

The background is a colorful illustration of a jungle. In the center, a large red monkey is sitting on a green leaf. Above it, another red monkey is hanging from a vine. To the right, two more red monkeys are visible. A blue and orange butterfly is on the left, and a white butterfly is on the right. At the bottom, a basket of yellow bananas sits on the ground. The overall scene is bright and cheerful.

Targeting Maths

Lab 5

CD-ROM



Targeting Maths Lab 5

Mac/Win

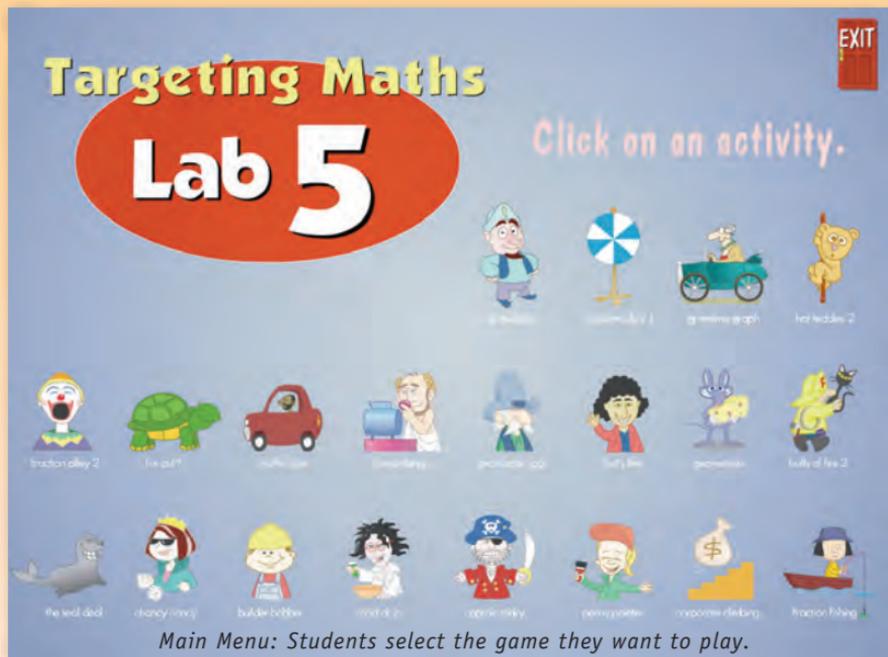
Explore, play and
learn on the computer.

Each game/activity presents essential mathematical content in an interesting, fun and motivating way. Within the structure of a game, children can explore, practise and improve their maths skills in a low-stress environment. On each CD there are activities for all areas of the maths curriculum including number, operations, space, measurement and data.

Each Targeting Maths CD-ROM includes twenty or more different games and activities that strongly support the content of the new maths syllabus.

The look and feel of all the games is clean, uncluttered and easy to use, with the delivery of mathematical content in a high interest format always being the main aim.

The CD opens on an easy-to-navigate front page with direct links to all games. Once a game is finished or exited the student always returns to this page.



Main Menu: Students select the game they want to play.

The Activities



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Instructions

Once a game is chosen, an instruction page appears to guide the student. Click on the mouth to hear the instructions read aloud.

A screenshot of a digital instruction page for the game 'Captain Stinky'. The page has a light blue background. At the top left, the word 'Instructions' is written in a red, curved banner. Below it, the title 'Captain Stinky' is in a black box. The text reads: 'Captain Stinky is looking for treasure on Invisible Island. First, you need to dress Stinky by correctly placing skulls on the graph. Then follow instructions on Stinky's map to find Invisible Island and the treasure.' To the right of the text is a cartoon pirate character named Captain Stinky, wearing a blue hat, a red jacket, and a white beard. At the bottom right, there is a small red button with a speaker icon.

The game

Then the game begins.

A screenshot of the game grid for 'Captain Stinky'. It features a 10x10 coordinate grid with x and y axes labeled from 1 to 10. A pirate character is positioned at the bottom right of the grid. A text box on the right says 'Place a skull at (7,2)'. There are several skull icons scattered on the grid: one at (2,8), one at (7,8), one at (8,3), and several at the bottom edge (1,9), (4,9), (8,9), and (9,9). An 'EXIT' button is in the top right corner.

