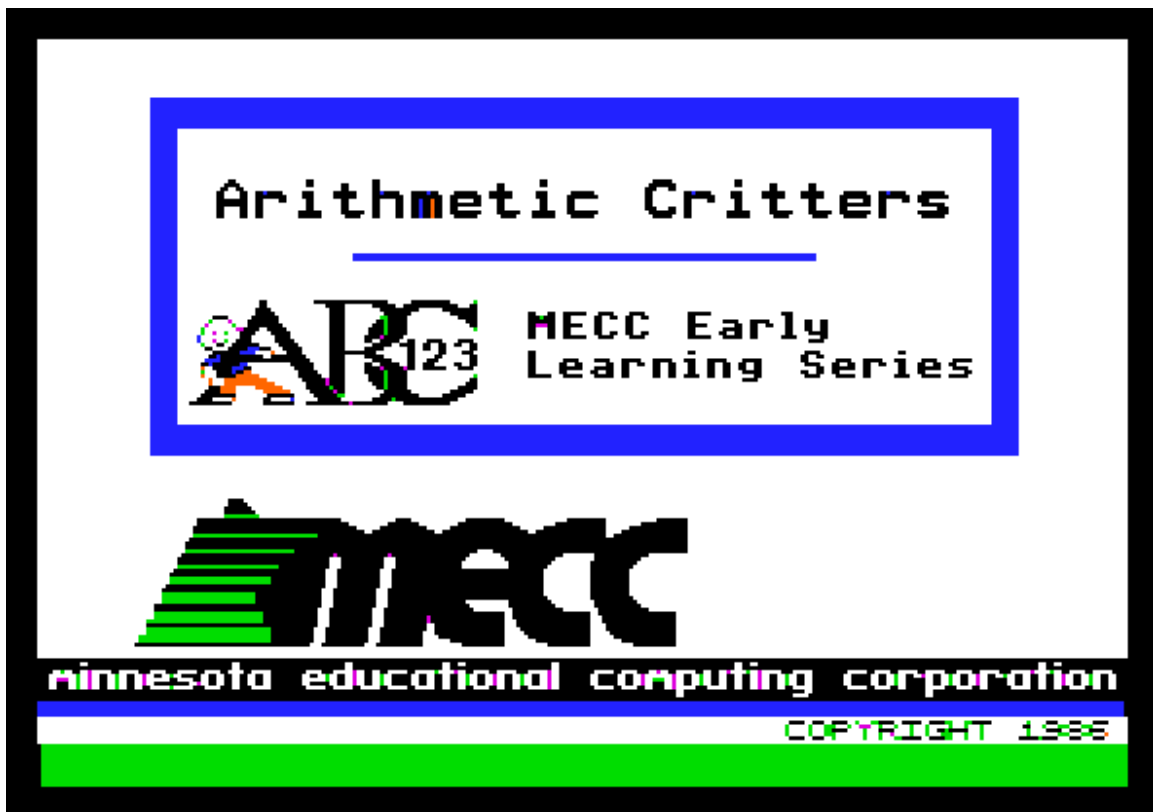




ARITHMETIC CRITTERS

No. A-166 (Apple)

Curriculum Area: Mathematics
Grade Level: Preschool-1
Subjects: Arithmetic, Measurement, Numeration
Topics: Addition, Subtraction, Length, Perimeter, Ones and Tens Digits
Version: 1.0
Production Year: 1986
Platform: 64K Apple II
URL: <http://www.virtualapple.org/arithmeticcritters.html>



Description: This package contains four programs that expand on counting skills, giving students a chance to apply those skills in other areas of mathematics. The concepts covered include beginning addition and subtraction, measurement of length and perimeters, and numerals used to represent from 10 to 99 objects. Teachers can control the range of numbers presented in each of the programs.

Computer Rationale: Immediate computer feedback and remedial help strengthen students' understanding. The computer can generate random drill items. Colorful graphics illustrate problems and provide motivating feedback.

Features:

- teachers can define the range of numbers in each program
- remedial feedback follows incorrect answers

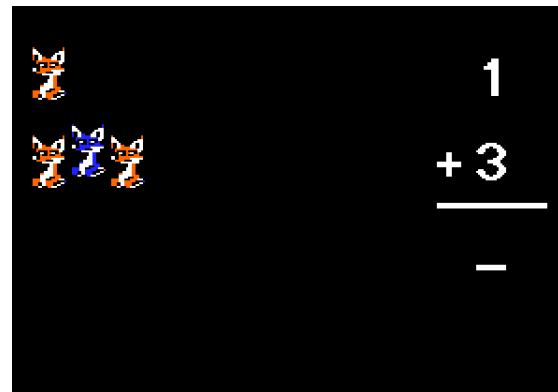
Menu Options:

ANIMAL ADDITION - Students practice adding two sets of up to nine animals.

FOWL PLAY - Students practice subtracting up to nine birds from a group of from one to eighteen birds.

UNIT WORM - Students practice measuring lengths and perimeters with caterpillars as the units of measurement.

EGG PLANT - Students practice writing numerals to represent from 10 to 99 boxes of eggs being shipped from an egg factory.



After using Arithmetic Critters, the student should be able to:

- add two groups of up to nine objects;
- subtract up to nine objects from a group of from one to eighteen objects;
- begin memorizing the basic facts of addition and subtraction;
- measure lengths and perimeters by counting non-standard units;
- write numerals to represent from 10 and 99 objects.

Management Menu:

