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GRIFFIN SOFTWARE

Spectrum 48K   getset

EDUCATION AT LEISURE
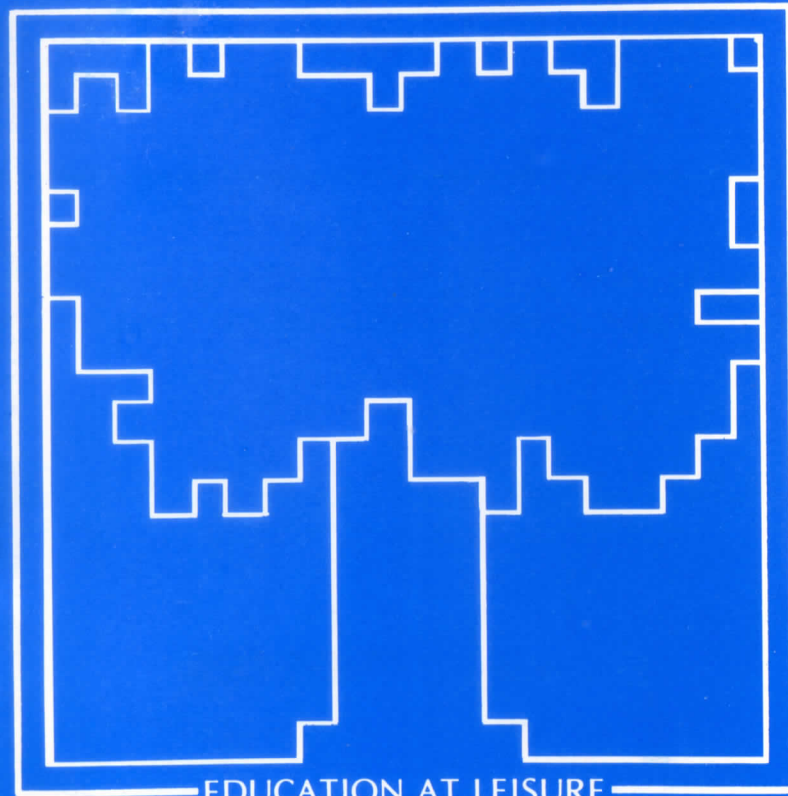
GETSET

There are two programs on this tape, "SET" and "PARTITION".

|	
Program:	**SET.**
Computer:	ZX Spectrum 48K.
Author:	Fisher-Marriott Copyright 1982.
Age Range:	4 years upwards.
Educational Aim:	To teach the principles of addition and subtraction by moving and counting objects in a set.
	The program can be used in conjunction with counting blocks, dice and a variety of other objects used to teach counting.
Loading:	Load the program by typing **LOAD "SET".** If in doubt about loading then see your Spectrum manual.
Using the Program:	The program runs automatically when loaded. After the title, the screen will show
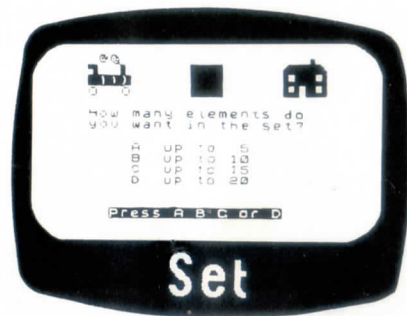
You now have a choice of the size of the set from 5 objects to 20 objects. Press your choice of key from **A** to **D**. Any other key will have no effect.

The screen will show, for example
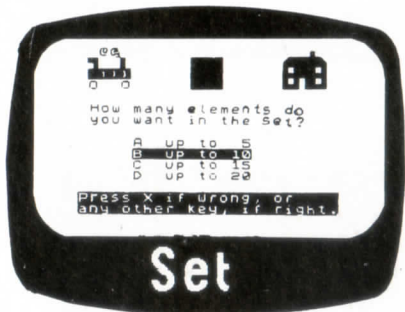
Your choice of set size is highlighted. If you choose the wrong size by mistake, press **X** to choose again. Otherwise press any other key.

The screen will now show
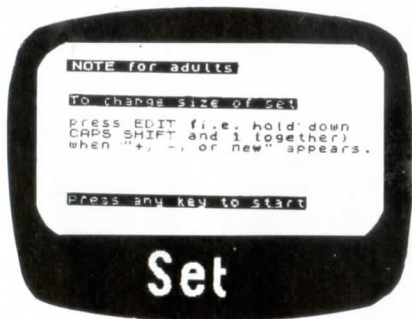
Pressing **EDIT** returns the program to the beginning and allows the size of the set to be selected or altered by the adult, who therefore retains overall control.

The main program: Pressing any key may now show

A set of objects will be shown of the size chosen. The object of the program is for the child to add and subtract objects to and from the set and answer the questions shown correctly.

