



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 3 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.

Targeting Maths Labs are available as a School Network Licence version, School Stand-alone version and as a Student Home version. For more information visit: www.pascalpress.com.au

Targeting Maths Lab 3





Targeting Maths Lab 3

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.

EXIT

Targeting Maths

Lab 3

Click on an activity.

jetpack jenny

basketball

crane game

grandma crunch

patterns 1

snowboard

stomper

patterns 2

ten bins

3d

tables tennis

timequiz

ordering numbers

shopping

fraction 1

mad ratty

estimation

fraction 2

place value

position words

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

The Activities

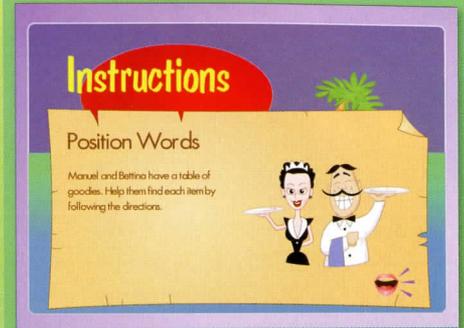


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Instructions

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



The game

Then the game begins.



Completion

Students are rewarded for completing the activity.



Jetpak Jenny



Mathematical content

This has three focus points — recognising hundredths, finding groups of a given number and reading the data shown on graphs.

How to play

Use the arrow keys to move Jenny to the open caves. Answer the questions to help her collect gold and silver rings. These will move her to the next level.

Eat sandwiches to give her flying energy, but be careful of the web-spitting plants. 3 tangles in the webs and the game is over.



Basketball



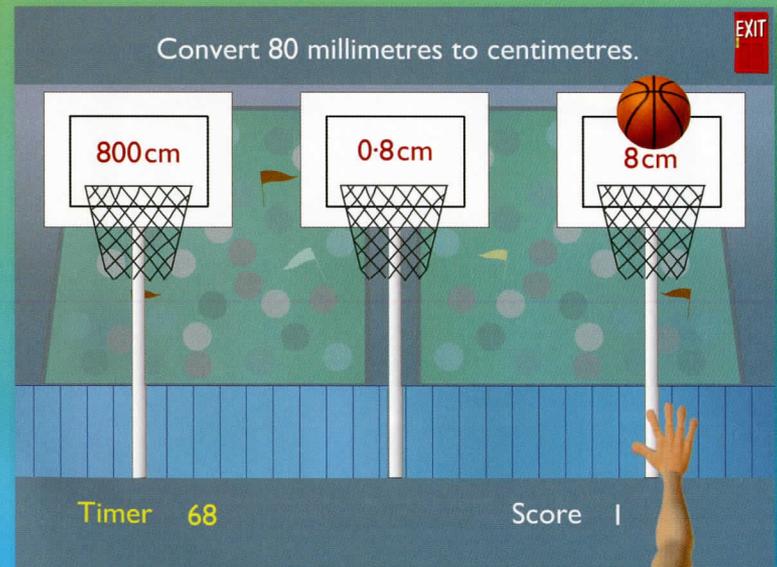
Mathematical content

This activity focuses on the relationship between millimetres, centimetres and metres and the conversions needed to change them.

How to play

Read the question and find the hoop with the correct answer. Line up your shot and click to throw a goal.

Be quick! To win you must throw five goals before the time runs out.



Crane Game



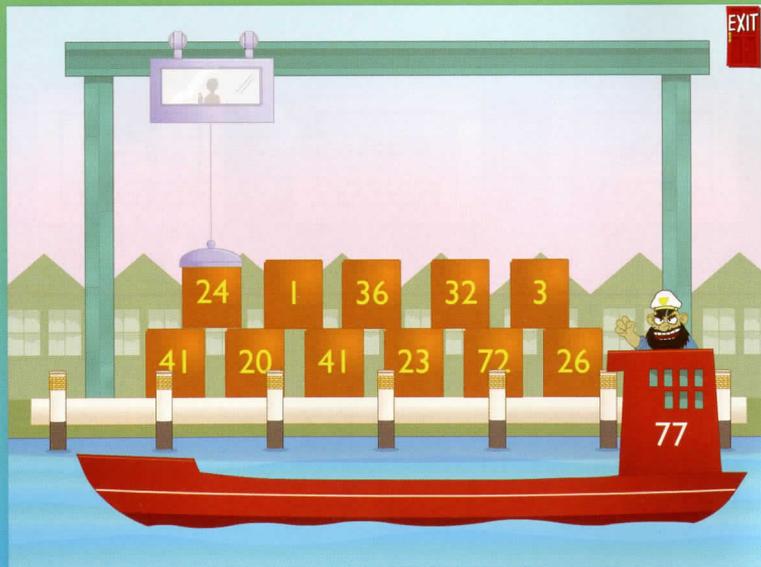
Mathematical content

This activity practises addition using 2 or more one- and two-digit numbers.

