be able to play the BONUS game for at least 20 seconds. PLUS, for each fish not eaten, you will earn 10 seconds on the EASY LEVEL or 15 seconds on the HARD LEVEL.

In the BONUS game, you control the smiling face using the four keys that have arrows. The object of the game is to capture as many NUMBERS as possible, while trying to avoid crashing into cherry bombs or mean faces! You will score 100 times the value of each number you capture.

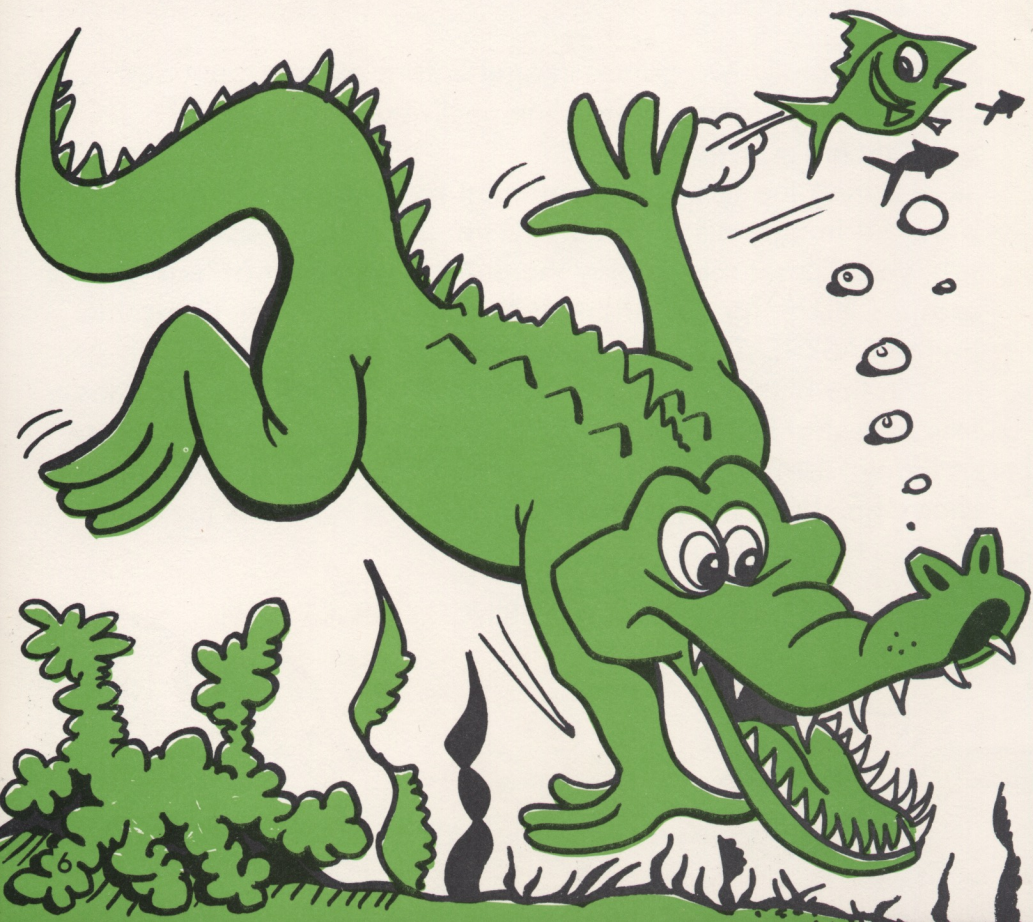
BE CAREFUL WHILE CAPTURING ... OR, CRASH!!



REUSABLE SCORECARD

Family contests can be fun ... have FRENZY FUN! Record the current scores for subtraction and division on the scorecard. Keep the card where family members can check scores. Friendly rivalries can improve math skills!

Record master players' initials and top scores on the appropriate lines on the scorecard. Watch your children bump you out of the high score range! You'll be surprised how much your own total recall of facts will improve!



