SCISOFT

EDUCATIONAL SOFTWARE

Jungle Maths

Ages 5 - 13 years

BEWARE OF
THE PIT
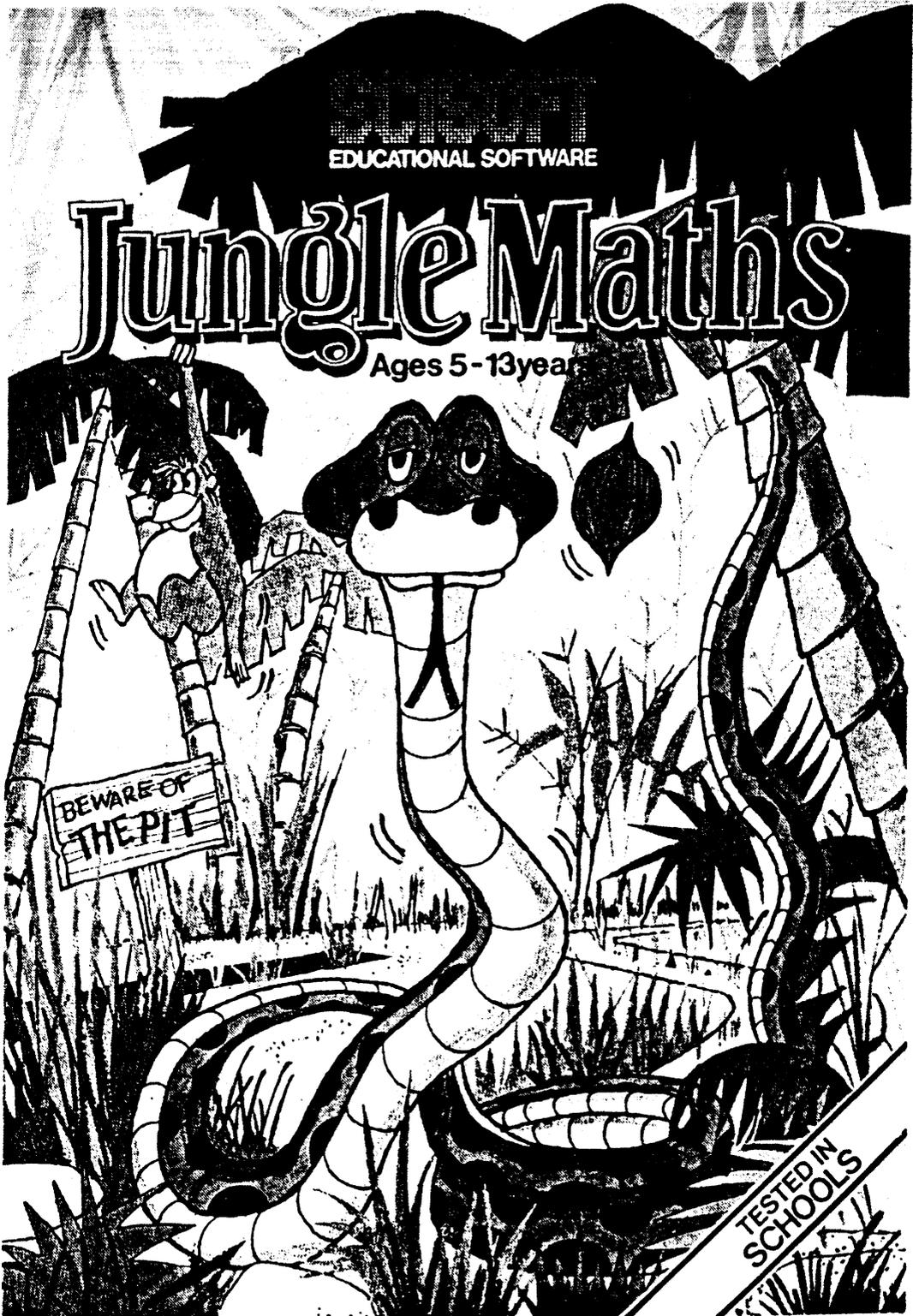
TESTED IN
SCHOOLS

Program Description

Each program is in two parts. The initial stage allows the teacher or parent to select the time allowed for each question, the range of numbers used, whether negative values are needed and if decimal values are required. Once these conditions have been set then the child takes over. For every correct answer given within the time allowed the pupil is moved through a jungle.

The child has five lives. For every incorrect answer the child loses a life. A life is also lost if the child takes too long to answer the question. When base is reached the child is rewarded by seeing all the graphics stored in the program. In addition there are three traps in the jungle and a life is lost if the child lands on one. Also the time allowed per question is halved should he land in the river.

If the child wishes to change an answer then by pressing "X" the current entry is removed whilst retaining the same question. The pupil's current score is also displayed in the bottom right hand corner of the screen.

On completing the problems the child's final score is given and he may then repeat the program using the same or different degree of difficulty.

In addition each tape contains a program entitled "hints". This has been written by teachers and provides useful guidance to parents in the form of brief hints.

N.B. These programs can be used in conjunction with a calculator as important use of a calculator practice.

Loading Instructions

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

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

Educational Programs

☑ Are you looking for high quality reasonably priced educational programs?

☑ Do you need educational programs that show flair and imagination?

☑ Do you want to improve your child's education?

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

If you ticked each box then SCISOFT 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.

snakes   piranhas

pits   coconuts

Dare you pass through our jungle? To do so you must answer some maths problems. If you take too long to answer then you   .
are doomed to sink into the swamp.