Completion

Students are rewarded for completing the activity.

A screenshot of a reward screen. It has a light blue background. In the center, there are three overlapping gold circular medals with red ribbons, each containing the text 'Well Done!'. Below the medals, the word 'Congratulations' is written in a large, white, stylized font. A cartoon character's head is visible behind the medals on the left.

Ali Quotient



Mathematical content

This activity gives much practice at division tables. Students can quickly see when they have answered correctly or incorrectly, thus allowing for instant revision of the tables of which they are unsure.

How to play

Work out the answer to the division question. Write it in the box and click on OK. The tick tells you that you are correct and Ali will progress to the next step. If your answer is incorrect you will see a cross before Ali falls through a hole and you start all over again. There are many levels to play.

LEVEL

$8 \div 2 = \square$

Fraction Alley!

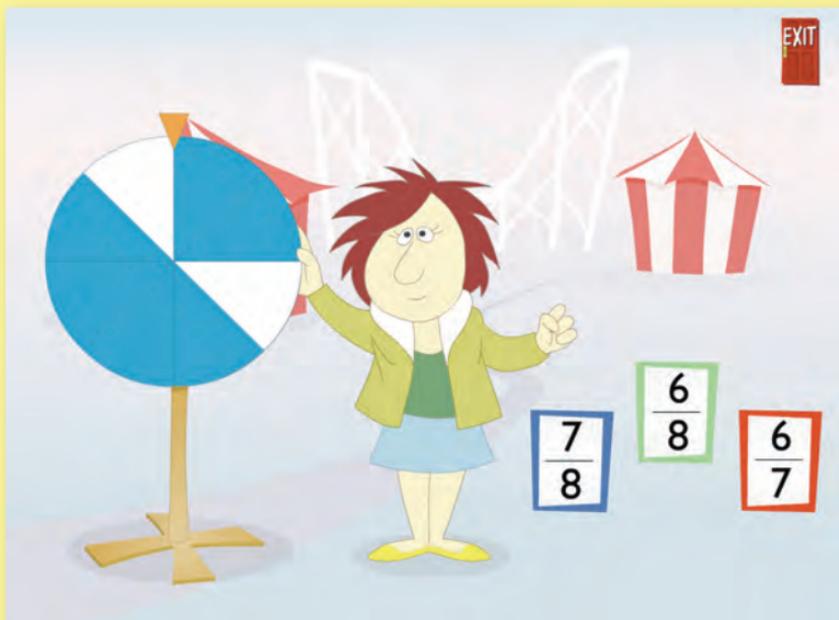


Mathematical content

This activity shows a diagrammatic representation of a fraction as part of a whole. The student then has to select the correct written representation.

How to play

Press the *Spin* button. When the wheel stops look at the coloured part. Click on the correct fraction. Click *Spin* again. When you get them all correct watch the bearded lady's beard grow!



Grandma Graph

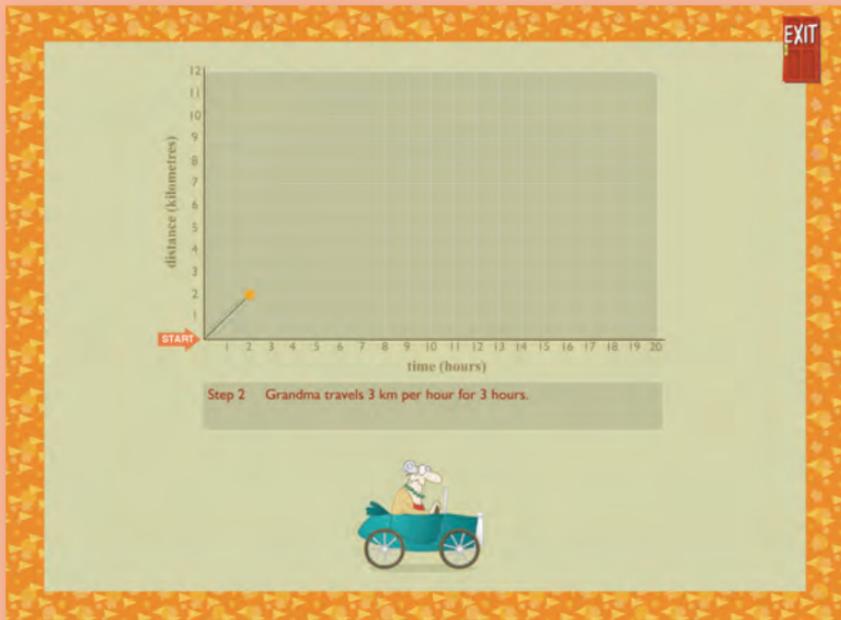


Mathematical content

The time/speed/distance relationship is used to plot points on a line graph. Students must understand how to plot points on a line graph using both axes and also how to work $distance = speed \times time$.