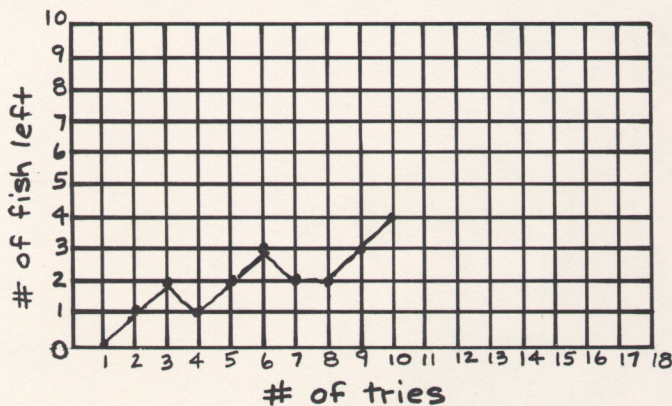
REUSABLE PRACTICE CARD

Use of this card will improve your children's mastery of their basic subtraction and division facts — which actually gives them practice with addition and multiplication at the same time.

Wanting to have longer periods of time to play the FRENZY BONUS game will provide motivation for them to practice with the card.

To make practicing more fun, have your children time themselves and try to improve their performances. Children could keep records by making graphs. Here is a sample graph. Take the practice card along in the car.

Tommy's
Subtraction
Graph



(Use a wax crayon or a water soluble marker.

Wipe clean with a tissue.)



FRENETIC FUN

Another way to improve your children's instant recall of basic facts, is with flash cards. These can be very simply made from unlined 3x5 notecards. Keep them in the kitchen or other handy place and practice with them at odd moments. You will be surprised at how your involvement with your children will motivate them to practice.



Help your children understand how mastery of these skills will be part of their everyday lives in the years ahead. For example, let them work with you as you balance your checkbook. While shopping for a specific item, ask them how much change they would receive if they had \$1.00, \$5.00, etc. Or, have them figure per item price, e.g. one dozen eggs — how much does one cost?



DIRECTIONS FOR FLIP FLOP

- Transformational Geometry

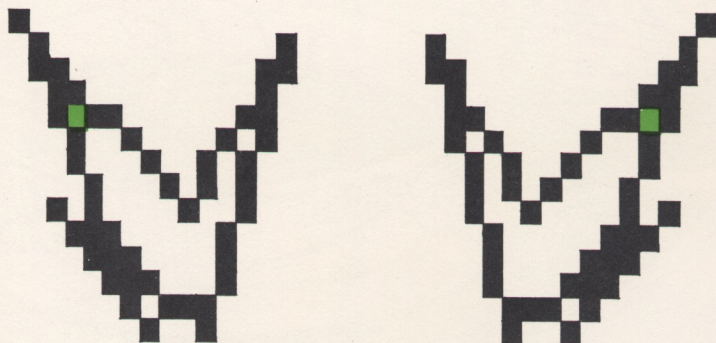
You'll flip over Flip Flop!

In each round of Flip Flop, you will be shown 2 figures. You must decide if the figure on the left can be moved to look exactly like the figure on the right. To match, figures must be the **SAME COLOR AND SHAPE!**

There are three ways to move the figure: **SLIDE**, **FLIP**, or **TURN**. If there is no way to move the first figure to match the second, press **N** for no match.

If you can **SLIDE** the figure on the left to match the figure on the right, press **S**. If you can **FLIP** the figure on the left to match, press **F**. If you can **TURN** it to match, press **T**.

Below is an example. Which would it be? **S**, **F**, **T**, or **N**.
You're right, it is a **FLIP !!**



FLIP FLOP 90J 91J

To help children understand how figures are symmetrical, have them fold paper and then cut a design. When the paper is opened up, they will see that both sides are the same.

Let your children write messages using a mirror (looking in the mirror, not at the paper). They will have fun with their results. Try it yourself!

Face your child and take turns copying each other's actions. Encourage your children to create aerobic movements which require a SLIDE, TURN, or FLIP.



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