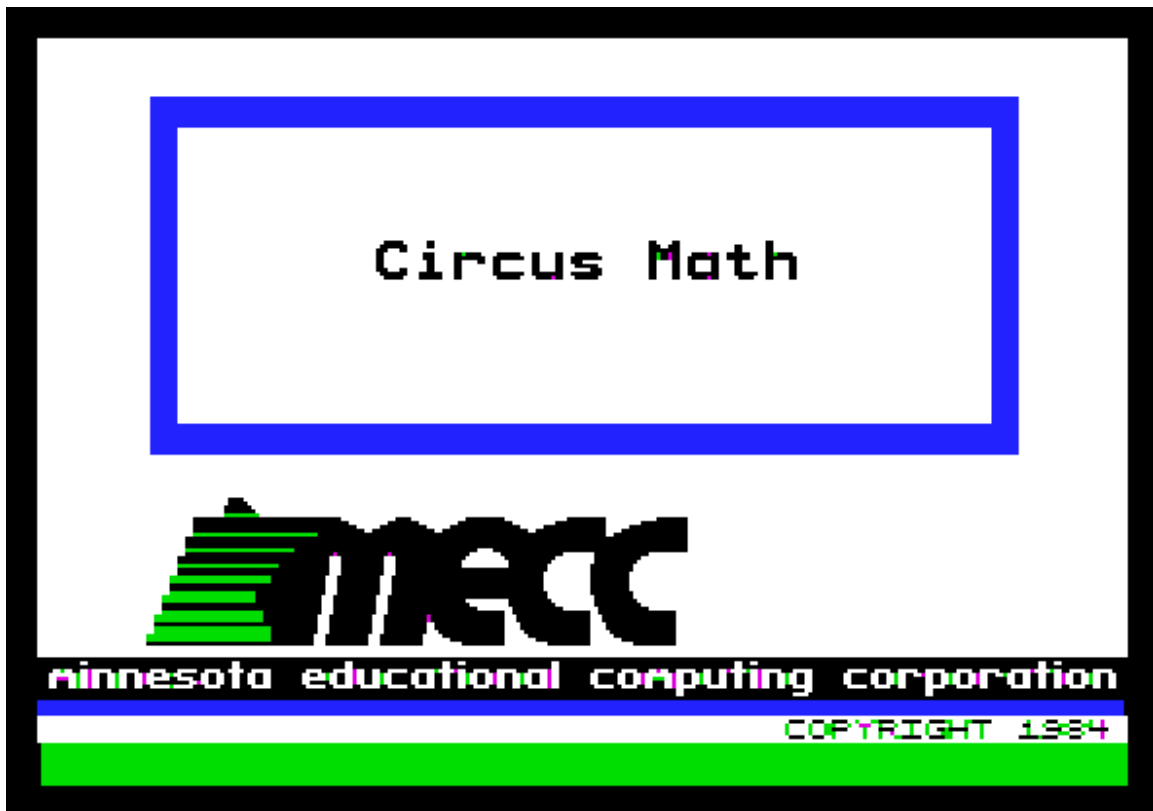


CIRCUS MATH
No. A-109 (Apple)

Curriculum Area: Mathematics
Grade Level: 2-3
Subject: Mathematics
Topic: Whole-Number Addition
Version: 1.0
Production Year: 1984
Platform: 48K Apple II
URL: <http://www.virtualapple.org/circusmath.html>



Description:

Circus Math provides the learner with motivating drills, sequenced according to difficulty, for whole-number addition practice. Records of student performance are maintained.

Computer Rationale:

The computer provides motivational graphic sequences throughout the drills.

Features:

- remediation provided for problems missed twice
- timed review
- teacher-controlled graphics

Menu Options:



CLOWN MAKER - Design a clown face while drilling on addition problems having two 1- or 2-digit addends with sums less than 100.

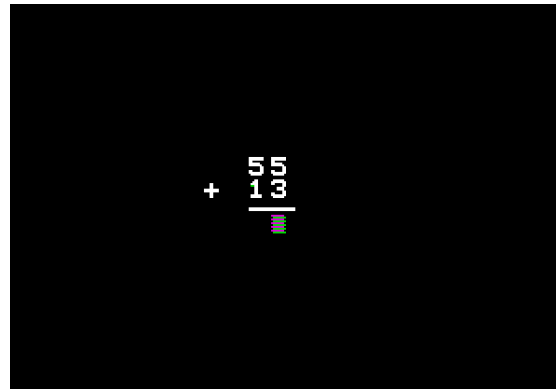
CLOWN CAR - Fill a car with clowns while drilling on addition problems having up to three 2-digit addends and sums less than 100.

HIGH WIRE - Try to walk the high wire while drilling on addition problems having addends with up to four digits.

CANNON SHOOT - Try to catch the Zebbug shot from a cannon while drilling on addition problems having up to three addends.

ELEPHANT WALK - Race against the computer's elephant while reviewing problems of all the types presented in the other programs.

Learning Outcomes:



After using CLOWN MAKER, the student should be able to:

- add a 1-digit addend to a multiple of ten;
- add two 2-digit addends with sums less than 100.

After using CLOWN CAR, the student should be able to:

- add 2-digit addends with sums less than 100.

After using HIGH WIRE, the student should be able to:

- add 1-digit addends to 3- or 4-digit addends.

After using CANNON SHOOT, the student should be able to:

- add two or three addends of up to 4 digits each.