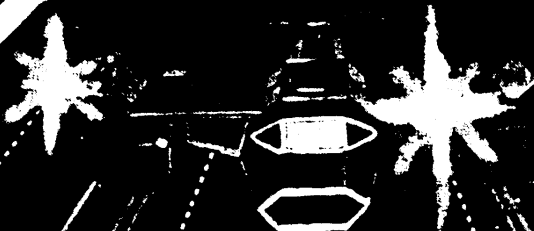


ASTRO

MATHS

Ages 7-15 years



DECIMALS

$$\frac{3}{4} = 0.75$$

FRA
ADD

EDUCATIONAL SOFTWARE

TESTED IN
SCHOOLS

Program Description

SIDE 1 Fractions from decimals

SIDE 2 Percentages

Each program is in two parts. The initial stage allows the teacher or parent to select the time allowed for each question and it's level of difficulty. Once these conditions have been set then the child takes over. CTRL L can be used at any input (where the cursor key flashes) to reset the levels. The child is then confronted one at a time, with ten problems.

Top left of the screen shows the number of problems correct and top right the number of problems remaining. If the answer is wrong then the child is allowed to try again, if wrong a second time then the right answer is given. If the child gets more than six out of ten then he is allowed to play a space game.

Spacecraft are sighted they must be destroyed as quickly as possible. Move the gun sights using the cursor keys and fire using the space bar, but beware of your shields being destroyed and running out of laser energy. Score displayed top left, high score - top right. If all aliens are destroyed and number of problems answered is greater than ten and the offer of another go is declined then the score is entered into the Hall of Fame - decisions, decisions.

N.B. If more than six out of ten is obtained on three consecutive turns then the level of difficulty automatically increases by one. Except level 4 which should be used primarily for calculator practice.

Where necessary answers must be given to three decimal places. The DELETE key is used to erase figures entered in error.

Loading Instructions

SPECTRUM 48K	LOAD " "
DRAGON 32	CLOAD
BBC	CHAIN " "

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Since there are inherent differences between machines there will be variations between programs of the same title written for different microcomputers.

Details of other programs in this series and of other educational programs can be obtained from your software supplier or from:
SCISOFT 5 Minster Gardens, Newthorpe, Eastwood, NOTTS. NG16 2AT

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Are you tired of your child using the computer just to play arcade games?

If you ticked each box then SCISOFI programs are a must for you. Our programs are designed to link the need of parents and teachers to present necessary repetitive "drill" type problems in a more palatable form.

pioneers

battleships

destroyers

The spacecraft must be destroyed. Has your child the mathematical skill to get the problems right and the manipulative skill to survive "Galactic Pulsars".