How to play

Load containers onto the boat. Their numbers must add to equal the boat's number. To pick up the containers use the arrow keys and then click on the space bar. Another click on the space bar drops them onto the boat. If you put the wrong container on the boat you need to pick it up again to take it off.

Don't be a slow worker because the captain isn't patient!



Grandma Crunch

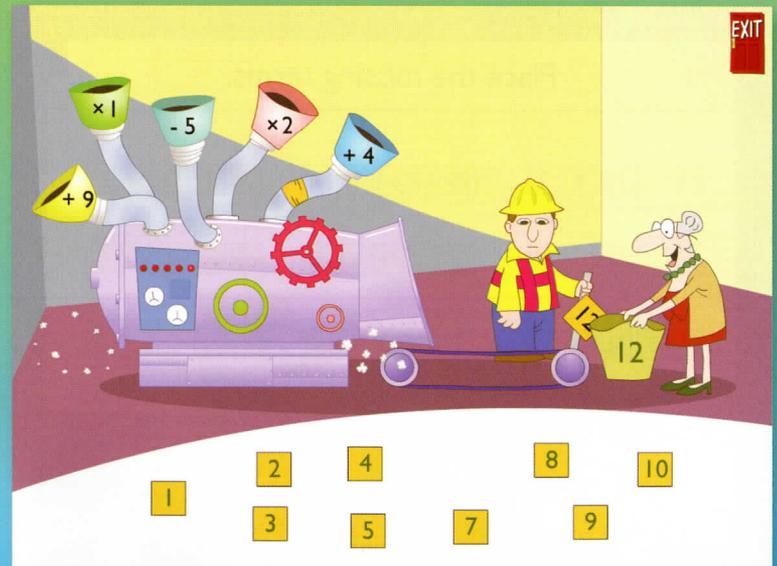


Mathematical content

This activity focuses on addition, subtraction and multiplication. The best method must be chosen to reach the given answer.

How to play

The number-crunching machine must give Grandma the number on her bag. Move a number with your mouse to a funnel. If you have put the number in the correct funnel, the machine will make the crunched number match the one on grandma's bag. Sometimes there is more than one way to make the numbers match.



Patterns 1

2⁶
4⁸
ONE

Mathematical content

This activity focuses on recognition of number patterns. Addition and subtraction, counting both backwards and forwards, are used to create the patterns.

How to play

Drag the numbers at the bottom of the screen to fill the gaps in the patterns.

Place the missing terms.

18		10	6	2	20	17	14	11	8		9	13	17	21
6	12	18		30	3		9	12	15	4		8	10	12
1	6	11	16		9	10	11	12	13	1	8		22	29

6 5 14 15 21 6

24

EXIT

Snowboard



Mathematical content

This activity focuses on multiplication number facts for 3x, 4x, 6x and 7x tables.

How to play

While snowboarding you need to collect flags that are a multiple of the given number. Grab those flags but avoid the others.

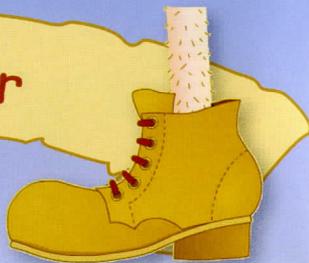
Move around the obstacles using the arrow keys. To jump over the rocks, press the space bar.

Collect multiples of 3.

24

EXIT

Stomper



Mathematical content

This practises recognition of equivalent number sentences. Addition, subtraction and multiplication are used.

How to play

Only feed the monster correct sentences, otherwise he'll get sick. Click on the STOMP sign to make the boot stomp on the incorrect ones before they reach him.



Patterns 2



Mathematical content

This activity reinforces recognition of addition and subtraction rules used to make number patterns.

How to play

Choose a rule from the bottom of the screen. Click and drag it to match a pattern. Click OK when you're done.

Match the rule to the pattern			
9, 7, 5, 3, 1 Rule <input type="text" value="-2"/>	9, 10, 11, 12, 13 Rule <input type="text"/>	6, 13, 20, 27, 34 Rule <input type="text"/>	
6, 11, 16, 21, 26 Rule <input type="text"/>	24, 19, 14, 9, 4 Rule <input type="text"/>	2, 6, 10, 14, 18 Rule <input type="text"/>	
21, 17, 13, 9, 5 Rule <input type="text"/>	9, 11, 13, 15, 17 Rule <input type="text"/>	29, 23, 17, 11, 5 Rule <input type="text"/>	
<input type="text" value="+1"/> <input type="text" value="+7"/>	<input type="text" value="+4"/> <input type="text" value="-4"/>	<input type="text" value="-6"/> <input type="text" value="-5"/>	<input type="text" value="+5"/> <input type="text" value="+2"/>

Ten Bins



Mathematical content

The focus is on addition pairs to ten. Tens and ones are then added to complete a number sentence.

