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Made in Britain

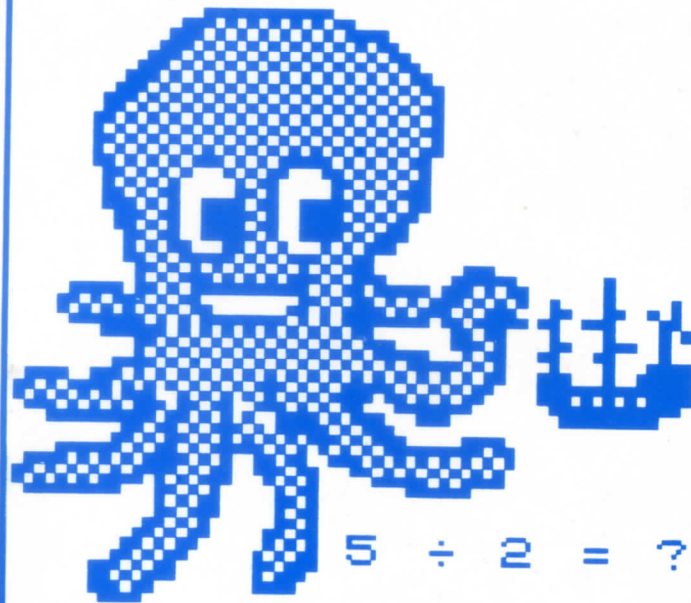
CRG-408-499X



**GRIFFIN
SOFTWARE**

Spectrum 48K

fairshare



EDUCATION AT LEISURE

FAIRSHARE

Program: FAIRSHARE1
Computer: 48K ZX-Spectrum.
Author: Fisher-Marriott.
Age range: 6 years upwards.

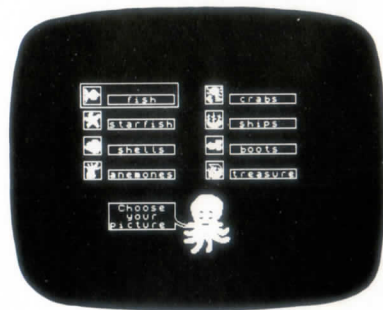
Educational objectives: To introduce the concept of division by means of sharing a given number of objects into groups.

Loading: Load this program by typing:-
LOAD "FAIRSHARE1"
If in doubt about loading then see your **ZX MANUAL**.

Using the program: The program runs automatically when loaded.

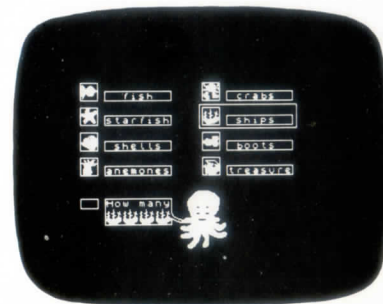
You will see the introductory page of this program.

You will then have to choose the type of objects that you want to share.



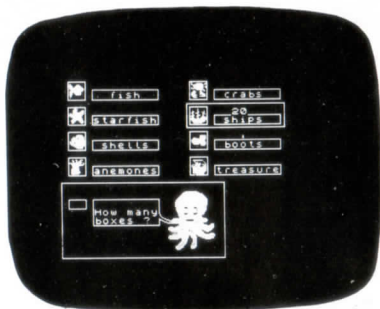
To make your choice press any key when the flashing box surrounds the object you want. The object inside the box will be the one that is selected.

You then have to enter the number of your chosen objects to share out.



Press the number keys to choose.

Ollie the octopus now has your objects. You will now have to tell him into how many boxes his objects are to be shared.



Press the number keys to make your choice.

Ollie is now ready to share his objects into the boxes.

Pressing any key will cause Ollie to put the object he is holding into the box that has a flashing edge. If no key is pressed another box will begin to flash, so all you have to do is wait for the box you want to begin to flash and then you can put the object in it.

If the box is full then Ollie takes it back and you have to try again.

If the box is not full then Ollie puts the object into the box and gets another.

When Ollie has shared his treasures into the boxes equally then he will ask you to type in the number in each box. Then if there is a remainder he will ask you how many are left.

Program:

FAIRSHARE2

Computer:

48K ZX-Spectrum.

Author:

Fisher-Marriott.

Age range:

6 years upwards.

Educational objectives: To introduce the concept of division by means of sharing a given number of objects into groups.

Loading:

Load this program by typing:-

LOAD "FAIRSHARE2".

If in doubt about loading then see your **ZX MANUAL**.

Using the program:

The program runs automatically when loaded.

First you see the title page of this program.

You will then have to choose the number of objects.

Press **A** for up to 10 objects.

Press **B** for up to 20 objects.

Press **C** for up to 30 objects.

You now have to choose the number of boxes. Press **2, 3, 4** or **5**.

You then have to type

A for always this number of boxes, or

U for up to this number of boxes.

and then:

Press **N** for no remainders.

Press **R** for remainders.

You will then see:

Press **X** to change, or any other key to continue.

If you have made a mistake press **X** otherwise press any other key.

The following will then be displayed:



If you want to change the number of objects or boxes, etc. at any time the program is running, press **EDIT (CAPS SHIFT and 1)** and you will return to the menu.

Press **EDIT**.

You will then see:

'Press any key for a sum'.

Press any key.

The program then continues as for FAIRSHARE1.

Comments:

This program presents a practical way to teach simple division to young children.

The idea of remainders after division can also be introduced.

The difference between FAIRSHARE1 and FAIRSHARE2 is that in FAIRSHARE1 you choose the exact division question, you even specify the things that are to be shared. In FAIRSHARE2 you choose the type of division that is to be asked. You choose the level of difficulty of the question, such as the maximum number of objects and boxes.