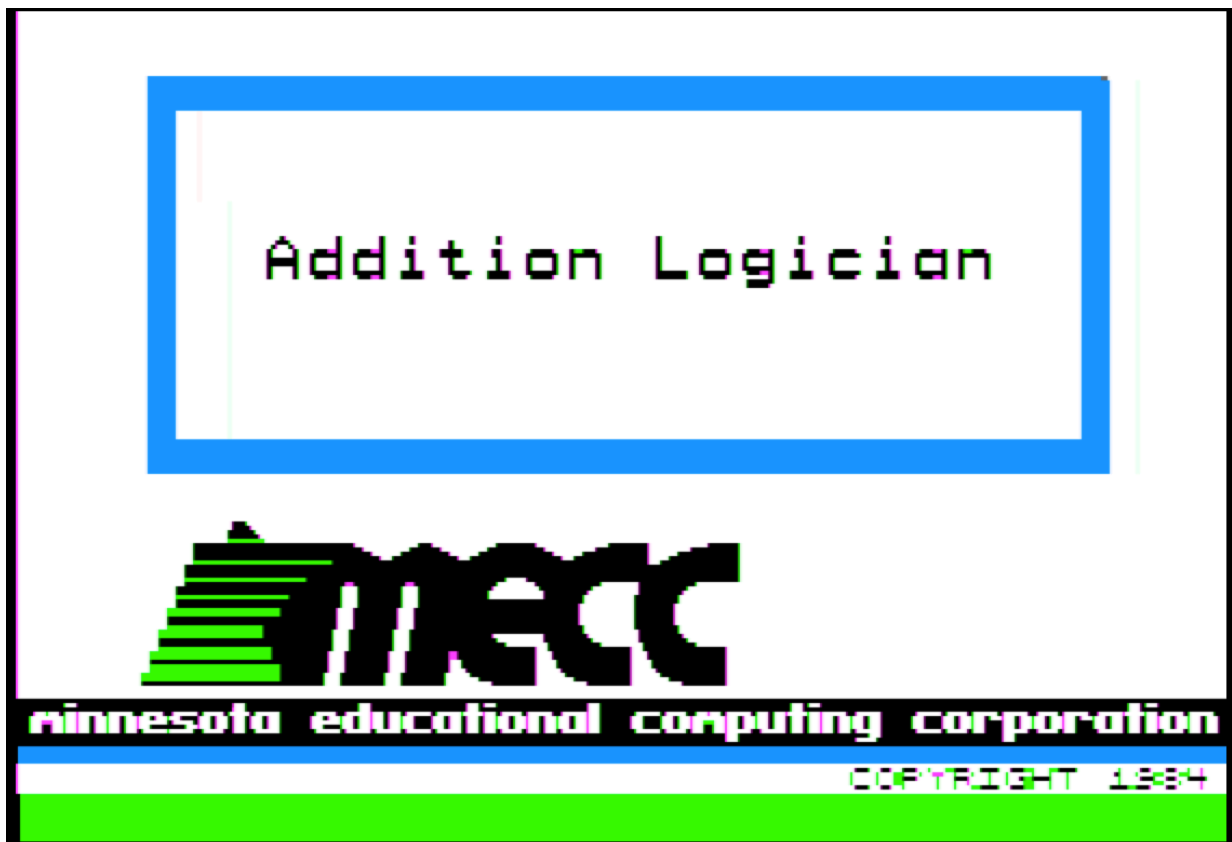


ADDITION LOGICIAN

No. A-125

Curriculum Area: Mathematics
Grade Level: 3
Subject: Arithmetic
Topic: Whole-Number Addition
Version: 1.0
Production Year: 1984
Platform: 64K Apple II
URL: <http://www.virtualapple.org/additionlogician.html>