How to play

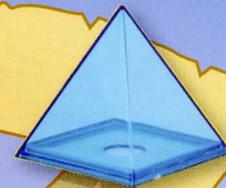
Use your mouse to put 2 pieces of rubbish that add to 10 in the bin.

Now complete the addition with the leftover number.

Drop pairs of numbers that add to ten into the bin. EXIT

6 2
8 1 4

3D



Mathematical content

This activity focuses on the names and features of 3D objects, eg prisms, pyramids, cones, cylinders.

How to play

Do you know the names of the 3D objects? Click and drag to place the correct label under each object. Be sure to read the question first!

Drag the labels to match the shapes. EXIT

Cylinder Cube Rectangular Prism
Triangular Prism Pyramid Hexagonal Prism

Tables Tennis



Mathematical content

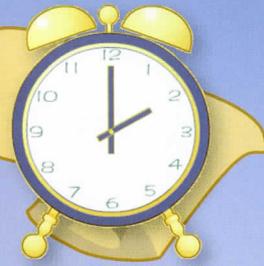
Practice of all tables facts.

How to play

Each time you hit the ball a question pops up. Make sure you type the answer and click OK before the ball comes back to you. Don't let the robot win!



Time Quiz



Mathematical content

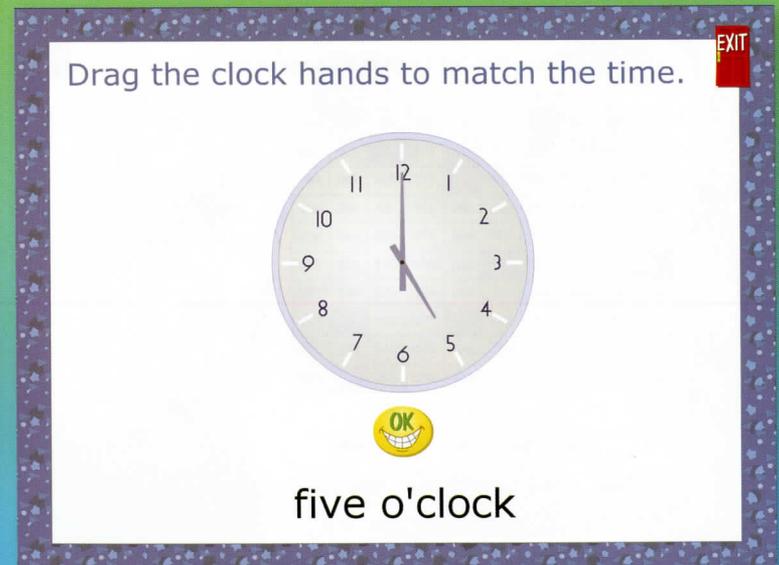
This activity reinforces recognition and telling of time on digital and analogue clocks.

How to play

Make the clock match the time by dragging the clock hands around the clock.

Next match the time cards with the correct clock face.

Now make the analogue clock show the same time as the digital clock.



Ordering Numbers



Mathematical content

Order and sequence numbers by tens to 1 000.

How to play

The artist is painting by numbers. Finish the painting by placing the missing numbers onto the correct spot on the thousand square to reveal the hidden picture.

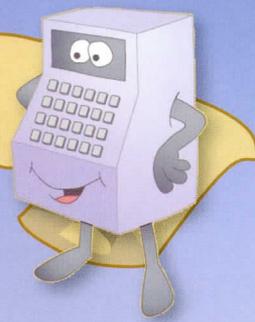
Drag the numbers back in place.

10	20	30	40	50	60	70	80	90	100
110	120		140	150		170		190	200
210	220		240	250		270	280	290	300
310	320	330	340	350	360	370	380	390	400
410	420	430	440	450	460	470	480	490	500
	520	530	540		560	570	580	590	600
610	620	630	640	650	660	670	680	690	700
710	720	730	740	750		770	780		800
810	820	830	840	850	860	870	880	890	900
910	920	930	940	950	960	970	980		1000

510 230 180 130 260

990 760 790 160 550

Shopping



Mathematical content

Recognising notes to \$20, choosing the correct note to buy an item and giving change are practised.

How to play

Click on the smallest note that will pay for the item.