How to play

Read the question carefully. Work out where Grandma should be and click on that point on the graph. If you are correct the line will be drawn to continue the graph and a new question will appear. If you are incorrect the wheels will fall off Grandma's car!



Hot Teddies 2



Mathematical content

This activity gives students the opportunity to practise both addition and estimation. They are adding two lots of four single-digit numbers to find the highest total. Due to time constraints, in many instances they must use estimation skills to find the answer.

How to play

Every ball belongs to a row and a column. Add all the numbers in the row and the column to get the ball's total. Click on the ball that you think will have the highest total.

You won't have time to add them all, so try to think of good ways to estimate. If you are clever you will save teddy from the flames.

4	7	5	6
4	1	3	2
7	3	7	4
2	6	5	1

Fraction Alley 2



Mathematical content

The focus here is on the addition of common fractions and decimal fractions. Three fractions must be added to make a total of 1.

There is also an element of spatial awareness as the balls have to land on the correct fraction.

How to play

Look at the fractions and work out which three will make a total of 1. Pick up each ball in turn and place it in the clown's mouth so that it will land on one of your chosen fractions. You are a champion when you have made five correct additions.



Far Out?



Mathematical content

The focus is on working with number lines. Students work out the scale used for each line and then determine given places on the lines by using the scales.

How to play

Look at the number lines and work out the scale that is used for each. Read where each animal has to land. Decide whether it is a, b or c. Click on your answer.

The game board features four horizontal number lines on a green background, each with a different animal and a scale. An EXIT sign is in the top right corner.

- Line 1:** A snail is positioned between 10 cm and 20 cm. The scale is (12 cm). There are 10 equal intervals between 10 cm and 20 cm.
- Line 2:** A turtle is positioned between 50 m and 100 m. The scale is (100 m). There are 10 equal intervals between 50 m and 100 m.
- Line 3:** A kangaroo is positioned between 0 km and 20 km. The scale is (20 km). There are 10 equal intervals between 0 km and 20 km.
- Line 4:** A yellow bird is positioned at 0 km. Three points are marked: 'a' is between 0 km and 100 m, 'b' is between 100 m and 200 m, and 'c' is between 200 m and 300 m. The scale is (10 km). There are 10 equal intervals between 0 km and 100 m.

Traffic Stats



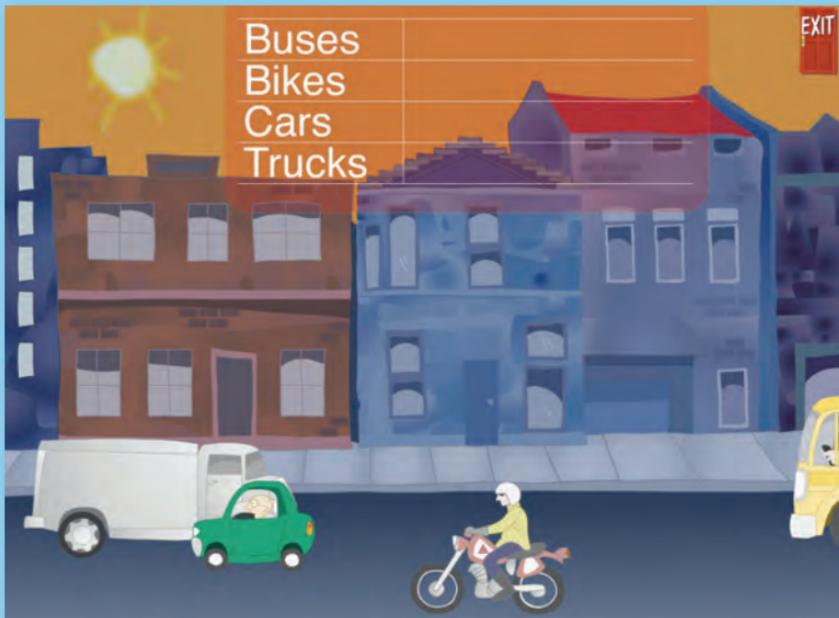
Mathematical content

This statistics activity revises data collection, tabulation of results using tally marks and deciphering the data once it has been collected.