At this point you may press **EDIT** to choose another set size if you wish.

Otherwise, the child using the program can take over and press **+** (the **K** key), **−** (the **J** key) or New (the **N** or **A** keys).

If **+** is pressed then the child sees

> **+ How many?**

Then the child must type the number of sheep (for example) that he/she wishes to add to the set, and that number is then added.

The screen will then show

The correct number of sheep must now be typed in. If the number typed is wrong then a message like

Not 5   Try again, please

appears. The question must then be attempted again. If the number entered is the correct answer then the message

Yes.   Good

is displayed.

A similar procedure occurs with subtraction from the set.

If the **N** (or **A**) key is pressed then a new set of objects is displayed.

Program information: If at any time during the program you press the **CAPS SHIFT** and **SPACE** key together then the program stops. You can either press the **C** key and **ENTER** to continue the program from that point, or you may press the **R** key and **ENTER** to run the program from the beginning.

If you try to add to a full set then the message

The set is full

is displayed

If you try to subtract from an empty set then the message

The set is empty

is displayed.

If you try to overfill the set, or take more from the set than is available, then you will see a message like

3 is too many

PARTITION

|	
Program:	**PARTITION**
Computer:	ZX Spectrum 48K.
Author:	Fisher-Marriott Copyright 1983.
Age Range:	4 years upwards.
Educational Aim:	To teach the principles of addition and subtraction by partitioning within a set of objects.
	The program can be used in conjunction with counting blocks, dice and a variety of other other objects used to teach counting.
Loading:	Load the program by typing **LOAD "PARTITION"**. If in doubt about loading then see your Spectrum manual.
Using the Program:	The Program runs automatically when loaded. After the title, the screen will show
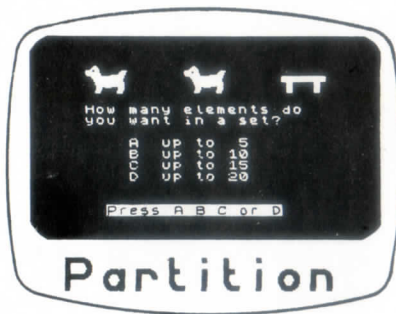
Now choose the set size you want in the same way as for the **SET** program. The screen will then show
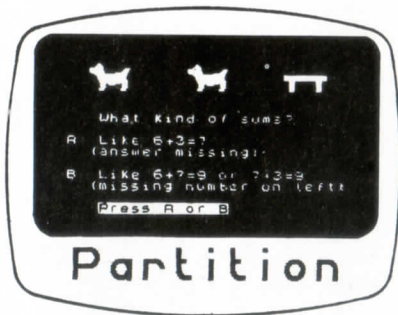
Now press **A** or **B** to choose the type of sum you want. Pressing any other key will have no effect.

If you press **B,** for example your choice will be highlighted and the screen will show
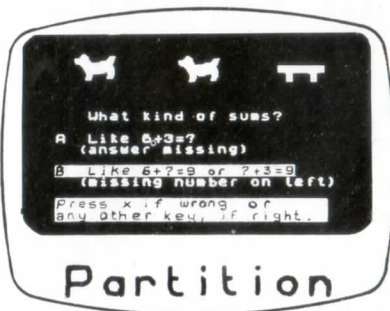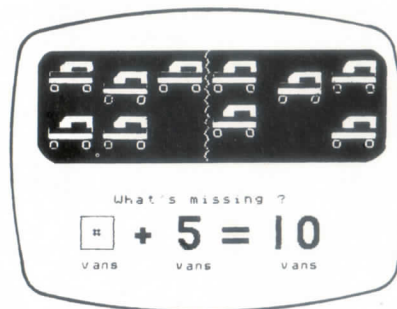

If you decide at this point that you have chosen the wrong kind of sum, then press the **X** key and you may choose again.

Otherwise, pressing any other key will show
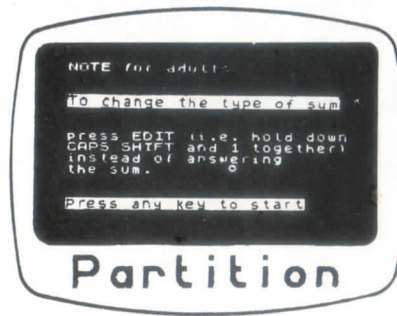
This allows the type of sum to be altered in the same way as the set size in the program **SET.**

The main program: Pressing any key will now lead on to the main program. The screen may now show

A sum will be shown of the type chosen.

The object of the program is for the child to insert the missing value in the sum correctly.

At this point you may press **EDIT** to choose another type of sum if you wish.

Otherwise, the child using the program can take over.

As in the **SET** program, wrong answers are corrected and right answers rewarded.

Program information: As for the **SET** program.