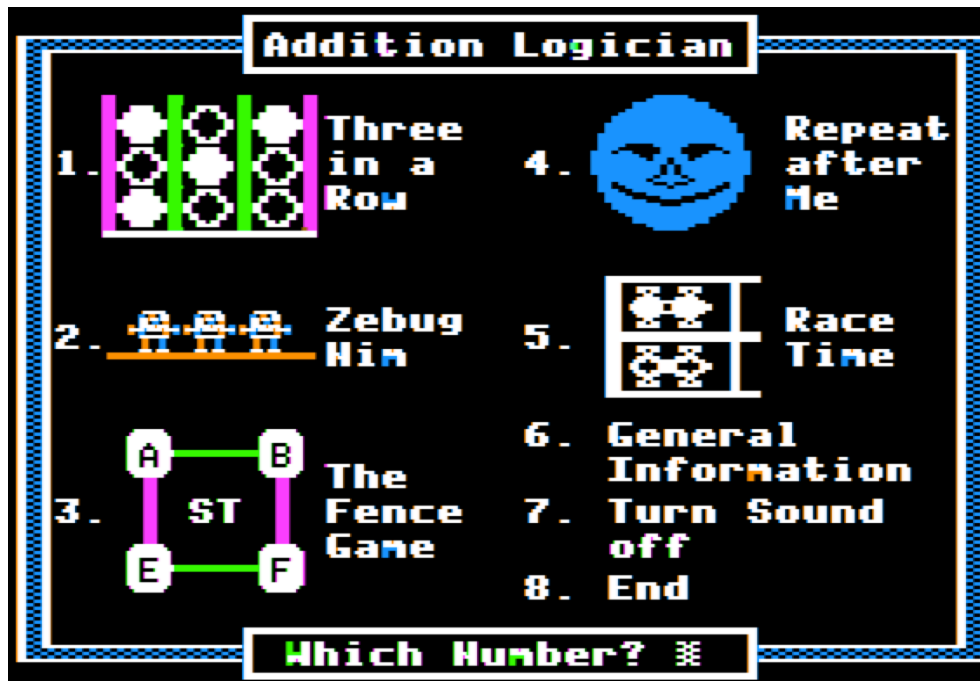


Description: Addition Logician combines whole-number addition drills with motivational games. The games match the student against the computer in contests of logical thinking, memory, and speed. The five programs are sequenced according to difficulty. Records of individual student performance are kept.

Computer Rationale: The random generation of problems within the stated objectives ensures a different set of problems each time a program is used. Immediate feedback is also provided for each problem.

Features: Management Options are provided to transform the games into ordinary drills, to adjust the difficulty level of the games, and to adjust the time allowed for the drills in the RACE TIME program

Menu Options:



THREE IN A ROW - Try to be the first. to place three markers in a row while drilling on addition problems with two addends_ and regrouping.

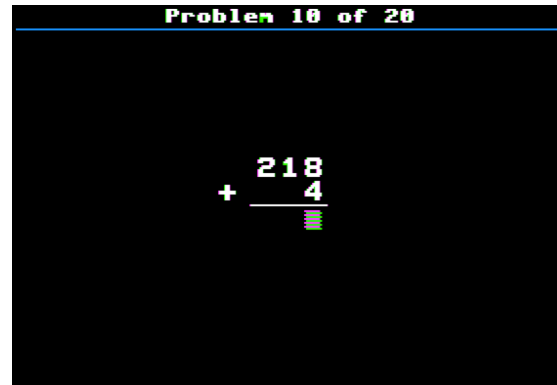
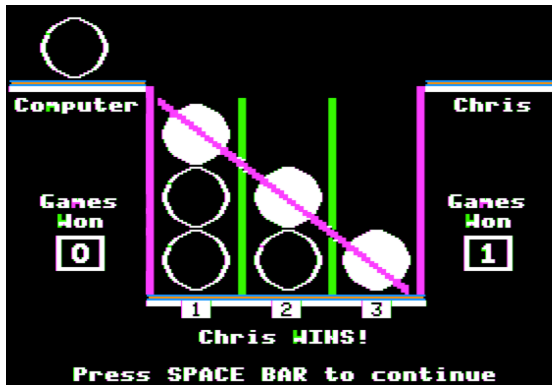
ZEBUG NIM - Compete with the computer in Zebug's version of the ancient game of Nim while drilling on addition problems with two addends and regrouping.

THE FENCE GAME - Try to complete more fences than the computer does while drilling on addition problems having four 2-digit addends and regrouping.

REPEAT AFTER ME - See how many notes of a growing sequence you can repeat while drilling on addition problems having up to four addends and regrouping.

RACE TIME - Race against the computer's car as you review problems of all the types previously presented.

Learning Outcomes:



After using THREE IN A ROW, the student should be able to:

- add two 2-digit addends with one regrouping;
- add a 1-digit addend plus a 3- or 4-digit addend with one regrouping.

After using ZEBUG NIM, the student should be able to:

- add two 2-digit addends with sums less than 100 that involve regrouping;
- add three or four 2-digit addends that involve one or two regroupings.

After using THE FENCE GAME, the student should be able to:

- add four 2-digit addends involving a regroup of a 2 or a 3.

After using REPEAT AFTER ME, the student should be able to:

- add two 3- or 4-digit addends with regrouping;
- add a 2-digit addend and a 3- or 4-digit addend with regrouping;
- add three or four 3-digit addends with regrouping.