Now you need to make sure you give the correct change. Click and drag the right notes and coins from the till to the bag.

Click on reset if you want to try again.

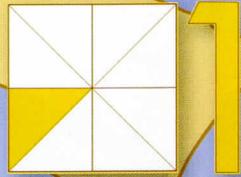
\$16.80

\$3.20

50c 20c 10c \$2 \$1 \$5

Drag the correct change to the bag.

Fraction 1



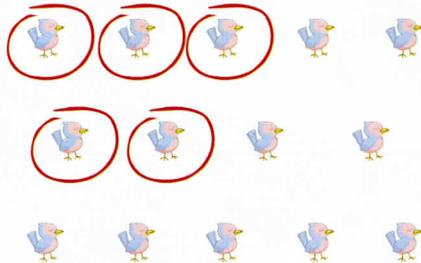
Mathematical content

This activity presents a simple fraction as being part of a group.

How to play

Circle the number of items in the group to match the fraction.

Circle the fraction given.

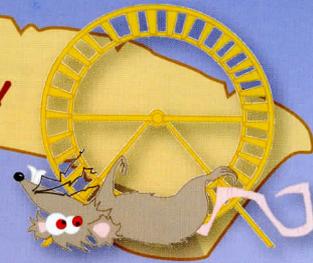


5 out of 14



EXIT

Mad Ratty



Mathematical content

Recognition of words and numerals for numbers to 999 is the focus.

How to play

Read the number and type in the matching numerals.

If you want to see Ratty run really fast and tire him out, be quick with your answers.

three hundred and six



306

EXIT

Estimation



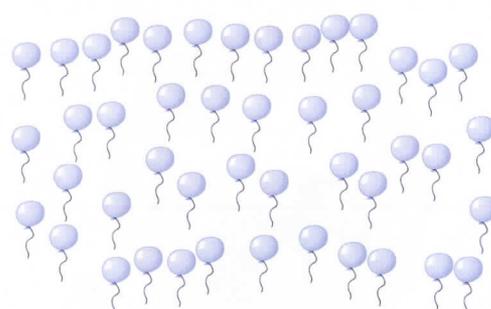
Mathematical content

This activity gives practice at estimating a number of items present in a visual display.

How to play

When the doors open for a short time you must estimate how many items are shown. Click on the answer closest to your estimate.

Estimate how many.



EXIT

Fractions

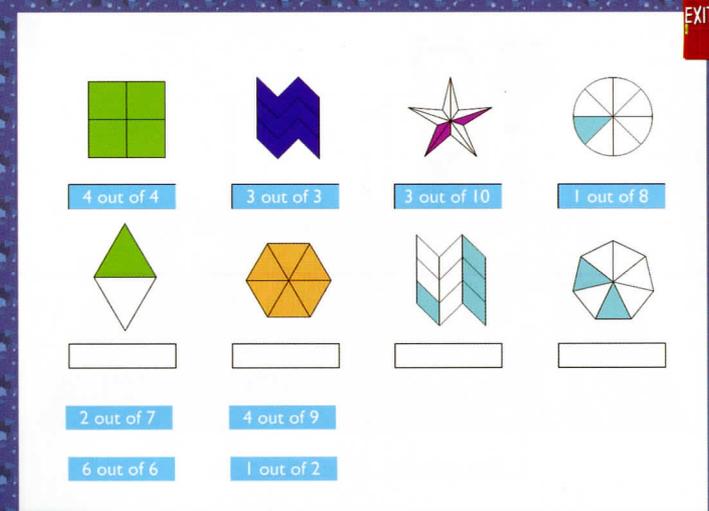


Mathematical content

The focus is on recognition of a fraction as being part of a whole, eg half, quarter, third, fifth or tenth. There is also practice in making equivalent fractions.

How to play

Click on and drag each fraction label to the correct diagram. Click OK when you have finished.



 4 out of 4	 3 out of 3	 3 out of 10	 1 out of 8
 <input type="text"/>	 <input type="text"/>	 <input type="text"/>	 <input type="text"/>
<input type="text"/> 2 out of 7	<input type="text"/> 4 out of 9	<input type="text"/> 6 out of 6	<input type="text"/> 1 out of 2

EXIT

Place Value

eleven

Mathematical content

MAB blocks are used to show tens and ones.

How to play

Add the ones then add the tens. Read your answer. If you are correct click OK.

+		
<hr/>		
	<input type="text"/>	<input type="text"/>

OK

EXIT

Position Words



Mathematical content

This activity reinforces the language of position, such as left, right, 2nd, middle, bottom and top.

How to play

Look at the table of goodies. Follow the instructions to click on the correct item.

bottom row, on the left

EXIT