Students have to count vehicles, use tally marks to complete a table and then answer questions about the survey.

How to play

Watch the passing vehicles. Click on the correct row to make a tally mark for each vehicle. When the table is complete read the questions and click on the correct answers.



Roman Bingo



Mathematical content

The focus of this activity is to recognise and interpret Roman numerals. Students make the change from Roman to Hindu-Arabic numerals in order to complete a Bingo card.

How to play

Look at the Roman numeral that Pythagoras pulls out of the barrel. Change it to a Hindu-Arabic number and if it is on the ladies' card click on it. Then click on *Done*. If it is not on their card, click on *No match*.

Can you fill the ladies' card before the computer fills his?

EXIT

42	69	59	47
31	73	20	50
6	79	100	39
87	91	18	55

LXXIX

No match

9	22	50	54
18	89	12	100
93	6	31	59
55	5	87	70

Protractor Jack



Mathematical content

The aim of this activity is to give practice at estimating and then measuring the sizes of acute and obtuse angles. The correct use of a protractor is shown.

How to play

Look at the angle. You decide whether the angle is bigger or smaller than Jack's guess. Click on *bigger* or *smaller*. After you click *OK* use the protractor to work out its correct size. Write its size in the box. Can you take all Jack's money bags?

angle size =

EXIT

OK

That's Life!



Mathematical content

This activity looks at numbers in a real-life situation where items in and out are counted, and some counts result in a negative outcome. The resultant counts are transferred to crediting and debiting a Savings Budget.

How to play

Work out the new balance for each day. Use a hyphen for the minus sign. Maria gets a bonus \$20 for every day total that you get correct. At the end of the week, work out the new amount in the Savings Budget. You can use a calculator for this.

How many weeks will it take for Maria and Nina to save for their holiday?

The illustration shows a woman with curly hair sitting at a desk with a laptop. To her left is a table with a budget for Friday. In front of her is a yellow shopping bag with '\$60' written on it. Above her is a 'Savings' sign showing '\$0' and an 'EXIT' sign. On the desk, there is a 'RETURNS' slot.

Friday	
Movie Balance	-2
Returned	+2
Borrowed	-2
New Balance	

Geometricks



Mathematical content

This activity reinforces space concepts. The topics covered are shapes of faces, names and definitions of 2D shapes and 3D solids and types of triangles.

How to play

Look at the picture or read the definition. Click on the correct answer to help the mouse creep up on the cheese. If you are wrong you will wake the cat, and the mouse must race back to his hole.

EXIT

What shape am I?
I have two pairs of equal adjacent sides and one pair of equal angles.

square	rectangle
trapezium	kite

z 1

A white cartoon cat is lying on its side, looking towards the left. It has a small red tag on its ear. In the background, there is a small blue mouse and a hole in the ground.

Balls of Fire 2



Mathematical content

The focus of this activity is to add two numbers to make the given total. Students also have to use position and logic to move the balls vertically and horizontally to help make the combinations.

How to play

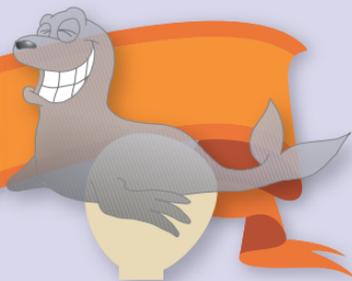
The house is burning and the cats must be saved.

Find two touching balls that add to give the total shown. Each time you click on a correct combination the fireman gets closer to saving all the cats. Click on the arrows to move the columns and rows in order to make more combinations.

9	7	5	12
16	14	15	9
13	18	0	15
11	4	3	7

18

The Seal Deal



Mathematical content

This activity is aimed at consolidating place value awareness. The value of each digit in a five-digit number must be recognised.

How to play

Look at the seal's number. You must give the seal his dinner. As the fish swim by, click on any fish that has the same value as one of the digits in the seal's number. You will make him very happy when you are correct.



Chancy Nancy



Mathematical content

The focus here is on probability. Students predict the probability of the total when two dice are thrown.

How to play

You are playing on Nancy's Game Card. Pick up your counters and place them on the numbers that you think will be the totals when two dice are thrown. Click on *Roll*. Each time one of your totals are thrown a counter from that number will be taken off the Game Card. Can Nancy lose ten counters before the computer does?

Game Card - Computer

2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	----	----	----

Game Card - Nancy

--	--	--	--	--	--	--	--	--	--	--	--

First to ten wins!!

	0
	0

EXIT

Builder Bobber

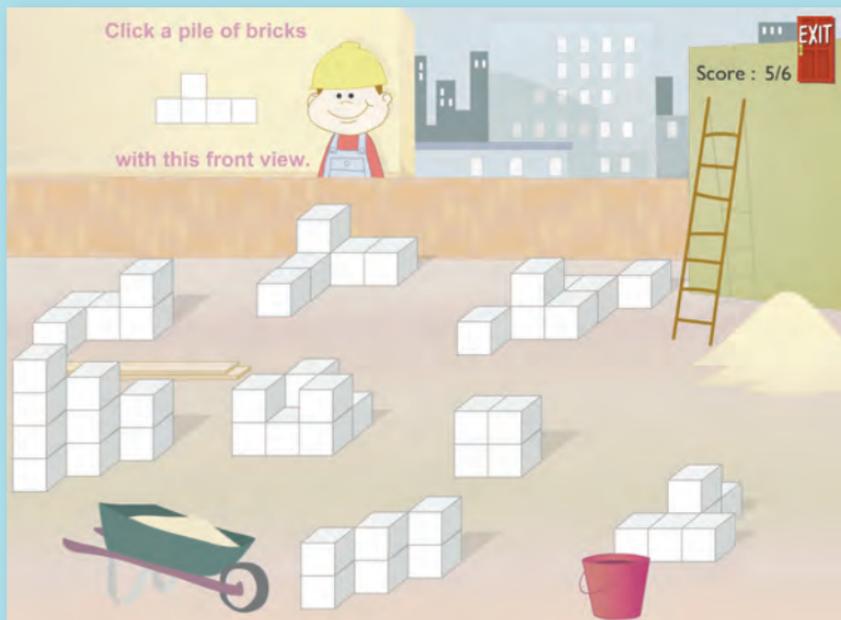


Mathematical content

This is a space activity. A top, side or front view of a 3D object is shown. Students must decide which 3D object is being used to generate the view shown.

How to play

Look at the view shown. Click on the pile of bricks it belongs to. If you are correct your score will grow. Be prepared for a surprise when your score reaches 6.



Mad Dr Jo



Mathematical content

This is a pre-algebra, pattern building activity. Students are given several terms in a pattern. They work out how the terms are generated and then fill in the blanks.

How to play

Watch as Dr Jo helps her bugs increase in number and fills in the terms in her number pattern. When you have worked out how her killer bugs are increasing, fill in the next two terms. Click on *OK*. If you can work out all her patterns correctly, you will be able to develop the anti-serum and save us all!

Mon	Tues	Wed	Thurs	Fri	Sat	Sun
37	44	51	58	65		

Captain Stinky



Mathematical content

The focus of this activity is a twofold look at position. The recognition of position on a grid using ordered pairs, is practised first. This is followed by recognition of position using the eight main compass points.

How to play

You must firstly dress Captain Stinky. Each ordered pair tells you where to place a skull. Click on a skull and drag it to the correct point. Captain Stinky will put on one piece of clothing.

When he is fully dressed you must help him row to the treasure's hiding place on Invisible Island, by clicking on the spots indicated by the compass directions.

10
9
8
7
6
5
4
3
2
1

1 2 3 4 5 6 7 8 9 10

Place a skull at
(7,2)

EXIT

Penny Painter



Mathematical content

This activity is aimed at reinforcing the finding of areas of rectangles using square measure. Subtraction of areas is practised as some larger rectangles have smaller rectangular cut-outs.

How to play

Help Penny work out the area to be painted and make her happy. Penny won't paint the doors!

You can click on the small squares and move them around to help you with your calculations. Write the number of squares in the area to be painted in the box and click on *OK*.

Find the area.

 squares to cover this wall.' To the right of the text is a yellow 'OK' button with a smiley face. Below the text, there are 18 pink squares scattered on the floor. To the right of the squares, there are two paint buckets (one white with blue paint, one white with red paint) and a cartoon illustration of Penny Painter holding a paintbrush."/>

It takes squares to cover this wall. 

Corporate Climbing



Mathematical content

In this activity students practise working out how many items can be bought for a given amount of money. This involves simple division of money. Arrow keys are also used to practise hand-eye coordination.

How to play

Read the problem. Work out how many items you can buy. Write in your answer and click on *OK*. But be careful of the money bags that are thrown out the door. If they hit her she goes to the bottom of the stairs and has to start again. Can you help her reach the top?

The image shows a game interface. At the top, a white box contains the text: "1 biscuit costs 25c. How many biscuits can you buy with 75c?". Below the text is a small illustration of a chocolate chip cookie next to a blue price tag that says "25c". To the right of the price tag is a small, empty rectangular box for the answer. In the background, a cartoon woman in a blue suit and red shoes is climbing a set of yellow stairs that rise from a white cloud base. At the top of the stairs is a green door with a red "EXIT" sign. In the distance, there are several grey skyscrapers.

Fraction Fishing

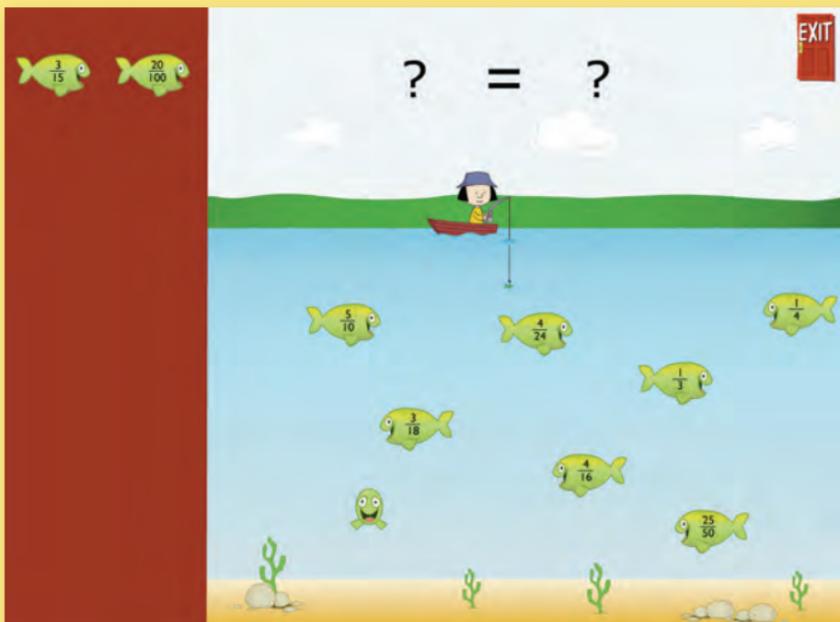


Mathematical content

This activity is to reinforce the teaching of equivalent fractions. An equation is formed using two fractions.

How to play

Fraction fish are swimming in the sea. There are pairs of equal value. Move the boat until it is over a fish you want to catch. Click once to lower the hook and again to stop the hook so the fish can swallow it. Complete the equation by doing the same with a fish of equal value. When you make a correct equation it will appear in the column on the left of your screen. How many fish did you have to catch to make 5 equations?





Minimum operating requirements

Macintosh

- 500 MHz PowerPC, G3 processor
- Mac OS 9 and later
- 128 MB RAM
(256 MB recommended)

PC

- 600 MHz Intel Pentium III processor or equivalent
- Windows 98, Windows 2000, or Windows XP
- 128 MB RAM
(256 MB recommended)

Launching Targeting Maths

For Mac users

1. Insert the Targeting Maths CD-ROM into your drive.
2. The Targeting Maths Lab 5 folder will appear on your desktop.
3. Double click on the Start icon.

For PC users. On most PCs the program will run automatically. If it doesn't, follow these instructions.

1. Insert the Targeting Maths CD-ROM into your drive.
2. Open Windows Explorer and select the CD-ROM drive.
3. Double-click on the Start.exe icon.